

SPITFIRE AUDIO

WOODWIND EVOLUTIONS

USER MANUAL

CONGRATULATIONS

Thank you for purchasing *Woodwind Evolutions*, *Woodwind Evolutions* gives you some of the most instantly gratifying sounds we've ever had the pleasure of making. Recorded dry at the amazing Air Edel studios, London, this eclectic collection of woodwind evolutions provides composers with a unique palette of inspirational tools to create ultra-minimal, realistic textures, from dark and arresting, to soaring and beautiful, to hold your listeners spellbound. Now presented in our own sophisticated GUI with an ingenious grid layout, you have an almost infinite number of configurations at your fingertips. The Spitfire team have also created a range of straight-out-of-the-box presets, offering you instant playability and inspiration.

Quick Specs

- 3312 Samples
- Disk space required: 19.80 GB
- Disk space required during install: 20 GB
- 48 Evolutions
- 19 Presets
- 6 signals
 - Close,
 - Tweaked
 - Ambients
 - Distorted
 - x2 Stretch
 - x8 Stretch
- Dedicated plugin (AU, VST2, VST3, AAX)

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WELCOME

WOODWIND EVOLUTIONS

Spitfire handpicked some of the UK's finest, most progressive woodwind players to perform beautifully orchestrated long notes that evolve with subtle increases in intensity and expression — while employing a diverse set of techniques and articulations — to create sounds from another world. Recorded to tape by acclaimed engineer Nick Taylor at the amazing Air Edel Studios, via the finest vintage mics, Neve preamps and a vintage Cadac desk, we have captured the diverse tonal range of each instrument. We used two different line ups of players to give you a nuanced selection of sounds — some more 'reedy', some more 'flutey'. 'Woods' is made up of a range of flutes and clarinets, and 'Reeds' is made up of Oboe, Cor Anglais, Bass Clarinet, Baritone Sax and Bassoons, which can be used separately or together.

Our 2019 update transforms these Evos by migrating them to Spitfire's free and easy to use dedicated plugin, and Spitfire Audio's Head of Product Stanley Gabriel has created nineteen new presets. You can choose between a whole range of signals, and in our updated version, these can be used in any combination or all at once on any patch, giving you even more control. Check our articulation list below.

The presets are an example of the range of possibilities that can be achieved through Evo Grid technology — from simple tutti patches containing all 48 Evos spread evenly across your keyboard, to specially curated patterns. With a number of FX accessible from the front panel, this is a tool designed for producers, composers and sound designers looking to create spellbinding, award-winning material from the moment your fingers hit the keyboard.

WHAT IS AN EVO?

Our recording expertise and acclaimed Evo Grid technology adds extra dimensions to each sample, offering you an instinctive, ever-changing kaleidoscope of progressive techniques. For the newly initiated, Evolutions are hyper-long notes that change sometimes subtly and sometimes radically over time before looping, giving you unexpected results. Evolutions have become widely adopted amongst the composer community as the most effective means of easily writing music that is able to subtly change over time without melodic variation. These textures can be developed, shaped and processed further, offering you a rich range of possibilities.

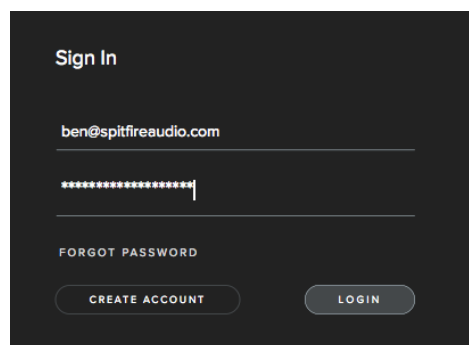
Our bespoke, sophisticated Evo Grid interface, inspired by the EMS VCS3, positions 'pegs' via an onscreen 12 x 48 grid arrangement, giving you access to recordings across 12 intervals, organised in a grid with an almost infinite number of possible configurations. Instantly select which Evo (evolution) sits on each of those 12 key ranges, toggle your pegs, or hit "Feeling Lucky" to generate randomised Evolutions, replay the MIDI, and no cue will ever sound the same twice.

DOWNLOADING & INSTALLING

Thank you for buying *Woodwind Evolutions*. 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: this app will enable you to download the library <http://www.spitfireaudio.com/info/library-manager/>

THE SPITFIRE AUDIO APP

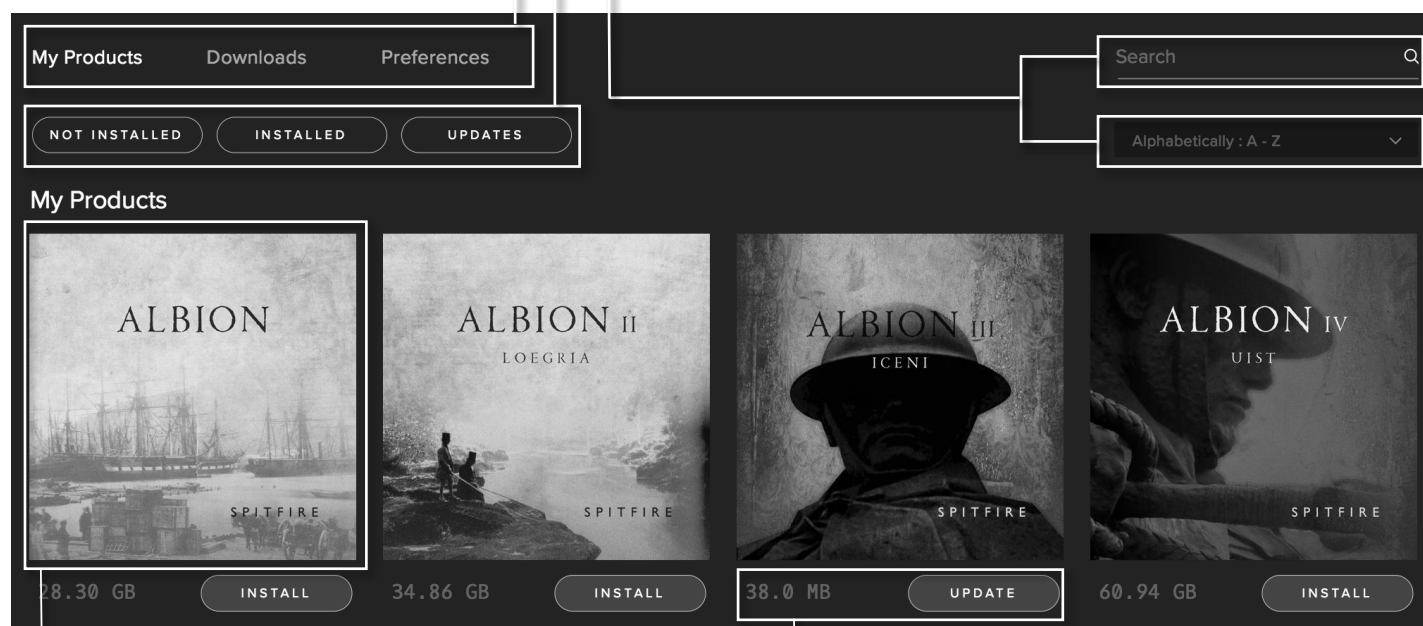


When you launch the app you will be prompted to login using the same details you use at our site. Then you'll see the page pictured below:

