SPITFIRE AUDIO

PP021

SPITFIRE EVO GRID 3
USER MANUAL

CONGRATULATIONS

Thank you for purchasing Spitfire PP021 Evo Grid 3. Spitfire takes its Evo range of products into a new realm with a series of evolving "motions" that we're certain will revolutionise the way in which you write and realise your string compositions. Orchestrated by Ben Foskett, this product exudes class and a cool organic sound that will bring fresh Steve Reich, Terry Riley, John Adams and Arvo Part style sophistication to any composition.

Quick Specs

- 3616Samples (48k recorded at 96k)
- 36.8 GB uncompressed WAV
- 21.3 GB disk space required
- **42.6 GB disk space required during install**
- New intuitive GUI with inline help
- Five Signals (C, SL, CV, X, X2)

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WELCOME

The newly initiated Evos are hyperlong articulations that change, sometimes subtly, sometimes radically over time before returning to their original state. We have organised these on a grid so you can plot which evolution sits on which key range. In this day and age, composers are often asked to engage the listener by doing very little. We're asked to rarely change the note, to do nothing, but to 'really sort a scene out'! The Evo Grid is our means of providing composers with a solution to this conundrum. Evo 3 takes this concept further by introducing tempo lockable "motions" to the Evo Grid project. From simple, shimmering textures, essential motoring evos that help to keep your simple compositions ticking along, to the most complex of polyrhythmic systems. We have to limit our time with Evo 3 — once you start, you can't stop!

Recorded in the dry but warm environment of Air Edel Studios, London, with a chamber-sized string section, Evo 3 is a sonically detailed and versatile set of recordings suitable for any number of settings.

Are you a media composer having to produce yards of sophisticated underscore for your TV scores? Are you a games composer looking for ways of generating hours of iterative material? Are you a producer looking for cool understated orchestral textures? Are you any kind of writer looking for inspiration? That next great idea?

The genesis of Evo Grid 3 is an evolutionary story in its own right. From our original 'Scary Strings' experiment, sampling players performing 'evolutions' that change over time and over a fixed number of registers, we came to create Strings Evo Grids 1 & 2 (now called Angular String and Fragile String Evolutions) with an ingenious design that arranges these evolutions across your ranges with a die randomisation function, delivering a near-infinite number of possible combinations. We have also produced Evo 4 (now called Woodwind Evolutions), giving a truly original set of sonic possibilities, followed by the ultra exclusive Mural Symphonic Evolutions recorded at Air Studios. Since then, we have collaborated with Olafur Arnalds and Leo Abrahams, giving us their own take on the Evo Grid.

This volume is the biggest development for the Evo Grid concept, by sampling evolving "motions" or movements and rhythms, orchestrated exceptionally by Ben Foskett.

Initially the concept of 3 was to tackle one of the biggest sampling conundrums — the re-bow, i.e. repeated phrasing on the same note. So we thought, what better way to give us all options of time syncable re-bowing patterns than to put them on an Evo Grid? After two years of extended development and fiendish scripting, our alpha version arrived, and it was immediately clear that Evo Grid 3 was going to be so much more than we had originally hoped.

• 37 unique evolutions across the whole range of the string band, grouped into 3 different categories.
• All sounds tempo-locked to your host DAW tempo
• Completely customisable evolutions grid, with a randomise function.
• Four individual mic signals including Close, Sweet Loops, Completely Varped, and Stretched.

DOWNLOADING & INSTALLING

Thank you for buying Evo Grid 3. If you are a total newbie to this kind of thing you can get up to speed here: http://www.spitfireaudio.com/info/basics/

First though, grab the 'Spitfire Audio App' from this link: this app will enable you to download the library http://www.spitfireaudio.com/info/library-manager/

THE SPITFIRE AUDIO APP
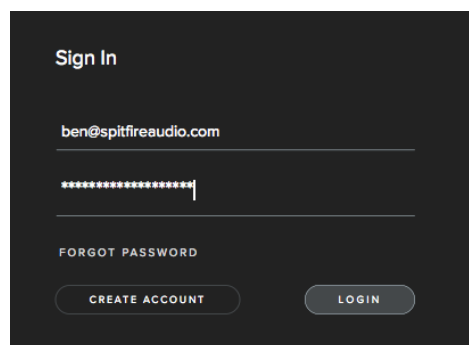
When you launch the app you will be prompted to login using the same details you use at our site. Then you'll see the page pictured below:

TABS the default tab is **My Products**, which shows all of the libraries on your Spitfire Account. **Downloads** will show currently downloading products and **Preferences** allows you to set default locations and behavours as described on the next page.

FILTERS clicking these filters will quickly display products you've yet to install, those already installed, and any available updates. Clicking again will remove the filter.

SEARCH and **SORT** allow you to quickly navigate through your collection and arrange your collection either by size or name.
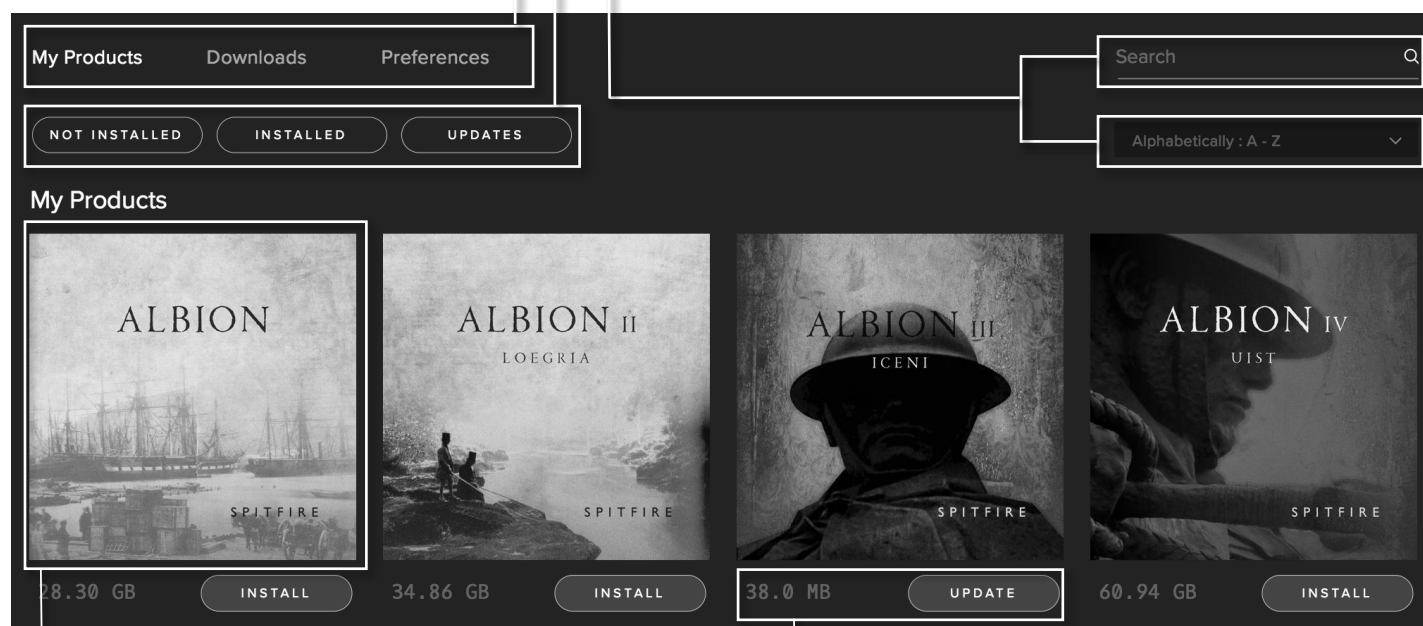
LIBRARY All libraries and plugins in your collection will appear with their artwork on the **My Products** tab. Clicking this artwork will open the product page. This is a great place to find information such as system requirements and insructions as well as where to find **Reset** and **Repair** options.

