HZPCP - HANS ZIMMER PERCUSSION PROFESSIONAL

CONGRATULATIONS

Thank you for purchasing Hans Zimmer Percussion Pro. Spitfire Audio joins forces with the biggest name in film scoring to produce the ultimate drum sample library for cinematic percussion. Featuring the ensembles and solo instruments used by Hans Zimmer in his blockbuster scores, we've drawn upon his years of creativity and studio experimentation to compile all you'll need to get started in epic drum composition. From tombeks to taikos, playing from whisper quiet to thunderously loud, we've worked alongside his GRAMMY Award-winning team (including engineer Geoff Foster) to capture the highest quality recordings in the same studio with the same players, all mixed and produced by the man himself. This professional edition also includes additional mixes by producer-composer-engineer royalty: Junkie XL, Geoff Foster, Alan Meyerson and Steve Lipson, including CPU-friendly stereo mixes and 10 individual microphone positions.

Quick Specs

- 92254 samples
- 351.6GB of Uncompressed WAV
- 131.9GB Disk space required
- **264GB Disk space required during install**
- NKS Ready
- Compatible with Native Instruments hardware
- Free Kontakt Player Included (download via Native Access)
- New intuitive GUI with inline help
- Essential microphones (CRS)
- Detailed sampling:
    - Multiple Instruments
    - Multiple Hits and techniques
    - Multiple dynamics
    - Multiple round robins
    - Release Triggers

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WELCOME

PRODUCED BY THE LEGEND HANS ZIMMER

Hans Zimmer is one of the most successful, influential and prolific film composers of his generation. He's won countless awards (including an Oscar) and his scores for films like Gladiator, Inception, Interstellar, The Dark Knight and Dunkirk mark him out as one of the greatest living film composers. Hans has defined not only a compositional style, but also a production approach and sonic innovation that has influenced a generation of composers.

Spitfire Audio are delighted and honoured to present this library in conjunction with him and his team of GRAMMY-winning engineers, musicians and technicians. Where Hans Zimmer's style and approach to sonic creation is often copied or emulated, we're proud to be the ones to release the authorised take on his trailblazing approach to cinematic percussion production. Herein lies not an emulation or synthesis of his approach, but a recreation; the same studio, musicians, instruments, signal chain and talented engineers, sitting alongside a decade of experience, innovation and refinement, overseen in every detail by Hans himself; the same excruciating attention to detail and perfection but, most importantly, the endless choice for tweakability and customisation you'd expect of the greatest of sound-smiths.

LONDON ENSEMBLES AND SOLOS

Hans Zimmer Percussion combines the output from two extraordinary recording blocks. Material from the "London Ensembles" block features four of Hans' go-to percussionists - Frank Ricotti, Gary Kettel, Stephen Henderson, Paul Clarvis - performing a variety of instruments and styles, in what is essentially a distillation of over a decade's worth of musical experimentation and innovation. This includes his classic selection of drum ensembles and key solo instruments:

Low Booms, Low Boom Gallery, Taiko Ensemble, Tamtam Ensemble, Boobams Ensemble, Hi Taiko Solo, Low Taiko Solo, Large Taiko Solo, Bass Drum Gallery Solo, Gong Drum Gallery Solo, Surdu Ensemble, Dohl Ensemble, Tombek Ensemble, Bombo Ensemble, Buckets & Snares Ensemble, Buckets & Crushers Ensemble, Bucket Top & Darbuka, Paper Djun, Piatti, Anvils, Timpani Ensemble.

The remainder of the library features long term Hans collaborator and percussion legend, Paul Clarvis (Spectre, The Dark Knight, Harry Potter, Star Wars) who plays a beautiful selection of solo instruments that offer added bite, detail, focus, clarity and nuance to this epic series. Hans loves the quiet layers more than any other so as well as the bitey thunder you'd expect, there are lower layers which offer up the potential for engaging delicate drum programming to help tick your cues along.

Instruments played by Paul Clarvis include: Bucket, Snare, Crusher, Paper Djun, Tombek, Dohl, Darbuca, Surdu, Dar-
bucket.

THE BLOCKBUSTER SOUND

As per many of Hans' scores, this library is recorded at Air Studios via an impressive signal chain: 96 rarefied microphones into Neve Montserrat preamps, into the world's biggest Neve 88R desk (which was exhaustively re-gained at every dynamic layer for optimum signal quality), via a dual chain to HDX and Prism converters running at 192k. We have recorded the drums and articulations each with up to 9 round robins and 6 dynamic layers per hit; there's well over 30 TB of raw material from these sessions alone.

The library consists of close, room and ambient perspectives mixed by Hans Zimmer himself.

