

SPITFIRE AUDIO

STRATUS

SPITFIRE AUDIO
USER MANUAL

INTRODUCTION

Thank you for purchasing Ólafur Arnalds - Stratus. Fusing the power of technology with the organic beauty and emotion of the piano, Stratus is a vast, dynamic new instrument that will add depth, movement and colour to your music. Made in collaboration with BAF-TA-winning Icelandic composer and producer Ólafur Arnalds, this versatile, multidimensional tool bends space and time through an intricate network of polyrhythmic piano performances. Awe-inspiring patterns and atmospheric clouds of harmonic refractions swell and die away at your fingertips, unfolding based on what you play and instantly sparking new ideas.

Instantly playable and easy-to-use, Stratus is presented in a bespoke interface made up of six multi-layered piano and synthesizer matrixes, each offering a unique sonic experience — plus detailed customisation options and mind-blowing warped sounds, offering a spectrum of emotion.

Quick Specs

- Download Size - 15.22GBs
- 16GBs Disk space required
- MAC OS 10.10 | Intel Quad Core I5
- Windows 7, 8, or 10 | Intel Quad Core i5 or AMD A10
- NKS Ready
- Compatible with Native Instruments hardware
- Free Kontakt Player Included
- Kontakt 5.6.8 or Higher

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WELCOME

A SPECTRUM OF EMOTION

In our fourth collaboration with renowned composer Ólafur Arnalds, we bring you a brand new, multidimensional instrument, based on his acclaimed software: sophisticated midi algorithms programmed to trigger patterns of notes on two identical self-playing pianos. Spitfire has used this model to create a highly intuitive and interactive tool enhanced with unique features, while recording full performances to capture the profoundly emotional, organic nature of the pianos themselves — instantly adding echoes of movement to anything you play, and pushing you to explore new possibilities.

INSTANTLY MUSICAL

Stratus makes it easy to create nuanced piano-based music from the most simplistic of arrangements. Designed to help you write music or finish that track or score, hold down a note or a chord and lose yourself in unique, inspiring clouds of harmonic refractions and rhythmic performances as they swell, evolve and die away at your fingertips. Whatever the mood you are trying to create, it offers a whole spectrum of emotion, derived from user input — from intimate loops, swells and textures to intricate rhythms falling like rain, and dreamy, expansive soundscapes.

DETAILED CUSTOMIZATION

While specially curated by Ólafur, the user controls how these combinations of harmonic elements develop — both by what they play, and with extensive built-in customisation options, as well as a comprehensive range of effects. The four piano-based matrixes capture the stunning organic sounds of Ólafur's pianos, panned across the stereo field to give a true representation of the pianos in their space, seamlessly blended into one, as well as two synthesiser matrixes employing the same technology to create similar patterns, with stunning tempo-locked rhythmic loops made using Ólafur's Korg PS-3100, and dreamy swarm-like textures from his Juno-60. The Randomise bar features experimental controls to further randomise Stratus' behaviour, taking advantage of the library's generative nature. Stratus' versatility lends itself to solo compositions, as well as adding texture and unpredictable elements to orchestral libraries, and complementing the libraries in our acclaimed Ólafur Arnalds series.

Stratus works by taking a single note and repeating it according to a curated rhythm, splitting the rhythm between the two self-playing pianos while at the same time relocating the note up or down the octave based on a curated level of randomness, that chooses whether or not the octave should jump. Where our Evo Grid technology is triggered by note range, the Stratus matrix works by voice groups — dependent on the order in which you play the notes, and how many you play.

GHOST IN THE MACHINE

After suffering acute nerve damage following a car accident that left him unable to play with his left hand, Ólafur was motivated to develop intelligent custom software that could trigger self-playing, semi-generative 'ghost' pianos — his 'robot writing partners', and after spending two years experimenting with programmer Halldór Eldjárn to painstakingly perfect this technology, he incorporated it into his live show — playing an electronic keyboard on stage while his two identical pianos accompanied him to create a cascade of complementary notes and patterns, with each performance unique to each audience. The Stratus pianos also play an integral part in the sound world of his acclaimed 2018 record, [re:member](#).

Captivated by this stunning fusion of emotive organic physicality and the ingenuity of electronic innovation, we spent several weeks at Ólafur's studio in Reykjavik capturing these unique-sounding Yamaha DU1E3 felt-dampened pianos in their natural habitat. Rather than sampling single notes, we made full recordings of multitudes of polyrhythmic patterns and textures performed by both pianos, triggered simultaneously by algorithms, carefully curated in collaboration with Ólafur. Recorded close using vintage KM83 and Coles microphones and pristine Millenia preamps, we have retained the beautiful resonances, and full dynamic and tonal range of his distinctive sounding pianos, brought to life by stunning technology.

ÓLAFUR ARNALDS

Ólafur Arnalds is a BAFTA-winning Icelandic composer and producer, known for pushing the boundaries of music with his unique blend of organic and electronic soundscapes. Always a keen experimenter and innovator, with musical foundations as both a heavy metal drummer and pianist, Ólafur develops chamber strings and piano arrangements with effects, loops, beats, and his own innovative, custom-built software. Based in Reykjavík, Iceland, Ólafur's approach to sound and composition has inspired a new generation to enjoy and create modern neoclassical music.

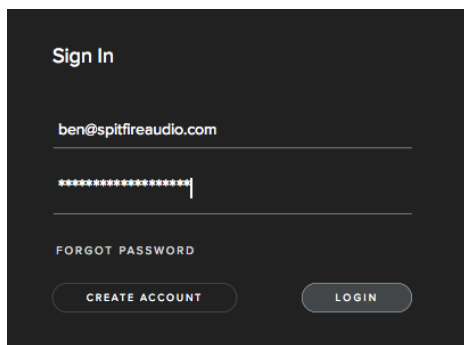
Since his debut album, *Eulogy for Evolution*, in 2008, he has steadily gained recognition worldwide, both as a BAFTA-winning composer (*Broadchurch*, *Wayne McGregor's Dyad 1909*) and as a touring solo artist, releasing on neoclassical label *Erased Tapes* and receiving huge acclaim for his 2018 release, *re:member*. He regularly collaborates with other musicians — as part of experimental techno duo *Kiasmos*, and releasing a series of piano and synth improvisations with fellow musician *Nils Frahm*.

DOWNLOADING & INSTALLING

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

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

THE SPITFIRE AUDIO APP

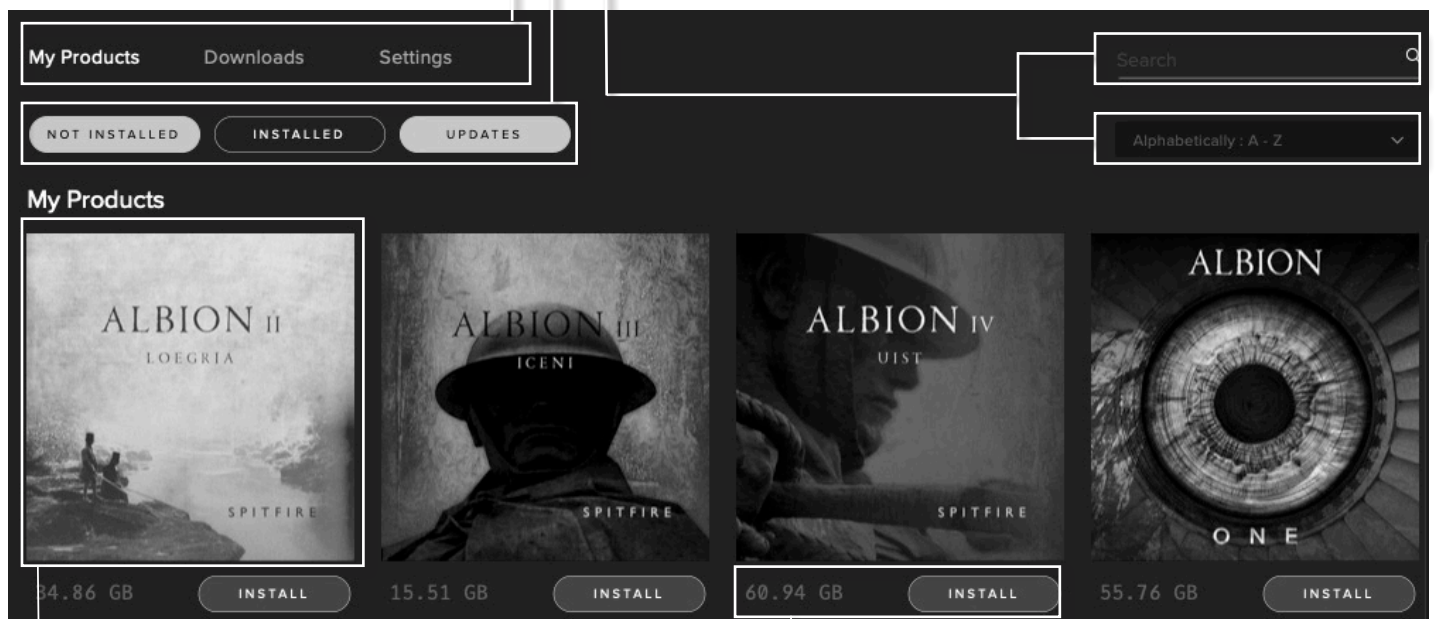


When you launch the app you will be prompted to login using the same details you use at our site. Then you'll see the page pictured below:

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

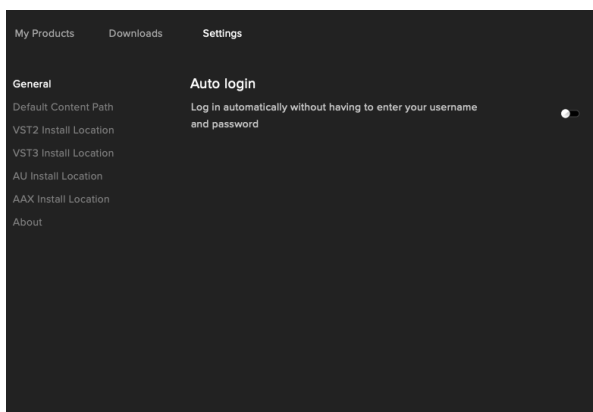
FILTERS clicking these filters will quickly display products you've yet to install, those already installed, and any available updates. Clicking again will remove the filter.

SEARCH and **SORT** allow you to quickly navigate through your collection and arrange your collection either by size or name.



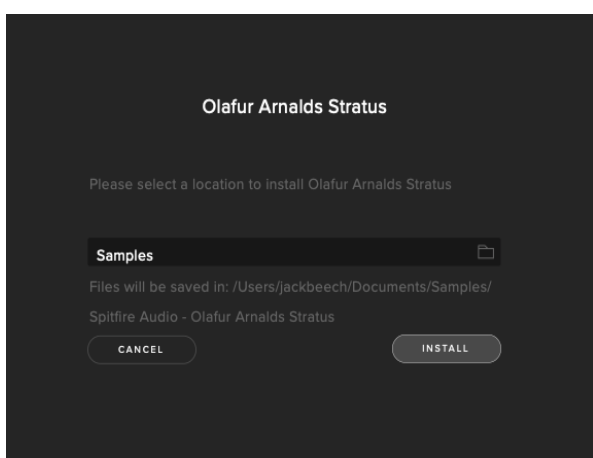
LIBRARY All libraries and plugins in your collection will appear with their artwork on the **My Products** tab. Clicking this artwork will open the product page. This is a great place to find information such as system requirements, instructions as well as where to find **Reset** and **Repair** options.

INSTALL/UPDATE buttons allow you to quickly start a download directly from the **My Products** tab, instead of clicking through to the **Library**. Next to the button the size of the download is shown.



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

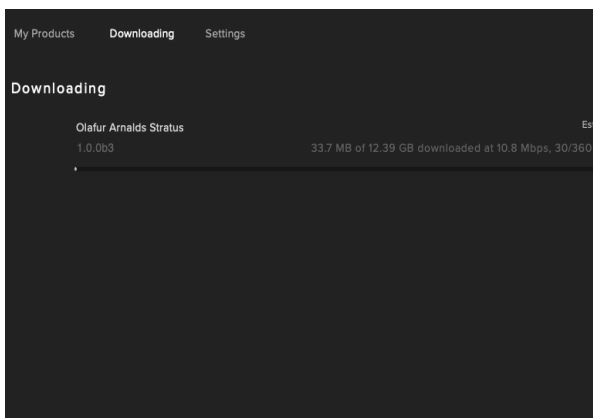
Here you can also enable **Auto Login** to save time in future.



Once you are happy with your Settings, click the **Install** button, either directly on the **My Products** tab, or by clicking on the library image you wish to install and then clicking the **install** button on the page that appears.

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

Once you are happy with the location click **Install**.



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

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

REGISTERING WITH KONTAKT PLAYER

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

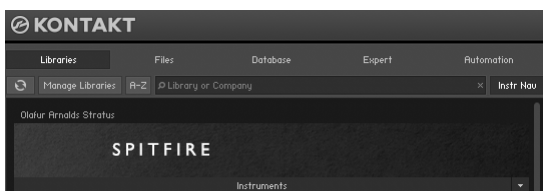
<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-6-player/>

If you'd like to find out more about the differences between Kontakt and Kontakt Player) go to *Appendix A*.

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

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

2. Open the player (or Kontakt 6 full version if you have that) and click **Manage Libraries** in the library browser window, then click **Launch Native Access** in the window that opens:



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

4. Enter the serial number in this format:



ADD A SERIAL

If your purchase came with a serial number, enter it here to receive the associated products and product updates.

Q4105 - 7L0F9 - TUSZ9 - EKD23 - KW3L5

Where can I find my serial number?

By registering new products, you agree with the [EULA](#) and [terms and conditions](#).

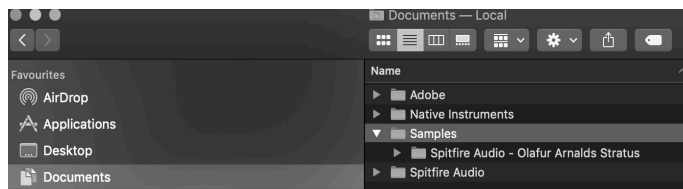
Cancel

ADD SERIAL

...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 Stratus Browse for your downloaded Stratus 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:

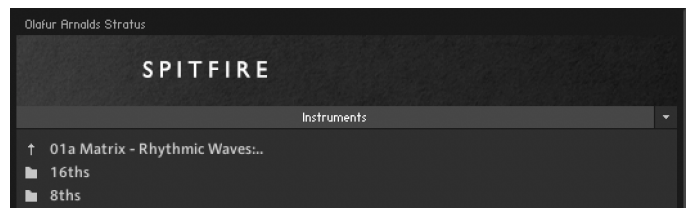
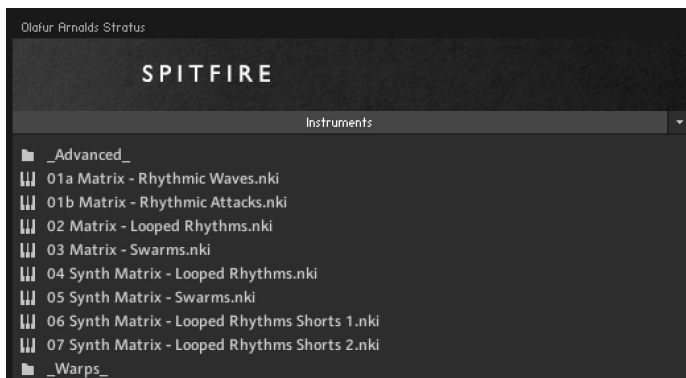
<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-6/>

