

QUICK START



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SOUND SAMPLES



Thank you for purchasing Spark Vintage Drum Machines!

In this package you will find:

- A DVD-ROM containing Spark Vintage Drum machines installer for Mac OS X and Windows XP/Vista/Seven
- A registration card (credit card format) including the Serial Number and Unlock Code.
- The Quick guide for Spark Vintage Drum Machines software.

Carefully store your registration card!

In order to actually use the software, you have to **register**, then **authorize** your virtual instrument. By registering, you identify yourself as the legitimate owner and thus will be sure to receive the latest news and updates for your instrument.

The Serial Number and Unlock Code are required to register & authorize Spark Vintage Drum Machines, so these codes are the real value of your product.

See chapter 3: **REGISTRATION & AUTHORIZATION** for more information about the authorization process.

Special Message Section

SPECIFICATIONS SUBJECT TO CHANGE:

The information contained in this manual is believed to be correct at the time of printing. However, Arturia reserves the right to change or modify any of the specifications without notice or obligation to update existing units.

IMPORTANT:

The product used either alone or in combination with an amplifier, headphones or speakers, may be able to produce sound levels that could cause permanent hearing loss. DO NOT operate for long periods of time at a high level or at a level that is uncomfortable.

If you encounter any hearing loss or ringing in the ears, you should consult an audiologist.

NOTICE:

Service charges incurred due to a lack of knowledge relating to how a function or feature works (when the unit is operating as designed) are not covered by the manufacturer's warranty, and are therefore the owner's responsibility. Please study this manual carefully and consult your dealer before requesting service.

HANDLING CD-ROMS:

Avoid touching or scratching the shiny underside (encoded surface) of the disc. A damaged or dirty CD-ROM disc may not read properly. Keep your CD-ROMs clean, using a commercially available CD cleaner.

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1 INTRODUCTION

1.1 WELCOME TO SPARK VINTAGE DRUM MACHINES

THIRTY "DREAM MACHINES", ONE POWERFUL SOFTWARE

Spark VDM brings you 30 legendary drum machines from the 60's, 70's and 80's.

Intuitive and powerful, this software is much more than the typical sample playback drum program. By mixing high quality samples and virtual analog synthesis (based on TAE®), Spark Vintage Drum Machines manages to capture the unique soul of these instruments.

From the classic percussion sounds of the Roland CR-78 and Korg Mini Pops 7 to the heavy punch of the TR-series, all the top producers' boutique models are emulated in one single easy-to-use interface.

Add to this the lightning-fast workflow, in-depth tweaking possibilities, and live features of Spark, and you will be able to take your drums into a whole new dimension.

1.2. HISTORY

In early 2001, Arturia began working on advanced algorithms for the digital emulation of analog circuit audio characteristics. They are known as TAE®, standing for True Analog Emulation. In non-technical language, this is an unprecedented way of creating the very unique sound one finds in a synthesizer such as the Moog Modular. Nearly a year after they began work on the algorithms, Arturia was ready for feedback. At the 2002 NAMM show in California, Arturia shared an early version of what would later be the Moog Modular V with the renowned maker of the original Moog synthesizer, Doctor Bob Moog.

In seeking insight from sound production experts, such as Dr. Moog, as well as avid synthesizer users, Arturia was able to ensure the quality of the instruments they made; so well in fact the Dr. Moog himself endorsed the Moog Modular V. The launch of this sound powerhouse was an instant success, winning awards from several top magazines, and leading to the development of other synth recreations.

Shortly thereafter, Arturia started receiving many requests from musicians, producers and bands. Many of them explained how they were planning to replace their original hardware synthesizers by virtual instruments. Artists around the globe were beginning to see the advantages of a software alternative to hardware-based synthesizers.

The CS-80V emulated the legendary Yamaha CS-80, considered by many as "the ultimate polyphonic" synthesizer, and was launched at the AES 2003 in New York. Imagine some of your favorite music from diverse artists such as Keith Emerson or Stevie Wonder, and you'll get an idea of what the CS-80V is capable of.

The ARP 2600 V was launched at the NAMM 2005 in Anaheim. This is a faithful reproduction of the ARP 2600 and is great for just about any sound one might wish to create: everything from drum n' bass stabs to Star Wars' R2-D2 sounds have been made with the ARP.

At the Winter NAMM Show 2006, ARTURIA announced the release of its seventh product: the Prophet V. This powerful hybrid gives you two instruments in one: it combines the

warmth of the legendary Prophet 5 programmable analog synth with the unique Vector Synthesis textures of the digital Prophet VS.

