

USER MANUAL

# RESONATE

BY EVELYN GLENNIE

SPITFIRE AUDIO

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# INTRODUCTION

*Built in collaboration with the visionary Dame Evelyn Glennie—one of history’s most influential percussionists—Resonate unlocks the other-worldly mystery, magic, and tension of orchestral percussion. Tuned and untuned instruments collide across fourteen signals, then spin out toward new frontiers of texture, tone, and dimension. There, hits, strikes, and spine-tingling scrapes give way to essential cinematic reverberations, captured at Hollywood’s most celebrated recording hall—AIR Studios.*

## QUICK SPECS

### MAC SYSTEM REQUIREMENTS

Mac OSX 10.13 - Mac OS 12

Minimum: 2.8GHz i5 minimum (quad-core), 8GB RAM.

Recommended: 2.8GHz i7 (six-core), 16GB RAM.

Intel and M1 Macs supported

64 bit DAW required (32 bit DAWs not supported)

### PC SYSTEM REQUIREMENTS

Windows 7, Windows 8, Windows 10 or Windows 11 (latest Service Pack, 64-bit)

Minimum: Intel 2.8 GHz i5 (quad-core) or AMD Ryzen 5.

Recommended: Intel 2.8 GHz i7 (six-core) or AMD R7 2700.

64 bit DAW required (32 bit DAWs not supported)

- Download Size: 23.14GB
- Dedicated plugin (AU, VST2, VST3, AAX)

# WELCOME

## PERCUSSION WITHOUT PRECONCEPTION

Resonate combines with traditional percussion libraries, but it also confronts them. It shakes them loose and sets them free. Rather than replicate common concert sounds or repeat overused trailer hits, Resonate explores and unlocks the boundless potential of orchestral percussion—from first strike to final reverberation.

The result is a treasury of sounds that bridges the gap between traditional and experimental scores. These instruments will help you bring your own brazen audacity to straight-ahead orchestral tracks, while simultaneously dialling up the epic on music that's already uniquely yours. Use these sounds to conjure the strange new rhythms of sci-fi worlds, the propulsive rush of relentless thrillers, and the surreal passion of lives lived with full hearts.

To do so, you need only channel Evelyn Glennie's ethic of percussion-without-preconceptions. Whereas other instrumental libraries help us realise the scores already in our heads, Resonate inspires us to discover those scores we could never dream up in silence. Rather than hit-then-hit, these instruments compel us to hit-then-listen—and make music out of the forgotten sounds left dancing on the air. Using traditional percussion instruments as resonators, we can discover new soundscapes beyond impact.

## FAMILIAR INSTRUMENTS PLAYING IMPOSSIBLE SOUNDS

A barrel, a thundersheet, a water tank, and timpani—paired, stacked, struck, and bowed with many other co-resonating instruments to create an unparalleled collection of cinematic hits, scrapes, textures, and tones.

Launching these 49 techniques and pairings toward infinite layers of dimension, Resonate sends them down 14 possible signal paths—both organic and treated—and filters them through 6 possible after-effects. Its built-in Grid tool can then collaborate with you to discover and combine thousands of permutated sounds, creating a sonorous ensemble of endless inspiration.

In Resonate, no sound stays familiar for long. Warped signals and effects transform magical reverberations into haunting textures. Strategically-placed mics transport strikes to new depths—inside resonant chambers, beneath instruments, and underwater.

Meanwhile, the instruments themselves never stop surprising. The barrel's rumbles, rattles, and wails. The thundersheet's razor-sharp crescendos, hollow gongs, and quivering cries. The timpani's never-before-heard warbles, bells, and moans-from-the-deep. And the water tank, with its thin crashes, deep quakes, and organically pitch-shifting resonances. All recorded in the legendary cradle of Hollywood's greatest film scores, AIR Lyndhurst Hall.

## THE MAESTRO OF RESONANCE

First she reinvented how percussion is heard. Now she's reinventing how percussion is performed. Resonate architect, Dame Evelyn Glennie, has devoted her life to a single mission: teaching the world to listen—not just with our ears, but with our whole bodies and our whole hearts.

For her, that training begins with percussive music—a field that she's single-handedly reinvented, pioneering solo percussion worldwide, in concert, and across more than 40 albums. Playing with shoes off to access the full resonance of each instrument, Dame Evelyn chases the physical sensation of sound wherever it leads: to surprising strikes, strange instrument pairings, and uncanny, undiscovered tones.

The results are second to none. Dame Evelyn's teaching, advocacy, and wild adventures in exploratory percussion have earned her 2 Grammys, a BAFTA nomination, an OBE, the Polar Music Prize, the Companion of Honour, and more than a hundred other international awards. And now, with Resonate, she's bottling up the most wondrous innovations of inquisitive musicianship, and delivering them to composers everywhere.

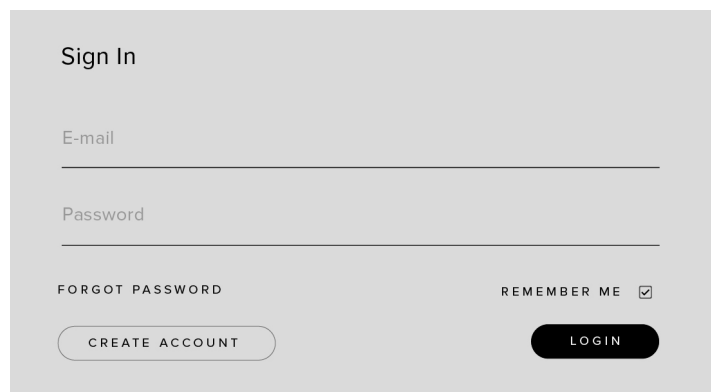
# DOWNLOADING & INSTALLING

Thank you for buying Resonate by Evelyn Glennie. If you are new to Spitfire Audio, you can get up to speed here: <https://www.spitfireaudio.com/about/>

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:

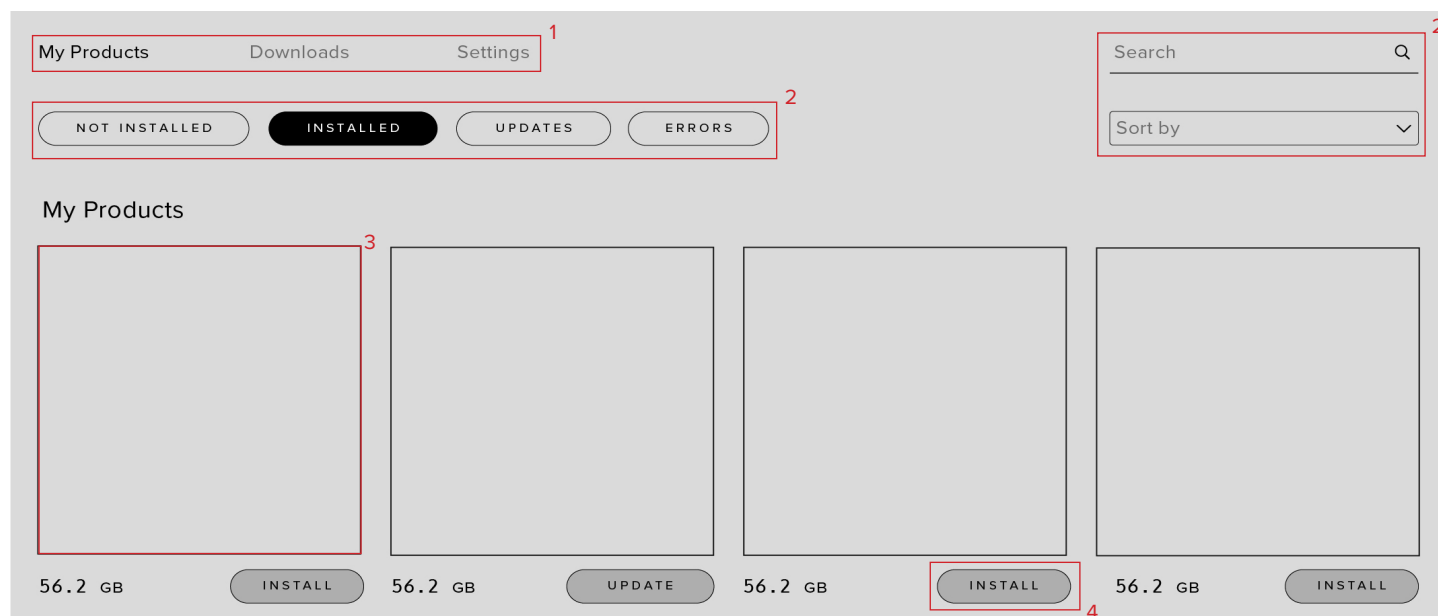
A screenshot of the Spitfire Audio App login screen. It features a 'Sign In' header, an 'E-mail' input field, a 'Password' input field, a 'FORGOT PASSWORD' link, a 'REMEMBER ME' checkbox, a 'CREATE ACCOUNT' button, and a 'LOGIN' button.

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

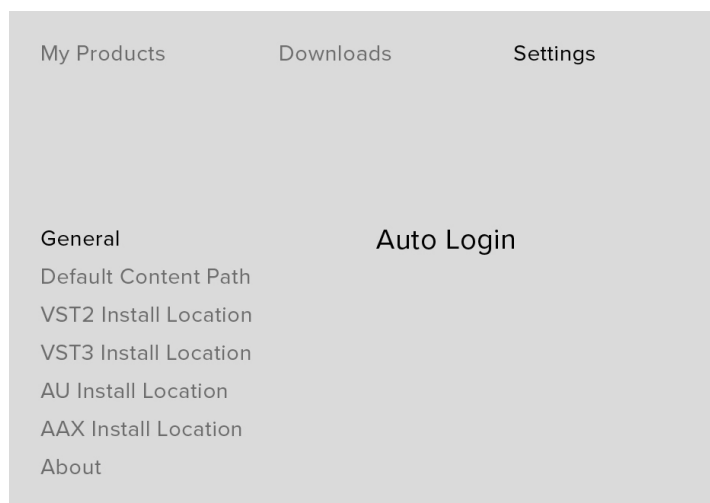
**2. FILTERS** Clicking these filters will quickly display products you've yet to install, those already installed, and any available updates. Clicking again will remove the filter.

**3. 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 instructions as well as Reset and Repair options.

**4. 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.

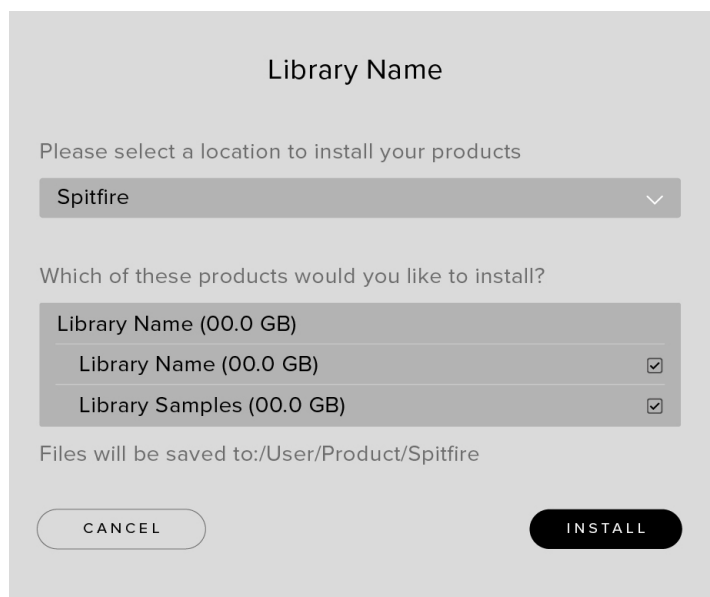
A screenshot of the Spitfire Audio App 'My Products' screen. It shows a top navigation bar with 'My Products', 'Downloads', and 'Settings' tabs. Below this is a filter bar with 'NOT INSTALLED', 'INSTALLED', 'UPDATES', and 'ERRORS' buttons. A search bar and a 'Sort by' dropdown are on the right. The main area displays four product cards, each with a placeholder image, a size of '56.2 GB', and an 'INSTALL' or 'UPDATE' button. Red boxes and numbers 1 through 4 highlight the tabs, filters, a product card, and an install button respectively.

