Atmosphere v2

INSTRUCTION MANUAL

AEROSPACE AUDIO

Atmosphere is a plug-and-play foot-controlled instrument for cueing pads and soundscapes. Cueing pads has never been easier or more inspiring.

Pads establish a tonal centre with harmonic and textural movements that add dimension and character to your arrangement.

Atmosphere enhances your mix, engages your audience, and equips you to perform your very best.

⚠ Warnings

Power requirements: 9v DC (200mA / 0.2A minimum) center-negative.

Do NOT use a power supply of different specifications (ie. more/less voltage, reverse polarity, less mA, etc).

Do NOT simultaneously power Atmosphere via a 9v power supply and USB cable. Atmosphere will be overpowered and damaged as a result.

The use of an isolated power supply is recommended for powering all Aerospace Audio equipment. Daisy chain power supplies are not recommended, and may introduce undesirable noise.

The use of Aerospace Audio equipment is an agreement to the Terms of Service found at aerospaceaudio.com/terms, which are subject to change without notice.

Atmosphere is an output only device, not an "FX pedal." **Never send a signal into Atmosphere's output jacks** (ie. sending a guitar to Atmosphere)**.**

Contents

Patch Select: Up
Hold to enter Setlist View
Hold to exit Setlist View

Patch Select: Down
Hold to save to Setlist

Abort
Hold for Cut Mode
Back (Settings)

ATMOSPHERE

A

PATCH

KEY

EXOSPHERE

THERMOSPHERE

MESOSPHERE

STRATOSPHERE

TROPOSPHERE

ABORT

ENGAGE

Key Select: Up
Hold for Settings
Up (Settings & Setlist)

Key Select: Down
Hold to clear Setlist
Down (Settings & Setlist)

Engage
Enter (Settings)

Audio Outputs

USB   L(M)   9V   R   MIDI IN
             DC 200mA

USB C
For firmware updates
and loading sounds

MIDI IN
MIDI control features
Will be available in a
future firmware update

9v Power
DC 200mA

Control Descriptions

Key Up

Navigates key selection while in **Live View**.
Navigates setlist while in **Setlist View**.
Navigates menu while in **Settings**.
Hold for 3 seconds enter **Settings**.

Key Down

Navigates key selection while in **Live View**.
Navigates setlist while in **Setlist View**.
Navigates menu while in **Settings**.
Hold for 3 seconds to clear setlist.

Patch Up

Navigates patch selection while in **Live View**.
Hold for 3 seconds to enter/exit **Setlist View**.

Patch Down

Navigates patch selection while in **Live View**.
Hold for 3 seconds to save selection to setlist.

Engage

Engages selected patch **Live View**.
Engages selected patch **Setlist View**.
Used as "enter" in **Settings**.

Abort

Fades out engaged patch in **Live View**.
Fades out engaged patch in **Setlist View**.
Used as "back" in **Settings**.
Hold for 3 seconds to enable/disable **Cut Mode**

Cut Mode sets the **Fade Time** to 0ms to make starts, stops, and transitions instant.
Cut Mode is indicated by a dot below the key on the **Display.**

I/O Descriptions

USB C

Used for firmware updates and loading sounds.

L(M)

Left/mono output. Atmosphere detects whether or not a cable is plugged into **R**. If no cable is plugged into **R**, then **L(M)** will send a mono-summed signal. If a cable is plugged into **R**, then **Atmosphere** will send a split-stereo signal.

R

Right output. Only use when sending stereo (2 cables). When running mono (1 cable), use **L(M)**.

9V

Powering Atmosphere. Power requirements: 9v DC (200mA / 0.2A minimum) center-negative.

Do NOT use a power supply of different specifications (ie. more/less voltage, reverse polarity, less mA, etc).

Do NOT simultaneously power Atmosphere via a 9v power supply and USB cable. Atmosphere will be overpowered and damaged as a result.

The use of an isolated power supply is recommended for powering all Aerospace Audio equipment. **Daisy chain power supplies are not recommended**, and may introduce undesirable noise.

MIDI IN

Atmosphere be controlled via MIDI from another device. Atmosphere's **MIDI IN** is 3.35mm TRS. 5-pin-to-3.35mm adapters and cables can be used for MIDI devices that are 5-pin output.

Atmosphere only has MIDI input, not output.

NOTE: MIDI functionality is not yet available and will be added in a future firmware update.

A

Live View

The standard view for using Atmosphere.

1. Select a patch.
2. Select a key.
3. Press **Engage**.

Seamlessly crossfade between patches and keys by pressing **Engage** again after cuing up a new selection.

Press **Abort** to smoothly fade to silence.

1. A

2. C#

3. E

Setlist View

Build build and cue a setlist of presets.

1. In **Live View**, make a selection of **Key** and **Patch**.
2. Hold **Patch Down** for 3 seconds to lock the selection to a slot within the setlist.
3. After building a setlist, hold **Patch Up** for 3 seconds to enter/exit **Setlist View**.
4. While in **Setlist View**, use **Key Up** and **Key Down** to navigate your setlist and **Engage** and **Abort** to play, stop, and transition.

Hold **Key Down** for 3 seconds in **Live View** or **Setlist View** to clear your setlist. Press **Engage** to confirm or **Abort** to cancel.

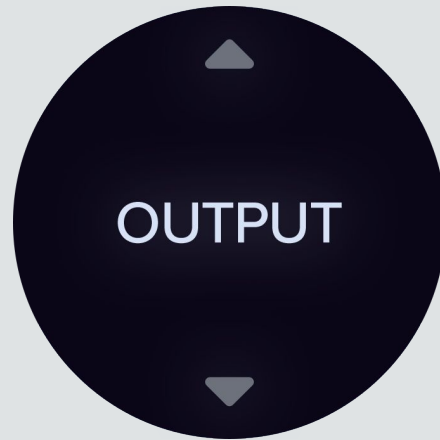Setlists are stored on device even after Atmosphere is powered down.

Setlists can be built using patches across multiple **Banks**.

Settings

Hold **Key Up** for 3 seconds to enter **Settings**.

Navigating Settings

Key Up   = up
Key Down   = down
Engage   = enter
Abort   = back

OUTPUT

Description of Settings

Output
Adjusts the output volume of Atmosphere. "0 dB" or "+3 dB" is recommended for most contexts.

Fadetime
Duration of crossfade, fade in, fade out, and loop fading.

Bank
Determines the bank of patches that Atmosphere cues WAV files from. Each bank contains 5 patches. **Bank 01** is the preloaded Atmosphere Soundpack while **Bank 02** through **Bank 10** are **User Banks**.

Loop
On   = Atmosphere will loop audio until Abort is pressed or a new selection is made.
Off   = Atmosphere will stop audio once the WAV file has played all the way through.

Rotate
0°   = Default screen rotation for operating in 'portrait' orientation.
-90°   = