

CABAL 8 : ELEMENTS

USER MANUAL



Introduction

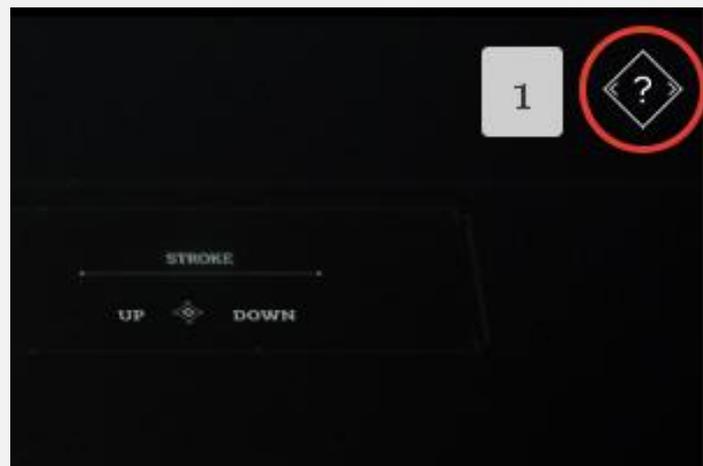
For one and a half years of continuous creation of this instrument, we have implemented many features that allow you to use the guitar flexibly as never before. CABAL 8 is convenient for writing extremely detailed MIDI parts, as well as for quick sketches in real-time.

CABAL8 8: Elements, unlike original Cabal 8, plays an already processed signal with our guitar FX chains. All the instruments from the Elements series are very convenient for fast work. You do not need many years of practice in guitar processing. You can take our tools from Elements series and get started. No third party plugins or tools are required.

Note, the functionality of the Elements engine was partially limited in favor of sound quality.

Help

There is an additional HELP reference. We can activate it by clicking on the button in the upper right corner (1).



Overview

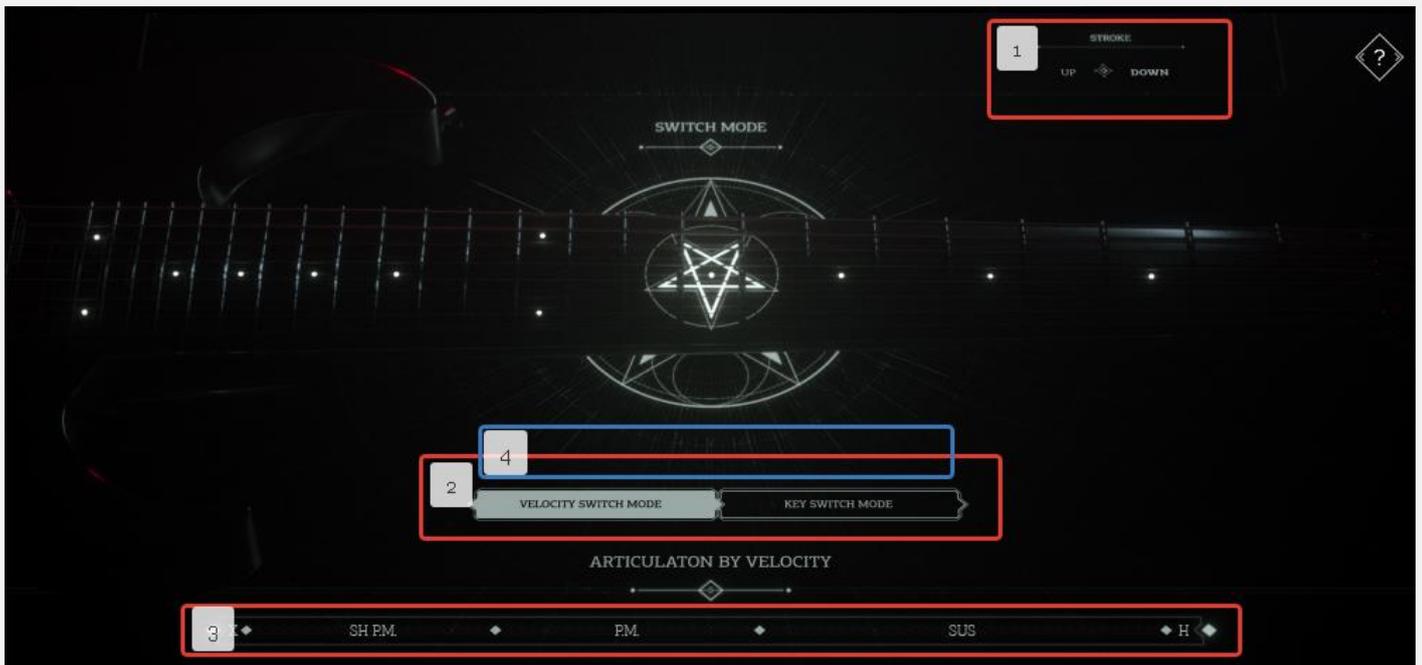
CABAL 8 engine uses the following MIDI automations:

1. Modwheel (MIDI CC1) triggers vibrato and controls its frequency and amplitude.
2. Pitchbend controls portamento slide from one fret to another, which consists of the slide, scrape and fret noises. The slide is limited from 1 to 12 semitones. It depends on the type of Elements preset you are using. You can independently control the start position, end position, and speed of the slide.

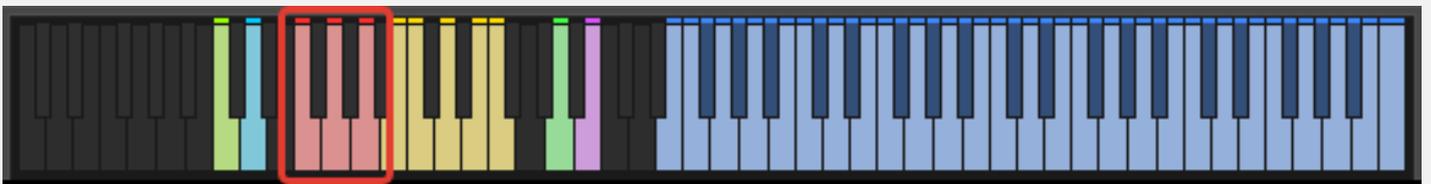
Articulations list:

1. Sustain: Standard single note, picked up or down.
2. Palm Mute: Standard long played palm mute.
3. Short Palm Mute: Short unmuted palm mute.
4. Harmonics: Standard flageolets.
5. X-Note: Short muted notes.
6. FX Sustain: FX articulations play on 3 and 4 frets using 6, 7, and 8 strings.
7. FX Palm Mute.
8. Tapping: Guitar playing method. In CABAL 8, it is similar to hammer-on legato transitions and pull-off technique. Tapping can be activated with Sustain articulation when one note overlaps another.

Interface



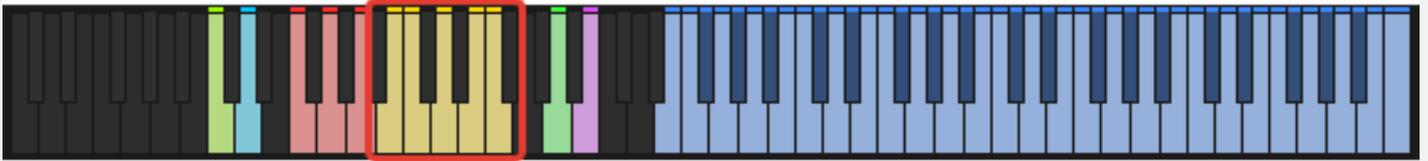
1. Stroke mode. These controllers allow you to choose one of three stroke modes: down, up, down-up (up-down). Please note, these settings for convenience are duplicated by red keyswitches.



Left key – up. Right – down. Centered with velocity <61 is up-down. Centered with velocity >60 is down-up.