INSTALL/UPDATE buttons allow you to quickly start a download directly from the **My Products** tab, instead of clicking through to the **Library**. Next to the button the size of the download is shown, you will need twice as much available space to allow the download to unzip correctly.
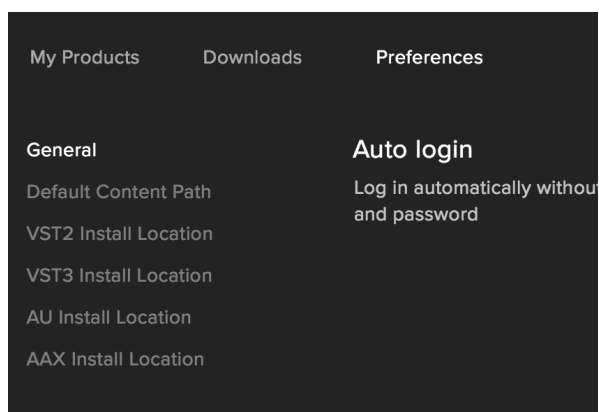
If this is your first time using the Spitfire Audio App for a download you may wish to first navigate to the **Preferences** tab and make sure that the **Default Content location** is set to the location where you wish to download your libraries and that the **VST2 install location** is set to the folder where your DAW epxects to find VST files.

Here you can also enable **Auto Login** to save time in future.
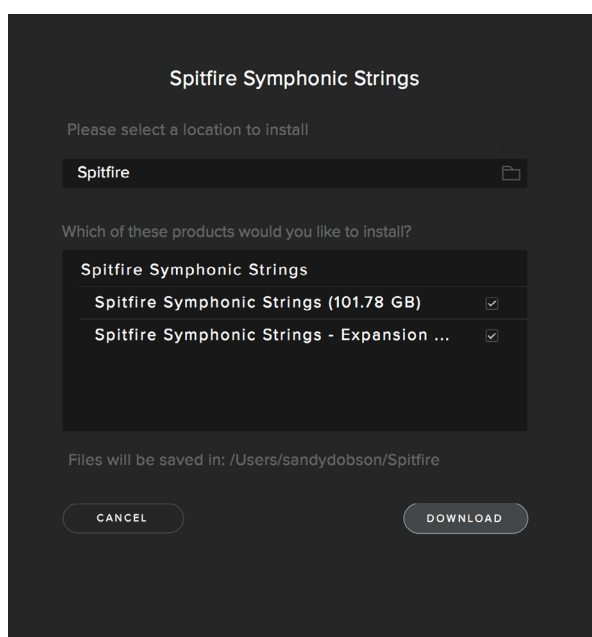
Once you are happy with your preferences, simply click the **Install** button, either directly on **My Products** tab, or by clicking on the library image you wish to install and then clicking the **install** button on the page that appears.

Clicking either of these will prompt you for a location, the **default content location** in your **preferences** will be suggested but you can select any suitable location.

Once you are happy with the location click **Download**.
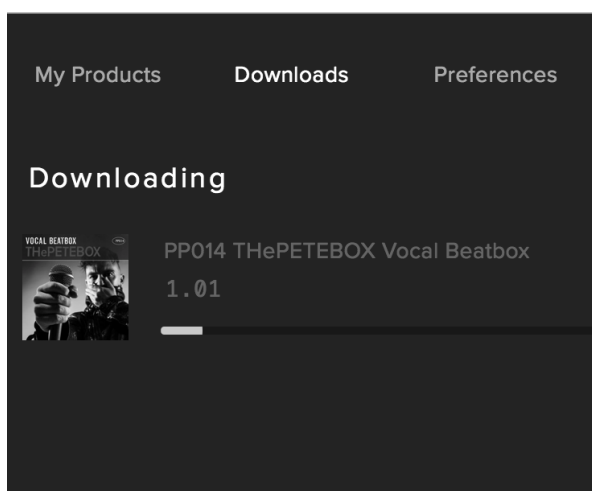
After clicking download you will be directed to the Downloads tab where you can watch the progress if you like. You can of course leave the Downloads tab and start other downloads but at this point you should leave the Spitfire App open until the download completes.

As this is a Kontakt library, once it is downloaded you will need to load it via the files tab in Kontakt by following the steps on the next page.
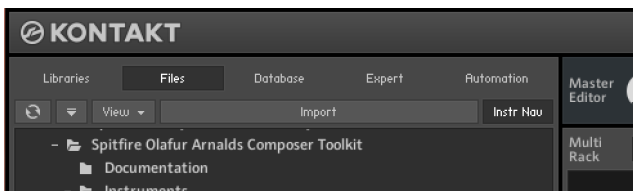
NATIVE INSTRUMENTS KONTAKT

If you've never used one of our libraries before and you don't own a copy of Native Instruments Kontakt, you'll need to buy it from Native instruments:

https://www.native-instruments.com/en/products/komplete/samplers/kontakt-5/

If you'd like to find out more about the differences between Kontakt and Kontakt Player (we know, very confusing!) go to *Appendix A.*

If you'd also like to know what we recommend as an optimal set up please go to Appendix B.

1. Install Kontakt (skip this step if you already have it)

2. Open Kontakt and click 'Files' in the library browser window:

3. Navigate to the instruments folder within the library folder.

4. Double click or drag the .nki file corresponding to the instrument you want to load into the right hand side of Kontakt.
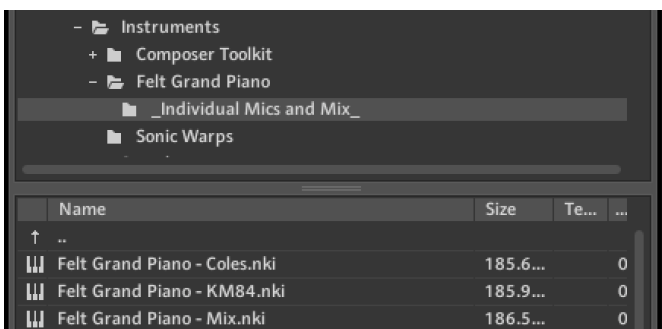
If you have never used Kontakt before we wholeheartedly recommend that you familiarise yourself with the basics of patch (or instrument) loading, multi management, outputting and midi routing detailed in the Kontakt user manual and native instruments website:

https://www.native-instruments.com/en/products/komplete/samplers/kontakt-5/downloads/

If you are an established Kontakt user please make sure you absolutely have the latest version of it downloaded via the NI Service Center or the NATIVE ACCESS apps. Our libraries are frequently updated and often simply won't work on any previous versions. We cannot describe the multitude of painful symptoms you will experience if you don't do this!

