

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 **UAP Unique Audio Plugin** and we can't wait to listen to the otherworldly music you're going to create with it! Take some time to explore some of most exciting features of the UAP Engine. Although our GUIs 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!

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1. THE UAP ENGINE

UI PAG.1

Navigate through all NKIs

FLYING SAUCER Knob:
it morphs sound by blending
different sonic states,
"dimensions" of the sound

TIME Slider:
It bends time

SPACE Slider:
It bends pitch
(spatial position of the
sound)

TIC-TAC Button:
it locks time/speed to DAW

Delay

SPACE STATION Button:
by pressing it, a window will
pop-up and you'll be able to
deactivate/activate the UI
space animation and the
Intro video animation

Get inside the Craft and make contact!

Delay Feedback

Delay Level



1.1. THE FLYING SAUCER KNOB

The FLYING SAUCER Knob is not your common FX Knob. It's not making your sound epic by adding tons of reverb or distortion. All in UAP is really otherworldly: the UFO knob affects matter, the very fabric of sound: it creates a sort of sonic anti-matter, it bends and changes the shape of sound, making different "sound realities" coexisting together. Easier heard than explained!



In this position you can hear the original sound of each samples



In this position you blend between 2 sonic dimensions of the same sound



In this position the anti-state of the original sample is triggered.

**GRAVITY PROPULSION
LEVEL**

adds organic
movement and pulses

AUTO-PILOT

**LIFT
Level**

AMPLIFIER

Change speed of propulsion in terms
of rhythmical subdivisions

Press the **X**
to exit the FX panel

DILATION
maps the last sample you
played throughout the
whole keyboard

Click here to open the
Propulsion FX panel

REACTOR
adds tube
distortion

CASE
maps a random sample
throughout the whole
keyboard and generates
aleatoric FX values

EMITTER
changes shape
and length of
propulsion

**ANTI-GRAVITY
Level**

Click here to open a
pop-up menu and choose your desired
ANTI-GRAVITY FX

Go back to page 1

Click here to open a
pop-up menu and choose your desired LIFT
FX

Drag and Drop
up to 128 samples and tweak them
inside the engine

2. KNOBS/SLIDERS

DEFAULT VALUES



CMD + Click on any
knob/slider to reset its state
to its default position

3. THE 20 NKI INSTRUMENTS



	Name	Size	Te...
↑	..		
	BLACK TRIAN...	33.18 ...	
	CASEBOOK.nki	42.62 ...	
	DEEPSPACE.nki	41.92 ...	
	ELEMENT 115....	39.81 ...	
	ENCOUNTERS....	43.02 ...	
	EVOLVING THE...	35.50 ...	
	GRANULAR E...	45.06 ...	
	GRAVITATION...	43.96 ...	
	HIGH STRANG...	34.50 ...	
	HYBRIDIZATIO...	35.76 ...	
	INFRADIMENS...	38.92 ...	
	NUKE CONNE...	40.08 ...	
	OBSERVABLES....	44.01 ...	
	OTHERWORLD...	65.03 ...	
	PHOENIX LIGH...	33.28 ...	
	SUMMER OF T...	37.67 ...	
	THE 4TH KIND...	40.72	
	THEIR PLANET...	41.55 ...	
	THERE IS ONL...	42.22 ...	
	UNIDENTIFIED...	68.34 ...	

BLACK TRIANGLE
ominous, majestic playable synth sounds

BLACK TRIANGLE



CASEBOOK

one-shots, transitions, FXs

**TOP
SECRET**

CASEBOOK





DEEPSPACE

Space and granular loops

DEEPSPACE





ELEMENT 115

futuristic guitar-inspired textures

ELEMENT 115





THE 4TH KIND

sounds and textures from the Unknown



THE 4TH KIND





ENCOUNTERS

Mysterious, alien sounds

ENCOUNTERS



16 keyswitches to access 16 unique patches

EVOLVING THEORY

evolving sounds and textures



EVOLVING THEORY



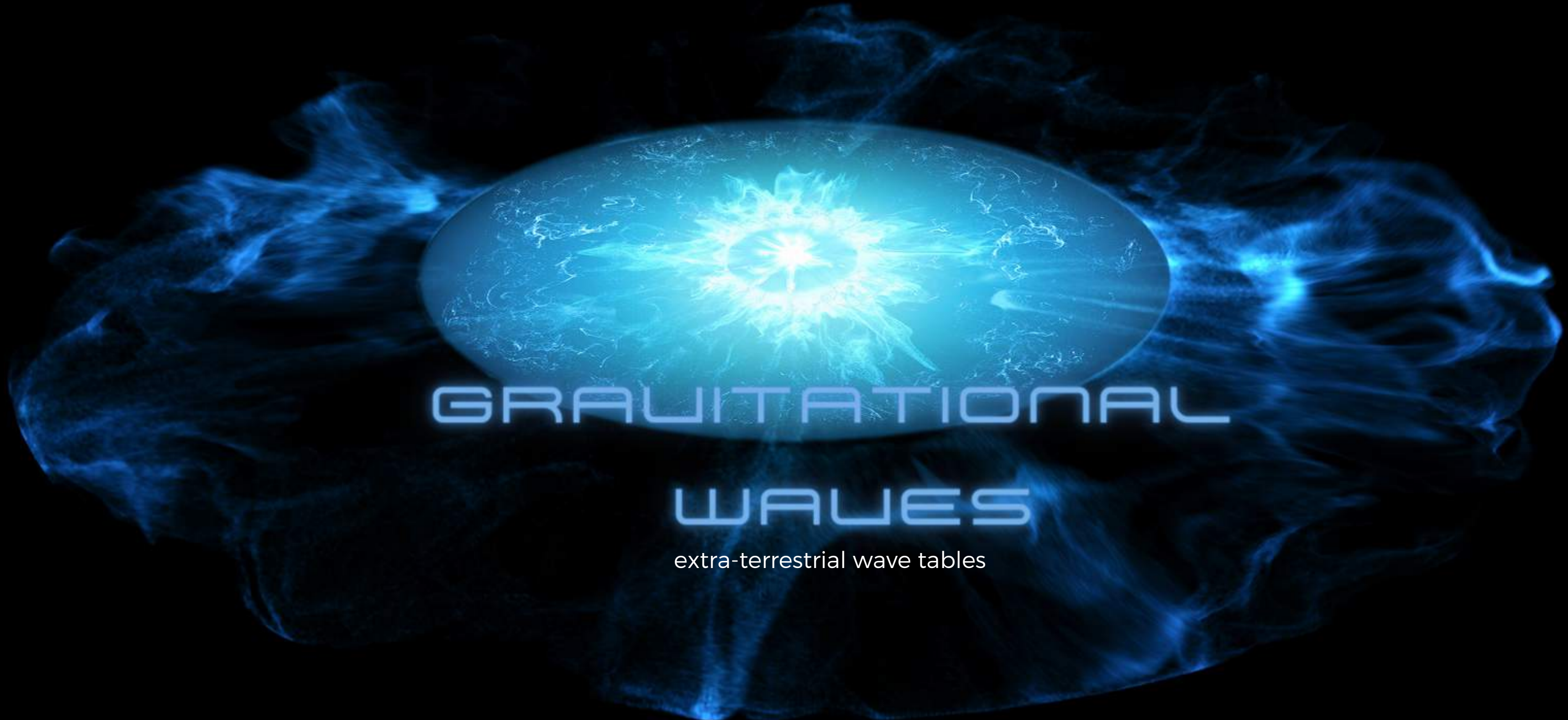


GRANULAR ENVIRONMENT

granular textures

GRANULAR ENVIRONMENT





GRAVITATIONAL WAVES

extra-terrestrial wave tables

GRAVITATIONAL WAVES



16 keyswitches to access 16 unique patches

A surreal sci-fi landscape featuring jagged, dark mountains under a sky of intense orange and red fire and sparks. A glowing green UFO hovers in the center, emitting a bright beam of light. The foreground is a dark, textured ground.

