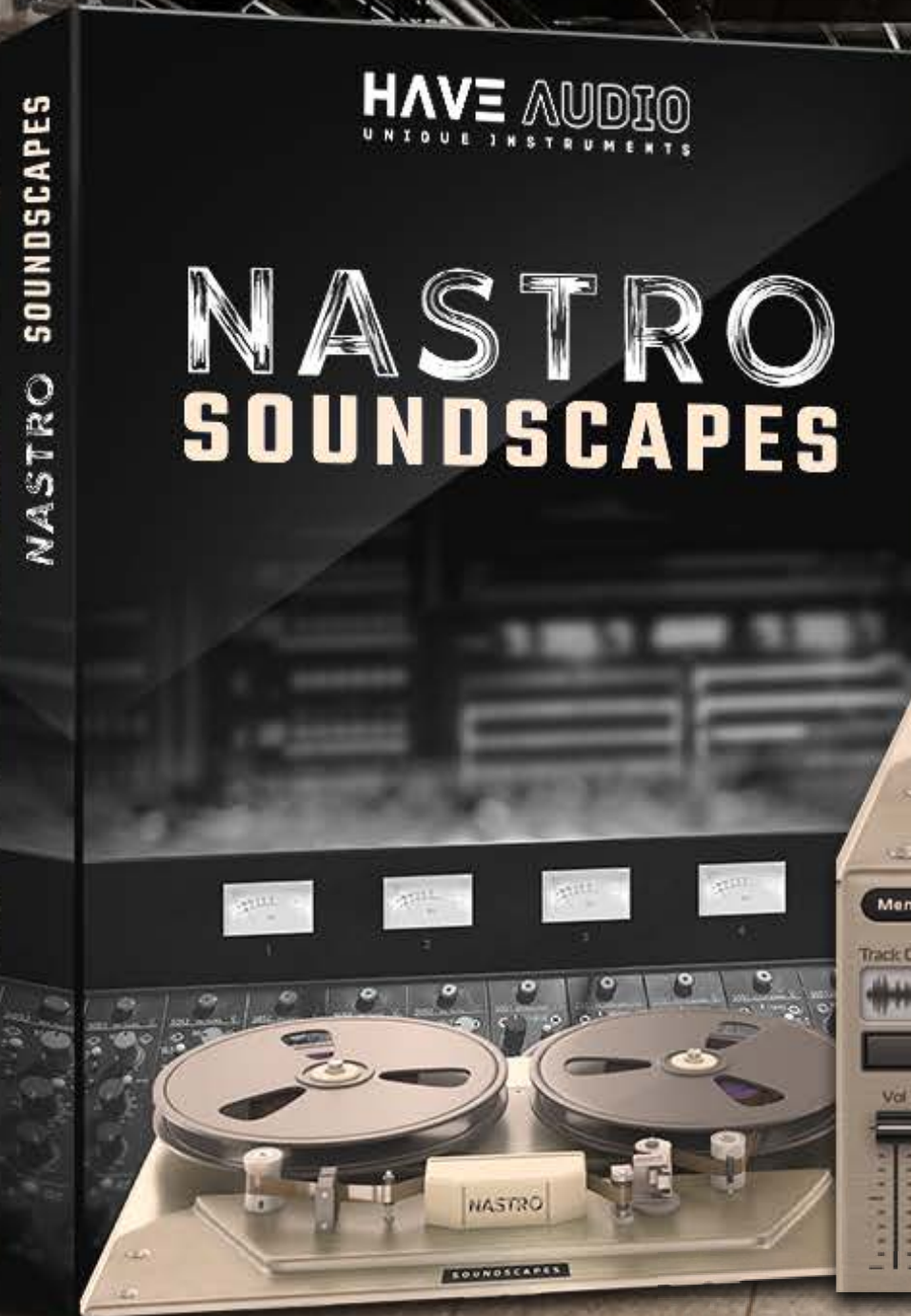


USER MANUAL



HAVE AUDIO
UNIQUE INSTRUMENTS



THANKS FOR YOUR PURCHASE!

It's great to have you on board of our growing
HAVE AUDIO community!

We have no doubt you'll love NASTRO Soundscapes and we can't wait to
listen to the great music you're going to create with it!

Take some time to explore some of most exciting features of the NASTRO Engine.

Although our VIs are always very intuitive, some functions
may require a little overview.

This manual is a great tool for that!

Besides, don't forget to sign up to our Youtube Channel and social media channels.