And finally, at the summer 2007 NAMM Show, Arturia launched the Jupiter-8V. In terms of sonic possibilities, it complemented its "Arturian siblings" by bringing something different. The Jupiter-8 V was capable of creating very versatile sounds. You could easily make 'fat' or 'Crystal' sounds with it. In fact, the Jupiter-8 sounded the way it looked, 'sleek and polished'.

The electro-pop community became quickly convinced by the qualities of the original Jupiter-8. 'Relax', by Frankie Goes to Hollywood was produced incorporating a Jupiter 8, and players such Vince Clarke, John Foxx, and Martyn Ware also used it abundantly. The path to classic status of the Jupiter started there.

Other artists that have used The Jupiter-8 include: Howard Jones, Tangerine Dream, Underworld, Jean Michel Jarre, Depeche Mode, Prince, Gary Wright, Adrian Lee, Heaven 17, Kitaro, Elvis Costello, Tears for Fears, Huey Lewis and the News, Journey, Moog Cookbook, Yes, Devo, Freddy Fresh, Simple Minds, Jan Hammer and BT.

In the year 2011, Arturia introduced the SPARK Creative Drum Machine. This powerful hybrid instrument was aimed at the producer and the live beat maker. It proposed a unique workflow mixing the 16-step style of programming with the live approach of pads, filtering, slicing and looping functions. Taking advantage its expertise in virtual analog, Arturia not only integrated emulations of classic analog drum machines, but also acoustic drums, physical models, and powerful electronic kits all rolled up in one easy to use interface. Spark was quickly used widely by top producers and artists such as Sandy Vee, the Glitch Mob, the Mars Volta, Vitalic, DJ Quick, Yeasayer.

Today, **SPARK Vintage Drum Machines** brings 30 legendary drum machines to the musician.

All models have been carefully reproduced using the best of two worlds : analog emulation (based on TAE®) for the analog circuits, and high resolution sampling of mint condition units for EPROM and PCM based drum machines.

Each kit comes with pre-programmed patterns ranging from the original ones, to the most contemporary rhythms.

If you want to get hold of the classic beats that shaped countless hit records, while keeping a modern edge, it doesn't get any better than Spark Vintage Drum Machines.

2 INSTALLATION

2.1 WINDOWS INSTALLATION (7/XP/VISTA)

- Place the installation DVD-ROM in your computer's DVD-ROM drive.
- Use Windows® Explorer to browse the content of the DVD-ROM.
- Double-click the installer file named **SPARK Vintage Drum Machines Setup.exe**.
- Click Next.
- To continue, you need to first accept the license agreement. After you have read the license agreement, check the corresponding checkbox and click Next.
- To perform a complete installation, leave the Complete option checked and click Next. To deselect components or to install the SPARK Vintage application and sound library to an alternative location, select Custom. Then click Next. In the next dialog, choose the destination folders for the installation. To use the default path, just click Next. If you wish to select a custom path for a SPARK Vintage component, click Change, browse to the folder where you want to install the application or sound library. Then click Next. If you select VST (and/or VST 64 bits) you will have to select your VST (and/or VST 64 bits) folder.
- The Setup Program will lead you through the installation procedure. Follow the onscreen instructions.
- After the installation has been performed successfully, click Finish.

2.2 MAC OSX INSTALLATION (10.5/10.6)

- Place the installation DVD-ROM in your computer's DVD-ROM drive. Its icon will appear in the Mac OS® X Finder.
- Double-click the SPARK Vintage DVD icon to display the content of the DVD.
- Double-click the installer file named SPARK Vintage Drum Machines.
- Click Continue to proceed.
- To continue, you need to first accept the license agreement. After you have read the license agreement, press Continue and click Agree.
- Select the hard disk onto which you would like to install SPARK Vintage. Please note that you can only install SPARK Vintage onto hard disks which contain a Mac OS® X version matching the system requirements. Hard disks with an incompatible Mac OS® X version will be flagged with a red Stop sign and you will not be able to select them from the Installation Destination dialog. From Mac OS® X 10.5 on, this screen will be skipped automatically.
- Click Continue.
- Select the elements you want to install (we recommend installing all elements, however if you know that you don't need a certain element like a plug-in format, uncheck the checkbox next to it).
- If you want to install the SPARK Vintage Library contents to a custom location, e.g. to an external hard disk, click the folder icon in the Location

column to open a dialog in which you can specify a destination for the installation.

- Click Install to continue. The Setup Program will lead you through the installation procedure. Follow the onscreen instructions.