2. CABAL 8 can play in two modes: Velocity Switch Mode and Key Switch Mode.

- a. In the first mode, the played string is selected automatically, from the highest to the lowest. The articulation of the note being played is determined by velocity. Accepting a MIDI note, CABAL 8 finds the thickest string on which to play it.
- b. In Key Switch Mode you determine the string on which the note will be played with velocity. Articulation is selected using options (4) and/or five keyswitches.



3. In this area, you can control the separation of velocity into several regions. These areas are separated by boundaries that you can control. Important! The dynamics and volume of the notes are distributed from one border to another, as shown in the image below. The minimum volume is located at the left edge, the maximum - at the right.

a. In Velocity Switch Mod, articulation is controlled with velocity. To set all borders by default, click on any of them with the ALT or CTRL key held down.



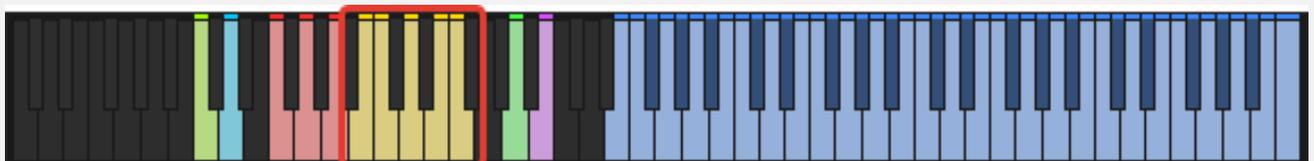
4. The number of controllers in this area varies depending on which mode is selected in (2).

a. If the Velocity Switch Mode is selected, there are no settings in this area.

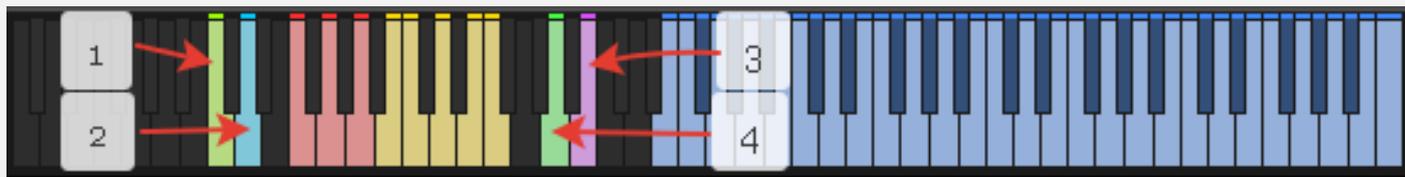
b. If the Key Switch Mode is selected, 5 buttons appear in the area (5), which is responsible for the currently active articulation.



Please note that in this mode these 5 buttons are duplicated by five keyswitches.



Keyswitches



1. Poly / Solo (mono) modes. Poly mode allows using as many strings as possible at the same time. This option is ideal for any chordal playing. In mono mode, no more than one string can be active. Useful for any forms of fast monophonic solo leads.

2. This keyswitch enables/disables Infinity Mode. When this mode is on, the release of the note does not work. Every note continues to play until the very end. Alternatively, until the same string retriggering. A handy feature when playing live.

Please, note! When Infinity Mode is on, the pitch works only when the note is pressed.

3. Stop Keyswitch stops all played notes, imitating the muting of strings by player's hand.

4. FX Keyswitch activates FX Sustain and FX Palm Mute articulations. Depends on velocity and works as follows:

VELOCITY VALUE	FX KEYSWITCH
0..9	FX Palm Mute. String: 6. Fret: 4.
10..19	FX Sustain. String: 6. Fret: 4.
20..29	FX Palm Mute. String: 6. Fret: 3.
30..39	FX Sustain. String: 6. Fret: 3.
40..49	FX Palm Mute. String: 7. Fret: 4.
50..59	FX Sustain. String: 7. Fret: 4.
60..69	FX Palm Mute. String: 7. Fret: 3.
70..79	FX Sustain. String: 7. Fret: 3.
80..89	FX Palm Mute. String: 8. Fret: 4.
90..99	FX Sustain. String: 8. Fret: 4.
100..109	FX Palm Mute. String: 8. Fret: 3.
110..127	FX Sustain. String: 8. Fret: 3.