# THE SPITFIRE APP PREFERENCES



If this is your first time using the Spitfire Audio App for a download you may wish to first navigate to the Settings tab. Here you can set the Default Content location for where you wish to download your libraries. You can also you can set the default VST2 install location to the folder where your DAW expects to find VST files.

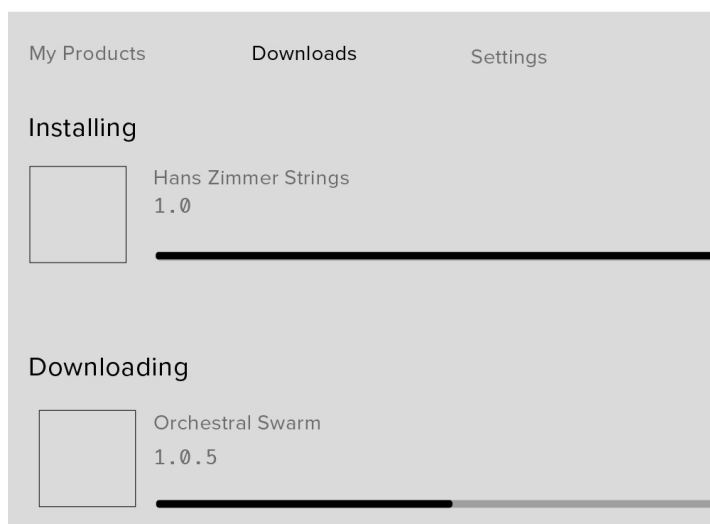
Here you can also enable Auto Login to save time in future.



Once you are happy with your preferences, simply click the Install button for the library. This is either directly on My Products tab under the library artwork, or it can be found by clicking on the library image and 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. If installing from a hard drive, ensure that you choose the drive as the location.

Once you are happy with the location click Download.



After clicking install 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.

# THE DEDICATED PLUGIN

Unlike many Spitfire libraries, you don't need Kontakt Player or the full Kontakt to run this library. Resonate is its own, all new, self contained plugin built for VST, AU and AAX, so once you've downloaded and installed you're ready to go.

## LOGIC PRO X

- On a fresh project, a track dialogue box will automatically pop up
- Choose 'Software Instrument', and then look beneath the 'Instrument' dropdown
- Select AU Instruments > Spitfire Audio > Resonate.

## CUBASE

- Right-click the track window and choose 'Add Instrument Track'
- Underneath the 'Instrument' dropdown, choose Resonate.
- Select 'Add Track'

## PRO TOOLS

- Go to the 'Track' menu at the top of the screen, and select 'New'
- In the pop-up, select Stereo and Instrument Track, and press 'Create'
- In the first Insert slot, select multichannel plug-in and 'Instrument'
- You should see the Resonate plugin available as an option



# STANDARD INTERFACE (QUICK LOOK)

## THE RESONATE STANDARD INTERFACE



## OPENING YOUR FIRST PRESETS

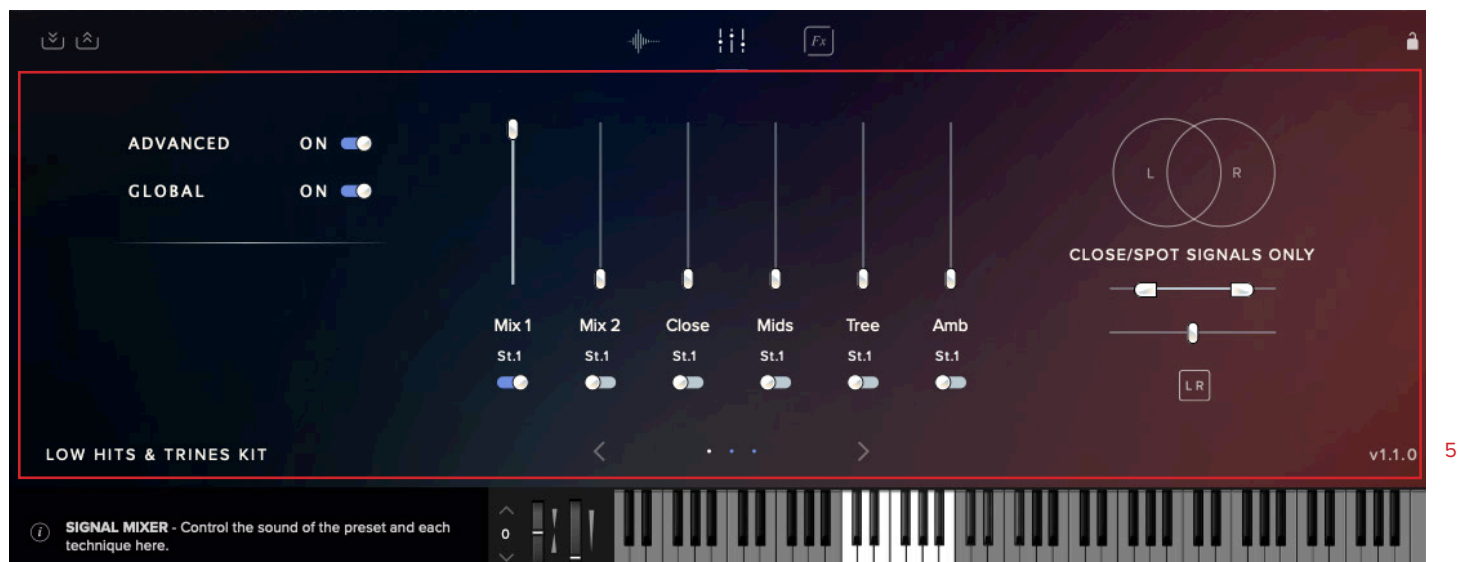
When you first open Resonate, this is what you will see. It opens with the Barrel: Ensemble patch.

### 1. TOP MENU

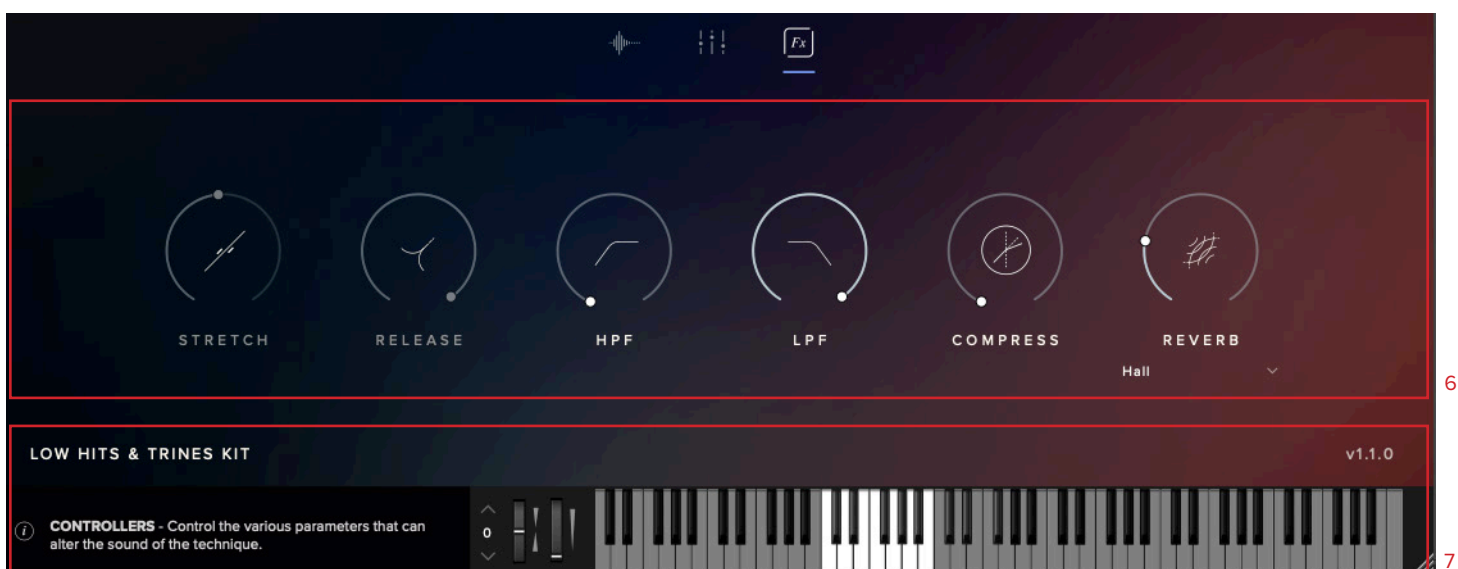
### 2. PRESET SELECTOR

### 3. MAIN CONTROLS

### 4. TECHNIQUE SELECTOR



5



6

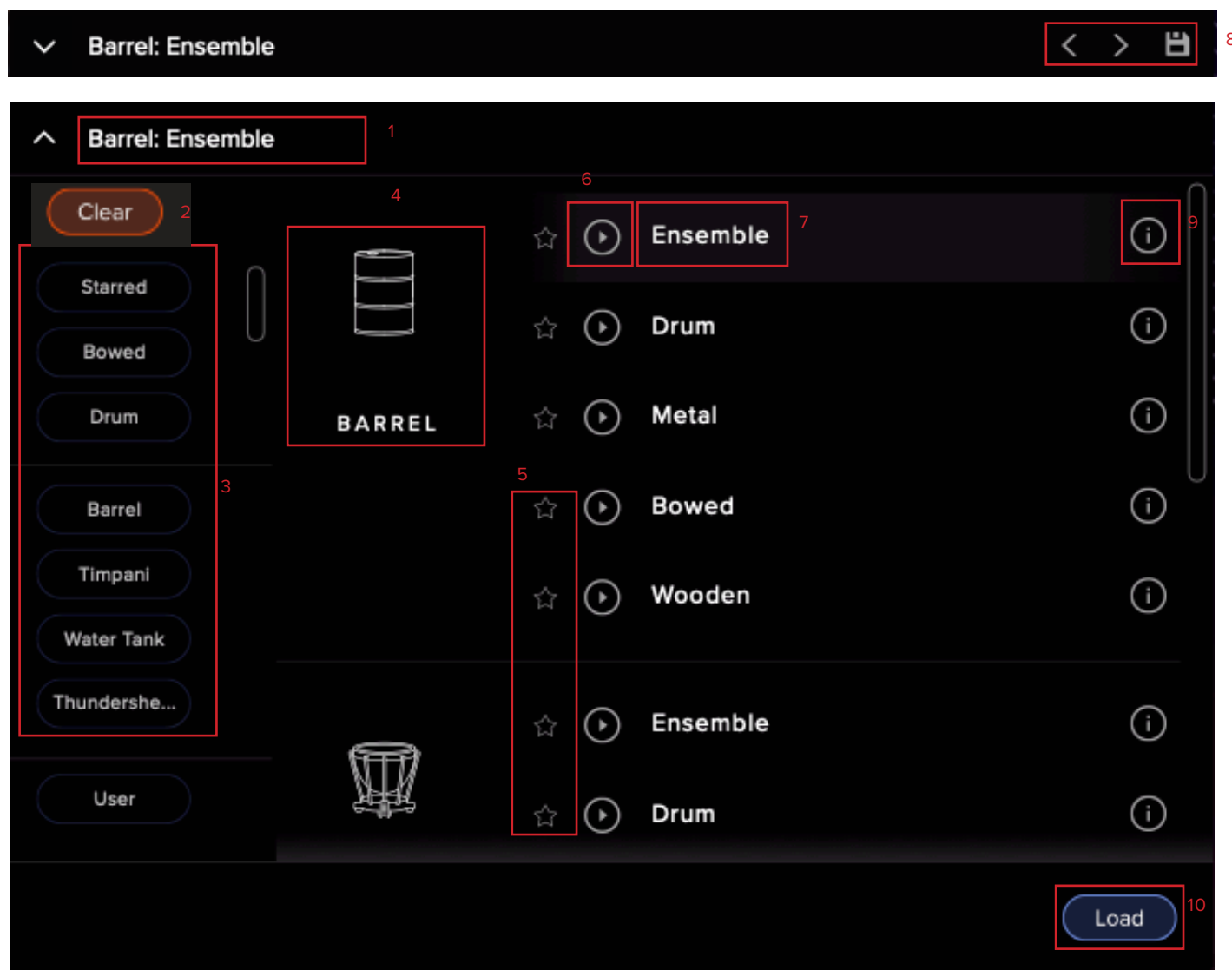
7

## 5. SIGNAL MIXER

## 6. FX CONTROLS

## 7. KEYBOARD & INFO

# PRESET SELECTOR



## 1. PRESET NAME

Here you can see the currently selected preset.