3 REGISTRATION & AUTHORIZATION

3.1 REGISTRATION

Now that your SPARK Vintage Drum Machines Software has been installed, the first step is to register your software in order to obtain the activation code that will enable you to actually use the software.

You should have handy the license serial number of SPARK Vintage Software and the unlock code (these are an integral part of the software and are printed on a small plastic card).

Connect your computer to the Internet, and go to this web page:

<http://www.arturia.com/login>

If you don't have an Arturia account yet, please create one now. This will take you to this form:

Create your account here

* Indicates required fields

Firstname: *

Lastname: *

Email address: *

Confirm email: *

Password: *

Confirm password: *

Address:

City:

State:

Zip/Postal code:

Country: *

I wish to receive the Arturia newsletter:

If you already have an account, simply log in:

Already have an account ?

Email address:

Password:

Remember me:

[Forgot my password?](#)


Want to create an account* ? [Click here](#)

Once you are logged into your account, you can register your Spark Vintage Drum Machines and request your activation code.

Go to the "My Registered Products" section of your account and click on the "Add" button:

My Registered Products

You don't have any license !

DOWNLOAD STEP BY STEP GUIDE
How to authorize my virtual instrument? 

This guide details the full process to virtual instrument authorization. It consists in 2 major steps:

- 1. Register your synthesizer on your Arturia account
- 2. Download a license on your eLicensor dongle (being virtual or hardware)

In the form that appears, select "SPARK Vintage Drum Machines Software" from the drop down menu, and key in your software serial number and unlock code (as written on the registration card), and click Submit:

My licenses

You don't have any license !


Add a license

Product: *

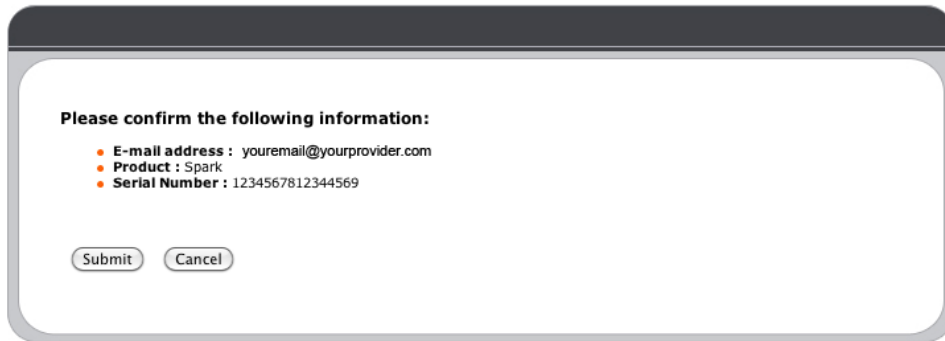
Serial number: * - - -

Please use :
XXXX-XXXX-XXXX-XXXX for Software
XX-XXX-XXX-XXX for Hardware

Unlock Code: XXXXXXXX - **Only if printed on your registration card !**



You should then see the confirmation screen, click Submit:

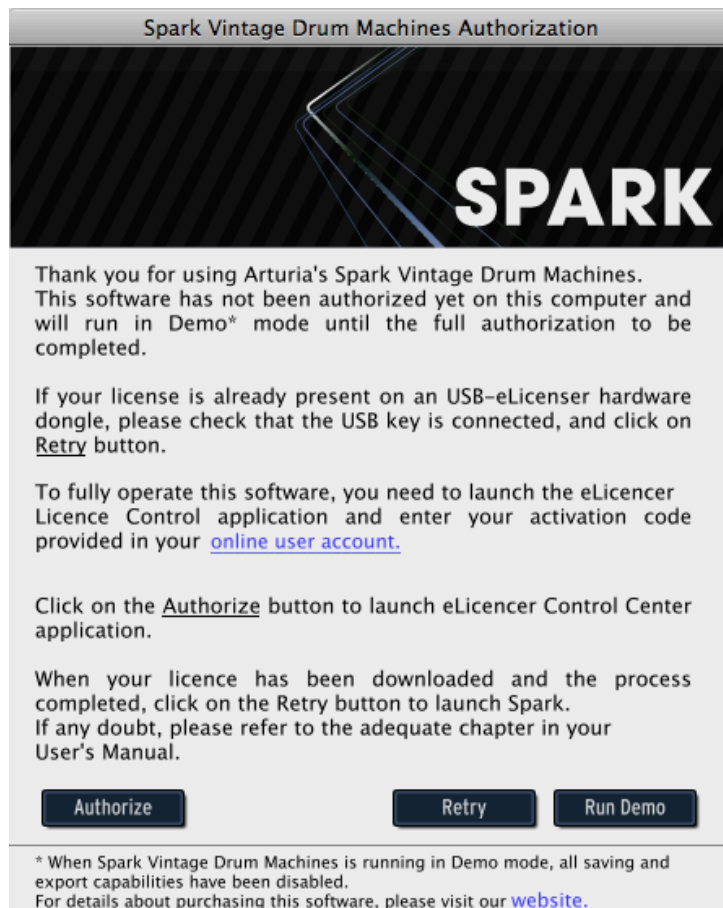


3.2 AUTHORIZATION

To fully operate Spark Vintage Drum Machines, you need to authorize it with e-Licenser.

At first launch of the software, a prompt for Authorization message is displayed: click on the Authorize button to launch the eLicenser Control Center Application, and enter your activation code provided in your online user account.

When your license has been downloaded and the process completed, click on the Retry button to launch Spark Vintage Drum Machines.



If your the authorization process completes successfully, the software will launch.

For any technical issue, please refer to our online step by step guide "How to authorize my virtual instrument".:

http://www.arturia.com/evolution/assets/docs/How_to_authorize_my_virtual_instrument_%5BEN%5D.pdf

4 QUICK START

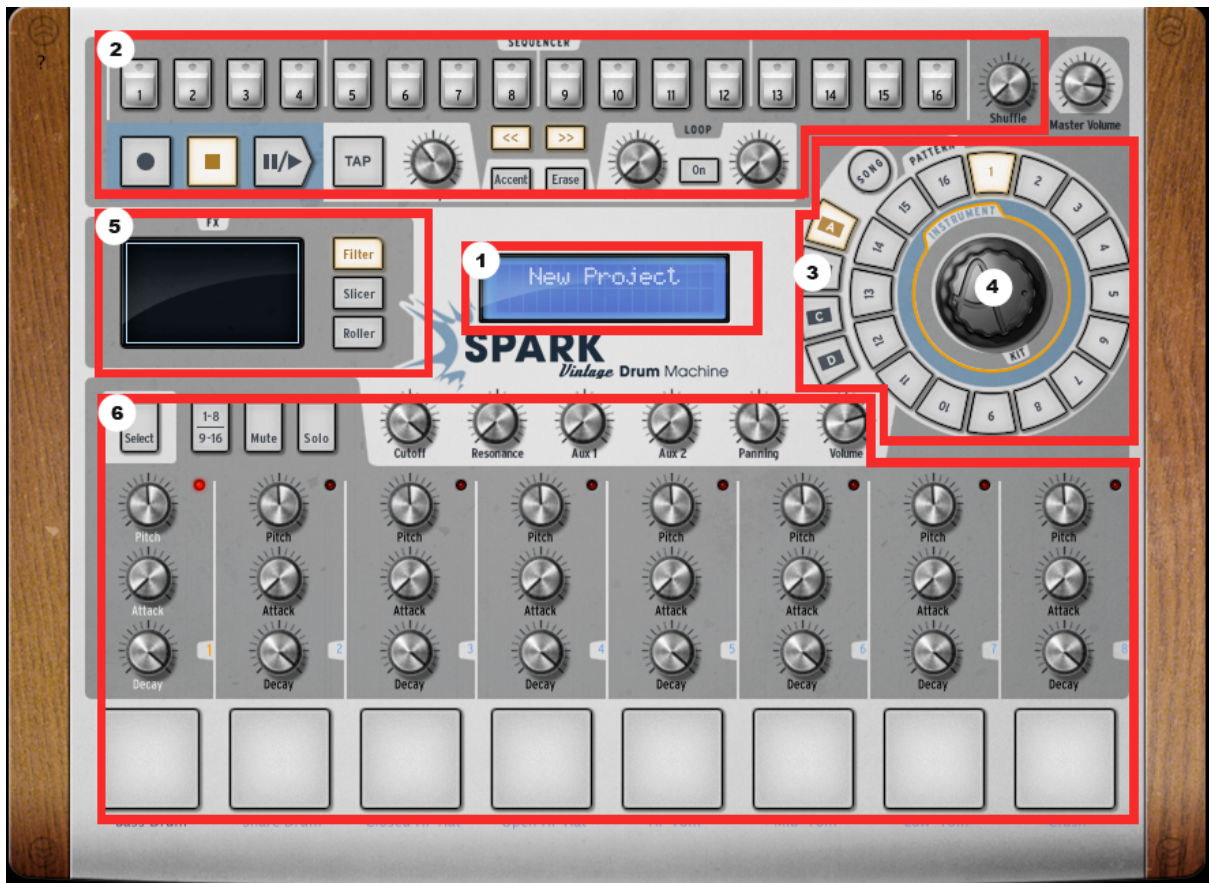
4.1 SPARK VINTAGE SOFTWARE OVERVIEW

This chapter will introduce you to the SPARK Vintage software's user interface elements. If you need to look up a certain user interface element's name, you can return to this chapter at any time for a refresher!