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

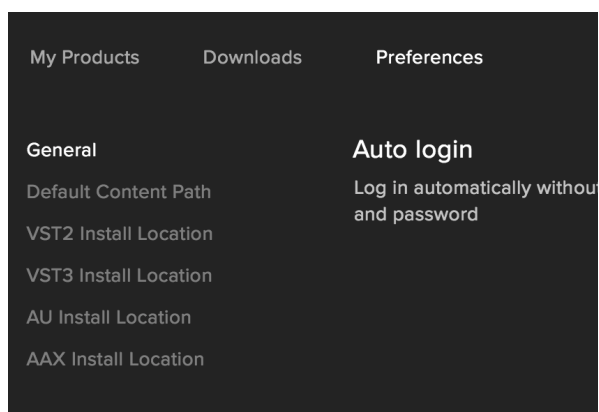
FILTERS clicking these filters will quickly display products you've yet to install, those already installed, and any available updates. Clicking again will remove the filter.

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



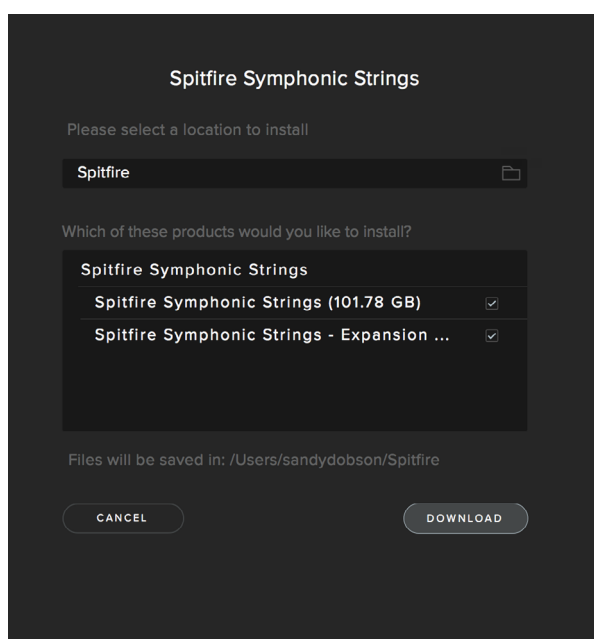
LIBRARY All libraries and plugins in your collection will appear with their artwork on the My Products tab. Clicking this artwork will open the product page. This is a great place to find information such as system requirements and instructions as well as where to find Reset and Repair options.

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, you will need twice as much available space to allow the download to unzip correctly.



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

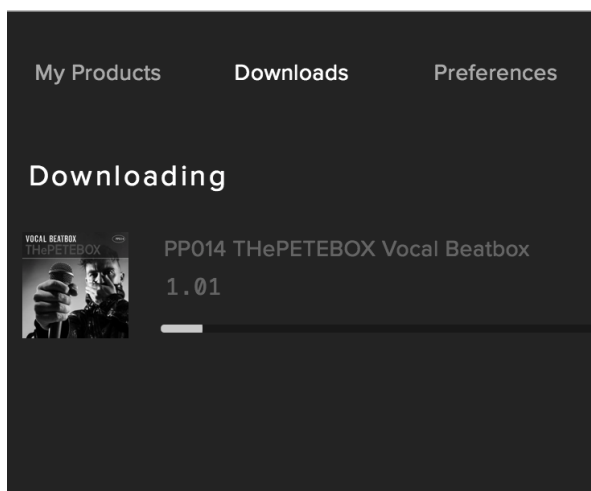
Here you can also enable Auto Login to save time in future.



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

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

Once you are happy with the location click Download.

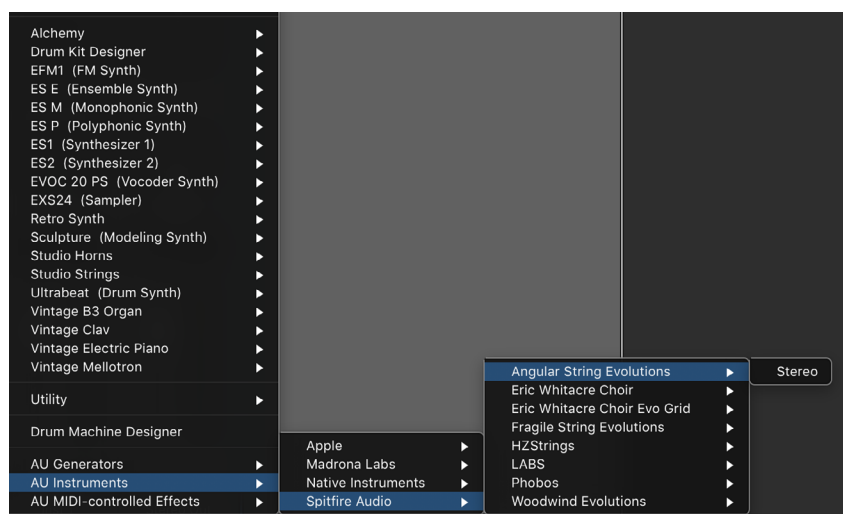


After clicking download you will be directed to the Downloads tab where you can watch the progress if you like. You can of course leave the Downloads tab and start other downloads but at this point you should leave the Spitfire App open until the download completes.

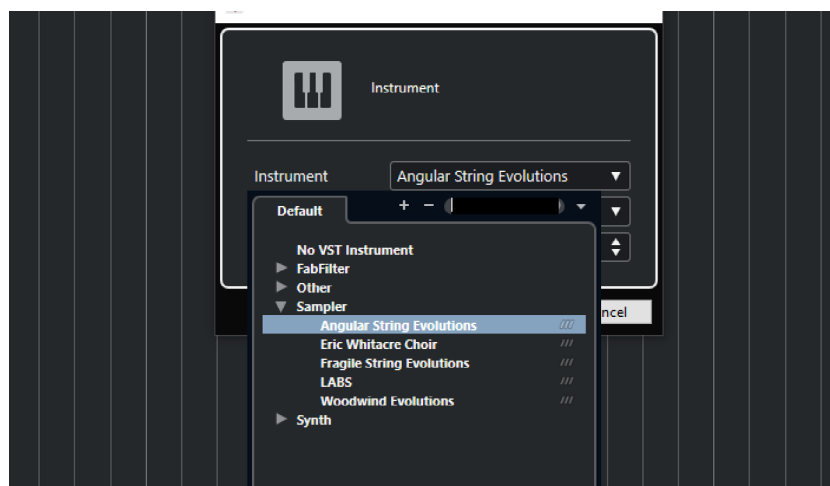
As this is a Kontakt player library, once it is downloaded you will need to activate it by following the steps on the next page.