## 2. CLEAR FILTERS

This button becomes available once filters are in use. Click here to show all instruments at once.

## 3. FILTERS

Click on a filter to only show those preset grouped by the filter.

## 4. INSTRUMENT GROUP

As you scroll through the available presets, the instrument group is displayed here.

## 5. STAR

Favourite to add to the “starred” filter.

## 6. PREVIEW

Play back a short example of the preset without having to load it! Enormously helpful when choosing a sound.

## 7. PRESET LIST

Scroll through the list of presets here. Double-click to load a preset, or click the 'Load' button.

## 8. NEXT, PREVIOUS AND SAVE

With the presets view collapsed, you will be able to see the Next, Previous and Save icons.

Next and Previous will take you to the next available preset - if you have a filter enabled, you will scroll through the filtered set of presets.

Save allows you to save your own preset: click Save, name the preset, and it will then appear under the 'User' filter.

## 9. INFORMATION

Hover over the 'i' icon to see further information about the preset.

## 10. LOAD

Select a preset and click on 'LOAD' (or double-click the preset) to use.

# GRID INTERFACE (QUICK LOOK)

## THE RESONATE GRID INTERFACE



## OPENING YOUR FIRST PRESETS

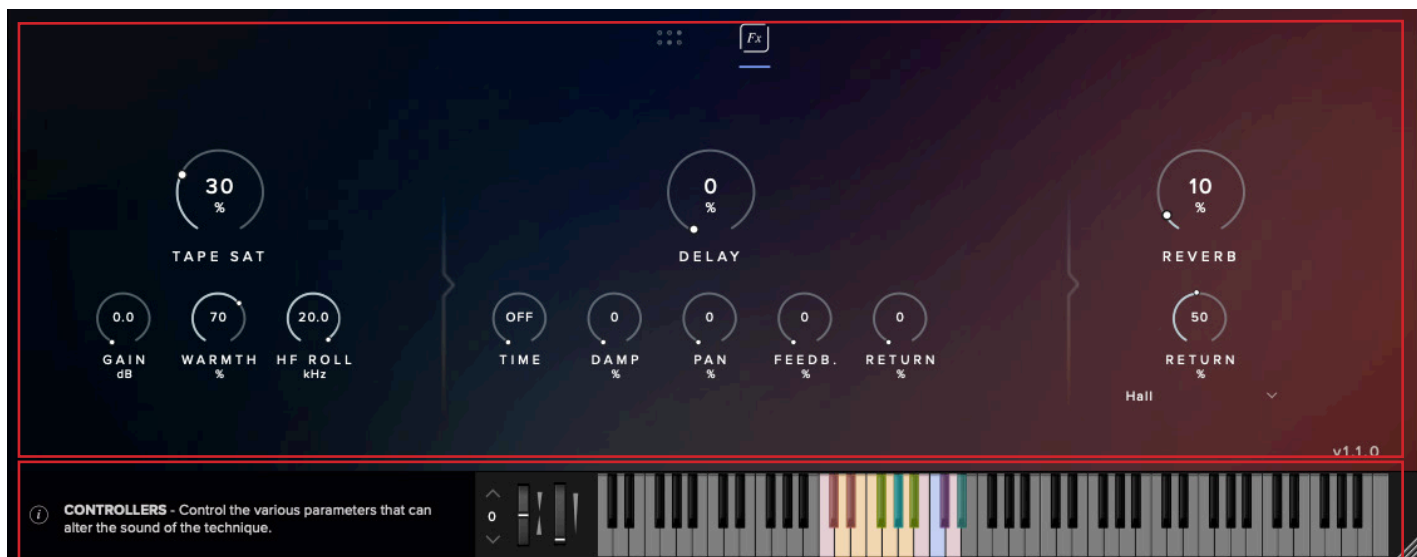
When you first switch to Grid mode in Resonate, this is what you will see. It opens with the Grid: The Mixture patch.

### 1. TOP MENU

### 2. PRESET SELECTOR

### 3. MAIN CONTROLS

### 4. NEW KIT AND RANDOMISATION SELECTOR

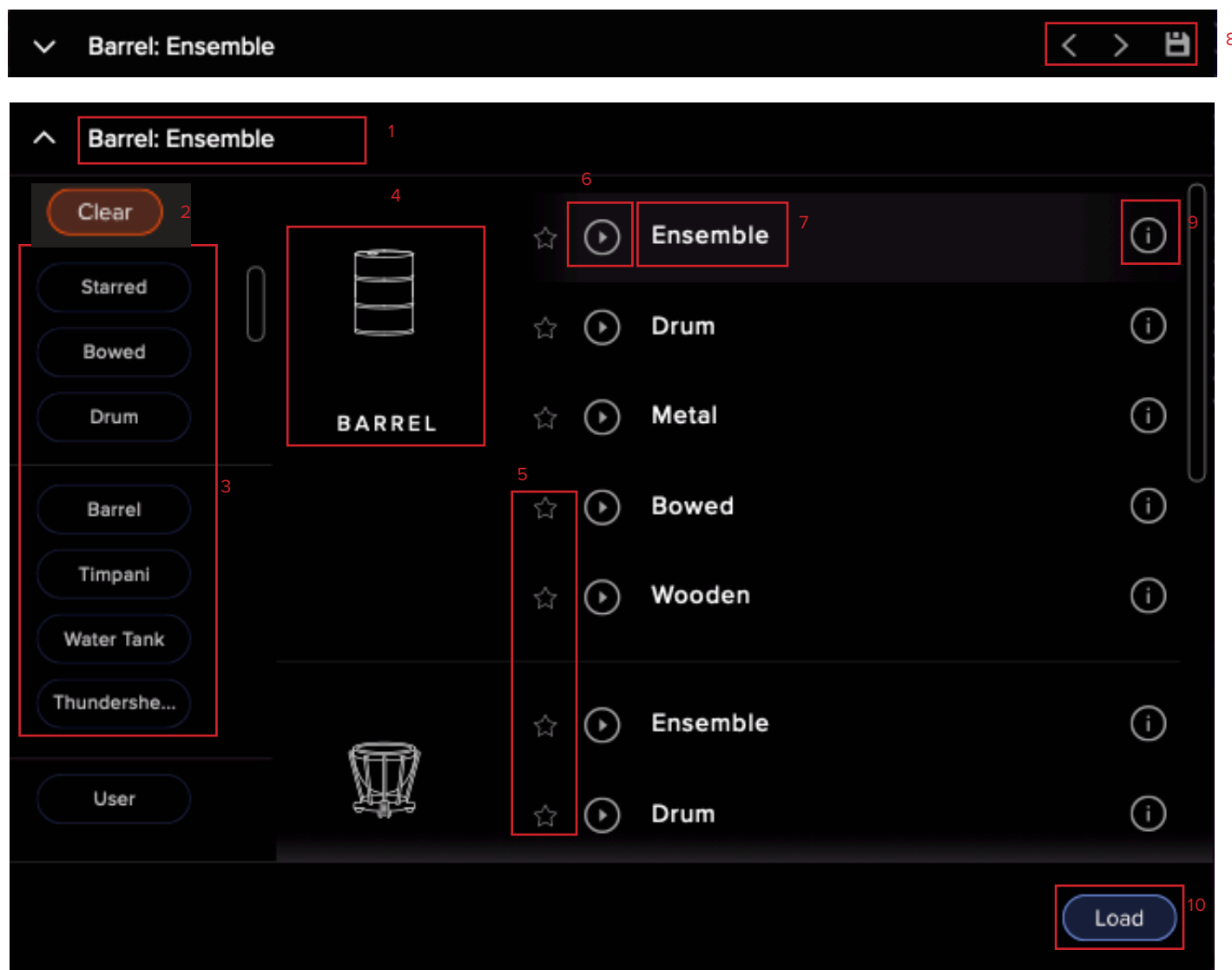


## 5. FX CONTROLS

## 6. KEYBOARD & INFO



# PRESET SELECTOR



## 1. PRESET NAME

Here you can see the currently selected preset.

## 2. CLEAR FILTERS

This button becomes available once filters are in use. Click here to show all instruments at once.

## 3. FILTERS

Click on a filter to only show those preset grouped by the filter.

## 4. INSTRUMENT GROUP

As you scroll through the available presets, the instrument group is displayed here.

## 5. STAR

Favourite to add to the “starred” filter.

## 6. PREVIEW

Play back a short example of the preset without having to load it! Enormously helpful when choosing a sound.

## 7. PRESET LIST

Scroll through the list of presets here. Double-click to load a preset, or click the 'Load' button.

## 8. NEXT, PREVIOUS AND SAVE

With the presets view collapsed, you will be able to see the Next, Previous and Save icons.

Next and Previous will take you to the next available preset - if you have a filter enabled, you will scroll through the filtered set of presets.

Save allows you to save your own preset: click Save, name the preset, and it will then appear under the 'User' filter.

## 9. INFORMATION

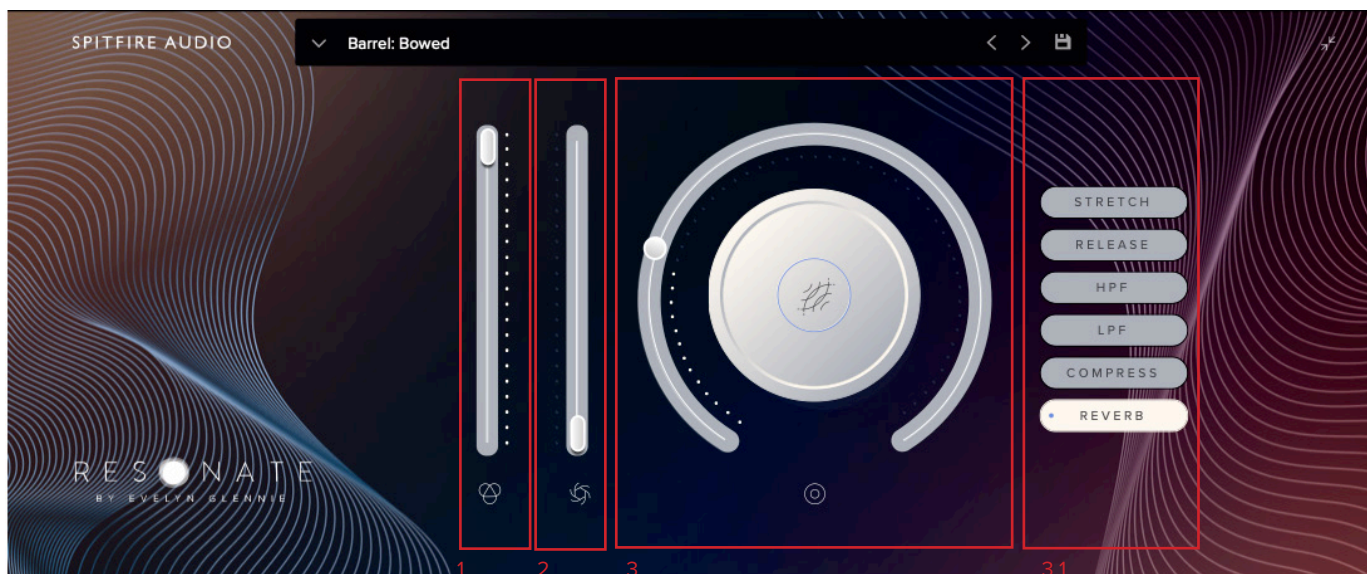
Hover over the 'i' icon to see further information about the preset.

