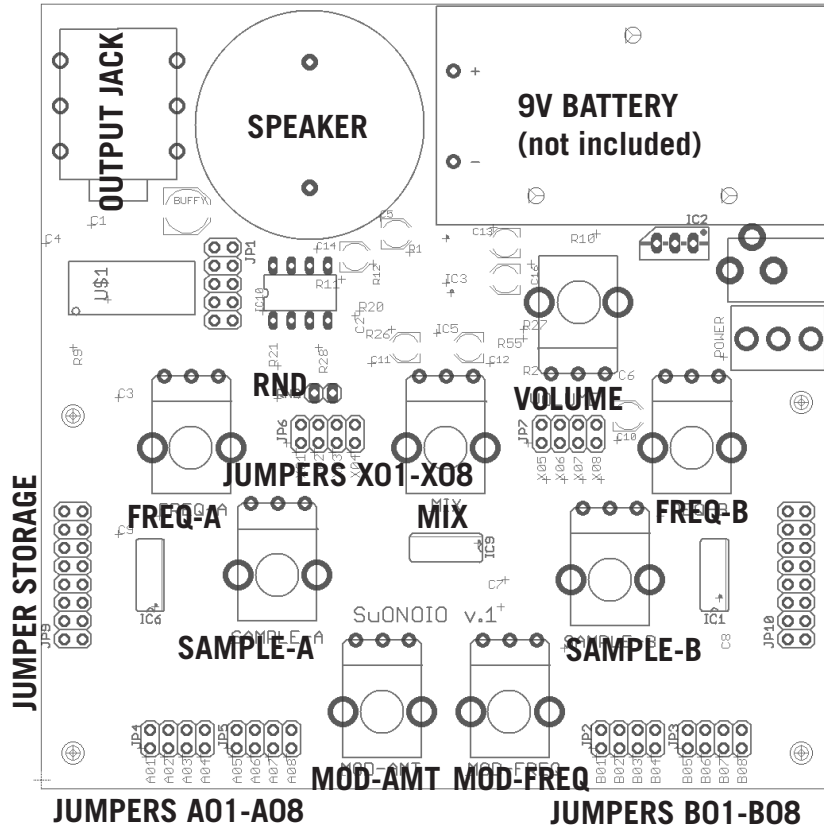


SuONOIO

www.sonoio.org/suonoio - www.theharvestman.org



DC POWER (TIP NEG)
POWER SWITCH

FREQ-A: Controls the pitch of the left channel's sound.
FREQ-B: Controls the pitch of the right channel's sound.
SAMPLE-A: Selects one of 16 samples for the left channel.
SAMPLE-B: Selects one of 16 samples for the right channel.
MOD-AMT: Controls the depth of active modulation effects.
MOD-FREQ: Controls the frequency of active modulation effects.
MIX: Controls the balance of audio between the two channels.
VOLUME: Controls the volume of the internal speaker and output jack. When you are using the speaker, turn the volume down low to avoid excess distortion. When you are using the output jack, go ahead and increase the volume as needed.

BATTERY CLIP: Insert a 9 Volt battery for portable operation.

DC JACK: Use a **2.1mm 9V DC** (not AC) adaptor, with the tip **NEGATIVE**. The Godlyke Power-All is recommended.

SPEAKER: The speaker is active when nothing is plugged into the output jack. Its frequency response is limited, so for best sound quality use the output jack.

LINE OUTPUT: This mono 1/4" jack can be connected to an amplifier, mixer, or other device. It turns the speaker off when you plug something in. It is not a headphone jack.

LFO: The internal LFO is a simple sawtooth wave generator that can be applied to several parameters using the A and B jumper sets. When the LFO is active, the MOD-AMT and MOD-FREQ knobs control its depth and rate.

JUMPER BLOCKS: These rows of pins control SuONOIO's sound effects. You can activate them with the red jumpers, or with the miniature patch cables. To use the jumper blocks, **connect the top and bottom rows of pins together with a jumper or cable.**

- A01, B01: DISTORTION 01** A loud, powerful distortion effect.
- A02, B02: DISTORTION 02** A more subtle "bitcrushing" distortion.
- A03, B03: CROSS-MOD** The audio output of the other channel controls the pitch. Use the MOD-AMT knob to adjust depth.
- A04, B04: BACKWARDS** Reverses the playback of the channel.
- A05, B05: LFO -> FREQ**
- A06, B06: LFO -> WINDOW** Your gateway to endless, bizarre rhythm effects.
- A07, B07: LFO -> AMPLITUDE**
- A08, B08: LFO INVERT**

RND: These two pins generate random on/off signals. The rate of change can be controlled with the MOD-FREQ knob. To use them, use one of the mini-cables to connect a RND pin to your desired jumper location, on the **TOP** row of pins per jumper.

- X01: DELAY A** Enables Delay effect for channel A. MOD-AMT controls delay send/feedback, and MOD-FREQ controls the wet/dry mix.
- X02: CRYSTAL** Gives the delay feedback an octave-up effect.
- X03: SHORT 01** Shortens the delay time.
- X04: SHORT 02** Shortens the delay time by a different amount. Use both SHORT jumpers with high feedback for a flanger effect.
- X05: DELAY B** Enables Delay effect for Channel B.
- X06: FREEZE** Freezes the value of the MOD-AMT and MOD-FREQ controls only for the delay effect (so you can change the LFO settings while keeping the same delay sound).
- X07: SWAP** The knob position of the MOD-AMT and MOD-FREQ controls (as applied to the delay) is mirror-imaged: a 0% setting becomes 100%, and so on.
- X08: RESERVED** This jumper doesn't do anything right now, but will do exciting things in the future.

Save your cardboard box and antistatic bag. Use them to safely transport the SuONOIO. They are durable.