REALIWHISTLE MANUAL

Congratulations on your RealiWhistle purchase!   You're obviously someone with excellent taste!   Okay, so are you ready to find out what all the knobs and controls and stuff and for?   Then read on, amigo!

WHISTLE TYPE

You have a choice between "Normal" and "Airy."   These are two different whistling techniques .   Fortunately for us, our whistling maestro, Benny Kay, is a master of both.

"Normal" is the most common technique, acheived by puckering your lips and blowing.   The "Airy" technique is done by using the tongue inside the mouth.   It's not as common.   Note that this articulation doesn't go as low.

LEGATO

Whistling is typically a solo endeavor (whistle chords aren't very common), so you'll probably want to have the "Legato" switch on most of the time.   If you play one note into another with an overlap, then there will be a smooth transition between these notes.   How fast this transition happens is determined by . . .

LEGATO SPEED SLIDER

To the left is short transitions (fast) and to the right is longer (slower) transitions.

VIBRATO SPEED

You can add vibrato to notes with the mod wheel.   The speed of that vibrato is set with . . . this knob! See?   This is the sort of hard hitting information you need a manual for!

EXTENDED RANGE

Sometimes you need a few extra notes past what a musician's range is.   Other companies restrict you to the original range. But not your friends at Realitone! We give you an option to extend the range with this button.   The stretched range is denoted by the blue/green keys, while the natural range is denoted by the blue keys.

Here's the keyboard with Extended Range on:

And here's the keyboard with Extended Range off:

KEYSWITCHES

See those yellow keys?   Those are the keyswitches that trigger ramps (rises) or falls.   First lets explain the falls:

You can hold a normal note as long as you like, then when you ready to do a fall, simply press the low C# or D#.   Hey, the note falls! Cool!   Or if you want the fall to begin immediately, hold the low C# or D# before you play your note. Note that the low C# does a faster fall than the low D#.

This is a momentary keyswitch, not a latching keyswitch.   In other words, it only forces falls while the keyswitch is being held.   Once you let go of the low C# or D#, then notes play normally, instead of falling.

But what about the ramps?   With whistling, it's very common to start a phrase with a little rise or ramp into the first note.   Our whistling maestro does this all the time, so we recorded him doing these rises, thus giving you the awesome power to harness that magic into *your* melodies!   Simply hold a low C, D or E while playing a note and that note will start with a rise (ramp) into the note.   C if the fastest rise, D is medium speed and E is the slowest.

Like with the falls, this is a momentary keyswitch.   It only forces rises while the keyswitch is being held.   If you're not holding a low C, D or E, then notes play normally, without ramps.

REVERB SWITCH AND KNOB

These control how much (if any) reverb you want to hear.   Personally, I tend to favor external reverbs, but we spent a bunch of time tweaking the parameters of this one and now I kinda like it sounds.   You decide whether you want to handle the reverb on your own.

ATTACK AND RELEASE KNOBS

These aren't knobs you'll want to mess with under ordinary circumstances, but if you're making ethereal pads or something, then have at it.

By the way, if you do a bunch of tweaking and want to get back to the factory settings, simply Apple-Click (or Cntrl-Click on PC) the knob and it goes back to the original settings.   This works for all the knobs and sliders.

MIXER SECTION

Sometimes you want a few whistlers to all sing the same melody in unison.   This happens a lot in pop songs, like Foster the People's "Pumped Up Kicks" or The Black Keys' "Tighten Up."   You want to be cool like those guys, right?   Of course you do.

But . . . layering a bunch of whistles on separate tracks sounds like a whole lot of work.   Let's be honest, "work" isn't really our thing, right?   That's why we became musicians!   So we need a better solution.   Don't you wish there was an *easy* way to do this?

Well, wish no more, because your friends at Realitone have included a special feature in RealiWhistle to do exactly that!   (Are we awesome or what

All you have to do is activate Voice 2 and Voice 3 by clicking those little switches.   See?   I told you it was easy!

But what if you want to adjust the volume or panning or tuning of the voices?   Well, then you need to go to the Mixer.   How do you get to the mixer, you might ask?   Just click that link on the interface that says, "Go to Mixer."   (Clever naming, eh?)   Then you'll see the mixer, that looks like this:

You now have access to the main whistle (Voice 1) and two other voices, labeled "Voice 2" and "Voice 3."

You know how to turn knobs, right?   Good, then I don't need to explain how to change volumes and stuff.

One thing, though – Voice 1 can **not** be turned off.   We did that on purpose, because if we made it so all voices could be turned off, I guarantee we would get tech support questions from people complaining that RealiWhistle isn't making any sound.   Yes, I'm serious.

IN CONCLUSION . . .

That's it!   You now know everything we do.   Well, almost everything.   The important stuff, at least.

So get to whistlin' and make some hits!