#1 HOW-TO

1.0 VERSION

VANRHEECORDINGS COMICS

The official Sting Whammer manual, in panels.

BUY ME A COFFEE!

STING WHAMMER

STING!

WHAMM!



BUILD A DJ DROP IN ONE PLUGIN!

Load a vocal · stack the Whams · drop in the Stings · export

MEANWHILE, IN THE BOOTH...



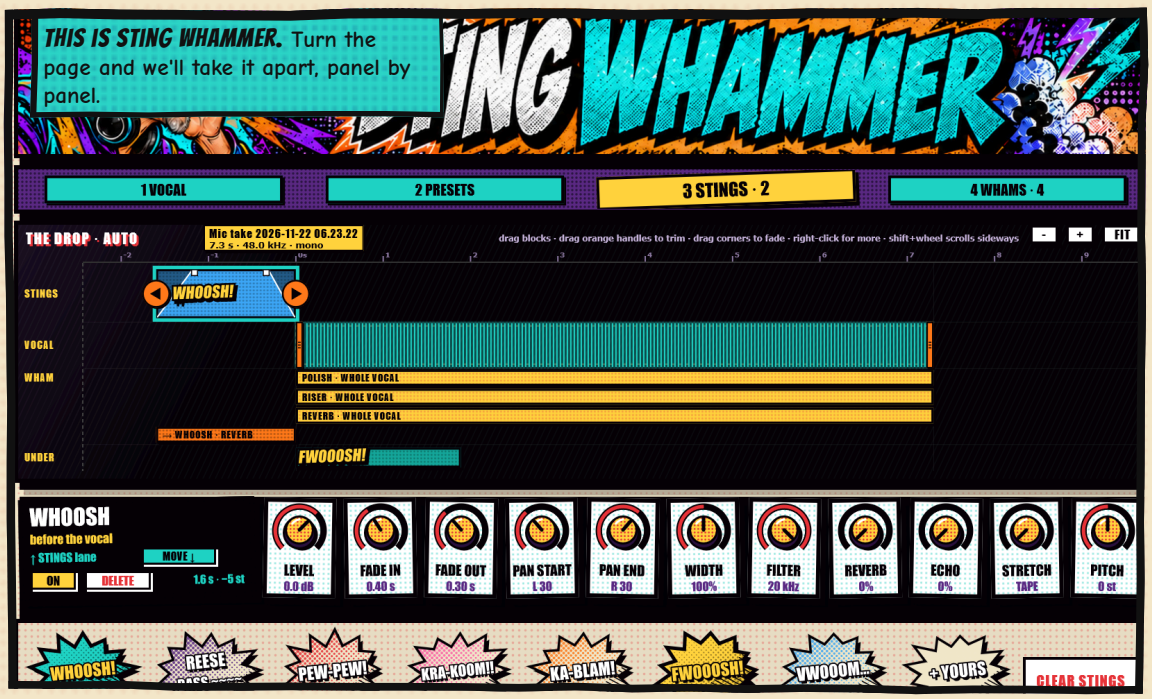
Sting Whammer builds a ***DJ DROP*** in your DAW, or in its own app.

1. Load or record a vocal.
2. Stack Whams (effects) on it.
3. Drop in Stings (sounds).
4. Export the finished drop.



One plugin. One page. The whole drop, from first word to final ***WHAM!***

THIS IS STING WHAMMER. Turn the page and we'll take it apart, panel by panel.



ORIGIN STORY
INSTALLING STING WHAMMER

THE INSTALLER
Run the Sting Whammer installer. Choose the standalone app, the VST3 plug-in, or both (both are ticked unless you change it).

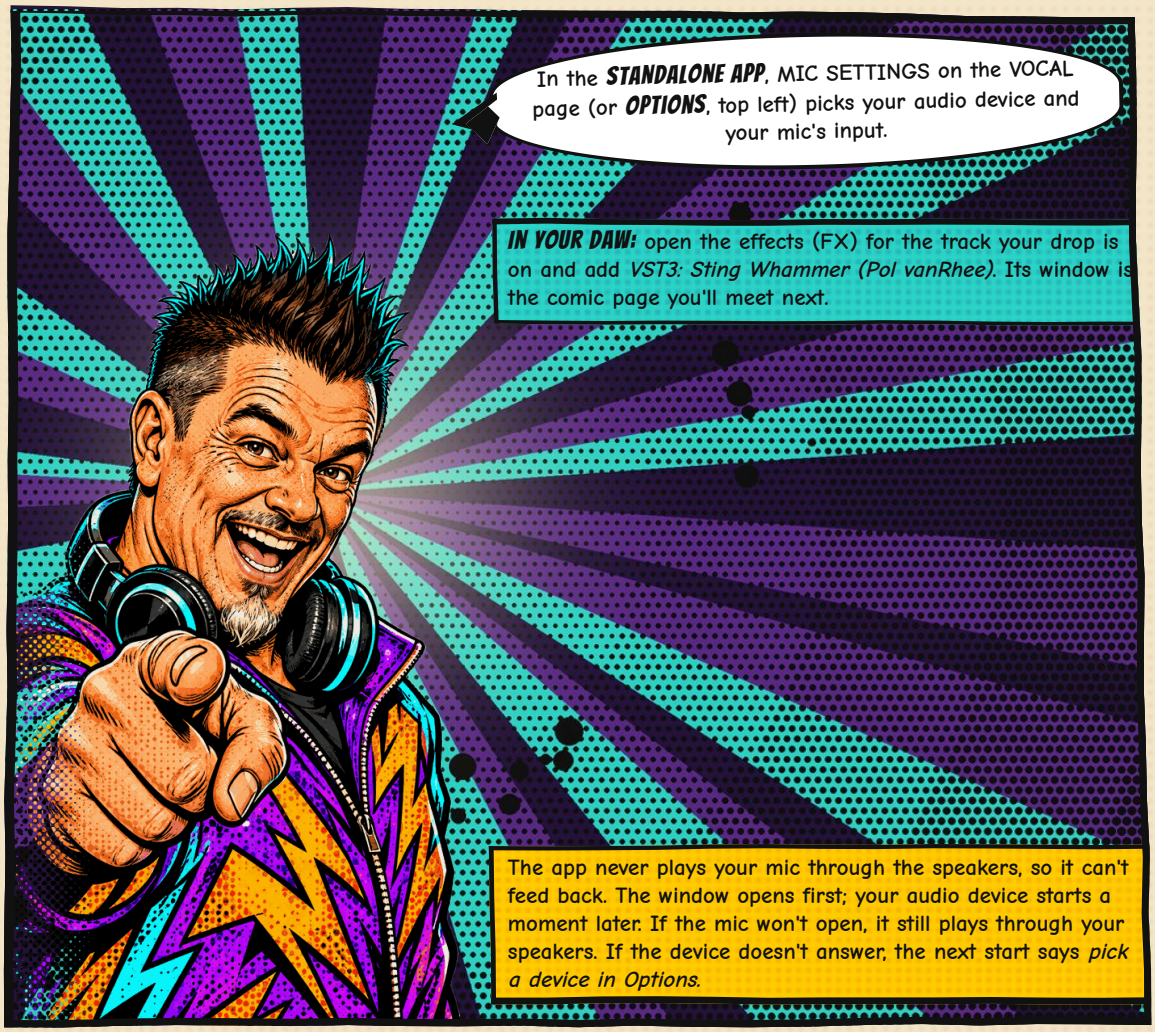
The app goes in `C:\Program Files\StingWhammer`, with a Start menu entry and an optional desktop shortcut. The plug-in goes in `C:\Program Files\Common Files\VST3`, on its own page so you can change it.