HIGH STRANGENESS

mesmerizing synth leads

HIGH STRANGENESS



16 keyswitches to access 16 unique patches



HYBRIDIZATION

experimental tones and effects

HYBRIDIZATION



6 keyswitches to access 6 unique patches



INFRADIMENSIONAL TONES

Inter-dimensional synths

INFRADIMENSIONAL TONES



16 keyswitches to access 16 unique patches

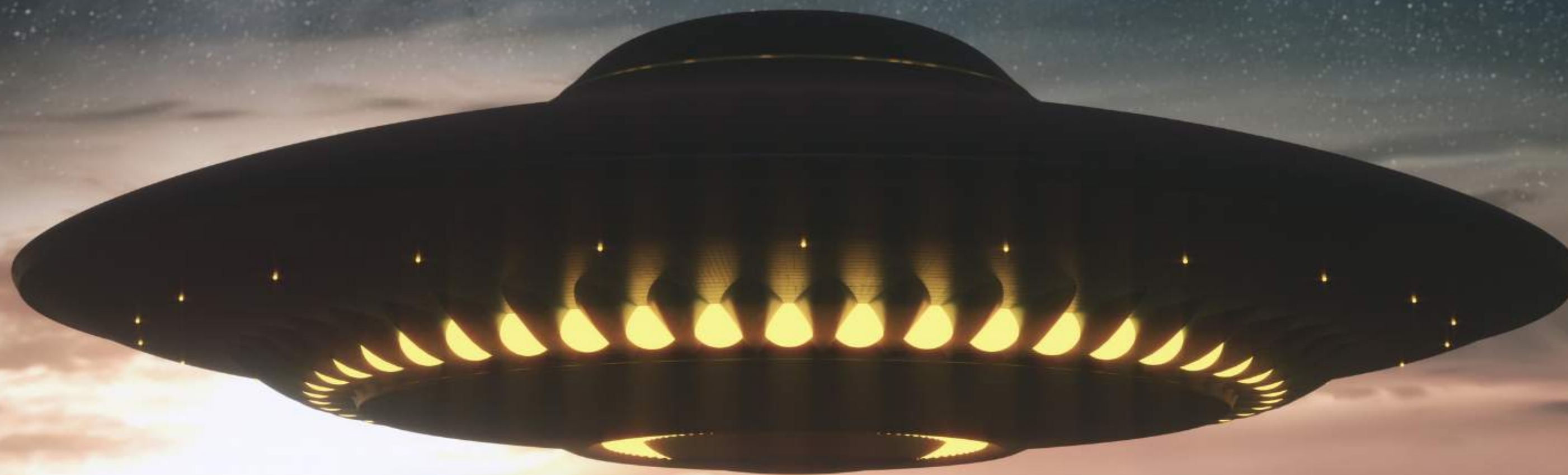


NUKE CONNECTION

Hits, sub-sounds and transitions FXs

NUKE CONNECTION





OBSERVABLES

Low, dark synths

OBSERVABLES



16 keyswitches to access 16 unique patches



OTHERWORLDLY

Noises and FXs out of this world

OTHERWORLDLY



8 keyswitches to access 8 unique patches

A large, dark, triangular object, possibly a UFO, is positioned in the upper right quadrant of the image. It has several glowing lights on its surface and a bright beam of light emanating from its center. The background is a night sky with dark, swirling clouds and several birds in flight. In the foreground, the silhouettes of trees and a utility pole with power lines are visible. The text "PHOENIX LIGHTS" is overlaid in the center of the image.

PHOENIX LIGHTS

PHOENIX LIGHTS



Majestic synth

The background of the entire page is a vintage-style photograph of a cloudy sky. Three classic flying saucers are positioned in the sky: one large one in the upper center, and two smaller ones below it, one to the left and one to the right. The title text is superimposed over the central saucer.

SUMMER OF THE SAUCERS

Fat, big and sliding synth to create huge bass effects

SUMMER OF THE SAUCERS





THEIR PLANET

Organic textures and noises from another planet

THEIR PLANET



THERE IS ONLY
ONE OF US

Inspiring, ethereal synths

THERE IS ONLY ONE OF US



16 keyswitches to access 16 unique patches



UNIDENTIFIED SUBMERGED OBJECTS

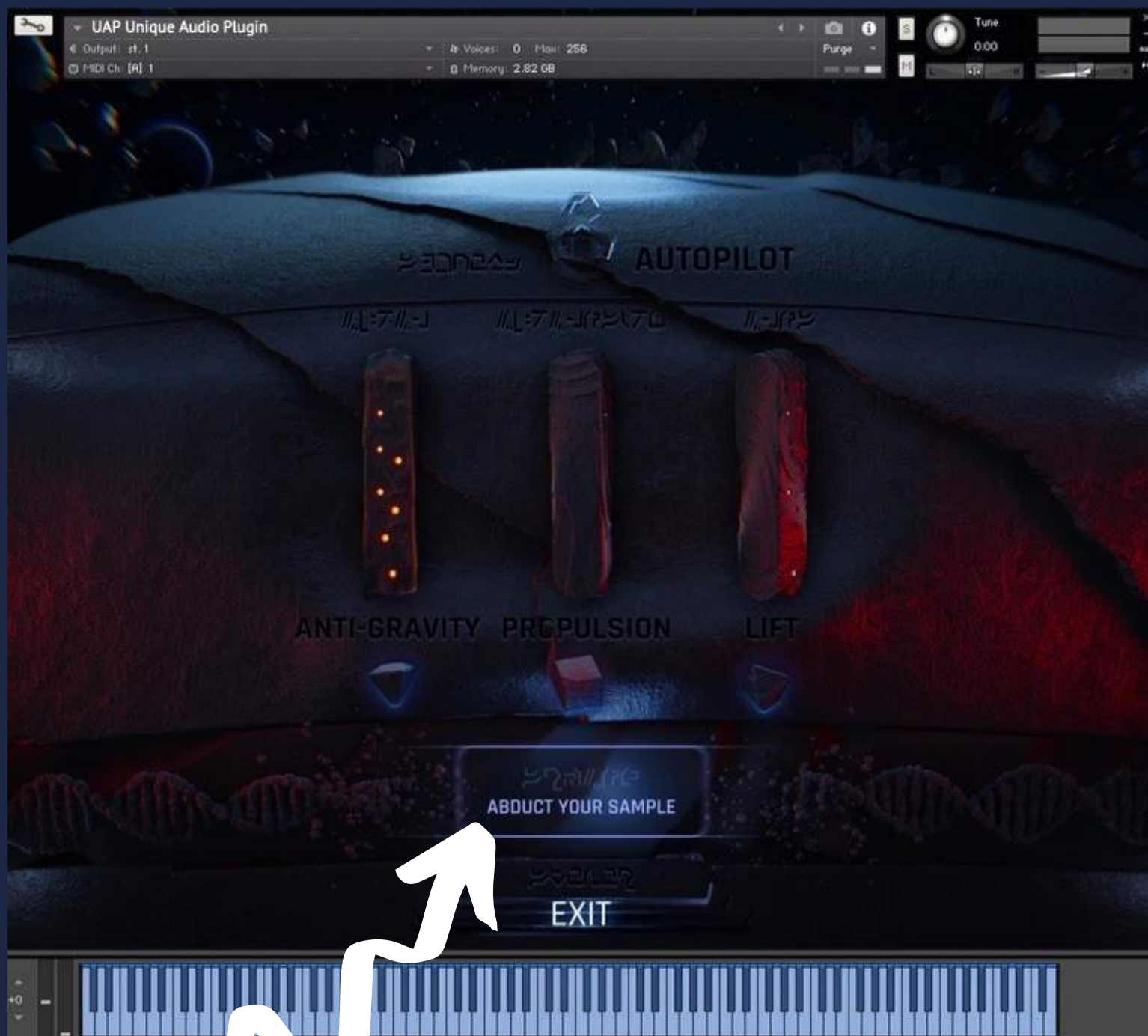
Crazy textures created with a processed, submerged-sounding electric bass

UNIDENTIFIED SUBMERGED OBJECTS

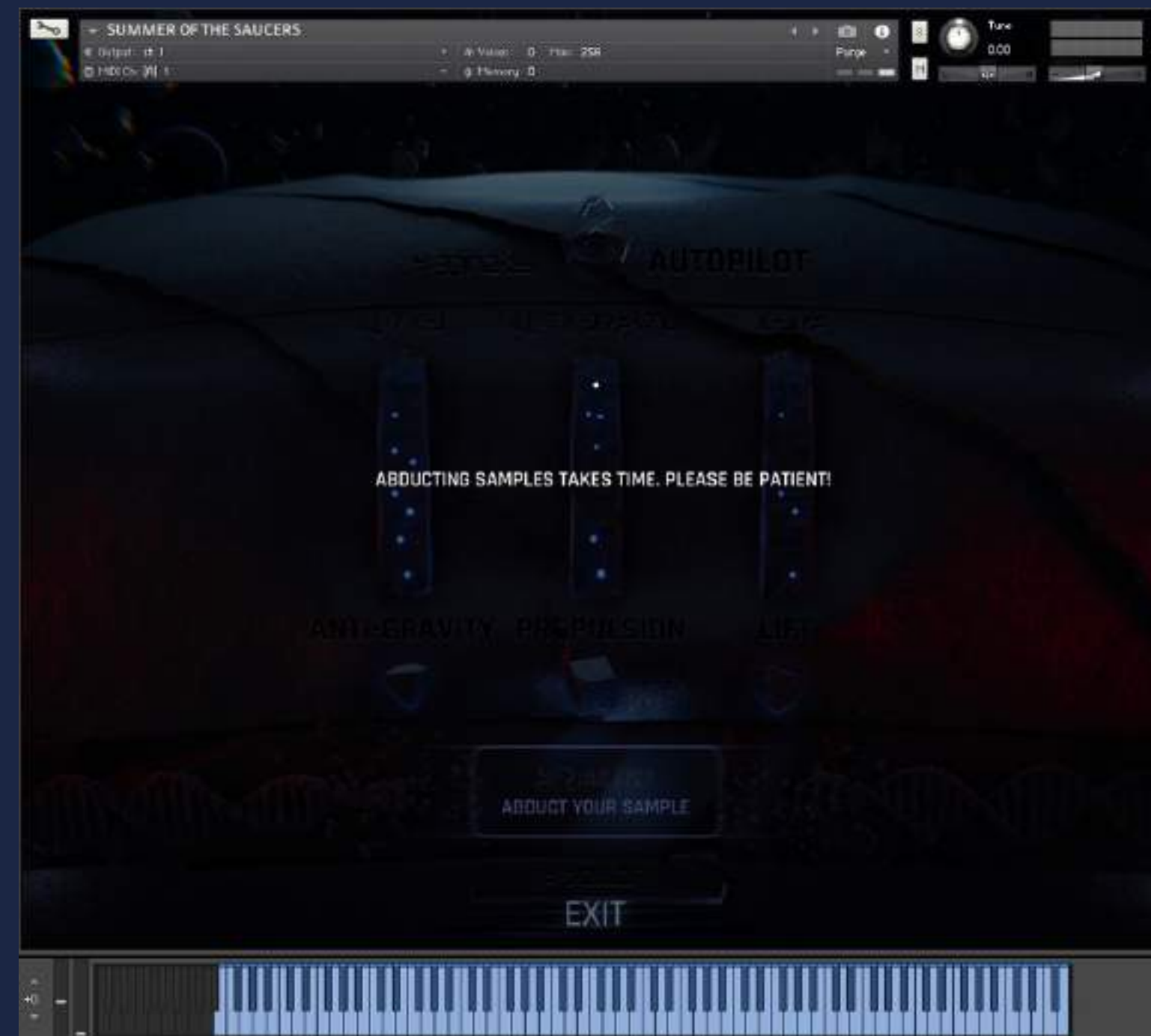




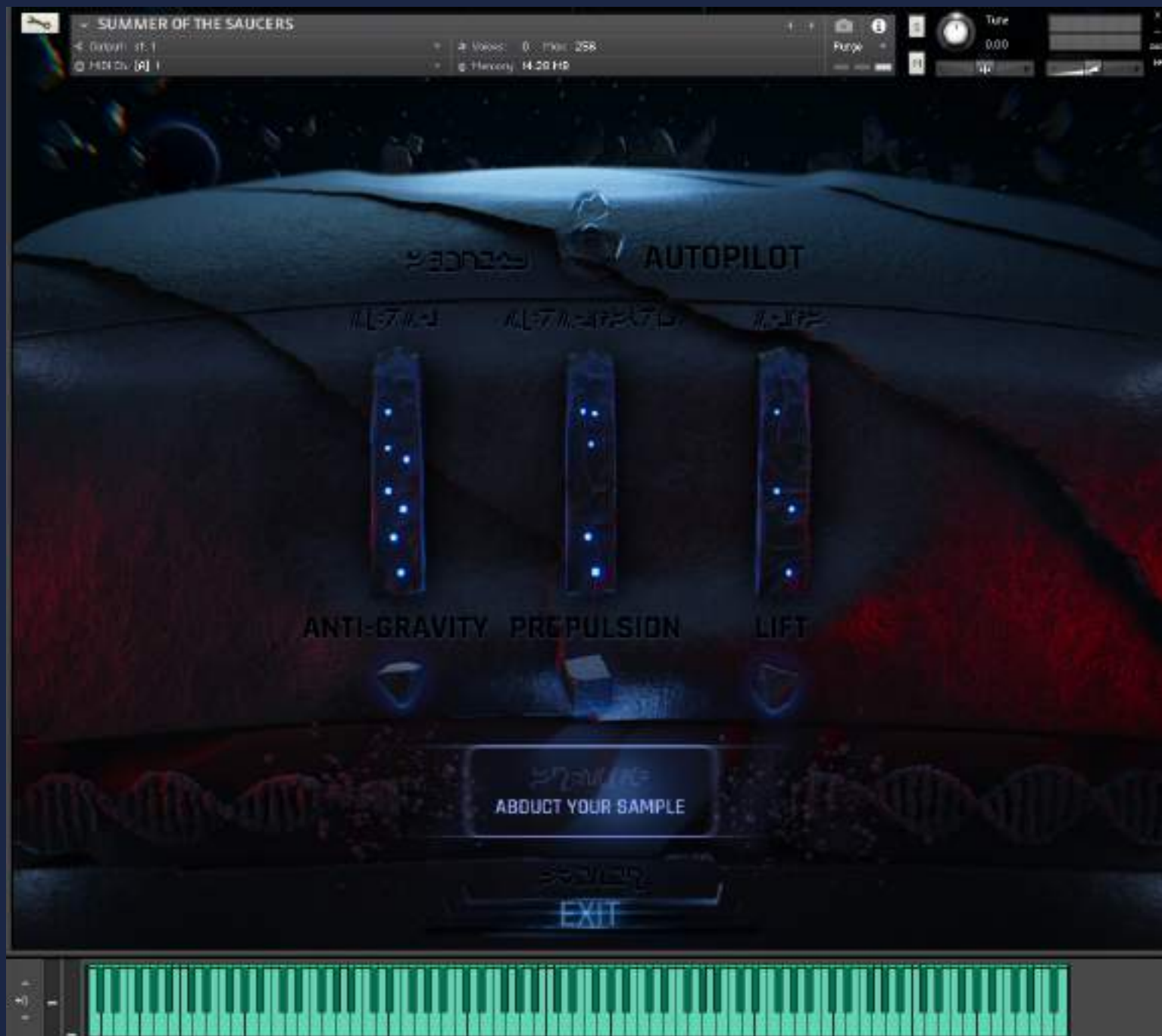
4. ABDUCTING SAMPLES



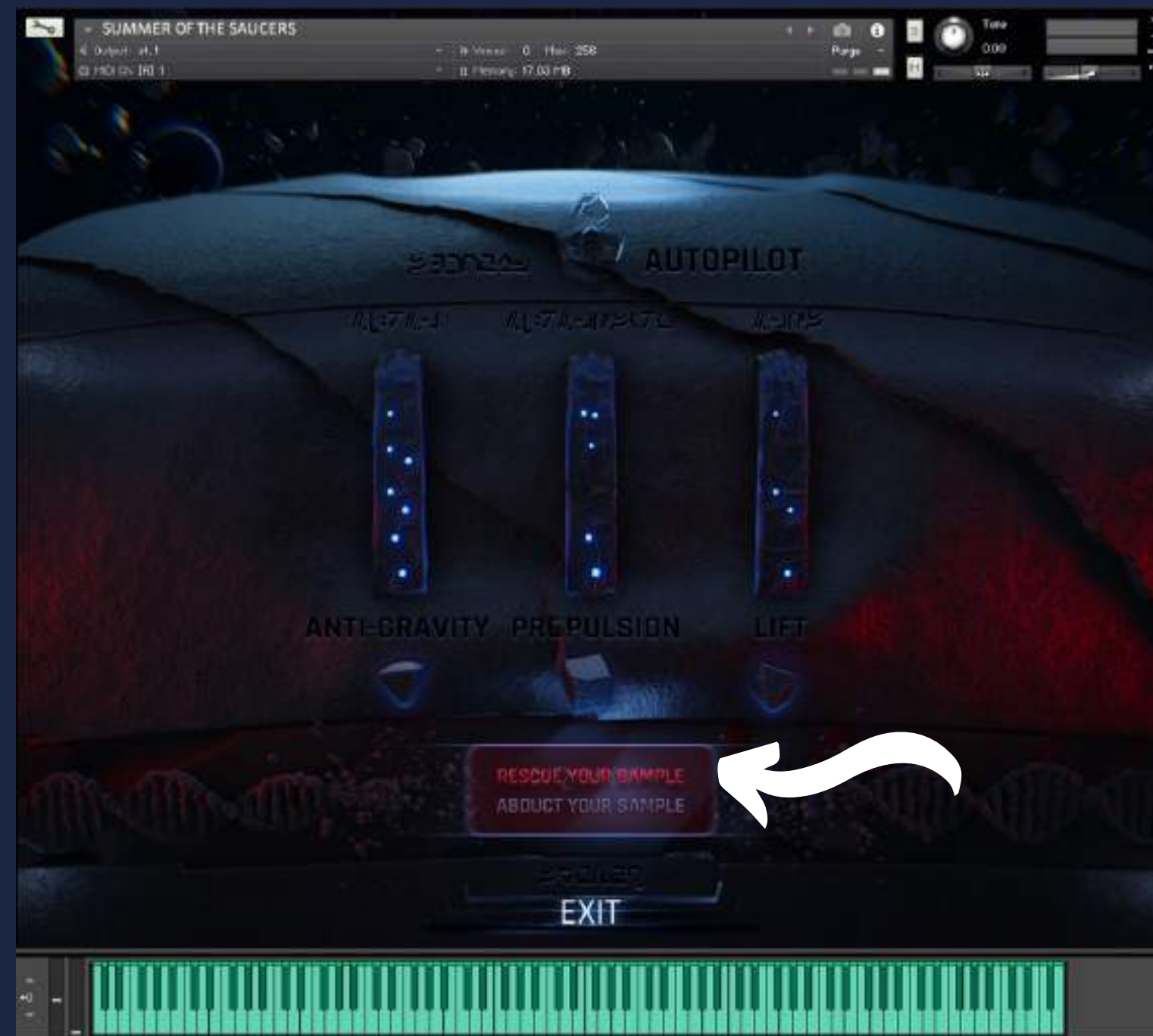
Drag & Drop one or multiple samples (up to 128) - or all the samples included in one of our expansion sample packs.



Be patient. Abducting samples take some human time.

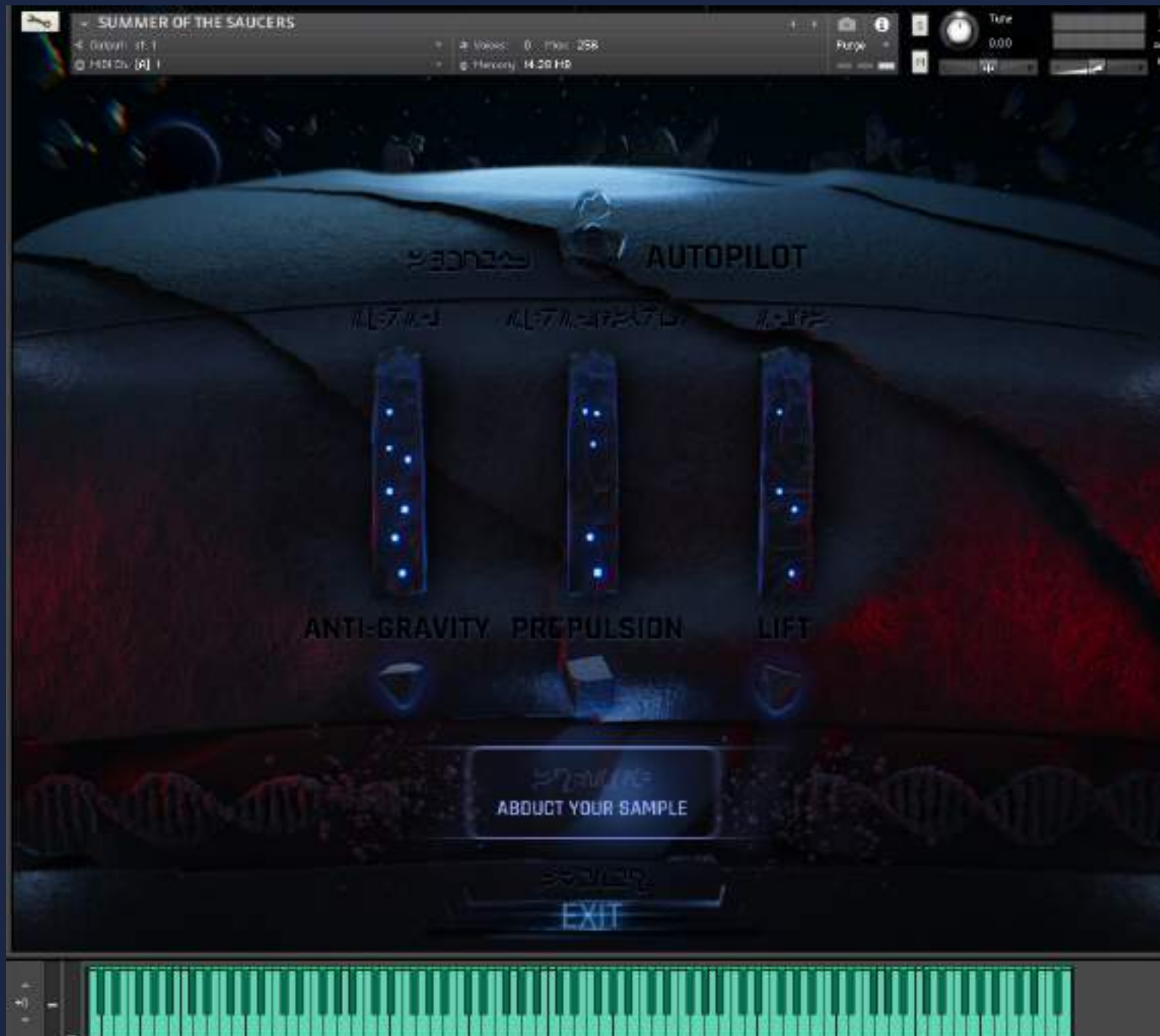


Once all the samples have been correctly abducted the keyboard will turn green and you can begin to play and compose with your new imported sounds

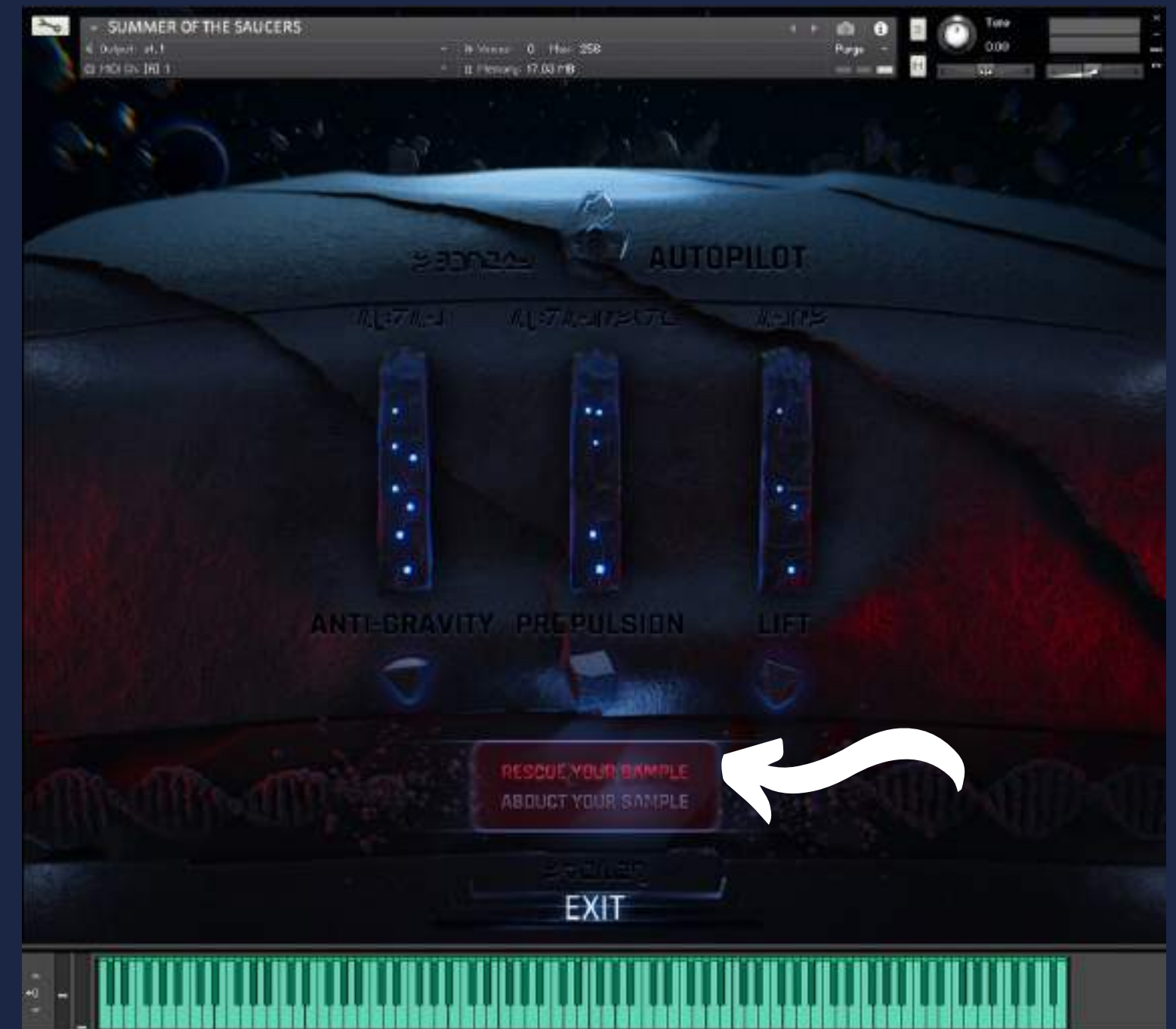


If you want to dismiss your imported samples and go back to the original patch of the instrument, just hover on the **Abduct Your Sample** slot. The message "Rescue your Sample" will appear. Click on it and, once again, be a little patient. Rescuing samples requires some human time too.

4.1. SAVING THE DAW SESSION WITHOUT LOOSING YOUR ABDUCTED SAMPLES



If you're working on a DAW project and don't wanna loose your imported samples, just save your DAW session file WITHOUT clicking "RESCUE YOUR SAMPLE". The next time you load your DAW project, UAP will be loaded with your previously imported samples and not its default factory patch

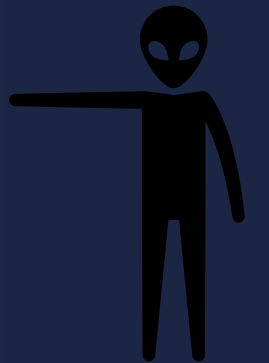


If you want to dismiss your imported samples and go back to the original patch of the instrument, you can do it anytime just hovering with your mouse on the **Abduct Your Sample** slot. The message "Rescue your Sample" will appear.
Click on it and, once again, be a little patient. Rescuing samples requires some human time too.



PLEASE NOTE:

Your samples are not saved anywhere inside UAP!
So, in order to find them whenever you re-open your DAW Session, make sure you do not move
the samples you used to a different location on your computer and do not erase them!
UAPs' techology is superior but can't make miracles yet!



5. ANTI-GRAVITY



Click on the pyramid to
open the ANTI-GRAVITY FX
menu



Choose your desired effect
among 35 IR effects



Apply the desired amount
by moving the
ANTI-GRAVITY slider

6. LIFT



Click on the pyramid to open the LIFT FX menu



Choose your desired effect
among 41 IR effects



Apply the desired amount
by moving the
LIFT slider

7. GRAVITY PROPULSION



GRAVITY AMPLIFIER

changes speed of the propulsion in terms of rhythmical subdivision

GRAVITY EMITTER

changes shape of the propulsion

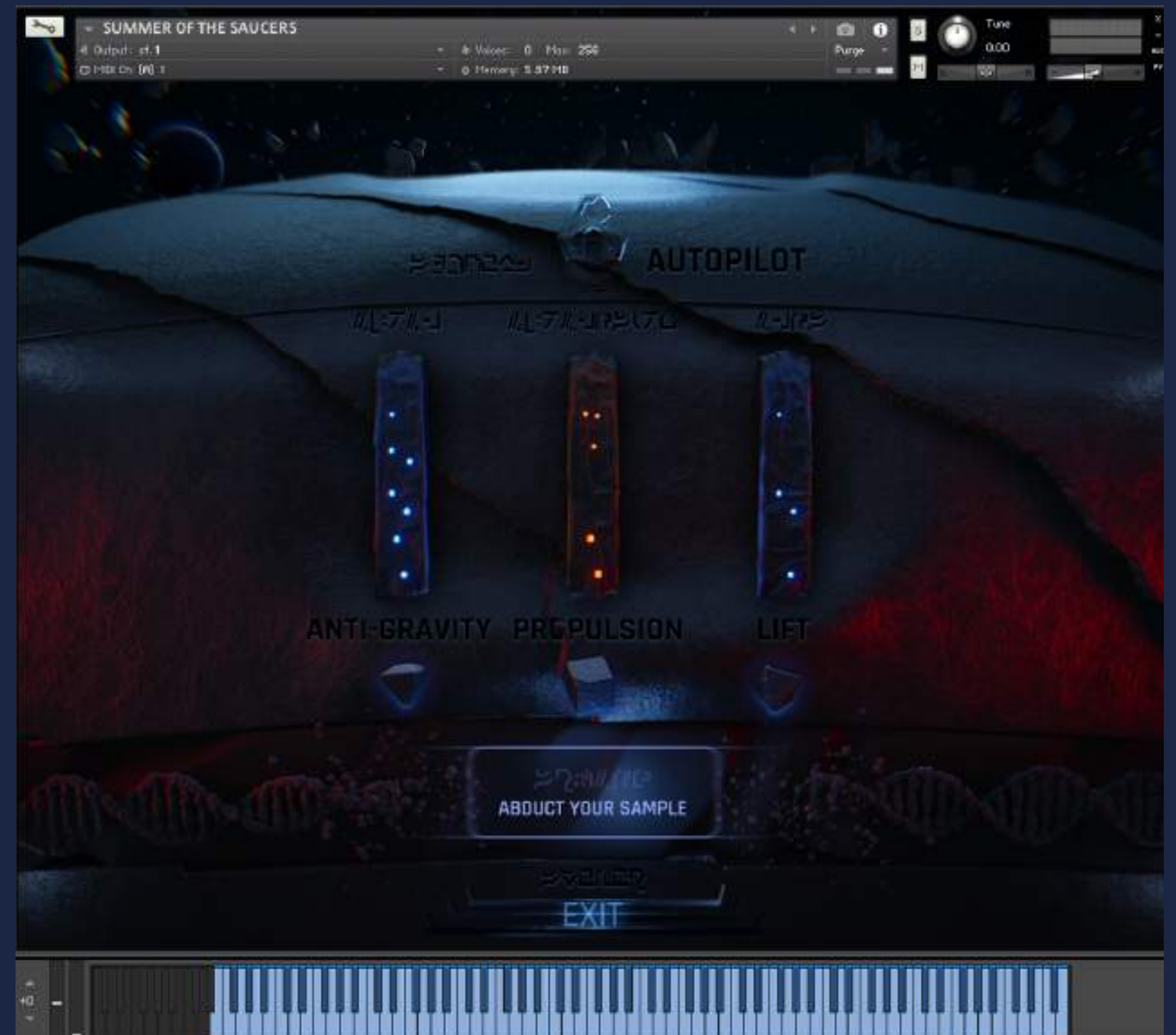
GRAVITY REACTOR

adds tube distortion

When you have done making your settings, exit the pop-up window by pressing the "X" symbol. Of course, you can assign AMPLIFIER/EMITTER/REACTOR to your selected keyboard controllers and tweak them live to get some unique effects!



The main PROPULSION fader in the middle controls the amount of propulsion (rhythm/pulse volume and intensity)



8. AUTO-PILOT



AUTOPILOT

click on the AUTOPILOT
button to embark on a
journey through a
galaxy of extra-
terrestrial sounds.
Brace Yourself!



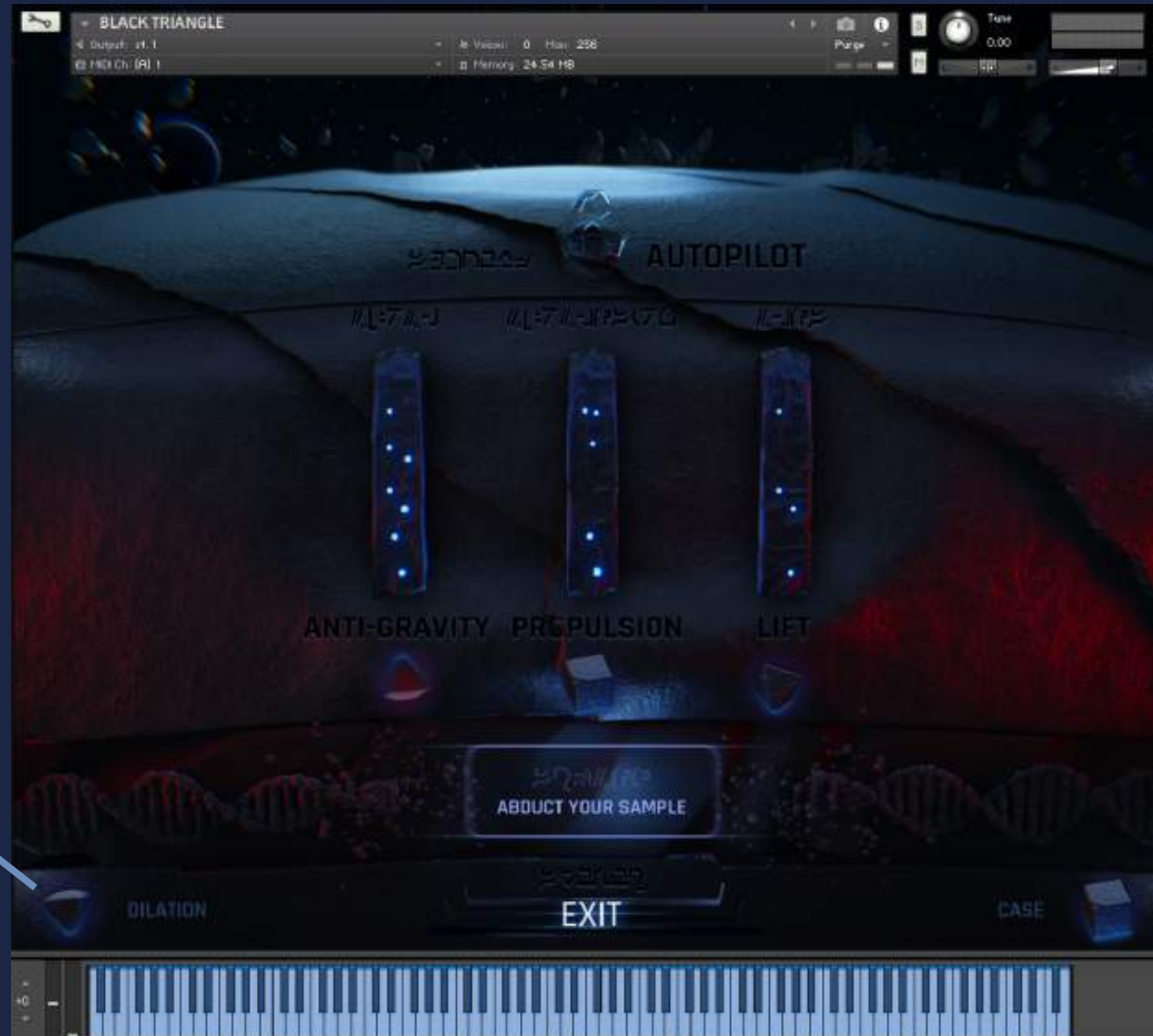
9. DILATION

Sample Dilation is a great new feature we've just added to UAP!
Have you just played one specific sample you just love? Press Dilation and get that sample mapped through the whole keyboard!

By pressing DILATION
the very last sample
you played will be
stretched and
mapped through the
whole keyboard



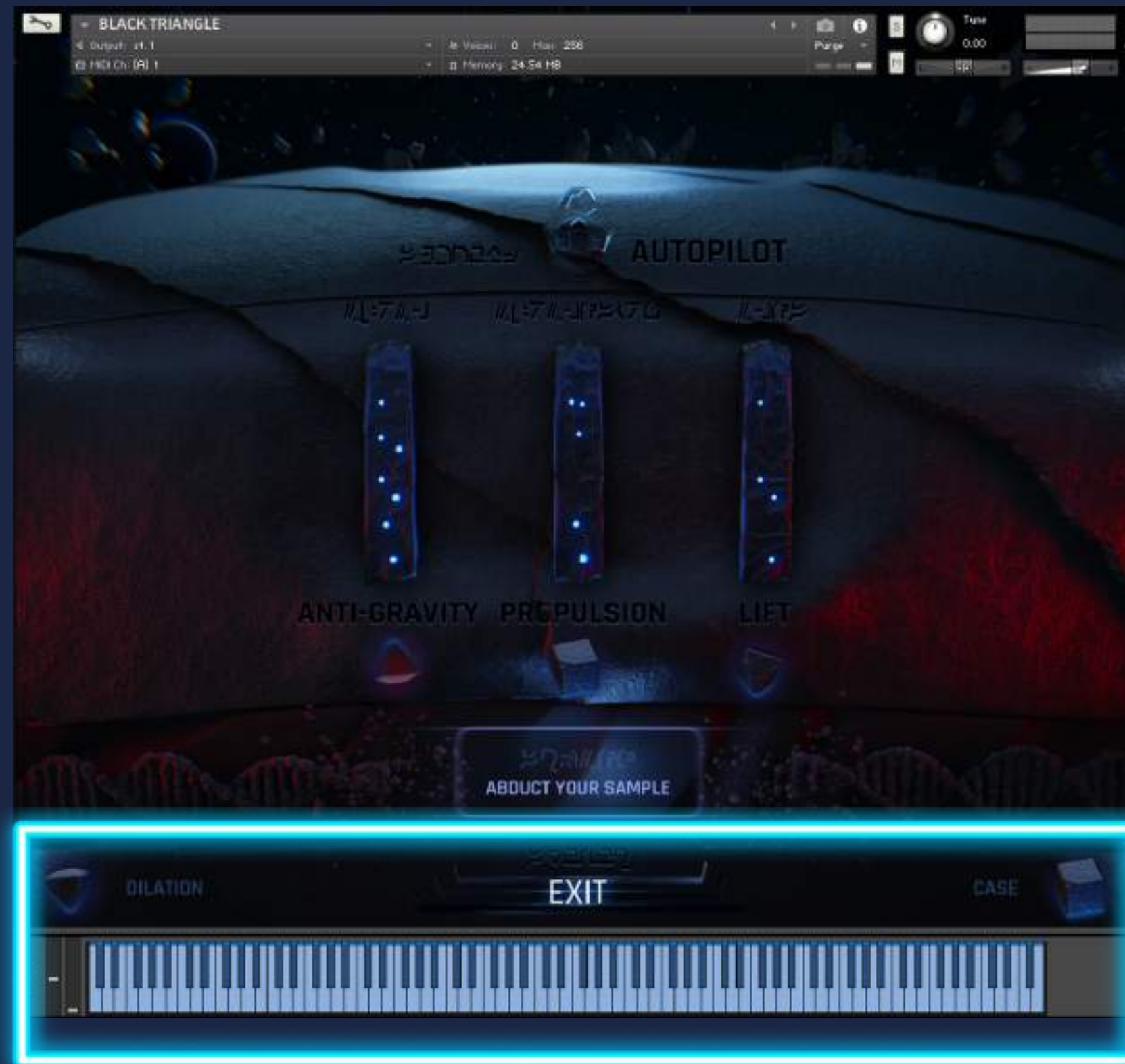
After pressing this
button the label text
"DILATION" will
change color to
indicate its ON state.



Your keyboard will change color to red in order to let you know that you are now in DILATION mode.



Just press DILATION once more in order to go back to your factory patch!



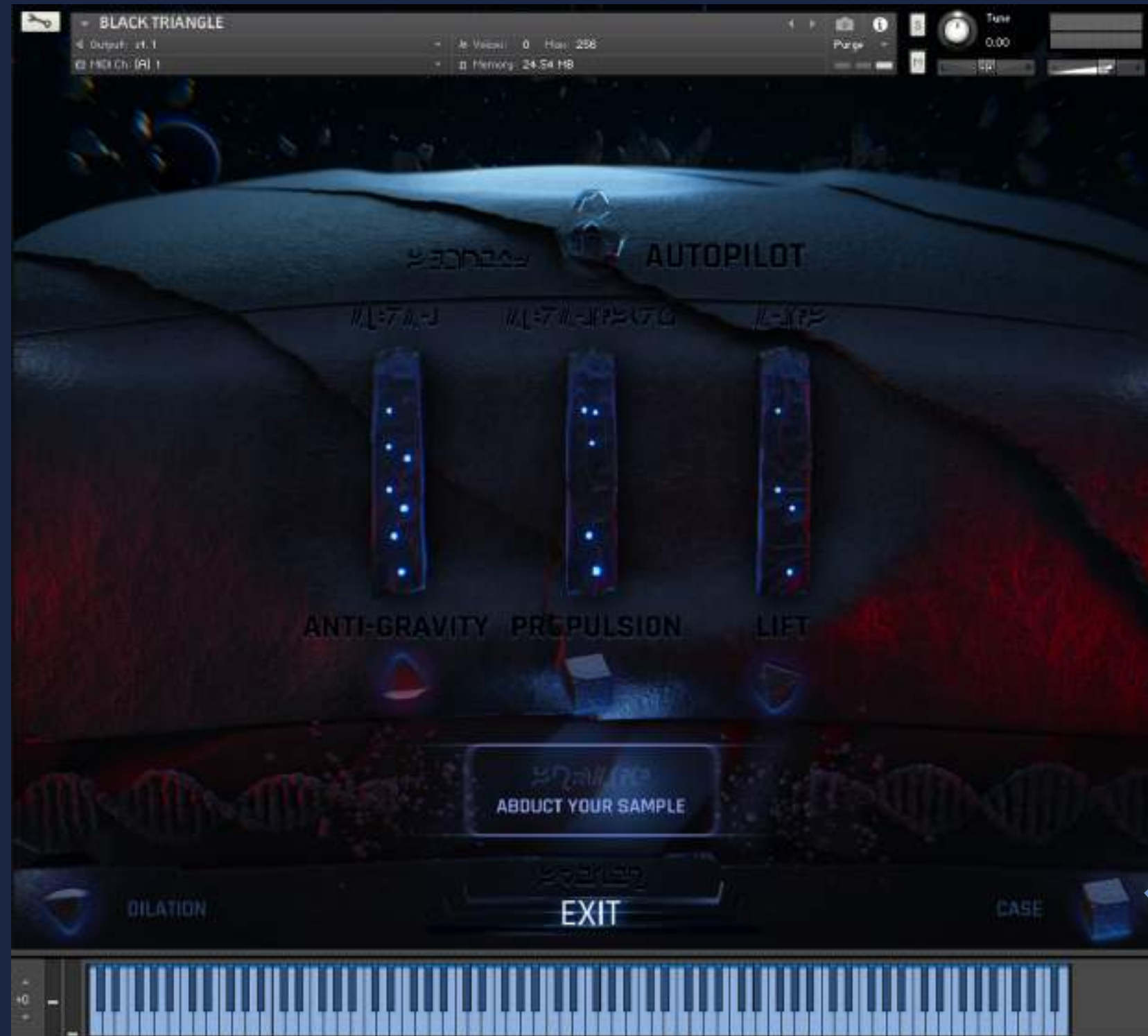
The keyboard will go back to its original color.

10. CASE

Looking for magic, surprise, unpredictability and a creative dose of randomness?

Press CASE!

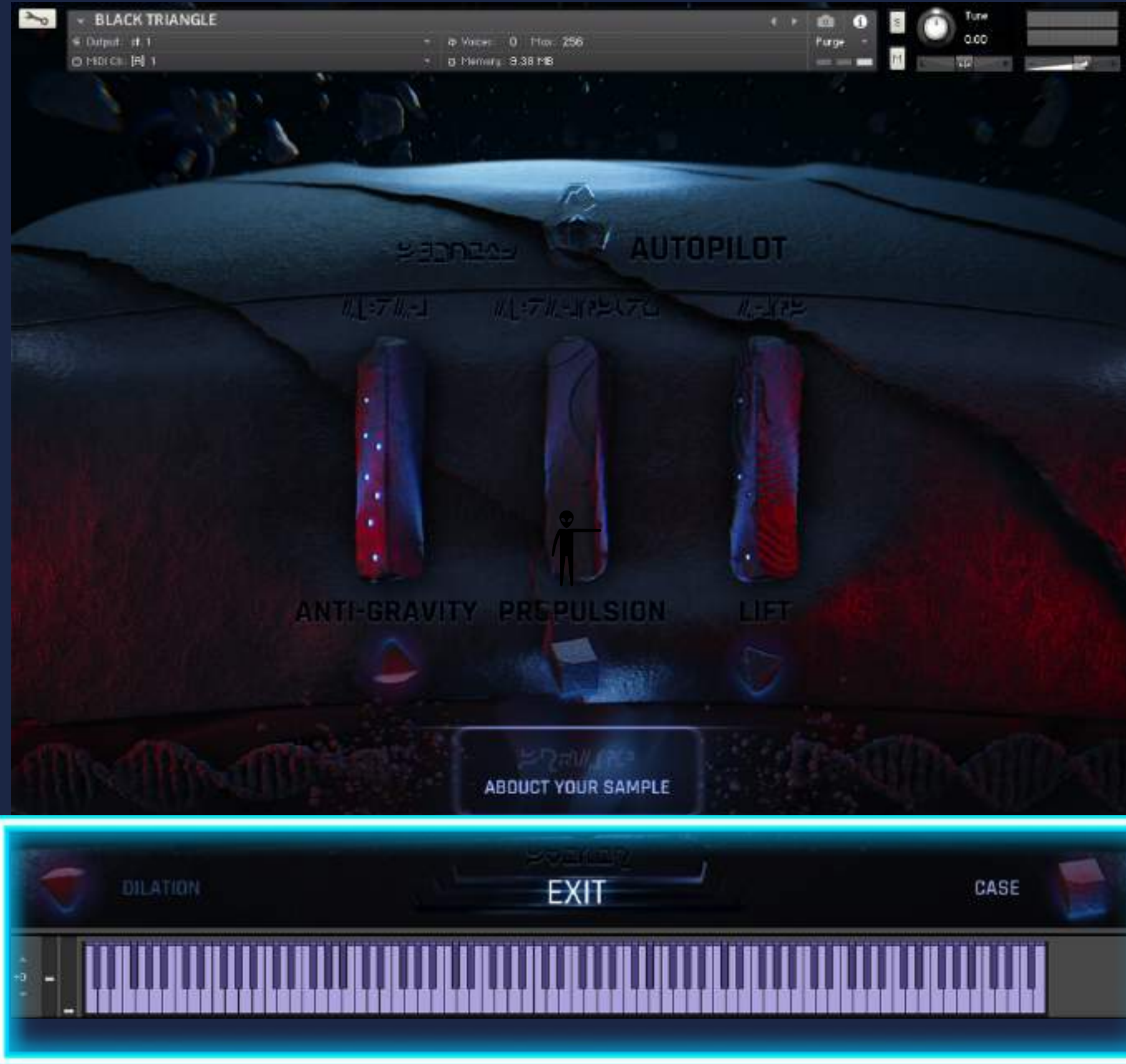
Each time you press it, the engine will pick one random sample and map it through the keyboard. Moreover, it will always create new FX settings.



By pressing CASE the label text "CASE" will change color to indicate its ON state.



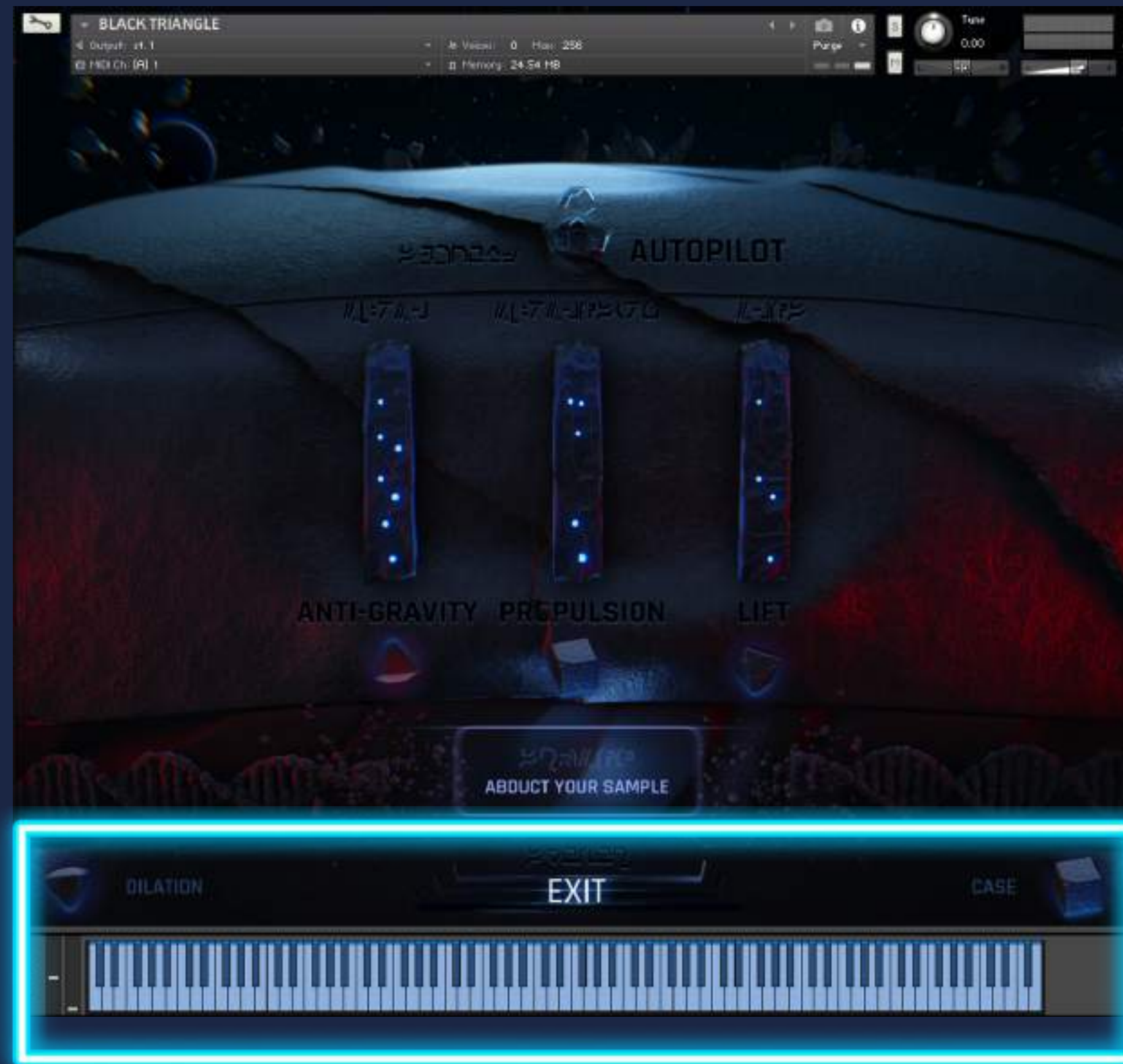
Each time you press CASE a new random set of sounds and FX settings will be generated.



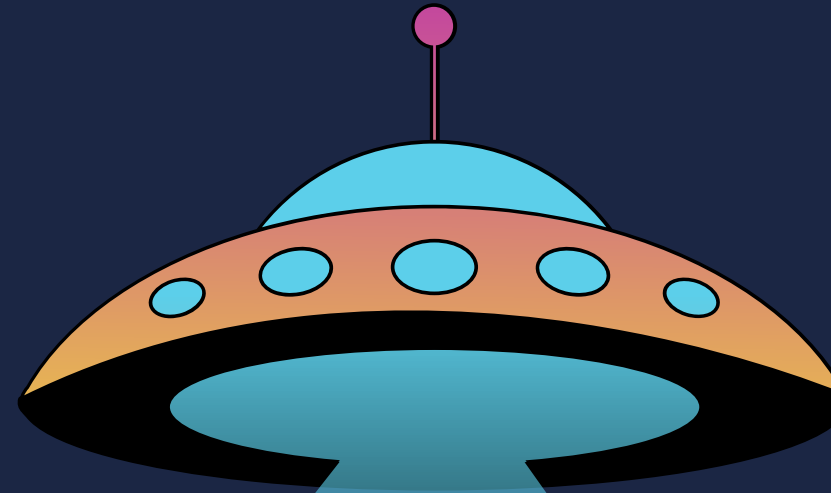
Your keyboard will change color to plum in order to let you know that you are now in CASE mode.



IMPORTANT: if you want to go back to the factory patch, **press Option + click**



After pressing **CTRL + click**, the keyboard will go back to its original color.



DISCLAIMER:

Because of the way some patches are built inside UAP,
the new DILATION/CASE features are not available for all of them.
In those cases, DILATION/CASE wouldn't make too much sense, therefore
we didn't apply them. Specifically, those patches are:



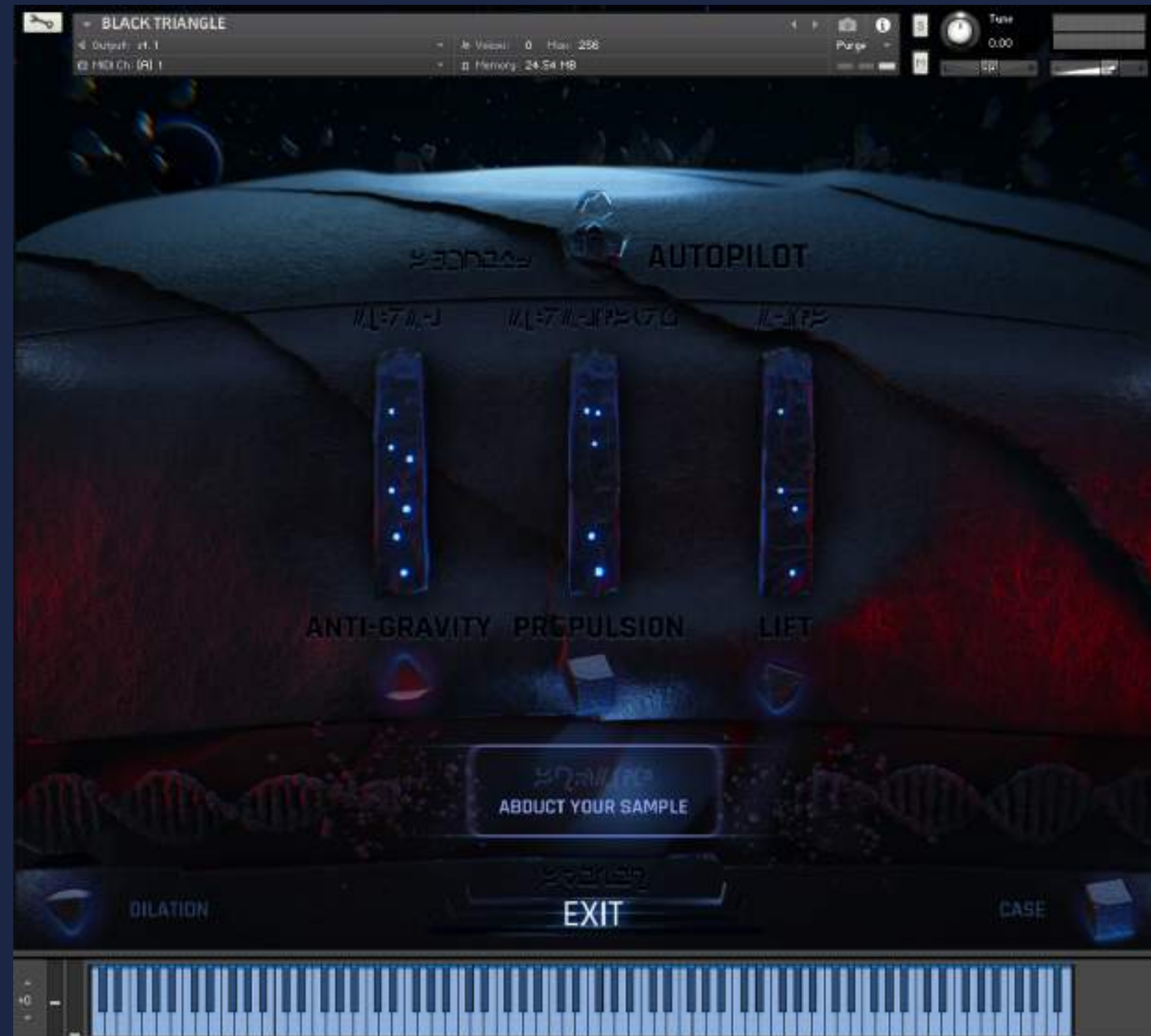
ENCOUNTERS
INFRADIMENTIONAL TONES
SUMMER OF THE SOURCES

11. DILATION AND CASE USED TOGETHER

There's more...

You can actually combine DILATION and CASE for infinite sound creation.
Have you just generated a brand new patch by dilating through the whole keyboard
the last sample you played ?

Great! If you now press CASE, one of the newly mapped samples will be used to create randomness
instead of all the samples from that patch!



LAST BUT NOT LEAST...

Yes...you can use DILATION and CASE with your imported samples too!
Abduct your samples and have fun messing up with DILATION and CASE!
This is even greater with our expansion sample packs for UAP Unique Audio Plugin!



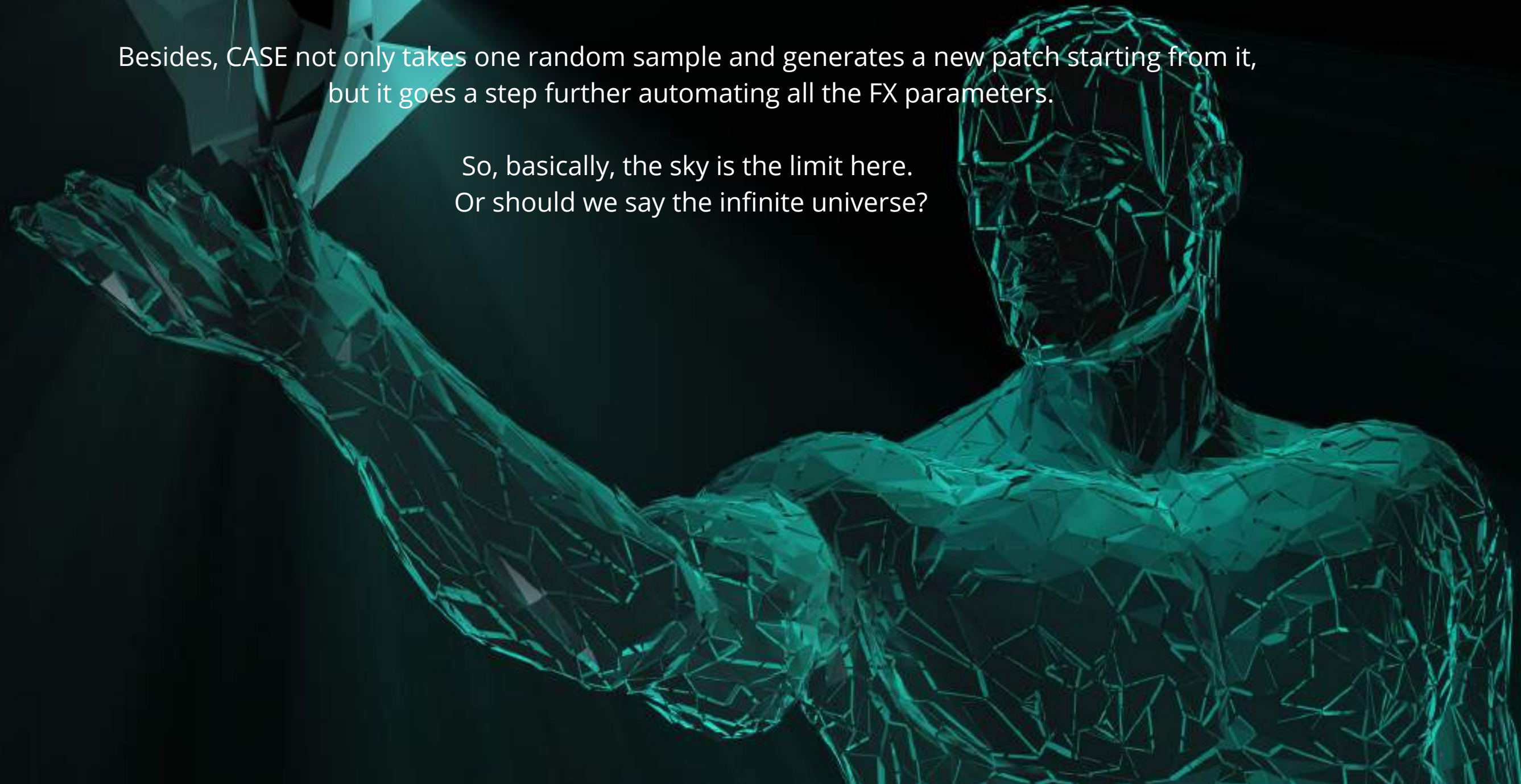
AN INFINITE AUTO-GENERATIVE ENGINE!

Why are DILATION and CASE such a big upgrade?
Simple: they give you infinite possibilities for sound creation and sonic discovery.

You got 2982 samples in the legacy UAP Unique Audio Plugin.
That means that by using DILATION you can generate up to 2982 new patches!!!

Besides, CASE not only takes one random sample and generates a new patch starting from it,
but it goes a step further automating all the FX parameters.

So, basically, the sky is the limit here.
Or should we say the infinite universe?



DAW MEMORY

If you are working on a project in your DAW and

1. **you used any of the following features: Sample Abduction / Dilation / Case**
2. **you want to save the imported sounds and/or your last Case/Dilation instance**



all you need to do is saving the DAW project.

Once you re-open the project everything will be like you left it.



PLEASE NOTE: UAP Unique Audio Plugin doesn't store your imported samples and/or Case/Dilation instances anywhere inside the instrument so remember to save your DAW session if you want to find them back in your project!

TECHNICAL SPECS

Requires Kontakt Full 6.5.2+
(Not compatible with the free Kontakt Player)

9,57 GB Uncompressed Size
2982 samples in .ncw format

20 Instruments / NKIs:

Black Triangle
Casebook
Deepspace
Element 115
Encounters
Evolving Theory
Granular Environment
Gravitational Waves
High Strangeness
Hybridization
Infradimensional Tones
Nuke Connection
Observables
Otherworldly
Phoenix Lights
Summer of the Saucers
The 4th Kind
Their Planet
There is only one of us
Unidentified Submerged Objects

FX and Controllers:

Flying Saucer Big Knob: it blends different sound dimensions

Green Fireballs: they bend Time & Space

Orange Fireballs (Signals - Delay): they control Magnitude (Delay Level) and Response (Feedback)

Tic-Tac Button: it locks tempo to DAW

Anti-Gravity FX and **Lift** FX control the level of up to 76 unearthly IR effects

Propulsion: it adds organic movement and pulsing. You can control 4 knobs/parameters:

- Propulsion Level
- **Amplifier:** it changes speed of the propulsion in terms of rhythmical subdivision
- **Emitter:** it changes shape of the propulsion
- **Reactor:** it adds tube distortion
- **Dilation:** it takes the last sample you played and stretch it to the whole keyboard. So, you decide here which sound to use and dilate!
- **Case:** it takes a random sample and stretches it through the whole keyboard. Additionally, it automates FXs randomly.

Autopilot: just sit down and enjoy your otherworldly trip. And be sure to watch the beautiful animation of the UI coming to life. Movement stops whenever you release all notes from the keyboard so use it creatively.

Abduct your samples! **Drag&Drop** up to 128 samples and tweak them inside the engine.



CREDITS

Instrument Concept and Project Manager: Walter Beltrami
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Recorded and mixed at HAVE Studio, Madrid, Spain
UI, 3D video animation and Graphic Design: Kovdra Bureau
Kontakt Scripting: Gabriel Dib.
Propulsion, Dilation and Case features
scripted by Urs Bollhalder

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