THE PROFESSIONAL EDITION

This library includes mixes by the following A-List composers, producers and engineers:

Hans Zimmer -Dunkirk, The Lion King, Interstellar, Inception, Dark Knight
Junkie XL - Mad Max: Fury Road, Deadpool, Batman v Superman
Geoff Foster - Bjork, Life Of Pi, Dunkirk, Nocturnal Animals, Gone Girl
Alan Meyerson - Gladiator, Pirates of the Caribbean, Interstellar
Steve Lipson - Paul McCartney, Jeff Beck, Annie Lennox, Pharrell Williams - (5 Grammy wins and multiple nominations)

HERE'S WHAT'S INCLUDED:

ACROSS ALL INSTRUMENTS

Hans Zimmer: Artist Elements: Close Perspective, Room Perspective, Surround (Far) Perspective

Alan Meyerson: Artist Elements: Close Perspective, Room Perspective, Surround (Far) Perspective

Geoff Foster: Artist Elements: Close Mics, Tree Mics, Outrigger (Wide) Mics, Surround (Far) Mics; Additional Mics: Bottle Mics, Mid Mics, Gallery Mics, Overheads Cardioid, Mid PZM, Ambient Pair

ACROSS THE ENSEMBLE CONTENT ONLY

Stereo mixes by Hans Zimmer, Alan Meyerson, Geoff Foster, Junkie XL and Steve Lipson

Junkie XL: Artist Elements: Close Perspective, Room Perspective, Surround (Far) Perspective

DOWNLOADING & INSTALLING

Thank you for buying Hans Zimmer Percussion. 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. The app will enable you to download the library http://www.spitfireaudio.com/info/library-manager/

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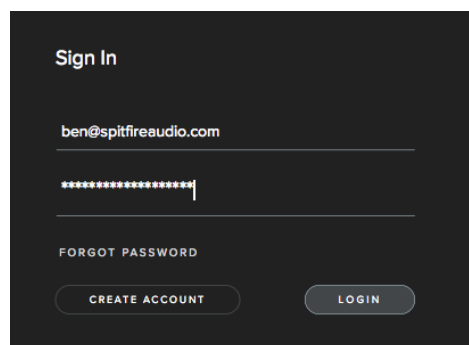
When you launch the app you will be prompted to login using the same details you use at our site. Then you'll see the page pictured below:

TABS the default tab is **My Products**, which shows all of the libraries on your Spitfire Account. **Downloads** will show currently downloading products and **Settings** 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.
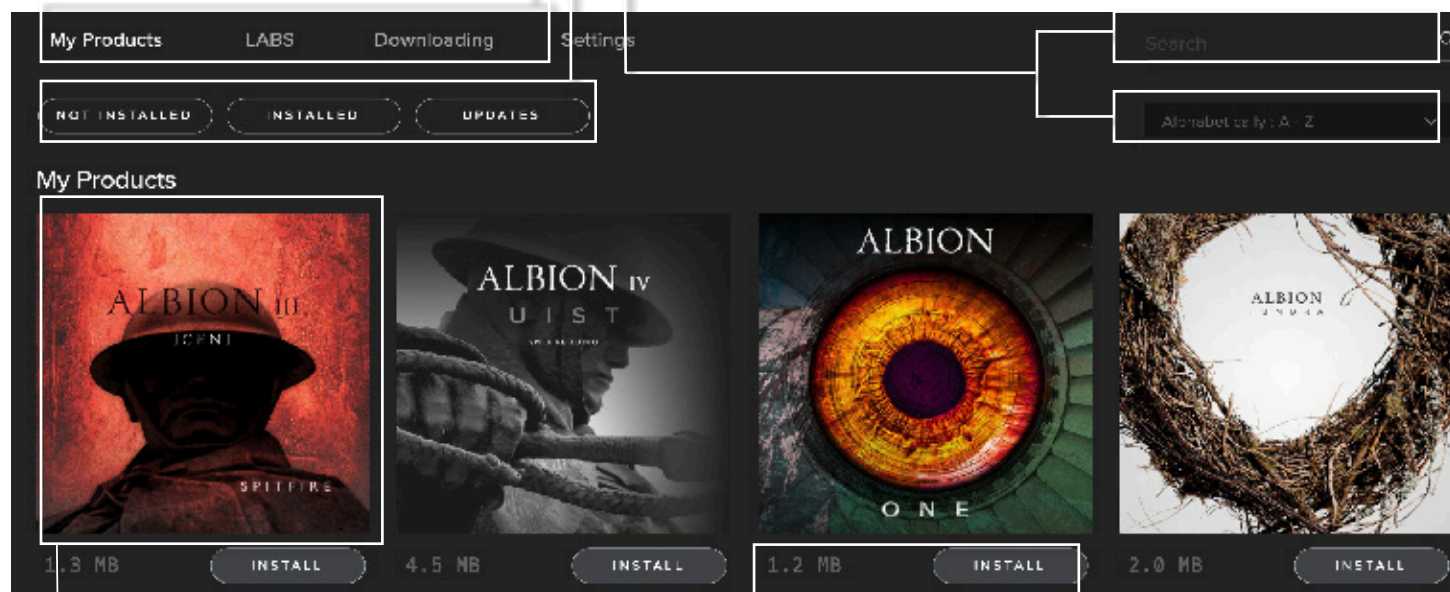

LIBRARY All libraries and plugins in your collection will appear with their artwork on the **My Products** tab. Clicking this artwork will open the product page. This is a great place to find information such as system requirements, instructions as well as where to find **Reset** and **Repair** options.

