

The Suno Technical Manual

Book 2 of the Signal Engine Series

By Danny Rules

Book 1 — “Sound Like You” — covered the why: building your artist identity, finding your sound, using Suno as a creative partner. This book is the how. It’s the system. Read it once, use it forever.

Introduction

This is a reference manual. Not a story. Not a guide to “finding your creative voice” — that’s Book 1’s job.

This book covers every major Suno feature — Simple Mode, Custom Mode, Persona Mode, Sampling Mode, and Studio Mode — plus a full section on advanced techniques that most users never figure out.

After reading this, you’ll be able to: - Generate a finished song from any idea in under 2 minutes - Build a fully custom track that sounds like *you* — not generic AI music - Keep consistent vocals across an entire album - Turn any recording into the seed of a new song - Edit and polish individual sections of a generated track - Chain generations into a full production workflow

Work through it in order the first time. After that, use it as a reference.

Part 1: Simple Mode

What It Is

Simple mode is a single prompt field. You describe a song, Suno builds it — lyrics, vocals, arrangement, production, all of it. No configuration required.

When to use it: - Testing whether an idea has legs (30 seconds of commitment) - Exploring a genre you don't know well - Getting unstuck when you're blank - Fast demos before committing to a full Custom build

The Simple Mode Formula

The more specific your description, the closer Suno gets to what you want.

Too vague: > “A rock song about heartbreak”

Better: > “An indie rock song about ending a relationship. Jangly electric guitar, male vocals, slightly reverb-heavy, melancholic but not slow.”

Full formula: > [genre] + [sub-genre or era] + [topic or scene] + [instrumentation] + [vocal character] + [mood/energy]

Example using the formula: > “Dark R&B, late 90s influence, a song about obsession with someone you know is bad for you. Slow groove, heavy bass, male vocals low and brooding, cinematic production.”

That's 194 characters — fits in a Simple mode prompt. It's also basically a Style Prompt (we'll cover that in Part 2).

What Simple Mode Won't Do

- It won't write your lyrics. The auto-generated words are often generic. If the music is good but the lyrics are bad, take it to Custom mode and replace them.
- It won't be consistent track-to-track. Every generation is its own roll of the dice. For album consistency, you need Persona mode.

Outcome

You can sketch any song idea in under 2 minutes. Use Simple mode as a rapid-fire sketchpad. The keepers go to Custom mode.

Part 2: Custom Mode — The Full System

What It Is

Custom mode is where you take full control. Three inputs:

1. **Style Prompt** — tells Suno what the music sounds like
2. **Lyrics** — your words, your structure
3. **Reference Audio** — an optional audio file that shapes the output

This is how you make something that sounds like *you* instead of like everyone else on Suno.

The Style Prompt

200 characters. Your sonic blueprint.

This is the most important field in Suno. Nail this and everything else gets easier.

Architecture

[Genre] + [Sub-genre or Era] + [Mood] + [Instrumentation] + [Vocal Description] + [Production Notes] + [Negative Prompts]

Examples

Indie folk-pop: > indie folk, warm and introspective, acoustic guitar, light percussion, female vocals breathy and intimate, lo-fi production quality, no synths, no electric guitar

Dark R&B: > dark R&B, late 90s neo-soul, obsessive love theme, heavy bass, sparse piano, male vocals low and controlled, minimal production, cinematic reverb

Hyperpop: > hyperpop, glitchy electronic, distorted 808s, pitch-shifted vocals, chaotic energy, maximalist production, no acoustic instruments

What to Include

- **2 genre tags max.** More than 2 starts to confuse the model.
- **Era or decade** — “80s synthwave,” “late 90s R&B,” “2010s indie” all anchor the production style.
- **Vocal character** — “breathy female,” “raspy male,” “angelic harmonies,” “aggressive rap delivery.”
- **1–3 instrument priorities** — Tell it what matters. If you want prominent piano, say it.
- **Negative prompts** — What to exclude. “No autotune,” “no electric guitar,” “no trap beats.”