Spark Vintage's user interface is divided in three main panels called: "TOP", "CENTER" and "BOTTOM".

4.1.1 The Center panel

When launching SPARK Vintage, the CENTER PANEL will appear by default.



1.	Digital Display
2.	Sequencer zone
3.	Song/Pattern zone
4.	Jog dial

5.	FX live Pad
6.	Instruments control zone

4.1.2 The Bottom panel

The Bottom panel features the Studio, the Mixer and the Library.



1.	Studio Button
2.	Display Instruments 1 to 8
3.	Display Instruments 9 to 16
4.	Display all Instruments
5.	Mixer button
6.	Library button

4.1.3 The Top panel

The Top panel features the Pattern, the Song and the Preferences interfaces.



1.	Pattern button
2.	Song button
3.	Preferences

4.2 NAMES AND CONCEPTS YOU SHOULD KNOW

This chapter will introduce you to SPARK's terminology and explain how these different elements relate to one another.

4.2.1 Project

A Project contains all data needed for a Song: a 16 instrument kit and up to 64 Patterns with their settings, automations and FX.

4.2.2 Kit

Each kit is made up of 16 instruments, i.e. Bass drum, Hi-hat, etc.

You will find all of the instrument Kits in the Library, under the project window (Bottom panel).

4.2.3 Instrument

An instrument is a sound generated from an audio source assigned to a track pad. For example, you can assign the instrument Bass Drum to track 1, which you will then hear when hitting the bottom left pad in the main panel.

4.2.4 Audio Source

Sample (.wav, .aiff audio files)

Analog (Vintage drum machines with analog parameters)

4.2.5 Bank

SPARK Vintage features 4 banks of 16 MIDI patterns each, called A-B-C-D.

Go to the main panel, click on "A" and then "1" in the Song/Pattern zone. Then click on the play/pause button: you will hear the pattern number 1 of Bank A.

4.2.6 Pattern

A Pattern is a sequence of notes played by instruments.

4.2.7 Song

A Song is an editable ordered sequence of several patterns that defines your song structure.

SPARK Vintage allows songs made of 64 patterns maximum.

4.2.8 Channel

A specific channel is assigned to each instrument in the Mixer.

The channels are numbered from 1 to 16 in the same way the instruments are.

4.2.9 Track

The pattern window in the Top Panel shows you the 16 instrument tracks. Each track is the score played by one instrument.

4.3 AUDIO AND MIDI SETUP

4.3.1 Windows

To access the preferences window, click on the SPARK Vintage Drum Machines menu > Setup > Audio & MIDI Settings. This window allows you to configure the global preferences of SPARK Vintage. These are saved automatically.

4.3.2 Mac OS X

To access the preferences window click on the SPARK Vintage Drum Machines menu > Preferences. The Audio settings window will appear. This window features the global preferences of SPARK Vintage. These are saved automatically.

For further details on how to setup Audio and MIDI, please refer the the Spark Creative complete Manual on Arturia website: <http://www.arturia.com/manuals.html>

4.4 FIRST STEPS WITH SPARK VINTAGE

4.4.1 Loading a project

To load a project, go to the tool bar and click on LOAD.

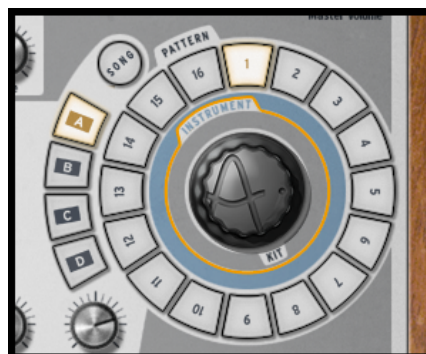


Move your cursor over "Factory Project" and click on a project in the drop-down list, for example "CL-78".

This project is now loaded into SPARK Vintage and its name appears in the window next to the button "SAVE".

4.4.2 Select and play a pattern

To select and play a pattern, move your cursor to the "Song/Pattern" zone and choose a Bank of patterns, for example the BANK A (click on "A") and a pattern in BANK A, for example pattern #1 (Click on "1"). You will notice that your selection is now highlighted.