We regularly post a lot of helpful content to solve any technical issue, together with
creative tips to get the most out of each of our instruments!

No more talk, let's dive into it!

A NEW SERIES!

Good news! NASTRO is a new series dedicated to vintage tape devices.

For this first release we used mostly synthetic sounds, created using analog synthesizers
and analog equipment but also included drum loops, guitar textures and other acoustic instrument-made
sounds.

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THE NASTRO ENGINE

Bringing you the 4-tracks tape experience in a highly intuitive engine designed to boost your creativity!

LOAD AND
PLAY!
AS SIMPLE AS THAT!



4 independent tracks with lots of sound sources you can combine and tweak to create your own sounds. All tracks share the same controls so let's see them in the next page

TRACK CONTROLS

SOURCE DROP DOWN MENU:

click here to open the source drop down menu and choose your desired sound source for the Track

LOOP Button:

OFF = samples play from start to finish

ON = samples are looped until you release the key

When SYNC is ON, tempo/speed are synced to DAW. If you move the speed wheel, you can only choose between 3 speeds: Half / Normal / Double (No intermediate positions)

Press PLAY to engage a specific sound source. PLAY & STOP work as an ON/OFF (S/M) button.

Control the volume of the Track

SPEED WHEEL: when SYNC button is OFF you can manually choose your playback speed for that Track/Source throughout the whole range from Half Speed to Double Speed.



Adjust the level of the selected FX Send

Click on the arrow to open the FX Send menu and choose among 58 unique effects we created by capturing old analog devices

Press STOP if you want to mute the Track

Control Panning

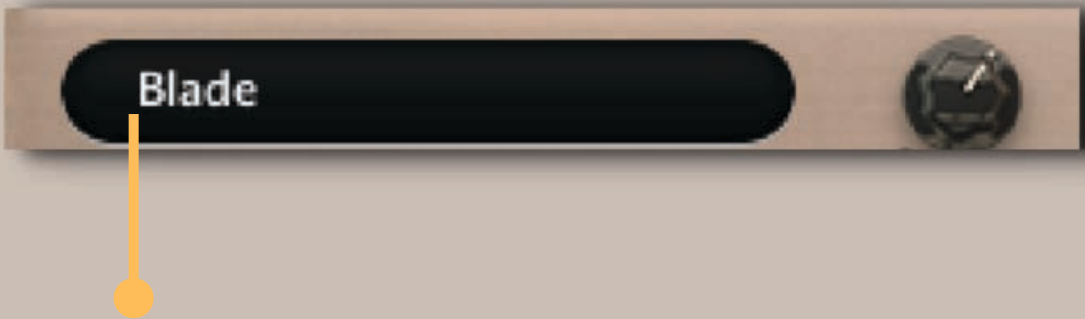
Adjust EQ

Add Compression

Add Saturation

Reverse playback

SOUND SOURCES



SOURCE DROP DOWN MENU:

Click here to access the source drop down menu for each track.

You can choose between 64 sound sources organized into 6 thematic categories:

- 1.SYNTHETIC TONES
- 2.SYNTHETIC CHORDS
- 3.SYNTHETIC TEXTURES
- 4.ARPEGGIATION
- 5.HYBRID
- 6.REEL NOISE

SYNTHETIC TONES
Blade
Phat
Hack
Brazen
Lowpass
Nails
Forged
Rude
Sinuous
Subby
Magnetic
Capstan
Polarized
Helical
Hollow
SYNTHETIC CHORDS
Tape Chords MAJ
Tape Chords MIN
Tape Chords maj7
Tape Chords min7
Tape Chords sus2
Tape Chords sus4
Tape Chords AUG
Brassy Chords MAJ
Brassy Chords MIN
Brassy Chords maj7
Brassy Chords min7
Brassy Chords sus2
Brassy Chords sus4
Brassy Chords AUG
Kremlin Chords MAJ
Kremlin Chords MIN
Kremlin Chords maj7
Kremlin Chords min7
Kremlin Chords sus2
Kremlin Chords sus4
Kremlin Chords AUG
SYNTHETIC TEXTURES
Textures
Evolving
Evolving Slow
Noises

ARPEGGIATION
Arp MAJ
Arp MIN
Arp maj7
Arp min7
Arp sus2
Arp sus4
Arp AUG
HYBRID
Drumlines
Euclidianloops
Bouzokiloops
Guitarmild
Guitarworn
Saxarpmild
Saxarpworn
Dronin
Saz
Perc
Euclid
REEL NOISE
Reel Glass Heads
Reel Tape Machine
Reel Dictaphone
Reel Philr2r
Reel Cassette
Reel Tape Synth

SNAPSHOTS (FACTORY PRESETS)



NASTRO should automatically load with this INIT - Soundscapes setting.