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 support content:

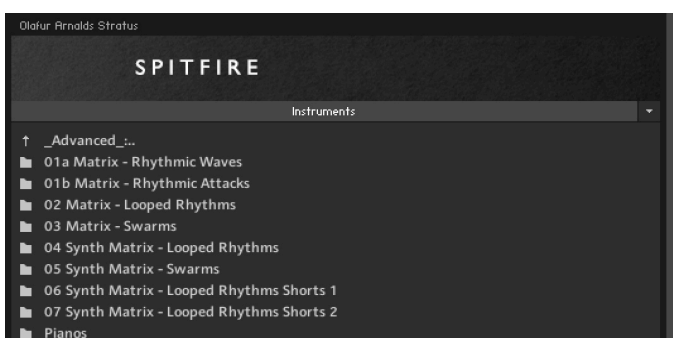
<https://support.native-instruments.com/hc/en-us/categories/360000053697-Software-Help>

FOLDER STRUCTURE



In the rhythmic folders and looped folders, you will find two sub folders for two division variations. 16th notes and 8th notes.

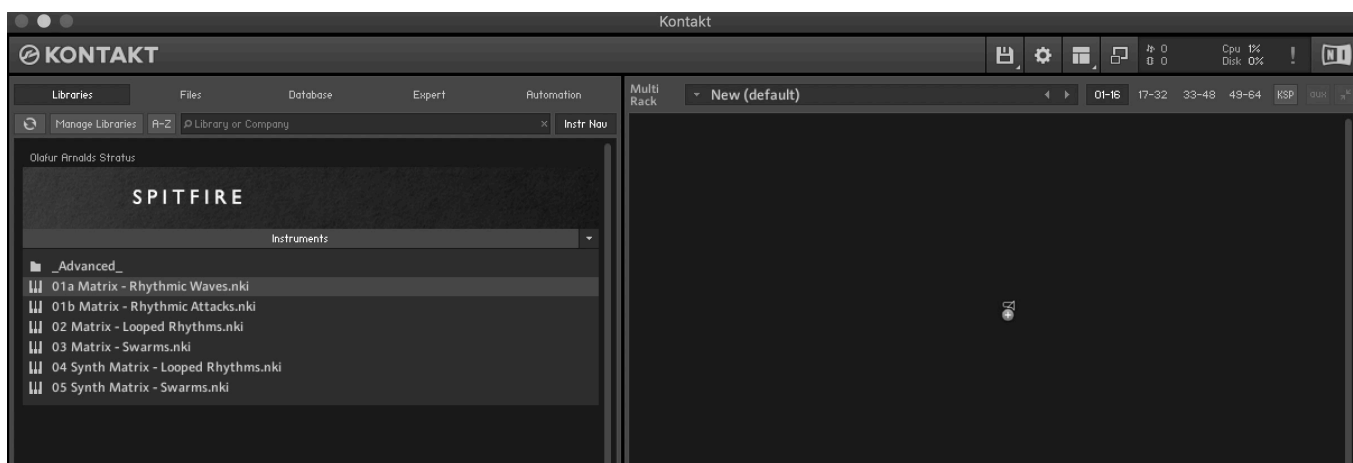
When you open the main folder of Stratus you will find 8 patches and 2 folders. These are named descriptively and each patch contains a wide range of variation.



The advanced folder contains sub folders for each style of sound.

Within the individual sub folders are either individual patches, or a further sub-divides.

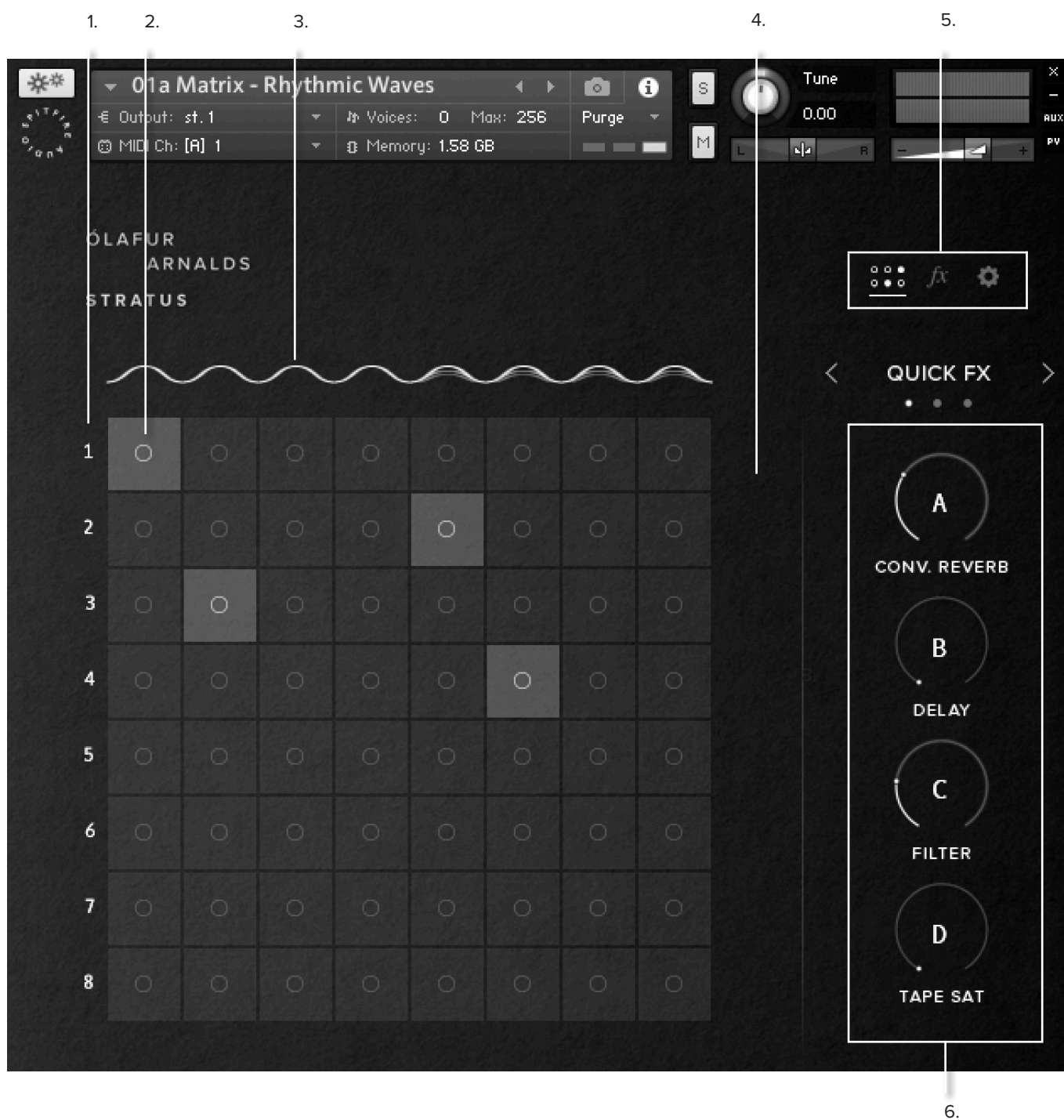
OPENING YOUR FIRST INSTRUMENT.



Double click an 'nki' file to load a patch. A patch has a file .nki extension and a little keyboard icon. Alternatively drag the instrument from the left pane into the right pane.

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

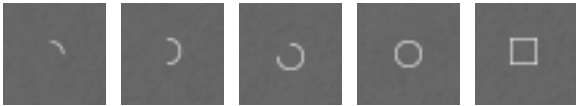
THE MATRIX



THE MATRIX

PATTERN VARIATIONS

Some Matrix patches will contain up to 5 pattern variations on a single coordinate. This is referred to as 'click-throughs' or a 'z-axis'. Click the square to cycles through the available patterns.



