

USER MANUAL

SPITFIRE SYMPHONY ORCHESTRA DISCOVER

SPITFIRE AUDIO

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INTRODUCTION

Discover the sounds of our bestselling orchestra, now available in a free, easy-to-use package.

We've handpicked the essential orchestral sounds and articulations you need to start creating rich, cinematic music - all inside our free, user-friendly plugin.

Featuring 44 carefully curated instruments and ensembles including strings, brass, woodwinds, percussion, harp, piano, and more — SSO Discover makes it easy for anyone to bring the sound of an orchestra into their tracks, whether you're producing beats or composing your first score.

QUICK SPECS

MAC SYSTEM REQUIREMENTS

Intel Macs (i5 or higher): macOS 11 - 15 (latest update).

Apple Silicon Macs (Natively and via Rosetta in hosts that require this): macOS 11 - 15 (latest update).

4 GB RAM (6 GB recommended for large KONTAKT Instruments).

PC SYSTEM REQUIREMENTS

Windows 10 or 11 (latest Service Pack), Intel Core i5 or equivalent CPU.

4 GB RAM (6 GB recommended for large KONTAKT Instruments).

64 bit DAW required (32 bit DAWs not supported)

- Download Size: ~5.68GB
- Kontakt Player library (free to download from NI website or Native Access)
- Min Kontakt version is 7.5.2
- NKS Compatible

WELCOME

AN ORCHESTRA FOR EVERYONE

Recorded in the world-famous AIR Studios Lyndhurst Hall - home to countless film, TV and game scores, SSO Discover brings sounds from the Spitfire Symphony Orchestra to your desk. It seamlessly integrates with Logic, Cubase, Ableton, ProTools, Garage Band, FL Studio, Reaper, and is fully Kontakt Player and NKS compatible for effortless integration into your workflow.

What is an Orchestra?

An orchestra is a large group of musicians who play together to create powerful and dynamic music. It's typically made up of four different sections: strings, woodwinds, brass and percussion, each adding its own color and character. The conductor leads the group by guiding tempo, balance and expression so every instrument works in harmony.

What is an Articulation?

An articulation is the way a note is played or expressed, shaping its character and emotion. It can make the same note sound smooth, sharp, bold or even delicate. Here are some of the main articulations that are included in SSO Discover:

Long - A sustained note

Staccato - Each note is short and snappy, adding rhythm and energy

Spiccato - For string instruments only. The bow bounces lightly on the strings, creating a lively and playful feel

Pizzicato - The strings are plucked by hand for a bright and percussive sound

Tremolo - Quick repetition of a single note for adding drama and intensity

Performance - Smart patch that adapts the sound to your playing, using legato for smooth transitions between notes

Orchestrator Long - Sustained, full-bodied notes that blend sections of the orchestra to create rich and evolving textures

Orchestrator Shorts - Short, punchy orchestral notes to build rhythm, accents and energy

Long with short attack - A sustained note with a sharp attack, giving it a clear and punchy beginning

YOUR FIRST STEP

Lightweight and compatible with any major music software, SSO Discover is the perfect gateway into orchestral composition, whether you're writing your very first piece or sketching ideas for your next score.

AIR LYNDHURST HALL

The Crown, Wonder Woman 1984, The Trial of The Chicago 7, James Bond, Interstellar, The Grand Budapest Hotel, The Dark Knight, Harry Potter, Gladiator—all were recorded in Lyndhurst Hall at London's AIR Studios, Spitfire Audio's spiritual home and a room where blockbuster scores are born. Architecturally unique, the acoustic properties of the interior of Lyndhurst Hall are renowned globally, loved by composers and musicians alike.

There is a gentle reverberation in the room that adds beauty to anything played there. The sound produced by a soloist, or a full symphonic orchestra expands and blooms inside the space, a truly versatile palette giving access to a range of textures from delicate and intimate to thunderous and epic.

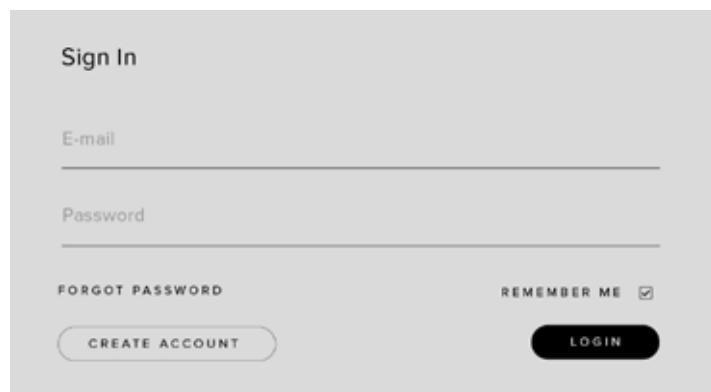
DOWNLOADING & INSTALLING

Thank you for choosing Spitfire Symphony Orchestra Discover. 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's sign-in screen. It features a 'Sign In' header, followed by input fields for 'E-mail' and 'Password'. Below these are links for 'FORGOT PASSWORD' and a 'REMEMBER ME' checkbox. At the bottom are two buttons: 'CREATE ACCOUNT' and 'LOGIN'.

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

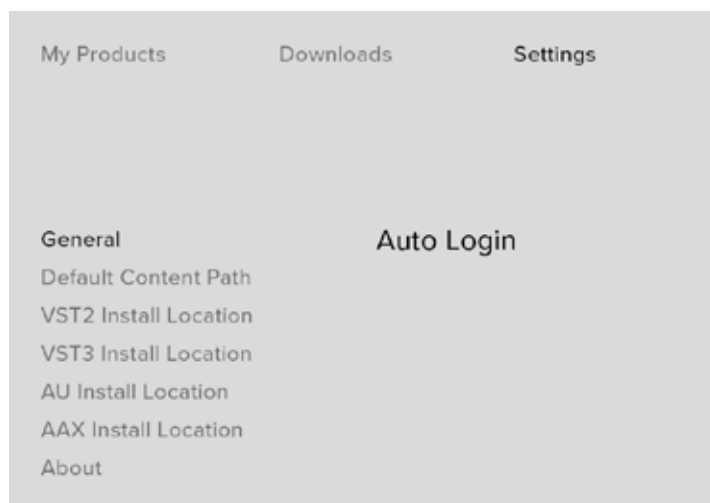
2. FILTERS Clicking these filters will quickly display products you've yet to install, those already installed, and any available updates. Clicking again will remove the filter.

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.

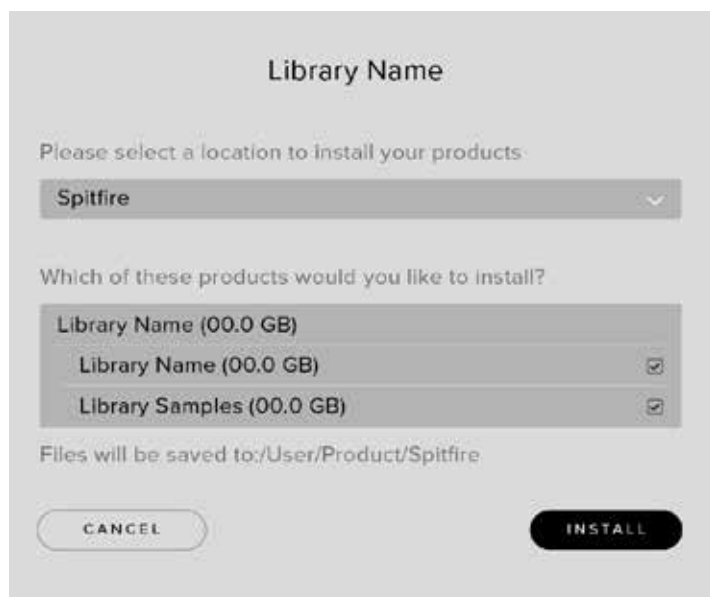


THE SPITFIRE APP PREFERENCES



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.