LOADING THE PLUGIN

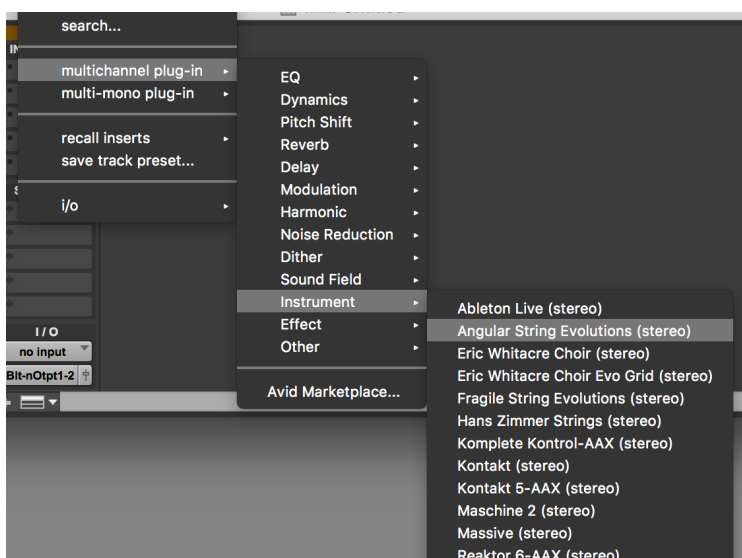
Woodwind Evolutions is its own, self contained plugin built for VST, AU and AAX, so once you've downloaded and installed you're ready to go. The image below shows how you would open Woodwind Evolutions in Apple's Logic Pro X. We've clicked on software instrument and have scrolled to the stereo version of Woodwind Evolutions via the dedicated 'Spitfire Audio' Folder.



Here is Woodwind Evolutions being loaded into Cubase.

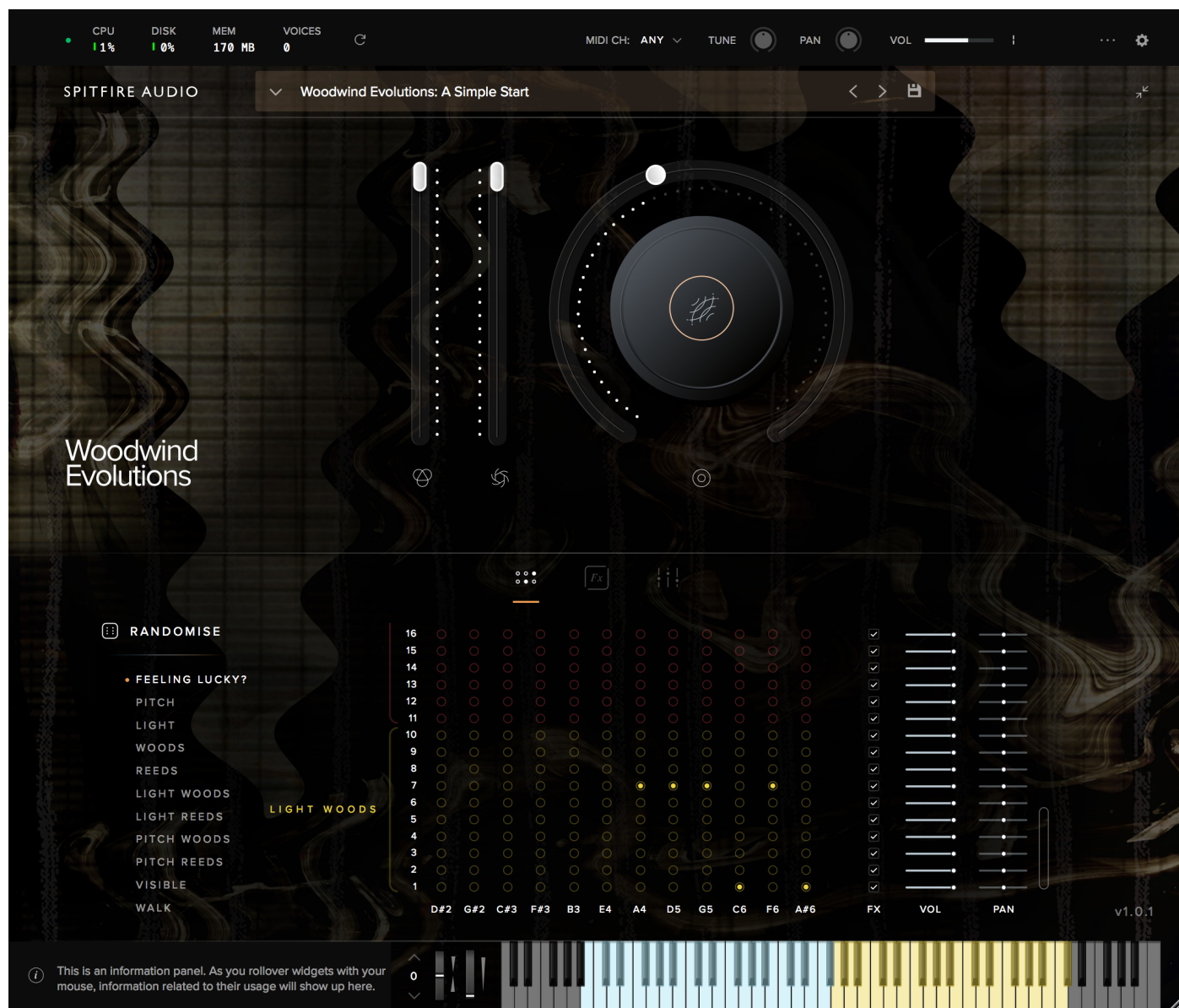


And finally, as an AAX on an instrument track in Pro Tools:



A QUICK LOOK

OUR NEW INTERFACE!

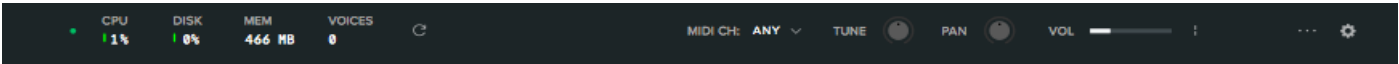


OPENING YOUR FIRST PRESETS

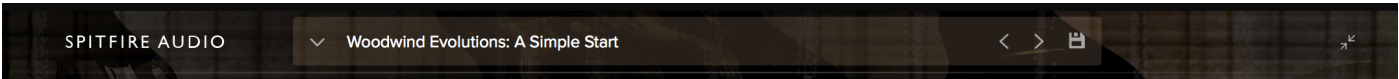
When you first open Woodward Evolutions, this is what you will see. It opens up in our favourite preset and you can play immediately using the default settings.