1) **VOICE ICONS** - The Y axis icons, numbered from 1-8 vertically, represent the different voices that are currently available to play.

HOT KEYS

- Clicking on any of the numbers will automatically set the polyphony to that value.

2) **THE MATRIX** - An 8x8 grid with each coordinate representing a unique pattern.

3) **WAVE ICONS** - Each column is headed by an icon. Clicking on an icon will set all coordinates to play on that column.

HOT KEYS

- Shift-click: will assign Ólafur's preset.
- Command-click: will increment through each of the Waves variations.
- Option-click: will randomise the column.

4) **NOTE MARKERS** - When playing notes, they will appear on the right-hand side of the Matrix in a small coloured marker. These indicate which pattern is currently playing on which voice.

The colours of each of the markers will also show on an NKS compatible keyboard.

5) **VIEW SELECTOR** - Change here to view The Matrix page, The FX Page and The Settings Page.

6) SIDE PANEL

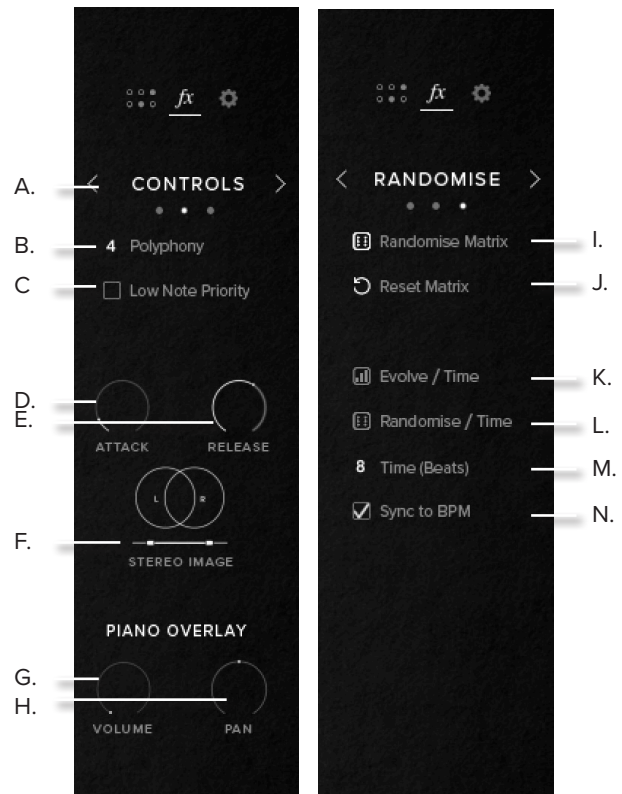
The side panel features 3 different tabs switchable from the two arrows. (A)

Quick FX, shown on page 8, Controls and Randomise

Any of the automatable controls from the FX page can be assigned to these four knobs. [See page 12.](#)

The second pane accessible is the Controls page.

The third pane accessible is the Randomise page.



B) **POLYPHONY** - Click and drag/double click and type within the small number box to set the polyphony for the instrument.

The higher the polyphony the more voice groups can be triggered at the same time. *Can also be set using the numbers left of the grid.*

C) **LOW NOTE PRIORITY** - "Only allowed on certain Matrixes. This control will place any incoming note that is lower than the current lowest note into the first voice slot."

D) **ATTACK** - The amount of time it takes for the sound to reach its sustain level.

E) **RELEASE** - The amount of time it takes for the sounds to decay to 0dB, having let go of the note.

F) **STEREO IMAGE** - Controls the stereo field of the source, from Mono to original image (independent from the Piano Overlay).

G) **VOLUME** - This control sets the level of the Piano Overlay.

H) **PAN** - This control sets the PAN (Left to Right) of the Piano Overlay.

Note: On Matrices - 03 Matrix - Swarms and 05 Synth Matrix - Swarms is a new control: Loop / Oneshot. This is a button on the controls page that cycles between Stratus' two sample playback modes.

In Looped mode, the sample will loop endlessly as long as a note is held.

Oneshot mode, plays the sample once. Switching modes purges samples.

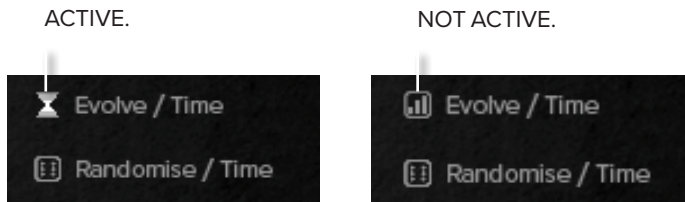
THE MATRIX

I) RANDOMISE - The Matrix Unpredictably shuffles.

J) RESET MATRIX - Returns the Matrix to its default position.

The following controls are “over time” options. Meaning they alter the samples over the playback duration.

NOTE: The next two controls “Evolve Over Time” (K) and “Randomise over time (L)” can only be active one at a time. When “Evolve Over Time” or “Randomise over time” are active, you will see an egg timer icon.

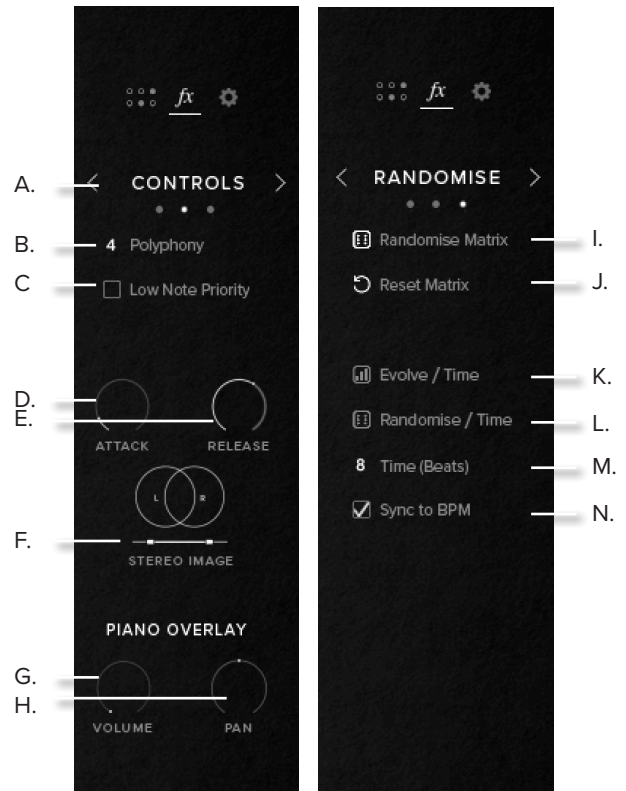


K) EVOLVE OVER TIME - Increments through the selected patterns on the co-ordinates of the matrix during playback.