What NOT to Do

- **Don't contradict yourself.** “Chill and relaxed, aggressive and intense” tells Suno nothing.
- **Don't stack synonyms.** “Dark, brooding, gloomy, sad, melancholic” wastes 5 words. Pick 2.
- **Don't leave mood out.** Without mood, Suno picks one for you. Usually mid.
- **Don't forget BPM if it matters.** “Deep house, 124 BPM” gives Suno something concrete to hit.

Free Tool: Style Prompter

If you want help building style prompts, use the free Style Prompter at bit.ly/StylePrompter. It walks you through the architecture and spits out a ready-to-use prompt. Also covered in Book 1.

Lyrics

3,000 characters. Your words. Your structure.

Suno reads your lyrics and assigns sections based on structure tags. Tags are written in brackets and placed on their own line.

All Structure Tags

Song sections:

| Tag | What It Does |
|----------------------|---------------------------------|
| [Intro] | Instrumental opening |
| [Verse] or [Verse 1] | Standard verse |
| [Pre-Chorus] | Tension-builder before the hook |

| Tag | What It Does |
|---------------|---|
| [Chorus] | The hook |
| [Post-Chorus] | Energy extension after the hook |
| [Bridge] | Contrasting section, usually after Chorus 2 |
| [Outro] | Closing section |
| [End] | Hard stop — tells Suno to finish here |

Instrumental sections:

| Tag | What It Does |
|----------------|----------------------------|
| [Instrumental] | No vocals, music continues |
| [Interlude] | Short instrumental passage |
| [Guitar Solo] | Guitar-focused solo moment |
| [Piano Solo] | Piano solo |
| [Drum Break] | Percussion-focused section |
| [Bass Drop] | Electronic bass drop |

Vocal delivery modifiers:

| Tag | What It Does |
|---------------------|-------------------------------|
| [Whispered] | Soft, breathy delivery |
| [Spoken Word] | Spoken, not sung |
| [Rap] | Rap delivery |
| [Harmonized] | Multi-voice harmonies |
| [Ad-lib] | Improvised vocal fills |
| [Choir] | Choral vocals |
| [Call and Response] | Back-and-forth vocal pattern |
| [Belted] | Full-voice, powerful delivery |

Production instructions:

| Tag | What It Does |
|------------|------------------------------|
| [Fade Out] | Gradual volume decrease |
| [Fade In] | Gradual volume increase |
| [Break] | Stripped-down moment |
| [Build] | Rising tension |
| [Drop] | Energy release after a build |

How to Structure a Full Song

[Intro]

[Verse 1]

Line 1

Line 2

Line 3

Line 4

[Pre-Chorus]

Short line 1

Short line 2

[Chorus]

Hook line 1

Hook line 2

Hook line 3

Hook line 4

[Verse 2]

Line 1

Line 2

Line 3

Line 4

[Chorus]

Hook line 1

Hook line 2

Hook line 3

Hook line 4

[Bridge]

Contrasting lines

Contrasting lines

[Chorus]

Hook line 1

Hook line 2

Hook line 3

Hook line 4

[Outro]

[End]

Writing Lyrics for Suno (vs. Writing Poetry)

Suno sings words, it doesn't read them. That changes how you should write.

Keep lines short. 6–10 words per line. Long lines get swallowed or rushed.

Think about how words *sound*, not just what they mean. - “Shattered glass on the floor” — hard consonants, musical - “The remains of our relationship are scattered” — flat, hard to sing

Verses: 4–8 lines. **Choruses:** 4–6 lines. Leave a blank line between sections.

Repeat the chorus. The chorus should repeat — that's what makes it a hook. Write it once and reuse the same block.

Don't over-write the bridge. 4 lines is usually enough. The bridge is a contrast, not a second verse.

