SPITFIRE AUDIO

Ólafur Arnalds Evolutions

CONGRATULATIONS

Thank you for purchasing Ólafur Arnalds Evolutions. BAFTA-winning composer, multi-instrumentalist and electronic artist Ólafur Arnalds creates and curates a select quartet of unique string players performing to his very individualistic, inspiring and haunting aesthetic. As part of our Evo Grid series offering composers, producers and songwriters instant inspiration and that ever elusive creative edge.

Quick Specs

- 3695 samples
- 31.4 GB Uncompressed WAV
- 15.2 GB Disk space required
- **30.4 GB Disk space required during install**
- Kontakt Player
- NKS

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WELCOME

A truly original and inspiring set of tools, conceived in Reykjavík, Iceland, recorded in Berlin, Germany and realised in London, England that draws on the talents on some true independent thinkers who are shining a new light on classical European instruments, how to play them, use them, abuse them and record and process them with a totally fresh approach.

Recorded in the ultra cool surrounds of Voxton studios Berlin, Ólafur's hand picked quartet features the talents of multi instrumentalist, composer, and oft co-collaborator Viktor Orri Árnason alongside the searing talents of cellist Sebastian Selke.

Each evolution was exhaustingly curated and produced by Ólafur Arnalds who also prescribed his strict and original approach to how Voxton's very cool selection of microphones, pre-amps and outboard should best be utilised for this project.

The net result is a deeply beautiful, if not haunting selection of tools that spring out of the box with delightful and refreshing unpredictability. If you're looking for something cerebral, honest and unique then you'll need go no further.

BACKGROUND

The BAFTA-winning, multi-instrumentalist and producer Ólafur Arnalds mixes strings and piano with loops and edgy beats crossing over from ambient/electronic to pop. In 2009, Ólafur came together with another Icelandic native, Janus Rasmussen to form an experimental techno project, called Kiasmos. And in 2014 Ólafur announced his electronic debut album under the Kiasmos project.

Ólafur gained huge notoriety with a new audience for his BAFTA-winning score featuring haunting strings, pianos and electronics for the British crime drama, Broadchurch. He has drawn heavily on the techniques he explored for that project for this selection of evolutions.

FEATURES

Ólafur Arnald's evolutions use Spitfire's revolutionary Evo Grid system to provide you with an almost infinite number of outcomes. Days were spent creating and discussing ways in which the players could take a note and change it over long periods of time. These notes were then replayed across a number of different pitch centres. These were then placed on a peg board grid system based on the 'Putney' synth. Pitch centres down the x axis, the different evolutions or 'evos' down the right. Simply peg which Evo you want where or conversely hit our random dice function to automatically select a unique preset from over 30 trillion possible outcomes!

This product also features a variety of different mics and perspectives and custom built plate IRs from which to tweak your sound from intimate and cerebral to haunting and cool.

DOWNLOADING & INSTALLING

If you are new to this kind of thing you can get up to speed here: http://www.spitfireaudio.com/info/basics/

Our app enables you to download libraries. Install the 'Spitfire Audio App' from this link: http://www.spitfireaudio.com/info/library-manager/

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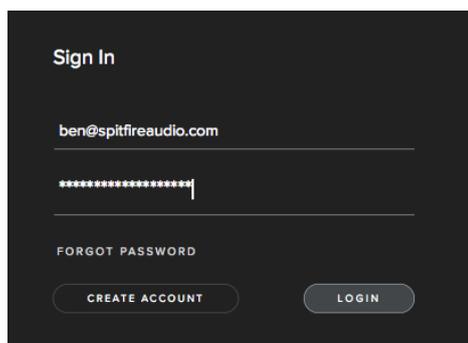
When you launch the app you will be prompted to login using the same details you use at our site. Then you'll see the page pictured below:

TABS the default tab is My Products, which shows all of the libraries on your Spitfire Account. Downloads will show currently downloading products and Settings allows you to set default locations and behaviours 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.
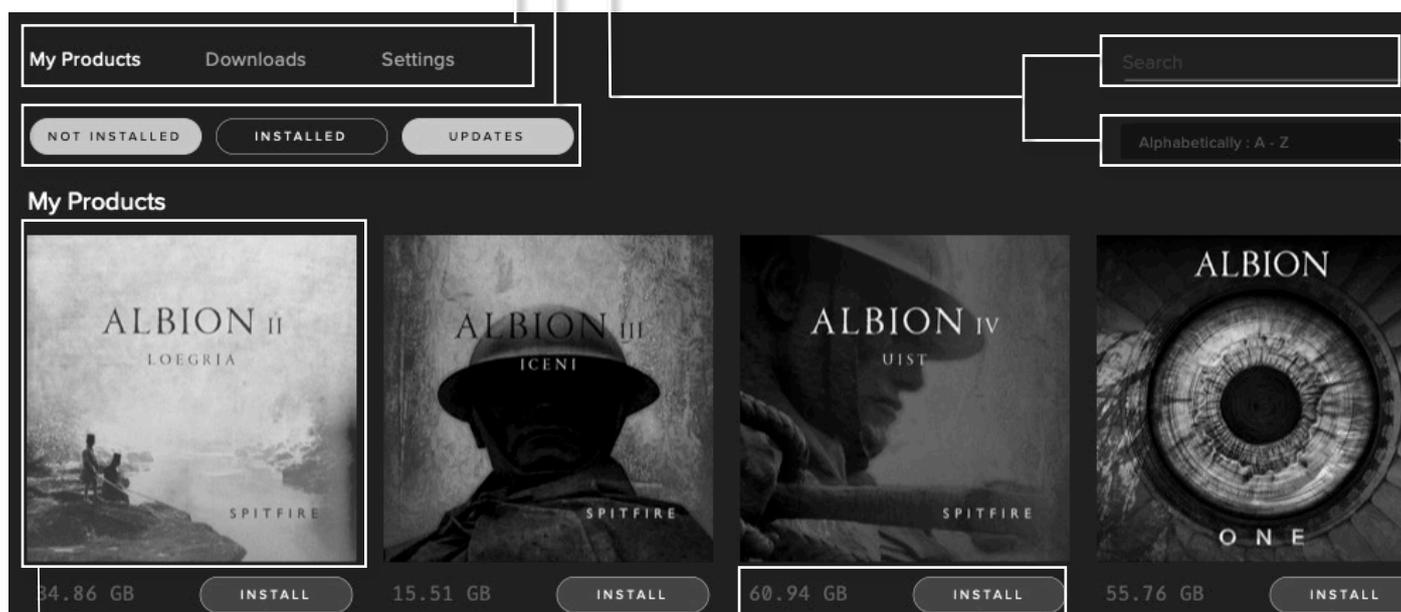
LIBRARY All libraries and plugins in your collection will appear with their artwork on the My Products tab. Clicking this artwork will open the product page. This is a great place to find information such as system requirements, instructions as well as where to find Reset and Repair options.

