



Eternal Funk



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN190401



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EXPAND FALCON WITH 141 MASTERFULLY-DESIGNED PRESETS

Lay the foundation for your own Funk records with the vibes and soul of '80s classics. Eternal Funk delivers it all, from a wide selection of synth-based bass, leads, brass, guitar, electric piano and a full acoustic GM drum kit with authentic, old-school funk flavor.

The sounds of Eternal Funk were designed to replicate our favorite moments of '80s Funk, with sounds designed from scratch using Falcon's capable architecture. To deliver a complete and authentic sound we recorded a full drum kit in the classic way, ready for you to program in your own grooves or sequence with the included MIDI files covering timeless funk patterns.

Each of the sounds in Eternal Funk is designed to be expressive and playable, providing unique controls and macros allowing you to sculpt your sound and create dynamic performances.

MINIMUM SYSTEM REQUIREMENTS

- Falcon 1.6.6+
- 25MB of Disk Space

For more information on the installation process, please refer to the document: [Soundbank Installation Guide](#)

MADE FOR FALCON

The Eternal Funk expansion leverages the advanced synthesis capabilities and software architecture of Falcon, which sports 15 oscillators, over 80 effects and a fast and intuitive interface that adeptly handles both basic tasks and deep instrument design. All presets have been programmed with macros which provide the user with easy access to the key parameters of each patch. These may be controlled via MIDI, OSC, host automation and Lua scripting, allowing for easy customization and expressive performance capabilities.

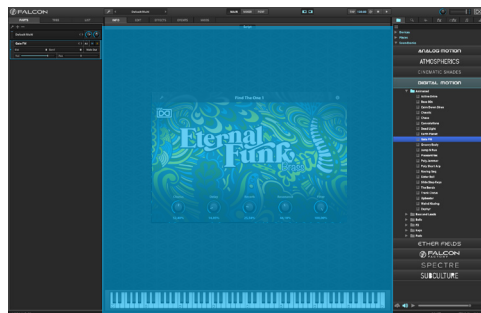
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(Falcon license required. Not compatible with UVI Workstation.)



INTERFACE





INFO

The Info tab provides an overview of the selected program, houses macro controls, and provides a location for custom text and images via the **(I)** view.

MACROS

1

Same as Falcon Factory Content, Eternal Funk's patches have been programmed with macros which provide users with easy access to the 'key' parameters of each patch. Eternal Funk also has a custom front panel which is made with Falcon's script feature. The parameters are connected with the macros and these may be controlled via MIDI, OSC, host automation and Lua scripting, allowing for easy customization and expressive performance capabilities.

To change the layout of the macro controls, press the **Script** button above the panel to hide script panel, then the **EDIT** button in the upper-left to switch to Edit Mode. You can freely move controls, double-click a label to rename it, or access additional commands from the right-click contextual menu. For more details on macros, please see [Falcon's software manual](#).

PROGRAM INFORMATION

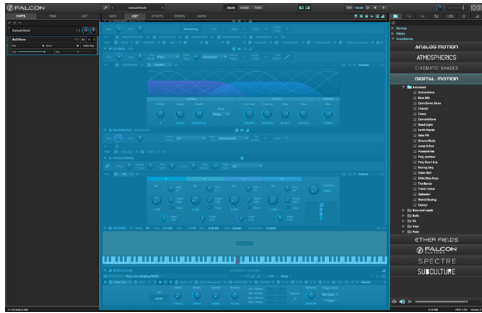
Press the **(I)** button in the upper right to display program information. Many factory presets will contain details about the program such as modwheel assignments, macro descriptions or tips for playing it. You can add and save descriptions for your own programs as well.

KEYBOARD

2

At the bottom of the Info tab, a keyboard is displayed and can be clicked to play the program. The key range of the program is highlighted, with keys outside the key range darkened. If keyswitch layer rules have been created, those keys are highlighted blue. Additionally, key color can be customized using the Script Processor. For more details on keyswitches, please check [Falcon's software manual](#).





EDIT

If you want more control over a sound than the macros provide, the EDIT tab gives you full access to all parameters. Here you can make fine adjustments to any aspect of a sound or redesign it in any way you can imagine. Here is a brief overview of the EDIT screen hierarchy, for more information please consult the [Falcon software manual](#).

LAYERS OF A PATCH

Patches in Falcon are created within a fixed hierarchy that can be thought of like layers or folders. At the very top is the Program, inside the Program are Layers, within each Layer are Keygroups, and inside the Keygroups are Oscillators. Audio effects, MIDI effects and modulators can be placed on any level. While patches can be as simple as a single oscillator, the structure of Falcon allows for wildly complex sounds of nearly any variety to be quickly created and edited.

PROGRAM EDITOR

- 1 The top-most level of your patch, use the Program editor to make broad changes that effect the overall sound of your patch. For example, try adding audio or MIDI effects, or adjusting volume, pan and pitch.

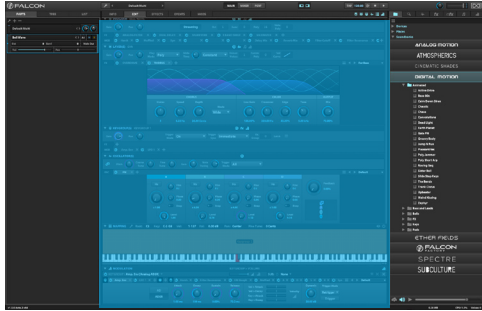
LAYER EDITOR

- 2 Layers are used to group and modify Keygroups. Here you can add audio effects, MIDI effects and modulations just like the Program level but you also have control of attributes like velocity curve, polyphony modes and unison settings.