UPGRADING
Run the new installer over the old one. It replaces it in place and keeps your choices.

UNINSTALLING
Windows Settings › Apps › Sting Whammer. Your licence, settings, projects and sound packs stay in `%APPDATA%\StingWhammer`.

PORTABLE ZIP
Unzip the Portable zip and run `StingWhammer.exe` from anywhere. For the plug-in, copy the `StingWhammer.vst3` folder into `C:\Program Files\Common Files\VST3`.

ONE CODE, BOTH DOORS
One licence code unlocks the app and the plug-in on the same computer. Enter it once, in either.



A COMIC BOOK PAGE

FOUR CHAPTERS, ONE DROP

The plug-in ***IS*** a comic book page in four chapters. Click a chapter at the top; the panel under the knobs shows only what that chapter needs.

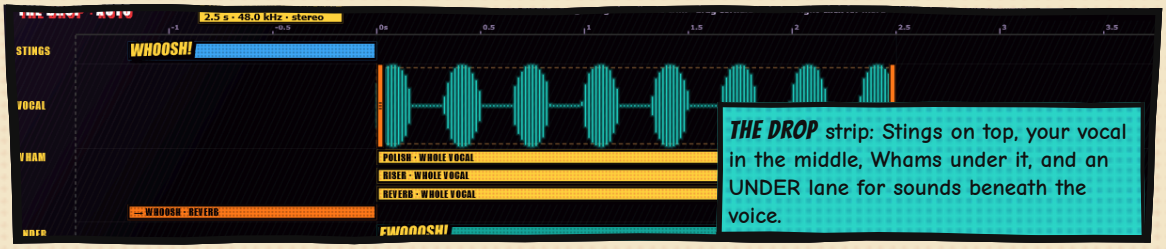


1 VOCAL load, record and trim your voice.

2 PRESETS a whole drop in one click.

3 STINGS the sounds: whooshes, hits, risers.

4 WHAMS the effects on the voice.



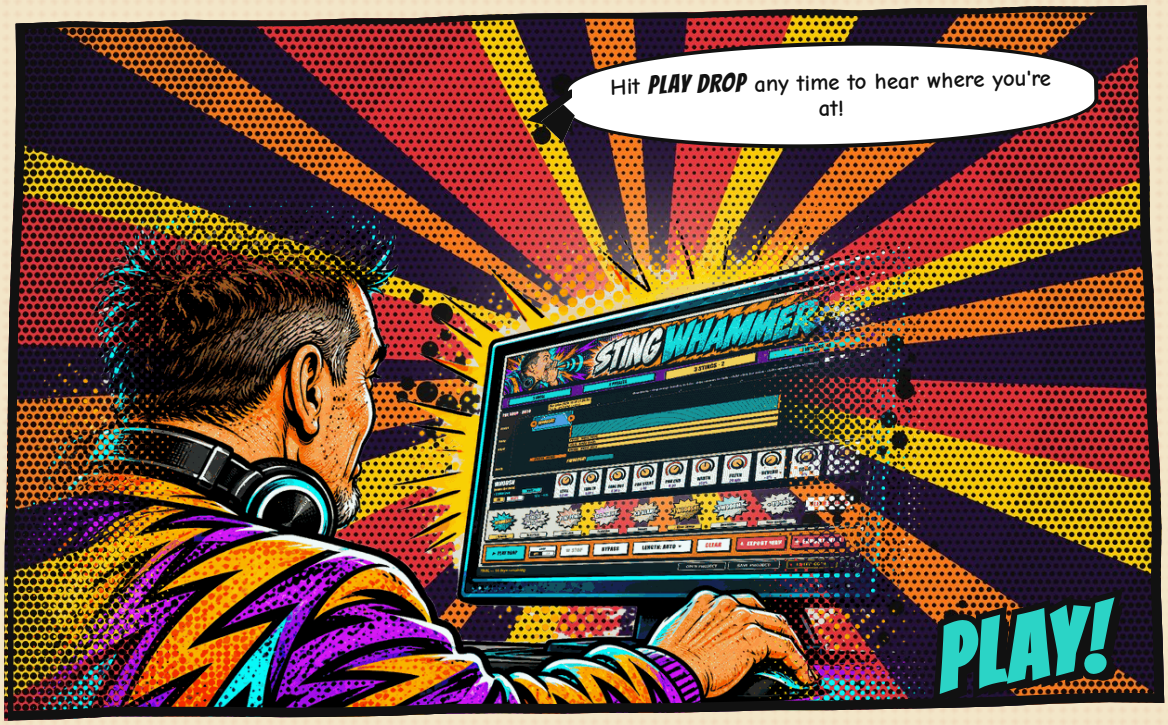
THE DROP strip: Stings on top, your vocal in the middle, Whams under it, and an UNDER lane for sounds beneath the voice.