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.
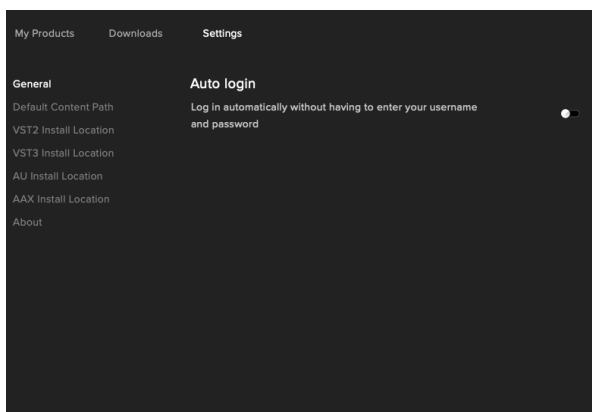
If this is your first time using the Spitfire Audio App for a download you may wish to first navigate to the Settings tab and make sure that the **Default Content location** is set to the location where you wish to download your libraries and that the **VST2 install location** is set to the folder where your DAW epxects to find VST files.

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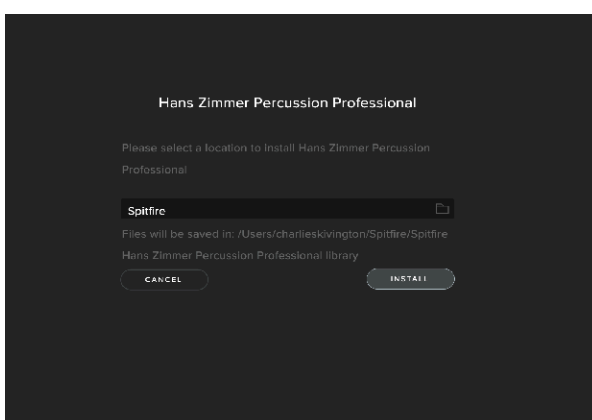
Once you are happy with your Settings, click the **Install** button, either directly on **My Products** tab, or by clicking on the library image you wish to install and then clicking the install button on the page that appears.

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

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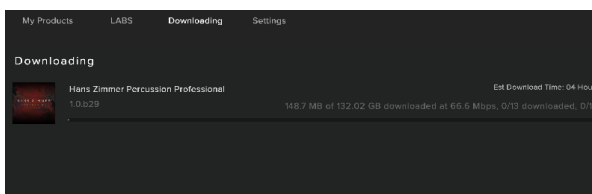
After clicking download you will be directed to the Downloads tab where you can watch the progress. You can leave the Downloads tab and start other downloads but at this point you should leave the Spitfire App open until the download completes.

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

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 download the free "Kontakt Player" here:

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

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

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

1. Install Kontakt Player and Native Access (skip this step if you already have them)

2. Open the player (or Kontakt 5 full version if you have that) and click 'add library' in the library browser window:
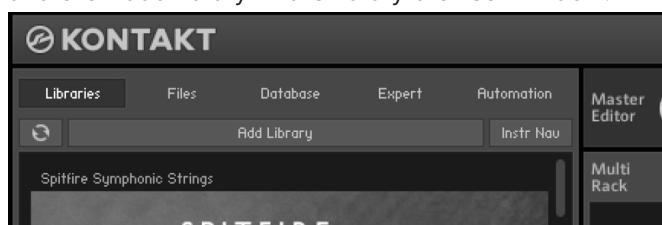
3. Native Access will open and you will need to log in or create
an account if you do not have one already.

4. You will be promted to enter the serial number in this format:

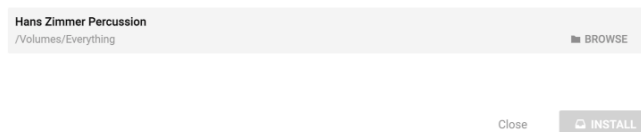xxxxx-xxxxx-xxxxx-xxxxx-xxxxx

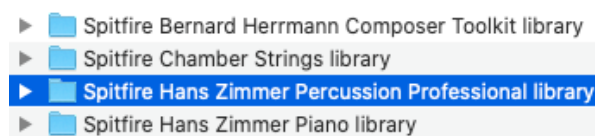...This can be found in your 'ready to download' email.

6. Once you have added this you will be asked to browse to the folder containing the library. Click on "BROWSE" to direct Kontakt to the correct location.