KEYGROUP EDITOR

- 3 Keygroups are the ground level of your patch, they can hold any number of oscillators and define which MIDI notes and velocity ranges trigger those oscillators. They also set basic oscillator attributes like pitch and trigger modes. Like the previous ‘folders’, keygroups can contain effects and modulators, but there is one significant difference: effects instanced at the keygroup level operate per-voice. This can have fantastic effects, but comes at an additional CPU cost so consider how you use it carefully.





4 **MAPPING EDITOR**
The mapping editor allows you to define the note and velocity ranges of the selected keygroup. A patch can be as simple as one keygroup that spans all notes and velocities, or as complex as your desired sound requires; there are no set limits.

5 **OSCILLATOR EDITOR**
Falcon has many types of oscillators including sample-based and algorithmic. Here you can edit existing oscillators, change them or add new ones.

6 **MODULATION EDITOR**
Modulators can be instantiated at any of the levels mentioned above and this particular editor provides a centralized view of all of them - allowing editing of modulator parameters (e.g. LFO speed, ADSR values etc.) along with their assignments. All modulators in a patch are represented by tabs. Once clicked, the modulators' assignments are displayed directly above the tab. Here you can edit how they effect the various parameters they are assigned to in your patch.



EDIT



PRESET LIST





PRESETS:

Bass

- Atomic Dog
- Bomb On Me
- Charades
- Delegation
- Do It 1
- Do It 2
- Duke 1
- Duke 2
- DX Panda
- Fresh
- Funkadelic
- Glide Me
- Imagination
- Kays Bass
- Keep On
- Love You
- One Way
- Pleasure 1
- Pleasure 2
- Pleasure FX
- Pleasure Slap
- Plush 1
- Plush 2
- Shaka
- She Talk
- System
- Train D
- Yard
- Zapp 1
- Zapp 2

Brass

- Back And Stride
- Brass King
- Brass Skyy 1
- Brass Skyy 2
- Clinton Horns
- Do it Brass
- Fall Down
- Funkadel Brass
- Groove On
- Keep On Short Brass
- Kool and the Brass
- Midas Touch

Drum Kits

- _MIDI Files
- Camea.mid
- Chavade.mid
- Chemise.mid
- Delegate.mid
- Drum Default.mid
- EWf.mid
- Gina.mid
- Imagine.mid
- Kadence.mid
- Minuit.mid
- Nolimit.mid
- Shunk Funk.mid
- Sugarvalley.mid
- System.mid
- The Duke.mid
- Y&P.mid

- Camea Kit
- Chavade Kit
- Chemise Kit
- Default Kit
- Delegate Kit
- EWf Kit
- Gina Kit
- Imagine Kit
- Kadence Kit
- Minuit Kit
- NoLimit Kit
- Shunk Funk Kit
- Sugarvalley Kit
- System Kit
- The Duke Kit
- Y&P Kit

Effects

- Bomb On Me
- Do It FX
- FX One
- Glide Bass
- Introduction
- Kays Falling
- Midnight Siren 1
- Midnight Siren 2
- Noise Sweep 1
- Noise Sweep 2

Guitars

- Classic Muted
- Muted 1
- Muted 2
- Muted 3
- Tjam Muted

Keys

- Analog Clavinet
- Back And Stride
- Con Funk
- Construction
- Duke EP
- EP Cameo
- EPiano Candy
- Live Keys
- Love Come Down 1
- Love Come down 2
- Midnight Keys
- Organ 777
- Plush Analorgan
- Rhodes Wave
- Saturday Love
- Stage
- Train Keys
- Wurli Phase
- Yard Organ Wet
- Yard Organ Wheel

Leads

- Angela
- Atomic Sync
- Charades
- Do It Short
- Duke Lead 1
- Duke Lead 2
- Find The One Seq
- Gino Lead
- Latelead
- Love You 1
- Love You 2
- Midnight Poly Lead
- Movin
- Plush Lead
- Propositions
- Rogbox
- Saturday Seq 1
- Saturday Seq 2
- Super Freak
- Talkbox
- This Love
- Train Lead
- Tripping Out
- Walk On
- Whistle Cameo

Synths

- Almost 2000
- Bell Candy
- Bell Shaka
- Bomb On Me
- Do It
- Down Filter
- Fifth King
- Find The One 1
- Find The One 2
- For You Bass Pad
- Kalimba Tree
- Kays Synth 1
- Kays Synth 2
- Love You
- Opening
- Plush
- Resonance
- Roger Pad Wheel
- String Atomic
- String Candy
- String Parliament
- Strings Love
- The Sweep



LINKS

UVI

- Home uvi.net
- UVI Portal uvi.net/uvi-portal
- Your Product Area. uvi.net/my-products
- Support. support.vi.net
- Tutorial and Demo Videos youtube.com
- Contact Support. uvi.net/contact-support

EXTENDING FALCON

- UVIscript <http://www.uvi.net/uviscript>
- Lua <http://www.lua.org/docs.html>
- OSC. <http://opensoundcontrol.org>
- Scala <http://www.huygens-fokker.org/scala>

ILOK

- Home. ilok.com
- iLokLicenseManager ilok.com/ilm.html
- FAQ. ilok.com/supportfaq



UVI TEAM

SOUND DESIGN

- Alain Etchart
- Christian Laffitte
- Emeric Tschambser

GUI & GRAPHICS

- Anthony Hak
- Nathaniel Reeves

DOCUMENTS

- Nathaniel Reeves
- Kai Tomita



UVI SOUNDS & SOFTWARE

UVI.NET