



AODYO INSTRUMENTS

sylphyo
LINK

User guide

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The Sylphyo Link at a glance

A warm thank you from the Aodyo team for believing in us and supporting our work! We hope you will love using your **Link** as much as we do.

Sylphyo Link is a compact sound bank for electronic wind instruments and other MIDI controllers. Aodyo Instruments constantly improves it and updates its sounds to offer musicians rich and expressive sonic worlds in a small and portable package.

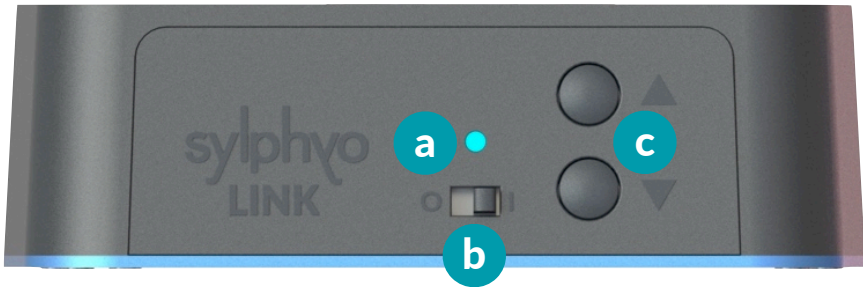
The Link is also the wireless receiver companion for your Sylphyo, the electronic wind instrument made by Aodyo. With a Link receiver, your Sylphyo turns into a wireless instrument, allowing you to plug it to an amp, a mixer, or a hi-fi system while you play a few meters away, without being bothered by wires. This means that instead of connecting the Sylphyo directly to your sound system, computer, or synthesizer, you can connect the Link receiver instead, and use your Sylphyo freely without being bothered with cables.

The Link also has built-in MIDI routing capabilities, allowing you to transmit MIDI from your Sylphyo or any other controller to your computer or other MIDI and USB-MIDI synthesizers. When paired with a Sylphyo, this means that not only will you be able to transmit the sound of your instrument wirelessly, but also the MIDI performance data, allowing you to control several synths and virtual instruments at the same time. And nothing prevents you from using them both wired and wireless. For instance, you could use the headphones output of the Sylphyo

as an in-ear monitor on stage while the Link is connected to the control booth and to various expanders and synths at the same time.

Overview

Front panel



- a** **Indicator light.** Tells whether there is a wireless connection to a Sylphyo:
 - A *yellow light* ● means the Link is looking to pair with any Sylphyo.
 - A *green light* ● means the Link is paired and connected with a Sylphyo.
 - A *red light* ● means the Link is paired with a Sylphyo but is not connected to it.
- b** **Power-on switch.** Turns the Link on and off.
- c** **▲ and ▼ buttons.** Press the ▲ or the ▼ button to switch to the next or previous sound.
 - Pressing ▲ + ▼ *at the same time* restarts the pairing process with a Sylphyo.

Rear panel



- a** **Headphone output port** (6.35mm stereo jack). Play the Link synth with headphones.
- b** **Line input port** (6.35mm stereo jack). Mix any sound source to your own sound.
- c** **Line output ports** (left and right 6.35mm mono jacks). Play the Link synth on an amp, a mixer, or a hi-fi system.
- d** **MIDI ports** (DIN). Connect a MIDI controller to play the Link as a synthesizer (MIDI in), or wirelessly control a hardware synth using your Sylphyo (MIDI out).
- e** **USB host port** (USB A). Connect a USB-MIDI controller to play the Link as a synthesizer, or use your Sylphyo to wirelessly control a synth that takes USB-MIDI input.
- f** **USB power supply port** (USB Mini-B). Provides power to your Link. Also allows you to use your Sylphyo as a wireless MIDI controller to control virtual instruments on your computer, smartphone or tablet, or to control them with a MIDI controller, using the Link as a MIDI-to-USB converter.

What's in the box?

VIDEO

youtu.be/yZnmMflc1EI

► Unboxing

Two accessories are included along with your Link:



5W charger

Plug the 5W charger into a mains socket in order to power the Link using the USB cable.