7. Navigate to and select the Spitfire Hans Zimmer Percussion Professional library" folder and click "open".

8. Click "Install" and your library is authorised. If the library does not add to the libraries pane or disappears when you re-open Kontakt, see Appendix E - Troubleshooting and common problems.
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-6/downloads/

If you are an established Kontakt user please make sure you absolutely have the latest version of it downloaded via NATIVE ACCESS. 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!
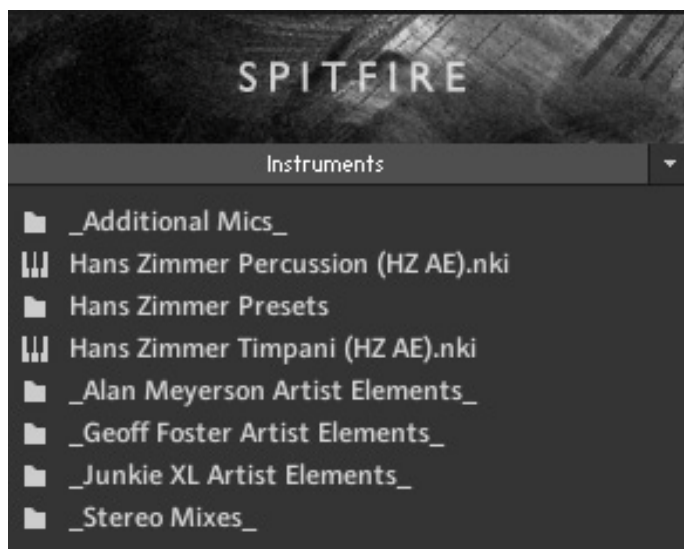
NKS - USE WITH NI HARDWARE

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

https://www.native-instruments.com/en/products/komplete/samplers/kontakt-6/downloads/
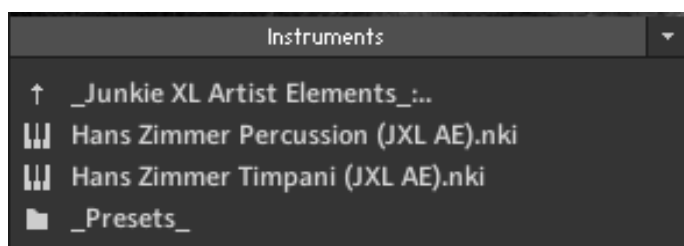
FOLDER STRUCTURE

Looking in the main folder above you will see two instruments and six folders. We have placed Hans Zimmer's mixes which are listed as "Artist Elements " or (HZ, AE) in the main folder.

Hans Zimmer Percussion (HZ, AE).nki is your "all-in-one" patch containing everything but the Timpani with the most popular hits and techniques already mapped and **Hans Zimmer Timpani (HZ, AE).nki** is a deeply sampled timpani which has two handed mapping enabled by default.

If you double-click the Hans Zimmer Presets folder you will see the list pictured on the right. This includes patches with all hits and techniques mapped for an individual instrument and Multis for the timpani which allow you to layer multiple hits and techniques.

Also incuded are two other patches, Epic Hits.nki which layers many hits or rolls onto single keys for truly enormous sounds and Hans Zimmer Percussion - Unmapped. nki which is a blank slate for you to map to your own preferences.

Besides the Hans Zimmer Presets folder, the other five folders each contain the Timpani and "all-in-one" patches and a presets folder for each of the other Artis Elements mixes as well as the stereo mixes an Additional mics covered in Appendix D. Pictured below is the Junkie XL Artist Elements folder and then to the right is the Jukie XL Presets subfolder.

Double-click the folder name again to go back up a level in the folder structure.

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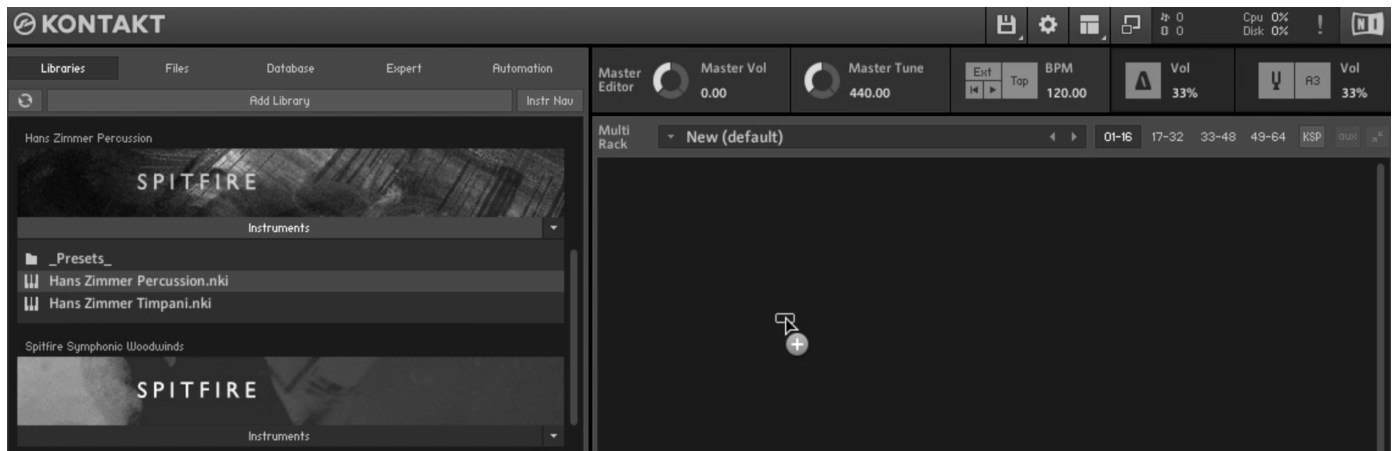
Simply double click an 'nki' file (this is Native Instruments' file extension for a Kontakt instrument) to load, or indeed drag the instrument (it'll have the little keyboard icon and the suffix .nki) from the left pane into the right pane.

