Suonopuro Synth Collection Quick Guide

The **Dynamic Range Slider** defines the difference between pp and ff, from 0 = very compressed to 64 = 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.

Att=Vel button allows you to control the attack of the notes, from soft to marcato, by the speed of the key-press regardless of the dynamics controller.

Mod.Att. button changes the attack of each staccato note.

The **Origin** panel is just an image of the album containing the synthesizer solo that inspired this patch.

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

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

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

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

The **Chorus Depth Knob** adjusts the range of modulated detuning.

The **Pitch Bend Knob** sets the pitch wheel range, from 0 to ±24 semitones.

This button activates a **Low Pass Filter** that attenuates signals with frequencies higher than the **Cutoff Frequency** adjustable with the knob and modulated with the **Controller** selected in the **Menu**. This is a very important setting because it can result in the cancellation of sound.

It is possible to modulate the cutoff frequency automatically. These two knobs set respectively the **Amplitude** and the **Frequency** of the automatic modulation.

Each of these two buttons activates the **Monophonic Mode**, which allows you to play in a more expressive way.

You can choose between **two ways to control the Legato/Staccato:**

1) by dynamic controller: if the selected dynamic controller sends a value greater than 0 then you will play legato, otherwise the sound stops and the next note will be detached. 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 in the sequence before the key of the previous note is released. This mode is the most suitable for keyboard instruments . If you release a note, the software will play the previous note that you are still pressing **(Play on release)**.

The **Sample Start** knob changes the position from which the legato note sample will be played.

The **Legato Time** defines the glide time beetween 2 legato notes.

With the **Glide Controller Menu** you can choose how to activate and control the portamento, a pitch sliding from one note to another.

The **Glide Time** knob sets the portamento time.

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 distortion by clipping high sample values.

Tone Knob controls the brightness of the distorted sound.

Drive Knob adjusts the amount of distortion.

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

With the **Reverb Button** you can activate and select a convolution reverb beetwen **short**, **medium** or **long**.

The **Reverb Knob** adjusts the reverb level.

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

In some patches you can activate a **Variation** via this button.

The **Activator Controller Menu** allows you to select which controller to use to activate the functions marked with 🔴. When the controller sends a value of 0, the marked functions are activated or deactivated. In this example, double clicking on the button will activate the chorus and the variation will be disabled.
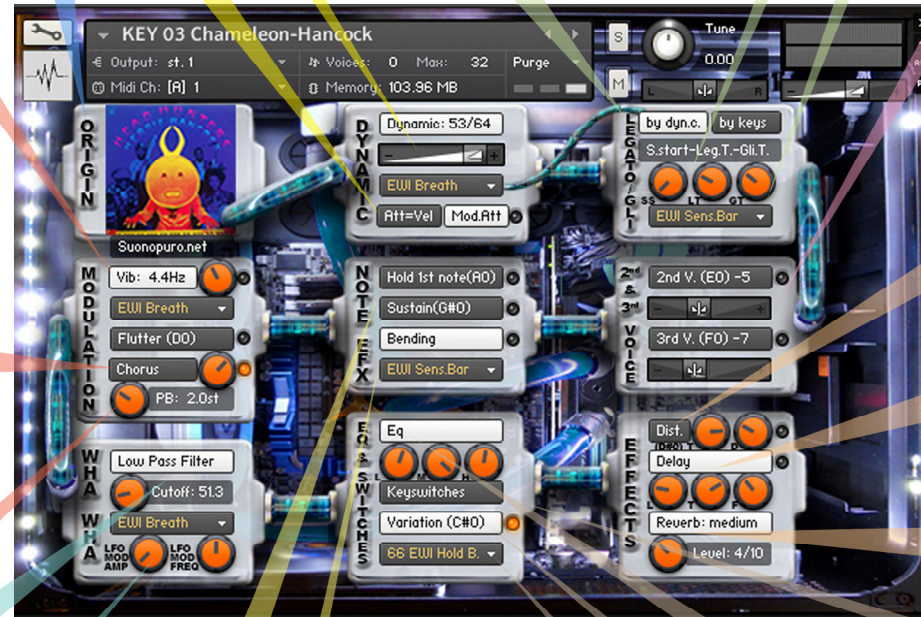
Hold 1st Note sustains the first note you play with a single breath.

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 a light initial glissando. This effect is activated via the controller selected in the **Bending Controller Menu** below.

Keyswitches activator

Octave n. 0

- Hold 1st note A
- Sustain G#
- Glide G
- Bending F#
- 3rd voice F
- 2nd voice E
- Distortion D#
- Flutter D
- Variation C#
- Vibrato C

KEY 03 Chameleon-Hancock

Output: st. 1 — Voices: 0 — Max: 32 — Purge — Tune 0.00

Midi Ch: [A] 1 — Memory: 103.96 MB

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Dynamic: 53/64
EWI Breath
Att=Vel | Mod.Att

Vib: 4.4Hz
EWI Breath
Flutter (D0)
Chorus
PB: 2.0st

Low Pass Filter
Cutoff: 51.3
EWI Breath
LFO MOD AMP | LFO MOD FREQ

Hold 1st note(A0)
Sustain(G#0)
Bending
EWI Sens.Bar

Eq
Keyswitches
Variation (C#0)
66 EWI Hold B.

by dyn.c. | by keys
S.start-Leg.T.-Gli.T.
EWI Sens.Bar

2nd V. (E0) -5
3rd V. (F0) -7

Dist.
Delay
Reverb: medium
Level: 4/10