USB cable

Use the USB cable to connect the Link to your computer or to a charger.

You might also have bought a Sylphyo alongside your Link to play it wirelessly. You can use the charger and USB cable to charge your Sylphyo, or to directly connect it to a computer. For more information about the Sylphyo, please read the [dedicated user guide](#).

Pairing with a Sylphyo

If you plan to use your Link with a Sylphyo, both must be *paired*; that is, they must learn to establish a wireless connection to each other. The pairing is done once, and they will remember their association afterwards and automatically recognize each other when they are both powered on and in the same room.

Connect the Link to the mains using the included USB cable and charger. The cable must be connected to the smaller *USB power supply port* of

the Link.

Then, **turn on** your Link using the *power-on switch*, and **turn on** your Sylphyo as well. If the Link displays a green light ●, then they are already paired (i.e., they already know each other), and you can skip the rest of this subsection.

Else, you will need to initiate pairing on both sides before being able to use your Sylphyo wirelessly. Each side will then look for a counterpart that is available, and once they have found each other they will remember their association.

First, on the Link side, **press** both ▲ and ▼ *at the same time* to start the pairing process. The light will become yellow ● until the Link has found an available Sylphyo.

Then, on your Sylphyo, **go to the settings menu** by holding the \wedge key while swiping your thumb from the bottom to the top of the slider. Make sure the **Wireless (Link)** item is checked, and select the **Receiver device** item just below to start the pairing process from the Sylphyo side. The icon of the menu item should become («...») until the Sylphyo has found an available Link.

A few moments after, you should see the light changing to green ● on your Link, and the icon changing to («•») on your Sylphyo: your Sylphyo and Link are paired!

If not, just restart the pairing process again.

From the moment your Sylphyo and Link are paired, they will constantly look for each other. If your Sylphyo doesn't find your Link, it will display the («?») icon. If your Link doesn't find your Sylphyo, it will display a red light ●.

VIDEO

youtu.be/LvsWkr39zLc

▶ **Pairing with the Link receiver**

Connecting another controller to the Link

If you plan to use the Link with another MIDI controller, there are several options to connect it.

If your controller has a 5-pin MIDI DIN port, connect a MIDI DIN cable (not included) from the *MIDI OUT* port of your controller to the *MIDI IN* port of your Link.

If your controller works with USB-MIDI, connect a USB cable from your controller to the *USB HOST* port of your Link.

Playing with the Link

In this section, you will learn how to use the **Link** with your controller, **Sylphyo** or otherwise, to play its internal sounds as well as other sounds on your computer, phone, tablet, or synthesizer.

Playing using the internal sounds

Connect the Link to a power supply. Then, **connect** it to an amp, a mixer, a hi-fi system, or any speakers or sound system, using either the *headphone output port* or the *line output ports* (the sound will be louder when using the *headphone output port*).

Finally, **turn on** your Link and your controller, and **play**.

VIDEO

youtu.be/oeNPNIGelR4

▶ Quick start with the Link receiver

Playing with a computer

Connect the included USB cable to the smaller *USB power supply port* of the Link, connect the other end to a USB port on your computer, and **turn on** your Link. No drivers are required, and it should be immediately recognized as a standard USB-MIDI peripheral.

You can use *Sylphyo Bench* or any virtual instrument just like you would do when the Sylphyo or any other controller is connected directly. Just **turn on** your Sylphyo or other controller, and you can start playing.

VIDEO

youtu.be/Jov0iqmQ7Q0**▶ Quick start with a PC/Mac computer**

Note that the Link shows up in your computer as three different MIDI input/output ports in the following order:

- **Sylphyo.** This is the wireless MIDI input and output to your Sylphyo.
- **MIDI DIN.** This represents the two MIDI DIN ports on the rear panel of your Link, which you can use to communicate with other hardware.
- **USB-MIDI Host.** This represents the USB-MIDI device, if any, connected to the *USB host port* of your Link.

Playing with an iOS smartphone or tablet

Playing wirelessly with an iOS smartphone or tablet is no different from playing with a direct USB connection to the Sylphyo. You still need to get Apple's official *Lightning to USB 3 Camera Adapter*.