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!

GETTING STARTED

If you are completely new to Kontakt and the Kickstart interface, it might be daunting when you first open an instrument. Let's open and explore Hans Zimmer Percussion.nki to help familiarise you with the interface and how to quickly find what you are looking for. Once the instrument has loaded, and you have read and dismissed the help bubble, click on the top left square in the grid marked Taikos and you should see the interface below:

First, you will notice that the Kontakt Keyboard is multicoloured. Each colour corresponds to one of the squares in the Instrument Grid (blue for Taikos, green for Paper Djuns and so on). This is a handy guide for how the instruments are mapped and these colours will display if the library is used in Komplete Kontrol with the KKS range of keyboards.

Secondly, you will see the instrument name and the list of hits and techniques displayed on the right for whichever instrument you have selected in the instrument grid. If you click the instrument name here it will turn from white to yellow and now the instrument name and list of techniques will display for the last note played and the exact hit or technique will be expanded in the list. This can be very handy if you play a sound and want to know what you are hearing or would like to configure it further.

We will look in more detail at the interface on the next page.

THE 'KICKSTART' INTERFACE

1.   2.   3.
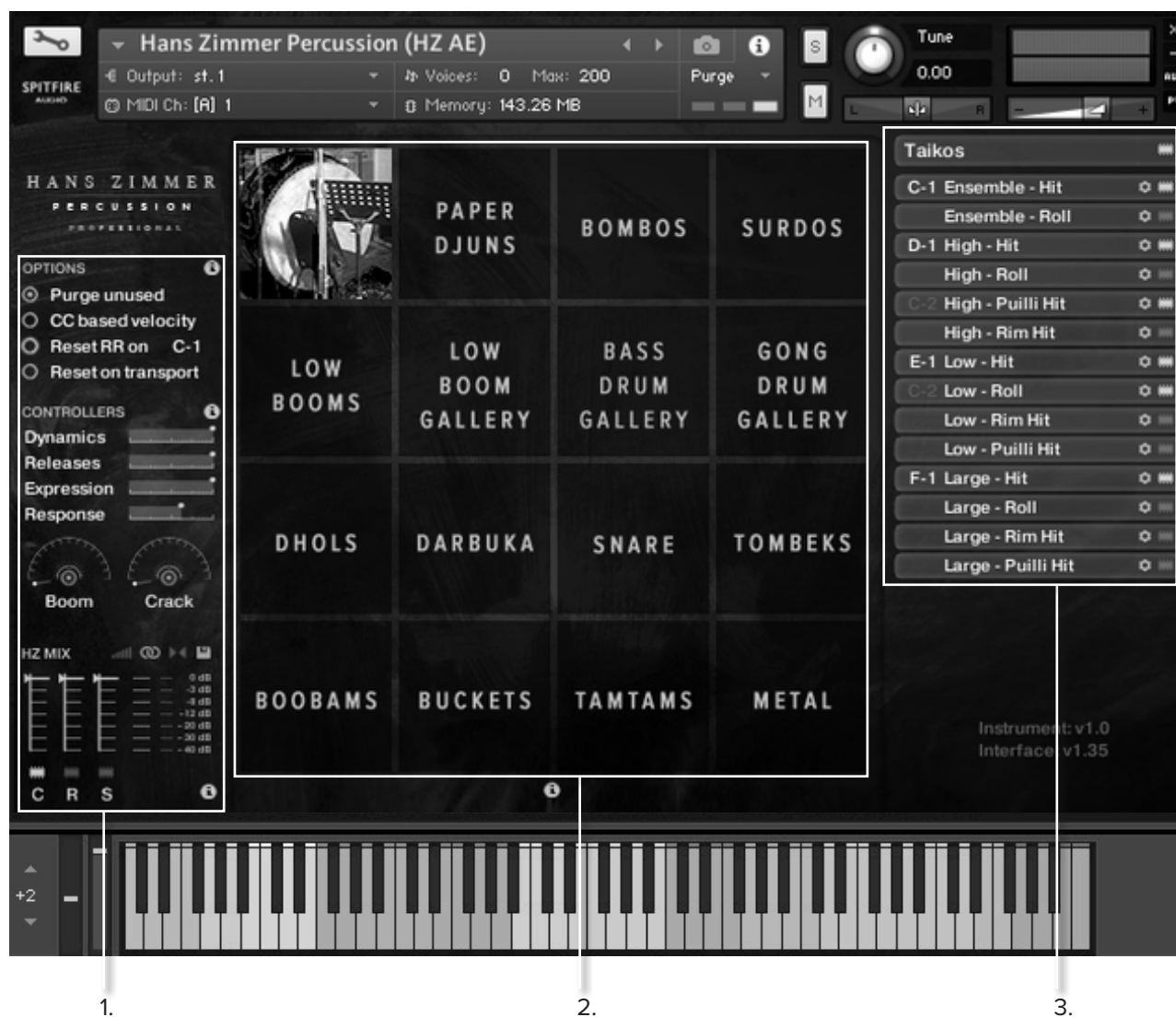
1. OPTIONS + CONTROLLERS (LEFT)