Reference Audio

Your recording. Suno builds around it.

Upload any audio — guitar, vocals, a hummed melody, a drum pattern, anything — and Suno uses it to shape the generation.

This is covered in depth in Book 1 (“Sound Like You”). If you haven't read that one yet, the Reference Audio chapter alone is worth it. Here's the short version:

The influence slider:

| Range | What Happens |
|--------|---|
| 10–30% | Loose mood inspiration — Suno takes the vibe, not the notes |
| 40–60% | Balanced — your audio and the style prompt share equal weight |
| 70–90% | Your audio is front and center — Suno adds production around it |

Quick tips: - Record clean. Background noise confuses the model. - Don't over-produce your reference. Raw audio is fine. - 30–60 seconds gives Suno more to work with than 5-second clips. - Consistent tempo helps Suno lock onto rhythm.

Outcome

You can build a fully custom track — style, lyrics, structure, vocals — that sounds like you, not a random Suno output.

Part 3: Persona Mode

What It Is

A Persona is a saved vocal and style profile. Once created, you can apply it to any new generation to keep the same vocal character across songs.

Without Personas, every generation is a fresh roll of the dice. Track 1 and Track 10 of your album sound like different artists. Personas fix that.

How to Create a Persona

Step 1: Pick the right source song.

Your Persona will inherit the vocal character of whatever song you pull it from. Choose a song where: - The lead vocal is clear and up front (not buried in effects) - The vocal style is exactly what you want across the whole project - The production represents your target quality level

Step 2: Open the song's menu. Three dots → **Create** → **Make Persona**

Step 3: Configure it. - **Name:** Be specific. "D@ni Dark Male" is more useful than "My Persona 1" - **Description:** Brief note — "Low, brooding male vocal. Dark R&B. Good for slow songs." - **Privacy:** Toggle private if you don't want others applying it

Step 4: Find it in your Library under the Personas tab.

How to Apply a Persona

1. Enter Custom mode

2. Find the Personas section above the lyrics field
3. Select your Persona
4. Suno auto-fills the Style field — **edit it**. The auto-fill is a starting point, not the final prompt.
5. Set your style prompt for this specific song
6. Write your lyrics, optionally add reference audio
7. Generate

The Division of Labor

Think of it this way: - **Persona = the artist** (vocal identity, core character) - **Style prompt = the producer brief** (what this specific song sounds like)

Don't stuff the style prompt with competing genres when you have a Persona active. Keep it focused: 1–2 genres, 1 mood, 2–3 instrument priorities. Let the Persona handle the vocal consistency.

Building Multiple Personas for One Project

For a concept album, you might want: - A **lead vocalist** Persona — primary voice across the album - A **secondary voice** Persona — for duets, contrasting sections, or interludes - An **instrumental** Persona — for wordless interludes or instrumentals

Each one needs to come from a different source song.

Testing Before Committing Credits

1. Run 2–3 short test generations (30–60 seconds) before building a full song
2. Keep the style prompt minimal during testing
3. Test one variable at a time — don't change tempo AND genre AND mood simultaneously
4. Once you find a combination that works, save it as your template for the project

Common Problems

The genre isn't landing. Simplify the style field. Too many competing genre tags dilute the signal.

The vocal doesn't match the Persona. The source song probably had heavy vocal effects. Create a new Persona from a cleaner recording.

Inconsistent results between songs. Lock down your prompt recipe. The fewer variables, the more predictable the output.

Outcome

Every song in your project sounds like it came from the same artist — because you locked in a vocal identity from the start.

Part 4: Sampling Mode

What It Is

Sampling mode is Suno's built-in sampler. Upload any audio — a voice memo, a guitar riff, a drum pattern, an old recording — and Suno pulls out the good parts, rearranges them, and builds a new track around them.

Your audio appears *in* the output. Chopped, layered, rearranged — but recognizably yours.

