JUNE

User Guide

v1.0

JUNE

Classic Analog Polysynth

JUNE is a faithful emulation of the **Roland JUNO-60**, one of the most iconic polyphonic analog synthesizers from the early 1980s.

We spent months living with the original, studying every quirk and charm, from the warm, steady DCO to the silky filter and that unmistakable chorus, then modeled its circuits in detail to bring its soul into software.

Do we really need another JUNO?
We think the answer is **yes**, if it's done with care.

JUNE isn't just another look-alike. We spent a long time with the real thing, studying every circuit and chasing the tiny details that make it feel alive: the way the DCO behaves, how the envelopes respond, how the filter breathes, and how the chorus shimmers and dances around the sound.

We wanted to capture that exact feeling but also make it practical for modern production.

JUNE is available for macOS, Windows, and Linux (VST, VST3, AU, AAX, CLAP, Standalone). It's also available on the App Store for iOS and iPadOS (AUv3 and Standalone).

Installation

macOS

• Double click on the DMG archive to extract it
• Right click on the PKG installer and click open
• Follow the instructions to install the plug-in(s)

Windows

• Extract the ZIP archive
• Double click on the setup file (.exe)
• Follow the instructions to install the plug-in(s)

Linux

• Extract the tarball archive
• Run ./install.sh
• Follow the instructions to install the plug-in(s)

Registration

You can open the registration window by clicking on the icon ☰ next to the bypass button, in the top-right corner.

Online

- If you haven't created an account yet, you can <u>sign up here</u>
- Just input your credentials into the text fields and click on Log In.

Offline

- Download the license file from your <u>account</u>.
- Just drag and drop the license into the registration window or click on the *Load License File* button and browse to the downloaded license.

Parameters

Main

DCO (Digitally Controlled Oscillator)

LFO	Modulates the pitch of the oscillator
PWM	Controls pulse width modulation amount
↳ Source	Selects the modulation source for pulse width
Waveforms	Enable or disable the oscillator waveforms
Sub Osc	Sets the level of the sub oscillator
↳ Oct	Sets the sub oscillator octave (-1, -2, -3 octaves)
Noise	Sets the level of the white noise generator

HPF

Freq	Sets the cutoff frequency of the high-pass filter.

VCF

Freq	Sets the cutoff frequency of the resonant low-pass filter
Res	Sets the level of the resonance
Polarity	Selects between positive or negative envelope
Env Source	Selects which envelopes affect the filter
ENV	Modulates the filter using the selected Envelope
LFO	Modulates the filter using the LFO
KYBD	Applies keyboard tracking to the filter
VEL	Controls the amount of cutoff affected by the velocity

CHORUS

I	Activates the slower Chorus mode
II	Activates the faster Chorus mode

| *I + II* | Activates a third "secret" mode
In the original hardware, the chorus is stereo only in modes I and II, where each channel has its own BBD chip. In mode I+II, the chips are cascaded, resulting in mono processing. |

LFO

Rate	Sets the modulation speed
Delay Time	Sets the time before the LFO starts after a key press
Trig Mode	Set how the LFO is triggered
Wave	Selects the LFO waveform

VCA

| *Source* | Choose between envelope (ENV1) or gate mode |
| *Vel* | Adjusts how MIDI velocity affects the volume |

ENV 1 / 2

Attack	Determines how long it takes for the envelope to rise from zero to its maximum level after a note is pressed
Decay	Sets the time it takes for the envelope to fall from the maximum level to the sustain level after the attack phase completes
Sustain	Defines the level that the envelope holds after decay, as long as the note is held
Release	Determines how long it takes for the envelope to fall back to zero after the note is released

Glide

| *Mode* | Glide can be *always* active or only when playing *legato* |
| *Glide* | Controls the glide time |

Arpeggiator

Hold	Latches all currently held notes until turned off
Mode	Selects how notes are sequenced (Up, Up & Down, Down, Random)
Bar Reset	Resets the arpeggiator pattern every 1, 2, or 4 bars, or never
Range	Sets how many octaves the pattern spans (1–4)
Rate	Controls the speed or timing subdivision of the arpeggiated notes
Velocity	Selects if each note's velocity is used individually or taken from the last
Note Order	Selected the notes' order: by the sequence you play them or by pitch
Chord	Enables chord arpeggiation (requires Polyphonic mode to be active)

Keys / Extra

Hold	Keeps notes sustained after release until Hold is disengaged
LFO Trig	When the LFO is set to Manual mode, this button triggers the LFO to start a new cycle
Volume	Controls the overall output level of the synth
Pitch Bend	
↳ *DCO*	Sets how far the pitch bender affects the oscillator pitch
↳ *VCF*	Sets how far the pitch bender affects the filter cutoff
Modulation Bend	
↳ *DCO*	Sets how far the modulation bender affects the oscillator pitch
↳ *VCF*	Sets how far the modulation bender affects the filter cutoff
Octave Transpose	Shifts the keyboard pitch up or down by one octave
Tune	Fine-tunes the overall pitch of the instrument (-7 to +7 semitones)
Age	Adds subtle variations to the filter, envelope, and volume for a more vintage, unstable character