The left panel contains all the options and controls, as well as the signal mixer. This is where you'll configure the instrument's preferences to your liking, change any assigned CC mappings, or customise the instrument's mix to your liking.

These options and controllers are explained on page 9 overleaf.

2. THE INSTRUMENT GRID (MIDDLE)

The middle area gives a grid overview of all the instruments included within the Kontakt patch.

You can click the instruments in this area to select and configure each one, or hold CMD/CTRL and click to select multiple which is useful when per-instrument mixing is enabled for editing groups of instruments at once (per-instrument mixing is explained on page 10). Selected instruments display an image instead of their name.

When an instrument is selected all hits and techniques available are shown on the right.

3. HITS & TECHNIQUES (RIGHT)

The right panel lists all available techniques for the instrument currently selected. In Kickstart, a technique is a way the instrument can be played. Available techniques differ between instruments. On pages 11-12 we will explore how to map and configure these hits and techniques.

One thing you may have noticed in the picture above are the little info buttons ( ) located around the interface. Clicking any of these will pop up a helpful explanation of the UI around it. Click these if you're looking for tips and tricks related to the UI.

OPTIONS + CONTROLLERS

OPTIONS

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

TRANSPOSE. - (Timpani only) This will not transpose the samples but instead moves the mapped range up and down the keyboard. Handy for those using smaller keyboards or drum controllers.

CC BASED VELOCITY - Click this to control note velocity with the Dynamics slider. If a user has customised the dynamics slider, that same customised CC will control velocity now.

RESET RR on C0 - This enables you to control the round robin cycle (so it sounds identical every time you play) toggle on & play the key selected (default C0) to reset.

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

ROLL ON HIGH VEL. - (Timpani only) With this enabled the roll articulation will trigger at a velocity value of 127.

2 HANDED MAPPING. - (Timpani only) This option will map a second range 3 octaves higher on the keyboard allowing you to perform more naturally with two hands. Perfect for rolls and flams!

CONTROLLERS

DYNAMICS - CC#1 This slider displays and controls which dynamic layer is live. Also controlled via the modulation wheel. By default this will only affect rolls unless CC Based Velocity is enabled.

RELEASES - CC#17 Dialled in all the way, this helps blur the transitions when using rolls in slow passages in a natural and musical way. Dial back for more focus and detail.

EXPRESSION - CC#11 Displays the overall instrument volume (0-100%). Remember you can also trim your instrument volume with CC#7.

RESPONSE - CC#18 We record many dynamic layers for the hits and techniques and by default these will vary from very quiet to incredibly loud as you increase the velocity/dynamics. Reducing the response to zero will reduce the dynamic range, meaning the soft hits will be as loud as the hard hits.

BOOM - This is a low-pass filter, increasing this control will reduce the amount of high frequency material you hear.

CRACK - This is the same as above except this time its high-pass. Increasing will reduce the amount of low frequency sound you hear.

MICROPHONE MIXER

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

Use the chips beneath the faders to load & unload different microphones and the faders above to tweak the balance of them. Turning a fader all the way down will also unload the mics, conversely turning the fader back up will reload. Right click on the faders to assign CC controllers so you can mix these live for fantastic shifts in the spacial nature of the samples. Left 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.
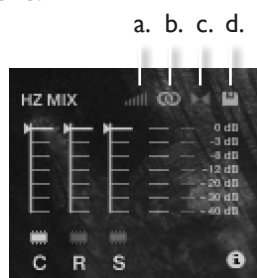

a. VELOCITY RESPONSE
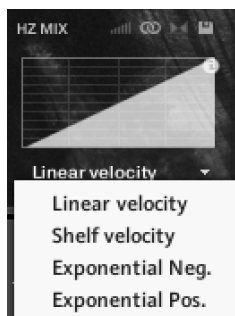
Pick from 4 different velocity curves to suit your controller.

b. MIC MIX TO INSTRUMENT LINKER

The Per-instrument mixer button allows you to toggle between global mixing (⬚) and per-instrument mixing (⬚).

When set to global, changes to the mixer (purge and levels) affect all instruments identically. When set to per-instrument any changes will only be applied to the instruments that are currently selected.

c. CLOSE PAN MIC COLLAPSER
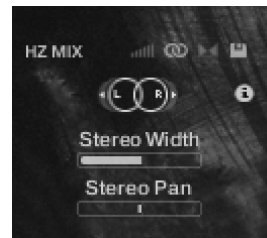
The close mics are a stereo mix and this collapser allows you to refine how the stereo image is handled.