HAVE A LOOK AROUND

TOP MENU



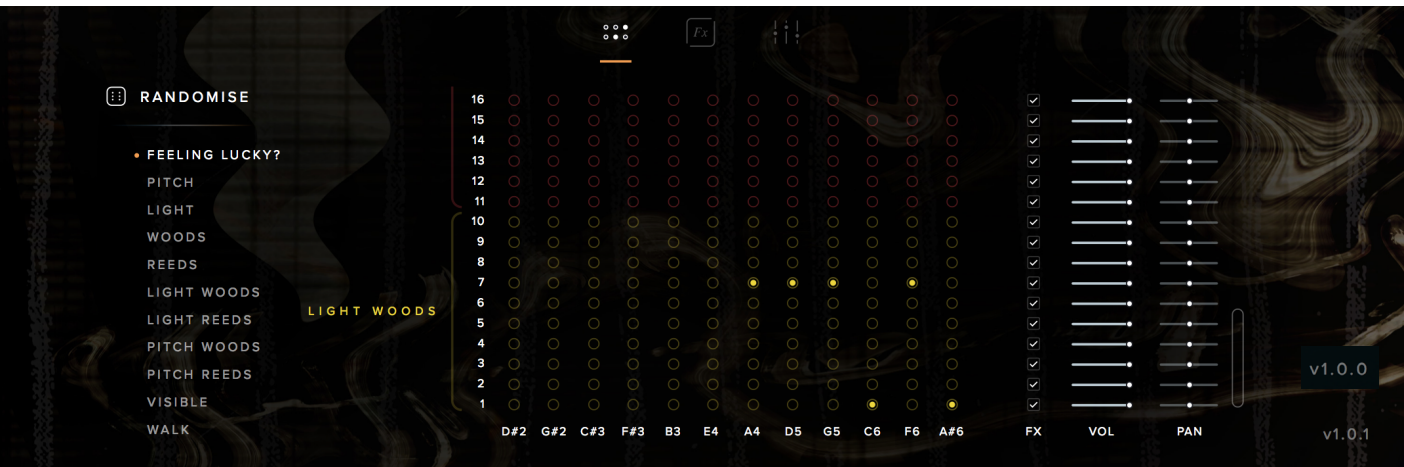
PRESET SELECTOR



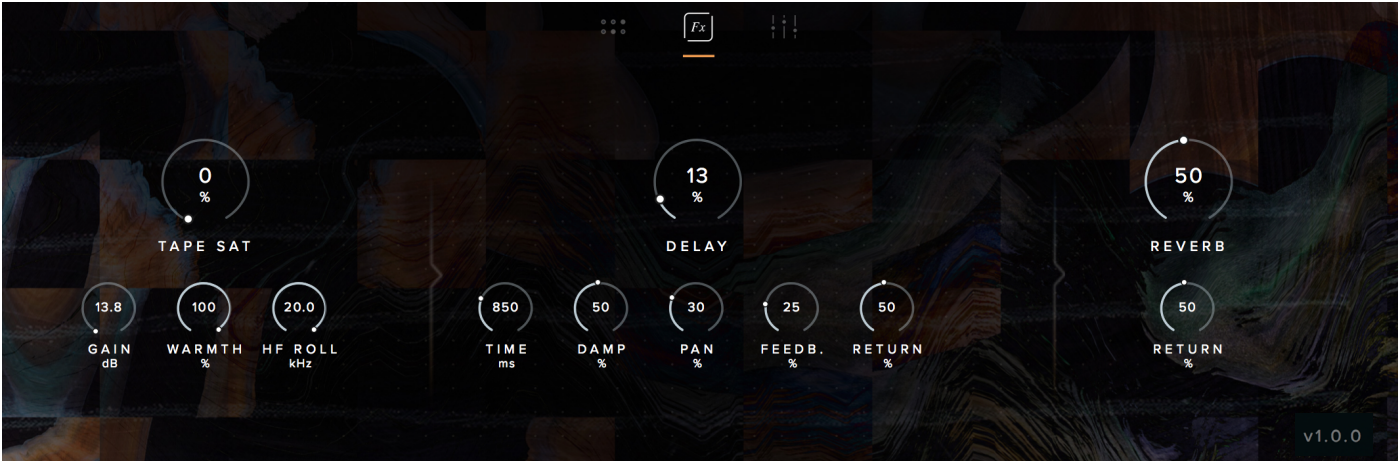
MAIN CONTROLS



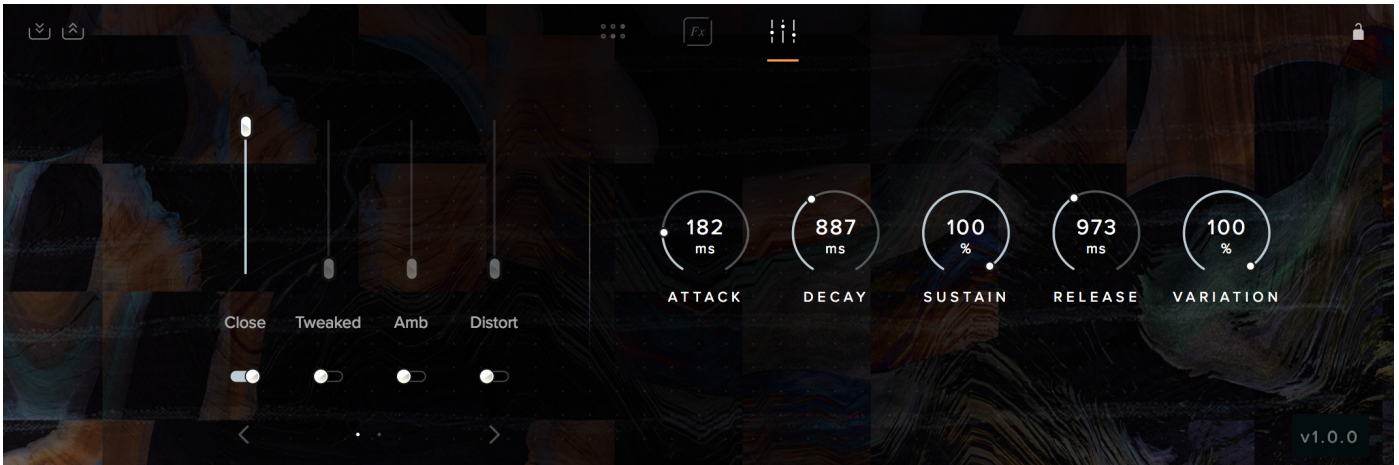
EVO GRID



FX



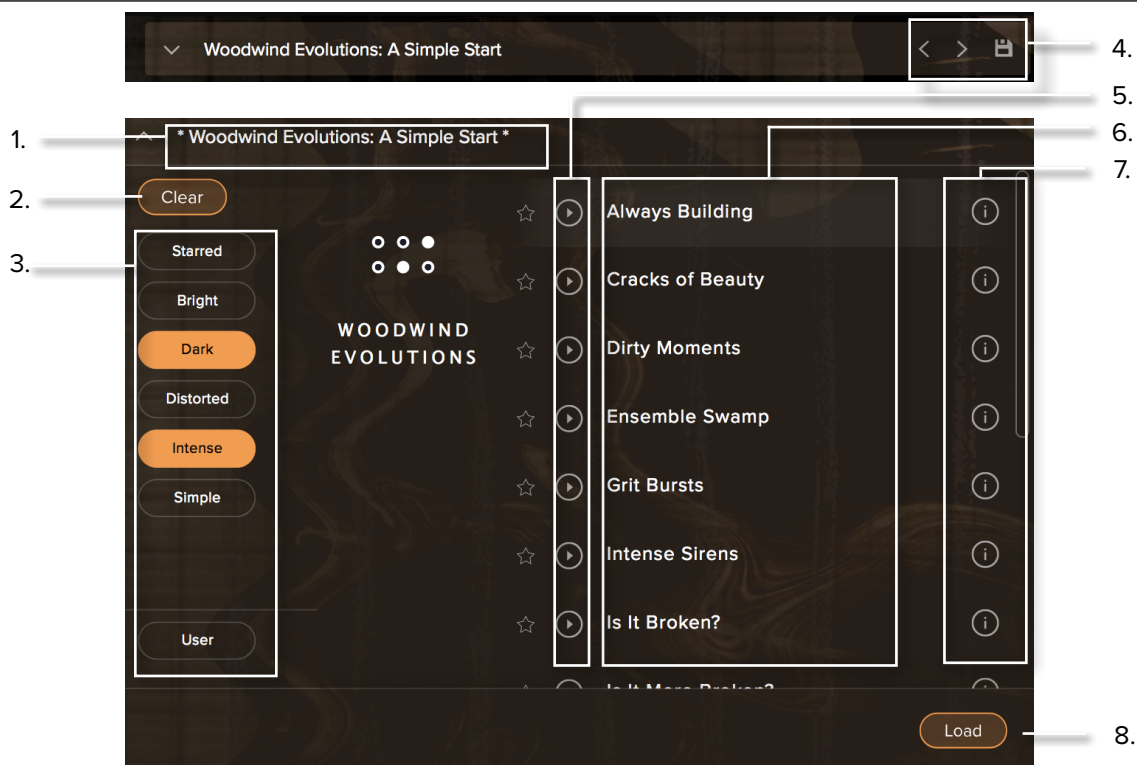
SIGNAL MIXER + CONTROLLERS



KEYBOARD AND INFO



PRESET SELECTOR



1. PRESET NAME

Here you can see the currently selected preset. All of the presets contain a curated assortment of evolutions,

2. CLEAR FILTERS

Click here to show all instruments at once.

3. FILTERS

Click on a filter to only show those presets. The filters are subtractive, so selecting "Bright" and "Intense" will show you only the presets with both of these tags. Click the "Clear" button to return to a view of all presets.

4. NEXT, PREVIOUS AND SAVE

With the presets view collapsed, you will be able to see the Next, Previous and Save icons. Next and Previous will simply send you to the next available preset - if you have a filter enabled, you will scroll through the filtered set of presets. Save allows you to save your own preset, click save, name the preset and it will appear under the "user" filter.

5. PREVIEW

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

6. PRESET LIST

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

7. INFORMATION

Hover over on the "i" icon to see some information about the preset.

8. LOAD

Select a preset and then press "load" (or double-click the preset).

MAIN CONTROLS



1. VOLUME

Often referred to as “Expression” in our Kontakt Libraries, this is a simple level control for you to adjust along with...

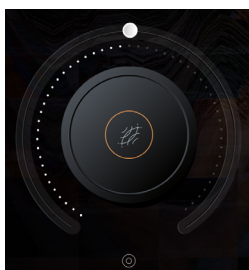
2. DYNAMICS

Adjust the dynamic layer that you are playing here, use in conjunction with the volume to make your performances sound so much more musical than before!