FOLDER STRUCTURE
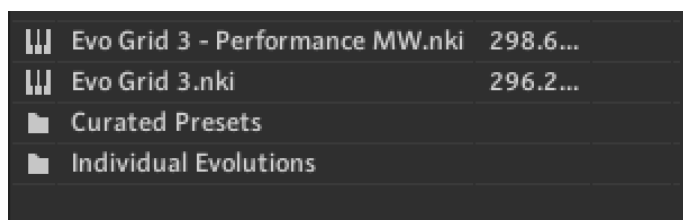
The folder structure of Evo Grid 3 is reasonably simple. Inside the instruments folder you will find two instruments Evo Grid 3 is the main patch containing all evolultions arranged in the grid as described on the following page, and the "Performance MW" variant of this patch, which maps the modwheel slightly differently.

In this version of the patch, MIDI CC#1 (the modwheel) fades between the C and SL signals, and is mapped a little differently than it is described on page 9. Instead of fading from silence to full volume it fades from 30% to 100% the effect is that reducing CC#1 to makes the sound appear softer and closer, a "focus pull" of sorts.

There are also two folders, Curated presets which has patches with carefully curated combinations of evolutions and the Individual Evolutions folder which contains single evolutions as described on pages 10-13.

OPENING YOUR FIRST INSTRUMENT.
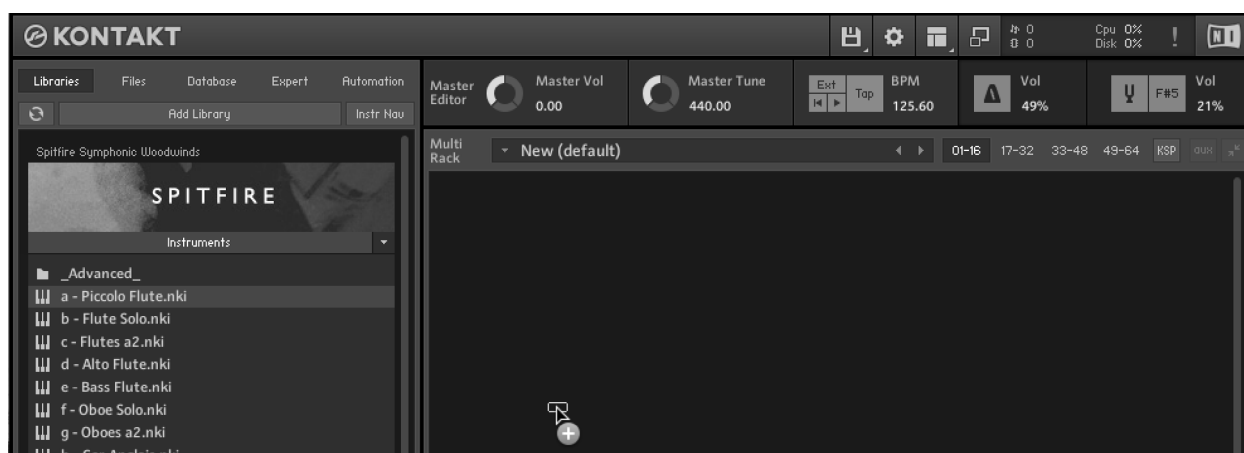
Simply double click an 'nki' file (this is Native Instruments' file extension for a Kontakt instrument) to load, or indeed drag the instrument (it'll have the little keyboard icon and the suffix .nki) from the left pane into the right pane.

If you can't hear anything double check first that the midi channel you are transmitting on with your keyboard is the same as the one in the Kontakt Instrument!

THE EVO GRID
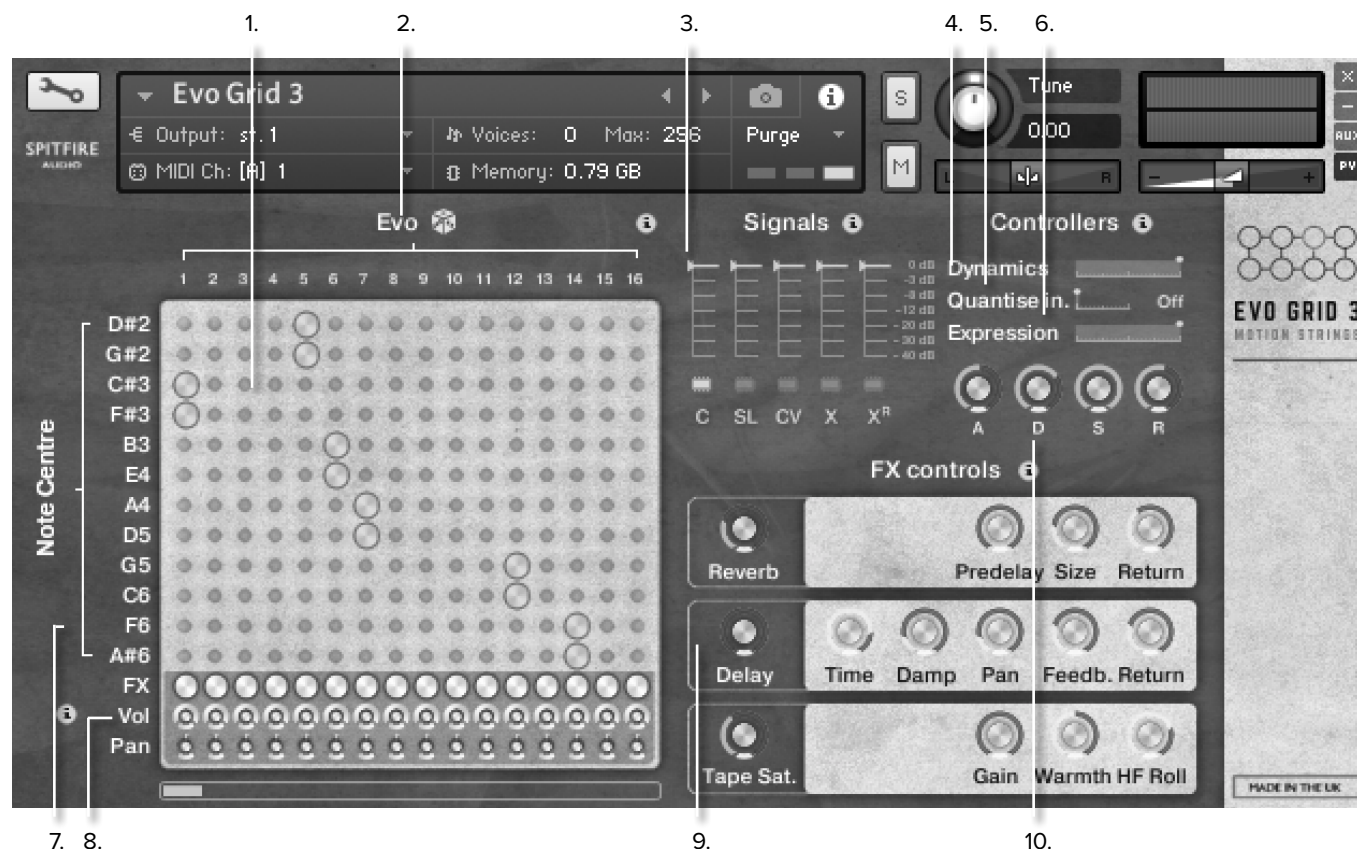
1. The Grid or Pegboard

This is where all the action happens. A great way to instantly create your own sets of string and warped Evos. The pegs behave like toggles click on them to select and they'll automatically disable any peg on the same X or Y axis. On the Y axis are the pitch centres, on the X axis are the Evos.