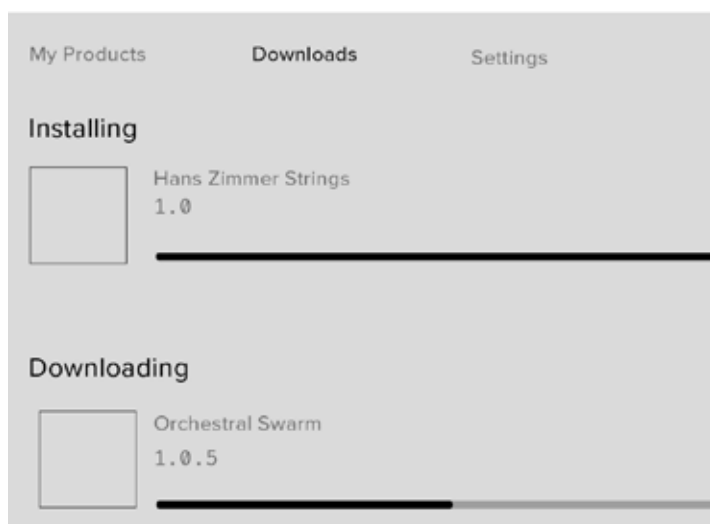
Here you can also enable Auto Login to save time in future.



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.

REGISTERING WITH KONTAKT PLAYER

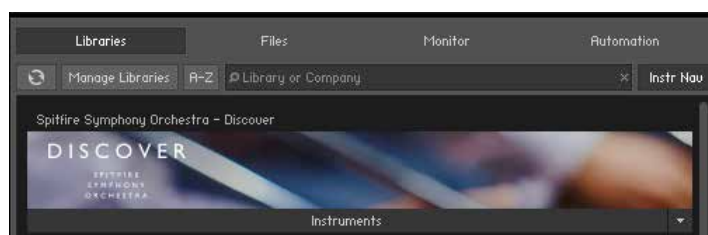
If you have never used one of our libraries before and you don't own a copy of Native Instruments Kontakt, you'll need to download the free "Kontakt Player" here:

<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-8-player/>

To find out more about the differences between Kontakt and Kontakt Player, go to *Appendix A*.

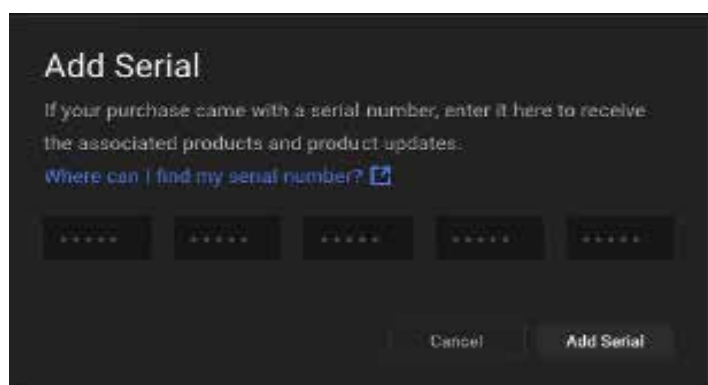
1. Install Kontakt Player (min version 7.5.2) (skip this step if you already have the latest version).

2. Open the player (or Kontakt 7 or 8 full version if you have that) and click **Manage Libraries** in the library browser window, then click **Launch Native Access** in the window that opens:



3. Once you have opened Native Access, click **Add Serial** in the top left of the window.

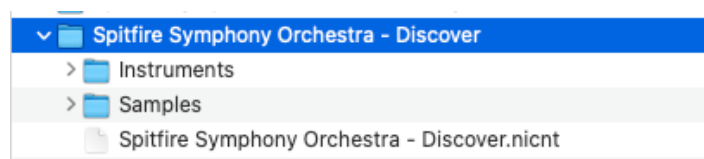
4. Enter the serial number in this format:



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

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

5. You will then be prompted to navigate to the not installed products in Native Access. From here, add library for Spitfire Symphony Orchestra Discover. Browse for your downloaded Spitfire Symphony Orchestra Discover folder and select this to complete the authorisation.



6. Your library is authorised.

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:

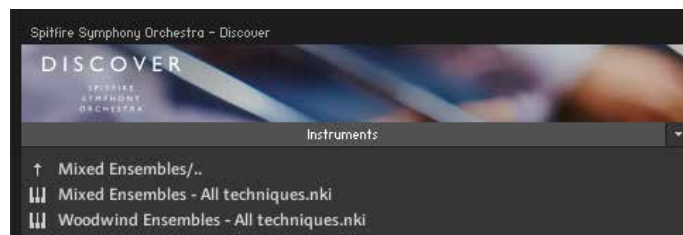
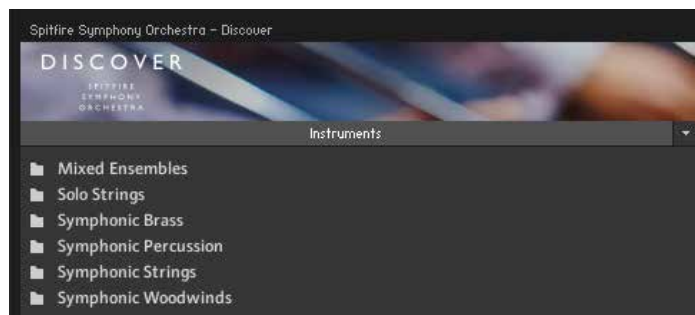
<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-7/>

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

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

SPITFIRE SYMPHONY ORCHESTRA DISCOVER

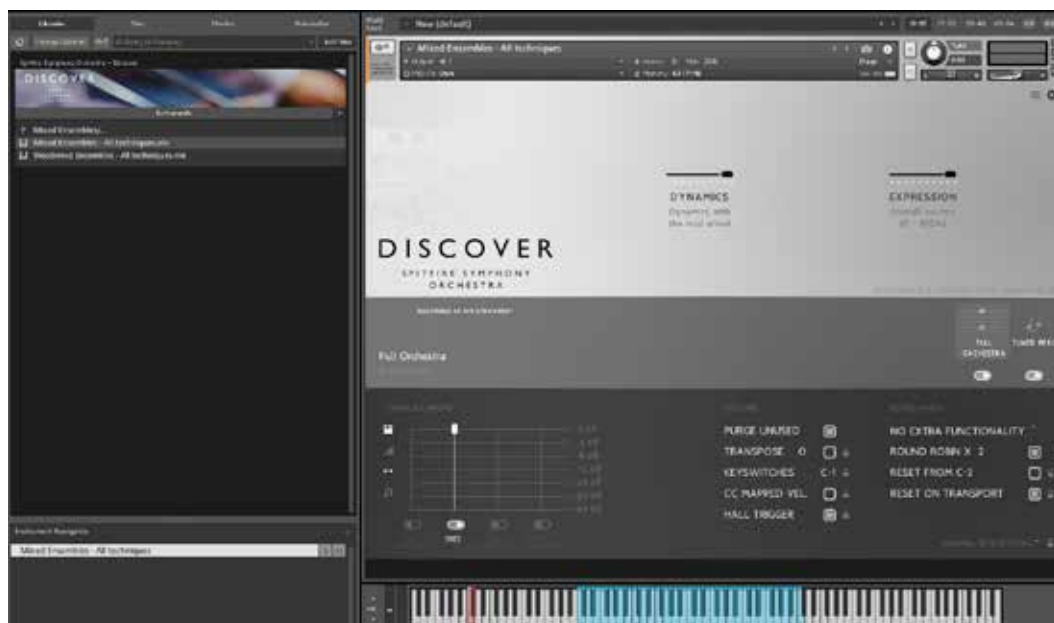
FOLDER STRUCTURE



If you click the Instruments bar to expand, you will see that you have 6 subfolders of sectioned instruments to choose from.

Double - click on the folder of your choice (in this case, Mixed Ensembles), where you will next see all available Mixed Ensembles patches.

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.

SPITFIRE SYMPHONY ORCHESTRA DISCOVER: MAIN PATCH VIEW



All of the libraries that we track at AIR Studios are recorded via priceless ribbon and valve mics via Neve Montserrat pre-amps, the largest 88R Neve console in the world and onto pristine 2" tape before being converted with the top-of-their-class Prism AD converters at 96k. There is one mic position (Tree).

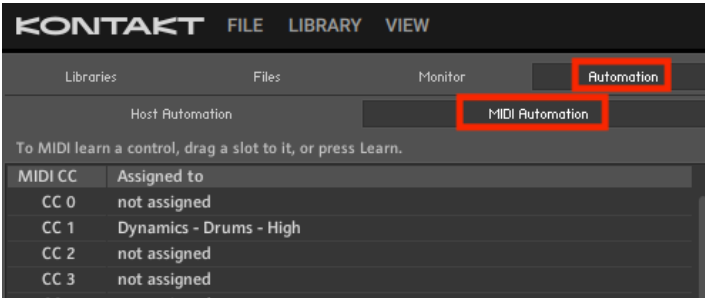
When you first load up a Symphonic section preset you'll be greeted with this GUI.