A chapter turns ***AQUA*** with its count once it has something in it. Clicking a Wham in the drop opens WHAMS; clicking a Sting opens STINGS.

Not sure what a button does? ***HOVER*** over it for a tip in a speech bubble.

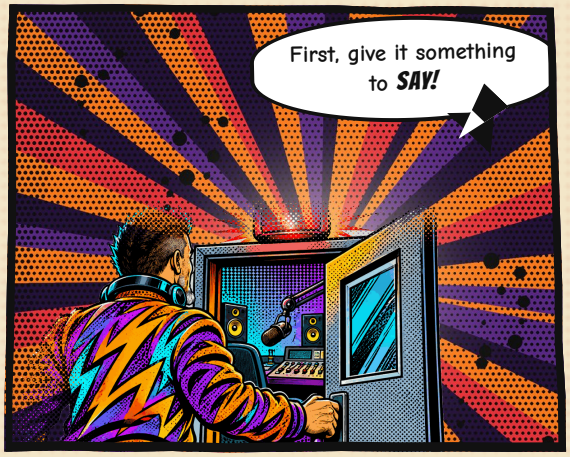


The play bar: ***PLAY DROP***, ***LOOP***, STOP, BYPASS, LENGTH, CLEAR and the two EXPORT buttons. The strip along the very bottom holds your trial or licence, OPEN/SAVE PROJECT and ENTER CODE.

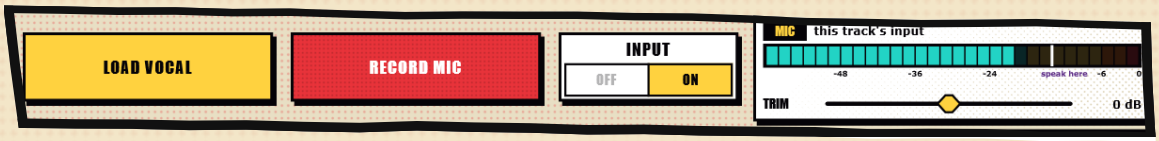


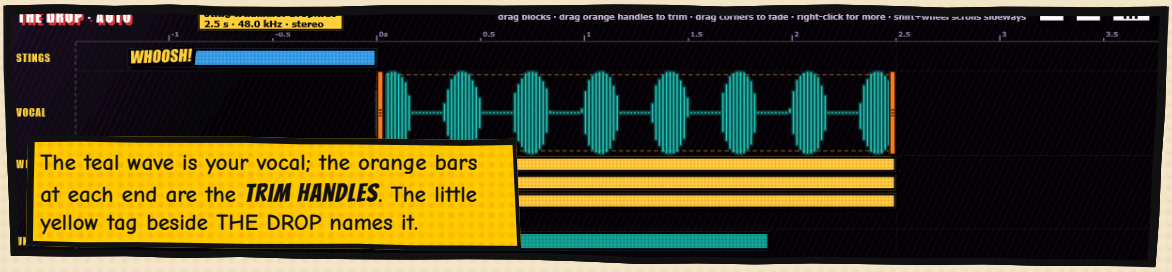
CHAPTER 1: THE VOICE

1 VOCAL

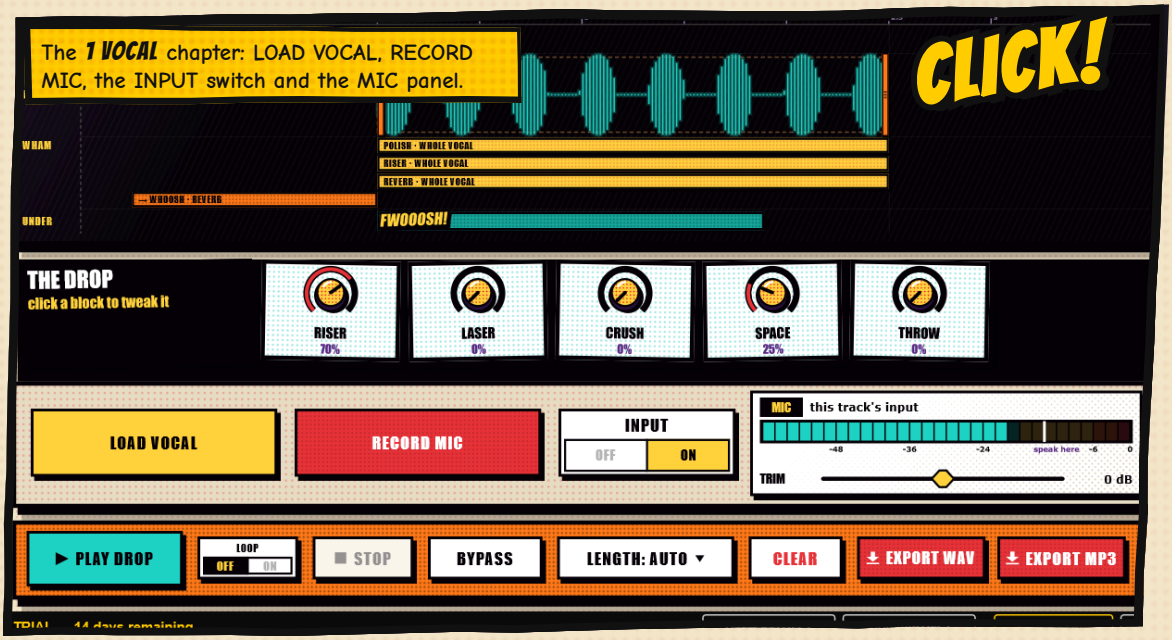


1. Click LOAD VOCAL, or drag an audio file onto the page.
2. Or click RECORD MIC and say your line (next page!).
3. The vocal lane is big in this chapter: drag its orange ends to trim it.





Your vocal and its trim stay put when you pick a preset or clear the Whams and Stings. **CLEAR** never takes the vocal away.



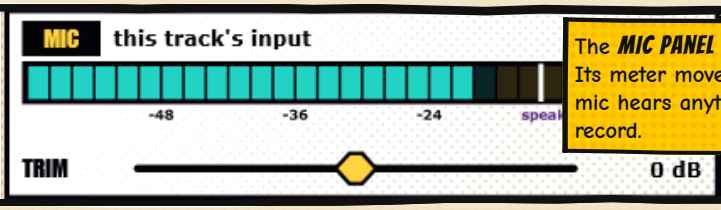
ON THE MIC!

RECORD MIC

PICK THE MIC FIRST

In your DAW the mic is the track's record input: on the track Sting Whammer is on, choose your mic's input, arm the track and turn input monitoring on. No need to mute the track. In the app, click MIC SETTINGS and pick your device and mic input.

TESTING!

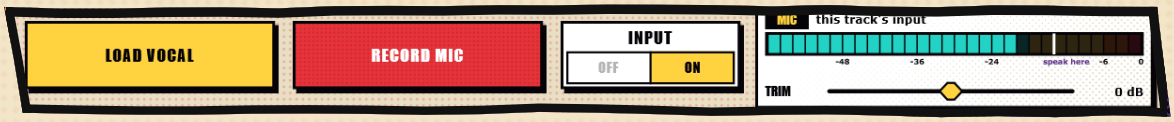


The ***MIC PANEL*** names the input. Its meter moves as soon as the mic hears anything, before you record.

Speak into the yellow (*speak here*). TOO LOUD means turn down. Set the level with your interface's gain knob first; TRIM fine-tunes it (drag, mouse wheel, double-click for 0 dB). TRIM is saved with the project.

RED LINE? READ IT!

NO AUDIO: your DAW's audio device is off. NO MIC: no input. ARM THIS TRACK or TURN ON input monitoring: just what it says.



1. Click RECORD MIC. It shows LISTENING and starts recording when you start talking.
2. Click it again to stop (it stops by itself after a minute).
3. The take becomes the vocal at once and is saved as a WAV in `Music\Sting Whammer\Vocals`. Name it, or KEEP THIS NAME. It's also kept inside your DAW project. No take is ever thrown away: LOAD VOCAL opens that folder.



With ***INPUT*** on you hear your mic live through the Whams. Through speakers that can feed back: wear headphones. After a take, INPUT flips to OFF so the armed track can't howl; click it back ON when you want the live sound again.