## 10. LOAD

Select a preset and click on 'LOAD' (or double-click the preset) to use.



# STANDARD MAIN CONTROLS



## 1. EXPRESSION

Adjusts the level of the technique

## 2. DYNAMICS

Adjusts the dynamics of the rolls and loops.

## 3. KNOB

The configurable knob allows you to control any of the other available parameters for the particular technique.

Hover over the knob and it will turn black.

**3.1 CLICK:** Click and you will be able to assign any of the remaining available controls to the knob.

Right click on any of these controls to assign them to a MIDI controller. Remember that if you assign a MIDI controller to a parameter via the knob, the MIDI controller will follow the parameter rather than being permanently assigned to the knob.

**STRETCH:** Adjusts the overall length of the samples.

**RELEASE:** Adjusts the overall Release envelope.

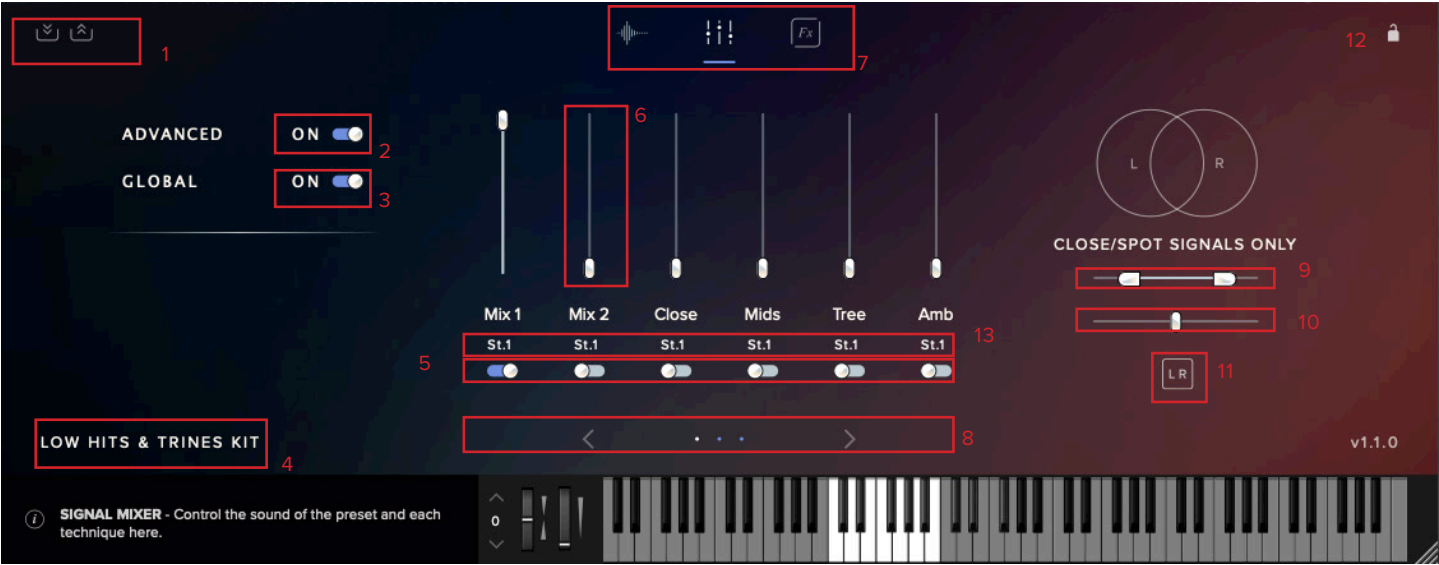
**HPF:** Controls the cutoff frequency of a High Pass Filter.

**LPF:** Controls the cutoff frequency of a Low Pass Filter.

**COMPRESS:** Controls the “amount” of master bus compression. Increasing “COMPRESS” decreases threshold, with corresponding auto-makeup gain to retain perceived volume.

**REVERB:** Provides control over the amount of send to the convolution reverb. The reverb is switchable using the IR selector dropdown menu in the FX page (see [page 22.](#))

# SIGNAL MIXER



## 1. MIXER PRESETS

Load and save your own mixer presets here, this is a good way for you to share your mixes across different instruments and presets. Click on the down arrows to save and the up arrows to load.

To rename a preset after saving or delete a preset, browse to Hammers > Presets > Mix in the finder and edit the .mpreset files.

## 2. ADVANCED

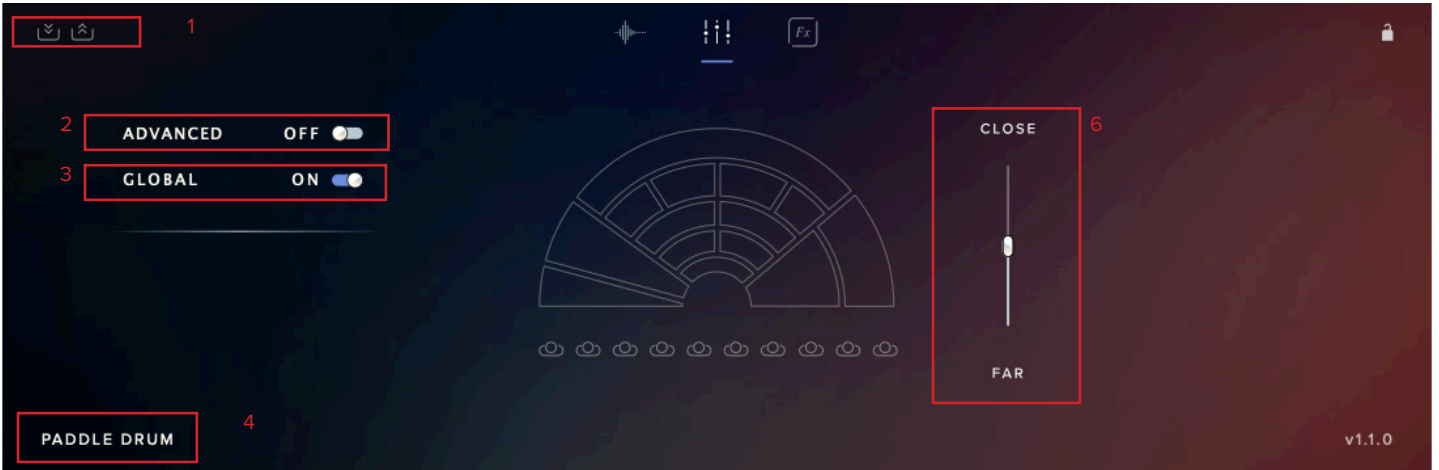
By default, the mixer will load up in the advanced view, toggle off for the simple view.

In this view, you can simply adjust how close the instruments sound with a single fader. Under the hood, this will adjust the Close, Tree and Ambient signals.

## 3. GLOBAL

By default, this is “on” and means that any changes you make to the mixer are replicated across any technique in that particular preset.

## 4. TECHNIQUE NAME



## 5. SIGNAL ON/OFF

Here you can turn signals on or off (you can also turn them on by fading them up). If you turn a signal on, pay attention to the LED in the top left of Resonate, if it is flashing red, it means that the samples are still loading into RAM and you should wait before playing again to avoid glitches.

## 6. SIGNAL FADER

Adjust the level of each signal here, right-click to learn MIDI cc# automation.

## 7. VIEW SELECT

Choose between the Technique Switcher, Mixer and Effects, the Technique Selector and Effects are covered in the following chapters of this manual.

## 8. SIGNAL NAVIGATION

Click the right arrow to access additional signals. Unused signals are greyed out.

## 9. STEREO WIDTH

Adjust the stereo width of the close and spot signals here. Right-click to assign to a MIDI cc#.

## 10. PAN

Adjust the position of the close and spot signals within the stereo field.

## 11. INVERT

Click to swap the left and right channels.

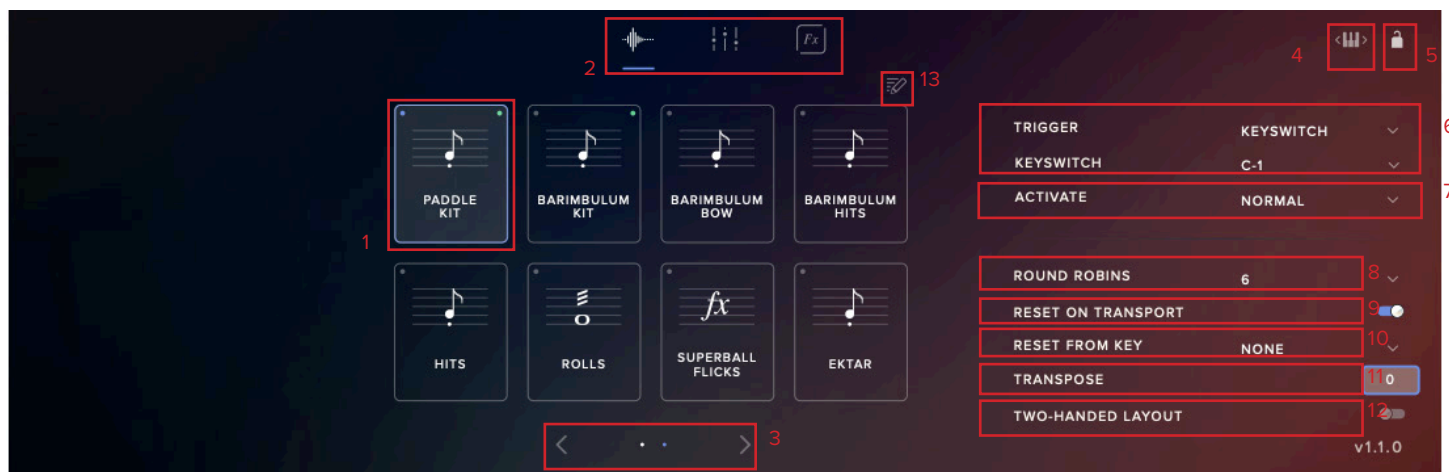
## 12. LOCK

Click to lock the Mixer. This will prevent further changes to the mixer, useful if you're happy with what you've done and don't want to accidentally change it. This will even prevent changes made by MIDI controllers, but beware, as soon as you unlock the mixer, the control will be active.

## 13. MULTIPLE OUTPUTS

If enabled in your DAW, here is where you can assign each signal to a different stereo output.

# TECHNIQUE SELECTOR



## 1. TECHNIQUE SWITCHER

Click to select a technique. Shift-Click to select multiple techniques. The black dot in the top left shows which technique(s) will play, the black outline shows which technique will be affected by any changes you make to the other options in this page.

## 2. VIEW SELECT

Choose between the Technique Selector, Mixer and Effects. The Mixer and Effects are covered in different chapters of this manual.

## 3. TECHNIQUE NAVIGATION

Click the right arrow to access additional techniques.

## 4. KEYSWITCH ADJUST

Click and drag to move the keyswitches to the left or right on your keyboard.

## 5. LOCK

Click here to lock off the technique section and prevent any unwanted changes.

## 6. TECHNIQUE TRIGGER

With the technique trigger section you can choose to trigger techniques using various

parameters:

**KEYSWITCH:** Pick a key on the keyboard that will select this technique. The selected keys will show up in green for unselected techniques and in orange for selected techniques.

**CC RANGE:** Choose a CC# and a range of values (or a single value) for the control that you want to trigger this technique.

**VEL. RANGE:** Switch technique based on how hard you are playing! You might want to trigger longs when playing softly and pizzicato when playing hard.

