



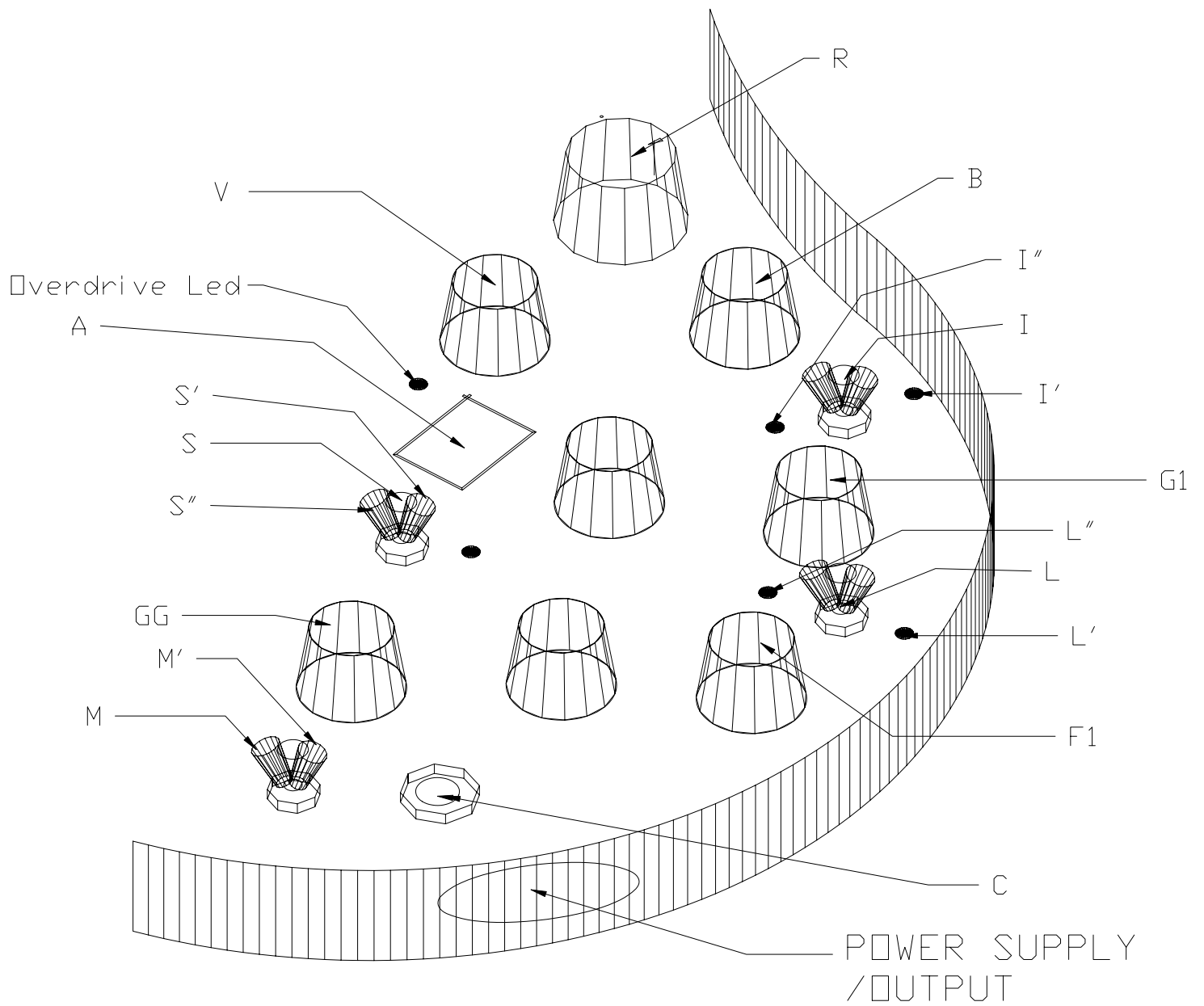
VIGIER NAUTILUS SYSTEM (Digital Memory)

The Vigier Nautilus is a new concept in guitar making featuring an onboard digital memory, a system we are proud to have developed and fitted to a well designed guitar.

This digital memory system enables the player to store any sound he wishes to create with the sophisticated parametric and various tone controls, and recall them at any time during a live concert or studio situation. This function is monitored on a digital reading prisme allowing the player to recall the different sounds memorised by numbers from one to nineteen. The use of this memory function is not limited to storage, but also editing and translation of memory register to another, but you can find out more about it by reading through the manual.

We hope that playing your Vigier Memory Guitar will help you in becoming an efficient professional and creative artist.

On behalf of Vigier Guitars - Thank You.



Vigier

This type of edition works for all the various pots and avoids a sudden jump in tones and frequency, it also has the advantage of working from a source already close to the one you are trying to create. In contrast to hard edition which completely cancels previous settings.

Feeding the Memory

You can treat each memory separately from each other without referring to editing facilities, or you can work from a selection of 5 primary sounds and edit them to build a register with different variants.

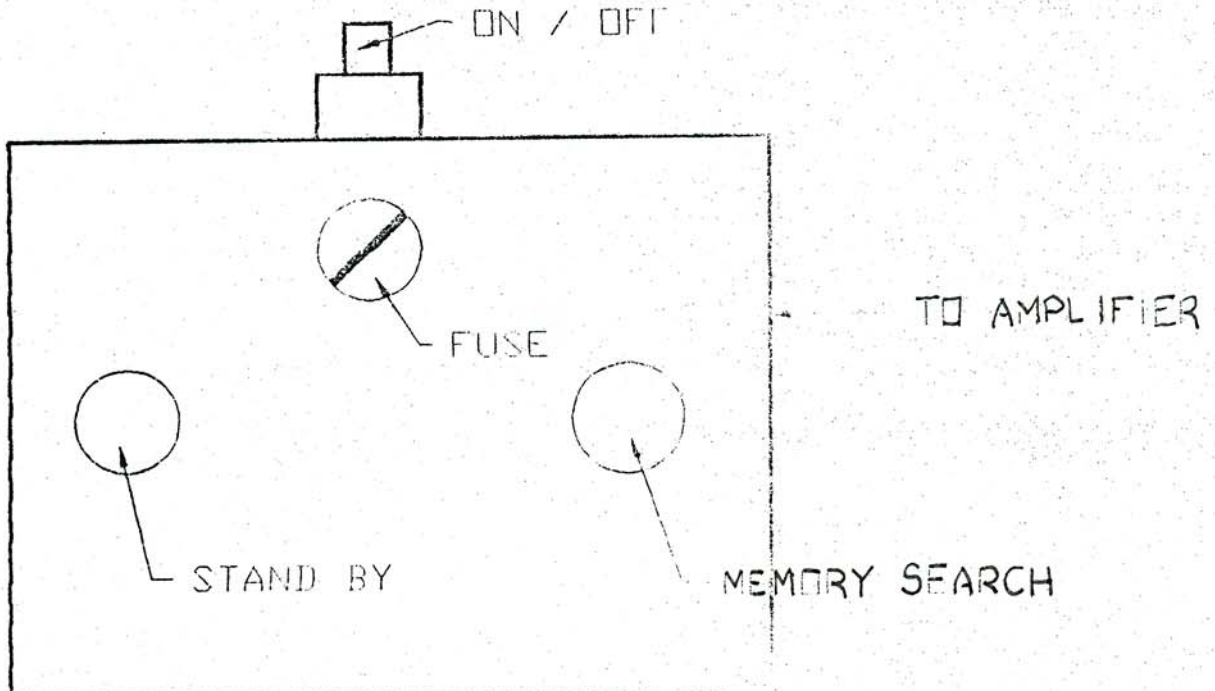
Example: 1 to 5 smooth mellow rhythm sounds (miming bass, treble, mids)
6 to 10 harsh, sharp chunky rhythm sounds (plenty of treble)
11 to 16 power driven sounds, overloaded, for soloing, Feed those with GG
16 to 19 vintage sound: Telecaster, Stratocaster, Gibson type sounds

This is one of many examples for the use of having a memory to store any sounds you are likely to create.

IMPORTANT

When switching on the guitar M has to be in the right position (UP), otherwise the guitar will not function. In case of this happening switch off, put M" back to M and switch on again.

The Memory is powered by a small battery when the guitar is switch off, to replace this small battery (approx life of one year) leave the guitar on remove the back plate and replace, avoiding loosing the memory feed. by having the guitar powered during replacement.





Editing Facilities

"Hard Editing" This operation allows you to modify a sound stored into the memory without erasing its contents.

The sound that you hear now is a pre-selected sound ready to be modified with the various tone controls and switches. You can play with the sound of your guitar but remember that the original pre-selection remains in the memory.

If you wish to keep this newly developed sound, you can, by routing it to another memory:

Example: You are using sound/memory number 5 and decide to add more bass to it, by editing, you can route memory number 5 to memory number 6 by following these steps:

- 1) Push upwards S to S' (LED ON) and back (upwards) to S''
- 2) Check LED on flashing
- 3) Push downwards M to position M' and leave it in M' position
- 4) Select new memory number, e.g. Number 6
- 5) Bring M' back to M position

Sound number 5 is now routed to memory number 6

- 6) Check LED stopped flashing (S)

Repeat operation as many times as you need to and build up a selection of sounds into the memory for future reference: live gigs, studio, writing, etc.,

Notes on Editing Facilities

When editing a new sound, the position of the various pots settings (frequency, tone, volume, parametrics,) during memory feeding will not be remembered, but you can decide if you want to replace previous settings altogether by using the "hard edition" system, or keep the previous sounds and improve them by using additive/permanent edition.

When you are playing the guitar with the memory switch on a number and you are also correcting the sound with tone, frequency, etc., the guitar is on permanent or additive mode. This results that the new setting of graduations pick up the pre-selected previous graduations and increase tone control from those graduations.

Example: D sound at memory N5
balance pick up at +5 (when preselected)
editing mode move balance pick up +3 graduations
result new balance will register previous setting +5 AND add +3.



Parametric Functions

Frequency	Allows you to choose from Bass - Medium - Treble in relation to the position of your frequency pot (F1) and (F2)
Gain	Allows you to boost the frequency 0 to 15 DB or to attenuate this frequency (0 to -15 DB)
Bandwidth	Allows you to amplify or attenuate the chosen frequency with precise selection
GC	Master Gain
S	Two position switch (three functions)
S' LED OFF	Manual Mode This position is used for creating different tones. Before deciding whether or not to store these sounds into the memory. (See memory feeding)
S" <u>LED ON</u>	Memory comes into action. Sound previously been stored and selected ready to be used and changed by (R). 1 to 19 reading on A
S" <u>LED ON</u> "FLASHING"	(Hard edition ready) Memory ready for editing facilities.

How to use the memory

- 1) Switch S to S' (LED OFF) to obtain manual mode.
- 2) Create sounds with (B, I G1, L, F1, G2, F2, GG) using tone, frequency volume, polarity switches etc.
- 3) When a suitable sound is found, select a memory available for storage, for example No. 5 (with R).
- 4) Pull M (safety switch) down M' and back to its' original position (M).
- 5) The sound is now stored into memory No. 5 and LED is now displaying at S confirming that sound has entered memory No. 5.

Repeat the above operation using different sounds and memory numbers to create your own pre-selections.

You can store only one sound per memory. Any sound stored into the memory number automatically erases the previous one on that particular number.



MANUAL (Vigier Nautilus System)

Refer to drawing

V	Volume (not programmable - see GG)
R	Rotary Switch - memory search. Digital display 1 - 19 reading display on perspex prisme A.
B	Balance between pick ups (Bass and Treble)
I	<u>Bass Guitar</u> Two position switch (LED Display) I LED OFF Normal Phase I" <u>LED ON</u> Reverse Phase <u>Six String Guitar</u> I' LED OFF Normal Phase (efficient if B is in centre position) I' <u>LED ON</u> Reverse Phase I" LED OFF Single coil I" <u>LED ON</u> Double coil
LED	LED overload
C	Direct output of TREBLE PICK UP (for tuning facilities)
G1	Gain + or - 15 DB Parametric 1
F1	Frequency Parametric 1
G2	Gain + or - 15 DB Parametric 2
F2	Frequency Parametric 2
L	Switch two positions (band width selections)
L' LED OFF	Wide Band Parametric 1
L' <u>LED ON</u>	Thin Band Parametric 1
L" LED OFF	Wide Band Parametric 2
L" <u>LED ON</u>	Thin Band Parametric 2
L' L" <u>LED ON</u>	Thin Band or Parametric 1 and 2
D	Switch on/off power 220 volt