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.
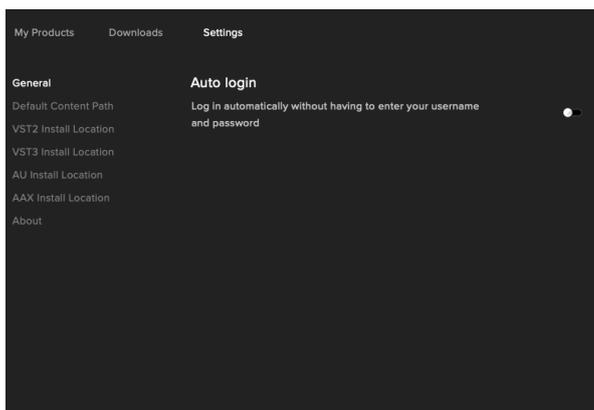
If this is your first time using the Spitfire Audio App for a download you may wish to first navigate to the Settings tab and make sure that the Default Content location is set to the location where you wish to download your libraries.

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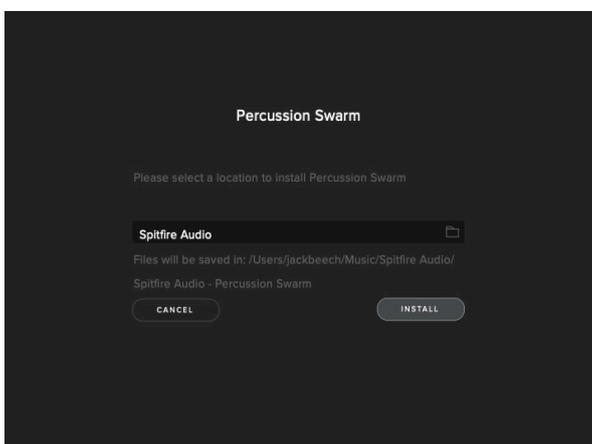
Once you are happy with your Settings, click the Install button, either directly on the My Products tab, or by clicking on the library image you wish to install and then clicking the install button on the page that appears.

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

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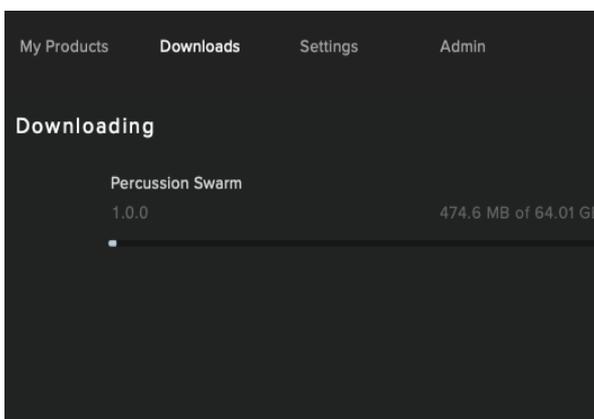
After clicking install you will be directed to the Downloads tab where you can watch the progress. You can leave the Downloads tab and start other downloads but at this point you should leave the Spitfire App open until the download completes.

As this is a Kontakt player library, once it is downloaded you will need to activate it by following the steps on the next page.

REGISTERING WITH KONTAKT PLAYER

If you have never used one of our libraries before and you don't own a copy of Native Instruments Kontakt, you'll need to download the free "Kontakt Player" here:

https://www.native-instruments.com/en/products/komplete/samplers/kontakt-6-player/

If you'd like to find out more about the differences between Kontakt and Kontakt Player) 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 Player (skip this step if you already have it)

2. Open Kontakt Player (or Kontakt 6 full version if you have that) and click **Manage Libraries** in the library browser window, then click **Launch Native Access** in the window that opens:
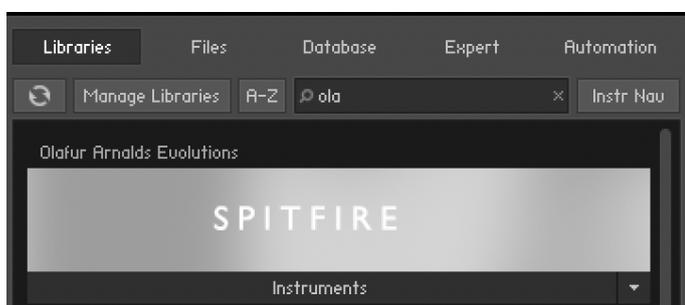
3. Once you have opened Native Access, click **Add Serial** in the top left of the window.

4. Enter the serial number in this format:

...It can be found in your 'ready to download' email and at the following link:

https://www.spitfireaudio.com/my-account/serial-numbers

5. You will then be prompted to navigate to the not installed products in Native Access. From here, **add library** for Ólafur Arnalds Evolutions for your downloaded Spitfire Audio - Ólafur Arnalds Evolutions folder and select this to complete the authorisation.
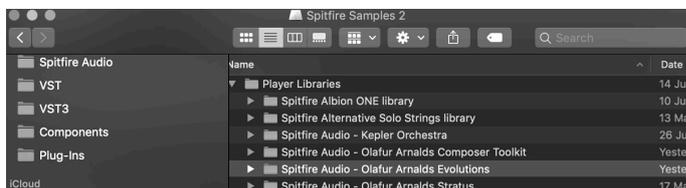
6. Your library is authorised.

If you have never used Kontakt before we 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-6/

If you are an established Kontakt user please make sure you absolutely have the latest version of it downloaded via Native Access.

For more information about NKS and integration with Native Instruments hardware controllers and keyboards please checkout their online support content:

https://support.native-instruments.com/hc/en-us?_ga=2.14557879.1664369915.1595258679-1014426992.1588239468

FOLDER STRUCTURE

When you open the main folder you will find 1 folder and two main patches. :

Within the "advanced" folder, each sound from within the two main patches are separated into individual patches. These are labelled accordingly.