First, if you're using a Sylphyo, **turn it off** if it is powered on. **Connect** the adapter to a power source, such as a USB charger or a portable power bank. Then, **connect** the powered adapter to the Lightning port of your iDevice, and **connect** your Link receiver to the powered adapter using the included USB cable. Now, **turn on** your Link, wait a few seconds, then **turn on** your Sylphyo or other controller. You should now be able to play on any music app that handles MIDI.

VIDEO

youtu.be/MivOe32DNJ0

▶ Quick start with an iOS smartphone or tablet

Playing with a hardware synthesizer

You can control any MIDI-compatible hardware synthesizer with the Sylphyo +Link. However, you will need to get a MIDI cable to connect your synthesizer to the Link.

First, **connect** the Link to a power supply. Then, **plug** one end of the MIDI cable to the *MIDI Out port* of your Link, and **plug** the other end into the *MIDI In port* of your synth. Finally, **turn on** your Link and Sylphyo, as well as your synth.

You should now be able to play, but note that synthesizers specialized in wind instruments simulations need to receive breath control data on MIDI CC2, in which case you will have to change the MIDI Mapping configuration of the Sylphyo in the **MIDI Mappings** section of the *Settings menu*.

We have successfully used the following synthesizers with the Sylphyo: Waldorf Blofeld, Korg Kronos, Arturia Origin, Mutable Instruments Elements and Shruthi1, Axoloti Core, Yamaha VL-70m, and Nord Modular G2. See also the great patches at www.patchmanmusic.com.

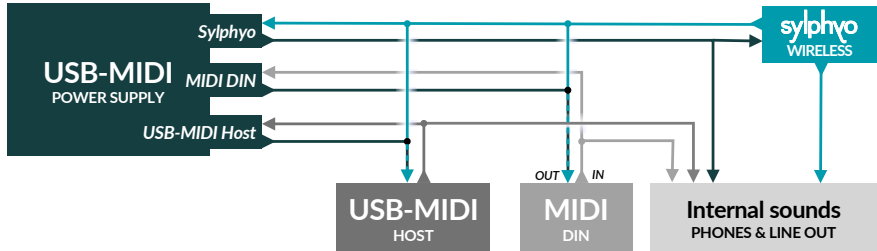
VIDEO

youtu.be/IGmrLQseR2A

▶ Quick start with a MIDI synth

MIDI routing

The following diagram explains the routing between the different MIDI inputs and outputs:



Complementary information

Please take note of the following important information before you begin to use your **Link**.

Technical features

Size and weight

240 g (0.53 lbs).

Maximum operating temperature

40 °C (104 °F).

Repairing the Link

Do not open the Link and do not attempt to service it yourself. Damage to you or your instrument could occur during teardown. Please contact Aodyo or an authorized service provider.

Using the connectors and the switch

Avoid forcing a connector into a port, and do not use the switch with excessive force. If a connector does not fit into a port, first check that they match. The indicator light of the Link turns on at most two seconds after power-on. If you suspect that the Link does not turn on normally, make sure you have been waiting for at least ten seconds before trying to turn it off and on again.

Disposal and recycling

Your Link must be disposed of properly according to local laws and regulations. Because it contains electronic components, it must be disposed of separately from household waste.

Regulatory compliance information

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

THE GRANTEE IS NOT RESPONSIBLE FOR ANY CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY THE PARTY RESPONSIBLE FOR COMPLIANCE. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC ID: 2ASYT-AODYOSLINK

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) This device may not cause interference, and (2) This device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

IC ID: 24942-SLINK

Equipment for use in locations where children likely to be present.

Trademarks

All the trademarks cited in this documentation are only used here for descriptive purposes. They remain subject to legal regulations and are owned by their respective property holders.

Disclaimer

This documentation represents the current state of the product, however it may evolve. We do everything we can to provide our users with high-quality products and documentation. However, Aodyo does not guarantee that this documentation exactly reflects the state of the product. Aodyo is not liable for data loss or damage resulting from the use of this product and/or its documentation.

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