ASSIGNING CONTROLS IN KONTAKT.

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

or CTRL CLICK.

You can then alter the controller parameters in the "Automation tab" (you will need to be in [Classic or Rack view](#), see screenshot below). If you want your mod wheel to go all the way from top to bottom but the control to have restricted bandwidth change default of 0-127 to 20-100 say. Or if you want the controller to make the GUI control in the reverse direction change from default 0-127 to 127-0.



1. KONTAKT HEADER

This area at the top of each instrument is where to set your audio and MIDI routing as well as see whether the patch is loaded, loading or purged. On the right you can solo, mute, pan, tune and adjust volume.

2. SIDE BAR

The side bar is where you select and change mix/signals views(as described on [page 14](#)).

3. ARTICULATION SWITCHER

These musical note icons are the available articulations in your patch. These icons also correspond to the red keys in the Kontakt keyboard (see point 5.)

- Holding CTRL/CMD and clicking on the purge button for an articulation will SOLO LOAD that articulation.
- Holding SHIFT and clicking an articulation icon will allow multiple articulations to be activated simultaneously. Mileage may vary depending on articulations picked.
- Holding CTRL/CMD and clicking on the articulation icon will pop up the ARTICULATION MAPPER ([page 69](#)) and allow you to customise how the articulation is activated.
- Holding ALT and clicking on the articulation icon will toggle an existing ARTICULATION MAPPER setting on and off.

4. PATCH/ARTICULATION LABEL

Displays the name of the loaded patch and the currently selected articulation.

5. KONTAKT KEYBOARD

With the Kontakt keyboard displayed you should see a red range of keys and a blue range. The red range is your Keyswitch range for selecting articulations, holding more than one red key will select multiple articulations. The blue range is the playable range of the selected articulation.

6. CONTROLLERS

The following controls are included in this library to allow you to control and automate various parameters:

Dynamics - probably the most important controller you have. This crossfades between the different dynamic layers recorded.

Vibrato - where appropriate this crossfades from no (or senza) to lots (molto) vibrato.

Release - allows you to change the amount of release trigger you and your listener hears.

Tightness - the start of a note is often not the start of the 'sound' of the instrument. This cuts further into the note to make it tighter. But does detract from realism. Worth tightening up when playing in, then loosening and putting a negative delay into your DAW to compensate for ultimate reality.

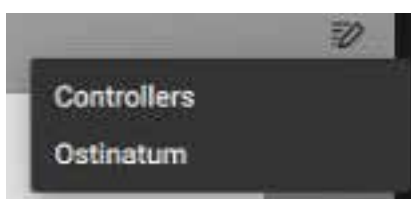
Expression - ostensibly instrument volume (CC11), so this adjusts the volume within the patch/plugin volume (CC7).

7. SLIDER

When the articulations overrun the screen, a slider is provided underneath to access the non-visible articulations.

8. PAGE BUTTON

This allows you to toggle the page view between the Controllers and the Ostinatum. This Page button will only appear on articulations that support the Ostinatum (shorts).



9. UI AND ADDITIONAL KEYSWITCH SETTINGS COG

Click on this to reveal the menu to change the UI mode, and for several other keyswitching options, see from [page 28](#) for more info.

10. ROUND ROBINS AND LEGATO

NO EXTRA FUNCTIONALITY(NEIGHBOURING ZONES)- This is the menu for RR behaviour. Next to this lies a drop-down menu with some useful functions:

- **“No extra Functionality”** - Is the standard default where round robins are used as they were intended.

- **“Neighbouring Zones”** - pulls from neighbouring zones, so for an ‘8RR’ instrument, you effectively cycle through up to 24 different sounding notes when pressing a key. It’s still just playing the one RR at a time, though giving you more of them. In legato mode this also alternates between 3 legato intervals to give a fake round robin.

- **“2x Round Robin With Skip”** - plays two RR simultaneously, so you get a thicker sound, it’s the equivalent of plopping two notes on top of each other in your DAW (and it drops the overall volume ~6db so that the levels remain the same but it just sounds thicker). NB THIS IS NOT AVAILABLE TO LEGATO TRANSITIONS. This plays the pairs and moves ahead by 2 RR. In this mode RR is effectively halved. E.g., if you press a note it would play RR1/RR2 then RR3/RR4 ,etc.

- **“Layer 2x Round Robins With No Skip”** - As above but this plays a pair but doesn’t move ahead by 2 so that RR isn’t halved. So if you press a note it would play RR1/RR2, then RR2/RR3, then RR3/RR4.

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

RESET FROM xx - This enables you to control the round robin cycle (so it sounds identical every

time you play) toggle on & play the key selected (default displayed) to reset.

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

TIMED SHORT ARTIC RTS - This option allows you to toggle whether staccato/tenuto/marcato notes have a release trigger that plays on release. This lets you tighten up staccatos or end marcatos/tenutos earlier than they were recorded.

11. OPTIONS

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

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

KEYSWITCHES - Change, if needed, where the keyswitches begin on your keyboard.

CC MAPPED VEL(OCITY) - Click this to control note velocity with the Dynamics slider. If you have re-assigned the dynamics slider, that same CC will control velocity now.

SYNC TO TEMPO - Toggle whether the loaded patch uses TM to sync to tempo (where available)

HALL TRIGGER - In patches where available, toggle whether room ambience is added when fading out dynamics quickly.

12. MIC MIX

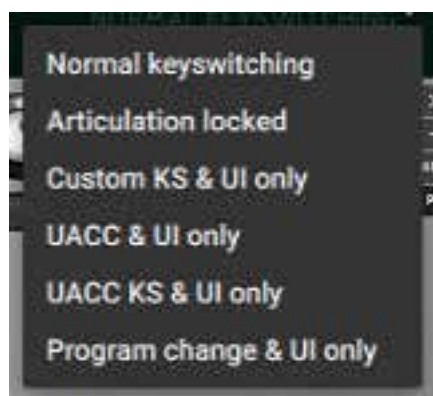
The only mic mix available in this library is the Tree. Like the Articulation Switcher the toggles beneath the fader loads and unloads the mic and the fader above to tweak the balance of it. Turning a fader all the way down will also unload the mic and turning the fader back up will reload.

Right clicking the faders allows you to assign CC controllers so you can mix these live for shifts in the spacial nature of the samples. Click on the mic letters to assign a different output for each mic.

- Holding ALT/OPTION/MENU and dragging the slider will move it WITHOUT toggling the mic purge button.

13. UACC/KS MANAGEMENT

Click on this to reveal the menu to change the keyswitching/articulation management mode:

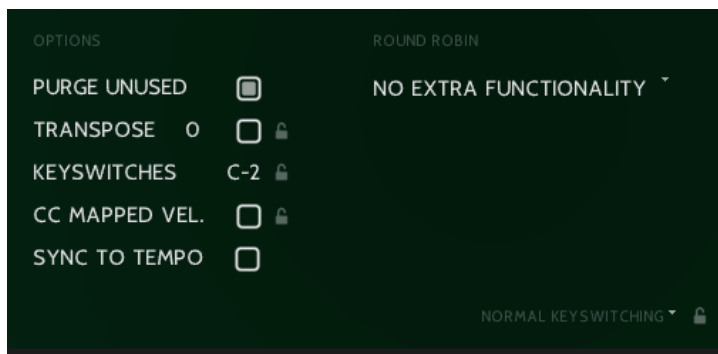


- Normal Keyswitching - Is the standard setting, select articulations via the front panel or key switches.
- Articulation locked - This locks your articulation so it doesn't change at all.
- Custom KS & UI only - This locks your articulation via keyswitch but you're free to switch via the front panel.
- UACC & UI only - This is a standard developed by Spitfire and detailed in appendix E. The default controller channel is #32.
- UACC KS & UI Only - The functionality of UACC with the flexibility of a keyswitch. When activated, a single keyswitch is available. Pressing this key at varying velocities (corresponding to the UACC standard) changes articulation. Unlike standard UACC this allows for layering of articulations.
- Program change & UI only - This locks your articulation via program change but you're free to switch via the front panel.

LOCK THIS SETTING

Next to several of these key settings there is also a padlock icon, related to template building. This padlock can be switched on and off to toggle the lock status.

When activated, this feature ensures that opening any Spitfire Symphony Orchestra Discover instruments will overwrite their pre-existing values with the ones you've chosen to lock. This enables swift template setup, allowing you to configure a patch and apply those settings across the board with ease.



PLEASE NOTE: The lock feature will overwrite any existing configured values when opening previous DAW sessions, templates or your own patches.

We suggest activating it while setting up your templates and then TURNING IT OFF once you've finished.

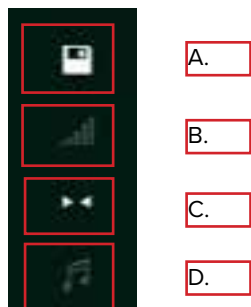
SETTINGS

"Lock this setting" is available for the following properties:

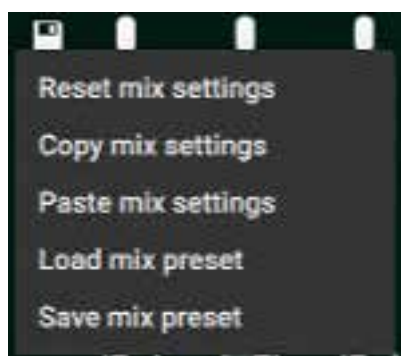
- Keyswitch/UACC method (bottom right),
- Transpose,
- Keyswitches,
- CC mapped vel.

SIDE BAR

This additional set of views provides more mic mix options:

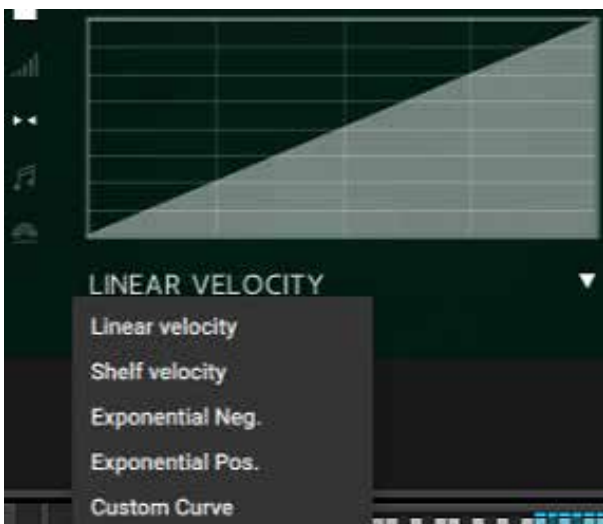


A - MIXER PRESETS



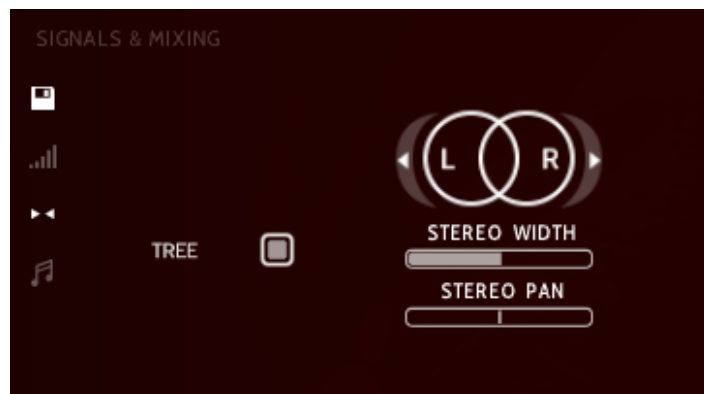
This menu is a way to transfer mixer settings between patches, or save and load presets to or from disk.

B. VELOCITY RESPONSE CURVE



Pick from 5 different velocity curves to suit your controller.

C. STEREO IMAGE CONTROL



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

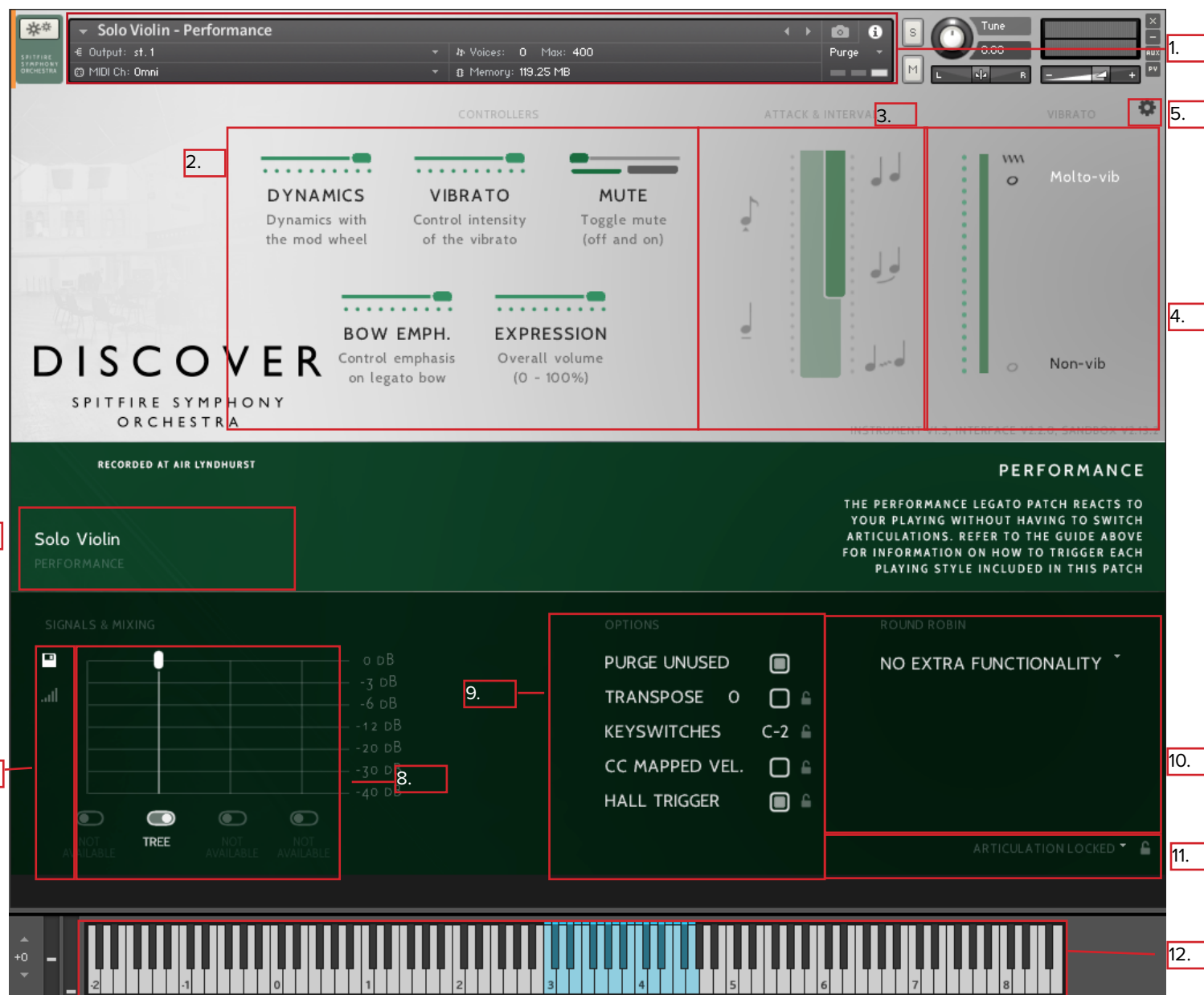
STEREO WIDTH - Allows you to control how far the stereo image reaches. All the way to the right would be like having your two pan pots panned hard. All the way to the left would be like having both pots centre,

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

D. MIC MIX TO ARTICULATION LINKER

Toggle this on and off to mix per-articulation or globally.

PERFORMANCE PATCH OVERVIEW



1. KONTAKT HEADER

This area at the top of each instrument is where to set your audio and MIDI routing as well as see whether the patch is loaded, loading or purged. On the right you can solo, mute, pan, tune and adjust volume.

2. CONTROLLERS

The following controls are included in this patch to allow you to control and automate various parameters:

Dynamics - probably the most important controller you have. This crossfades between the different dynamic layers recorded.

Vibrato - where appropriate this crossfades from no (or senza) to lots (molto) vibrato.

Expression - ostensibly instrument trim (CC11), so this adjusts the volume within the instrument volume (CC7).

Mute - toggle mute off and on.

Bow Emph. - Controls the emphasis on legato bow.

3. PLAY GUIDE - ATTACK & INTERVAL (VISUAL AID ONLY)

Performance Legato patches react to your playing without having to switch articulations. Please refer to [this article](#) for more info on how different elements can be triggered, and to this play guide

visually for information on how to trigger each playing style included in each patch. Attacks and Intervals can also be 'locked' by hovering the mouse over an articulation/technique and clicking the padlock in the section. This restricts the playable velocity of an attack or interval to the range locked.

4. PLAY GUIDE - VIBRATO (VISUAL AID ONLY)

Vibrato: As you move the Vibrato intensity slider in the Controllers section, you will see here in this Play Guide section the vibrato moving from/into non-vib, vib and molto-vib, as a visual aid.

5. UI AND ADDITIONAL KEYSWITCH SETTINGS COG

Click on this to reveal the menu to change the UI mode, and for several other keyswitching options, see from [page 28](#) for more info.

6. PATCH/ARTICULATION LABEL

7. SIDE BAR

The side bar is where you select and change mic mix/signals views(as described in previous sections).

8. MIC MIXES

9. OPTIONS

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

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

KEYSWITCHES - Change, if needed, where the keyswitches begin on your keyboard.

CC MAPPED VEL(OCITY) - Click this to control

note velocity with the Dynamics slider. If you have re-assigned the dynamics slider, that same CC will control velocity now.

HALL TRIGGER - In patches where available, toggle whether room ambience is added when fading out dynamics quickly.

10. ROUND ROBINS

NO EXTRA FUNCTIONALITY: This is the menu for RR behaviour. Next to this lies a drop-down menu with some useful functions:

- "No extra Functionality"
- "Neighbouring Zones" -
- "2x Round Robin With Skip"
- "Layer 2x Round Robins With No Skip"

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

RESET FROM 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.

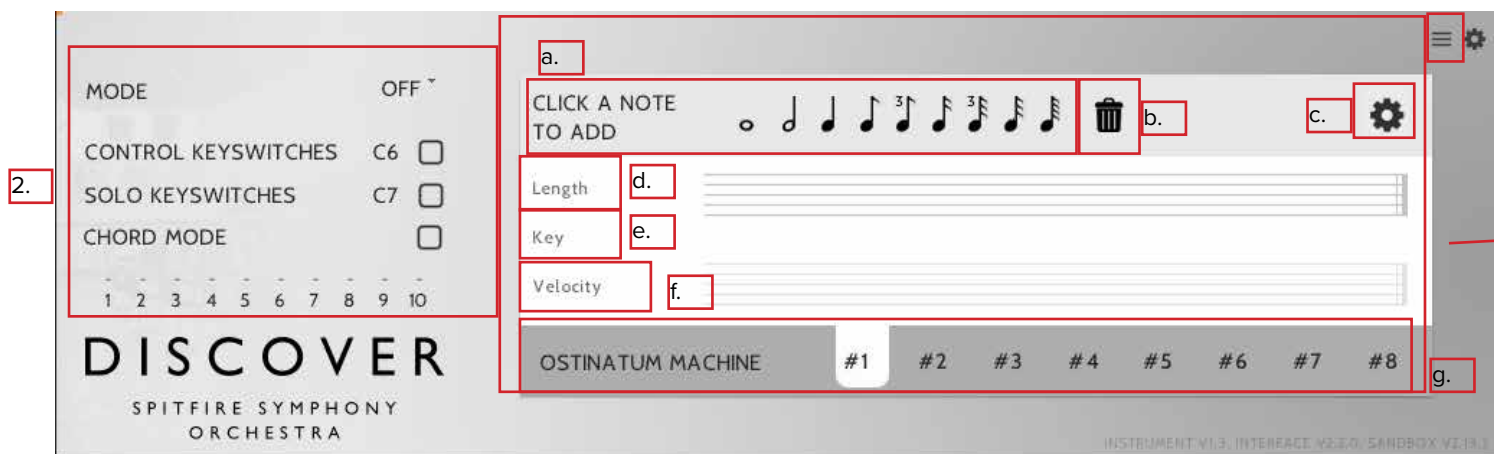
RESET ON TRANSPORT - As above but resets every time you press play in the DAW.

11. UACC/KS MANAGEMENT

Click on this to reveal the menu to change the keyswitching/articulation management mode for the various playing styles available in each patch.

12. KONTAKT KEYBOARD

With the Kontakt keyboard displayed you should see a red range of keys and a blue range. The red range will be your Keyswitch range for selecting articulations, holding more than one red key will select multiple articulations. The blue range is the playable range of the selected articulation.



1. PATTERN

a. Note Input: Clicking on the different note values will add a note to the end of the pattern that is this long - for instance, clicking a crotchet/quarter-note will add a note of this length to the pattern.

b. Clicking the bin/trashcan will remove the most recently added note.

c. Pattern settings: The 'cog' icon reveals a drop-down menu with the following options:

- Wrap around/don't wrap around if less notes held: if the notes in the current pattern are using key values of 1-10 but there are less than 10 notes held, the values will wrap around to 1 again. If the pattern contains key values 1-6 and only 4 notes are held, the key values 5 and 6 will trigger 1 and 2 respectively. With this disabled, the notes will be skipped instead of played.

- Mute/don't mute this pattern: This pattern will not play when muted, but can be overridden with keyswitches set up in point 2.

- Ignore/don't ignore chord settings: With chord mode enabled, this pattern will behave as though it is disabled.

d. Length: This displays the note lengths that you have selected from the Note Input section. Drag down here to create rest versions of the note length.

e. Key: Under each note you can then select which key (displayed in real time in the Transport) this note is attached to. Scroll up and down to select.

f. Velocity: Adjust these bars up and down to adjust the velocity levels of each note, this will bring your rhythm sequence to life and provide you with all sorts of surprising syncopated accents.

g. Ostinatum Machine: This section allows you create and switch between up to 8 patterns. By default these layer on top of each other, but you can configure them to be solo using the previously described Pattern settings under the cog icon, or using the Solo Keyswitch option, explained in the next point.

2. OSTINATUM SETTINGS

This section has controls for selecting how the Ostinatum handles incoming notes and for enabling and disabling keyswitches. The mode options are as follows:

OFF - in this default position the Ostinatum remains dormant.

ORDER PRESSED: This will number the notes in the order you pressed them.

ASCENDING: This will number the notes from the lowest to the highest.

DESCENDING: This will number the notes from the highest to the lowest.

The other options are:

CONTROL KEYSWITCHES: Allows you to set up a section of the keyboard that controls the state of the Ostinatum.

SOLO KEYSWITCHES: Allows you to dedicate a section of the keyboard to keyswitches that solo each ostinatum pattern.

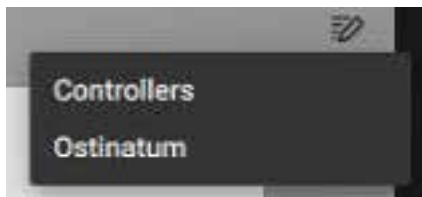
CHORD MODE: This ignores any note order and simply plays everything polyphonically, great for measured trem style effects.

At the bottom of this section, is the **KEY DISPLAY**.

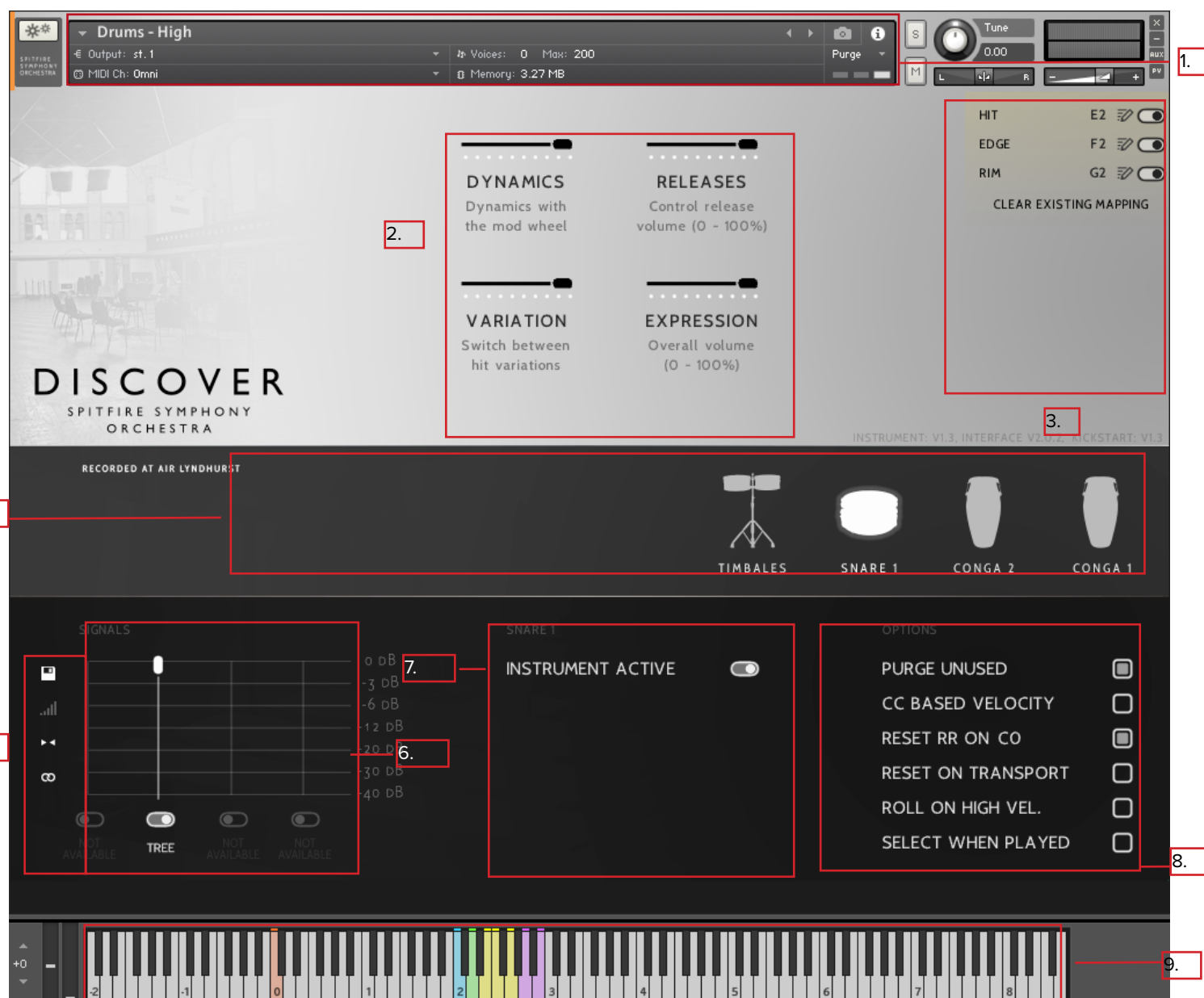
This displays the currently held notes number 1-10 arranged from left to right, this will display changes based on the Mode setting.

4. PAGE BUTTON

This allows you to toggle the page view between the Controllers and the Ostinatum. This Page button will only appear on articulations that support the Ostinatum (shorts).



SPITFIRE SYMPHONY ORCHESTRA: SYMPHONIC PERCUSSION: KICKSTART VIEW



1. KONTAKT HEADER

This area at the top of each instrument is where to set your audio and MIDI routing as well as see whether the patch is loaded, loading or purged. On the right you can solo, mute, pan, tune and adjust volume.

2. CONTROLLERS

The following controls are included in this library to allow you to control and automate various parameters:

Dynamics - probably the most important controller you have. This crossfades between the different

dynamic layers recorded.

Releases - Dialed in all the way, this helps blur the transitions when using long articulations such as rolls and swells in slow passages in a natural and musical way. Dial back to shorten the release tails of these techniques.

Variation - allows you to switch between hit variations.

Expression - ostensibly instrument volume (CC11), so this adjusts the volume within the patch/plugin volume (CC7).

3. HITS & TECHNIQUES

This 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 and Kickstart patches.

This panel also allows you to switch between variations. A variation is an alternative way of playing the instrument.

4. INSTRUMENT AREA

This middle area gives a visual overview of all of the instruments included within each Kickstart patch.

You need to click the instrument silhouettes in this area to select and configure each one, or hold CMD/CTRL and click to select multiple. Selected instruments are usually shown in a shaded colour, or with a visible outline.

When each instrument is selected, all available hits and techniques will be displayed on the right in the hits & techniques area.

5. SIDE BAR

The side bar is where you select and change mic mix/signals views (as described on [page 43](#)).

6. MIC MIX

This is a more advanced mixer than the Easy Mix (page....), with individual faders for each mic. Like the Articulation Switcher the toggles beneath the faders load and 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 and turning the fader back up will reload.

Right clicking the faders allows you to assign CC controllers so you can mix these live for shifts in the spacial nature of the samples. Click on the mic letters to assign a different output for each mic.

- Holding CTRL/CMD and clicking on the purge button for a mic will SOLO LOAD that Mic.

- Holding ALT/MENU and dragging the sliders will move them WITHOUT toggling the mic purge buttons.

- Holding SHIFT + ALT/MENU and dragging the sliders will drag all mic sliders up and down to match that setting.

7. INSTRUMENT ACTIVE

This section shows the currently selected instrument(s), and allows you to toggle these on and off.

8. OPTIONS

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

CC BASED VELOCITY - Click this to control note velocity with the Dynamics slider/mod wheel. If you have re-assigned the dynamics slider, that same CC will control velocity now.

RESET RR on C0 (+/-1) - This enables you to control the round robin cycle (so it sounds identical every time you play) toggle on & play the key selected (C0) to reset.

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

ROLL ON HIGH VEL. - Toggle whether a high velocity hit triggers a roll (where available).

SELECT WHEN PLAYED - Switch to the instrument that is played.

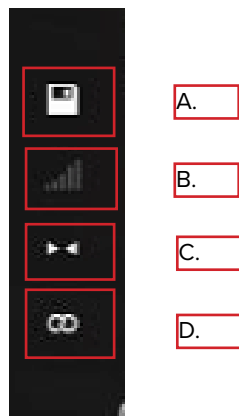
9. KONTAKT KEYBOARD

With the Kontakt keyboard displayed you should see a red range of keys and a coloured range. The red range is your Keyswitch range for selecting articulations, holding more than one red key will select multiple articulations.

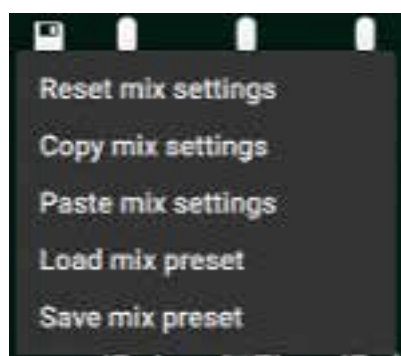
The coloured range is the playable range of the selected articulation - each articulation has been given its own colour and so each key/section is colour coded to show each articulation section of notes pre-mapped on the keyboard.

SIDE BAR

This additional set of views provides more mic mix options:

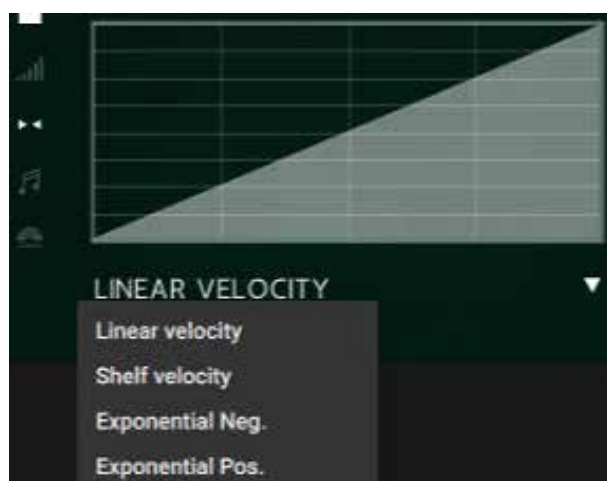


A - MIXER PRESETS



This menu is a way to transfer mixer settings between patches, or save and load presets to or from disk.

B. VELOCITY RESPONSE CURVE



Pick from 4 different velocity curves to suit your controller.

C. TREE MIC STEREO FIELD CONFIG



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

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. PER-INSTRUMENT MIXER BUTTON

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.

MAPPING HITS & TECHNIQUES TO A MIDI CONTROLLER

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

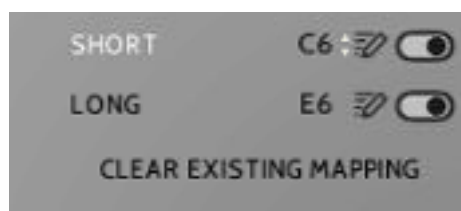
First, select the instrument you want to map to the keyboard. Simply move the mouse over the silhouette and give it a click.



With the instrument selected, you'll see its name to the top right, just above a list of its available techniques on the panel to the right.

2. SELECT THE TECHNIQUE

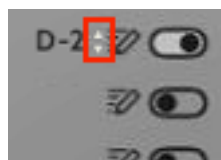
From the list of techniques, find the one that you want to map and give it a click. If done correctly you'll notice the technique name should highlight:



If you clicked the wrong technique, don't worry. Simply click on 'CLEAR EXISTING MAPPING', twice, to deselect it and cancel mapping.

3. SELECT THE DESIRED NOTE

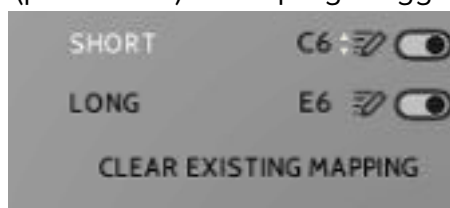
With the technique selected, using the up and down arrows next to the note number, choose your desired note you wish to map this to on the keyboard.



You'll notice that the on-screen Kontakt keyboard moves the coloured note along the keyboard to the new key selected.

4. CONFIGURE THE TECHNIQUE

If you look to the right of each technique's name in the list you'll notice two buttons: an edit button (pencil icon) and a purge toggle.



You can click the purge toggle load or unload technique from memory and deactivate/activate its mapping.

If you want to configure a technique further you can expand the configuration area by pressing the edit button (pencil icon).



TWO FINGER MAPPING

Techniques with this option can be toggled between single and two fingered mapping mode. The former will provide you with a single key to play the technique. The latter expands this to two key allowing you to play rolls, flams and trill much easier.

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-robin, click and drag the number up and down. You can completely disable round-robins by un-ticking the box to deselect.

Please note that this option may read ‘No Round robins’ if there are none available for the selected technique.

INSTRUMENTS/SECTIONS AND ARTICULATIONS

Please note - Unavailable articulations from the paid version of SSO will be present in SSO Discover's UI with text "**DEMO NOTE**" written - when selected, you will be limited to 1 note, for preview purposes.

SYMPHONIC STRINGS

Basses (a8)

Long
Short Pizzicato
Short Spiccato
Tremolo

Celli (a10)

Long
Short Pizzicato
Short Spiccato
Tremolo

Violas (a12)

Long
Short Pizzicato
Short Spiccato
Tremolo

Violins 1 (a16)

Long
Short Pizzicato
Short Spiccato
Tremolo

SOLO STRINGS

Solo Violin - Performance Patch

BRASS

Bass Trombone Solo

Long
Short Staccato

Horn Solo - Performance Patch

Horns (a2)

Long
Short Staccato

Tenor Trombones (a2)

Long
Short Staccato

Trumpets (a2)

Long
Short Staccato

Tuba Solo

Long
Short Staccato

WOODWINDS

Bass Clarinet

Long
Short Staccato

Bassoon Solo

Long
Short Staccato

Clarinet Solo

Long
Short Staccato

Cor Anglais - Performance Patch

Flute Solo

Long
Short Staccato

Oboe Solo

Long
Short Staccato

Piccolo Flute Solo

Long
Short Staccato

INSTRUMENTS/SECTIONS AND ARTICULATIONS CONTD

MIXED ENSEMBLES

Mixed Ensembles All Techniques

Full Orchestra

Tuned Percussion

Woodwind Ensembles

Orchestrator Long

Orchestrator Short

Unpitched Metal Percussion

Cymbal - medium hit

Anvil - hit mid

Piatti - hit

Triangle - triangle 1 open hit 1

Tam Tam - hit

SYMPHONIC PERCUSSION

Grand Piano - Direct

Harp - Normale

Tuned Percussion

Celeste - normale

Glockenspiel - normale

Marimba - normale

Timpani - normale

Tubular Bells - normale

Vibraphone - normale

Xylophone - normale

High Drums

Conga - conga 1 tone

Conga - conga 2 tone

Snare - snare 1 hit

Snare - snare 1 Edge

Snare - Snare 1 Rim

Timbales - Lo hit

Timbales - Hi Hit

Low Drums

Bass Drum - Hit

Field Drum - Hit

Toms - Tom 1

Toms - Tom 3

Toy Percussion

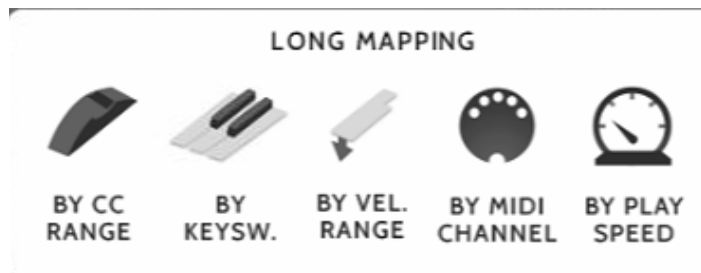
Cowbells - bell 1 open

Shakers - pop closed

Tambourines - hit

ARTICULATION MAPPER

Custom triggers for switching articulations - Command+Clicking on an articulation (Control+Click on Windows) will pop up a menu with some options for customising how articulations are triggered or switched:



By CC Range - This will allow you to use a single MIDI CC message to switch between articulations. Set each articulation to a specific range and use a midi controller fader or indeed button with a single CC value assigned to select your desired articulation. Our default setting CC used is CC#32 as per our UACC protocol.

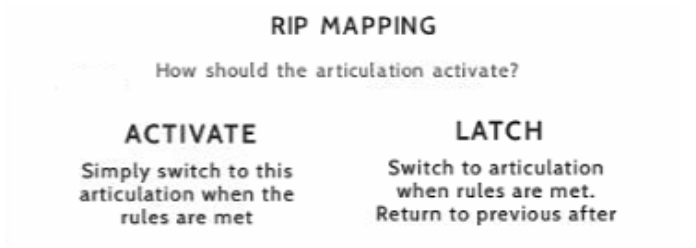
By Keysw. - This allows you to create your own custom Key Switch for the articulation, please note that this is not as fully featured as the default KS range and does not allow for layering. This is only advisable if you have a specific KS layout you prefer.

By Vel. Range - This is great for designing intelligent staccato patches that say become staccatissimo when you hit the keyboard hard.

By MIDI Channel - This option turns your single instance into a multi timbral instrument. MIDI channel lets the instrument change articulation based on the incoming MIDI channel. To use, place the instrument MIDI Channel to 'Omni' mode in the Kontakt Header. The single instance can now be configured to play based on the incoming MIDI channel.

By Speed Of Playing - This function allows you to switch articulations based on the playing speed of your performance. When selected, it provides options to specify a triggering time-range in milliseconds. For example, you could specify that 'fast legato' should be activated if the time between playing each interval is between 0 and 250ms.

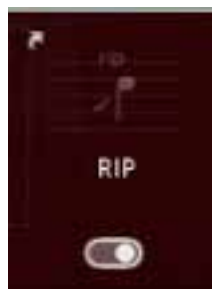
Once you choose the trigger, you will be asked to set how the trigger is set:



Each of the different trigger options has a trigger panel which allows you to specify if you want this trigger to apply only to legato intervals, and an option to specify a group for the triggers, this means that a trigger will only activate when another articulation in the same group is already activated. An example of this might be velocity triggers for shorts only, or playing speed for legato articulations only:



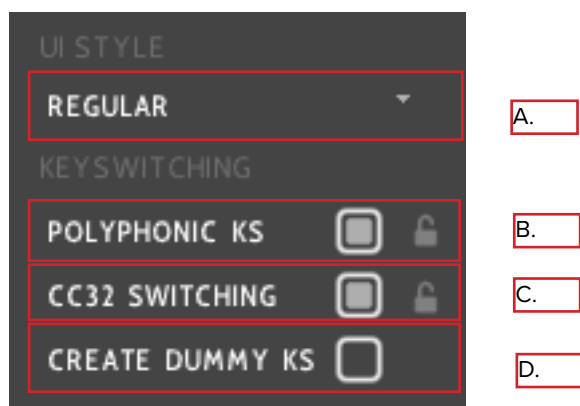
Once a custom trigger is set you will see a small white arrow above the articulation to indicate this, Alt+Clicking on this will toggle the trigger on or off:



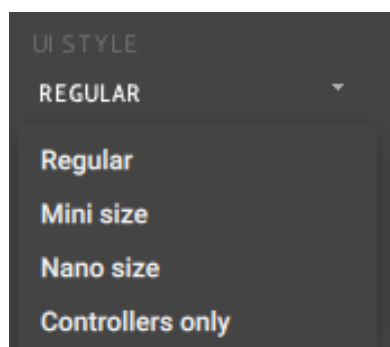
Whilst there are many ways to switch between articulations, many pros still prefer to have a different articulation in a single instance per track on their DAW. This enables them to assign different reverb levels and bake helpful stems that can be used in conjunction with live instruments (to work like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

UI AND ADDITIONAL KEYSWITCH SETTINGS

Available when clicking on the cog wheel as per [page 12](#), the following menu will appear:



A -UI STYLE



If the new UI is just a little too big for you, we've provided this a handy method to 'roll it up' to either a MINI, NANO or CONTROLLERS ONLY size.

The setting applies product-wide after a patch reload or a Kontakt restart. It also applies to any templates or projects you've already created.

To reset to the regular size UI, click back on the cog wheel, into the UI Style menu and choose a different style. The interface will return to the new style on the next restart or reload.

B. POLYPHONIC KS

Enable this to allow multiple keyswitches to activate by holding them simultaneously.

Click to close the padlock to share the setting across all patches of the product where this setting is available.

C. CC32 SWITCHING

Enable this to allow CC32 to control articulation switching.

Click to close the padlock to share the setting across all patches of the product where this setting is available.

D. CREATE DUMMY KS

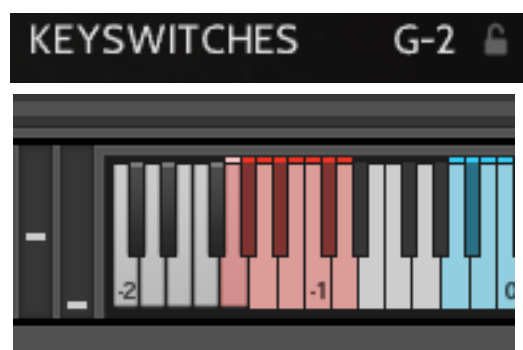
Another feature added for advanced template building is 'dummy' keyswitches. These are special keyswitches you can assign to the keyboard that deactivate all articulations in a patch.

To illustrate the use of dummy keyswitches, we'll take Epic Woodwinds and merge 'High' and 'Low' patches on one MIDI channel for seamless articulation switches from high and low woods etc.

First, we open 'Epic Woodwinds High' on MIDI channel 1 and review its keyswitches, ranging from C-2 to F-2:



Then, we open 'Epic Woodwinds Low', also on MIDI channel 1. We know the keyswitch range in 'Epic Woodwinds High' goes C-2 to F-2, so to avoid overlaps, let's move the Low keyswitches to start from G-2.



Here's where dummy keyswitches come in. Still in the 'Epic Woodwinds Low' patch, we open the settings menu and enable Create Dummy KS to activate dummy keyswitch mode.

Next, we click each note on the Kontakt keyboard from C-2 to F-2, turning them into red keyswitches:



We open the settings back up, click to disable Create Dummy KS to deactivate the dummy key-switch mode, and then we repeat the same process in the 'Epic Woodwinds High' patch, clicking to add the 8 keyswitches from G-2 to D-1. Both patches now have a matching range of key-switches.

If you make a mistake, you can RESET a patch's dummy keyswitches by holding CMD+SHIFT (CTRL+SHIFT) and clicking 'KEYSWITCHES'.

Now, pressing a keyswitch from C-2 to F-2 1 on MIDI channel 1 will deactivate the articulations in the 'Epic Woodwinds Low' patch. Pressing G-2 to D-1 will deactivate all articulations in the 'Epic Woodwinds High' patch.

MIC DETAILS

TREE - Tree. This refers to the “Decca” tree of three mics placed above the conductors podium. In this case; 3 priceless vintage Neumann M50s. These are placed to give the ultimate sound of the band, the hall and are the default mic position that loads in with each patch.

APPENDIX A — KONTAKT VS KONTAKT PLAYER

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

<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-8-player/>

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

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

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

<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-6/pricing-kontakt-5/cross-grade-offer/>

If the library you want to use is NOT a 'Player' library then you need to buy the full retail version of Kontakt.

Then you can also load 'non-Player' libraries like some of our other ranges, Harp, Piano, Harpsichord, etc.

Please note that non-Player library instruments will not appear on the Kontakt libraries pane and so can't be added as a library as Player libraries need to be. Instead, these libraries will simply need to be loaded via the Kontakt files browser or you can add the library as a favourite to the Kontakt Quick Load window.

APPENDIX B — FAQS AND TROUBLESHOOTING

Q: WHAT ARE THE SYSTEM REQUIREMENTS?

MAC SYSTEM REQUIREMENTS

Intel Macs (i5 or higher): macOS 11-15 (latest update).

Apple Silicon Macs (via Rosetta 2 & natively on ARM in Standalone or in hosts that support it): macOS 11-15 (latest update).
4 GB RAM (6 GB recommended for large KONTAKT Instruments).

PC SYSTEM REQUIREMENTS

Windows 10 or 11 (latest Service Pack), Intel Core i5 or equivalent CPU.

4 GB RAM (6 GB recommended for large KONTAKT Instruments).

64 bit DAW required (32 bit DAWs not supported)

Min Kontakt version 7.5.2

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 Spitfire Symphony Orchestra Discover, you can copy the library folder over to the second machine and then use the “Repair” feature in Native Access.

Q: I CAN'T SEE THIS IN THE PLUGINS SECTION OF MY DAW?

This library is a Kontakt Player library so it does not have its own standalone plugin. Instead you will find the library in the Kontakt or Kontakt Player plugin.

Q: HOW DO I AUTHORIZE SPITFIRE SYMPHONY ORCHESTRA DISCOVER ON A MACHINE NOT CONNECTED TO THE INTERNET?

It not possible to authorise Spitfire Symphony Orchestra Discover on a machine not connected to the internet. Authorisation is done through the Spitfire Audio App and Native Access, 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: HOW DO I DOWNLOAD PRODUCTS ON MAC OSX 10.9?

The version of Kontakt player needed to install Spitfire Symphony Orchestra Discover only supports Mac OS11 and upwards.

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 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 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/.

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) If

your order gets caught at this stage, we run a manual order check, and this can delay the processing of your order for up to 24 hours.

You 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.

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 Native Access. 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: 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/, 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 — UACC

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

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

Long (sustain)	34	Detache	80	Synced - 120bpm (trem/trill)
1 Generic	35	Higher	81	Synced - 150bpm (trem/trill)
2 Alternative	36	Lower	82	Synced - 180bpm (trem/trill)
3 Octave				
4 Octave muted	Short			Phrases & Dynamics
5 Small (1/2)	40	Generic	90	FX 1
6 Small muted	41	Alternative	91	FX 2
7 Muted	42	Very short (spicc)	92	FX 3
8 Soft (flaut/hollow)	43	Very short (soft)	93	FX 4
9 Hard (cuivre/overb)	44	Leisurely (stacc)	94	FX 5
10 Harmonic	45	Octave	95	FX 6
11 Tremolo/flutter	46	Octave muted	96	FX 7
12 Tremolo muted	47	Muted	97	FX 8
13 Tremolo soft/low	48	Soft (brush/feather)	98	FX 9
14 Tremolo hard/high	49	Hard (dig)	99	FX 10
15 Tremolo muted low	50	Tenuto	100	Up (rips/runs)
16 Vibrato (molto vib)	51	Tenuto Soft	101	Downs (falls/runs)
17 Higher (sultasto/bells up)	52	Marcato	102	Crescendo
18 Lower (sul pont)	53	Marcato Soft	103	Decrescendo
19 Lower muted	54	Marcato Hard	104	Arc
	55	Marcato Long	105	Slides
Legato	56	Plucked (pizz)		
20 Generic	57	Plucked hard (bartok)	Various	
21 Alternative	58	Struck (col leg)	110	Disco up (rips)
22 Octave	59	Higher	111	Disco down (falls)
23 Octave muted	60	Lower	112	Single string (Sul C/G/etc.)
24 Small	61	Harmonic		
25 Small muted				
26 Muted	Decorative			
27 Soft	70	Trill (minor 2nd)		
28 Hard	71	Trill (major 2nd)		
29 Harmonic	72	Trill (minor 3rd)		
30 Tremolo	73	Trill (major 3rd)		
31 Slow (port/gliss)	74	Trill (perfect 4th)		
32 Fast	75	Multitongue		
33 Run	76	Multitongue muted		

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

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

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

UACC KEYSWITCH

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

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

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

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