Additionally in the "Curated Presets" presets folders are default patch configurations for each of the main two patches.
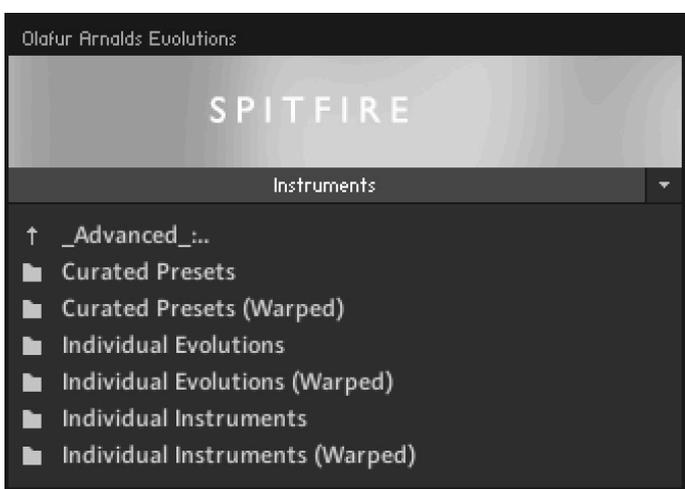
OPENING YOUR FIRST INSTRUMENT.
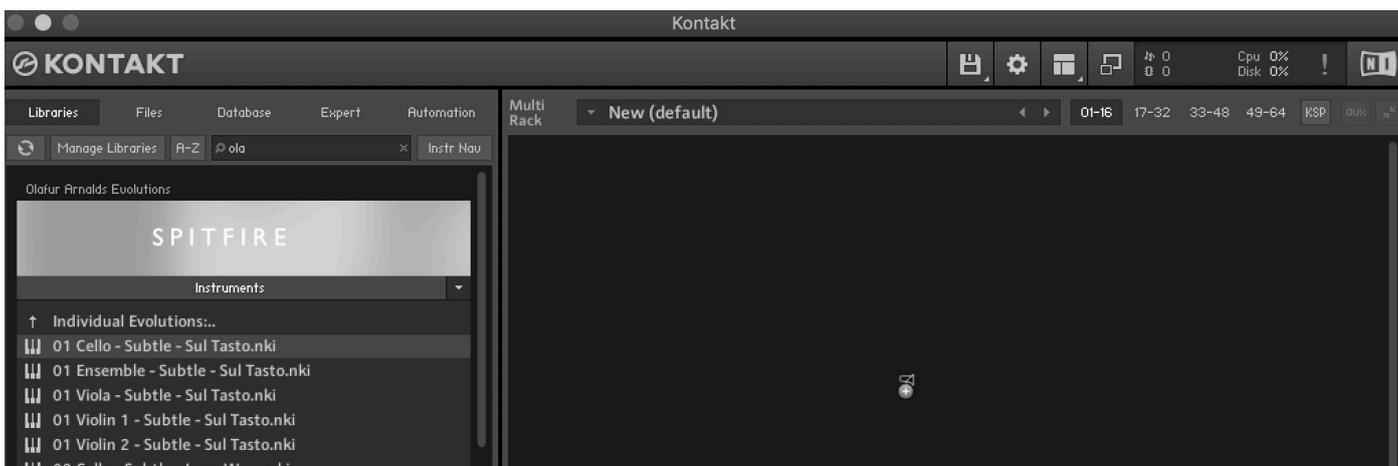
Double click an 'nki' file to load a patch. A patch has a file .nki extension and a little keyboard icon. Alternatively drag the instrument from the left pane into the right pane.

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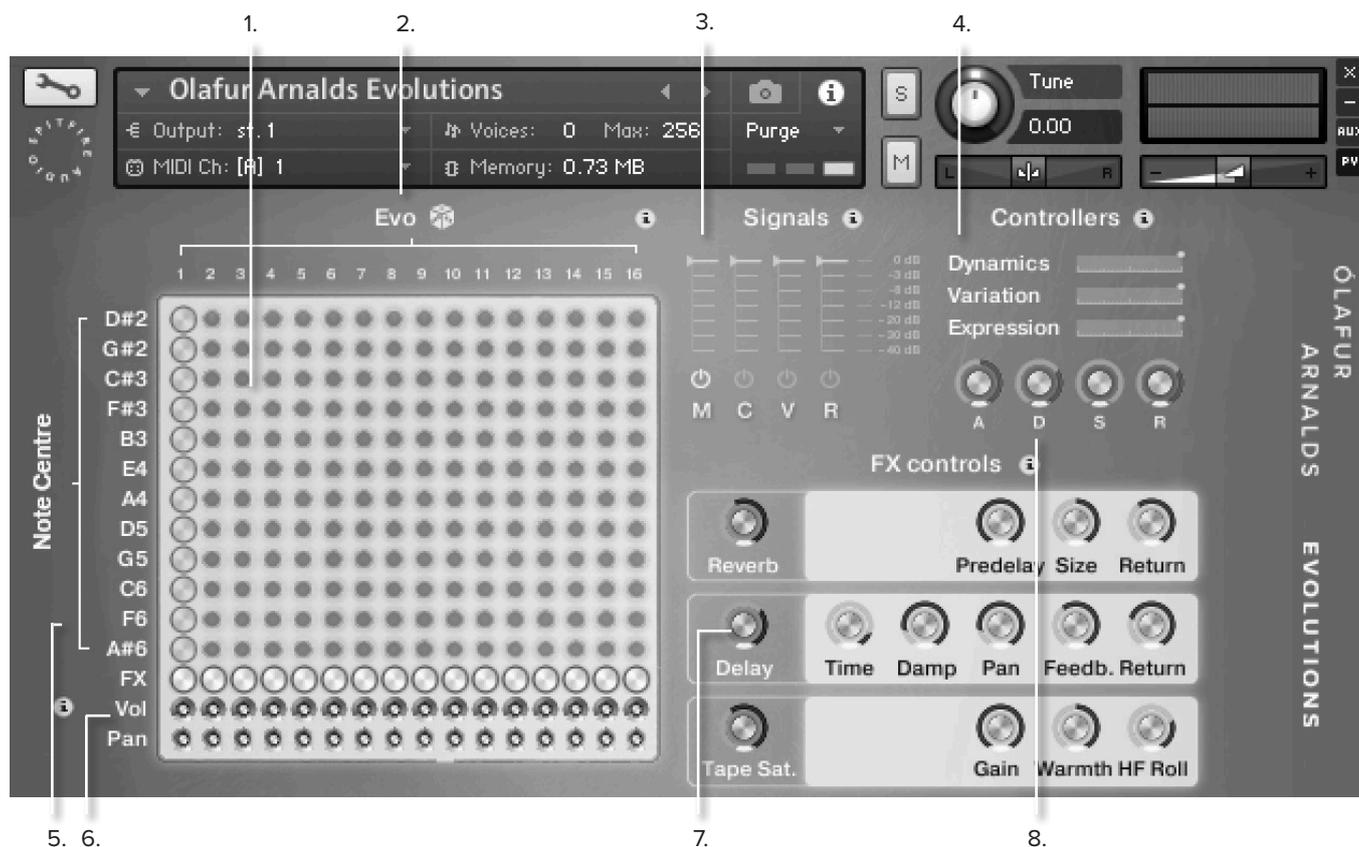
THE GRID

1. The Grid or Pegboard

The pegs behave like toggles. Click a peg to change a sound in relation to a note. Clicking a peg automatically disables 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. Evo

Sounds found in the Gird are considerably long sounds that vary over time. This is because they evolve, change, mutate, and return to their original state before looping. We purposefully record each at a different tempo so when you select different pegs on the grid, and play them together, after a while the different sounds will start to undulate against each other.

HOT KEYS

Holding down CMD while clicking a peg will assign that Evolution to all note centres vertically

Holding down SHIFT while clicking an peg will draw a line from the last selected peg (ie click F#6: Peg8, then hold shift and click F#2: Peg1; you'll get a diagonal line from left to bottom-right.)

The Dice

Clicking on the icon just to the right of the "Evo" title and selecting "Randomise with any" creates a completely random pattern with almost infinite possibilities. Hit this button and it's likely no one else on the planet is using the same map of sounds that you are.

Alternatively, click "randomise in column" to have a more uniform vertical arrangement during randomisation.

3. Mixer

Ólafur Evolutions has four different mic options on the Evolutions Grid: These are the "M" "C" "V" and "R". The level of each can all be controlled with the mixer.

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

4. Expression

A simple control that denotes any expression controller (CC#11) data. This controller is favoured by the composing fraternity as the 'loudness' automation of choice, leaving volume (CC#7) as more of a trim controller when mixing.

5. 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.

6. FX, Volume, Pan

The FX peg is a simple toggle in/out that allows a nominal send to the FX rack (6.) to the right.

The Volume trim pots allow balancing of Evos against each other. Useful when using Evos that are simply louder by nature.

The Pan pot allows you to pan the different Evos within the stereo field, especially useful if one part of the section is speaking louder than the other.

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 clicking pan/vol/FX controls will reset them to default.

7. 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 clicking 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.

8. 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 the attack up to slow the sounds entry.

The 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 sound decays to 0db when you let go of the key.

THE 'GENERAL OVERVIEW' PANEL

SWITCHING VIEWS

When you first load a standard GUI patch you'll be greeted with the simple view. This is one of 3 pages that you can switch between using the panel switcher.
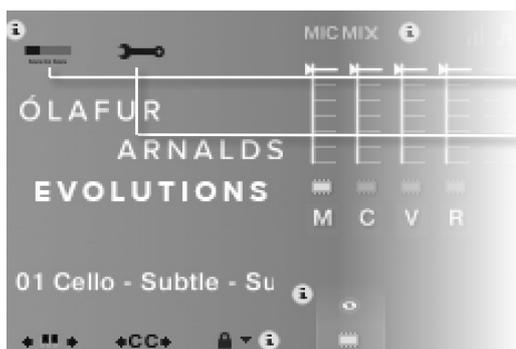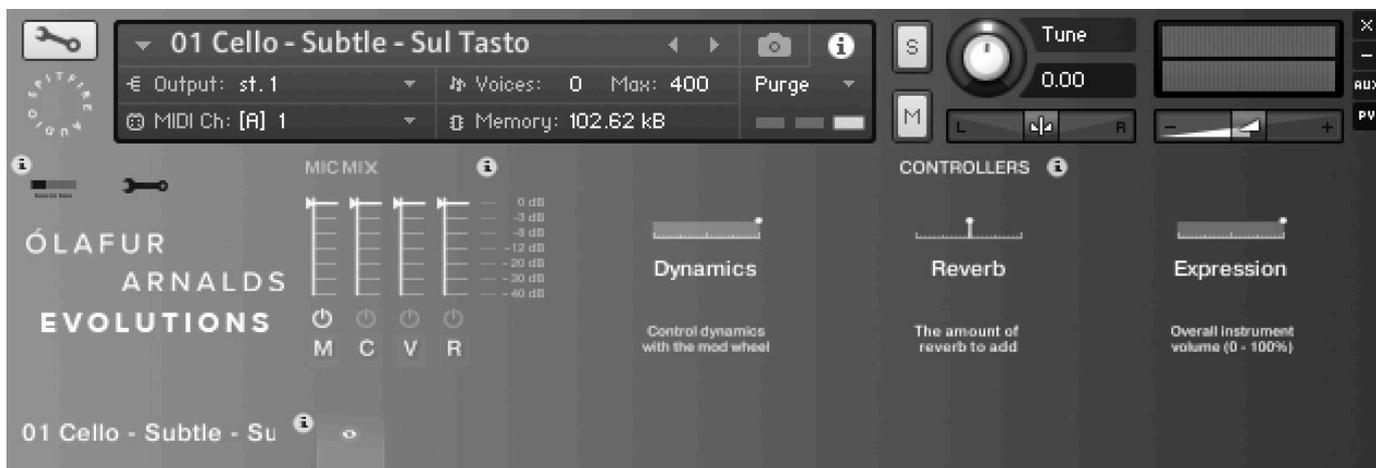
Click on these to switch views or pages:

1. **General Overview** (the view shown above)

2. **Expert View**

All GUI controls can be assigned a unique controller number so you can adjust via an external controller. To unassign, assign, or just to see what CC number is assigned to any control, RIGHT or CTRL CLICK.
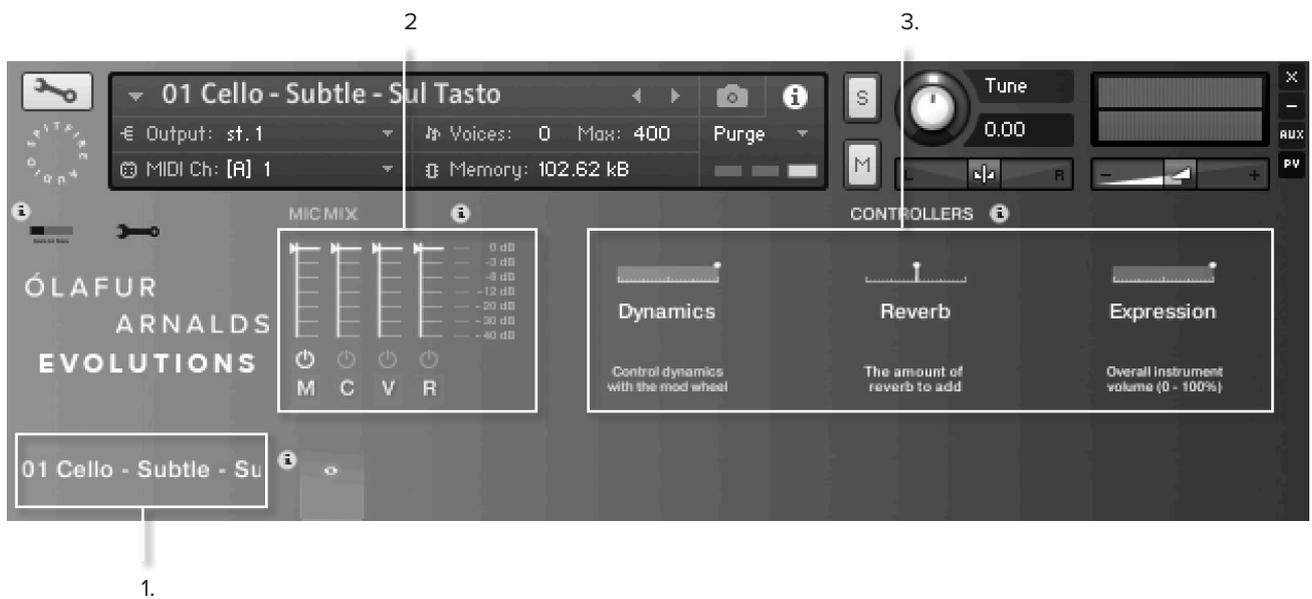
1. SIDE BAR

