Manual for SAVIHost by Hermann Seib
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Updated to Version 1.11 (2004 - 11 - 22)

This program is used to have a VSTi run like a standalone application.

This offers two major advantages:
1. VSTi can be used (tested, checked or tried) easily and directly without the need or search for another host.
2. VSTi can be tested in a temporary directory without the need of the presence of another host or to search for a dedicated VSTPlugIns-subdirectory. The VSTi-dll can still be used within other hosts like Cubase, Sonar etc. when copied to that host's VSTPlugins-subdirectory.

For use just rename SAVIHost.exe to the corresponding VSTi.dll eg:
if there is KPV-Syn.dll rename SAVIHost.exe to KPV-Syn.exe and this will run the VSTi.

Menu-Bar

| File | Effect | Engine | Devices | View | Help |
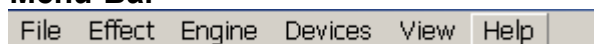
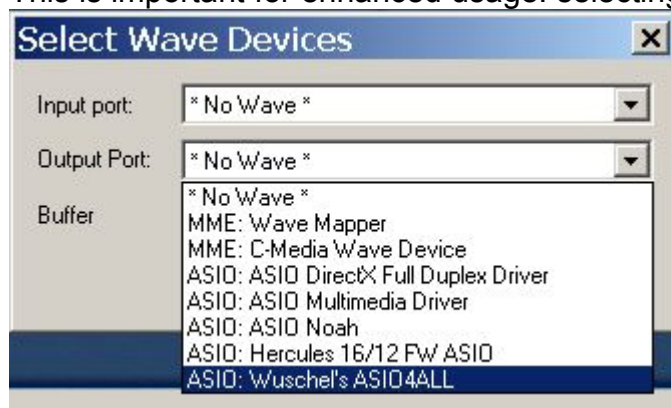Most items in the menu-bar are quite obvious:
File: exit the program
Engine: Starts/Stops or Restarts the audio engine
View: have the **Toolbar** (icons) displayed and **MIDI Keyboard** (see special note below)
Help: shows info about the standalone hostprogram
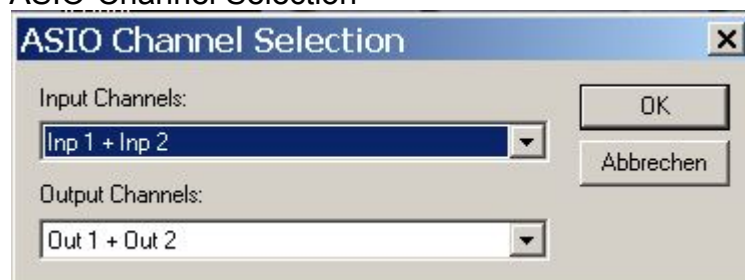
Devices:
This is important for enhanced usage: selecting the proper wave device for playback.

On standard home-pcs with no advanced audio device you'll probably use the standard wave device used by windows systems (eg. MME: Wave Mapper)
Default device is standard wave device used by windows.
Usage of ASIO device drivers will offer a better performance in most cases. See documentation of Your sound device for details.

ASIO-Channel Selection

When using ASIO drivers you will have access this menu where you may select different channels for input and output of the audio-signal depending on the number of I/O-channels supported by your audio device.

Buffersetting:
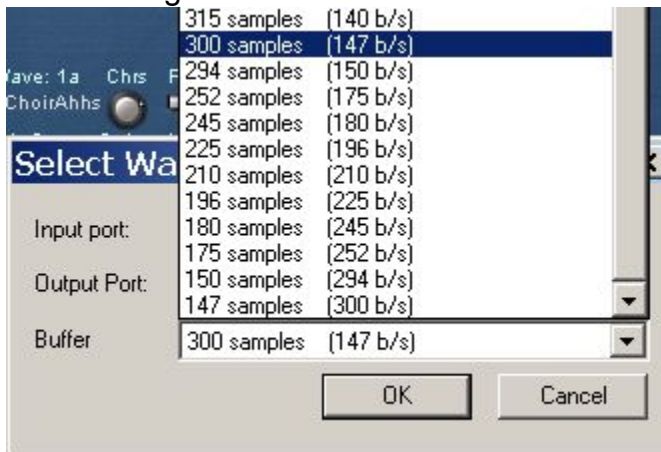
Buffer: setting the buffer size (in samples) too low leads to „crackling" sound. If so then raise the buffersize until crackling disappears. With a buffersize quite high there will be a noticable latency (delay) until the instrument reacts to strokes on a MIDI-keyboard. This is dependant on the performance faculties of the audio device (soundcard, USB-audioadapter etc.)

Effect: opens the menu for loading or saving patchbanks (*.fxb) and selecting patches
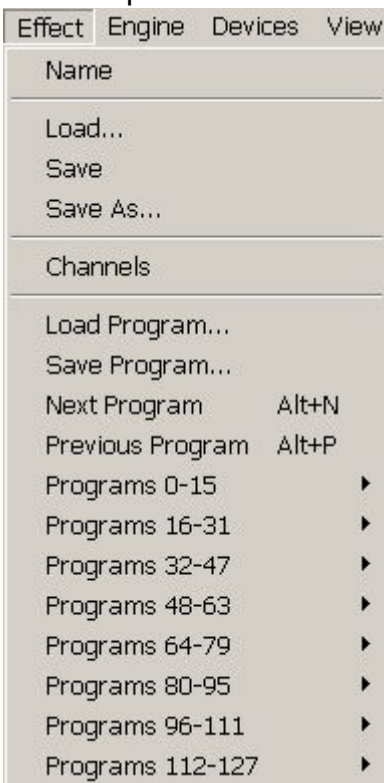
Rename a patch eg. after editing

load a different patchbank
save a patchbank
save a patchbank with a new name

Select MIDI-Channels to be active

Load a single patch
save a single patch

Alt+N switch to next patch program
Alt+P switch to previous patch program

select a group of 16 patches and further select a specific patch within this group.

Note on loading and saving a single patch should be possible for all VSTi since Ver 1.11 of SAVIHost.

 Hint: When saving individual patches (and later reloading) it is advisable to use a specific subdirectory of or to each VSTI – this ensures to have the correct patches for each VSTi in the right place!

The toolbar:
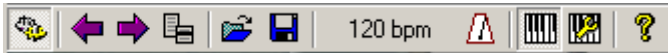
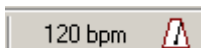   start/stop the audio-engine of the VSTi

   switch to previous or next patch

   opens the patch-selector to select a specific patch number

Programs 0-15 ▶	0. Far Side Sky TC
Programs 16-31 ▶	1. ATM:The Great Wagabou
Programs 32-47 ▶	2. Echo Star TC
Programs 48-63 ▶	3. MEL:Avalon - VK
Programs 64-79 ▶	4. Ambient Moon TC
Programs 80-95 ▶	5. India on the Rocks
Programs 96-111 ▶	6. Denubola TC
Programs 112-127 ▶	7. Heavens Cloud TC
	8. ABST: Spaceholes
	9. Orion's BeltTC
	10. AMB:Drifting Space
	11. MOD:FrenchMoon
	12. JAZ:Sven Goonsen 2- CRN
	13. MEL:Fool on the Flute
	14. MEL:Insular - VK
	15. MOD:Breathkiller - VK

   load and save patchbanks (*.fxb)

   Display of current tempo and option to change tempo
when clicking on the metrenom icon you get this window
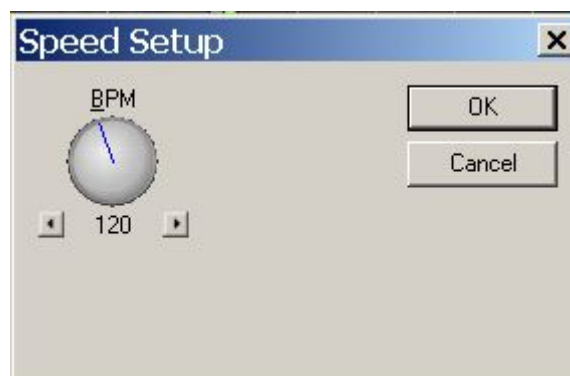
First icon lets you open the oncreen-keyboard,
   second icon opens menu to configure this keyboard.

Fullsize screenshot of the onscreen keyboard with two wheels

You can play on the simulated MIDI keyboard with the mouse or the PC keyboard. Whenever the mouse cursor changes to a little hand (), you can play on the keyboard.

You can resize the keyboard drawing with mouse on the upper border.

The *Left Mouse Button* acts like a finger; as long as you keep it pressed,the note is played.
The *Right Mouse Button* acts as a "sticky finger"; if you press it over a note, this note keeps on playing until you release it by pressing the right mouse button over it once again.

The keyboard is "dynamic"; the closer to the bottom you touch it with the mouse, the louder the note sounds. Unfortunately, the PC keyboard is not dynamic, so notes played with the PC keyboard are played with a predefined velocity.

The keyboard can have up to 3 wheels (see Keyboard Configure on how to activate them), each can be of the following type: a self-centering Pitch Wheel, a Modulation Wheel, and an (optional) Velocity Wheel, which is useful for temporarily changing the velocity of keys entered with the PC keyboard.

If the MIDI keyboard has the input focus, you can also use the PC keyboard to generate MIDI notes. The following keys can be used:


Below the keyboard, octave indicators can be displayed. They mark the currently active lower and upper keyboard octaves (i.e., the octaves that can be played on the PC keyboard). To use other octaves, you can drag the octave indicators to a new position.

The following function keys have been built in:

| Left shift, Right shift | transposes the PC keyboard's range two octaves down/up |
Ins, Del	increment/decrement pitch wheel data
Home, End	increment/decrement modulation wheel
PgUp, PgDn	increment/decrement key velocity
Left, Right	decrement/increment upper keyboard octave
Down, Up	decrement/increment lower keyboard octave

The default velocity of MIDI notes generated by the PC keyboard can be adjusted with the Velocity knob on the Keyboard Configure dialog, shown below:

Keyboard configuration:
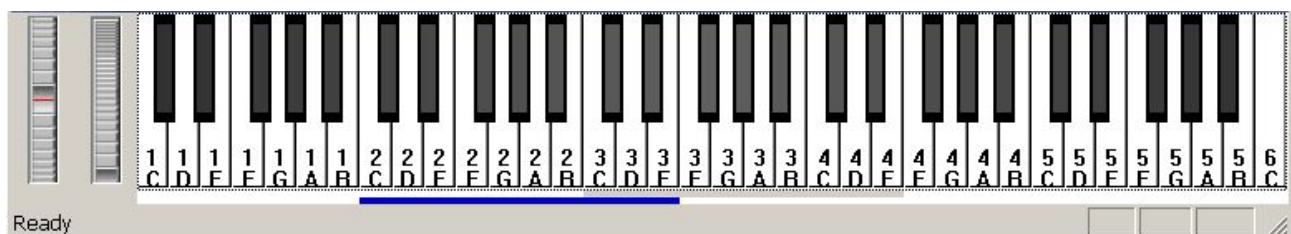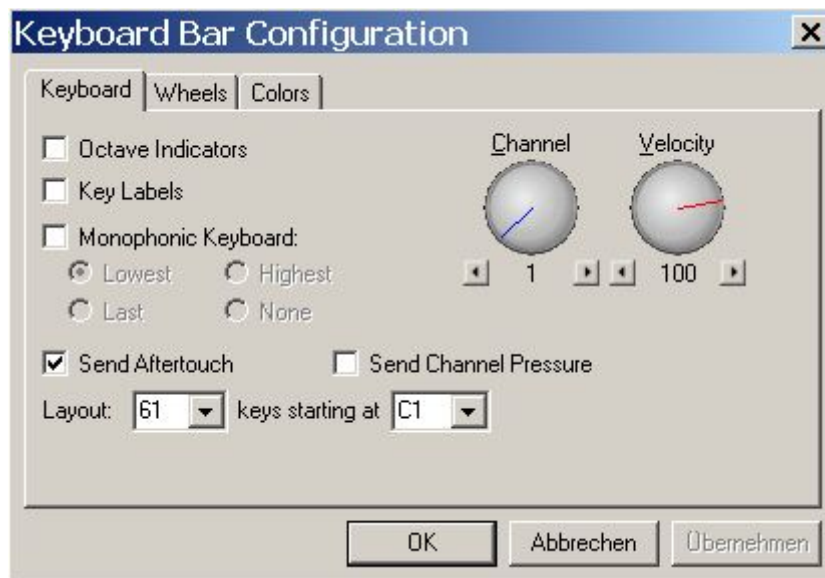
keyboard shown with activated octave indicators and key labels