2. Evos

What are Evos? Well they're long evolutions, and when we say long we mean long, running up to a minute in length these are considerably longer than the longs you get in standard string libs. This is because they evolve, change, mutate, and return to their original state before looping. We've purposefully recorded each Evo at a different tempo so when you start pegging up different Evos on your grid and playing them together after a while the different evolutions will start to undulate against each other.

HOT KEYS

Holding down CMD while clicking an evo will assign that evo to all note centres vertically

Holding down SHIFT while clicking an evo will draw a line from the last selected evo (ie click D#2:evo1, then hold shift and click A#6:Evo12; you'll get a diagonal line from top-left to bottom-right.)

The Dice

Clicking on this icon just to the right of the "Evo" title and selecting "Randomise with any" creates a completely random pattern with

what we calculate to be 48 x 48 x 48... 12 times) which is in the vicinity of 1.5 x 10^20 possibilities you'll see that our claim of 'virtually' infinite is a fair one. Hit this key and it's likely no one else on the planet is using the same map of sounds as you are.

HOT KEYS

The Dice - Click to assign pegs randomly to any of the 48 evolutions, a few options are available. Among them are:

Click the dice and choose "randomise only visible" to limit the random pegs to the evolutions currently shown on screen,

Click the dice and choose "randomise in column" to have a more uniform vertical arrangement during randomisation.

3. Mixer

Symphonic Strings Evolutions has four different mic options: Close, Tree, Ambient and Outriggers, these can all be controlled with the mixer.

Click on the ROM tabs beneath the sliders to load/ purge mics/ mixes. CMD click on the mic acronyms to assign to a Kontakt output... Especially useful when creating surround signals.

Controllers:

Three controllers that vary the sound as you play. These can be assigned a unique controller number so you can automate or adjust via an external controller. To un-assign, assign or just to see what CC number is assigned to any control RIGHT or CTRL CLICK. You can then alter the controller parameters in the "Automation pane" if for example you want your mod wheel to go all the way from top to bottom but the control to have restricted bandwidth change from the default of 0-127 to 20-100. Or if you want the controller to make the GUI control in the reverse direction change from the default of 0-127 to 127-0.

4. Dynamics

On most of our string libs this would control the crossfade mix between differing dynamic samples, loud and soft. But because the timbral changes are handled within the original performances this is just an artificial dynamic controller for those of you who can't hear a violin without reaching for your mod wheel (CC#1).

5. Quantise in.

This control will quantise the MIDI notes, i.e. if set to 1 bar a note will sound on the beginning of the next bar when played. Perfect for making sure the different evolutions sync up when performing in the notes.

6. Expression

A simple display that denotes any expression controller (CC11) data. This controller is favoured by the composing fraternity as the 'loudness' automation of choice, leaving volume (CC7) as more of a trim controller when mixing.

7. Note Centre

We have recorded 12 separate samples for each Evo based across the 'amen' intervals (perfect 4ths) across the keyboard. The reason for this is to create an asymmetry across the octaves to again increase the inspiring surprises you're likely to enjoy.

The only thing worth noting about this display is that if no peg is assigned to the note centre region then the note centre name will grey out. Just to help you diagnose a dead key or range!

8. FX, Volume, Pan

The FX peg is a simple toggle in/out affair that allows a nominal send to the FX rack (8.) to the right.
The Volume trim pots allow balancing of Evos against each other. Useful when using Evos that are simply louder by nature (sul ponts etc etc).
The Pan pot allows you to pan within the stereo field the different Evos, again especially useful if one part of the section is speaking louder than the other.

HOT KEYS

Holding down CMD while clicking FX will toggle all evo FX on/off.

Clicking an FX, then holding shift and clicking another will turn those and all the FX between them on or off (ie. click evo 4 FX, then hold shift and click evo 8 FX; you'll get a line from evo FX 4-8).

Holding down ALT while changing pan/vol will affect all evos.

Holding down CMD while changing pan/vol/FX controls will reset them to default.

9. FX Deck

We have specially curated some easy to use and effective FX from the Kontakt host FX engine. For more details on these controls please consult your Kontakt user manual. If you wish to punch out these effects and use your own in your DAW or via outboard CMD click on the mic acronyms in the mixer to assign channels to a Kontakt output and you can then send the signal where you need it.

10. A.D.S.R.

Or Attack, Decay, Sustain, Release. A standard set of parameters used in most synthesizers to control the "shape" of the sound, turn attack up to really slow the sound's entry, decay determines how quickly the sound dies off to the 'sustain' level which is controlled by the next knob. Finally the release knob controls how quickly the sampler 'lets go' of the sample when you let go of the key.

For those who would rather see all this demonstrated rather than reading about it, please see our video at https://youtu.be/Aqip-9Gag4MU
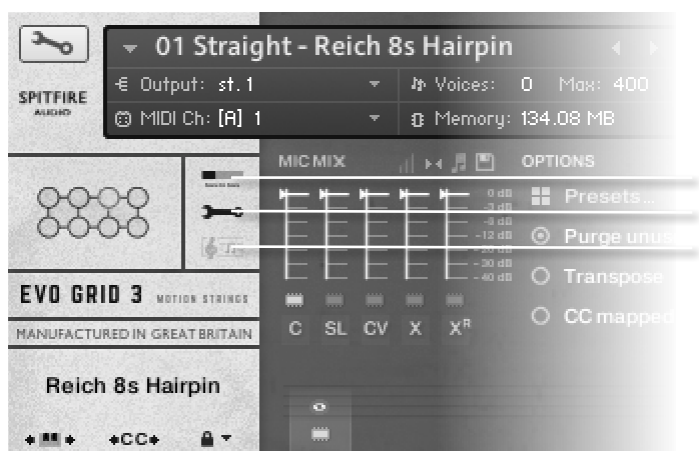
SWITCHING VIEWS

Along with the "Evolutions" patches, all of the seperate evolutions are available as patches and load up in our standard GUI.

When you first load up an individual evolution you'll be greeted with this GUI. This is one of 2 pages that you can switch between using the panel switcher...

Click on these to switch views or pages:

1. General Overview (the view shown above)
2. Expert View
3. Ostinatum (not used in this library)

All of which are discussed in more detail over the next few chapters.

All GUI controls can be assigned a unique controller number so you can automate or adjust via an external controller (vital when playing in virtual Orchestral parts). To un-assign, assign or just to see what CC number is assigned to any control RIGHT or CTRL CLICK.

You can then alter the controller parameters in the "Automation pane" if for example you want your mod wheel to go all the way from top to bottom but the control to have restricted bandwidth change from the default of 0-127 to 20-100. Or if you want the controller to make the GUI control in the reverse direction change from the default of 0-127 to 127-0.