Now, go to the transport zone and click on the "Play/Pause" button to listen to Pattern #1 in Bank A. To listen to a different pattern, just click on another pattern number. You do not necessarily need to stop playing a pattern to listen to another. The same applies to switching from Bank to Bank.

4.4.3 Change Instrument parameters

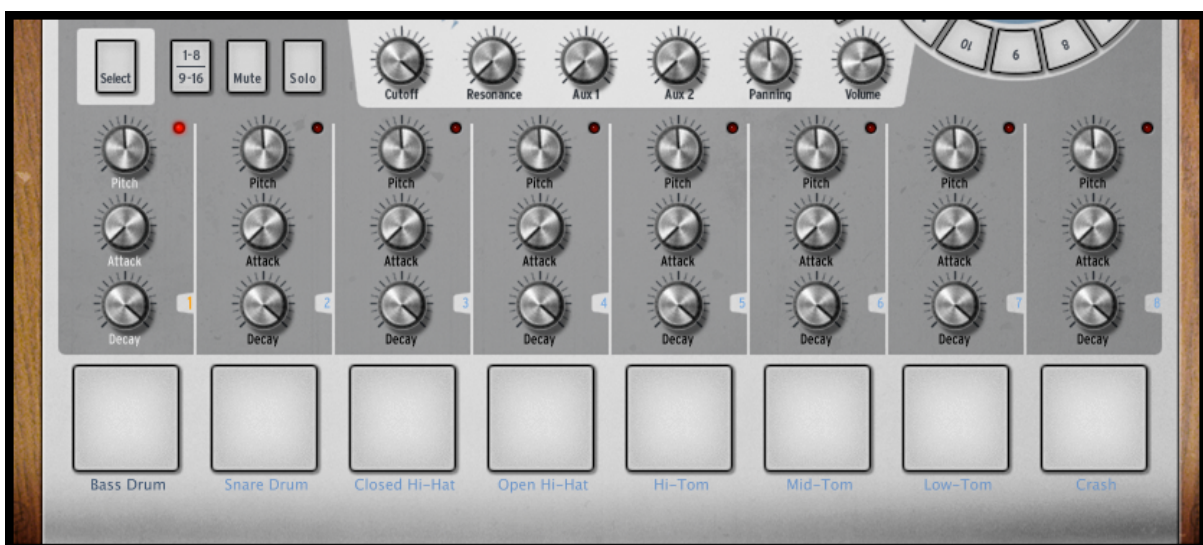
The three knobs above each of the instrument's pad are the instrument's parameters. Let's try and change the pitch of the snare drum. While the pattern is playing, place your cursor over the "Pitch" knob, click on it and while maintaining your click and move your cursor up and down slowly. This will turn the "Pitch" knob up and down. Listen how the pitch of the Snare drum is changing. The Digital display window in the center of the main panel shows the changes applied to the Pitch (number of semitones).



4.4.4 Select an Instrument and change filter and mixer parameters

To select an instrument, for example the snare drum, move your cursor to the dividing line above the 2nd pad from the left called "Snare Drum". The dividing line is to the right of the instrument and will be highlighted to let you know that you have entered its selection zone.

Click once. The "Snare drum" pad is now lit as well as the red LED. The instrument "Snare Drum" is now selected. Alternatively, hold the Select Button and press an instrument pad to select it.

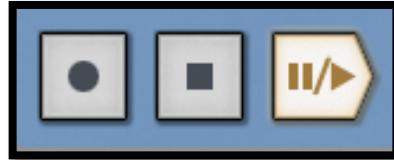


To change the filter and/or the mixer parameters, first select an instrument and simply click on one of the filter or mixer parameter buttons. While holding your click, move your mouse up or down to change the parameter's value. The Digital display window in the center of the main panel shows you the changes applied to the selected parameter in real time.



4.4.5 Play and edit a pattern

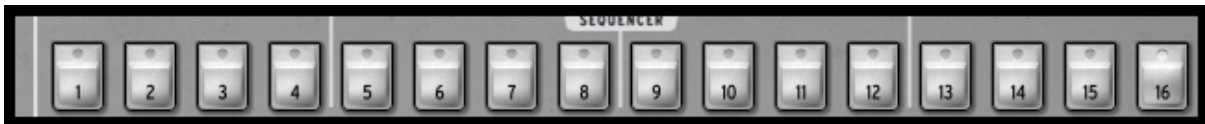
To play a pattern use the Play/Pause button located in the upper left corner of the CENTER PANEL interface.



