

WOFI QUICKSTART GUIDE 1.0.3

① How to read



Not so simple to write a simple and comprehensive manual. We offer here several levels of reading here, allowing to gradually familiarize yourselves with the device and make the best use of it.

- **Level 1:** This page is intended to provide a step by step user guide
- **Level 2:** The verso of this page gives short but precise description for most procedures
- **Level 3:** The user manual give the detail of the full features

① Note of the makers



The **WOFI** is designed to offer the opportunity to explore audio samples beyond their environment.

We choose to use a small MCU to perform:

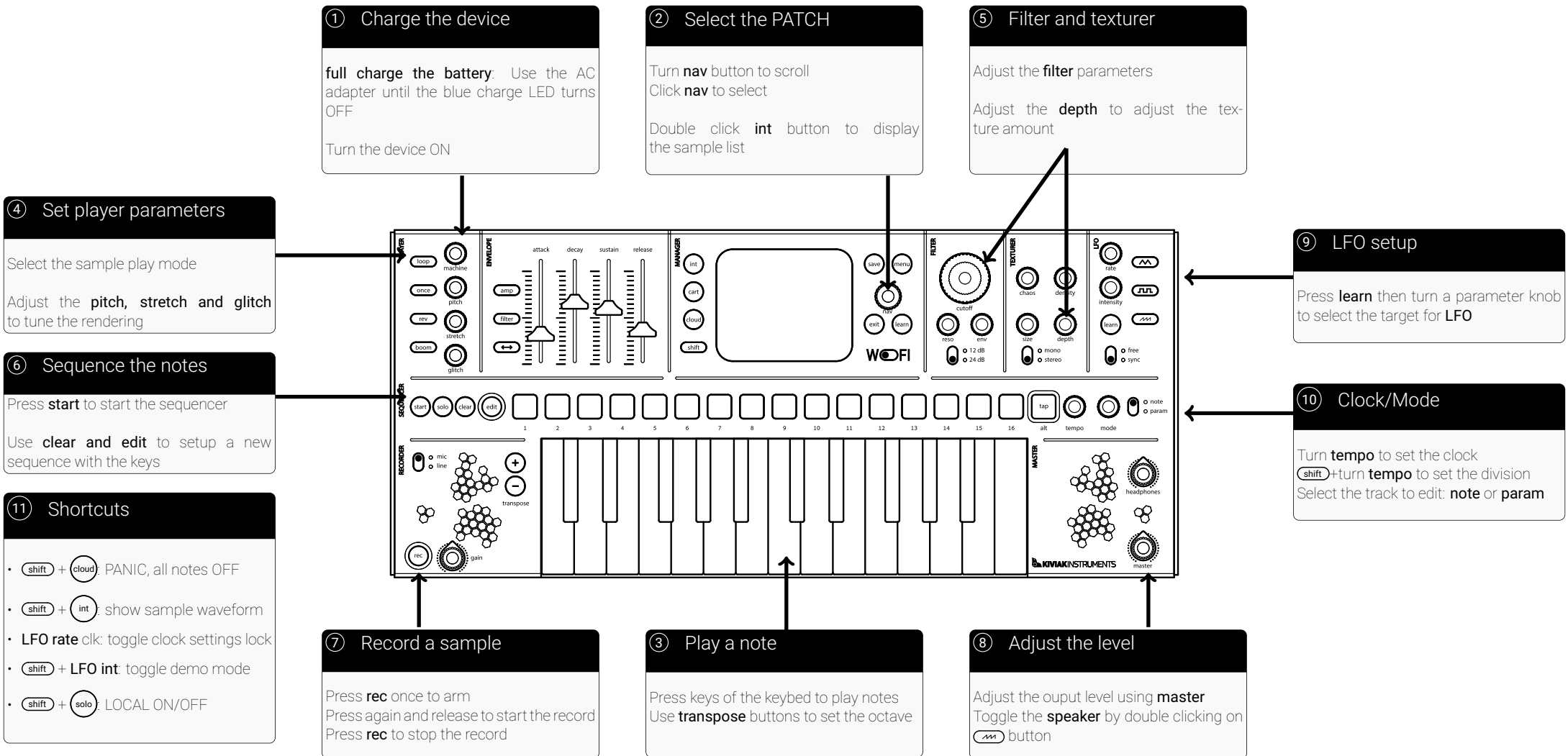
- real-time streaming of samples from the flash
- real time signal processing

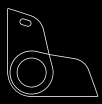
In a way, it's a technical feat that devices built around processors don't have, with their latency when loading and processing. Since we haven't made any restrictions on the configuration and processing possibilities, it's possible to reach the limits! It means that audio artefacts can occur. This is the **LO-FI zone**.

Up to the **user and their ears** to find the operating point that best suits them.

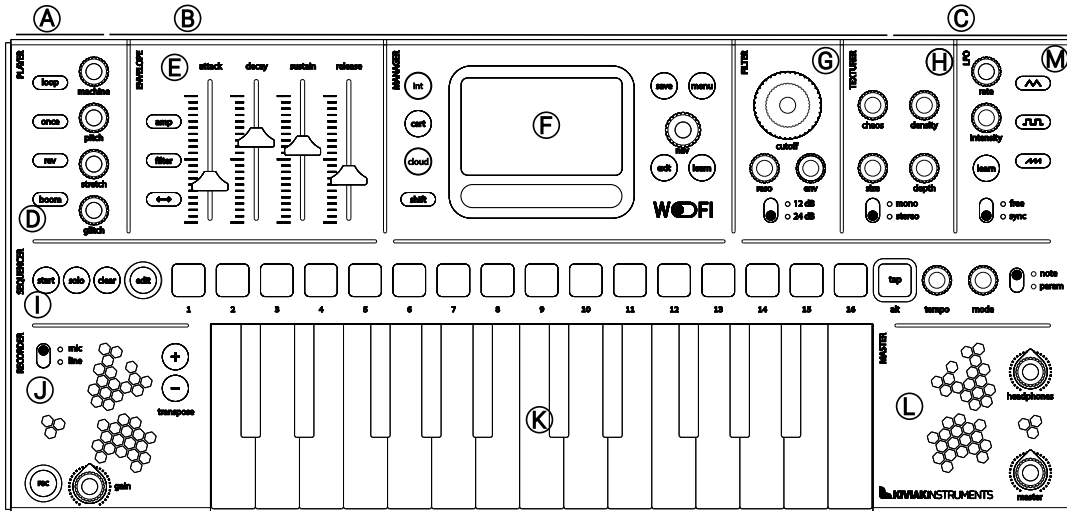
If you embrace this concept, you will easily find your own paths of use.

If you don't, you may need to wait for safe mode in a future release.





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TURNING ON > section (A)

Press the **power button** to turn on wofi. It's battery powered, to take full advantage of the device, ensure a proper charge level. Use the power outlet if needed.

PATCH BROWSING > section (D)

Turn/click the **nav** encoder to browse through patches. You can navigate in different layers of wofi's memory with:

int	local content in internal memory
cart	local content in cartridge
cloud	remote content in mywo.fi web site

Use the **int**, **cart**, or **cloud** buttons to cycle views: patches, samples, soundbanks, tags.
* Access view-specific commands with **menu**.
* This content can be managed directly from mywo.fi

SAMPLE EDITION > sections (E) and (H)

- Press **shift + int** to enter in edition mode.
- Use the texturer section's encoders:

chaos	change the start point.
density	change the end point.
depth	zoom in/out.
size	move the zoomed view.
- Press **exit** to leave the sample edition.
* There are up to 16 cue points slots for a sample. Turn/click **nav** to change and select cue point.

ENVELOPE > section (E)

Pick the target for the envelope:

amp	applies to the amplifier.
filter	applies to the filter.
<->	applies to the filter and amplifier.

Sculpt your envelope with the 4 faders: **attack**, **decay**, **sustain** and **release**
* Filter target: define the level using **env** in **FILTER** section
* Double click **target** to toggle with patch stored values

SEQUENCER > section (I) and (K)

- sequence notes:
- press the **edit** button.
 - select the **note** with the switch.
 - enter a sequence using the **keyboard** or **midi input**.
 - press a **pad** to set a specific step.
 - press **shift+pad** to reset a step.
 - press **start** to run the sequencer.
 - press a key to set the reference note for the sequence.
 - press **solo** to play notes over the running sequence.
- sequence parameters:
- press the **edit** button.
 - select the **param** with the switch.
 - change parameters. variations are stored in the param track of the sequencer.
- * Turn **mode** to access different modes (step sequencer, revision, cue points, compose).
* Click on **mode** to change the sequencer view.
* Use **tempo** and **shift + tempo** to respectively adjust the bpm and the time division.

FOR MORE DETAILS, TROUBLESHOOTING, DEFINITIONS, OTHER FEATURES, AND SUPPORT, PLEASE READ THE OWNER MANUAL ACCESSIBLE HERE:

<https://docs.kiviak-instruments.com>

RECORD SAMPLES > sections (C), (G) and (M)

- From the recorder section, you can easily record a sample with the following steps:
- toggle the **mic/line switch** to select the input: microphone (front panel) or line input (back panel).
 - press **rec**. it will start blinking to indicate it's armed.
 - adjust **gain** if necessary. (optional: activate pre-listening to monitor the audio source. see full manual online.)
 - press **rec** again. recording starts when the button is released.
 - press **rec** to stop. the sample is instantly loaded and ready for use.
- * Press **shift + rec** to abort recording (**rec** blinking or still). Recorded sample will be discarded.
* Click **nav** to recorded file name

KEYBOARD > sections (J) and (L)

The **keyboard** plays back samples chromatically, with velocity and monophonic aftertouch for expressive control. Use the **transpose** buttons (+ and -) to move between octaves.
* Hold a key while transposing to freeze notes.
* Press **shift + cloud** to turn all the notes off. press + and - to go back to default octave (3).

NAVIGATION > section (E)

Double click **menu** to access to settings, navigate with **nav** and **exit**.
* With any encoder of WoFi, click on it to reset its value.

PATCH SAVING > section (F)

- click on **save**.
 - choose the desired name using the **nav** encoder and the visual keyboard.
 - click on **save** again.
- * If you don't change the name, the current settings will be appended as a revision of the current patch.
Older revisions can be reloaded in **revision** mode.

TOUCH STRIPE > section (G)

- press **learn** button to select the parameter to assign. the button starts blinking.
- turn the encoder of the parameter you want to modulate using touch stripe.
- press **learn** to cancel or abort.

PLAYER > section (C)

- play a note with the keyboard.
 - choose the rendering style with **machine**.
 - adjust **pitch**, **stretch** and **glitch**.
 - select the play mode for the sample.
- | | |
|------|----------------------------|
| loop | looping from start to end. |
| once | once from start to end. |
| rev | backward once. |
| boom | looping back and forth. |

VOLUME > section (H)

Adjust the volume for the **master** and your **headphones**.
* Double click on **saw** button in **LFO** to mute speaker

LFO > section (M)

- Set the lfo clock with the **sync/free** switch. Choose the lfo shape with the 3 buttons:
- | | |
|----------|---------------------|
| triangle | smooth oscillation. |
| square | sharp on/off. |
| sawtooth | ramp up or down. |
- press **learn**, it starts blinking.
 - turn the encoder of the parameter you want to assign to lfo, **learn** is still
 - adjust **rate** and **intensity** as needed.
 - press **learn** to forget the target parameter or cancel the lfo learning.
- * The **tap** button blinks at the lfo period.

TEXTURER > section (I)

- The texturer fx can be tweaked with:
- | | |
|---------|---------------------------------|
| chaos | the way grains are re-injected. |
| density | density of grains generated. |
| size | sets the size of the grains. |
| depth | intensity of the effect |
- * Click on **depth** to disable the effect.

FILTER > section (E)

Tweak **cutoff** and **resonance** encoders to adjust the filter character, and **env** to change the intensity of the filter envelope on the cutoff. Pick the slope with the **12dB/24dB** switch.