THE 'GENERAL OVERVIEW' PANEL
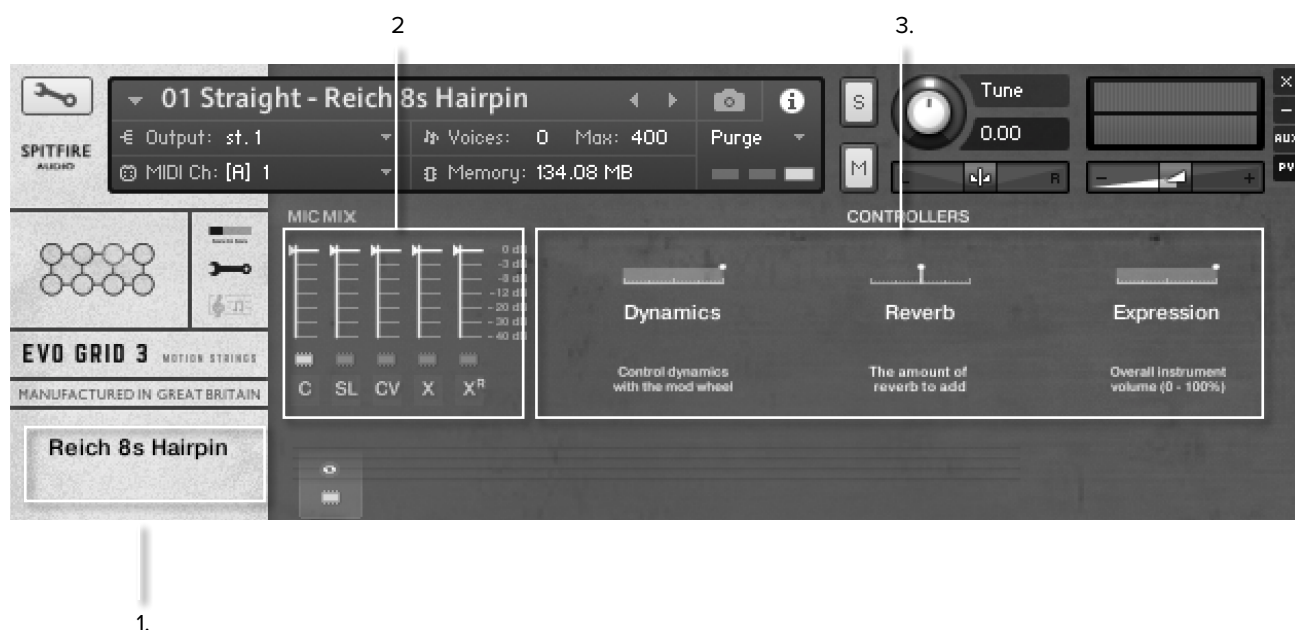
1. SIDE BAR

Tells you what instrument you're playing.

2. MIXER

There are five different signal options: Close, Sweet Loops, Completely Varped, Stretched and Stretched 2 these can all be controlled with the mixer.

Click on the ROM tabs beneath the sliders to load/ purge mics/ mixes. CMD click on the mic acronyms to assign to a Kontakt output. Especially useful when creating surround signals.

3. EXPRESSIVE CONTROLLERS

Dynamics - On most of our string libs this would control the cross-fade mix between differing dynamic samples, loud and soft. But because the timbral changes are handled within the original performances, this is just an artificial dynamic controller for those of you who can't hear a violin without reaching for your mod wheel (CC#1).

Reverb - Because these evolutions are recorded dry, we have added the option to add some reverb here.

Expression - Instrument trim, so this adjusts the volume within the dynamics.

2.   3.   4.

1.   5.

1. SIDE BAR

On the 'General Overview' page this simply displays the instrument being played. In the 'Expert View' there are some additional functions which relate to articulations and keyswitches. None of the patches in this library contain different articulations though it will deactivate the patch as desired if used in conjunction with other patches.

2. MICROPHONE MIXER

There are four different mic options: Close, Tree, Ambient and Outriggers, these can all be controlled with the mixer.

Click on the ROM tabs beneath the sliders to load/ purge mics/ mixes. CMD click on the mic acronyms to assign to a Kontakt output... Especially useful when creating surround signals.

a. b. c. d.
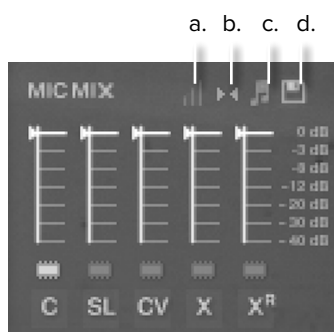
2a VELOCITY RESPONSE
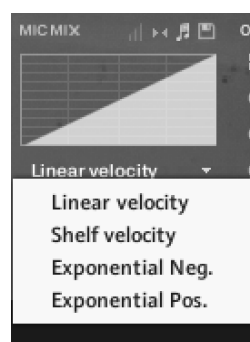
Pick from 4 different velocity curves to suit your controller.

2b CLOSE PAN MIC COLLAPSER

This collapser allows you to refine how the stereo image is handled. All our musicians are recorded in-situ, ie. where they would be seated on a standard scoring session, giving you a fantastic spectral spread when putting all the elements together, which helps define the detail. This panning tool helps you to manage and tweak this to your own tastes/ needs.

This library also has the ability to set this *per microphone*. This is particularly useful if you are using the close mics on one of the combination patches and want to change one instrument and not the other.
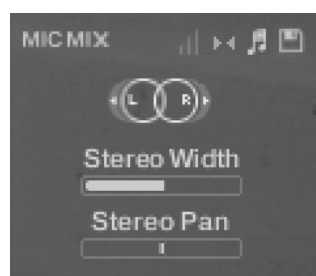
2c MIC MIX TO ARTICULATION LINKER

The small notation symbol locks the microphone mix or tweak you've made to the articulation selected. This means if you want to boost any perceived inconsistencies in volume between say pizzicato and col legno you can. Or indeed if you want to roll off some of the hall ambience for a short versus the long articulations this is how to fine tune.

2d MIXER PRESETS
A new way to transfer mixer settings between patches, or save and load presets to disk.

3. GENERAL CONTROLS
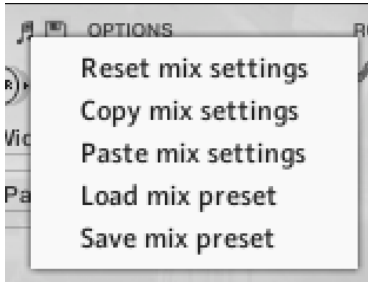
OPTIONS

PRESETS - Not used in this library

PURGE UNUSED - This control keeps unloading any samples you are not using to keep your memory usage as low as possible.

TRANSPOSE - Toggle this on and tweak the number to the right to transpose your instrument. Note this is not the same as tuning, the instrument will actually offset the samples to the selected pitch.

CC MAPPED VEL(OCITY) - In this library, dynamics are always controlled with the dynamics slider rather than key velocity so this option has no effect

ROUND ROBINS & LEGATO

Round Robins and legato are not used in this library

4. EXPRESSION CONTROLS

DYNAMICS - On most of our string libs this would control the crossfade mix between differing dynamic samples, loud and soft. But because the timbral changes are handled within the original performances, this is just an artificial dynamic controller for those of you who can't hear a violin without reaching for your mod wheel (CC#1).

