Manual for *REVITAR 1.1*

1. How to Install

1. Close your VST instrument host program.
2. Copy the file Revitar.dll to your host program's VST plugin or instrument directory such as C:\Program Files\Host Developer's Name\Host Program\VSTPlugins .
3. Start your VST instrument host program.

Revitar 1.1 must be registered for full functionality. Until registered the volume will periodically fade in and out. To purchase your copy please visit www.cuttermusic.com

2. Specs

VST instrument. PC only.
Recommended system: Windows 95, 98, Me, XP. 700MHz processor or faster.
Maximum sample rate 44,100Hz. Stereo. 4-8 note polyphonic.

3. Features

The knobs are controlled by left clicking on the knob and dragging the mouse up and down. Left clicking while holding down the Ctrl key will restore its original value.

Knob	Description	MIDI Controller
Gain	Controls the gain or volume of Revitar's output. If distortion is turned on, increasing gain will increase distortion	7 Continuous Controller
Pluck	Controls the position on the string at which the sting is plucked. The lower the value the closer the pluck position is to the bridge.	5 Continuous Controller
Pick Up	Controls the position of the pick up. The lower the value the closer the pick up is to the bridge.	6 Continuous Controller

Knob	Description	MIDI Controller
Speed	Controls the speed at which the guitar is played. More slurring occurs at slower speeds. Pluck speed is also varied	12 Continuous Controller
Slap	Controls the amount of slapping noise produced by the strings. The higher the slap value the higher the height of the virtual frets.	11 Continuous Controller
Tune	Controls the tune of the guitar. Plus/minus one note.	Pitch Bend
Bass Resonance	Controls the amount of bass (low frequency) resonance produced by the body of the guitar.	13 Continuous Controller
Treble Resonance	Controls the amount of treble (high frequency) resonance produced by the body of the guitar.	14 Continuous Controller
Sympathetic Resonance	Controls the amount of sympathetic resonance produced between strings. Sympathetic resonance is the effect a plucked string has on the others, i.e. plucking one string causes the other strings to move slightly. Higher values can lead to detuning for higher notes.	16 Continuous Controller
Bridge Damping	The amount of damping applied at the bridge of the guitar. Creates slightly sharp harmonics.	8 Continuous Controller
String Damping	Controls the amount of damping applied to the entire string. More damping produces shorter notes.	9 Continuous Controller
Palm Damping	Controls the amount of damping applied by pressing the palm against the strings. More damping produces shorter notes.	18 Continuous Controller
Vibrato Amplitude	Controls the amplitude of the vibrato. Vibrato is a variation in pitch. Once a note is released vibrato stops even if sustain is on.	1 Continuous Controller
Vibrato Rate	Controls the rate of the vibrato.	2 Continuous Controller

Knob	Description	MIDI Controller
String Type	Controls the type of string (nylon to metal.) Increasing the knob increases the size of the ridges in the string.	17 Continuous Controller
String Color	Controls the type of pick. Lower value produces a more fingered sound vs. a harder pick sound for higher values.	15 Continuous Controller

The switches are turned off and on by left clicking on them.

Switch	Description	MIDI Controller
Distortion	Applies distortion to the output of the guitar. To increase distortion, increase the gain.	C# Octave -2
Sustain	All notes are sustained after release. Vibrato and pitch bend are turned off after note is released.	D Octave -2
Mono	All notes are played on the same string. Once a note is pressed, all following notes are played legato. The speed knob controls the rate of the slurring between notes.	D# Octave -2
Quality	Controls the quality of the guitar rendering. High quality produces a fuller sound, but also requires a higher CPU load.	

Chord controls allow for entire chords to be played by pressing one key.

Chord Control	Description	MIDI Controller
Type	Controls the type of chord. The types are: Major: C-E-G-C Minor: C-Eb-G-C Power F: C-F-C Power G: C-G-C 7^{th}: C-E-G-Bb Major 7^{th}: C-E-G-B Minor 7^{th}: C-Eb-G-Bb 6^{th}: C-E-G-A Minor 6^{th}: C-Eb-G-A	E Octave 6 – None F Octave 6 – Major F# Octave 6 – Minor G Octave 6 – Power F G# Octave 6 – Power G A Octave 6 – 7^{th} A# Octave 6 – Major 7^{th} B Octave 6 – Minor 7^{th} C Octave 7 – 6^{th} C# Octave 7 – Minor 6^{th}
Strum Direction	Controls the direction at which the chords are strummed. Either always down, always up, or down and up.	C# Octave 6 – Up D Octave 6 – Down and Up D# Octave 6 - Down
Chord Voicing	Controls the spacing of the chord notes. Close plays the notes that lie as close together as possible while open 2 plays the notes furthest apart (one octave higher.)	F# Octave –2 – Close G Octave –2 – Open 1 G# Octave –2 – Open 2
Rate	Controls the rate at which the chords are strummed.	3 Continuous Controller

MIDI Mappings:

For more information please visit www.cuttermusic.com or email support@cuttermusic.com

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