CHAPTER 2: INSTANT DROP

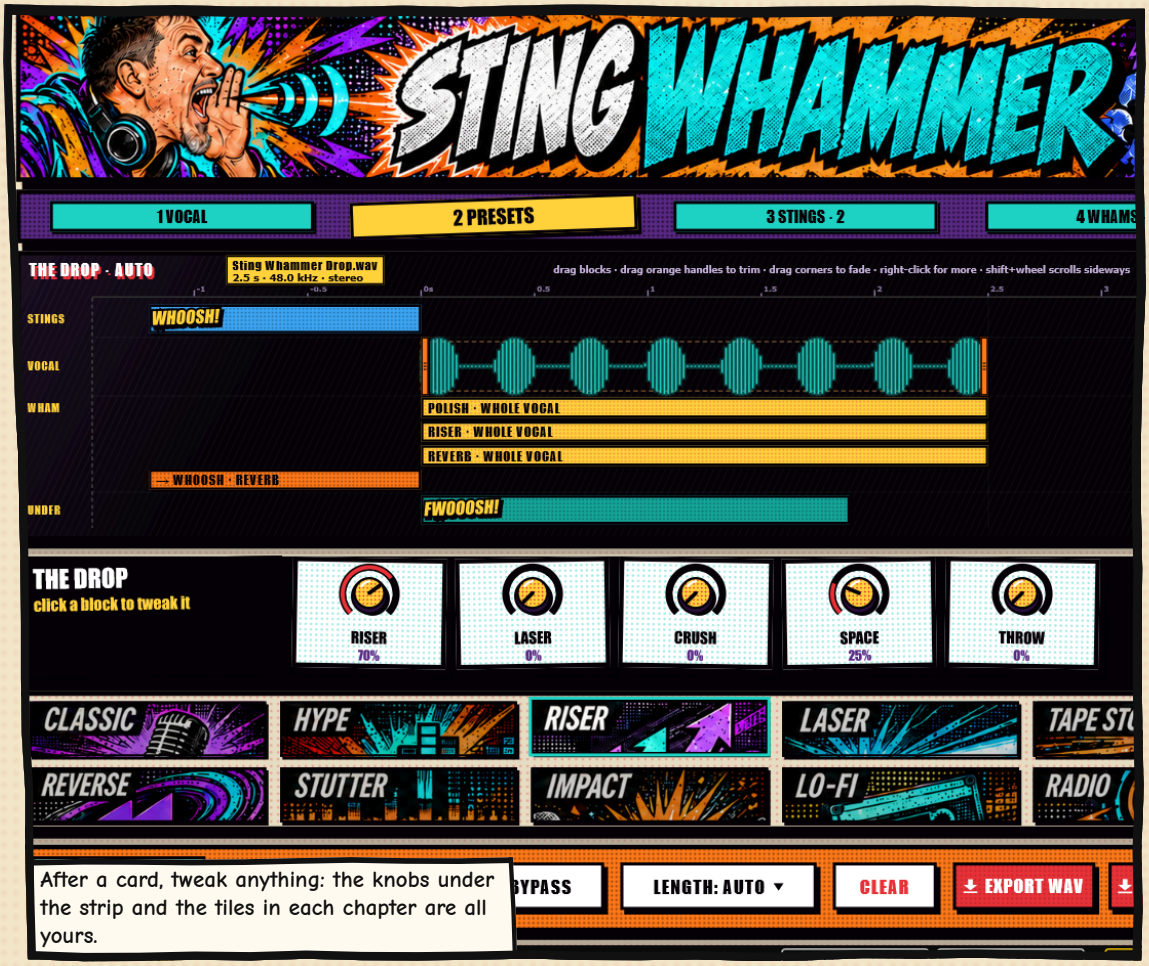
2 PRESETS





A card is a ***STARTING POINT***: it replaces the drop's Whams and Stings. Your vocal and its trim stay.

Changed your mind? Ctrl + Z brings back the drop you had.



After a card, tweak anything: the knobs under the strip and the tiles in each chapter are all yours.

CHAPTER 3: KA-BLAM!

3 STINGS



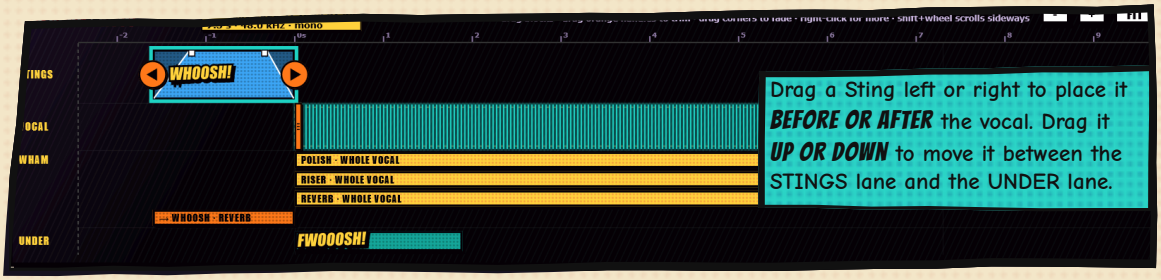
A ***STARBURST*** for every sound, plus + ***YOURS*** for your own sample. A lit (full colour) starburst is in the drop: click it to take it away, or click a pale one to add it.





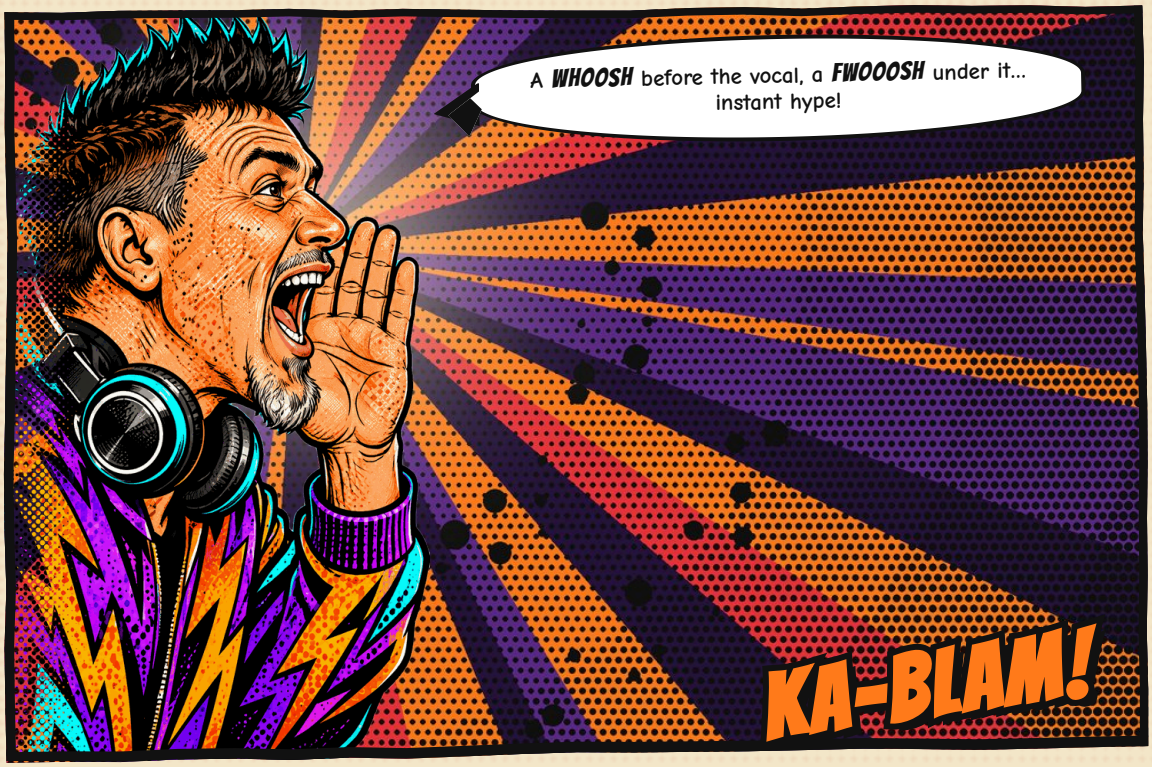






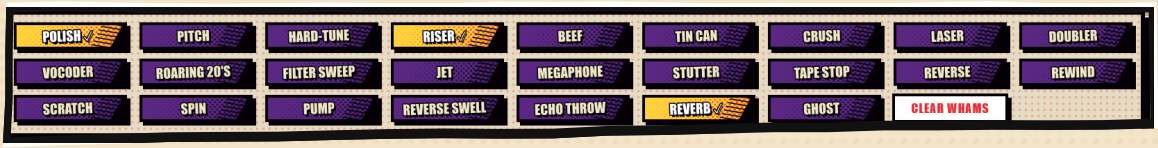
Stings sit anywhere on their lane. Up to ***8 STINGS*** and ***8 WHAMS***.

CLEAR STINGS takes every Sting away in one go.



CHAPTER 4: THE WHAMS

4 WHAMS



A ***TILE*** for each of the 25 effects, grouped in the order they run. Same idea as Stings: lit is in the drop, click to add or take away. ***CLEAR WHAMS*** takes them all away.

A WHAM ON ONE STING

1. Click the Sting in the drop.
2. Open 4 WHAMS and click a tile.

That Wham goes on that Sting only: it moves, stretches, copies and deletes with it, and reads → ***WHOOSH*** on the strip. Move it off with ON VOCAL or ON STINGS on its title panel. With nothing selected, new Whams go on the vocal.

THE ORDER NEVER CHANGES

Whams always run in this order, wherever they sit on screen:

1. Polish
2. Pitch, Hard-tune, Riser, Beef
3. Tin Can, Crush, Laser, Doubler, Vocoder, Roaring 20's, Filter sweep, Jet, Megaphone
4. Stutter, Tape stop, Reverse, Rewind, Scratch
5. Reverse swell, Echo throw, Reverb, Spin, Pump, Ghost

So Beef fattens the voice before the reverb and echo. Two of the same group run in the order they were added.

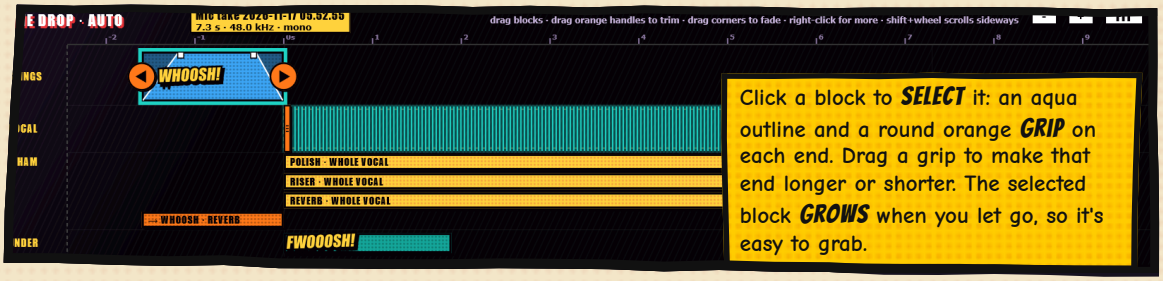


The Whams in the drop are listed top to bottom in the order they're processed, one row each. Two Whams of the same kind (Echo Throw and Reverb, say) can be swapped by dragging one up or down.



HANDS ON THE BLOCKS

SELECT, STRETCH, LOOP, CLEAR



Click a block to ***SELECT*** it: an aqua outline and a round orange ***GRIP*** on each end. Drag a grip to make that end longer or shorter. The selected block ***GROWS*** when you let go, so it's easy to grab.

↑ ↓ select the block above or below. Delete removes it. Right-click a block for more.

DRAG CORNERS to fade. Shift+wheel scrolls sideways; **-** **+** and ***FIT*** zoom.

LOOP

A switch: OFF on the left, ON on the right; the lit side is the one that's on. ON plays the drop round and round, so you can add and take away Whams and Stings while it plays.

CLEAR

Asks what to clear: the Whams, the Stings, or everything. The vocal always stays.





SHIP IT!
EXPORT, PROJECTS AND UPDATES

EXPORT

Click EXPORT WAV or EXPORT MP3 in the action bar, then choose where to save the finished drop. MP3 uses the encoder built into Windows; Windows "N" editions need Microsoft's free Media Feature Pack for it. WAV always works.

DONE!

PROJECTS

Your DAW saves your drop with its project. To keep more than one drop, use SAVE PROJECT and OPEN PROJECT in the bottom strip. They're `.stingwhammer` files in `%APPDATA%\StingWhammer\Projects`.

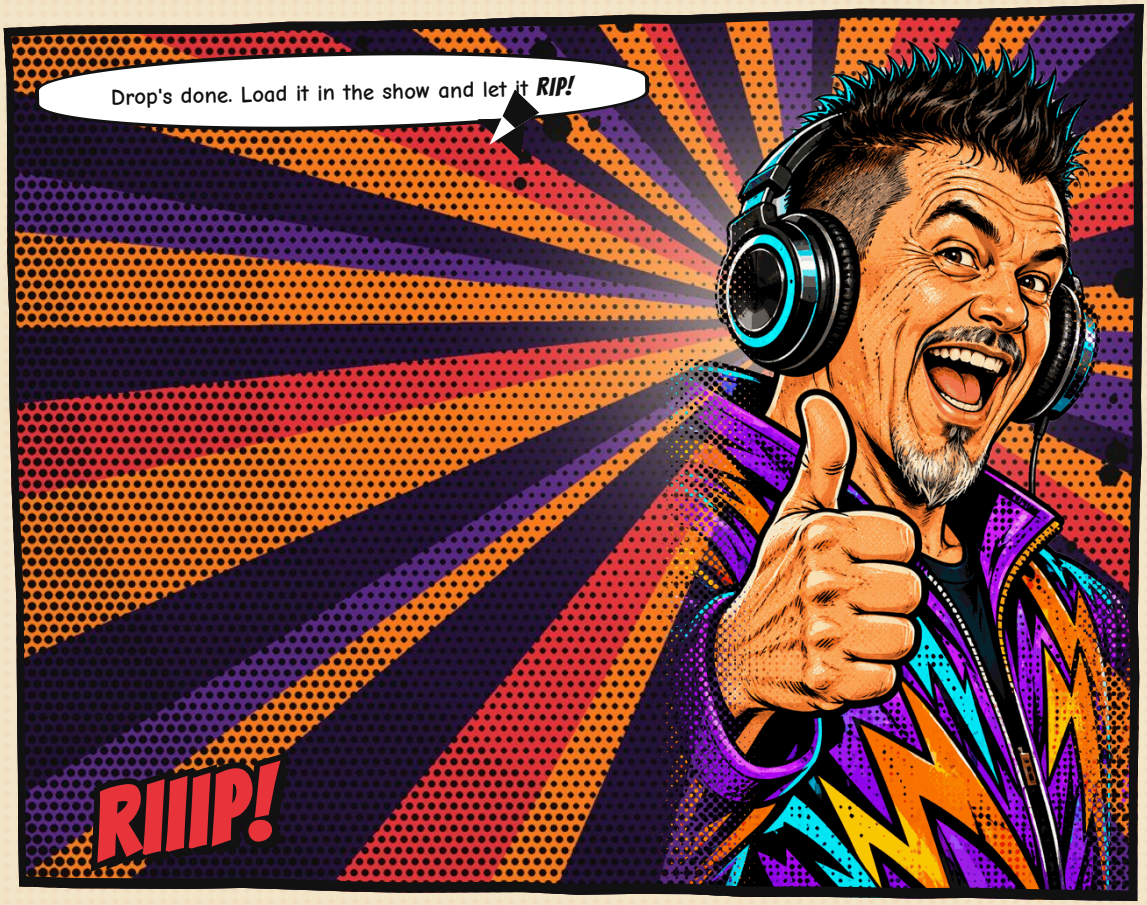
YOUR VOICE GOES WITH IT

A RECORD MIC take is saved inside the project (and as a WAV). A loaded vocal file is remembered by where it is, so keep it where it was.

NEWS FROM HQ

Once a day Sting Whammer quietly checks a small, signed notice. It can tell you about a new version, show a short message and list free SOUND PACKS. A pack downloads only when you click it, and is checked before it's unpacked. If the check can't connect, nothing changes.

When a version gets too old, a banner counts down to a date (dismiss it; it comes back every 3 days). After that date an old version still plays and exports MP3; Save/Load Project, WAV export and new packs wait until you update. Sting Whammer never stops working.

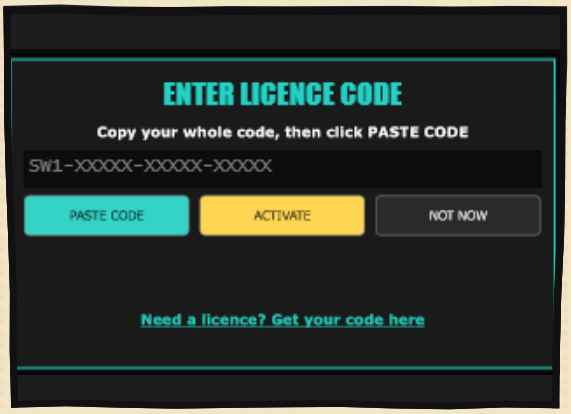


THE SECRET CODE

TRIAL AND LICENCE

Every copy starts with a 14-day free trial, no sign-in. The bottom strip counts the days down. To keep it, all I ask is a coffee at buymeacoffee.com/vanrhee. Students at college and university radio stations get a full licence free.

SCAN FOR COFFEE!



GET YOUR CODE

Buy the coffee (? › Buy me a coffee), then click Need a licence? Get your code here in the licence panel. Fill in the short form with the email you used on Buy Me a Coffee (college radio students: skip the coffee, give your school and your station's call letters). Your code arrives by email in a minute.

1. Click ENTER CODE in the strip along the bottom. (After the trial ends, the licence panel opens by itself.)
2. Copy your whole code from the email and click PASTE CODE. Line breaks, spaces and lowercase don't matter.
3. It activates straight away, with no internet connection needed. The footer now shows your name.

UNLOCKED!

Your licence is for ***YOU***, on up to ***THREE*** of your own computers. Please don't share your code.

NEW COMPUTER? Enter the same code. If asked to free one, click ***LICENCE*** in the bottom strip on the old one, then ***DEACTIVATE THIS COMPUTER***.



THE STING & WHAM CHART

WHAT EVERY SOUND AND EFFECT DOES

Eight **STINGS** (sounds). Click a pale starburst to add it, a lit one to take it away. A Sting longer or shorter than its block can **STRETCH LIKE TAPE**, **KEEP ITS PITCH** or be **CUT**. Every Sting has a **PITCH** knob too: deeper or higher, up to an octave, same length.



WHOOSH
Air rushing past. Lead into the vocal.



REESE BASS
A growling, wobbling low bass. Sits under the vocal.



LASER SHOT
Sci-fi zaps. Before, after or between words.



EXPLOSION
A big blast and rumble. Right after the last word.



IMPACT
One hard hit. On the first or last word.



RISER SWEEP
Noise sweeping up: builds tension before the vocal.



DOWNLIFTER
A sweep falling away: releases tension after.



YOURS
Any sound file of yours, up to 60 seconds. Click one in the picker to hear it first.

Twenty-five **WHAMS** (effects). The rows always run top to bottom, whatever order you add them; inside a row, in the order you added them. Each works on the vocal, on all the Stings, or on one Sting.

ORDER

CLEAN

POLISH
Low cut, presence, compression, de-ess, air. Always first.

SHAPE

PITCH
Up or down 12 semitones: chipmunk to monster.

HARD-TUNE
Snaps the voice to the notes of a key. Natural to robot.

RISER
Climbs in pitch with a noise sweep.

BEEF
Bigger, deeper voice.

COLOUR

TIN CAN
Thin and squashed, like a tin-can phone.

CRUSH
Lo-fi bit crusher.

LASER
Metallic robot ring.

DOUBLER
Two of you, spread wide.

VOCODER
Robot voice on a synth note.

ROARING 20'S
A 78 record: crackle, pops, hiss, wobble, horn.

FILTER SWEEP
A resonant filter sweeping across the block.