REVERB - We have added the option to add some reverb here

5. ADSR

Or Attack, Decay, Sustain, Release. A standard set of parameters used in most synthesizers to control the "shape" of the sound, turn attack up to really slow the sound's entry, decay determines how quickly the sound dies off to the 'sustain' level which is controlled by the next knob. Finally the release knob controls how quickly the sampler 'lets go' of the sample when you let go of the key.

APPENDIX A - RECOMMENDED TECH SPECS

IF YOU PLAN TO USE THIS LIBRARY WITH THE FULL VERSION OF KONTAKT PLEASE MAKE SURE YOU HAVE THE LATEST VERSION OF KONTAKT 5 INSTALLED.

RECOMMENDED SPEC:

The better your computer, the better the performance of any Spitfire module. But not to worry if you're not spec'd up to the hilt. All programs are provided with a set of parameters that enable you to dial back the CPU demands of any given patch. But moving forward, we're confident this module will keep your computer busy for many years to come! We recommend a combination of high processor speeds, a good chunk of memory and a devoted SSD eSata, USB3, or Thunderbolt drive. The more memory you have, the less demand placed on your drive, and having a totally devoted drive gives you the chance to load less into memory and reduce load times. The higher the speed of your CPU, the more capable your computer will be to deal with some of the amazing, but complicated scripts we've written.

PCs:

We recommend Windows 7 or later (latest Service Pack, 32/64 Bit), Intel Core Duo or AMD Athlon 64 X2, 4 GB RAM (8 GB minimum).

MACs:

We recommend Mac OS X 10.10 or later (latest update), Intel Core 2 Duo, 4 GB RAM (8 GB minimum).
DRIVES:

USB3, Thunderbolt, or eSata SSDs. Ask your dealer for drives that are suitable for "AV use". If you can afford an SSD drive, this will massively increase the power of your system. Instead of 7-9ms seek time, the usual seek time is <0.1ms. These are fast enough to run a patch 'Purged' of all its samples, and they can load on the fly as you play the notes. You can also reduce your sampler's "pre-load" buffer tenfold meaning you'll be able to load enormous orchestral palettes into a single machine.

HOST:

The Kontakt 5 platform should work comfortably on most commonly found platforms and DAWs. As always make sure you're as up-to-date as you can afford! If your main DAW is not a newish machine, or has a limited spec, and you're planning on building or adding Spitfire to an already large orchestral palette, you could consider running your library independently of your DAW, either on your host computer (e.g. via Re-Wire) or on a slave device (e.g. via Midi or MOL). This will assist your loading times, and will allow your DAW to do what it does best, sort out all your note ons and note offs!

APPENDIX B - KONTAKT vs. KONTAKT PLAYER

Kontakt Player is a free version of the Kontakt sample playback engine available to download:

https://www.native-instruments.com/en/products/komplete/samplers/kontakt-5/downloads/

It works with libraries that the developer has paid a license fee for. Essentially, you've bought this playback engine along with your library.

The Kontakt player gives you full access to all the sounds and all the editable parameters on the front panel. Also, unlike non-Player libraries, these libraries will also have a banner that appears on the Kontakt Libraries pane.

If you want to go deeper into editing you'll need a full version. As you will already own the free Kontakt player and have bought one of our 'player' libraries you will be eligible for a discount upgrade to Kontakt via the NI website. See here for more details:

https://www.native-instruments.com/en/products/komplete/samplers/kontakt-5/pricing/crossgrade-offer/
If the library you want to use is NOT a 'Player' library then you need to buy the full retail version of Kontakt.

Then you can also load 'non-Player' libraries like some of our other ranges, Spitfire LABS, Harp, Piano, Harpsichord, Solo Strings etc. Please note that non-Player library instruments will not appear on the Kontakt libraries pane and so can't be added as a library as Player libraries need to be. Instead, these libraries will simply need to be loaded via the Kontakt files browser or alternatively you can add the library as a favourite to the Kontakt Quick Load window.

Instruments

- Evo Grid 3.nki

Curated Presets:

- 1-12 Step Down Diagonal.nki
- 1-12 Step Up Diagonal.nki
- 13-24 Step Down Diagonal.nki
- 13-24 Step Up Diagonal.nki
- 16s Pushing Top.nki
- 25-36 Step Down Diagonal.nki
- 25-36 Step Up Diagonal.nki
- Building Rhythms.nki
- Locked Wisps.nki
- Low Tense 8s with High Pizz.nki
- Persistent Tense 16s.nki
- Plucks and Pizz.nki
- Psycho Scary 8s.nki
- Pulsing Sul Pont Crosses.nki
- Reich 8s.nki
- Sul Pont Scary 4s.nki

Individual Evolutions:

- 01 Straight - Reich 8s Hairpin.nki
- 02 Straight - Measured 16s Hairpin.nki
- 03 Straight - Measured 16s Normale To Sul Pont.nki
- 04 Straight - Measured 16s Normale To Sul Tasto.nki
- 05 Straight - Crotchet Accented Downbeat Hairpin.nki
- 06 Straight - Quaver Accented Downbeat Hairpin.nki
- 07 Straight - 16s Accented Downbeat Normale To Sul Pont.nki
- 08 Straight - Quaver Accented Downbeat Muted Normale To Sul Pont.nki
- 09 Straight - Minim Accented Downbeat Hairpin.nki
- 10 Straight - Sul Pont Cross Rhythm 1.nki
- 11 Straight - Quaver Accented Detache Normale Hairpin.nki
- 12 Straight - 16s Detache Normale To Sul Pont Hairpin.nki
- 13 Straight - Triplets Detache Normale To Sul Pont Hairpin.nki
- 14 Straight - Triplets Muted Detache Normale Hairpin.nki
- 15 Straight - Triplets Normale Hairpin.nki
- 16 Straight - Sul Pont Cross Rhythm 2.nki
- 17 Straight - 2 Bar Pizz Crotchet Accented Double Time Hairpin.nki
- 18 Straight - 2 Bar Pizz Quaver Accented Double Time Hairpin.nki
- 19 Straight - 2 Bar Col Legno Crotchet Accented Double Time Hairpin.nki
- 20 Straight - 2 Bar Col Legno Quaver Accented Double Time Hairpin.nki
- 21 Tense - Quaver Double Stopped 5ths Staccato Hairpin.nki
- 22 Tense - Semi Quaver Double Stopped 5ths Staccato Hairpin.nki
- 23 Tense - Quaver Detache Motion Into Harmonics.nki
- 24 Tense - Semi Quaver Detache Motion Into Harmonics.nki
- 25 Tense - Still Longs With Quaver Harmonic Wisps.nki
- 26 Tense - Still Longs With Semi Quaver Harmonic Wisps.nki
- 27 Tense - Still Longs With Quaver Sul Pont Wisps.nki
- 28 Tense - Quaver Mandolin Strummed Hairpin.nki
- 29 Scary - Measured Quavers Into Detune.nki
- 30 Scary - Measured 16s Into Detune.nki
- 31 Scary - Quaver Accented Downbeat Into Detune.nki
- 32 Scary - 2 Bar Pizz Quaver Accented Double Time Into Detune.nki
- 33 Scary - Reich 8s Into Extreme Pitch Shift.nki
- 34 Scary - Measured Quavers Detache Into Sul Pont Pitch Shift.nki
- 35 Scary - Measured 4s Into Extreme Sul Pont Detune.nki
- 36 Scary - Measured Quavers Into Added Harmonics Pitch Shift.nki
- 37 Scary - Detache 4s Into Gradual Speed Increase Sul Pont Pitch Shift.nki

With the development of Spitfire's BML Sable it was proving quite difficult to standardise how to access the ever-growing number of articulations contained within instruments and libraries. While they worked adequately, Keyswitches and CC32 were inconsistent between sections and instruments and it could prove a pain to do something as simple as substituting a Viola for a Violin section.

