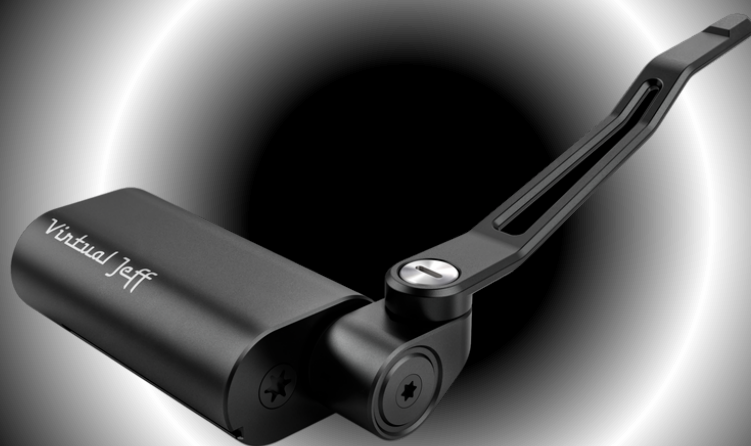


Virtual Jeff^(R) PRO

DEEP DIVE



ARM BUFFER ZONE

ARM BUFFER ZONE

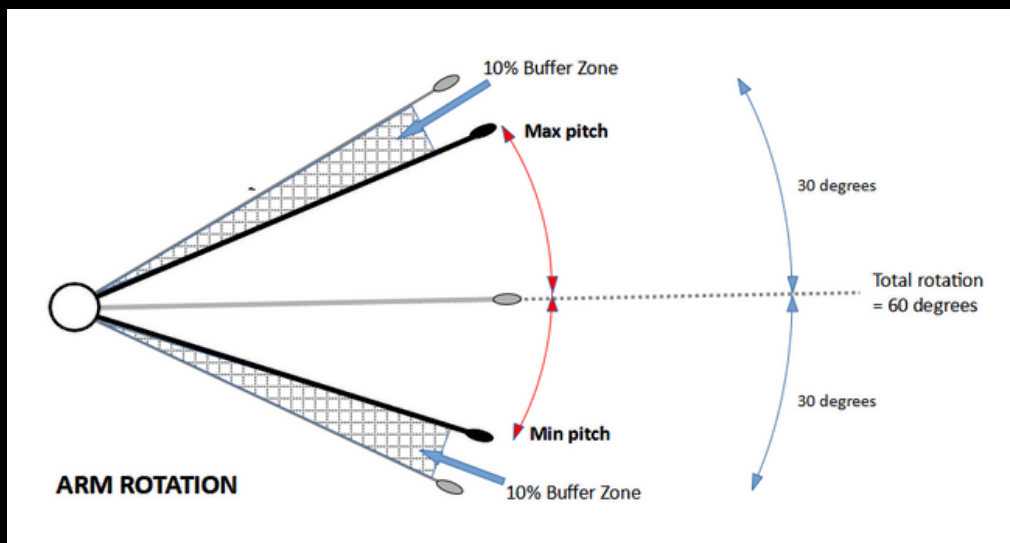
The whammy arm swings 30 degrees up and down, but you don't have to push the arm all the way up/down to reach the designated pitch you've set.

In fact, the pitch setting is reached when there's about 10% of the arm travel to go.

This is part of the design! That 10% is a 'buffer zone' – e.g. if you want to do a dive bomb, it allows room for your fingers to hold on to the arm but still reach minimum pitch (at every setting) before the arm bangs into the guitar surface.

Tip: Minimum pitch is reached when the main arm section (where it's split into two) is approximately parallel to the guitar surface.

Here's a simplified diagram to explain:



Once you're in the buffer zones, the min or max pitch you've set has been reached and it won't go beyond those pitch settings.

No more 'hunting' for the right pitch!