To edit a pattern, you will use the 16 small pads located at the top of the main panel. You will notice that when you play a pattern, the current playing position is shown with a lit pad in real time. When a pad lights up, it means that the sequencer will play a MIDI note-on (a beat) at this pattern's position. If a pad is not lit, it means that no note will be played, therefore no sound will be heard. You can trigger a note-on or remove it by pressing these pads.

To better understand, click on Bank A / pattern #1 and then select the snare drum track:

Look at the 16 small pads at the top of the main panel: some pads are lit and others are not. The ones lit are the note-ons, those unlit are not triggering note-on messages.



Every lit pad is a Snare drum's beat. You can edit this track by pressing a pad to add or remove a note-on. Try it! While the pattern plays, click on pads 2, 3, 4 and 5. They are now unlit, therefore you do not hear any snare drum beats any more. Now click on pads 1 and 4: you are starting to compose your own pattern.

4.4.6 Record a pattern with instrument pads

To do so, we will start by erasing the current pattern and start from scratch.

First, click on the "ERASE" BUTTON, right above the digital display window and then go to the Song/Pattern zone and click on the currently selected pattern – it should be Pattern #1 of BANK A:



The pattern #1 of Bank A is now erased. The 16 editing pads are not lit anymore (since the snare drum track is now empty as well as all the other instrument tracks). Click on Pattern #1. We are now ready to record a new pattern #1 with the instruments pads.

To use the Metronome, click on the Metronome Button, set its volume and proceed with recording your pattern. Clicking on the Metronome button again will switch the metronome off.

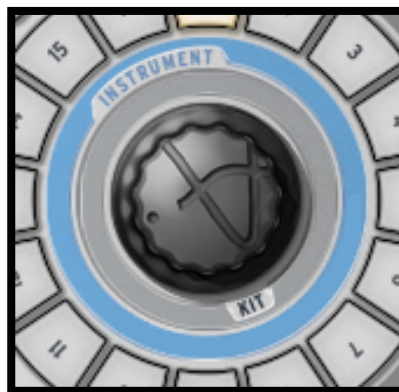
Click on the pad called Bass Drum at the bottom left side of the Center panel. You are now playing bass drum. To record a Bass drum, click first on the record button and then on the play button, the recording has now started.



Play your Bass drum part on the Bass Drum pad and then click stop. By clicking "Play", you will now listen to the track you just recorded. To record another instrument, select another instrument track (If you forgot how to do this, go back to 4.4.4. Select an instrument) and repeat the same steps to start recording.

4.4.7 Change Instruments/Kits with the jog dial

To change an instrument with the Jog Dial, you need to first select the instrument you want to change. Now, go to the Song/Pattern zone. Click above the Jog Dial where it says: "Instrument". Click on the Jog Dial and while holding your click, move your mouse up or down to select a new instrument. The name of the instrument will be displayed in the Digital display window in the center of the main panel. Once your choice is made, click on the Jog Dial to load the new instrument.

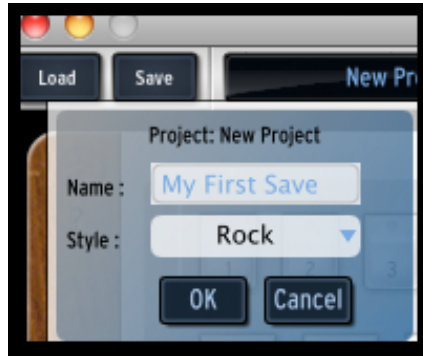


The procedure to change a Kit is the same, except that you do not need to select an instrument since you're loading all of them. Just click below the Jog Dial where it says: "Kit", and follow the same procedure as with the instrument selection.

Jog dial used in instrument mode includes a menu for selecting the instrument type and the generator type.

4.4.8 Save your project

To save your project, go to the toolbar and click "Save". A drop down menu will appear. Choose "Save as..."



Give a name to your project and choose a style from the drop down menu. Click "OK". Your first project is now saved. Congratulations!

The name you gave to your project is now showing in the display window next to the button save.

4.4.9 Advanced Settings

SPARK Vintage's interface is made up of 3 main panels. The "TOP" panel, the "CENTER" panel and the "BOTTOM" panel.

