SUONOPURO POP-FLUTE Quick Guide

The **Dynamic Range Slider** defines the difference in volume between pp and ff, from 0 = minimal, to 24 = very wide.

The **Dynamic Controller Menu** allows you to select how to control the dynamic, from pp to ff. You can choose any kind of MIDI controller, like the Breath Controller CC2, the Expression Pedal CC11, the Velocity (the speed of the key-press) or a fixed value. It also controls the legato / staccato in "by dyn c." mode.

Attack=Velocity button allows you to control how to start a note, from soft to marcato: or totally by the speed of the key-press (velocity) or partially by the MIDIcc selected in the dynamics controller menu.

The **Vibrato Button** puts on a pitch and volume modulation controlled via the sensor selected on the **Modulation Controller Menu** below.

The **Flutter Button** enables a flutter-tonguing style mode, also regulated via the sensor selected on the **Modulation Controller Menu** above.

The **Vibrato Frequency Knob** on the right, adjusts the base frequency of the modulation.

The **Chorus Button** generates a detuned and modulated copy of the audio signal.

The **Chorus Depth Knob**, to the right of the button, adjusts the range of modulated detuning.

The **Stereo Button** activates a stereophonic effect. the **Knob** adjusts the spread between channels.

The **Brilliance button** activates the dynamic control of the mid-high frequencies via the sensor selected in the **Brilliance menu** below.

The **Brilliance knob** adjusts the mid gain on the high frequencies.

The **BNoise knob** adjusts the average volume of the breath noise, which is activated by the **BNoise Button** and controlled by the sensor selected in the **BNoise menu** below.

The **Fall Button** allows you to release a note with a glissando, by playing a note out of the flute range. On the EWI just detach your left thumb from the octave rollers, continuing to blow. The **r** button moves the yellow notes from low to high register, for EVI (Valve Instr.) or for the EWI Er fingering (EVI reverse). Warning: the "Fall" function slightly reduces the flute range.

Each of these two buttons activates a **Monophonic Mode**, which allows you to play in a more expressive way. Turn off both buttons to enter **Polyphonic Mode**. The monophonic modes differ in the way of **controlling the legato and the staccato**:

1) by dynamic controller: while the selected dynamic controller sends values greater than 0, then notes will be legato, otherwise the note will break off and the next one will be staccato. This mode is most suitable for wind or string MIDI instruments.

2) by keys: to play legato, you must press the key of the next note before releasing the key of the previous note. This mode is typical of keyboard instruments but also works with an EWI. When you release the key of the last note played, if there are other keys pressed, the software will play the penultimate note among those whose key is still pressed **(Play on release mode)**.

Legato XFade Time (XF) is the duration in ms of the crossfade between a note and a legato sample. Higher values result in a smoother transition.

Sample Start (SS) determines the playback position of a legato sample. Higher values make the legato faster but less realistic. The **a Button** randomly changes this value, making the legato more varied.

Legato Tolerance (LT) is the time in ms within which the system still considers two consecutive notes as legato in "by keys" mode. After recording a MIDI track, it may be necessary to increase this value for proper playback.

With the **Glide Controller Menu** you can choose how to activate a glissando effect (a pitch sliding from a note to the next) and control its duration.

2nd V. and 3rd V. Buttons activate, respectively, the second and the third parallel voice. The **Interval Sliders** indicate, respectively, the intervals in semitones between the note you are playing and the notes of the second and the third voices. You can set them from -24 (2 octaves lower) to 24 (2 octaves upper).

Distortion Button causes a distortion by clipping high sample values. **Tone Knob** controls the brightness of the dist. sound. **Drive Knob** adjusts the amount of distortion.

The **Delay Button** enables a delay effect with 3 adjustable parameters: **Level** (in dB), **Time** (in ms) and **Feedback** (in %).

The **Sing button** activates and deactivates the "singing style" mode. The **8ve button** sets the singing style mode one octave higher.

With the **Reverb Button** you can activate a convolution reverb choosing beetwen **short**, **dark**, **medium** or **long**. The **Reverb Knob** adjusts the reverb level.

Hold 1st Note sustains the first note you play with a single breath. The **Sustain Button** "sustains" all the notes you play with a single breath. Warning: these two functions work only in Legato by dyn. c. mode with any controller other than the velocity.

The **Bending Button** enables an effect that starts the notes with an initial glissando. It is activated via the controller selected in the **Menu** below. Playing *p*, the bending is 5 semitones; on *mf* and on *f* it is a semitone.

This button enables a **three-band Equalizer**, which divides the frequency bands into **L** (low), **M** (middle), and

The **Activator Controller Menu** allows you to select a controller to activate each function marked with this yellow led: ◉ When this controller sends a value of 0, the marked functions are activated or deactivated. In this example, double clicking on the EWI HOLD button↓ you will activate the Sing and the Breath Noise will be disabled.

This **button** activates a **compressor** efx and the **knob** to its right adjusts the **compression level**.

The **Key-switches button** activates the following function keys:

Octave n. 0	
	Fall A
Glissando G#	
	Bending G
Sing F#	
	3rd voice F
	2nd voice E
Distortion D#	
	Chorus D
Flutter C#	
	Vibrato C
	Breath Noise B
Brilliance A#	
	Equalizer A
Sustain G#	
	Hold 1st note G