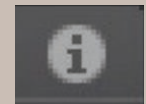
This is simply a "tabula rasa" setting for you to explore all the sound sources for each track and create your own sounds.



Be sure to always start from this INIT patch when creating your own stuff.



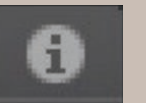
If you don't see the INIT - Soundscapes and, therefore, you can't access the preset dropdown menu it simply means that you are in Kontakt inspector mode



So, just click on the camera icon to access the snapshot area



Likewise, click on the inspector icon to exit the snapshot area and go back to the regular Kontakt view



By clicking on the arrow you can access our 80 factory presets (Kontakt snapshots), organized into 8 thematic categories:

1. ATMOSPHERE
2. CHORDS
3. FX Noise
4. MOTION
5. PERC
6. SYNTHETIC
7. TEXTURES



You can use our snapshots as starting point to create your own sounds! Just keep in mind that in some cases some functionalities could have been altered for the benefit of sound in a specific snapshot. So, just use the INIT-Soundscapes patch if you just want to start from scratch and have all tools at your disposal!

4 PLAYBACK MODES

1. Normal Playback

IT PLAYBACKS
THE SAMPLE
FROM START TO
FINISH



EACH SOUND
SOURCE HAS 4
BASIC
PLAYBACK
MODES, EACH
ONE WITH ITS
OWN FLAVOUR,
ATTACK AND
COLOR!

3. Loop Playback

WHEN LOOP BUTTON IS ON,
WHATEVER SOUND TRIGGERED BY
THE KEY YOU'RE PRESSING WILL
BE LOOPED UNTIL YOU RELEASE
THE KEY



2. Reverse playback

IT PLAYBACKS
THE SAMPLE
BACKWARDS



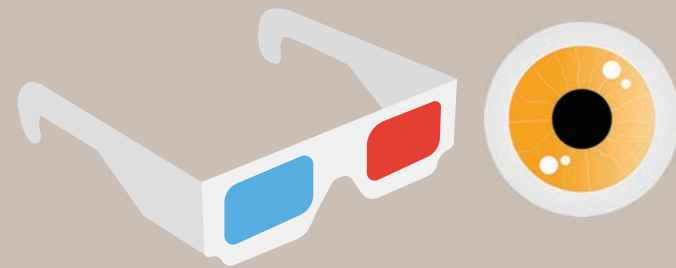
SO, EACH
SOUND SOURCE
IS ACTUALLY
4 DIFFERENT
SOUND
SOURCES!
BUT WAIT TO
SEE THE NEXT
PAGE...

4. Reverse Looping playback

SAMPLE IS LOOPED AND
REVERSED AT THE SAME TIME



4 INDEPENDENT, UNIQUE SOUNDING TRACKS



...THE SAME SOUND SOURCE DOESN'T SOUND EXACTLY THE SAME IN EACH TRACK.
LIKE IN THE REAL ANALOG WORLD, THINGS ARE NEVER EXACTLY THE SAME!
FOR EXAMPLE, THE SOURCE NAILS IN REVERSE/LOOP MODE WILL START FROM A
SPECIFIC, CHOSEN POINT IN TRACK 1 AND FROM A SLIGHTLY DIFFERENT ONE IN
TRACK 2.

BESIDES, THE LOOPED PORTION OF THE SAMPLE WILL DIFFER.
SO, GUESS WHAT! LIKE THIS, EACH SOUND SOURCES HAS 4 PLAYBACK MODES X 4
UNIQUE TRACK FLAVOUR = 16 GRADES/COLOR VARIATIONS

BUT IT DOESN'T END HERE!!



MOREOVER, YOU CAN DECIDE HOW FAST THE REEL SHOULD MOVE FOR EACH OF YOUR 4 TRACKS!
 IF YOU WANT KONTAKT TO DO IT AUTOMATICALLY FOR YOU, JUST PRESS SYNC AND DECIDE IF
 YOU WANT THAT SOURCE SOURCE TO BE PLAYING AT NORMAL, HALF OR DOUBLE SPEED BY
 SETTING THE WHEEL TO ONE OF THOSE 3 MODES.
 IF SYNC IS OFF YOU CAN MOVE THE WHEEL IN REAL TIME, OR SET ANY INTERMEDIATE STATE
 FROM HALF SPEED TO DOUBLE SPEED.