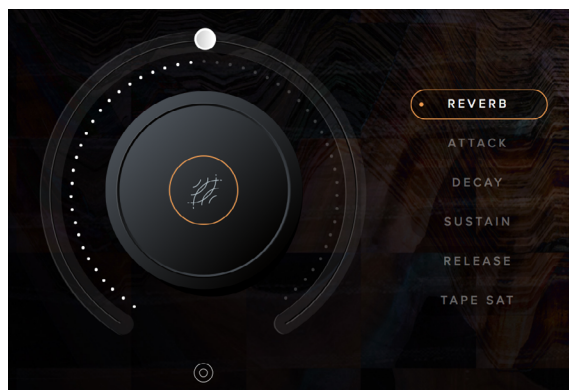
3. KNOB

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

Hover over the knob and it will turn orange

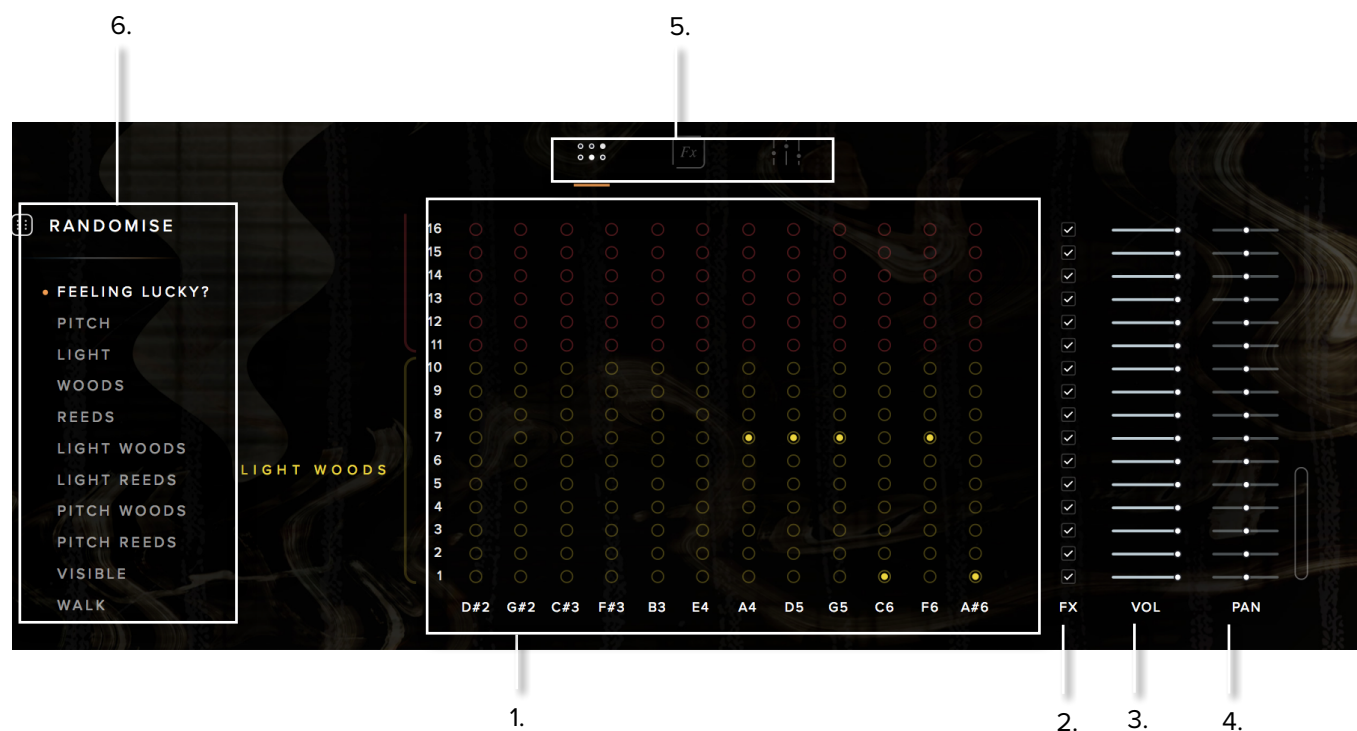


Click and you will be able to assign any of the remaining available controls to the knob.



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

THE EVO GRID



1. THE GRID

This is where all the action happens. Assign evolutions to ranges across the keyboard by clicking on circles on the grid. Lit circles (sometimes referred to as pegs) shows where the evos are currently assigned.

The circles behave like toggles, click on them to select an evolution and they'll automatically disable any circle on the same Y axis. On the X axis are the pitch centres, on the Y axis are the Evos. The different categories are colour coded, scroll vertically to see more evolutions.

Evos are long evolutions which are considerably longer than the longs you get in standard string libs. This is because they evolve, change, mutate, and return to their original state before looping. We've purposefully recorded each evolution at a different tempo so when you start assigning different evos on your grid and playing them together after a while the different evos will start to undulate against each other.

HOT KEYS

Holding down CMD while clicking an Evolution will assign that evolution to all note centres vertically. Holding down SHIFT while clicking an Texture will draw a line from the last selected evo (ie click D#1: evo1, then hold shift and click C5: Evo10; you'll get a diagonal line from top-left to bottom-right.)

2. FX

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

3. VOLUME

These faders adjust the level of each evolution.

4. PAN

Pan each evolution left or right.

5. NAVIGATION BUTTONS

These buttons switch between the Evo grid and the other two views, covered on page 14-15.

6. RANDOMISE

Clicking on the options under this heading will assign the evos randomly according to the following rules:

FEELING LUCKY?

Randomises the selection across all types of evolutions.

PITCH

Randomises the selection within the “Pitch Woods” and “Pitch Reeds” types of evolutions.

LIGHT

Randomises the selection within the “Light Woods” and “Light Reeds” types of evolutions.

WOODS

Randomises the selection within the “Pitch Woods” and “Light Woods” types of evolutions.

REEDS

Randomises the selection within the “Pitch Reeds” and “Light Reeds” types of evolutions.

LIGHT WOODS

Randomises the selection within the “Light Woods” types of evolutions.

LIGHT REEDS

Randomises the selection within the “Light Reeds” types of evolutions.

PITCH WOODS

Randomises the selection within the “Pitch Woods” types of evolutions.

PITCH REEDS

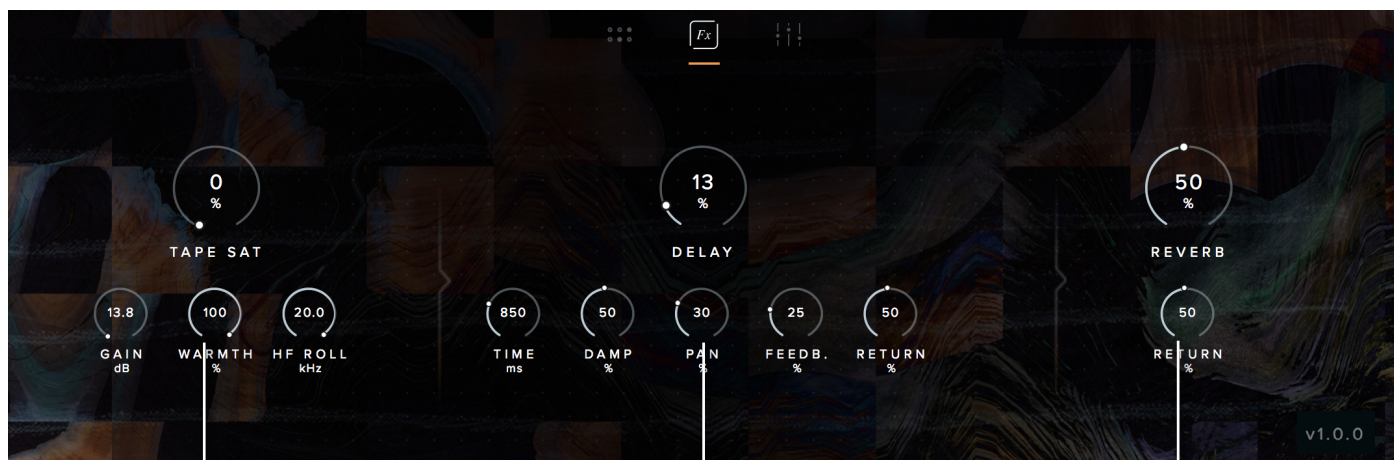
Randomises the selection within the “Pitch Reeds” types of evolutions.

VISIBLE

Randomises the selection within what is visible.

WALK

Randomises each playable range up or down by one evolution.



1.

1. TAPE SATURATION

TAPE SAT

Controls the amount of tape saturation heard on the signal, 0% is none, 100% is full saturation.

GAIN

Controls the amount of additional gain added to the saturated signal.

WARMTH

Controls the level of warmth on the saturated signal, this is how much low frequency material is heard.

HF ROLL

Controls the point at which high frequencies are attenuated (reduced in volume).