How It's Different from Reference Audio

These two features get confused. Here's the difference:

| Feature | What Suno Does with Your Audio |
|--------------------------------------|---|
| Reference Audio (Custom mode) | Uses it as an influence — shapes the output but your audio doesn't appear directly |
| Sampling Mode | Uses <i>pieces</i> of your audio in the new track — your riff, your voice, your drum hit shows up in the output |

Reference Audio = inspiration. Sampling = ingredients.

How to Start a Sample

Three ways: 1. **Record new audio** and send it straight into Sample mode 2. **Upload an audio file** from your computer 3. **Take an existing Suno track** → three dots → Sample

Then use the waveform sliders to select the exact region you want sampled.

The Two Sliders

Sample mode has two controls that work against each other:

Audio Influence — Higher means your sample is front and center, recognizable. Lower means it's more of a background texture.

Style Influence — Higher means the target genre dominates and your sample gets buried. Lower means the genre takes a back seat and your sample stands out.

How to use them: - Want your sample to be the main event? Crank Audio Influence up, Style down. - Want a genre flip where the sample is subtle? Crank Style up, Audio down. - Want balance? Meet somewhere in the middle and generate a few variations.

What to Sample

- **Old recordings** — a riff from 5 years ago, a demo you never finished
- **New ideas** — hum a melody, record a guitar part, bang on something rhythmic
- **Ambient texture** — rain, street noise, a room tone you like
- **Percussion experiments** — clapping, tapping, any rhythmic noise
- **Your own vocals** — record a phrase, let Suno chop and scatter it

Sampling vs. Cover

- **Cover:** Rewraps a full song in a new production style. Same structure, different sound.
- **Sample:** Breaks your audio into pieces and builds something new. Different structure, your audio as raw material.

Outcome

You can take any recording — old or new, polished or rough — and turn it into the starting point for a new track.

Part 5: Studio Mode

What It Is

Studio mode turns Suno from a generator into a production environment. Once you have a track you like, Studio is where you fix what's broken, balance the mix, and get it ready to release.

Access: Studio requires a Pro (\$10/mo) or Premier (\$30/mo) subscription.

Feature 1: Stems

Studio separates your track into individual stems: - **Vocals** — lead and background - **Drums** — all percussion - **Bass** — low-end instruments - **Other** — guitars, keys, synths, everything else

What you can do with stems: - Export to a DAW (Ableton, Logic, FL Studio, GarageBand) for pro mixing - Mute vocals to create an instrumental version - Solo vocals for an a cappella version - Rebalance the mix — louder vocals, more bass, less drums - Replace AI elements with real recordings (export the stems, record real drums, reimport) - Layer your own instruments on top

Note on stem quality: There's always some bleed between stems — a little guitar in the vocal stem, etc. For critical mixes, clean it up with EQ in your DAW.

Feature 2: Section Editing

The most powerful thing Studio can do. Edit one section of a song without touching the rest.

Workflow: 1. Open the track in Studio 2. Select the section you want to change on the timeline 3. Click **Regenerate Section** 4. Adjust the prompt for that section specifically 5. Generate alternatives until it lands 6. The rest of the song stays exactly the same

What you can do to a section: - **Remake** — regenerate it with a new or adjusted prompt - **Rewrite** — change the lyrics while keeping the music similar - **Extend** — add more content after that section - **Delete** — remove it entirely

The Frankenstein Method: 1. Generate 5–10 versions of the full song 2. Identify the best version of each section across all generations 3. Use section editing to swap in the best parts 4. You end up with a composite that's better than any single generation

Feature 3: Remix

Take any track and rebuild it in a different style.

1. Upload audio or select a Suno track
2. Choose remix intensity: subtle → moderate → complete reimagination
3. Apply a new style prompt
4. Generate

Best uses: - Acoustic versions of produced tracks - Genre flips (electronic → folk, rap → jazz) - Deluxe edition alternates - Breathing new life into old recordings

The Full Studio Workflow

Phase 1: Generate Custom mode — style prompt, lyrics, reference audio. Generate 5+ versions.