**MIDI CHANNEL:** Switch techniques based on the incoming MIDI channel.

**SPEED:** Switch technique based on the speed of playing. Specify the time interval between notes to switch to a particular technique.

**PROGRAM CHANGE:** Switch technique based on program change messages sent.

## 7. ACTIVATE

Choose between “NORMAL” and “LATCH” for your technique switching.

## 8. ROUND ROBINS

Round robins are a way to ensure that repeated notes don't sound robotic and unnatural. We record the same note multiple times and then cycle through them. Here you can choose to reduce the number of round robins that are being used.

## 9. RESET ON TRANSPORT

If you're worried about the effect of the round robins making each run through of your session sound different, you can choose to reset the round robins using the DAW transport.

## 10. RESET FROM KEY

You can also reset the round robins using a keyswitch. Choose that keyswitch here.

## 11. TRANSPOSE

Transpose the instrument up or down in 1 semitone increments.

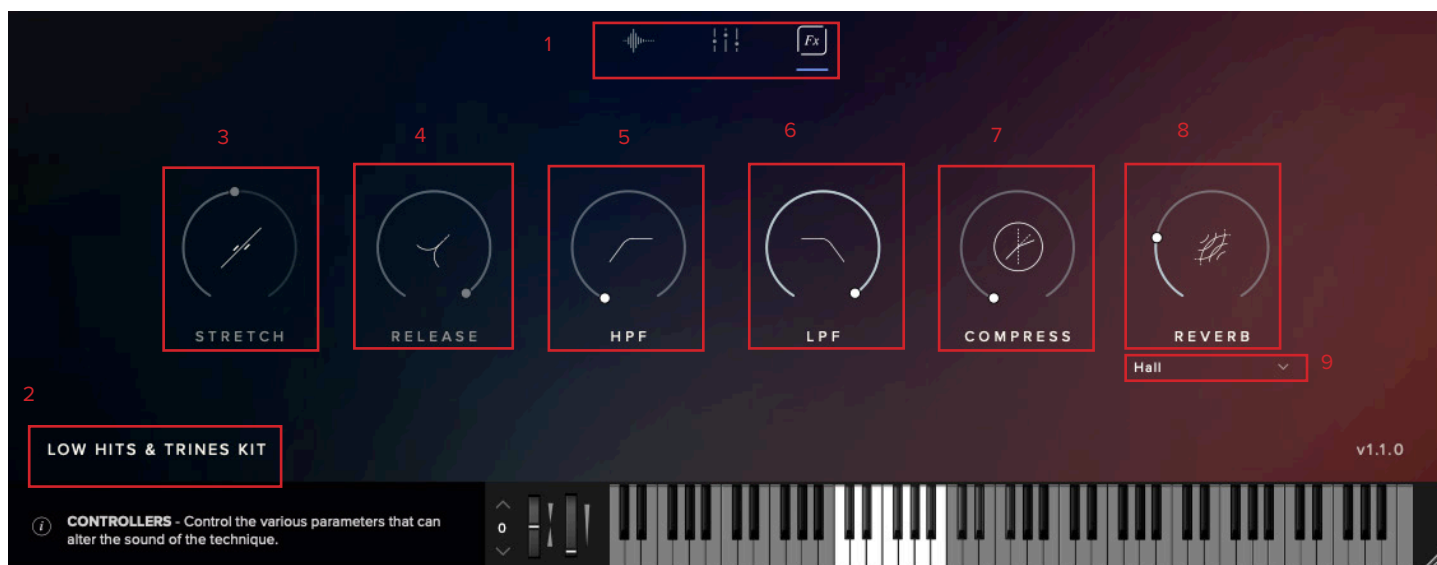
## 12. TWO-HANDED LAYOUT

Toggle this on or off to enable or disable the two-handed layout on the keyboard.

## 13. TECHNIQUE EDITOR

Opens the Techniques Editor, allowing you to customise and edit your preset (see [pg. 23](#)).

# EFFECTS



## 1. VIEW SELECT

Choose between the Technique Selector, Mixer and Effects. The Technique Selector and Mixer are covered in different chapters of this manual.

## 2. TECHNIQUE NAME

## 3. STRETCH

Adjusts the overall length of the samples.

## 4. RELEASE

Adjusts the overall Release envelope.

## 5. HPF

Controls the cutoff frequency of a High Pass Filter.

## 6. LPF

Controls the cutoff frequency of a Low Pass Filter.

## 7. COMPRESS

Controls the “amount” of master bus compression. Increasing “COMPRESS” decreases threshold, with corresponding auto-makeup gain to retain perceived volume.


## 8. REVERB

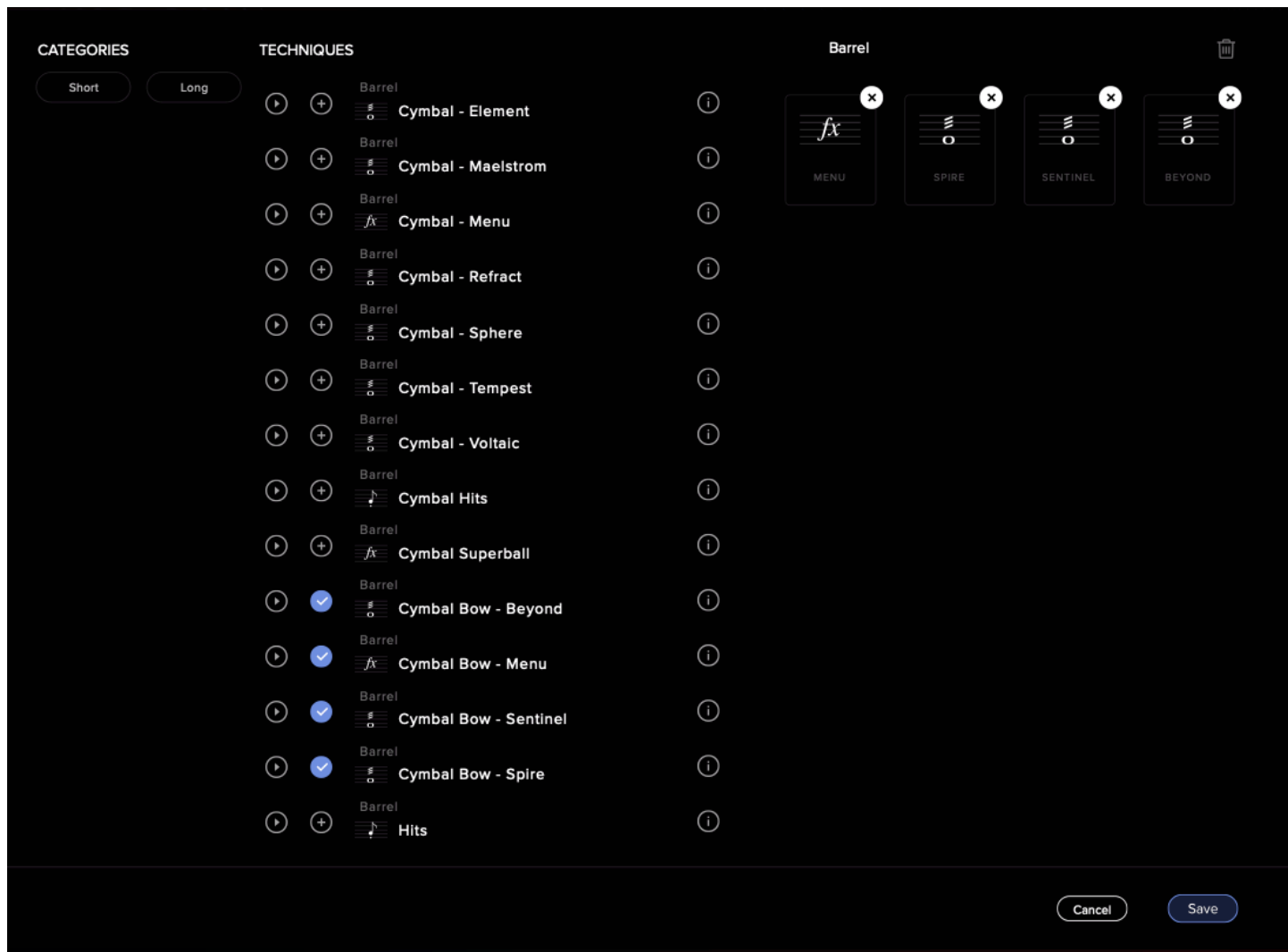
Control over the amount of send to the convolution reverb. The reverb is switchable in the IR selector below.

## 9. REVERB IR SELECTOR

Dropdown selector with variety of different reverb IRs to select from.

# TECHNIQUE EDITOR

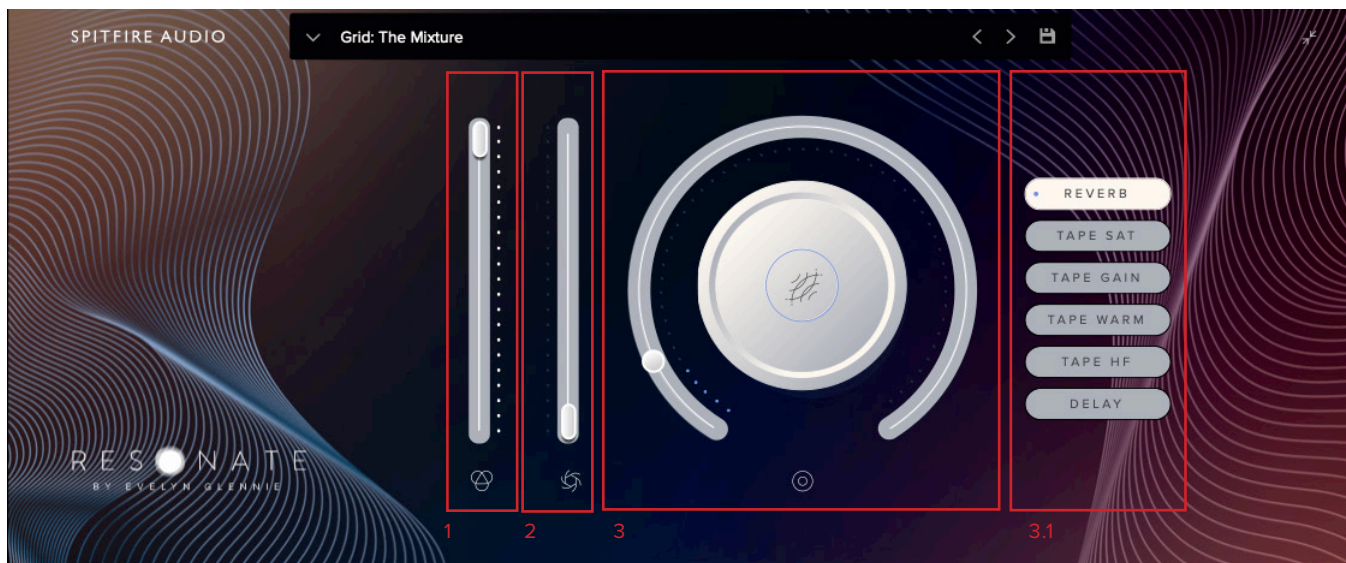
The Technique Editor will allow you to both add and remove techniques from your current preset, as well as re-arranging the order of the techniques to your own personal preference. This is opened by selecting the pencil icon  (see [pg. 21](#)).



- The left ‘Instruments’ panel allows you to filter between all available techniques for this specific preset.
- The central ‘Techniques’ panel shows all available techniques for each preset. Click the ‘+’ to add techniques back into your current preset.
- The panel on the right is where your current articulations are displayed. Click and drag these to re-arrange the order. By selecting the ‘x’ in the top-right corners, you can remove a technique from your preset. Click the ‘trash-can’ in the upper corner to remove all techniques completely in a single click.
- Once you’re done, click ‘Save’. If you have made a mistake and don’t want to save, choose ‘Cancel’ instead to go back to your previous setting.