Tells you what articulation you're playing.

2. MIC MIXER

OA Evolutions has four microphone options on the BML interface. These are the "M" "C" "V" and "R" shown above.

> M - Mix
>
> C - Close
>
> V - Valve Microphones
>
> R - Ribbon Microphones.

The warped content features two more mixes.

> X - Warped
> XXX - Even More Warped!

3. EXPRESSION CONTROLS

DYNAMICS - Moving this cross-fades the different dynamics between loud and soft. (CC#1)

REVERB- Toggle switch for reverb. Increase the reverb amount by turning to the right. (CC#17)

EXPRESSION - Instrument trim that adjusts the volume within the dynamics. (CC#11)

1. SIDE BAR

The 'Expert View' has some additional functions compared to the general overview page.

a.   b.   c.

**1a. "KEYBOARD SHIMMIER" -** This shifts your bank of keyswitches left or right on the keyboard. Not applicable to this library as there are no articulations to switch.

1b. "KEYSWITCH TO CC SELECTOR" - Use this to assign a CC controller to act as articulation / keyswitcher. Right Click on "CC" and move the hardware controller you wish to use in order for the instrument to "learn" how you'd like to select articulations. Also not applicable to this library as there are no articulations to switch.

1c. "ARTICULATION LOCKER" - This selection allows the user to lock the articulation switching method.

This feature is also not applicable to this library as there are no articulations to switch.

UNLOCKED ARTIC' - Is the standard setting, select articulations via the front panel or associated keyswitch.

LOCKED ARTIC' - This locks your articulation so it doesn't change either via front panel or keyswitch.

LOCKED KS - This locks your articulation via keyswitch but you're free to switch via the front panel.

LOCKED TO UACC - This standard was developed by Spitfire and more information is found here. The default controller channel is #32 but this can be changed by right/ CTRL clicking on the CC (1b)

LOCKED TO UACC KS - The functionality of UACC triggered via KS. When activated, a single keyswitch is available. Pressing this key at varying velocities (according to UACC standards) changes articulation. Learn more about UACC KS here.

**SHARED KS** - This setting allows you to spread keyswitches across multiple articulations and multiple patches.

2. ARTICULATION SWITCHER

This works the same as it does in the 'General Overview' panel, with the addition of 'load chips' beneath each articulations. These load them in and out of memory as you wish... Remember before playing an articulation you make sure it's fully loaded!

LOAD STATUS
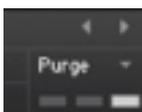
LAYERING ARTICULATIONS - To layer sounds within the articulation press 'SHIFT' and click on your next articulation. The front panel shows (and edits) only the most recently layered articulation.

TRIGGERING - For triggering options, CTRL (Win) or COMMAND (Mac) click on the articulation icon:
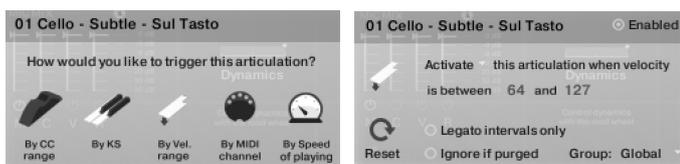
"BY CC RANGE" - This allows you to use a controller channel to switch between articulations. You can fine tune on your MIDI event list, or by using a midi controller.

"BY KS" - The default setting. The library won't switch mid note but wait 'til the next note-on event before switching. This means you're able to play the key switch whilst playing a long note and have it switch to a short on your next note.

"BY VELOCITY RANGE" - This allows you to change the articulation via how hard or soft you hit the keys.

"BY MIDI CHANNEL" - MIDI channel lets the instrument change articulation based on the incoming MIDI channel. Set the instrument Midi Ch. to 'Omni' mode in Kontakt to use this feature.

"BY SPEED OF PLAYING" - This allows you to switch articulations based on the playing speed of your performance. When selected, it provides options to specify a triggering time-range in milliseconds.

When an articulation has a 'trigger' assigned to it, it shows a little short-cut icon above to let you know that it has been customised.

Holding down ALT/MENU (PC/MAC) and clicking an articulation with this short-cut above it will toggle the trigger between enabled and disabled.

TRIGGER PANEL - Reset will clear the trigger for this articulation, allowing you to set it to a different type or disable it permanently.

"LEGATO INTERVALS ONLY" - are not used in this library. .

"GROUP" - allows you to group together triggers. When set, the trigger only occurs when an articulation in the same group is currently active.

Alongside switching your articulations manually by hand, via key-switch or via the advanced methods mentioned above you may also want to try UACC (universal articulation controller channel).

Each style of articulation has been given a unique CC data number on CC#32. See the below link for extended tutorials.

https://spitfireaudio.zendesk.com/hc/en-us/articles/115002450966-What-is-UACC-and-how-do-I-use-it-

POWER TIP: Whilst there are many ways to switch between articulations, many pros still prefer to have a different articulation in a single instance per track on their DAW. This enables them to assign different reverb levels and bake helpful stems that can be used in conjunction with live instruments (to work like this it's best to load up artics from the individual articulations sub folder).

3. MICROPHONE MIXER

Giving the user greater control over the blends of microphone positions for your work.

Use the chips beneath the faders to load & unload different microphones. The faders above tweak the balance of Microphones. Turn a fader all the way down to unload the mics and back up to reload. Right click on the faders to assign CC controllers so you can mix these live.