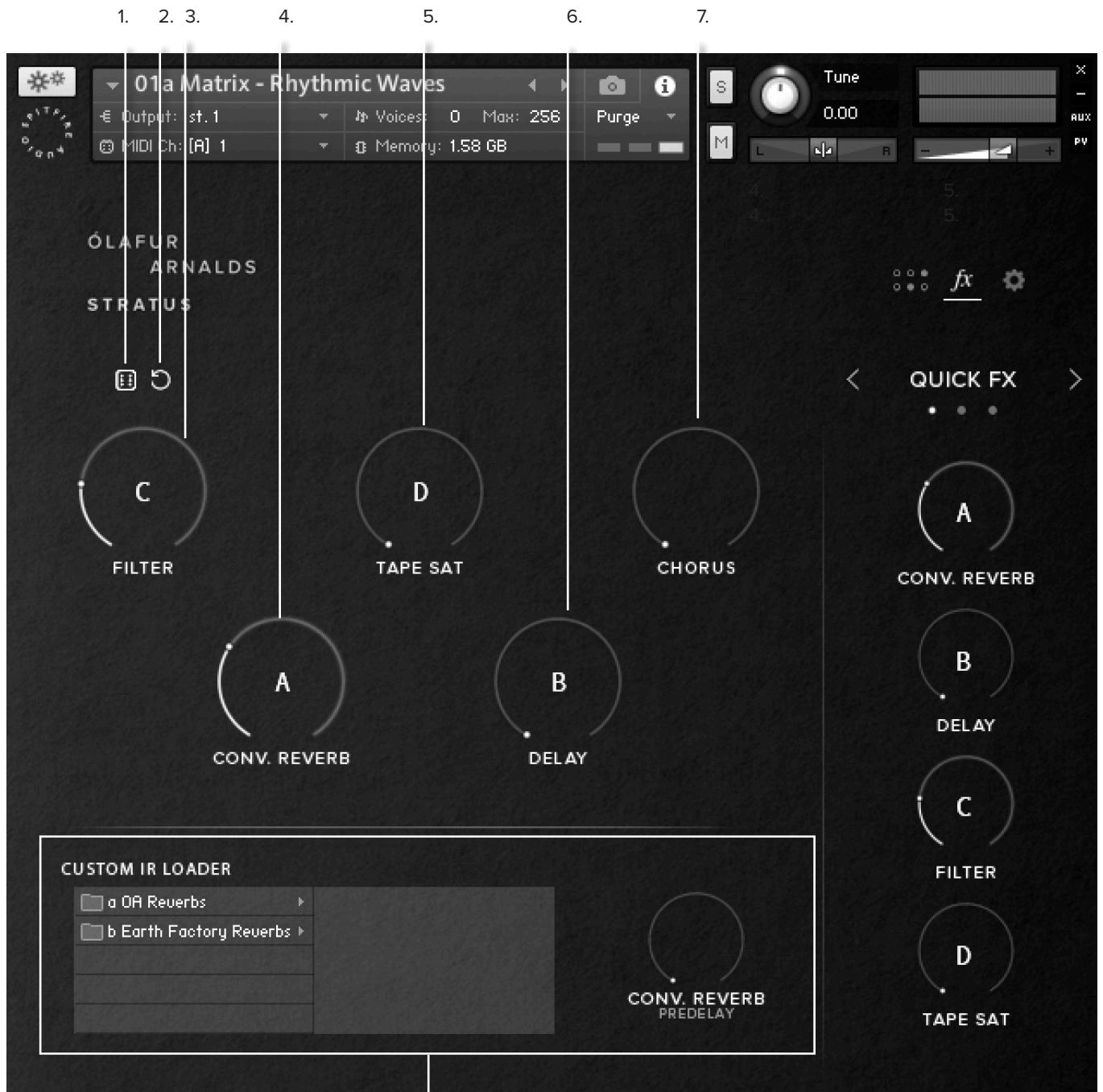
L) RANDOMISE OVER TIME - Changes all matrix selections during playback.

M) TIME - Sets the rate at which the controls “Evolve Over Time” (K) and “Randomise over time (L)” change over time up to 16 beats.

N) SYNC TO BPM - Syncs Stratus over time controls to your host tempo.



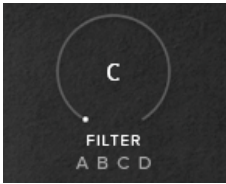
THE MATRIX FX



8.

THE MATRIX FX

NOTE: Selecting any FX control presents 4 options: A, B, C, D. Selecting any of these letters will assign that particular control to the 4 FX slots in the QUICK FX Side Panel.

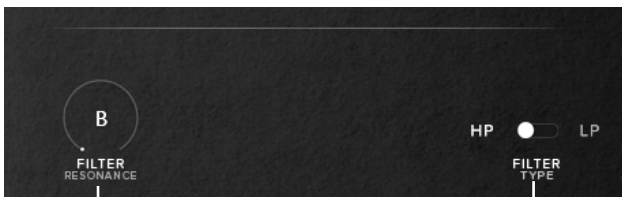


- 1) **RANDOMISE FX** - This control will unpredictably shuffle all FX Control
- 2) **RESET FX** - This control returns the FX to their default positions.
- 3) **FILTER CUT OFF** - This control is the filter cut off point.
- 4) **CONVOLUTION REVERB SEND** - This control feeds some of the signal to the Reverb.
- 5) **TAPE SATURATION GAIN** - Increase this control for more drive.
- 6) **DELAY SEND** - This control feeds some of the signal to the delay.
- 7) **CHORUS SEND** - This control feeds some of the signal to the Chorus.

8) EXTRA FX CONTROLS

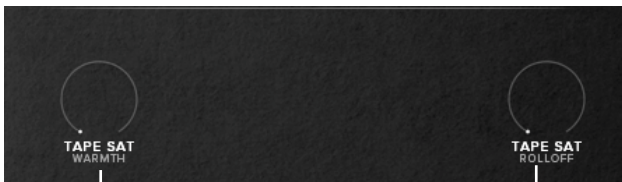
NOTE: These additional controls are found by clicking on any of the FX controls (1-7)

- A) **FILTER RESONANCE** - This control adds a peak at the filter cut off point.
- B) **FILTER TYPE** - Change to HP to pass High frequencies. Change to LP to pass low frequencies.
- C) **IR Browser** - Here you can find a list of IRs (Impulse Responses) and select one of your choice.
- D) **CONV PRE DELAY** - Delay the reverb start point in MS.
- E) **TAPE SATURATION** - Add Warmth to the sound.
- F) **TAPE ROLL OFF** - This control filters high frequency content between 12kHz and 20kHz.
- G) **DELAY TIME** - The time between the note start and the first repeat.
- H) **DELAY FEEDBACK** - The number of repeats in the delay.
- I) **DELAY PAN** - Increase this to turn the pan to a ping-pong delay.
- J) **DELAY DAMPENING** - Increase this to soften the top end of the delay.
- K) **CHORUS DEPTH** - This control increases the amount of modulation.
- L) **CHORUS SPEED** - This control increases the frequency of the modulation.
- M) **CHORUS PHASE** - Change the direction of the modulation.



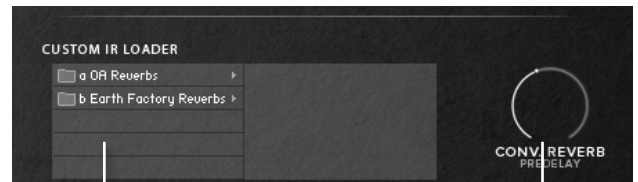
A.

B.



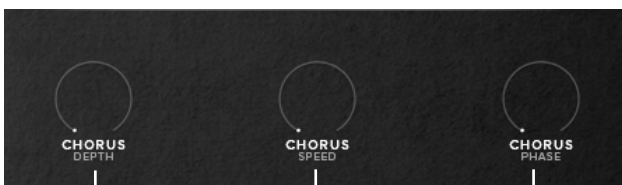
E.

F.



C.

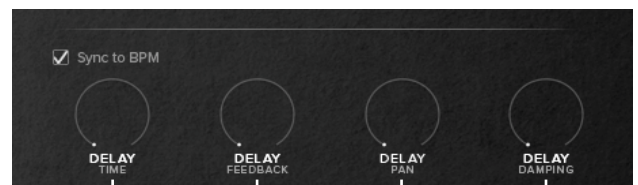
D.



K.

L.

M.