To address the problem, Spitfire developed UACC, a specification that hopes to standardise articulation control between instruments and libraries. UACC is turned on via the Keyswitch locking option ( ) and utilises the same CC as above (and can be customised identically). When UACC is activated you can change articulation by setting CC32 to specific values that correlative with different articulations. Here's the latest (v2) spec:

Long (sustain)
1 — Generic
2 — Alternative
3 — Octave
4 — Octave muted
5 — Small (1/2)
6 — Small muted
7 — Muted
8 — Soft (flaut/hollow)
9 — Hard (cuivre/overb)
10 — Harmonic
11 — Temolo/flutter
12 — Tremolo muted
13 — Tremolo soft/low
14 — Tremolo hard/high
15 — Tremolo muted low
16 — Vibrato (molto vib)
17 — Higher (sultasto/bells up)
18 — Lower (sul pont)
19 — Lower muted

Legato
20 — Generic
21 — Alternative
22 — Octave
23 — Octave muted
24 — Small
25 — Small muted
26 — Muted
27 — Soft
28 — Hard
29 — Harmonic
30 — Tremolo
31 — Slow (port/gliss)
32 — Fast
33 — Run
34 — Detache
35 — Higher
36 — Lower

Short
40 — Generic
41 — Alternative
42 — Very short (spicc)
43 — Very short (soft)
44 — Leisurely (stacc)
45 — Octave
46 — Octave muted
47 — Muted
48 — Soft (brush/feather)
49 — Hard (dig)
50 — Tenuto
51 — Tenuto Soft
52 — Marcato
53 — Marcato Soft
54 — Marcato Hard
55 — Marcato Long
56 — Plucked (pizz)
57 — Plucked hard (bartok)
58 — Struck (col leg)
59 — Higher
60 — Lower
61 — Harmonic

Decorative
70 — Trill (minor2nd)
71 — Trill (major 2nd)
72 — Trill (minor 3rd)
73 — Trill (major 3rd)
74 — Trill (perfect 4th)
75 — Multitongue
76 — Multitongue muted

80 — Synced - 120bpm (trem/trill)
81 — Synced - 150bpm (trem/trill)
82 — Synced - 180bpm (trem/trill)

Phrases & Dynamics
90 — FX 1
91 — FX 2
92 — FX 3
93 — FX 4
94 — FX 5
95 — FX 6
96 — FX 7
97 — FX 8
98 — FX 9
99 — FX 10
100 — Up (rips/runs)
101 — Downs (falls/runs)
102 — Crescendo
103 — Decrescendo
104 — Arc
105 — Slides

Various
110 — Disco up (rips)
111 — Disco down (falls)
112 — Single string (Sul C/G/etc.)

For example, turning on UACC and changing CC32 to 26 will change the current articulation to Legato - Muted. Setting it to 52 would change to Short - Marcato. You can set these manually in your DAW but it's much easier to utilise DAW functionality such as VST Note Expression, or a dedicate tablet app such as Lemur, TouchOSC, LiveControl, etc.

The advantages of UACC are that it's consistent between all supported libraries (i.e.. setting CC32 to 52 will change to Marcato regardless of the library or patch) and easily configurable on tablet apps such as Lemur. It remains consistent between updates (any product using v2 will have the articulations mapped to the above spec). It also takes up no space on the keyboard.

The disadvantages are that it's difficult to control for live playing (unless using a tablet) and it does not support articulation layering.

UACC KEYSWITCH

UACC keyswitching is a new feature in Spitfire products and updates. It is a mixture of keyswitching and UACC to provide the advantages of both methods. When UACC Keyswitch is activated via the lock panel menu (🔒) a single keyswitch is available. Using the UACC spec outlined above, this keyswitches velocity is used to switch articulation.

For example pressing the keyswitch at velocity 70 would switch to the Trill (minor 2nd) articulation while pressing at velocity 56 would switch to Short Pizzicato. As with UACC, you can manually input these velocity values but it's easier to use your DAW or tablet app's functionality.

The main advantage of UACC KS over UACC is that you can layer articulations by overlaying the keyswitch notes on the piano roll.

Q: WHAT IS THE DIFFERENCE BETWEEN KONTAKT AND KONTAKT PLAYER?

See appendix B

Q: HOW CAN I REDOWNLOAD A PRODUCT?

With the continuous improvements to our Spitfire App, we have incorporated the ability to reset your own downloads, be it the entire library or the most recent update! This can easily be done via your Spitfire App. To reset both your entire library download or the latest update; Open up the Spitfire App and log in with your account emailand password.
• Select the download you wish to re-download
• In the cog menu choose Reset Download > Entire Download/Latest Update
• This will reset your whole download/your latest update
You can repeat this process for any of the libraries you own. Note that there is a limit to how many times you can reset your downloads in a certain time frame. If you do exceed your reset limit please get in touch.

Q: DIFFICULTIES IN DOWNLOADING / INSTALLING

Customers may find that they have some difficulties in the downloading process. If you find that you are having some trouble, please check the list below for possible causes.

• The formatting of your drive, if it is FAT32 this will cause errors, because there is a maximum file size with this format of 4GB and our download files will exceed this limit. To solve this problem, reformat your drive to a more modern format, or use a different drive. We recommend NTFS on PC and Mac OS Extended (journaled) on Mac.

• Free space on your hard drive, please allow at least double the space for the respective library. This is because your library is downloaded compressed, then uncompressed into a separate location, then the original is deleted. So briefly during install, there are two copies of the library on disk. To solve this problem use a drive with more space (the size you'll need during install is listed on the website page of the product you bought).

Other issues;
• Spitfire App freezes in the "Extracting" stage for hours. This may be because our libraries are often very large files, and this is the stage where the compressed files are extracted and placed in their final locations on the hard drive. There could be hundreds of GB of content to unpack, so it really can take hours. If you're unsure whether it has crashed or is simply extracting files, visit the installation folder you chose when you started the install. If everything is working normally you'll see various files appearing in the folder (or one of its sub-folders).

• If you see a "Download interrupted" message, this may be caused by a change in IP, usually the case with people using a VPN, or people who for some reason started a download in one country and tried to resume it in another. In this case, please submit a support ticket and we can unblock you.

• If your download gets stuck and is continually cycling and not resuming, please get in touch with us, giving us as much detail as possible about your set up. It would be helpful if you can tell us: Your operating system, where you are downloading from (your country, and also whether you're at home or work), your ISP, and whether there are any proxy servers or firewalls between your computer and the internet.

Q: I'VE LOST MY INSTRUMENT FILES

In some cases, instrument files may get lost when transferring libraries from one place to another, or if an update has gone wrong. If this happens, the best way forward is to re-download the library in question. This will ensure you will get all of the content you are missing.