Click on the mic letters to change Kontakt channel/output assignment.

On the top right of the mixer controller section are some deeper mixing options.
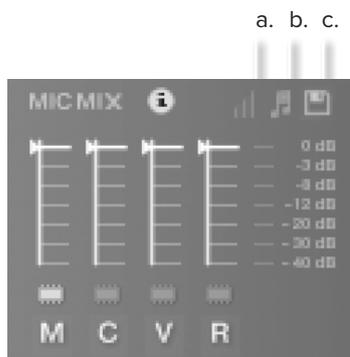
3a VELOCITY RESPONSE
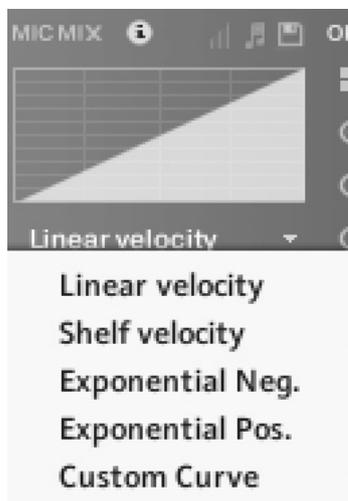
Pick from 5 different velocity curves to suit your MIDI controller.

3b MIC MIX TO ARTICULATION LINKER

The small notation symbol locks the microphone mix. This means if you want to smooth any perceived inconsistencies in volume articulations, or if you want to roll off some of the ambience for a short versus the long articulations, this is how to fine tune.

This control is not needed in OA Toolkit as no articulations are being switched.

3c MIXER PRESETS
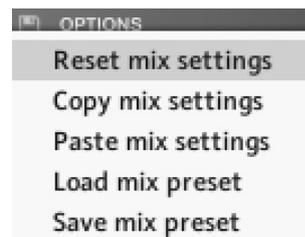
How transfer mixer settings between patches, or save and load presets to disk.

AUTOMATING MIXER FADERS - Each mixer fader has a dedicated #CC. To change this to suit your MIDI controller or surface, simply right click (on PC) or command click (on Mac) on the fader itself to "learn" the new controller.

ROUTING MIC MIXES - To route each mic mixer channel to unique Kontakt channels simply click on the Mic acronym. Great for putting your ambient mics in the surround for example. Also good for track-laying individual mics for your engineer to control in your final mix sessions.

4. GENERAL CONTROLS

OPTIONS

PRESETS - This allows you to load predetermined sets of articulations. Use this to optimise your system quickly for essential articulations or to start building templates using empty "shells".

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) - For short articulations only, click this to control note velocity with the Dynamics slider.

ROUND ROBINS

NO EXTRA FUNCTIONALITY(NEIGHBOURING ZONES) - Next to this lies a pop-down menu with the round robin options.

"NO EXTRA FUNCTIONALITY" - Is the standard default where round robins are used as they were intended.

"NEIGHBOURING ZONES" - pulls from neighbouring zones, so for an '8RR' instrument, you effectively cycle through up to 24 different sounding notes when pressing a key. It's still just playing the one RR at a time, though giving you more of them.

"2x ROUND ROBIN WITH SKIP" - plays two RR simultaneously, so you get a thicker sound, it's the equivalent of placing two notes on top of each other in your DAW. This process drops the overall volume -6db so that the levels remain the same but it sounds thicker.

NB THIS IS NOT AVAILABLE TO LEGATO TRANSITIONS.

This plays the pairs and moves ahead by 2 RR. In this mode RR is effectively halved. eg, if you press a note it would play RR1/RR2 then RR3/RR4 ,etc.

"LAYER 2x ROUND ROBINS WITH NO SKIP" - As above but this plays a pair and doesn't move ahead by 2. This means the RR isn't halved. So if you press a note it would play RR1/RR2, then RR2/RR3, then RR3/RR4.

ROUND ROBINS - This refers to the number of round robins (multiple recordings of the same notes that cycle around as you repeatedly play a note) your instrument uses, the number can be dragged up and down (1-8) to save you memory.

RESET FROM G-1 - This enables you to control the round robin cycle (so it sounds identical every time you play) toggle on & play the key selected (default G-1) to reset.

RESET ON TRANSPORT - As above but resets every time you press play in the DAW.

5. EXPRESSION CONTROLS

DYNAMICS - Moving this cross-fades the different dynamics between loud and soft. (CC#1)

REVERB- Toggle switch for reverb. Increase the reverb amount by turning to the right. (CC#17)

EXPRESSION - Instrument trim that adjusts the volume within the dynamics. (CC#11)

6. ADSR

Or Attack, Decay, Sustain, Release. A standard set of parameters used in most synthesizers to control the "shape" of the sound,.

Turn the attack up to slow the sounds entry.

The 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 sound decays to 0db when you let go of the key.

APPENDIX A - 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-6/

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-6/pricing-kontakt-5/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, Harp, Piano, Harpsichord, 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 you can add the library as a favourite to the Kontakt Quick Load window.

APPENDIX B - 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 6 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, 16 GB RAM (8 GB minimum).

MAC: We recommend Mac OS X 10.10 or later. Intel Core 2 Duo, 16 GB RAM

DRIVES: USB3, Thunderbolt, or eSata SSDs. Ask your dealer for drives that are suitable for "AV use". If you use an SSD drive instead of HDD, 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 6 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!

INSTRUMENTS MAIN MICS:

CURATED PRESETS:
- 1-12 Step Down Diagonal
- 1-12 Step Up Diagonal
- A Soft Entrance
- Blurred Episodic
- Breidavik Waves
- Ebb and Flow
- Eeiree Ponticello
- Iced Trems
- Octave Jumps
- Pronounced Attack
- Shrill Pitches Soft Pedal
- Tasto Movements