Voice Control

Mono	Forces the synth into monophonic mode
↳ *Legato*	New notes do not retrigger the envelope if another is held
Polyphony	Sets the maximum number of voices that can play simultaneously
Unison	Stacks voices for a thicker sound
Fat	Adjusts the detuning and spread of unison voices

Chorus+

Rate	Adjusts the modulation speed multiplier of the Chorus
Noise	Adjust the amount of BBD noise emulation
Model	Switches between two chorus models, based on JUNO 6 and JUNO 60

Effects

JUNE includes a set of four high-quality effects, inspired by classic gear and designed to complement the synth's character. The effects section features:

Tape Echo, based on our Space Echo emulation Outer Space
Spring Reverb, adding classic vintage reverb
**Overdrive**, for rich harmonic distortion inspired by classic guitar pedals
Phaser, delivering deep, swirling modulation inspired by vintage analog phase shifters

Features

Parameter Lock

If you want to keep the value of one or more parameters while changing presets, or when using the randomizer button, you can use the *Parameter Lock* feature.
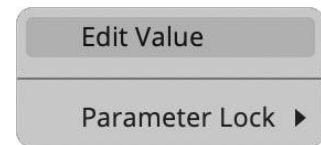
Right click on a parameter and choose *Parameter Lock*.
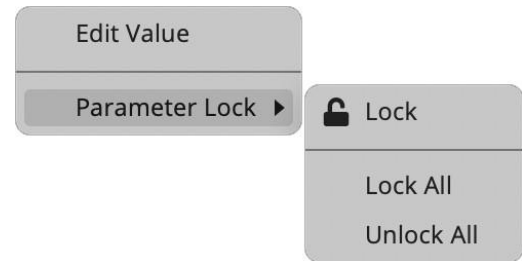
Lock / Unlock	If locked, the parameter won't be updated when changing presets
Lock All	Locks all parameters
Unlock All	Unlocks all parameters

Edit Value

You can also manually change the value for knobs and sliders. Right click on a parameter and choose *Edit Value*. You can also access this feature with SHIFT + Click.

By clicking on the icon ☰ *you can access additional features.*

Background Noise

You can enable and set the volume for the overall background noise, simulating the subtle noise present in vintage hardware. This is separate from the Chorus BBD Noise.

Soft Clip

Applies gentle soft clipping to the output signal to help prevent unwanted peaks at high volumes, especially when playing multiple voices at once.

DCO LFO Extended Range

By default, the DCO LFO modulates pitch up to 2 semitones. Enabling this option extends the modulation range to 12 semitones.

Window Size

You can resize the plugin window using three predefined sizes (*small, standard, big*). You can also resize the plugin window by clicking and dragging the bottom-right corner of the interface. Double clicking will reset to the standard size.

Preset Copy / Paste

You can easily share presets by using this Copy/Paste feature.

Copy to Clipboard   The status of all parameters will be saved to the Clipboard

Paste from Clipboard   Load a preset from the Clipboard

Enable / Disable Notifications

You can enable or disable the notifications for updates and news (shown by the bell icon). This option is global and it will affect all AudioThing plugins.

Swap Mouse Buttons

If you use the right button as your primary mouse button, the plugin might not recognize it. Use this option to enable it internally in the plugin.
This option is global and it will affect all AudioThing plugins.

GUI Acceleration

You can enable or disable the GUI acceleration supported by your system.
The current and default library is OpenGL.

Graphics Controls

This feature allows you to modify the User Interface's Brightness and Contrast.

End

Where is everything?

The installer will place the plugins, presets, and other data in these folders.

macOS

AU	*/Library/Audio/Plug-ins/Components/*
VST	*/Library/Audio/Plug-ins/VST/*
VST3	*/Library/Audio/Plug-ins/VST3/*
CLAP	*/Library/Audio/Plug-ins/CLAP/*
AAX	*/Library/Application Support/Avid/Audio/Plug-Ins/*
Data	*/Users/Shared/AudioThing/*

Windows

VST	*custom path from the installer*
VST3	*\Program Files\Common Files\VST3*
CLAP	*\Program Files\Common Files\CLAP*
AAX	*\Program Files\Common Files\Avid\Audio\Plug-Ins*
Data	*\Users\Public\Public Documents\AudioThing*

Linux

VST	*~/.vst/*
VST3	*~/.vst3/*
CLAP	*~/.clap/*
Data	*~/.local/share/AudioThing/*

Credits

DSP & Code   *Carlo Castellano*

DSP   *Stefan Stenzel, Ivan Cohen*

Design   *John Gordon*

QA   *David*

Presets   *MM (Manuele Montesanti), SL (Samuel Lindeman)*

EULA

Please visit www.audiothing.net/eula/ to review this product's EULA.

Thank You

Thank you for your purchase! We hope you will have as much fun using it as we had making this product.
For support, please visit www.audiothing.net/support/
For further help or any questions, please contact us here: www.audiothing.net/contact/

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