Phase 2: Evaluate Listen on headphones AND speakers. Identify the strongest version and mark the sections that need work.

Phase 3: Fix Sections Use Studio's section editing to replace weak parts. Iterate until every section hits.

Phase 4: Extract Stems Pull stems for anything you want to take further in a DAW.

Phase 5: Mix & Master Import stems into your DAW. Adjust levels, EQ, compression. Add real instruments if you want them.

Phase 6: Export & Release Export final mix. Distribute. (Pro and Premier plans include commercial rights.)

Outcome

You can take any generated track and polish it until it's exactly right — section by section, stem by stem.

Part 6: Advanced Techniques

The Cover Technique: Output as Input

Take a Suno generation and feed it back into Suno as a new input. Works in two ways:

Via Sampling: Take your generated track → Sample mode → new style prompt. The new generation samples your original, giving you a remix that shares DNA with the source.

Via Reference Audio: Take your generated track → Custom mode → upload as Reference Audio at 50–70% influence → new style prompt and lyrics. Suno builds something new that feels like it lives in the same world as the original.

Use this when you want an album with sonic cohesion — tracks that feel related without being copies.

Extending Tracks

Suno's default generations are 2–4 minutes. To go longer:

1. Generate your base track
2. Go to three dots → **Extend**

3. You can extend from the end (add more after the outro) or from any point inside the song
4. Use [Bridge] or [Outro] tags in your extension to control the structure

For full songs with natural flow: Add an [End] tag in your original lyrics to tell Suno exactly where to stop, then extend from there into a proper outro.

Chaining Generations

For songs that need to be longer than one generation allows:

1. Generate the first section (intro through chorus 1)
2. Extend from the end point — write Verse 2, Chorus 2
3. Extend again — bridge, final chorus
4. Extend one more time — outro + [End]

Each extension inherits the audio from the previous section, so the track stays consistent. The key is keeping your style prompt identical across every extension.

Building a Style Prompt Library

Your best style prompts are worth saving. Create a document (or use a simple notes app) and organize prompts by genre, mood, and project.

Example library entry:

PROJECT: [Album Name]

GENRE: Dark R&B / neo-soul

MOOD: Obsessive, cinematic, late-night

PROMPT: dark R&B, late 90s neo-soul, heavy bass, sparse piano,

male vocals low and controlled, cinematic reverb,
no trap hi-hats, no electric guitar

PERSONA: [Persona name]

NOTES: Works best at 70–85 BPM. Avoid upbeat adjectives.

Build this library over time. When you start a new project, you're not starting from scratch — you're refining an existing foundation.

Free tool: The Style Prompter at bit.ly/StylePrompter helps you build these from scratch. Start there, then save the output into your library.

Negative Prompts

Suno responds to exclusion instructions in the style prompt. Use them to eliminate things that keep sneaking in.

Format: Add them at the end of your style prompt.

Common exclusions: - no autotune — for raw, natural vocals - no electric guitar — for purely acoustic sounds - no trap hi-hats — for non-hip-hop productions that keep getting hip-hop percussion - no synths — for fully organic instrumentation - no backing vocals — to keep the lead vocal isolated - no strings — to prevent orchestral elements from creeping in

Rule: One or two negatives work well. Five or more start fighting each other.

Key and BPM Targeting

Suno v5 respects explicit key and tempo instructions.

In your style prompt: > dark folk, 72 BPM, D minor, fingerpicked acoustic guitar, female vocals melancholic

When to use it: - You're creating tracks that need to match each other (album cohesion) - You're building something to layer with existing real instruments - You have a specific emotional target and you know what key/tempo gets there

What BPM to use for common genres:

| Genre | Typical BPM Range |
|----------------|-------------------|
| Slow ballad | 60–75 |
| R&B / neo-soul | 75–95 |
| Pop | 100–130 |
| Hip-hop / trap | 60–140 (complex) |
| House | 120–130 |
| Drum & Bass | 160–180 |

Outcome

You have a full production workflow — not just one-off generations. You can build albums, maintain consistency, refine tracks, and produce music you're proud to release.