STEREO WIDTH - Allows you to control how far the stereo image reaches. All the way to the right would be like having your two pan pots panned hard. All the way to the left would be like having both pots centre,

STEREO PAN - Then allows you to control where in the pan field the centre of this image is placed.

d. MIXER PRESETS

A new way to transfer mixer settings between patches, or save and load presets to disk.
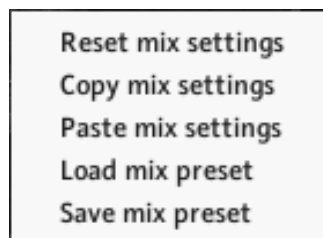
AUTOMATING MIXER FADERS - Each mixer fader has a dedicated #CC. To change this to suit your MIDI controller or surface, simply RIGHT or CTRL click on the fader itself to "learn" the new controller.

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

MAPPING HITS + TECHNIQUES

Whilst libraries utilising Kickstart come with pre-mapped Kontakt patches, one of the big advantages that the system brings to Spitfire Audio's percussive instruments is that everything can be completely remapped and customised to your preference. It's extremely easy to pull together all the playing styles you need for each instrument onto a single MIDI channel. This allows you to quickly map each and every instrument's hit to any imaginable MIDI controller:

1. SELECT THE INSTRUMENT

First, select the instrument you want to map to the keyboard. Simply move the mouse over the instrument and give it a click.
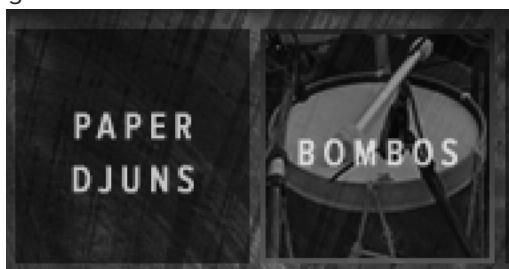
With the instrument selected, you'll see an image in its square and its name in the top right, just above a list of its available techniques on the panel to the right.

2. SELECT THE TECHNIQUE

From the list of techniques, find the one that you want to map and give it a click. If done correctly you'll notice the technique name should highlight:

If you clicked the wrong technique, don't worry. Simply click it again to deselect it and cancel mapping.

3. PRESS THE DESIRED KEY

With the technique selected, use your MIDI keyboard, drum controller or Kontakt's on-screen keyboard to play the note you wish to map to.
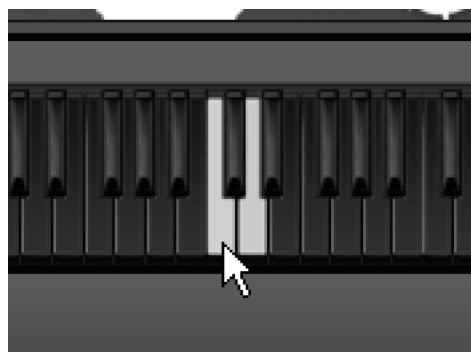
You'll notice that the on-screen Kontakt keyboard now shows a coloured note to indicate that you've mapped a technique to this key.

4. CONFIGURE THE TECHNIQUE

If you look to the right of each technique's name in the list you'll notice two buttons: a configuration cog and a purge icon.
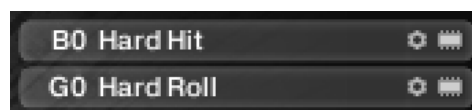
You can click the purge button (▦) to unload a technique from memory and deactivate its mapping.

If you want to configure a technique further you can expand the configuration area by pressing the cog button (⚙). We'll cover the various options available below.

CONFIGURING TECHNIQUES

You can access a technique's options in the right-hand panel by clicking the configuration cog to the right of its name (⚙). The area will expand when clicked and display further customisation options:

TWO FINGER MAPPING

Techniques with this option can be toggled between single and two fingered mapping modes. The former will provide you with a single key to play the technique. The latter expands this to two keys allowing you to play rolls, flams and trills much easier.
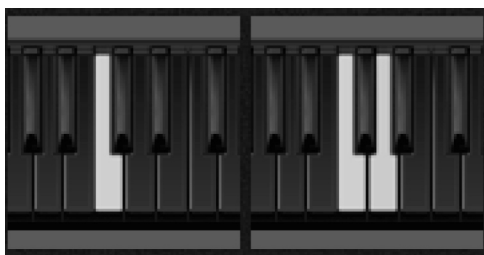
The second key will be mapped on the next white key for techniques mapped to white notes and the next black note for black notes so you might find that when using a premapped instrument will cause the mappings to overlap.

ROUND ROBINS x ...

The round robins option allows you to configure how many round-robins should play for the technique (or completely turn them off).
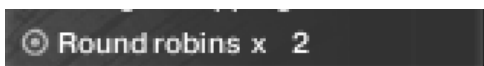
To change the number of active round-robins, click and drag the number up and down. You can completely disable round-robins by clicking the Round robins x button itself.