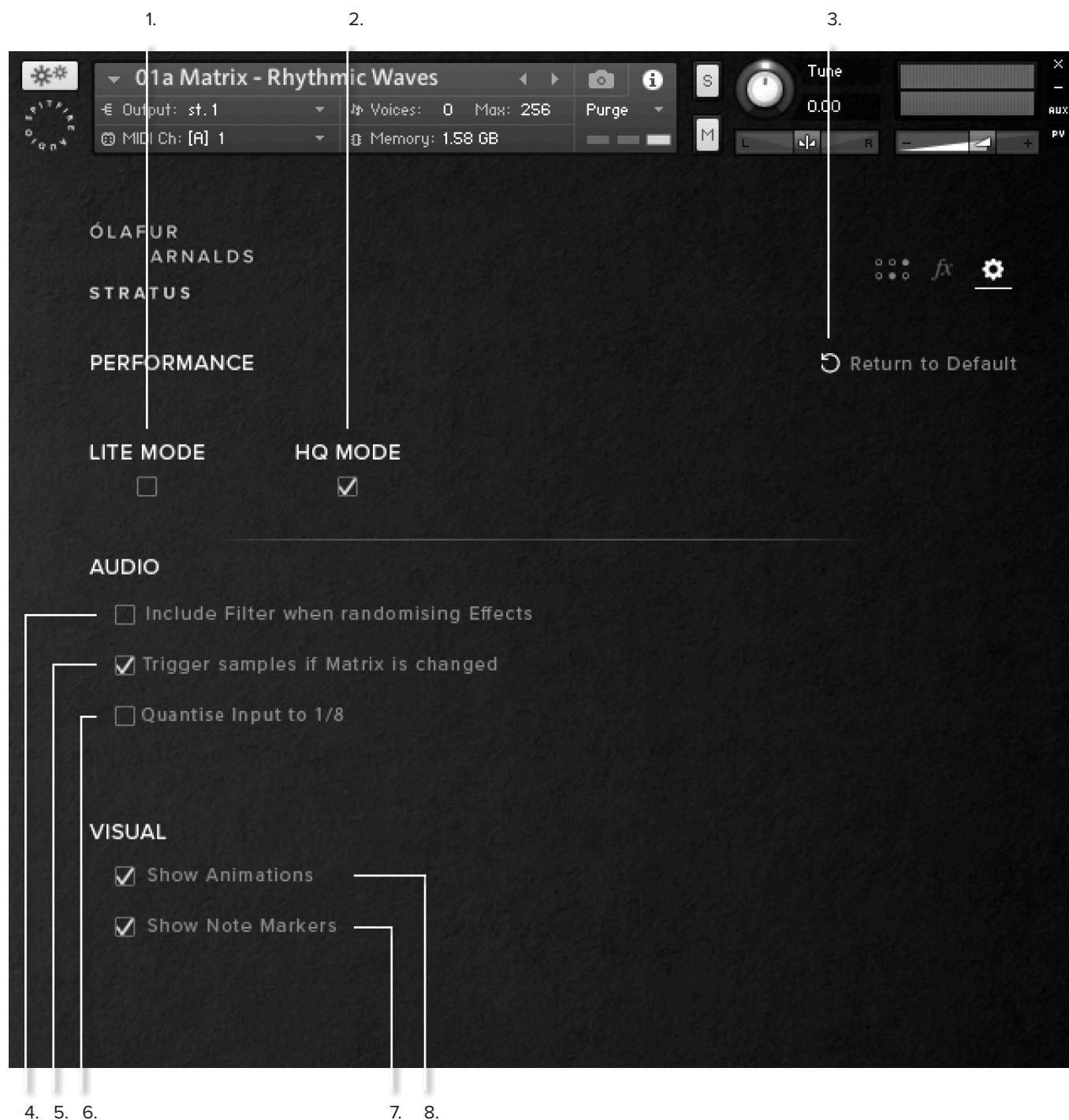
G.

H.

I.

J.

THE MATRIX SETTINGS



THE MATRIX SETTINGS

1) LITE MODE

The setting disables the Visual FX and reduces non TM patches RAM footprint. Less powerful processors such have this turned on.

2) HQ MODE

The opposite of “Lite Mode”, this settings turns on VISUAL FX and loads samples in non TM mode are loaded into RAM.

3) RETURN TO DEFAULT

Return to the stock setting.

4) INCLUDE FILTER WHEN RANDOMISING EFFECTS

Set if the filter controls are included in the Randomise effects option. [See page 12.](#)

5) TRIGGER SAMPLES IF MATRIX IS CHANGED

Switching between patterns on the matrix will crossfade into the new selected patterns.

When unselected, the Matrix will wait for the next voice input.

6) IGNORE SAMPLE POSITION WHEN CHANGING PATTERNS IN LOOP MODE.

When enabled, this setting will make the sample start from the beginning.

When disabled, each sample plays from the position of the previously selected pattern.

7) SHOW ANIMATIONS

Deselecting this setting turns off visual FX on the Matrix patches.

8) SHOW NOTE MARKERS

Deselect this setting to disable the note names of each voice.

THE MERCURY SYNTH



1. SIGNALS

Normally there is multiple mixes in this section.

This fader enables you to control the volume of this mix.

Use the chip beneath the fader to load or unload the samples". Turning a fader all the way down will unload the mix and turning the fader back up will reload.

Right click on the fader to assign CC controllers so you can mix these in real time. Left click on the mic letter to change Kontakt channel/output assignment.

2. GENERAL CONTROLS

Lo & Hi Pass Filters

Adjust the graph on the LPF to reduce the top end frequencies. Adjust the HPF to reduce off the bottom end frequencies.

A.D.S.R.

Attack, Decay, Sustain and Release. These knobs adjust the shape of the sounds volume over time.

ATTACK - The attack time is how long it takes for the sound to fade in to its maximum volume.

DECAY - This control is how long it takes for the maximum attack level to reach the sustain level.

SUSTAIN - The main volume of the sound occurring after the attack time. This occurs whilst holding down a key.

RELEASE - Release is how long it takes for the sound to decay to 0db having let go of a key.

3. WOBBLES

The 3 different LFOs ,

VOLUME - Increase AMT % to modulate the sound via amplitude. Click and drag up/down in the back box to adjust LFO speed.

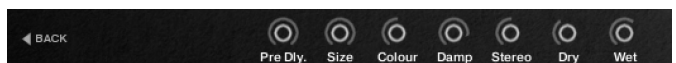
PITCH - Increase AMT % to modulate the sound via pitch. Click and drag up/down in the back box to adjust LFO speed

FILTER - Increase AMT % to modulate the sound filter cut off. Click and drag up/down in the back box to adjust LFO speed

4. FX PARAMETER DISPLAY

We've pre-loaded a selection of FX. Activate by clicking the FX icons along this bar then CMD/CTRL click to display the controls.

...and if you wish to have a real-time control map ALT click on the controllers to map an FX to the Yoke control.



5. THE YOKE

The Yoke is a dual FX controller that adjusts your FX parameters in real time for fantastic sequencing options. Y = vertical controller, X = horizontal.

You can also alter the FX parameters further and map them direct to the Yoke controller. Command/ CTRL Click on the FX Icon you'd like to access additional parameters for. You can map them to the yoke by ALT-clicking on the name of the parameter or by selecting the parameter just under the yoke itself.

Yoke X&Y FX Parameter Selector determines which parameter from your selected FX you wish to map to the X or Y yoke controller.

APPENDIX A - KONTAKT vs. KONTAKT PLAYER

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

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

It works with libraries that the developer has paid a license fee for. Libraries without serial numbers can not use Kontakt Player.

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

If you want to go deeper into editing you'll need a full version.

As you will already own the free Kontakt player and have bought one of our 'player' libraries you will be eligible for a discount upgrade to Kontakt via the NI website. See here for more details:

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

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

Then you can also load 'non-Player' libraries like some of our other Ólafur Arnalds libraries.

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

APPENDIX B - RECOMMENDED TECH SPECS

ENSURE YOU HAVE KONTAKT 5.6.8 OR HIGHER.

RECOMMENDED SPEC:

The better your computer, the better the performance of any Spitfire module.

