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SUONOPURO PAN-FLUTE

VIRTUAL PAN FLUTE

FOR ELECTRONIC WIND INSTRUMENTS OR KEYBOARDS

Created by *Gino Chimenti*

MANUAL

Virtual instrument for  **KONTAKT**

INTRODUCTION

Suonopuro Pan Flute is a **sample-based instrument** for NI Kontakt, emulating an ancient flute consisting of multiple pipes of gradually increasing length, also called **Syrinx**. The pan flute is named after Pan, the Greek god of nature often depicted with such an instrument. He is the God of shepherds.

Suonopuro Pan Flute uses some new complex algorithms to emulate all the expressive possibilities of this instrument: staccato, legato, glissando, crescendo, diminuendo, etc. The result is a **realism and playability of the highest level**.

It has got many functions, including **two configurable parallel voices** as used by great EWI player Michael Brecker.

It does not require complex configurations or problematic ways of playing: you just play your MIDI instrument and the virtual flute will do in real time all the expression and the articulations.

You can also crossfading from pp to ff and conversely without hearing 2 notes anytime.

It works with any MIDI controller but it is **specifically designed** for two kinds of MIDI controllers: **electronic wind instruments** (like the Akai EWI or the Yamaha WX5) **and keyboards**.

FEATURES

- Real time automatic recognizing of legato and staccato, now with a better algorithm. **NEW F.**
- Flutter-tonguing modality.
- Bending technique.
- 3 different ways to vibrate, all ultra-expressive and realistic.
- Convolution reverb.
- 4 round robin staccato attacks with multiple and gradual gradients from soft to marcato.
- 2 parallel voices at configurable intervals, **as used by Michael Brecker**.
- 6 octaves range. The range was extended by sampling a sub bass pan flute. **NEW FEATURE 2017**
- Polyphonic mode for keyboards and, for the EWI, sustain mode and hold 1st note mode. **NEW FEATURES 2017**
- Editable Dynamic Range.
- Perfect Crossfade System, to play realistic crescendo and diminuendo.
- Some options to customize the sound.
- Glissando. **NEW FEATURE 2017**
- Play on release mode: When you release a note, the software plays the previous note still pressed. **NEW FEATURE 2017**



SYSTEM REQUIREMENTS

NI Kontakt 4.1.1 or higher FULL retail version. It is NOT compatible with Kontakt Player. You can open and run Suonopuro Pan Flute in Kontakt player just for 15 minutes. After that, the demo period of the player times out and you have to re-start and reload the library.

PC: Windows XP, 7 or higher, Intel Core 2 Duo or AMD Athlon 64 X2, 2 GB RAM, low latency audio driver.

Mac: OS X 10.7 or 10.8 (latest update) or higher, Intel Core 2 Duo, 2 GB RAM.

Any kind of MIDI controller.

LICENSE AGREEMENT

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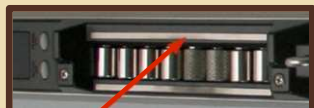
BASIC INSTALL

- Download and unzip (unrar) the S_Pan-Flute.rar file into a folder of your hard-drive, using the password that was notified.
- Keep all data within said folder. Do not move the audio files to another folder, otherwise Kontakt will search for files.
- Launch Kontakt 4.1.1 or a higher version.
- Load Suonopuro Pan Flute for E.W.I. or for keyboard from the file menu.
- Select the desired channel and options and play.
- If you are using the EWI version, make sure your instrument transmits the MIDI velocity and breath control data, both controlled by your breath strength.
- If you use a different MIDI controller, load the keyboard version and set the Dynamic and Glide controller you need. For more details, see pag 6 of this manual.
- If you are experiencing latency issues or unexpected glitches, please adjust the buffer size from the driver configuration menu of your sound card.



P.S. You CANNOT add any third party libraries to show up them in the Kontakt browser, like you do normally with NI libraries such as Akoustik Piano, but if you want you may create a quick-load patch list. Follow the Kontakt manual instruction.

THE ELECTRONIC WIND INSTRUMENT VERSION



Touch the **GLIDE SENSOR BAR** of your EWI to activate and control the **glide**. If the **BENDING BY GLIDE** button is on, touching the glide sensor bar you can start the notes with the **bending technique**. (NEW FEATURE 2017). Release it to play normal staccato or legato. (MIDI-CC5)

BRILLANTEZZA BUTTON makes the sound more brilliant and incisive but less classical. **B. LEVEL KNOB** sets the brillantezza effect amount.

EQ is a special equalization making the sound darker.

SUSTAIN activates the polyphonic mode that sustains all the notes you play with a single breath. You can play the note **Go** to activate this function.

SUSTAIN ON by HB – VIBRATO ON by HB – FRULLATO ON by HB – BENDING ON by HB – HOLD 1ST ON by HB – ARMONIA1/2 ON by HB allow you to turn ON and OFF their respective functions by double-clicking the HOLD BUTTON of the AKAI EWI. This EWI button sends a MIDI event cc66.

AUTO VIBRATO BUTTON puts ON or OFF the automatic vibrato, which vibrates the note you are playing in a stronger and more rapid way proportionally with the sound intensity. It is also possible to put it ON and OFF by playing note **Co** (only if "keyswitch on/off" button is active).
N.B. You can vibrate even **by blowing**, like on a real flute, or **by gentle beating** your teeth **on the** electronic wind instrument **mouthpiece**.

FRULLATO BUTTON enables and disables the flutter-tonguing style mode. It can be activated and deactivated via the note **Do**.

KEYSWITCHES ON/OFF BUTTON is useful to prevent accidental activation of some function by playing a keyswitch note.

ARMONIA 1 and ARMONIA 2 BUTTONS activate, respectively, the second and the third parallel voice. Keyswitches = **Eo** and **Fo**.
NOTA1 and NOTA2 KNOBS 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).

HOLD 1ST NOTE sustains the first note you play with a single breath. It can be activated via the note **Ao**.

RIVERBERO FX BUTTON enables and disables a convolution reverb specifically designed for Suonopuro Pan Flute.
FX LEVEL KNOB controls the reverb amount.

DINAMICA controls the dynamic range. By blowing you can control the volume, the **LEGATO** and **STACCATO**, the tone and slightly the pitch. (MIDI-CC2)

THE KEYBOARD VERSION



AUTO VIBRATO BUTTON puts ON or OFF the automatic vibrato that vibrates the note you are playing in a stronger and more rapid way proportionally with the sound intensity. It is also possible to put it ON and OFF by playing note **Co**.
If this option is OFF and **VIB BY AFTERTOUCH** is on, you can control the amount of vibrato through the channel **Aftertouch** that is the amount of force on held-down key.
You can also do the vibrato **by slightly swing the pitch bend lever**. The patch is programmed to always obtain a realistic vibrato effect.

DINAMICA controls the dynamic range. Choose how to control the dynamics (and slightly the pitch) from the drop down menu Dynamic Control.

KEYSWITCHES ON/OFF BUTTON is useful to prevent accidental activation of some function by playing a keyswitch note.

FRULLATO BUTTON enables and disables the flutter-tonguing style mode. It can be activated and deactivated via the note **Do**.

EQ is a special equalization making the sound darker.

VELOCITY=ATTACK BUTTON allows you to control the attacks of the notes, from soft to marcato, by the speed of the key-press.

VIB BY AFTERTOUCH If this option is ON, you can control the amount of vibrato through the channel **Aftertouch** that is the amount of force on held-down key.

ARMONIA 1 and **ARMONIA 2 BUTTONS** activate, respectively, the second and the third parallel voice. Keyswitches = **Eo** and **Fo**.
NOTA1 and **NOTA2 KNOBS** 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).
Setting **NOTA1 to zero** and **ARMONIA1 on** you will activate the **POLYPHONIC MODE** that sustains all the notes you play with a single breath.

DYNAMIC CONTROL MENU allows you to select how to control the dynamic, from pp to ff. It also affects the timbre and slightly the pitch of notes. THIS IS THE MOST IMPORTANT SETTING. You can choose between:



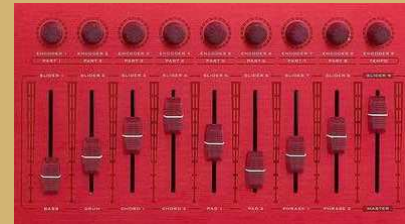
cc1 Modulation Wheel



cc2 Breath Controller



cc11 Expression Pedal



Any configurable MIDI cc slider, knob or sensor

You can also choose the channel **aftertouch**. If you choose "o **Velocity**" the dynamic will be controlled by the speed of the key-press, as a **common keyboard patch**, but you can no longer do a crescendo or a diminuendo, and the instrument will become less expressive.

In the **BENDING & GLIDE** menu, you can choose how to control the **portamento** and the **bending effect** that starts the notes with a light initial glissando. The bending effect works via the selected controller only if the button **BENDING BY GLIDE SENSOR** is ON. You can always hold down the note **Go**, shown in green on Kontakt, to perform the bending and the note **F#o** to play a glissando between two legato notes.

1) If you choose an item marked with "**...+Velocity**", the first controller, when pressed, will activate the glissando and the velocity will control the glide time. The stronger you press the key and the greater the duration of the glissando.

You may choose between:



cc67Sostenuto or 66Soft or 64Sustain pedal +Velocity



Any configurable **foot switch** set to **cc4** or **65** or **68** or **69** +Velocity.



2) All the other **MIDI cc controllers**, set to the correct number, activate and control the glissando when transmitting values greater than 0 and turn it off when they return to 0.

POLYPHONIC lets you play multiple notes simultaneously. If you also choose “Velocity” in the dynamic control menu, the Suonopuro Pan Flute will play in the way of a common keyboard, with no more legato and glissando features.

RIVERBERO FX BUTTON enables and disables a convolution reverb specifically designed for Suonopuro Pan Flute.
FX LEVEL KNOB controls the reverb amount.

BRILLANTEZZA BUTTON makes the sound more brilliant and incisive but less classical. **B. LEVEL KNOB** sets the brillantezza effect amount.

PLAY ON RELEASE When you play in the monophonic mode, if you release a note, the software will play the previous note that you are still pressing. **NEW FEATURE 2017**