JET
Flanger: the jet-plane whoosh.

MEGAPHONE
Bullhorn, growing to a stadium PA.

CHOP

STUTTER
Chops and repeats: y-y-y-yeah.

TAPE STOP
Slows to a stop like a record.

REVERSE
Plays its part backwards.

REWIND
DJ spinback: whirls backwards, then stops.

SCRATCH
Baby scratches in time with the song.

SPACE

REVERSE SWELL
Backwards reverb swelling into the word.

ECHO THROW
An echo that repeats and fades.

REVERB
A room or hall.

SPIN
Circles your head. Best on headphones.

PUMP
Ducks on every beat, like a kick drum.

GHOST
An airy copy an octave up, far behind you.

MOVES & TRICKS

TIMING, TRIMMING, SAVING, YOUR OWN SOUNDS



A selected block: grips on each end, fade corners on top.

START & END

Drag a block to set where it starts. Drag its ends to set where it stops. Drag a top corner to fade it in or out. Every Sting and every Wham works this way.

STACK THEM ANYWHERE

Stings can overlap each other and sit anywhere on the vocal: before it, after it, or right across it on the UNDER lane. Up to 8 Stings and 8 Whams.

TRIM THE VOCAL

After you load it, drag the vocal's orange ends to cut silence or extra words off the start or the end. Your file itself is never changed.

NAME YOUR TAKE

Every RECORD MIC take is saved at once as a WAV in `Music\Sting Whammer\Vocals`. Type a name, or click KEEP THIS NAME for the date-and-time one.

SAVE & OPEN

SAVE PROJECT in the bottom strip saves the whole drop as a `.stingwhammer` file. OPEN PROJECT brings it back. A loaded vocal file is remembered by where it is, so keep it there.

YOUR OWN STINGS

Click + YOURS: click any sound in the picker to hear it, then Open to add it (up to 60 seconds). Next time the picker opens where you left off.

WHAT IT LOADS: vocals and your own Stings as **WAV** or **MP3** (AIFF, FLAC and OGG work too). Vocals up to 5 minutes. Finished drops export as **WAV** or **MP3**.



WHEN THE DROP WON'T DROP

TROUBLESHOOTING

YOUR DAW CAN'T SEE IT

Rescan plug-ins in your DAW. Check your VST3 folder is in its plug-in path list (`C:\Program Files\Common Files\VST3` is there by default). Look for *VST3: Sting Whammer (Pol vanRhee)*.

SILENCE? NOTHING RECORDED?

Look at the MIC panel on the VOCAL page: its red line says what to fix. Most often your DAW's audio device is closed, usually after a restart: open its audio settings and pick your device.

ACTING STRANGE?

Make sure you're on the latest version: ? › Check for updates, or the Windows Installer on the download page (stingwhammer-activation.stingwhammer-activation.workers.dev/download), right over the old one.

TRIAL RAN OUT?

Enter a licence code in the licence panel. No code? Buy me a coffee, then fill in the licence form (college radio: no coffee needed).



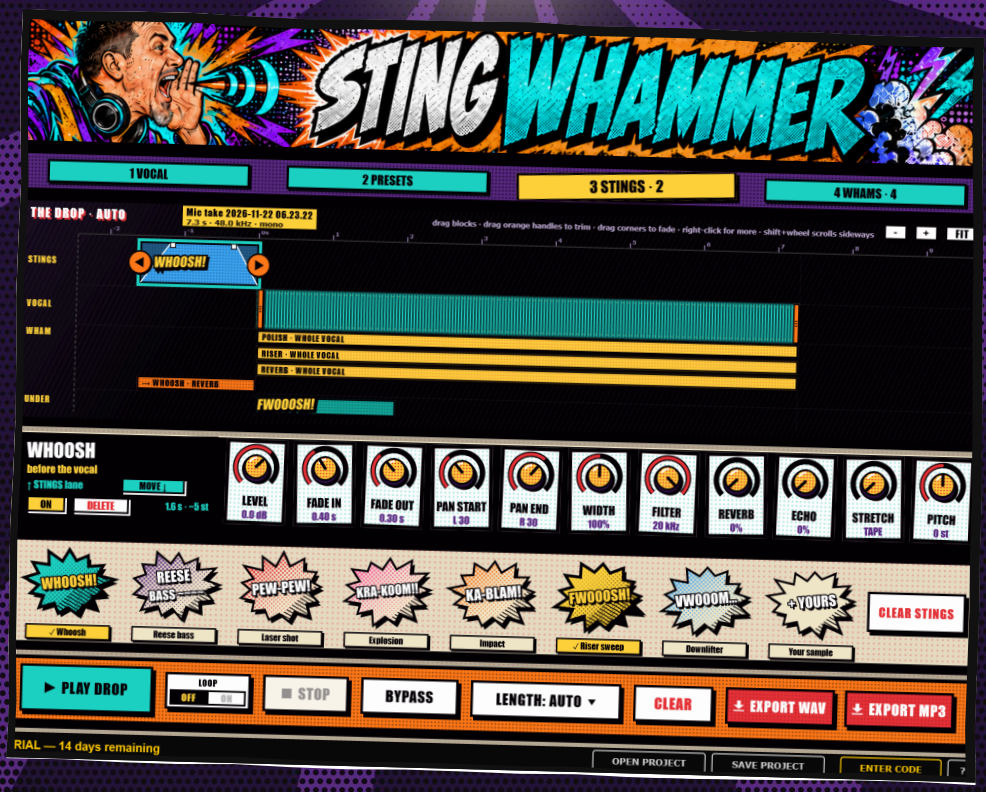
STING WHAMMER 1.0

By Pol vanRhee · vanrheecordings.com

Built with JUCE and tweetnacl (public domain, D. J. Bernstein).

STING WHAMMER

NEXT ISSUE: YOUR DROP!



Get Sting Whammer at **STINGWHAMMER.VANRHEECORDINGS.COM**

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