All programs are provided with a set of parameters that enable you to dial back the CPU demands of any given patch. [See page 14.](#)

We recommend a combination of high processor speeds, a good chunk of memory and a devoted SSD.

The more memory you have, the less demand placed on your drive.

A faster drive, such as an SSD reduces the need for higher RAM.

The higher the speed of your CPU, the more capable your computer will be at processing the advanced scripting in this library.

PCs: We recommend Windows 7 or later (latest Service Pack, 32/64 Bit), Intel Quad Core i5 or AMD A10, 16 GB RAM.

MAC: We recommend Mac OS X 10.10 or later. Intel Quad Core i5, 16 GB RAM.

DRIVES: USB3, Thunderbolt, or eSata SSDs. Ask your dealer for drives that are suitable for "AV use". We would advise an SSD drive instead of HDD, this will increase the loading times and performance of your patches. Slower drives create glitches in audio playback.

Further, with SSDs you can also reduce Kontakts "pre-load" buffer meaning you'll be use less RAM.

HOST: The Kontakt 6 platform should work comfortably on most commonly found platforms and DAWs. As always make sure you're as up-to-date.

If your main machine has a limited spec, you could consider running your library independently of your DAW. You could either host on your machine using Re-Wire, or on a slave device using VE-Pro). This will assist your loading times, CPU performance and RAM usage.

APPENDIX C - FULL ARTICULATIONS LIST

INSTRUMENTS:

01A MATRIX - RHYTHMIC WAVES:

8THS:

Rhythmic Waves - 8th Long 01
Rhythmic Waves - 8th Long 02
Rhythmic Waves - 8th Long 03
Rhythmic Waves - 8th Long 04
Rhythmic Waves - 8th Short 01
Rhythmic Waves - 8th Short 02
Rhythmic Waves - 8th Short 03
Rhythmic Waves - 8th Short 04

16THS:

Rhythmic Waves - 16th Long 01
Rhythmic Waves - 16th Long 02
Rhythmic Waves - 16th Long 03
Rhythmic Waves - 16th Long 04
Rhythmic Waves - 16th Short 01
Rhythmic Waves - 16th Short 02
Rhythmic Waves - 16th Short 03
Rhythmic Waves - 16th Short 04

01B MATRIX - RHYTHMIC ATTACKS:

8THS:

Rhythmic Attacks - 8th Long 01
Rhythmic Attacks - 8th Long 02
Rhythmic Attacks - 8th Long 03
Rhythmic Attacks - 8th Long 04
Rhythmic Attacks - 8th Short 01
Rhythmic Attacks - 8th Short 02
Rhythmic Attacks - 8th Short 03
Rhythmic Attacks - 8th Short 04

16THS:

Rhythmic Attacks - 16th Long 01
Rhythmic Attacks - 16th Long 02
Rhythmic Attacks - 16th Long 03
Rhythmic Attacks - 16th Long 04
Rhythmic Attacks - 16th Short 01
Rhythmic Attacks - 16th Short 02
Rhythmic Attacks - 16th Short 03
Rhythmic Attacks - 16th Short 04

02 MATRIX - LOOPED RHYTHMS:

8THS:

Looped Rhythms 8th - 01 (90BPM)
Looped Rhythms 8th - 01 (120BPM)
Looped Rhythms 8th - 02 (90BPM)
Looped Rhythms 8th - 02 (120BPM)
Looped Rhythms 8th - 03 (90BPM)
Looped Rhythms 8th - 03 (120BPM)
Looped Rhythms 8th - 04 (90BPM)
Looped Rhythms 8th - 04 (120BPM)
Looped Rhythms 8th - 05 (90BPM)
Looped Rhythms 8th - 05 (120BPM)
Looped Rhythms 8th - 06 (90BPM)
Looped Rhythms 8th - 06 (120BPM)
Looped Rhythms 8th - 07 (90BPM)
Looped Rhythms 8th - 07 (120BPM)
Looped Rhythms 8th - 08 (90BPM)
Looped Rhythms 8th - 08 (120BPM)

16THS:

Looped Rhythms 16th - 01 (90BPM)
Looped Rhythms 16th - 01 (120BPM)
Looped Rhythms 16th - 02 (90BPM)
Looped Rhythms 16th - 02 (120BPM)
Looped Rhythms 16th - 03 (90BPM)
Looped Rhythms 16th - 03 (120BPM)
Looped Rhythms 16th - 04 (90BPM)
Looped Rhythms 16th - 04 (120BPM)
Looped Rhythms 16th - 05 (90BPM)
Looped Rhythms 16th - 05 (120BPM)
Looped Rhythms 16th - 06 (90BPM)
Looped Rhythms 16th - 06 (120BPM)
Looped Rhythms 16th - 07 (90BPM)
Looped Rhythms 16th - 07 (120BPM)
Looped Rhythms 16th - 08 (90BPM)
Looped Rhythms 16th - 08 (120BPM)

03 MATRIX - SWARMS:

SWARMS 01 - SUBTLE LONG:

Swarms 01 - Subtle Long 01
Swarms 01 - Subtle Long 02
Swarms 01 - Subtle Long 03
Swarms 01 - Subtle Long 04
Swarms 01 - Subtle Long 05

SWARMS 02 - BUSY LONG:

Swarms 02 - Busy Long 01
Swarms 02 - Busy Long 02
Swarms 02 - Busy Long 03
Swarms 02 - Busy Long 04
Swarms 02 - Busy Long 05

SWARMS 03 - SUBTLY DYNAMIC LONG:

Swarms 03 - Subtly Dynamic Long 01
Swarms 03 - Subtly Dynamic Long 02
Swarms 03 - Subtly Dynamic Long 03
Swarms 03 - Subtly Dynamic Long 04
Swarms 03 - Subtly Dynamic Long 05

SWARMS 04 - BUSY DYNAMIC LONG:

Swarms 04 - Busy Dynamic Long 01
Swarms 04 - Busy Dynamic Long 02
Swarms 04 - Busy Dynamic Long 03
Swarms 04 - Busy Dynamic Long 04
Swarms 04 - Busy Dynamic Long 05

SWARMS 05 - SUBTLY DYNAMIC SHORT:

Swarms 05 - Subtly Dynamic Short 01
Swarms 05 - Subtly Dynamic Short 02
Swarms 05 - Subtly Dynamic Short 03
Swarms 05 - Subtly Dynamic Short 04
Swarms 05 - Subtly Dynamic Short 05

SWARMS 06 - BUSY DYNAMIC SHORT:

Swarms 06 - Busy Dynamic Short 01
Swarms 06 - Busy Dynamic Short 02
Swarms 06 - Busy Dynamic Short 03
Swarms 06 - Busy Dynamic Short 04
Swarms 06 - Busy Dynamic Short 05

INSTRUMENTS:

SWARMS 07 - ATTACK LONG:

Swarms 07 - Attack Long 01
Swarms 07 - Attack Long 02
Swarms 07 - Attack Long 03
Swarms 07 - Attack Long 04
Swarms 07 - Attack Long 05

SWARMS 08 - ATTACK SHORT:

Swarms 08 - Attack Short 01
Swarms 08 - Attack Short 02
Swarms 08 - Attack Short 03
Swarms 08 - Attack Short 04
Swarms 08 - Attack Short 05

04 SYNTH MATRIX - LOOPED RHYTHMS:

Synth - Looped Rhythms 01 (90BPM)
Synth - Looped Rhythms 01 (120BPM)
Synth - Looped Rhythms 02 (90BPM)
Synth - Looped Rhythms 02 (120BPM)
Synth - Looped Rhythms 03 (90BPM)
Synth - Looped Rhythms 03 (120BPM)
Synth - Looped Rhythms 04 (90BPM)
Synth - Looped Rhythms 04 (120BPM)
Synth - Looped Rhythms 05 (90BPM)
Synth - Looped Rhythms 05 (120BPM)
Synth - Looped Rhythms 06 (90BPM)
Synth - Looped Rhythms 06 (120BPM)
Synth - Looped Rhythms 07 (90BPM)
Synth - Looped Rhythms 07 (120BPM)
Synth - Looped Rhythms 08 (90BPM)
Synth - Looped Rhythms 08 (120BPM)