# GRID MAIN CONTROLS



## 1. EXPRESSION

Adjusts the level of the technique

## 2. DYNAMICS

Adjusts the dynamics of the rolls and loops.

## 3. KNOB

The configurable knob allows you to control any of the other available parameters for the particular technique.

Hover over the knob and it will turn black.

**3.1 CLICK:** Click and you will be able to assign any of the remaining available controls to the knob.

Right click on any of these controls to assign them to a MIDI controller. Remember that if you assign a MIDI controller to a parameter via the knob, the MIDI controller will follow the parameter rather than being permanently assigned to the knob.

**REVERB:** Provides control over the amount of send to the convolution reverb. The reverb is switchable using the IR selector dropdown menu in the FX page (see [page 27.](#))

**TAPE SAT:** Adjusts the amount of Tape Saturation.

**TAPE GAIN:** Controls the amount of additional gain on the tape saturated signal.

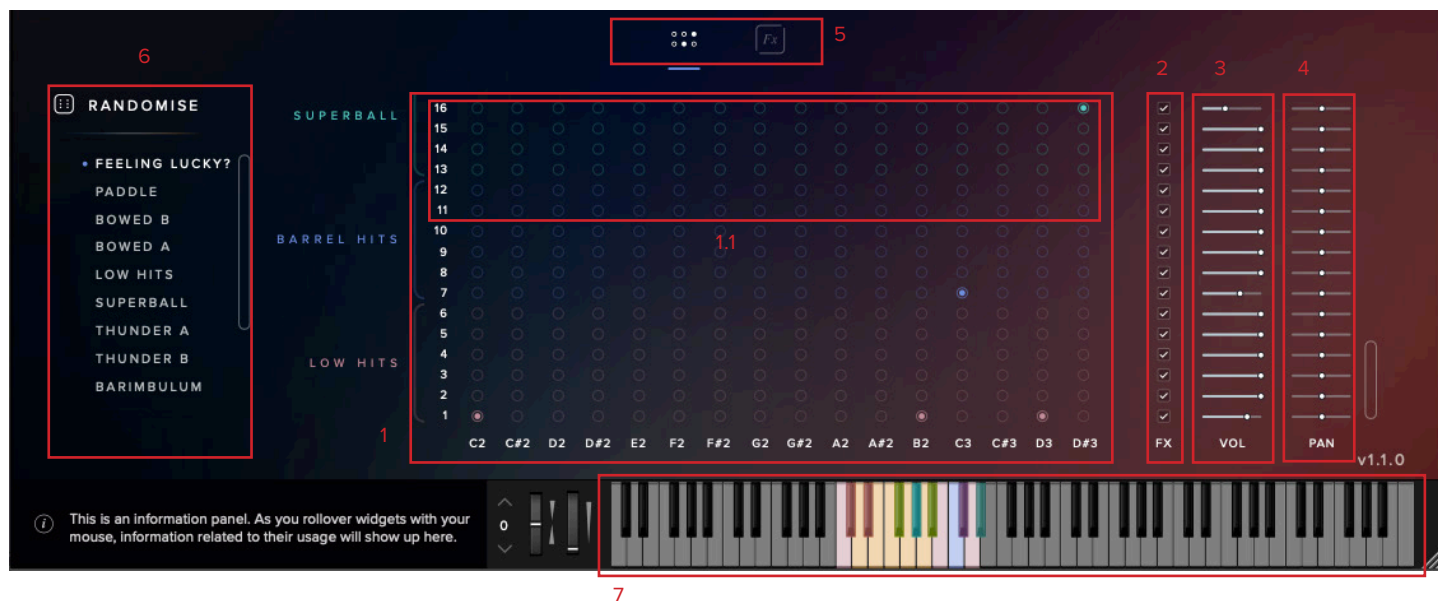
**TAPE WARM:** Controls the level of warmth on the tape saturator.

**TAPE HF:** Controls the point at which high frequencies are attenuated.

**DELAY:** Controls the amount of signal sent to the delay effect.



# THE GRID



## 1. THE GRID

Assign techniques to ranges across the keyboard by clicking on circles on the grid. Lit circles (sometimes referred to as pegs) show where the techniques are currently assigned.

The circles behave like toggles - click on them to select a technique and they will automatically disable any circle on the same Y axis. On the X axis are the pitch centres, on the Y axis are the techniques. The different categories are colour coded, scroll vertically to see more categories.

### 1.1 THE GRID WARP MIXES:

Apart from the very first row of each category, each row in every category represents a different Warp signal.

So for example, as in the screenshot above, SUPERBALL 11-16 would be:

- 11 - Unwarped
- 12 - Redux
- 13 - Wave
- 14 - Vintage
- 15 - Grains
- 16 - Dgrade

For more information on the Warp mixes, please see the Microphone Signals on [page 32](#).

**TIP:** Holding down CMD/CNTRL while clicking a note value will assign that technique to all note centres vertically. Holding down SHIFT whilst clicking a note value will draw a diagonal line from the first selected note value. i.e. click D1 16 then hold shift and click D#3 1, you'll get a diagonal line from top left to bottom right.

## 2. FX

These checkboxes toggle whether the technique in this row will be sent to the FX or not.

## 3. VOLUME

These faders adjust the level of each technique.

## 4. PAN

Pan each technique left or right.

## 5. NAVIGATION BUTTONS

These buttons switch views between the main grid and the FX view.

## 6. RANDOMISE

Clicking on the options under this heading will assign techniques as below:

**FEELING LUCKY?:** Randomises the selection across all techniques and categories.

**PADDLE:** Randomises the selection within the Paddle category.

**BOWED B:** Randomises the selection within the Bowed B category.

**BOWED A:** Randomises the selection within the Bowed A category.

**LOW HITS:** Randomises the selection with in the Low Hits category.

**SUPERBALL:** Randomises the selection within the Superball category.

**THUNDER A:** Randomises the selection within the Thunder A category.

**THUNDER B:** Randomises the selection within the Thunder A category.

**BARIMBULUM:** Randomises the selection within the Barimbulum category.

**WATER TANK:** Randomises the selection within the Water Tank category.

**BARREL HITS:** Randomises the selection within the Barrel Hits category.

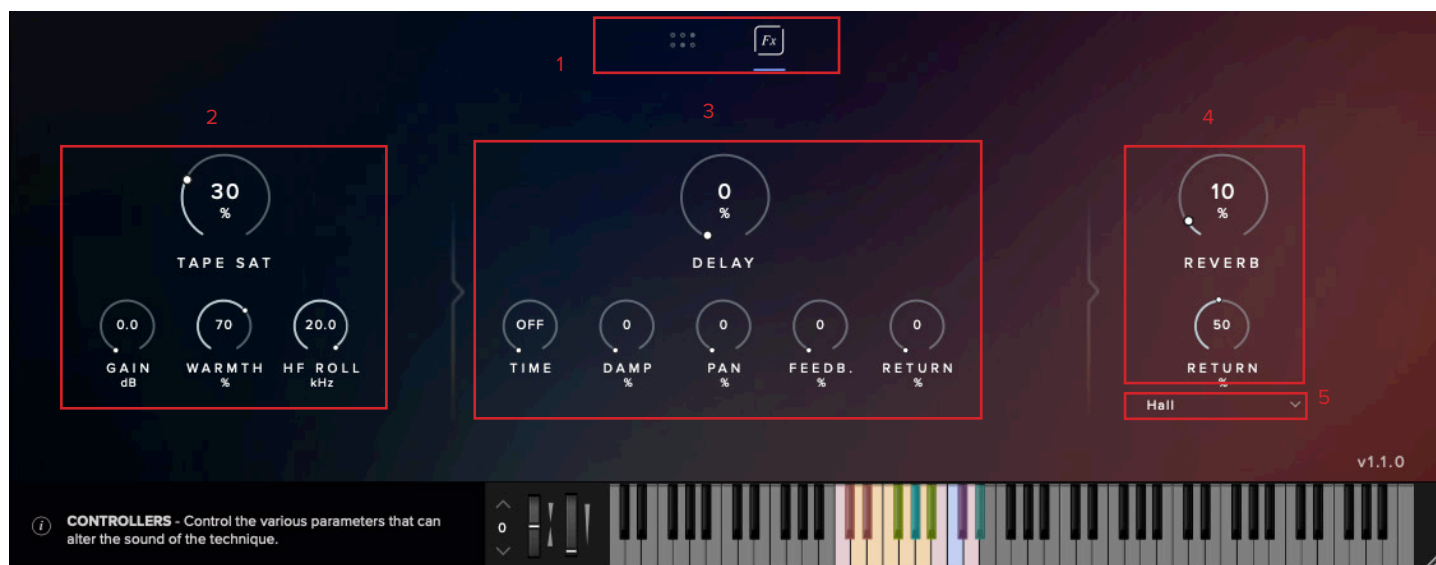
**VISIBLE:** Randomises the selection within the categories that are currently visible on the grid.

**WALK:** Randomises each playable range up or down by one step on the grid.

## 7. KEYBOARD

Shows playable range for each technique. The keys will also become coloured according to the category each key is assigned to.

# EFFECTS



## 1. VIEW SELECT

Choose between the Grid and Effects. The Grid view is covered in the previous chapter of this manual.

## 2. TAPE SATURATION

**TAPE SAT:** Controls the amount of tape saturation heard on the signal, with 0% being none and 100% being full saturation.

**GAIN:** Controls the amount of additional gain on the tape saturated signal.

**WARMTH:** Controls the level of warmth on the tape saturator.

**HF ROLL:** Controls the point at which high frequencies are attenuated/reduced in volume.

## 3. DELAY

**DELAY:** Controls the amount of signal sent to the delay effect.

**TIME:** Changes the delay time in milliseconds.

**DAMP:** Changes the dampening of the signal, the more damped the signal is, the more the high frequencies are reduced on each repeat.

**PAN:** Adjusts the stereo spread of the delay effect.

**FEEDBACK:** Control the level sent back through the delay. The higher the level, the more repeated and pronounced the delay affect.

**RETURN:** Adjust the level of the delay effect in the mix.

## 4. REVERB

**REVERB:** Control over the amount of send to the convolution reverb. The reverb is switchable in the IR selector below.

**RETURN:** Adjust the level of reverb effect in the mix.

## 5. REVERB IR SELECTOR

Dropdown selector with variety of different reverb IRs to select from.

# TOP MENU



## 1. LED

Shows when an instrument is loaded by lighting solid green. If this is flashing, your instrument is not fully loaded yet.

## 2. CPU METER

An indication of how much your CPU is being taxed, the green flash next to the CPU meter will turn red when you are overloading it.

## 3. DISK METER

How hard are you taxing your hard drive? If this is close to, or going over 100% it's time to consider a faster drive. See next page for settings that can help get the most out of a slower drive.

## 4. MEMORY

This shows how much RAM you are currently using in this instance of Hammers. While the preset is loading, this will show the instrument loading into memory.

## 5. VOICES

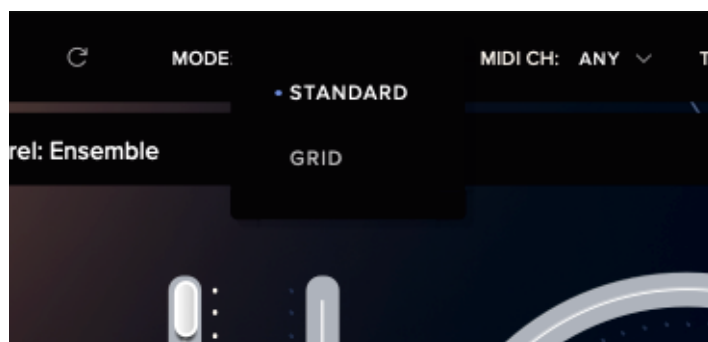
Shows how many voices are being used at any one time.

## 6. REFRESH

Refresh the instrument, alt-click to refresh the whole plug-in. This can be useful if you have hanging MIDI notes or have moved samples in your file system.

