



JUNE

User Guide

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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 [sign up here](#)
- Just input your credentials into the text fields and click on Log In.



A screenshot of a dialog box titled "Log in to authorize". At the top is a flask icon. Below the title are two input fields: "Email" with an envelope icon and "Password" with a key icon. There is a radio button labeled "Remember me". At the bottom is a "Log In" button. Below the button are two links: "Forgot Your Pass?" and "Sign Up".

Offline

- Download the license file from your [account](#).
- Just drag and drop the license into the registration window or click on the *Load License File* button and browse to the downloaded license.



A screenshot of a dialog box titled "Offline activation". At the top is a flask icon. Below the title, it says "Drop the license file here" followed by "or". At the bottom is a button labeled "Load License File".

Parameters

Main

DCO (Digitally Controlled Oscillator)

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

HPF

<i>Freq</i>	Sets the cutoff frequency of the high-pass filter.
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VCF

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

CHORUS

<i>I</i>	Activates the slower Chorus mode
<i>II</i>	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

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

Keys / Extra

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

Voice Control

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

Chorus+

<i>Rate</i>	Adjusts the modulation speed multiplier of the Chorus
<i>Noise</i>	Adjust the amount of BBD noise emulation
<i>Model</i>	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

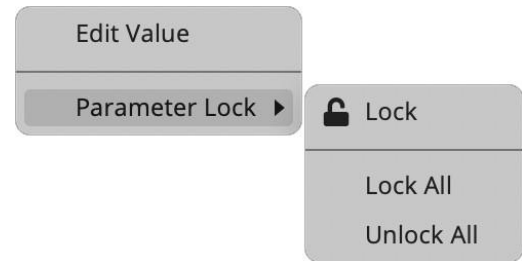
Phaser, delivering deep, swirling modulation inspired by vintage analog phase shifters

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.

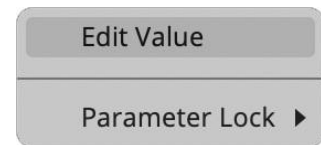
Right click on a parameter and choose *Parameter Lock*.



<i>Lock / Unlock</i>	If locked, the parameter won't be updated when changing presets
<i>Lock All</i>	Locks all parameters
<i>Unlock All</i>	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.

LFO Trigger Momentary

On the original hardware, the LFO Trigger button was momentary, meaning it only stayed active while being held down. Enabling this option replicates that behavior.

VCF Velocity to Envelope

By default, the Velocity control in the Filter section affects the Cutoff frequency. Enabling this option changes the behavior so that velocity instead influences the filter envelope amount.

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.

Import Presets

This experimental feature attempts to convert presets from other JUNO-style emulations into JUNE's format. While not all parameters and emulations can be perfectly translated, and some manual adjustments may be needed, it provides a useful starting point for importing your existing presets.

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	<i>Carlo Castellano</i>
DSP	<i>Stefan Stenzel, Ivan Cohen</i>
Design	<i>John Gordon</i>
QA	<i>David</i>
Presets	<i>MM (Manuele Montesanti), SL (Samuel Lindeman), ST (Bastiaan Barth - Solidtrax)</i>

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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