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 5/6 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 audio 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 support Windows 7, 8 and 10 (latest Service Pack, 64 Bit only), Intel Core Duo or AMD Athlon 64 X2, 4 GB RAM (8 GB recommended).
MACs:
We support Mac OS X 10.10 to Mac OS 11 (64-bit only), Intel Core 2 Duo, 4 GB RAM (8 GB recommended).

DRIVES:
At a minimum, USB2 or USB3, Thunderbolt, or eSata, 7200rpm. 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 5/6 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!

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-6/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 the following link for more details:

https://www.native-instruments.com/en/products/komplete/samplers/kontakt-6/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 Harp, Grand 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 alternatively you can add the library as a favourite to the Kontakt Quick Load window.

Taiko Ensemble
- Ensemble - Hit
- Ensemble - Roll
- High - Hit
- High - Roll
- High - Puilli Hit
- High - Rim Hit
- Low - Hit
- Low - Roll
- Low - Rim Hit
- Low - Puilli Hit
- Large - Hit
- Large - Roll
- Large - Rim Hit
- Large - Puilli Hit

Paper Djun
- Ensemble - Hit
- Ensemble - Roll
- Solo - Hit
- Solo - Hit (alt)
- Solo - Roll

Bombo Ensemble
- Hard Hit
- Hard Roll
- Soft Hit
- Soft Roll
- Hand Hit
- Hand Roll
- Finger Roll
- Flam

Surdo Ensemble
- Ensemble - Hit
- Ensemble - Roll
- Solo - Hit
- Solo - Roll

Low Boom
- Hard Hit
- Hard Roll
- Soft Hit
- Soft Roll
- Rim Hit
- Rim Roll
- Puilli Hit
- Puilli Roll

Low Boom Gallery
- Hard Hit
- Hard Roll
- Soft Hit
- Soft Roll
- Rim Hit
- Puilli Hit

Bass Drum Gallery
- Hard Hit
- Hard Roll
- Soft Hit
- Soft Roll
- Rim Hit
- Puilli Hit

Gong Drum
- Hard Hit
- Hard Roll
- Soft Hit
- Soft Roll
- Rim Hit
- Puilli Hit
- Alt Hit

Dhol Ensemble
- Ensemble - Stick Hit
- Ensemble - Hand Hit
- Solo - Hand Hit
- Solo - Hand Top
- Solo - Hand Bottom
- Solo - Stick Hit
- Solo - Stick Top
- Solo - Stick Bottom

Darbuka
- Hit
- Fist
- Slap
- Tap

Snare
- Hit
- Flam
- Roll

Tombek Ensemble
- Ensemble - Hit
- Ensemble - Slap
- Ensemble - Tap
- Solo - Hit
- Solo - Slap
- Solo - Tap

Boobam
- Random Hit
- Random Rod
- Beater Hit - F3
- Beater Hit - G3
- Beater Hit - A3
- Beater Hit - B3
- Beater Hit - C4
- Rod Hit - F3
- Rod Hit - G3
- Rod Hit - A3
- Rod Hit - B3
- Rod Hit - C4
- Hand Hit - F3
- Hand Hit - G3
- Hand Hit - A3
- Hand Hit - B3
- Hand Hit - C4
- Hand Hit - D4
- Hand Hit - E4
- Hand Hit - F4

Buckets
- Solo - Hit
- Solo - Flam
- Solo - Roll
- + Snares Ens - Hit
- + Snares Ens - Flams
- + Snares Ens - Roll
- + Crushers Ens - Hit
- + Crushers Ens - Roll
- + Darbuka Ens - Hit
- + Darbuka Solo - Hit
- + Darbuka Solo - Hit (alt)

Tamtam
- Hit
- Scrape
- Scrape (long)
- Scrape (Choke)
- Scrape (Spatial)
- Roll
- Roll (Spatial)
- Roll (Inverse)

Metal
- Piattis - Hit
- Piattis - Choked Hit
- Anvils - Hit
- Crusher - Hit
- Crusher - Roll

Timpani:
- Hard Stick Hit
- Soft Stick Hit
- Rod Stick Hit
- Hard Stick Roll
- Soft Stick Roll

APPENDIX D - MIC ACRONYMS

ESSENTIAL ARRAY:

C - Close
R - Room.
S - Surround
T - Tree.
A - Ambient

ADDITIONAL MICS:

Bt - Bottle.
Mi - Mid.
G - Gallery
Oh - Overheads
Pr - Pair
Pz - Pressure Zone Mic

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 email and 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 slightly more space than the library size for your install.

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 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 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 think we might know about, and we'll work out what has happened.

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: 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 'Not Installed' 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: 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 libraries 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 sometimes 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 products 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 Spitfire Account HERE. Under there you will find all of your Spitfire Audio serial numbers. If you find that the serial number you are looking for is not there, please contact us at www.spitfireaudio.com/support 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.