Q: WHAT IS YOUR REFUNDS / RETURNS POLICY?

If you have NOT completed the download / installation process, then we CAN refund/return your product, please contact support with your account email address and order number so we can handle this quickly. If you HAVE completed the installation process (even if you've not yet registered your serial number), please see our EULA in regards to why we do not accept refunds and returns. We can refund hard drive orders up until the point when the drive is dispatched from our office. This is usually 2-4 days after you order.

Q: I'VE FORGOTTEN MY PASSWORD?

If you have forgotten your password, please see this link, and click 'Forgotten Password'. If at some point in the past you asked us to merge two or more accounts but have since forgotten, you MAY find that the forgotten passsord isn't working for the email address you asked us to merge FROM. In this case, please contact support with your name, and any email addresses you think we might know about, and we'll work out what has happened.

Q: VEP - CONTROLS / GUI HAS DISAPPEARED!?

You need to 'connect' the instance of VEP to your sequencer, and send it some MIDI - then the controls will reappear. Unless the instance of VEP is 'booted up' by actually connecting it, Kontakt will not complete the setup of the instrument which includes drawing the GUI.

Q: WHAT IS THE NCW COMPRESSED FORMAT?

This is Native Instrument's new lossless compressed sample format – we have managed to reduce the sample data pool by around 55% and this also shows a benefit in streaming for you, along with reduced hard disk space required.

Q: I HAVE FAST INTERNET, WHY IS MY DOWNLOAD SLOW?

We have no direct influence on your actual download speeds, our libraries are hosted on Cloudfront servers which are normally very quick but it may well be that at certain times of the day when traffic is particularly busy, your ISP may throttle your connection speeds. We would advise you to leave your download running overnight as speeds should ramp up at less busy times. Our Spitfire App downloader aims to use as much of the available bandwidth as possible to give you the quickest possible speeds, and may take several minutes to reach its peak.

Q: CAN I INSTALL ON MORE THAN ONE COMPUTER?

With our products you have two licenses. This means that you are allowed to download and install on two computers you own, say your main rig and your mobile rig. The best way to get your library on both of your machines is to copy it from one to another via an external HDD. It saves you from having to re-download the whole library again!

Q: CAN I TRY BEFORE I BUY?

No - it is not currently possible to demo our products. If you go to our Youtube Channel you'll see many many walkthroughs containing detailed info about all our products -- you can hear them being played in real time with no smoke and mirrors!

Q: MY LIBRARIES ARE NOT SHOWING UP IN MY SPITFIRE APP?

A handful of customers may find that when they log into their Spitfire App, some of their previous purchased products do not show up in the 'Installed' section or in the 'Download Ready' section either. It may be that you have purchased these under another email address. Checking other possible email addresses for your previous purchases may help to find these missing products. If this is not the case, and these missing products were purchased a few years ago, please create a support ticket telling us your account email address, and any serial numbers you may have to go with these missing products. Our support team can also merge one or more accounts together if you'd like to consolidate all your purchases in one place. The more information, the quicker we can get you back up and running!

Q: HOW DO I UPDATE MY PRODUCTS?

The main premise of downloading our products is that our Spitfire App downloads into the folder you choose, so it is always good to choose the folder above where you want the download to go. The best file path for our products is something very simple, a long file path will cause errors as there is a character limit on how far the Spitfire App can read. We advise a file path of something along the lines of: Samples Drive > Spitfire Audio - always point the downloader to the folder 'Spitfire Audio' (the folder above the library) for all downloads and updates. When it comes to downloading/updating - if you have a folder called 'Spitfire Audio' always point the Spitfire App to the folder Spitfire Audio - never go into this folder and choose the actual library in question.

Q: HOW DO I REDOWNLOAD THE LATEST UPDATE?

With the continuous improvements to our Spitfire App, we have incorporated the ability to reset your own downloads. This can easily be done via your Spitfire App.
-Open up the Spitfire App and log in with your account email and password.
-Select the download you wish to re-download
- In the cog menu choose Reset Download > Latest Update
- This will reset your latest update

You can repeat this process for any other updates you wish. If you do not see the option to reset your download in your Spitfire App, we would advise downloading the latest version of the Spitfire App from from spitfireaudio.com/info/library-manager/.

Q: I'VE BEEN WAITING AGES FOR MY DOWNLOAD LINKS?

We run all our orders through a fraud checking process. The automatic fraud check takes 20 minutes (but can take up to an hour during a very busy period, eg. Black Friday), but if your order gets caught at this stage, we run a manual order check, and this can delay the processing of your order for up to 24 hours (though this would be a rare and exceptional case).

You should however receive an order confirmation email IMMEDIATELY upon placing your order. This confirms that your order has successfully been logged in our system and that your payment was successfully taken. Please check your junk folders before contacting our support. The message will come from do_not_reply@spitfireaudio.com if you'd like to add us to your whitelist.

Q: CAN I DOWNLOAD ON A PC, THEN TRANSFER TO A MAC OR VICE VERSA?

All of our libraries are compatible on both PC and Mac computers (as they run inside Kontakt). You can download all of our libraries on either PC or Mac and they will work if you need to transfer them across to the other operating system. We advise to do this by copying the library you want to move across to an external HDD and then copying it to and then copying it to your other machine.

Q: 'SAMPLES MISSING' ERROR MESSAGES

In some cases, samples files may get lost when transferring librar-ies from one place to another, or if an update has gone wrong. You may also get this error in some cases if you installed library on a drive with just under the minimum necessary amount of space to install the library (remember that you need DOUBLE the size of the final library to install successfully - see above). If this happens, the best way forward is to re-download the library in question. That will ensure you will get all of the content you are missing. For more information on how to re-download a product, please see the beginning of this appendix.

Q: HOW TO BATCH RESAVE A LIBRARY?

There are two main reasons to batch resave: First it speeds up the loading of patches and secondly, it can help you find missing samples and relink them to the patches so that you don't need to search every time you load a patch. Bear in mind that it can some-times take a few attempts to batch resave, and if Kontakt crashes the first time you try, you could go into the instruments folder and batch resave a bit at a time -- go by sub folders for example, just to lessen the load on Kontakt.

Q: I WANT TO BUY A COLLECTION, BUT I ALREADY OWN ONE OR MORE OF THE PRODUCTS IN IT?

Our cart will intelligently deduct the proportional cost of any prod-ucts you already own from the total price when you get to the checkout.

Q: I'VE LOST MY SERIAL NUMBER FOR PRODUCT ACTIVATION

Emails get misplaced and you might find that you are out of luck when you need to find a past serial number. The best place to find all of your serial numbers would be to log into your Native Instruments account HERE, and traverse to the My Products, Se-rials, and Downloads section. Under there you will find all of your serial numbers, including your Spitfire Audio serial numbers. If you find that the serial number you are looking for is not there, please contact us with all of the relevant information.

Q: I THINK I HAVE FOUND A BUG

In some cases we can't squash them all and bugs shamefully make their way through. If you think you have found a bug, please contact us with all the relevant information;
• A description of the bug you have found
• A screencast (video) of the bug happening, or an audio example
• The exact patch name (or patches) in question and also the library giving us as much detail as possible will help us get to the bottom of the issue.