2. DELAY

DELAY

Controls the amount of signal sent to the delay effect.

TIME

Changes the delay time in milliseconds

DAMP

Changes the dampening of the signal, the more dampened the signal is, the more the high frequencies are reduced on each repeat.

PAN

Adjusts the stereo spread of the delay effect.

FEEDB

Control the level sent back through the delay. The higher the level, the more repeated and pronounced the delay effect.

RETURN

Adjust the level of the delay effect in the mix

3. REVERB

REVERB

Adjust the amount of signal sent to the reverb effect.

RETURN

Adjust the level of the reverb effect in the mix

SIGNAL MIXER + CONTROLLERS



1. MIXER PRESETS

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

To rename a preset after saving or delete a preset, browse to Spitfire Woodwind Evolutions > Presets > mix in the finder and edit the .mpreset files.

2. SIGNALS

Close

A tight and dry natural sound. Perfect for adding your own reverb and a great starting point

Tweaked

This is the close mix turned up to 11. Compressed, with occasional glitches, this adds further chaos into each evolution

Ambient

Very reverberant and atmospheric, an additional layer to the sound

Distorted

A full on gritty signal, useful for adding some dirt into the mix

Stretch x2

The close mix stretched to be twice as long, giving all the sounds a more ethereal quality

Stretch x8

The close mix stretched eight times the length, turning busy evolutions into lethargic smears

2a. SIGNAL ON/OFF

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

2b. SIGNAL FADER

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

2c. SIGNAL NAVIGATION

Click the right arrow to access additional signals.

3. CONTROLLERS

Attack

Adjust the attack time of the amplitude across the instrument. This is the amount of time taken to reach the maximum volume.

Decay

Adjust the decay time of the amplitude across the instrument. This is the time taken to drop from the maximum volume to the sustain volume.

Sustain

Adjust the sustain level of the amplitude across the instrument. This is the volume that will be held after the attack and decay time until the note is released.

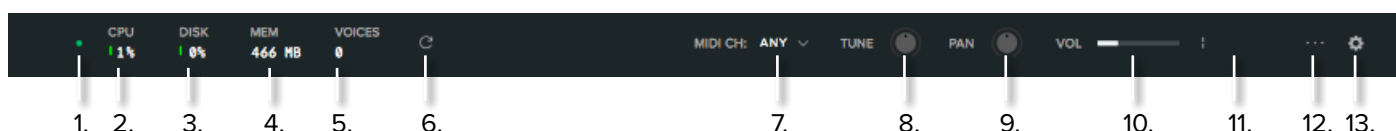
Release

Adjust the release time of the amplitude across the instrument. This is the amount of time taken for the signal to drop to silence after the note is released.

Variation

Alter this control to vary the sound of the technique.

TOP MENU



1. LED

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

2. CPU METER

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

3. DISK METER

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

4. MEMORY

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

5. VOICES

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

6. REFRESH

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

7. MIDI CH

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

8. TUNE

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

9. PAN

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

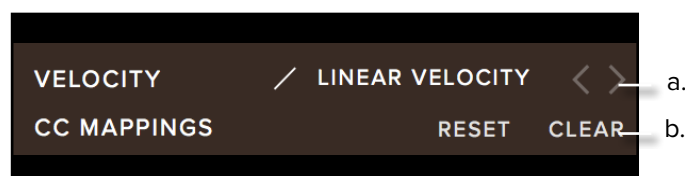
10. VOLUME

Control the overall volume of the instrument.

11. LEVEL

A visual indication of the level of the instrument.

12. PRESET SETTINGS



a. Velocity response - Pick from 4 different velocity curves to suit your controller.

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

Clear CC Mappings - Delete all CC mappings - this is good if you have a clear idea of what parameters you want to control and want to start from a clean slate!

For a list of all the default CC mappings, please see Appendix B.

13. PLUGIN SETTINGS/ABOUT

The Plugin settings fall into 4 categories:

GENERAL

In this section you can copy the settings from the other sections to your other Spitfire plugins so that these settings are consistent.

INTERFACE

Help text - Turn the help text off here if you don't need it any more

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

Default scale - How big the instrument is when you open it as a fraction of its original size. Here you can "get" the current scale of the instrument or change the value and press set to change the scale of the instrument. Press "save" to save the current scale as the default and press "reset" to change the current scale to the default value.

Automatic unload with mixer fader - Toggle this to unload data from RAM when fader is pulled down to the bottom.

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

AUDIO

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

Preload Size - The minimum number of sample values preloaded into memory for each audio recording. Increase for slower hard drives. Default is 12888.

Stream Buffer Size - The number of sample values kept in memory for each audio recording stream at any time. Increase for slower hard drives. Default is 65536.

PLUG-IN

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

EVOLUTIONS

LIGHT WOODS

Light → Full (Woods)

Gentle, soft starting note into a full strength vibrato

Light → Shimmer (Woods)

Soft sustained note into a more persistent flutter tongue, creating a shimmering texture

Normale → Pulse (Woods)

Pulses being gently introduced into a soft sustained note

Light → Tongue Shudders (Woods)

Light soft note with occasional double tongue shudders increasing in frequency

Light → Shudders (Woods)

Light soft not with occasional bursts of tremolo increasing in frequency

Shudders → Strong (Woods)

A high number of tremolo bursts gradually decreasing into a strong sustained note

Breath → Tone (Woods)

Almost no tone, with a rising level of pitch slowly appearing

Light → Accelerating Siren (Woods)

Light and airy tone with a slowly accelerating semitone trill emanating

Light → Beautiful Siren (Woods)

Light sustained notes with a tone trill gently increasing in frequency

Normale → Overtone Flickers (Woods)

Pure tone with occasional bursts of overtone pushing through

PITCH WOODS

Normale → Semitone Cells (Woods)

A pure note with ever increasing density of a small isolated semitone cells

Normale → Tone Cells (Woods)

A pure note with ever increasing density of a small isolated tone cells

Normale → Dissonant Pulse (Woods)

Airy starting note with a gradual microtonal pulse weaving around the note

Normale → Multiphonics (Woods)

Airy starting note descending into harsh multiphonic textures

Normale → Episodic Overtones (Woods)

Soft note with burst of pronounced overtones

Gentle Shimmer → Overtones (Woods)

A soft flutter tongue evolving into harsh overtones

Normale → Harmonic Wisps (Woods)

A straight pitch with harmonic 'moments' gradually increasing in frequency

Normale → Building Trill (Woods)

Pure tone with an increasing number of players playing a semitone trill

Normale → Multiphonics and Pedal (Woods)

Pure tone with a crescendo into mildly chaotic multiphonics, with a pedal note to maintain pitch

Light → Dissonant Tongue Shudders (Woods)