To show the "TOP" panel, go to the toolbar and click on "TOP". In the TOP" panel you have access to the

- Pattern panel for advanced pattern editing: Edit pattern resolution, length, time signature, automations..
- Song panel for advanced song editing
- Preferences panel to customize Spark Vintage Drum Machines preferences

To show the "BOTTOM" panel, click on "BOTTOM". In the "BOTTOM" panel you have access to the

- Studio panel for advanced Instrument editing: Load instrument, edit filter parameters and instrument type, name and parameters.
- Mixer panel: Edit Instrument pan, volume, set insert, aux and main effects
- Library panel for
 - o Advanced editing of your project: edit picture, type, load instruments
 - o Browsing your library
 - o Importing and exporting from your library

For more information on advanced settings please refer to the Spark Creative complete Manual on Arturia website: <http://www.arturia.com/manuals.html>

5 SPARK VINTAGE DRUM MACHINES LEGAL INFORMATION

5.1 SOFTWARE LICENSE AGREEMENT

In consideration of payment of the Licensee fee, which is a portion of the price you paid, Arturia, as Licensor, grants to you (hereinafter termed "Licensee") a nonexclusive right to use this copy of the Spark Vintage Drum Machines Software (hereinafter the "SOFTWARE").

All intellectual property rights in the software belong to Arturia SA (hereinafter: "Arturia"). Arturia permits you only to copy, download, install and use the software in accordance with the terms and conditions of this Agreement.

The product contains product activation for protection against unlawful copying. The OEM software can be used only following registration.

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The use of the software within a network is illegal where there is the possibility of a contemporaneous multiple use of the program.

You are entitled to prepare a backup copy of the software which will not be used for purposes other than storage purposes.

You shall have no further right or interest to use the software other than the limited rights as specified in this Agreement. Arturia reserves all rights not expressly granted.

3. Activation of the Software

Arturia may use a compulsory activation of the software and a compulsory registration of the OEM software for license control to protect the software against unlawful copying. If you do not accept the terms and conditions of this Agreement, the software will not work.

In such a case the product including the software may only be returned within 30 days following acquisition of the product. Upon return a claim according to § 11 shall not apply.

4. Support, Upgrades and Updates after Product Registration

You can only receive support, upgrades and updates following the personal product registration. Support is provided only for the current version and for the previous version during one year after publication of the new version. Arturia can modify and partly or completely adjust the nature of the support (hotline, forum on the website etc.), upgrades and updates at any time.

The product registration is possible during the activation process or at any time later through the Internet. In such a process you are asked to agree to the storage and use of your personal data (name, address, contact, email-address, and license data) for the purposes specified above. Arturia may also forward these data to engaged third parties, in particular distributors, for support purposes and for the verification of the upgrade or update right.

5. No Unbundling

The software usually contains a variety of different files which in its configuration ensure the complete functionality of the software. The software may be used as one product only. It is not required that you use or install all components of the software. You must not arrange components of the software in a new way and develop a modified version of the software or a new product as a result. The configuration of the software may not be modified for the purpose of distribution, assignment or resale.

6. Assignment of Rights

You may assign all your rights to use the software to another person subject to the conditions that (a) you assign to this other person (i) this Agreement and (ii) the software or hardware provided with the software, packed or preinstalled thereon, including all copies, upgrades, updates, backup copies and previous versions, which granted a right to an update or upgrade on this software, (b) you do not retain upgrades, updates, backup copies and previous versions of this software and (c) the recipient accepts the terms and conditions of this Agreement as well as other regulations pursuant to which you acquired a valid software license.

A return of the product due to a failure to accept the terms and conditions of this Agreement, e.g. the product activation, shall not be possible following the assignment of rights.

7. Upgrades and Updates

You must have a valid license for the previous or more inferior version of the software in order to be allowed to use an upgrade or update for the software. Upon transferring this previous or more inferior version of the software to third parties the right to use the upgrade or update of the software shall expire.

The acquisition of an upgrade or update does not in itself confer any right to use the software.

The right of support for the previous or inferior version of the software expires upon the installation of an upgrade or update.

8. Limited Warranty

Arturia warrants that the disks on which the software is furnished is free from defects in materials and workmanship under normal use for a period of thirty (30) days from the date of purchase. Your receipt shall be evidence of the date of purchase. Any implied warranties on the software are limited to thirty (30) days from the date of purchase. Some states do not allow limitations on duration of an implied warranty, so the above limitation may not apply to you. All programs and accompanying materials are provided "as is" without warranty of any kind. The complete risk as to the quality and performance of the programs is with you. Should the program prove defective, you assume the entire cost of all necessary servicing, repair or correction.

9. Remedies

Arturia's entire liability and your exclusive remedy shall be at Arturia's option either (a) return of the purchase price or (b) replacement of the disk that does not meet the Limited Warranty and which is returned to Arturia with a copy of your receipt. This limited Warranty is void if failure of the software has resulted from accident, abuse, modification, or misapplication. Any replacement software will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer.

10. No other Warranties

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11. No Liability for Consequential Damages

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6 NOTES: