Suonopuro DX Piano

Digital Piano for Kontakt

Made by *Gino Chimenti*

Manual

Introduction

In the late 1980s, **a digital piano sound** was born that has made **hundreds of hit songs**. This timbre was so successful that it was included in the General MIDI standard. This is a sound generated by the legendary **Yamaha DX7 synthesizer**, using FM synthesis developed by **John Chowning**. This sound is now reborn in **Suonopuro DX Piano**.

If once the goal of a musician was to have as many tones as possible at his disposal, now there are so many on the market that you end up wasting a lot of time listening to them one by one in search of the right one. **Today's musicians need a hand-picked selection of high-quality sounds**. This is why the Suonopuro DX Piano was developed. It has an **immediately recognizable tone**, of the **highest quality, easily customizable**.

Suonopuro DX Piano comes in **two different versions**: one more faithful to the 80's **original** and one with a more **modern** and contemporary sound. Both versions can be easily transformed into **pads** or **monophonic synths**, also playable with a EWI, and feature a **wide range of effects**.

The Suonopuro DX Piano can be played with **any kind of MIDI instrument or DAW**, including:

John Chowning, FM synthesis developer

- **MIDI keyboards** (NI Komplete control, M-Audio Oxygen, etc.);
- **Electronic Wind Instruments** (Akai EWI, Roland Aerophone, Yamaha YDS, Berglund NuEVI, etc.);
- **MIDI strings** (Cantini MIDI violin, Zeta MIDI violin, etc.);
- **MIDI converters**, like the Sonuus i2M;
- **MIDI controllers** (TEC breath controller, MIDI expression pedal, Yamaha BC3, etc.).

Features

- 2 versions: **Vintage** and **Modern.**
- **1GB** of **24-bit/48KHz samples**, on **11 levels**.
- **The note attacks vary according to the touch**, with multiple gradients from soft to marcato.
- **A Low Pass Filter** also applicable only to the attacks of the notes, to transform the piano into a pad.
- An **algorithm** that prevents notes from bundling too much when using the sustain pedal.
- A complete set of high-quality effects: **Chorus, Shine, Three-band equalizer, Compressor, Convolution reverb, Distortion, Delay, Doubling, Vibrato, Flutter** and **Resonance.**
- **Selectable dynamics controller** and **editable dynamic range**.
- **Play on release mode:** in Legato by keys mode, when you release a note, the software plays the previous note still pressed.
- **Configurable legato mode** and **real time controlled glissando**.
- **Two parallel voices** at configurable intervals, **as used by Michael Brecker.**
- **Sustain** or **hold 1st note** modes for monophonic instruments.
- **Bending technique,** which consists in starting a note with an ascending glissando.
- Release of notes with a descending glissando (**Fall**).
- A **noise generator**.
- **Keyswitches** that can be also disabled and a **live options activator** to instantly switch from one configuration to another.
- **Splitter by Suonopuro,** to split and layer many sounds across your keyboard or your MIDI instrument.

System requirements

- **A COMPUTER**: Windows or Mac or Maschine+ by Native Instruments.
- **NI KONTAKT 5.8.1 or higher FULL retail version. It is NOT compatible with Kontakt Player.** You can open and run any patch of Suonopuro DX Piano 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.
- **A MIDI CONTROLLER OR A DAW**: a Keyboard, an Electronic Wind Instrument, or any kind of MIDI instrument.

License agreement

Thank you for choosing the Suonopuro DX Piano. By using this product, **you must accept this license agreement**:

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Installation

- **Download and unzip** (unrar) the S_DX_Piano.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** 5.8.1 or a higher version.
- From the files tab of the Kontakt browser, find the folder where you unzipped the Suonopuro DX Piano and **double click on the file you want to load**.
- **Select the desired channel and options, and play**.
- You can also install it from the **Libraries** Menu, with standard procedure.
- If you are experiencing latency issues or unexpected glitches, please adjust the buffer size from the driver configuration menu of your sound card.