IF YOUR SOURCE ARE LOOPS OR TEMPO BASED SAMPLES THE WHEEL WILL AFFECT
 TEMPO.

FOR OTHER SOUNDS LIKE SYNTHS, TEXTURES, NOISES IT WILL STRETCH THE SOUNDS
 LIKE A VINTAGE TAPE WOULD DO, CREATING A DIFFERENT COLOR/VIBE.



We used a wide array of analog synths to create these playable patches. From warm vintage analog to modern, cutting edge digital machines, everything was carefully captured, manipulated and re-processed into different tape machines to catch the magic artifacts of the long gone, golden era of tape recording.



A tonal set with one-chord-per-key synth sounds, delivering a great starting point for pad and droney stuff. You can choose between minor, major, maj7, min7, sus2, sus4 and augmented.
Load chords, engage looping and start experimenting!



Harmonic Tip: You can use single triads, create wise and elegant upper-structure triads, polychords or overlay multiple sounds for cluster-like effects.



Richly detailed layers of synth textures crafted by using rare and obscure pieces of equipment, often mixed with sounds of nature to add an organic touch. Add a pinch of built-in FX and turn textures into lush washes.



Let Arpeggiation take the creative strain out of your patches. Multi-note blocks have been sampled into beaming cascading melodies, bringing a luminous and vibrant life to static chords.



These sound sources were created with super creative phrases performed on electro-acoustic instruments such as sax, electric guitar, bouzouki, saz baglama and persian santoor, subsequently heavily-processed through tape machines in order to get that out of tune, wobbling and nostalgic tone.



A set of noises carefully sampled directly from various vintage tape machines with no input: cassette walkmans, dictaphones and big reel to reel units. Use these tools subtly to add magic to your patches or go creative adding tones of hiss, wobble and crackling motor sound. We also added a peculiar tuned synth made out of a pitched noise hiss for more fun!

The Magic of the Analog Experience in a Digital Format

COOL!

BUT WHAT
DOES IT
IMPLY?

1. The Magic of the Analog Experience
in a Digital Format



64 OR 1024 SOUND SOURCES?

1. You can access 64 sound sources in NASTRO Soundscapes but guess what? As in the analog world, sounds are never exactly the same!

Each source has a unique sonic flavour depending which track you load it on (especially the LOOP versions and the REVERSE playback). Why?

Loop points are different for the same source from track to track. So, i.e. it is not the same to load the source "Blade" on Track 1 as to do so in Track 2.

If you loop or reverse the playback, the same sound sources will start on different points of the sample, sometimes creating a totally different sound nuance: changing the attack for instance, duration, evolution etc. so, the bottom line is that each sound source has 4 different flavour for each track (Normal / Reverse / Normal Loop / Reversed Loop) equal 256 sound sources per Track.

Multiply it x4 and you now have 1024 sources! Pretty cool, isn't it? But there's even more...

PLAYBACK SPEED

2. In addition to all of that, you can choose the playback speed/tempo of your sound sources. You can use this feature in many different ways, to simply change the tempo for loops, arpeggios and other tempo-based sources or to achieve super creative results. You got 2 ways of accessing the playback speed modes on NASTRO:

- **SYNC Button ON:** tempo-based sounds will be automatically synced to DAW. When you are in this mode, the speed wheel will only have 3 positions: NORMAL SPEED / HALF SPEED / DOUBLE SPEED. These 3 playback modes are a classic on many tape devices and will give you that lovely, deteriorated sound. You can't set any intermediate value for obvious reasons (sound would get out of sync compared to your DAW Tempo!)
- **SYNC Button OFF:** you can manually choose any value between HALF SPEED and DOUBLE SPEED. This is especially great for all those sources that are not tempo-based or to create accelerando/ritardando effects on tempo-based material.

4 LAYERS FOR 1 SINGLE SOURCE

Try to load the same source on all 4 slots for instance.

Set each one with different values, add different FX, reverse or loop some of them.

Here's an example:

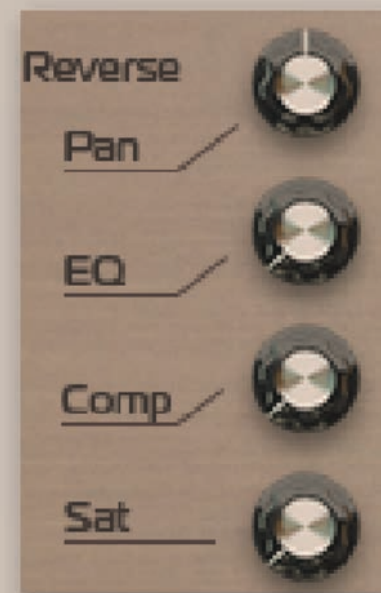


All 4 are set with the same playback mode (REVERSE / LOOP) but of course you may set Track 01 to playback normal, Track 02 to reverse, Track 03 to normal loop and Track 04 to reverse loop. Your creativity sets the limits here!

Playback speed is set in different values for each of the Tracks, giving you a complex, multi-layered and 3D result. Use this technique to bring extra life to your sources!

PAN / EQ / COMP / SAT

Fine-tune your sound by using the 4 macros we've created for you: pan the sound as you like, add a bit of EQ, Compression and Saturation.



SEND FX

VINTAGE & CREATIVE

- Boom Box
- Ceramic Walls
- Coloured Room
- Dancing Short Echoes
- Dark Canyon
- Darkboom Echo
- Distant Halo
- Early Echo
- Extralong Tuned Box
- High Whistle
- Infinte
- Long Ken_1
- Long Ken_2
- Long Reflections
- Long Reverse
- Long Smear
- Longbell Resonator
- Low Whistle
- Lowfi Shortecho
- Medium Room
- Mid Ken 1
- Mid Ken 2
- Resonant Box
- Shiny Long
- Short Ken 1
- Short Ken 2
- Short Metallic
- Shortbell Resonator
- Skyvalley
- Sparkling Ambient
- Tuned Box
- Tuned Resonator

NASTRO's Send FXs are a big part of the game. So many hours were spent creating and fine-tuning unique convolution reverbs and IR effects to push Nastro's capability even further. We sampled both real environment responses for organic results, and vintage pedals and devices for extremely unrealistically huge/small halos. There's also plenty of tuned resonating IRs to enrich your patches with pedal notes of your choice.

Back in the days, iffy frequency response, distortion, tape hiss and noise were unwanted side-effects for everyone recording music on tape. Nowadays, all these artifacts are long gone and often badly missed. For this reason, we decided to develop a Kontakt instrument capable of bringing back all the possibilities and "limitations" of our most beloved tape machines and turn them into creative enhancements thanks to this new engine. You will find synthetic and hybrid samples painstakingly processed through lots of legendary gear, such as our R2R Akai GX210-D, Sony TC630, Philips 4307, and rare cassette players such as National RQ210-S and boombox Grundig RR1140 just to name a few.

BONKERS

- Bonkers 1
- Bonkers 2
- Bonkers 3
- Bonkers 4
- Bonkers 5
- Bonkers 6
- Bonkers 7
- Bonkers 8
- Bonkers 9
- Bonkers 10
- Bonkers 11
- Bonkers 12
- Bonkers 13
- Bonkers 14

FIXED PITCH

- Tuned A
- Tuned A#
- Tuned B
- Tuned C
- Tuned C#
- Tuned D
- Tuned D#
- Tuned E
- Tuned F
- Tuned F#
- Tuned G
- Tuned G#

TECHNICAL INFO

For Kontakt Full Version 6.5.2+
(not compatible with the Free Kontakt Player)

Library uncompressed size: 2,76 GB
822 Samples in .ncw format

64 SOUND SOURCES/PATCHES:
15 SYNTHETIC TONES Patches
21 SYNTHETIC CHORDS Patches
4 SYNTHETIC TEXTURES Patches
7 ARPEGGIATION Patches
11 HYBRID Patches
6 REEL NOISE Patches

4 playback modes: normal / reverse / normal loop / reverse
loop

3 playback speed for each slot in sync mode: normal speed
half / double
Control speed manually with the free mode

Built in FX Macros: Pan / EQ / Comp / Sat

80 factory presets/snapshots organized into 8 categories:

10 Arp
10 Atmosphere
10 chords
10 FX noise
10 motion
10 perc
10 synthetic
10 textures

58 unique IR Effects created from analog equipment and tape
devices

CREDITS

Sound Designer:
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Reasonance

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UI Design and Graphic Design: Voger Design

Recorded and edited at HAVE STUDIO in Madrid (Spain) and
Brescia (Italy)

For FAQs and general troubleshooting please visit:
<https://haveaudio.com/pages/faq>

Learn more at www.haveaudio.com