## 7. MODE SWITCHING

Here you can change the mode between Standard and Grid.



## 8. MIDI CH

Set the MIDI channel that will control the instrument here. If in doubt select “all” so that the instrument will react to any incoming MIDI messages.

## 9. TUNE

Move this knob to tune in semitone increments, shift-click to move in increments of 0.01 of a semitone. Alt-click to reset to default.

## 10. PAN

Pan the whole plug-in left and right in the stereo field. Alt-click to reset to centre.

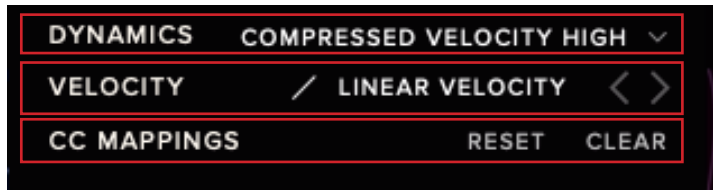
## 11. VOLUME

Control the overall volume of the instrument.

12. LEVEL

A visual indication of the level of the instrument.

13. PRESET SETTINGS (STANDARD)



A. VELOCITY MAPPED TO DYNAMICS

Different behaviours for the Dynamics fader.

- 1) Full Velocity Range.
- 2) Velocity Mapped to Dynamics.
- 3) Compressed Velocity High.
- 4) Compressed Velocity Low.

These settings will change how hard you need to hit the keyboard to trigger different layers. Velocity mapped to dynamics will allow you to control short note velocity with the mod wheel.

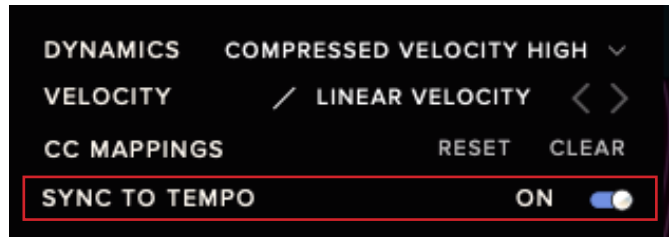
B. VELOCITY

Pick from 4 different velocity curves to suit your controller.

C. RESET CC MAPPINGS

Clicking on this will reset all of the CC mappings for this instrument to the defaults - useful if you've got yourself in a mess!

13. PRESET SETTINGS (GRID)



As per the Standard mode Preset settings, with the addition of:

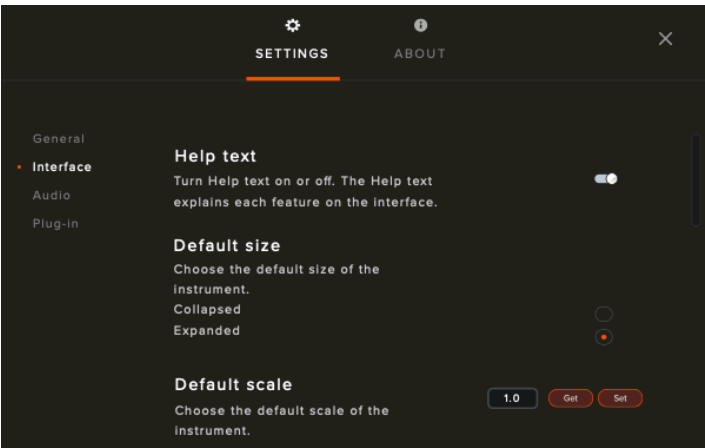
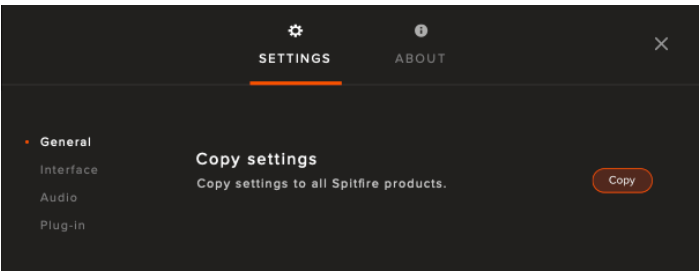
D. SYNC TO TEMPO

Sync to your host BPM

14. PLUGIN SETTINGS

COPY SETTINGS

Common controller values will copy to other Spitfire plugins.



HELP TEXT

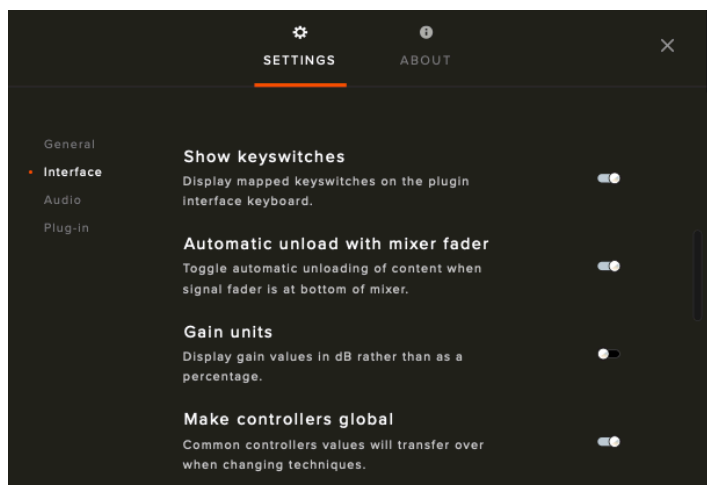
Turn this on to display parameter information in the bottom left corner of the plug in.

DEFAULT SIZE

Set whether the instrument opens up collapsed or expanded by default.

## DEFAULT SCALE

How big the plugin UI is when opened. Press “get” to set the current scale or type a value before pressing “Set” and “Save”



## SHOW KEYSWITCHES

When this option is on, presets that have multiple techniques will show available keyswitches in red and the currently selected technique(s) in yellow.

## UNLOAD WITH MIXER FADER

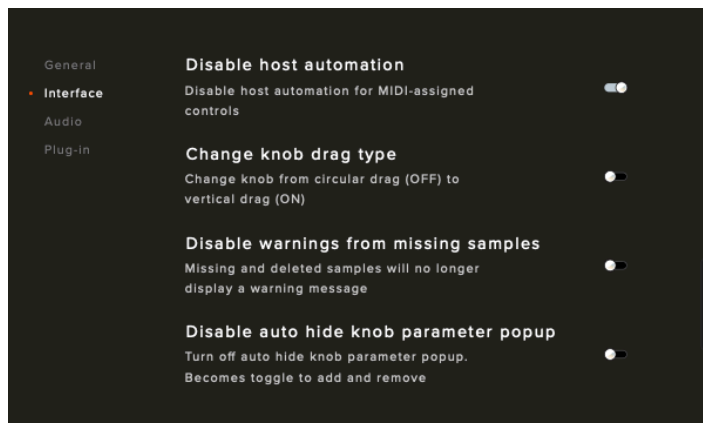
Toggle this to unload data from RAM when fader is pulled down to the bottom.

## GAIN UNITS

Toggle this if you want your gain to be displayed in dB instead of as a percentage.

## MAKE CONTROLLERS GLOBAL

Common Controller values will remain when switching techniques.



## DISABLE HOST AUTOMATION

Turn this on to enable the Host Automation from the DAW.

## CHANGE KNOB DRAG TYPE

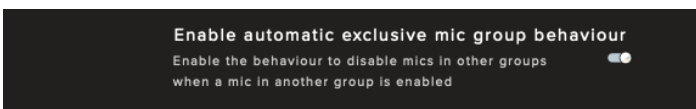
Change the mouse behaviour when dragging the Knob control.

## DISABLE WARNINGS FROM MISSING SAMPLES

Hide an error in the plugin top left corner which is visible when the library is missing its content.

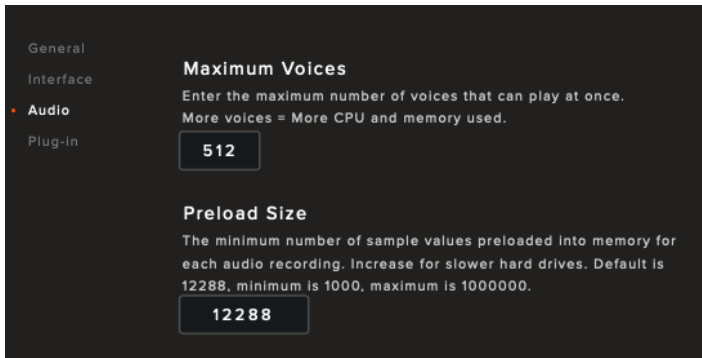
## DISABLE AUTO HIDE KNOB PARAMETER POPUP

When enabled, clicking the knob will always shows the fx controls menu.



## ENABLE AUTOMATIC EXCLUSIVE MIC GROUP BEHAVIOUR

Disable if you want mics to be ungrouped together.

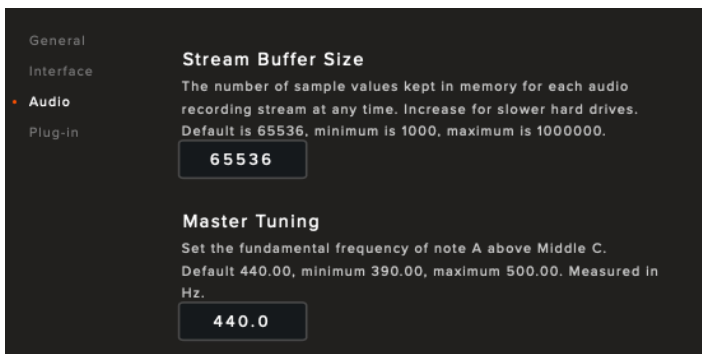


## MAXIMUM VOICES

Enter the maximum number of voices that can play at once. More voices = More CPU and memory used.

## PRELOAD SIZE

The minimum number of sample values preloaded into memory for each audio recording. Increase for slower hard drives. Default is 1288.

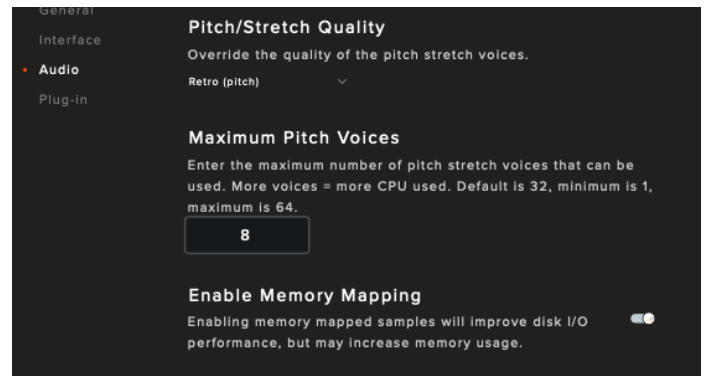


## STREAM BUFFER SIZE

The number of sample values kept in memory for each audio recording stream. Increase for slower hard drives.

## MASTER TUNING

Change the default tuning of the plugin. For example A = 440hz or A = 432 HZ.



## PITCH/STRETCH QUALITY

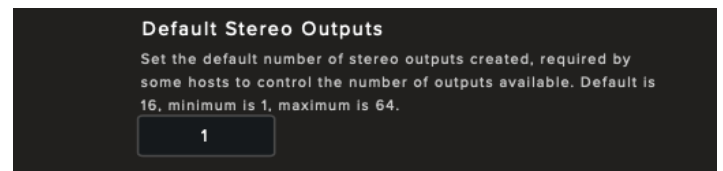
This option allows you to override the default pitch/time quality to improve performance or improve audio quality. (Not present in Grid mode)

## MAXIMUM PITCH VOICES

Limit the number of voices triggered at any one time. Lower values can aid CPU.

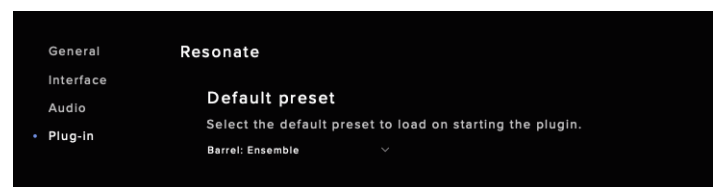
## ENABLE MEMORY MAPPING

Turn off for windows machines for better performance.



## DEFAULT STEREO OUTPUTS

The default number of outputs for the Microphone routings.



## PLUGIN

Under this heading you can choose a default preset to load, simply click on the preset name and choose your preferred preset from

# MICROPHONE SIGNALS

## MIX 1

A balanced mix that perfectly blends the cinematic sound of the hall together with closer details on the instruments.

## MIX 2

An exaggerated Hype mix, created to bring out the intricacies of each moment.

## CLOSE

A selection of valve mics placed for optimum focus close to the instruments.

## STEREO MID

A great mid-distance pickup that adds focus without being too close.

## TREE

This refers to the decca tree of three mics placed above the conductor's podium.

## AMBIENT

Placed at the back of the room, these microphones will give a great amount of the hall, perfect for adding ambience and depth to your mix in combination with other microphones.

## CONTACT

2 Contact microphones placed directly on each instrument's resonant chamber.

## BOUNDARY

2 Boundary layer microphones placed underneath the instrument.

## WATER TANK

2 microphones submerged in water tanks, placed close to the sound source to capture conducted vibrations.

## (WARPS)

## REDUX

A resonant, low-resolution effects chain resulting in harmonically rich aliasing artefacts.

## WAVE

A lush reverb chain with various time manipulations, dragging out each hit and blurring transients together.

## GRAINS

Granular processing of each hit, pulling and sequencing glimpses of sound for brief transient moments.

## VINTAGE

A vintage mix, tracked to tape at multiple speeds, layered and re-recorded.

## DGRADE

A custom mix, saturated, rectified and endlessly self modulated.

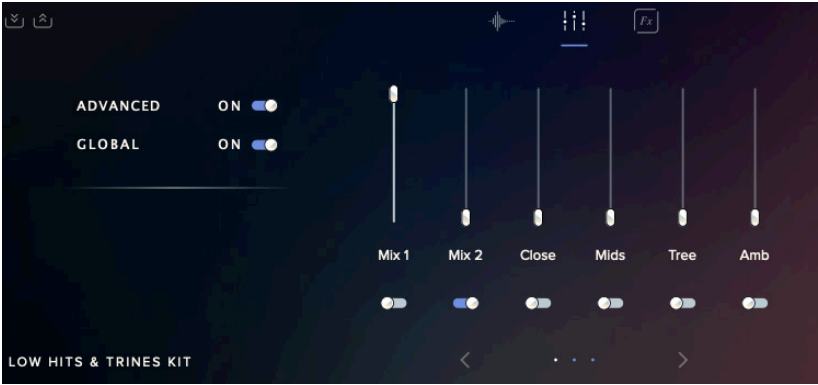


# MICROPHONE GROUPING

The Microphone Groups are as follows:

SIGNAL NAME	UI SHORT NAME	MICROPHONE GROUP
MIX 1	MIX 1	A
MIX 2	MIX 2	B
CLOSE	CLOSE	C
STEREO MID	MIDS	C
TREE	TREE	C
AMBIENT	AMB	C
CONTACT	CONTACT	C
BOUNDARY	BNDRY	C
WATER TANK	WATER	C
REDUX	REDUX	C
WAVE	WAVE	C
GRAINS	GRAINS	C
VINTAGE	VINTAGE	C
DGRADE	DGRADE	C

A group will become active when it has all its signals enabled. This is shown below for Group B.



You can tell which are enabled by looking at the active ROM toggles below each signal.

If you then toggle on or turn up any signal from a different Mic Group, for instance Mix 2 from Group B, it will automatically disable all signals from Group A and Group C.

## REVERB IR OPTIONS

HALL  
CANOUROUS  
CONVULSE  
GLOAM  
TURBINE  
OXIDISE  
REFLECT  
CRATER  
SEISMIC  
INSULATE  
FLITCHERIN  
GRAVITATE  
SHOOGLE  
TARNISH  
FUSED

# APPENDIX A - TECHNIQUES/MICS/MIXES

## PRESETS (STANDARD MODE):

### BARREL:

#### ENSEMBLE:

A collection of techniques, formed to create performance kits.

#### DRUM:

A collection of percussion techniques, performed untraditionally.

#### METAL:

A collection of various Metals & Cymbals.

#### BOWED:

A collection of techniques focussing on Bowed Metals.

#### WOODEN:

A variety of Metals bowed with the wood of the bow.

### TIMPANI:

#### ENSEMBLE:

A collection of techniques, formed to create performance kits.

#### DRUM:

A collection of hits and bowed techniques.

#### METAL:

A collection of various Metals & Cymbals.

#### TUNED:

Chromatically mapped percussion played whilst partially submerged in water.

### WATER TANK:

#### ENSEMBLE:

An ensemble kit featuring hits & metals

## DRUM:

A collection of drum hits, performed using various mallet types.

#### METAL:

A collection of hits performed on a Waterphone and several large Bells.

## THUNDERSHEET:

#### ENSEMBLE:

An ensemble kit featuring Thundersheet hits & performances.

#### THUNDERSHEET:

A collection of hits & performances on differently sized Thundersheets.

# APPENDIX A - TECHNIQUES/MICS/MIXES

## PRESETS (GRID MODE):

### GRID:

GRID:  
TBC

### THE MIXTURE:

A collection with something for everyone.

### THE RESO KIT:

An alternative take on a traditional drum kit.

### LOW AND SLOW:

A deep subterranean kit.

### MEMORY:

A distant and reflective kit.

### ENSEMBLE:

A collection of techniques, formed to create performance kits.

### GLAI KIT:

A kit steeped in effects.

### DISTANT ANCIENT:

A menacing barrage of hits.

### THIS AND THAT:

A kit with a bit of everything.

### FOLDBACK:

Distorted, ambient & slightly broken.

### IMPACT:

A heavy set of hits.

### HAUNTED COAST:

An eerie set of amplified drones.

### HAVOC:

A chaotic collection of distorted hits.

### IT TOLLS:

A collection of glimmering sticks & bells.

### RITUAL:

A useful toolkit for dynamic moments.

### THE WATCHERS:

A primordial set of hits & drones.

### ORBIT:

A subtle and esoteric ensemble.

### MURMUR:

Bowed and ever so slightly broken.

### SOME BOW SOMEWHERE:

A set of bowed sounds with effects.

### GALLUS:

An intricate group of scrapes and drones.

### DREICH:

A bleak collection of bowed sounds.

# APPENDIX A - TECHNIQUES/MICS/MIXES

## MIXES:

Mix 1

Mix 2

## MICROPHONES:

Close

Stereo Mid

Tree

Ambient

Contact

Boundary

Water Tank

## WARPS:

Redux

Wave

Grains

Vintage

Dgrade

## APPENDIX B — FAQS AND TROUBLESHOOTING

### Q: WHAT ARE THE SYSTEM REQUIREMENTS?

#### MAC SYSTEM REQUIREMENTS

Mac OSX 10.13 - Mac OS 12

Minimum: 2.8GHz i5 minimum (quad-core), 8GB RAM.

Recommended: 2.8GHz i7 (six-core), 16GB RAM.

Intel and M1 Macs supported

64 bit DAW required (32 bit DAWs not supported)

#### PC SYSTEM REQUIREMENTS

Windows 7, Windows 8, Windows 10 or Windows 11 (latest Service Pack, 64-bit)

Minimum: Intel 2.8 GHz i5 (quad-core) or AMD Ryzen 5.

Recommended: Intel 2.8 GHz i7 (six-core) or AMD R7 2700.

64 bit DAW required (32 bit DAWs not supported)

Machine must be connected to the internet during install.

### Q: I WANT TO RESET MY RESONATE SETTINGS TO THE DEFAULT

You can delete the Resonate.settings file to reset the settings to default. This is located at Users/username/Music/Spitfire Audio/Settings on a Mac and C:\Users\username\AppData\Roaming\Spitfire Audio\Settings on a PC.

### Q: MY LIST OF PRESETS IS EMPTY, HOW DO I SOLVE THIS?

If you have moved your Resonate folder, you can solve this problem by using the “Locate Library” feature in the Spitfire Audio App.

If this does not solve the problem, the library likely needs reauthorising, to do this, use the “repair” feature in the Spitfire Audio App.

### Q: I SEE A RED EXCLAMATION MARK IN THE TOP LEFT OF RESONATE, WHAT DOES THIS MEAN?

This means that there is an error, you can click the exclamation mark to open a log with further details. It is likely that using the “Repair” and “Locate Library” features in the Spitfire Audio App will solve the problem but if not, contact our support team at [spitfireaudio.com/support](https://spitfireaudio.com/support) and attach the log.

### 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. If you have purchased the library on a hard drive, you should copy the contents of the drive on to the destination machine before completing the download with the Spitfire App. If you downloaded Resonate, you can copy the library folder over to the second machine and then use the “Repair” and “Locate Library” features in the Spitfire Audio App.

### Q: I CAN'T SEE THIS IN THE KONTAKT LIBRARIES PANE AND WHEN I TRY AND LOAD IT INTO KONTAKT IT SAYS NO LIBRARY FOUND

This library does not run in Kontakt, it is a standalone plug-in that you can run in your chosen DAW.

### Q: HOW DO I AUTHORIZE RESONATE ON A MACHINE NOT CONNECTED TO THE INTERNET?

It is currently not possible to authorise Resonate on a machine not connected to the internet. Authorisation is done with the Spitfire Audio App and an internet

connection is required.

## **Q: HOW CAN I REDOWNLOAD A PRODUCT?**

This can easily be done via your Spitfire Audio App. To reset both your entire library download or the latest update;

- Open up the Spitfire Audio App and log in with your account email and password.
- Select the product artwork you wish to re-download
- On this page is a “cog wheel”. Select this, choose “reset” from the menu. Then “Reset Entire Download” (for a full download) or (Latest Update) for the latest update.

This will reset your latest update ready for install again. 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 or use a different drive. We recommend NTFS on PC and Mac OS Extended on Mac. Other possible 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 HAVE FAST INTERNET, WHY IS MY DOWNLOAD SLOW?**

We have no direct influence on your actual download speeds, our libraries are hosted on Amazon S3 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 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 previously 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 we have, 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 important 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

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 Audio App, we have incorporated the ability to reset your own downloads.

This can easily be done via your Spitfire Audio App.

Open up the Spitfire Audio App and log in with your account email and password.

- Select the product artwork you wish to re-

download

- On this page is a "cog wheel". Select this, choose "reset" from the menu. Then "Reset Entire Download" (for a full download) or (Latest Update) for the latest update.

- This will reset your latest update ready for install again.

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 Audio App, we would advise to download the latest version of the Spitfire App from [spitfireaudio.com/info/library-manager/](http://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](mailto: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, you can copy the library folder and plugin files over to the second machine and then use the "Repair" and "Locate Library" features in the Spitfire Audio App. Please note that although the majority of the download can be done on a separate



machine, you will always need an internet connection to finish the authorisation process.

### **Q: HOW DO I DOWNLOAD PRODUCTS ON MAC OSX 10.9?**

The version of the Spitfire App needed to install Resonate only supports Mac OSX 10.10 and upwards.

### **Q: 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 preset name (or presets) in question and also the library giving us as much detail as possible will help us get to the bottom of the issue.

### **Q: WHAT IS YOUR REFUNDS / RETURNS POLICY?**

If you have NOT completed the download / installation process, and bought within 14 days 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 [spitfireaudio.com/my-account/login/](http://spitfireaudio.com/my-account/login/), 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.

# APPENDIX C — DEFAULT CC MAPPINGS (STANDARD INTERFACE)

Dynamics	1
Global Gain	7
Global Pan	10
Expression	11
Release	17
Reverb	19

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