INDIVIDUAL EVOLUTIONS:
- 01 Cello - Subtle - Sul Tasto
- 01 Ensemble - Subtle - Sul Tasto
- 01 Viola - Subtle - Sul Tasto
- 01 Violin 1 - Subtle - Sul Tasto
- 01 Violin 2 - Subtle - Sul Tasto
- 02 Cello - Subtle - Long Wave
- 02 Ensemble - Subtle - Long Wave
- 02 Viola - Subtle - Long Wave
- 02 Violin 1 - Subtle - Long Wave
- 02 Violin 2 - Subtle - Long Wave
- 03 Cello - Subtle - Multi Waves
- 03 Ensemble - Subtle - Multi Waves
- 03 Viola - Subtle - Multi Waves
- 03 Violin 1 - Subtle - Multi Waves
- 03 Violin 2 - Subtle - Multi Waves
- 04 Cello - Subtle - Tasto to Ord
- 04 Ensemble - Subtle - Tasto to Ord
- 04 Viola - Subtle - Tasto to Ord
- 04 Violin 1 - Subtle - Tasto to Ord
- 04 Violin 2 - Subtle - Tasto to Ord
- 05 Cello - Subtle - Tasto to Pont
- 05 Ensemble - Subtle - Tasto to Pont
- 05 Viola - Subtle - Tasto to Pont
- 05 Violin 1 - Subtle - Tasto to Pont
- 05 Violin 2 - Subtle - Tasto to Pont
- 06 Cello - Thrills - Tasto Trem
- 06 Ensemble - Thrills - Tasto Trem
- 06 Viola - Thrills - Tasto Trem
- 06 Violin 1 - Thrills - Tasto Trem
- 06 Violin 2 - Thrills - Tasto Trem
- 07 Cello - Thrills - Tasto Trem Varispeed
- 07 Ensemble - Thrills - Tasto Trem Varispeed
- 07 Viola - Thrills - Tasto Trem Varispeed
- 07 Violin 1 - Thrills - Tasto Trem Varispeed
- 07 Violin 2 - Thrills - Tasto Trem Varispeed
- 08 Cello - Thrills - Med to Fast Trem
- 08 Ensemble - Thrills - Med to Fast Trem
- 08 Viola - Thrills - Med to Fast Trem
- 08 Violin 1 - Thrills - Med to Fast Trem
- 08 Violin 2 - Thrills - Med to Fast Trem
- 09 Cello - Thrills - Hectic 8ve Trills
- 09 Ensemble - Thrills - Hectic 8ve Trills
- 09 Viola - Thrills - Hectic 8ve Trills
- 09 Violin 1 - Thrills - Hectic 8ve Trills
- 09 Violin 2 - Thrills - Hectic 8ve Trills
- 10 Cello - Episodic - Vibrato
- 10 Ensemble - Episodic - Vibrato

- 10 Viola - Episodic - Vibrato
- 10 Violin 1 - Episodic - Vibrato
- 10 Violin 2 - Episodic - Vibrato
- 11 Cello - Episodic - Sul Pont
- 11 Ensemble - Episodic - Sul Pont
- 11 Viola - Episodic - Sul Pont
- 11 Violin 1 - Episodic - Sul Pont
- 11 Violin 2 - Episodic - Sul Pont
- 12 Cello - Episodic - Trem
- 12 Ensemble - Episodic - Trem
- 12 Viola - Episodic - Trem
- 12 Violin 1 - Episodic - Trem
- 12 Violin 2 - Episodic - Trem
- 13 Cello - Dissonants - Slow Pitch Bend
- 13 Ensemble - Dissonants - Slow Pitch Bend
- 13 Viola - Dissonants - Slow Pitch Bend
- 13 Violin 1 - Dissonants - Slow Pitch Bend
- 13 Violin 2 - Dissonants - Slow Pitch Bend
- 14 Cello - Dissonants - Pitching Episodic
- 14 Ensemble - Dissonants - Pitching Episodic
- 14 Viola - Dissonants - Pitching Episodic
- 14 Violin 1 - Dissonants - Pitching Episodic
- 14 Violin 2 - Dissonants - Pitching Episodic
- 15 Cello - Dissonants - Wow Effect
- 15 Ensemble - Dissonants - Wow Effect
- 15 Viola - Dissonants - Wow Effect
- 15 Violin 1 - Dissonants - Wow Effect
- 15 Violin 2 - Dissonants - Wow Effect
- 16 Cello - Dissonants - Pont 8ve Harms
- 16 Ensemble - Dissonants - Pont 8ve Harms
- 16 Viola - Dissonants - Pont 8ve Harms
- 16 Violin 1 - Dissonants - Pont 8ve Harms
- 16 Violin 2 - Dissonants - Pont 8ve Harms

INDIVIDUAL INSTRUMENTS:
- Olafur Arnalds Evo Grid - Cello
- Olafur Arnalds Evo Grid - Viola
- Olafur Arnalds Evo Grid - Violin 1
- Olafur Arnalds Evo Grid - Violin 2
- Olafur Arnalds Evolutions

INSTRUMENTS WARPED:

CURATED PRESETS:
- Warped 1-12 Step Down Diagonal
- Warped 1-12 Step Up Diagonal
- Warped A Soft Entrance
- Warped Blurred Episodic
- Warped Breidavik Waves
- Warped Ebb and Flow
- Warped Eeiree Ponticello
- Warped Iced Trems
- Warped Octave Jumps
- Warped Pronounced Attack
- Warped Shrill Pitches Soft Pedal
- Warped Tasto Movements