In the second tab you can select wheel types and activate some more options like assigning a selectable MIDI-CC to the second wheel and have arrow-buttons displayed for fine in- or decrements
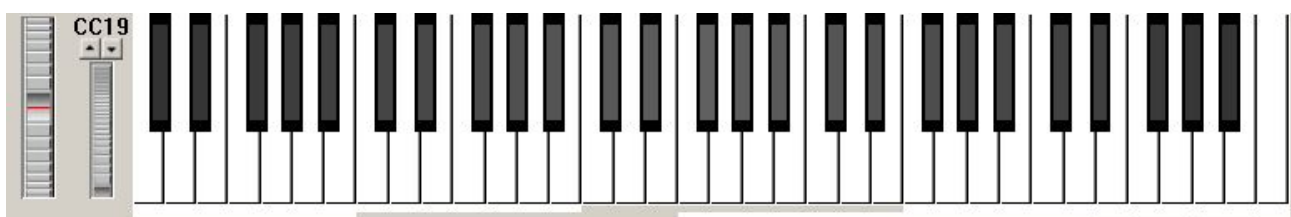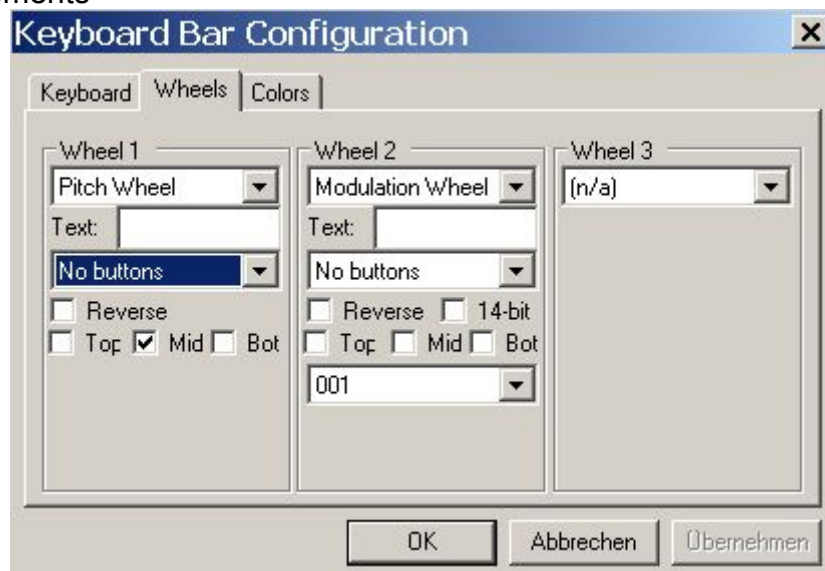
This screenshot shows the 2nd wheel set to MIDI-CC 19 to be controlled as well by the two arrows for fine in- or decrements.
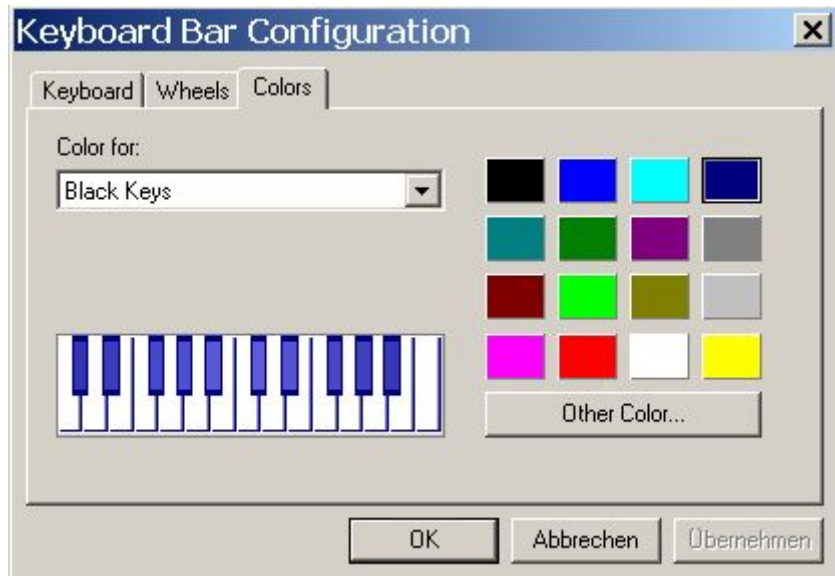
the 3rd tab let's you change the color of the keys – in this example the black keys have been coloured to blue