Soft starting note with occasional bursts of double tongue and a slight variation in pitch

Normale → Dissonant Overtone Pulse (Woods)

Straight note with overblown pulses causing overtones and a slight variation in pitch

Shimmer → Multiphonic Overtones (Woods)

Lightly fluttered notes crescendo into a world of fluttered multiphonics and overtones appearing

Light → Harmonic Cell Bursts (Woods)

Soft note transitioning to isolated cells and overblown harmonic bursts breaking through

Breath → Dissonant Pulse (Woods)

Airy starting note with a gradual microtonal pulse weaving around the note

LIGHT REEDS

Light → Full (Reeds)

Gentle, soft starting note into a full strength vibrato

Light → Shimmer (Reeds)

Soft sustained note into a more persistent flutter tongue, creating a shimmering texture

Normale → Pulse (Reeds)

Pulses being gently introduced into a soft sustained note

Light → Tongue Shudders (Reeds)

Light soft note with occasional double tongue shudders increasing in frequency

Light → Shudders (Reeds)

Light soft not with occasional bursts of tremolo increasing in frequency

Light → Shimmer Bursts (Reeds)

Shimmering slightly at the start already, with more intense bursts cutting through

Light → Accelerating Siren (Reeds)

Light and airy tone with a slowly accelerating semitone trill emanating

Light → Beautiful Siren (Reeds)

Light sustained notes with a tone trill gently increasing in frequency

PITCH REEDS

Normale → Semitone Cells (Reeds)

A pure note with ever increasing density of a small isolated semitone cells

Normale → Tone Cells (Reeds)

A pure note with ever increasing density of a small isolated tone cells

Normale → Dissonant Pulse (Reeds)

Airy starting note with a gradual microtonal pulse weaving around the note

Normale → Down Bends (Reeds)

A straight note with slight bends down getting more extreme

Normale → Multiphonics (Reeds)

Airy starting note descending into harsh multiphonic textures

Light → Siren Shudders (Reeds)

Pure tone with occasional moments of a trill appearing and disappearing

Normale → Episodic Overtones (Reeds)

Straight note with overblown bursts adding overtones to the sound

Normale → Singing Pitch (Reeds)

Edgy tone transforming into a half sung, half played texture with varying overtones and pitch variations

Light → Random Bursts (Reeds)

Random bursts of other pitches pepper a sustained note

Light → Shimmers and Sirens (Reeds)

Light sustained note evolving into tremolo and trills causing an off-kilter shimmering effect

Chatter → Dissonance (Reeds)

Soft sustained chatter becoming more dissonant and out of pitch over time

Light → Chaos (Reeds)

Light sustained not that descends into pure chaos, with each player transitioning into a different technique

Soft → Overtone Pulse (Reeds)

Soft sustained tone with overtones lightly pulsing occasionally

Singing → Shimmer Bursts (Reeds)

Half sung notes with slowly introduced shimmering tremolo cutting through

Light → Shimmered Bends (Reeds)

Light sustained note into fluttered notes that begin to bend down in tone

Soft → Full Multiphonics (Reeds)

Gentle and soft reeds that descends slowly into randomised assortment of multiphonics with a full vibrato

APPENDIX A - FAQs & TROUBLESHOOTING

Q: WHAT ARE THE SYSTEM REQUIREMENTS?

MAC SYSTEM REQUIREMENTS: Mac OS X 10.10, 10.11, 10.12, 10.13 (latest update)

Minimum: 2.8GHz i5 (dual core), 8GB RAM, 184GB free HD space (7200rpm).

Recommended: 2.5GHz i7 (quad-core), 16GB RAM, 184GB free SSD space.

Machine must be connected to the internet during install

PC SYSTEM REQUIREMENTS: Windows 7, Windows 8, or Windows 10 (latest Service Pack, 32/64-bit)

Minimum: 2.8GHz i5 (dual core), 8GB RAM, 184GB free HD space (7200rpm).

Recommended: 2.5GHz i7 (quad-core), 16GB RAM, 184GB free SSD space.

Machine must be connected to the internet during install

Q: I WANT TO RESET MY Fragile SETTINGS TO THE DEFAULT

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

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

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

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

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

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

Q: CAN I INSTALL ON MORE THAN ONE COMPUTER?

With our products you have two licenses. This means that you are allowed to download and install on two computers you own, say your main rig and your mobile rig. If you have purchased the library on a hard drive, you should copy the contents of the drive on to the destination machine before completing the download with the Spitfire Audio App. If

you downloaded Woodward Evolutions, you can copy the library folder and plugin files over to the second machine and then use the “repair” feature in the Spitfire Audio App.

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

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

Q: HOW DO I AUTHORISE Woodward EVOLUTIONS ON A MACHINE NOT CONNECTED TO THE INTERNET?

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

Q: HOW CAN I REDOWNLOAD A PRODUCT?

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

- Open up the 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 the select Entire Download/Latest Update
- This will reset your whole download/your latest update

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

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

Q: 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 Cloudfront servers which are normally very quick but it may well be that at certain times of the day when traffic is particularly busy, your ISP may throttle your connection speeds.

We would advise you to leave your download running overnight as speeds should ramp up at less busy times. Our Library Manager downloader aims to use as much of the available bandwidth as possible to give you the quickest possible speeds, and may take several minutes to reach its peak.

Q: CAN I TRY BEFORE I BUY?

No - it is not currently possible to demo our products. If you go to our YOUTUBE CHANNEL you'll see many many walkthroughs containing detailed info about all our products -- you can hear them being played in real time with no smoke and mirrors!

Q: MY LIBRARIES ARE NOT SHOWING UP IN MY APP

A handful of customers may find that when they log into their Spitfire Audio 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 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 library manager 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 library manager to the folder Spitfire Audio - never go into this folder and choose the actual library in question.

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

We run all our orders through a fraud checking process. The automatic fraud check takes 20 minutes (but can take up to an hour during a very busy period, eg. Black Friday), but if your order gets caught at this stage, we run a manual order check, and this can delay the processing of your order for up to 24 hours (though this would be a rare and exceptional case).

You should however receive an order confirmation email IMMEDIATELY upon placing your order. This confirms that your order has successfully been logged in our system and that your payment was successfully taken. Please check your junk folders before contacting our support. The message will come from do_not_reply@spitfireaudio.com if you'd like to add us to your whitelist.

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

Yes, you can copy the library folder and plugin files over to the second machine and then use the "reauthorise" and "Locate Library" features in the Spitfire Audio Library Manager. 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, 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 B - DEFAULT CC MAPPINGS

Global Gain	7
Global Pan	10
Reverb	19
Tighness	18
Release	17
Expression	11
Dynamics	1
Variation	20
Close	22
Tweaked	23
Ambient	24
Distorted	25
Stretch x2	26
Stretch x8	27

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