The Suonopuro DX Piano folder contains:

- **6 preconfigured files for keyboard:** 2 whose name starts with **KEY,** whose dynamics are controlled by the force with which the keys are pressed; 2 named **MONO KEY,** monophonic versions for common keyboards, and 2 named **KEY+WHEEL,** whose dynamics are controlled by the modulation wheel;
- **4 preconfigured files** (.nki) **for Electronic Wind Instruments,** or other instruments that work with the MIDI-CC2, whose name starts with **EWI** or **EVI** (Electronic Valve Instrument);
- **2 preconfigured files for the Yamaha Digital Sax** (**YDS**) or other instruments that work with the MIDI-CC11.
- **An empty multi file** (.nkm) containing the **Suonopuro Splitter**, to split and layer many sounds across your MIDI instrument.

Each file is in **two versions**: the **Vintage,** faithful to the 80's original, and the **Modern,** with a more contemporary sound.
All files of the same version **share the same code** and **can be easily adapted to work with any MIDI instrument.**

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.

The **Shine button** activates dynamic control of digital piano's high-mid frequencies. The louder you play, the brighter the sound. The **Shine knob** adjusts the mid gain on the high frequencies. Higher values make the sound clearer.

Attack=Velocity button allows you to control how to start a note, from soft to marcato: or by the speed of the key-press or by the MIDIcc selected in the dynamics controller menu. If velocity is selected and the A=V is off, attacks will be hard.

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** changes the **Stereo Spread**.

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**. The **>** button flips the values of the selected controller from 100% to 0 instead of 0 to 100%. Useful for getting the wha-wha effect.

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

The **Fall Button** allows you to release a note with a glissando, by playing a yellow note. On the EWI just detach your left thumb from the octave rollers, continuing to blow. It works only in monophonic mode, but it can be replaced by the note A0 when Keyswitches are on even in polyphonic mode. The **r** button moves the yellow notes from low to high register, for EVI (Valve Instr.) or for the EWI Er fingering (EVI reverse).

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**).

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 notes with an initial glissando. It is activated via the controller selected in the **Menu** below. Playing *p*, the bending is 2 semitones; on *mf* it is 3; on *f* is 5 and on *ff* it is 12.

Legato XFade Time (**XF**) is the duration in ms of the glide-between a note and the next legato one. Higher values result in a smoother transition.
Sample Start (**SS**) determines the playback position of a legato sample in milliseconds (ms).
The **a Button** randomly changes the sample start 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. 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 **Resonance** button simulates the resonance of a closed container. In the Modern version it is replaced by the **Doubler efx** which duplicates the basic sound with a detuned copy of it.

With the **Reverb Button** you can activate a convolution reverb choosing beetwen **short**, **dark**, **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).

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 LPF and the Compressor will be disabled.

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

Keyswitches activator

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

Interface labels: KEY Suonopuro DX Piano 2.2 Vintage · Output: st.1 · Voices: 0 · Max: 1024 · Purge · MIDI Ch: [A] 1 · Memory: 0.92 GB · Tune 0.00 · DX Piano · SUONOPURO

Dynamic: 8/24 · Velocity · A=V · Shine · by dyn.c. · by keys · Legato/Glide Options · XF SS a LT · 5 Portamento

Vib: 4.2Hz · 1 Mod Wheel · Flutter (C#) · Chorus (D) · St: 50.0 · LPF (A#) · Envelope attack > · Noise (B) · Velocity

Hold 1st note (G) · Sustain (G#) · Fall r Bending · 80 Button 1

2nd V. (E) -5 · 3rd V. (F) -7

Eq (R) · Keyswitches · 4 Foot Ctrl · Comp: 7.5

Dist. · Delay · Resonance (F#) · Reu: med 12

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How to save a configuration

To save a customized file, please follow the instructions below:

1. Open the "**Files**" menu;
2. From "**Save as…**" select the file you want to save;
3. From the "**Save in:**" menu, select the "**Suonopuro DX Piano**" folder. <u>Do not change this folder, to avoid problems with convolution reverb files</u>;
4. In the "**Save Mode**" box, select "patch + samples;
5. Select the "**sample sub directory**" by clicking the button "**…**" and selecting the folder "**Suonopuro DX Piano Samples**", then click **OK**.
6. In "**File Name**", insert a name of your liking and save.

Tips and tricks

- Choose a button or pedal on your keyboard to use as a **switch trigger** and select the corresponding MIDI Controller from the menu below the Keyswitches button in the DX Piano interface. You can use it to instantly activate and deactivate all the options marked with a yellow light. For example, loading the MONO KEY version, pressing the selected controller once or twice the DX Piano will switch from monophonic to polyphonic and vice versa.
- **To turn the piano into a pad,** activate the Low Pass Filter and deactivate Doubling. Then decrease the filter cutoff frequency by turning the orange knob next to LPF to the left. As the frequency gets lower the filter will make the attacks of the notes softer and softer. To further shape the sound, turn on the EQ and cut the treble a lot.
- If you want a darker sound on pianissimo and a brighter on fortissimo, turn on the **Shine** effect and adjust it to your liking.
- The dynamic range can be modified both with the Dynamic slider and by modifying the Compressor.
- If you turn off the doubling and low pass filter in the Modern version, you get **a more accented modern sound**.

How to setting-up additional controllers

To assign any of Suonopuro Instruments' sliders or knobs to a certain MIDI controller:

1. **Click the knob or slider** you want to assign a MIDI controller to.

2. Select **Learn MIDI CC# Automation**.

3. **Turn the knob or move the slider on your MIDI hardware controller**. The control should pick up the movement instantly.

Alternatively:

1. In Kontakt's left **browser**, select "**Automation**" and then "**MIDI Automation**".

2. **Select a source** from the list **and drag it onto a knob** whose parameter you want to automate.

3. With "**From %**" and "**To %**", at the bottom of the pane, you can alter the scaling of the assignment so that the automation values are mapped to a limited range of the assigned parameter. For reverse operation, enter a value greater than To% on From%.

You can add additional MIDI controllers (CC#s) to the same KONTAKT knob. You can also assign multiple knobs or sliders to the same MIDI controller.

How to play a MIDI track correctly

If, after recording a part in MIDI, the ties are not reproduced correctly, proceed as follows:

1. Select the part and open it in the MIDI editor.

2. Select all (Ctrl A) and zoom in on the point where two tied notes meet.

3. Extend all the notes by dragging the end of the first tied note so that it slightly overlaps the second tied note.
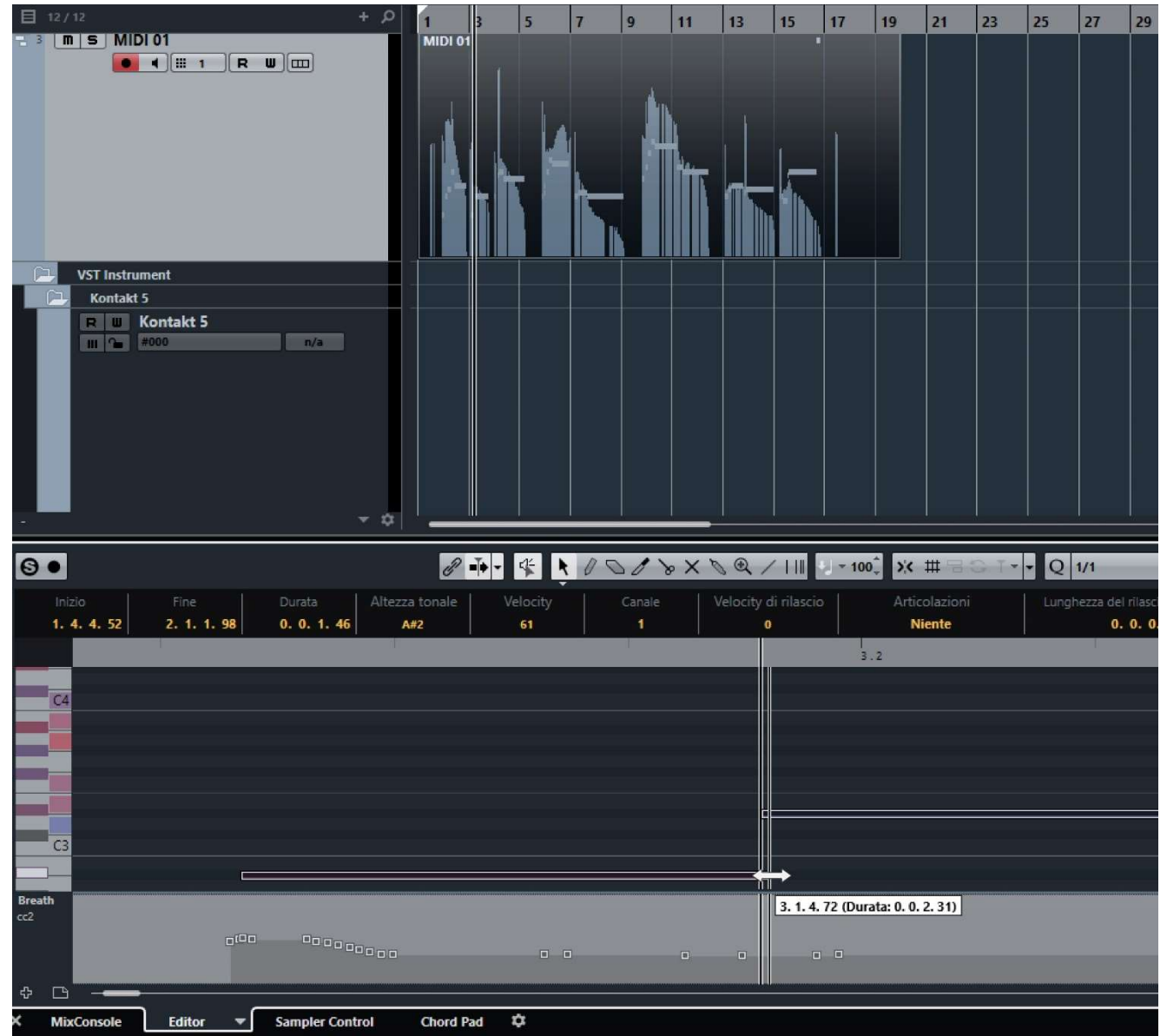
SUONOPURO SPLITTER

The Splitter by Suonopuro is a **multiscript** for Kontakt that allows you to **split and layer many sounds** across your keyboard or your MIDI instrument.

For instance, you could put a Suonopuro DX Piano in the bottom half of the keyboard, and a Suonopuro FlügelHorn in the right.

Instruction:

1. Load the first sound you want to use, and set it to channel 1;
2. Now choose the lowest and the highest notes of the range you want to use to play the instruments assigned to channel 1. You can do this in 2 ways:
   a. By typing the lower and the upper note (from C-2 to G8) in the "**CH1 Low:**" and "**CH1 Up:**" text fields.
   b. By clicking on the "**Learn CH1 range**" button and playing on your instrument first the lowest note and then the highest one of the desired range.
3. Transpose the instruments assigned to channel 1 with the appropriate knobs:
   a. **CH1 OCT** changes the octaves, from -4 to +4
   b. **CH1 ST** transposes by semitones, from -12 to +12
4. Do the same with the other sounds, up to channel 6; (leave or set your keyboard, or the MIDI instrument you use, to MIDI channel 1).