Quick Reference

All Structure Tags

| | |
|----------------|--------------------------------|
| [Intro] | – Instrumental opening |
| [Verse 1] | – Standard verse |
| [Pre-Chorus] | – Tension builder |
| [Chorus] | – The hook |
| [Post-Chorus] | – After-hook energy extension |
| [Bridge] | – Contrasting section |
| [Outro] | – Closing section |
| [End] | – Hard stop |
| [Instrumental] | – No vocals |
| [Interlude] | – Short instrumental passage |
| [Guitar Solo] | – Guitar solo |
| [Piano Solo] | – Piano solo |
| [Drum Break] | – Percussion moment |
| [Bass Drop] | – Electronic bass drop |
| [Whispered] | – Breathy soft delivery |
| [Spoken Word] | – Spoken, not sung |
| [Rap] | – Rap delivery |
| [Harmonized] | – Multi-voice harmonies |
| [Ad-lib] | – Improvised vocal fills |
| [Choir] | – Choral vocals |
| [Belted] | – Full-voice powerful delivery |
| [Fade Out] | – Volume decrease |
| [Fade In] | – Volume increase |
| [Break] | – Stripped-down moment |
| [Build] | – Rising tension |
| [Drop] | – Energy release |

Style Prompt Template

[Genre], [Sub-genre or Era], [Mood], [Instrumentation],
[Vocal description], [Production quality], [Negative prompts]

Example:

indie folk, early 2000s, introspective and warm, acoustic guitar
fingerpicked, light brushed drums, female vocals breathy and intimate,
lo-fi production, no synths, no electric guitar

200 characters max. Use every one.

Free tool: bit.ly/StylePrompter — builds this prompt for you step by step.

Which Mode to Use

| Goal | Mode |
|--|---------------------------|
| Sketch an idea fast | Simple |
| Full control over style + lyrics | Custom |
| Consistent vocals across an album | Persona |
| Use your own audio as a building block | Sampling |
| Fix specific sections of a track | Studio |
| Extract individual instruments | Studio (Stems) |
| Genre-flip a finished track | Studio (Remix) |
| Build a full album | Persona + Custom + Studio |

Top 10 Mistakes (and How to Fix Them)

- 1. Contradicting yourself in the style prompt.** “Aggressive metal, gentle and soft” gives Suno nothing. Pick a direction and commit.
 - 2. Using too many genre tags.** 2 is the max. 3+ starts diluting the signal.
 - 3. Ignoring negative prompts.** If something keeps showing up that you don’t want, exclude it explicitly.
 - 4. Auto-generated lyrics.** Simple mode lyrics are filler. If the music is good, take it to Custom mode and write your own.
 - 5. Skipping the Persona for album work.** Every track will sound like a different artist. Build a Persona before you start an album.
 - 6. One generation = done.** Always generate at least 5 versions. The first two are usually not the best ones.
 - 7. Not using section editing in Studio.** Don’t throw away a track because one section is bad. Fix the section, keep the rest.
 - 8. Over-long lyrics lines.** Keep lines under 10 words. Long lines get swallowed or rushed.
 - 9. Forgetting [End] .** Without it, Suno sometimes trails off weirdly. Use [End] for clean stops.
 - 10. Not saving your prompts.** Your best style prompts are worth more than your credits. Document them.
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Free Tools

- **Style Prompter** → bit.ly/StylePrompter Build a production-ready style prompt step by step. Free. No login required.

- **Vibe Prompter** Translate a mood or feeling into a musical direction. Ask your AI assistant or check the Signal Engine resources.
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