INDIVIDUAL EVOLUTIONS:
 Warped 01 Cello - Subtle - Sul Tasto
 Warped 01 Ensemble - Subtle - Sul Tasto
 Warped 01 Viola - Subtle - Sul Tasto
 Warped 01 Violin 1 - Subtle - Sul Tasto
 Warped 01 Violin 2 - Subtle - Sul Tasto
 Warped 02 Cello - Subtle - Long Wave
 Warped 02 Ensemble - Subtle - Long Wave
 Warped 02 Viola - Subtle - Long Wave
 Warped 02 Violin 1 - Subtle - Long Wave
 Warped 02 Violin 2 - Subtle - Long Wave
 Warped 03 Cello - Subtle - Multi Waves
 Warped 03 Ensemble - Subtle - Multi Waves
 Warped 03 Viola - Subtle - Multi Waves
 Warped 03 Violin 1 - Subtle - Multi Waves
 Warped 03 Violin 2 - Subtle - Multi Waves
 Warped 04 Cello - Subtle - Tasto to Ord
 Warped 04 Ensemble - Subtle - Tasto to Ord
 Warped 04 Viola - Subtle - Tasto to Ord
 Warped 04 Violin 1 - Subtle - Tasto to Ord
 Warped 04 Violin 2 - Subtle - Tasto to Ord
 Warped 05 Cello - Subtle - Tasto to Pont
 Warped 05 Ensemble - Subtle - Tasto to Pont
 Warped 05 Viola - Subtle - Tasto to Pont
 Warped 05 Violin 1 - Subtle - Tasto to Pont
 Warped 05 Violin 2 - Subtle - Tasto to Pont
 Warped 06 Cello - Thrills - Tasto Trem
 Warped 06 Ensemble - Thrills - Tasto Trem
 Warped 06 Viola - Thrills - Tasto Trem
 Warped 06 Violin 1 - Thrills - Tasto Trem
 Warped 06 Violin 2 - Thrills - Tasto Trem
 Warped 07 Cello - Thrills - Tasto Trem Varispeed
 Warped 07 Ensemble - Thrills - Tasto Trem Varispeed
 Warped 07 Viola - Thrills - Tasto Trem Varispeed
 Warped 07 Violin 1 - Thrills - Tasto Trem Varispeed
 Warped 07 Violin 2 - Thrills - Tasto Trem Varispeed
 Warped 08 Cello - Thrills - Med to Fast Trem
 Warped 08 Ensemble - Thrills - Med to Fast Trem
 Warped 08 Viola - Thrills - Med to Fast Trem
 Warped 08 Violin 1 - Thrills - Med to Fast Trem
 Warped 08 Violin 2 - Thrills - Med to Fast Trem
 Warped 09 Cello - Thrills - Hectic 8ve Trills
 Warped 09 Ensemble - Thrills - Hectic 8ve Trills
 Warped 09 Viola - Thrills - Hectic 8ve Trills
 Warped 09 Violin 1 - Thrills - Hectic 8ve Trills
 Warped 09 Violin 2 - Thrills - Hectic 8ve Trills
 Warped 10 Cello - Episodic - Vibrato
 Warped 10 Ensemble - Episodic - Vibrato
 Warped 10 Viola - Episodic - Vibrato
 Warped 10 Violin 1 - Episodic - Vibrato
 Warped 10 Violin 2 - Episodic - Vibrato
 Warped 11 Cello - Episodic - Sul Pont
 Warped 11 Ensemble - Episodic - Sul Pont
 Warped 11 Viola - Episodic - Sul Pont
 Warped 11 Violin 1 - Episodic - Sul Pont
 Warped 11 Violin 2 - Episodic - Sul Pont
 Warped 12 Cello - Episodic - Trem
 Warped 12 Ensemble - Episodic - Trem
 Warped 12 Viola - Episodic - Trem
 Warped 12 Violin 1 - Episodic - Trem
 Warped 12 Violin 2 - Episodic - Trem
 Warped 13 Cello - Dissonants - Slow Pitch Bend
 Warped 13 Ensemble - Dissonants - Slow Pitch Bend
 Warped 13 Viola - Dissonants - Slow Pitch Bend

Warped 13 Violin 1 - Dissonants - Slow Pitch Bend
Warped 13 Violin 2 - Dissonants - Slow Pitch Bend
Warped 14 Cello - Dissonants - Pitching Episodic
Warped 14 Ensemble - Dissonants - Pitching Episodic
Warped 14 Viola - Dissonants - Pitching Episodic
Warped 14 Violin 1 - Dissonants - Pitching Episodic
Warped 14 Violin 2 - Dissonants - Pitching Episodic
Warped 15 Cello - Dissonants - Wow Effect
Warped 15 Ensemble - Dissonants - Wow Effect
Warped 15 Viola - Dissonants - Wow Effect
Warped 15 Violin 1 - Dissonants - Wow Effect
Warped 15 Violin 2 - Dissonants - Wow Effect
Warped 16 Cello - Dissonants - Pont 8ve Harms
Warped 16 Ensemble - Dissonants - Pont 8ve Harms
Warped 16 Viola - Dissonants - Pont 8ve Harms
Warped 16 Violin 1 - Dissonants - Pont 8ve Harms
Warped 16 Violin 2 - Dissonants - Pont 8ve Harms

INDIVIDUAL INSTRUMENTS:
 Warped Olafur Arnalds Evo Grid - Cello
 Warped Olafur Arnalds Evo Grid - Viola
 Warped Olafur Arnalds Evo Grid - Violin 1
 Warped Olafur Arnalds Evo Grid - Violin 2
 Warped Olafur Arnalds Evolutions

MICS & MIXES

MICS:

M - Mix
C - Close
V - Valve R - Ribbon

MIXES

X - Warped
XXX - Even More Warped!

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

See appendix A

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.

To reset your entire library download or the latest update; 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 > Entire or 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, will prompt an error in our app and you will not be able to install.

 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 journalled) on Mac.

The formatting of your drive, if it is EXFAT, will prompt an error in our app and you will be given a choice to accept the install.

We advise not install to EXFAT format as it is not optimised for sample streaming.

Free space on your hard drive, ensure you have 2GB more than the library size. The app will block the install if you do not have enough free space.

For other issues such as:

• Spitfire App freezes in the "Unzipping" stage,
• Spitfire App freezes logging in,
• Spitfire App won't connect to the internet,
• Spitfire App says "install error",

Please contact us with the lm.log file. Locations for lm.log:

Mac OS: User/Music/Spitfire Audio/Settings

Windows: Application Data/Roaming/Spitfire Audio

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 within 14 days of purchase, please contact support with your account email address and order number.

If you HAVE completed the installation process (even if you've not yet registered your serial number), we do not accept refunds and returns. Please see our EULA.

We can refund hard drive orders up until the point when the drive is dispatched from our office. This is usually 1-2 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 password 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 have used.

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

We have no direct influence on your download speeds. Our libraries are hosted on Cloudfront servers which are normally very quick. At certain times of the day when traffic is particularly busy, your ISP may throttle your connection speeds. See this link to troubleshoot.

We would advise you to leave your download running overnight as speeds should ramp up at less busy times.

Q: CAN I INSTALL ON MORE THAN ONE COMPUTER?

Yes, with our products you have two installs. You are allowed to download and install on two computers you own,

The best way to get your library on both of your machines is to copy it from one to another via an external HDD. See here for this process.

Q: CAN I TRY BEFORE I BUY?

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

Q: HOW DO I UPDATE MY PRODUCTS?

To update one of your libraries, open our Spitfire Audio App. Navigate to the "updates" tab at the top of the window and select this.

This pane shows you all available updates.

Click update, then select your library folder, or the folder above.

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.

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.

You will receive an order confirmation email IMMEDIATELY upon placing your order confirming that your order has successfully been logged in our system.

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?

Yes, all of our libraries are compatible on both PC and Mac computers.

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 EXFAT formatted HDD and then copying it to your other machine.

Q: 'SAMPLES MISSING' ERROR MESSAGES

In some cases, samples 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. 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: It speeds up the loading of patches. and it can help you find missing samples and relink them to the patches.

See here to learn how to do this.

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 products you already own from the total price when you get to the checkout.

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

The best place to find all of your serial numbers would be to log into your Spitfire Account HERE.

Under there you will find all of your serial numbers. If you find that the serial number you are looking for is not there, please contact us at www.spitfireaudio.com/support

Q: I THINK I HAVE FOUND A BUG

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
• 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.