05 SYNTH MATRIX - SWARMS:

Synth - Swarms 01
Synth - Swarms 02
Synth - Swarms 03
Synth - Swarms 04
Synth - Swarms 05
Synth - Swarms 06
Synth - Swarms 07
Synth - Swarms 08

06 SYNTH MATRIX - LOOPED RHYTHMS: SHORTS 1

Synth - Looped Rhythms Shorts 1 - 01 (90BPM)
Synth - Looped Rhythms Shorts 1 - 01 (120BPM)
Synth - Looped Rhythms Shorts 1 - 02 (90BPM)
Synth - Looped Rhythms Shorts 1 - 02 (120BPM)
Synth - Looped Rhythms Shorts 1 - 03 (90BPM)
Synth - Looped Rhythms Shorts 1 - 03 (120BPM)
Synth - Looped Rhythms Shorts 1 - 04 (90BPM)
Synth - Looped Rhythms Shorts 1 - 04 (120BPM)
Synth - Looped Rhythms Shorts 1 - 05 (90BPM)
Synth - Looped Rhythms Shorts 1 - 05 (120BPM)
Synth - Looped Rhythms Shorts 1 - 06 (90BPM)
Synth - Looped Rhythms Shorts 1 - 06 (120BPM)
Synth - Looped Rhythms Shorts 1 - 07 (90BPM)
Synth - Looped Rhythms Shorts 1 - 07 (120BPM)
Synth - Looped Rhythms Shorts 1 - 08 (90BPM)
Synth - Looped Rhythms Shorts 1 - 08 (120BPM)

07 SYNTH MATRIX - LOOPED RHYTHMS SHORTS 2

Synth - Looped Rhythms Shorts 2 - 01 (90BPM)
Synth - Looped Rhythms Shorts 2 - 01 (120BPM)
Synth - Looped Rhythms Shorts 2 - 02 (90BPM)
Synth - Looped Rhythms Shorts 2 - 02 (120BPM)
Synth - Looped Rhythms Shorts 2 - 03 (90BPM)
Synth - Looped Rhythms Shorts 2 - 03 (120BPM)
Synth - Looped Rhythms Shorts 2 - 04 (90BPM)
Synth - Looped Rhythms Shorts 2 - 04 (120BPM)
Synth - Looped Rhythms Shorts 2 - 05 (90BPM)
Synth - Looped Rhythms Shorts 2 - 05 (120BPM)
Synth - Looped Rhythms Shorts 2 - 06 (90BPM)
Synth - Looped Rhythms Shorts 2 - 06 (120BPM)
Synth - Looped Rhythms Shorts 2 - 07 (90BPM)
Synth - Looped Rhythms Shorts 2 - 07 (120BPM)
Synth - Looped Rhythms Shorts 2 - 08 (90BPM)
Synth - Looped Rhythms Shorts 2 - 08 (120BPM)

PIANOS:

Stratus Piano - Centre
Stratus Piano - Left
Stratus Piano - Right

WARPS:

Amends
Beauty Calls
Bouncer
Chamber
Choir of Fifths
Choir of Fourths
Comes and Goes
Deep Down Under
Dream Station
Drifting Waves
Dusty Tape
Enter The Void
Ethereal Calls
Fading Lights
Falling Apart
Fuzz Do Wah
Ghosting Box
Granular Piano
Grated Keys
Harmonic Friends
Healing Pad
Hooter Pad
Midtown Mall
Mondo Bass
Moon Ship
Muffled Echoes
Opening Theme
Pulse Wave
Random Access Memory
Ring On
Scyfer
Sub Bass
The Aquatic Life
When The Angels Cry
Wobble Brigade

APPENDIX D - FAQs & TROUBLESHOOTING

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

See [appendix A](#)

Q: HOW CAN I REDOWNLOAD A PRODUCT?

With the continuous improvements to our Spitfire App, we have incorporated the ability to reset your own downloads, be it the entire library or the most recent update.

To reset your entire library download or the latest update; Open up the Spitfire App and log in with your account email and password.

- Select the download you wish to re-download
- In the cog menu choose Reset Download > Entire or Latest Update

You can repeat this process for any of the libraries you own.

Note that there is a limit to how many times you can reset your downloads in a certain time frame. If you do exceed your reset limit please get in touch.

Q: DIFFICULTIES IN DOWNLOADING / INSTALLING

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

- The formatting of your drive, if it is FAT32, will prompt an error in our app and you will not be able to install.

To solve this problem, reformat your drive to a more modern format, or use a different drive. We recommend NTFS on PC, and Mac OS Extended (journaled) on Mac.

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

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

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

For other issues such as:

- Spitfire App freezes in the “Unzipping” stage,
- Spitfire App freezes logging in,
- Spitfire App won’t connect to the internet,
- Spitfire App says “install error”,

Please [contact us](#) with the Im.log file. Locations for Im.log:

Mac OS: User/Music/Spitfire Audio/Settings

Windows: Application Data/Roaming/Spitfire Audio

Q: I’VE LOST MY INSTRUMENT FILES

In some cases, instrument files may get lost when transferring libraries from one place to another, or if an update has gone wrong.

If this happens, the best way forward is to re-download the library in question. This will ensure you will get all of the content you are missing.

Q: WHAT IS YOUR REFUNDS / RETURNS POLICY?

If you have NOT completed the download / installation process, then we CAN refund/return your product within 14 days of purchase, please contact support with your account email address and order number.

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

We can refund hard drive orders up until the point when the drive is dispatched from our office. This is usually 1-2 days after you order.

Q: I’VE FORGOTTEN MY PASSWORD?

If you have forgotten your password, please see this [link](#), and click ‘Forgotten Password’.

If at some point in the past you asked us to merge two or more accounts but have since forgotten, you MAY find that the forgotten password isn’t working for the email address you asked us to merge FROM. In this case, please contact support with your name, and any email addresses you have used.

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

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

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

Q: CAN I INSTALL ON MORE THAN ONE COMPUTER?

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

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

Q: CAN I TRY BEFORE I BUY?

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

Q: HOW DO I UPDATE MY PRODUCTS?

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

This pane shows you all available updates.

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

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

We run all our orders through a fraud checking process. The automatic fraud check takes 20 minutes.

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

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

Please check your junk folders before contacting our support. The message will come from do_not_reply@spitfireaudio.com if you’d like to add us to your whitelist.

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

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

You can download all of our libraries on either PC or Mac and they will work if you need to transfer them across to the other operating system.

We advise to do this by copying the library you want to move across to an external EXFAT formatted HDD and then copying it to your other machine.

Q: ‘SAMPLES MISSING’ ERROR MESSAGES

In some cases, samples files may get lost when transferring libraries from one place to another, or if an update has gone wrong.

If this happens, the best way forward is to re-download the library in question. That will ensure you will get all of the content you are missing.

For more information on how to re-download a product, please see the beginning of this appendix.

Q: HOW TO BATCH RESAVE A LIBRARY?

There are two main reasons to batch resave: It speeds up the loading of patches. and it can help you find missing samples and relink them to the patches.

[See here to learn how to do this.](#)

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

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

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

The best place to find all of your serial numbers would be to log into your Spitfire Account [HERE](#).

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

Q: I THINK I HAVE FOUND A BUG

If you think you have found a bug, please contact us with all the relevant information;

- A description of the bug you have found
- A screencast (video) of the bug happening
- An audio example
- The exact patch name (or patches) in question and also the library giving us as much detail as possible will help us get to the bottom of the issue.

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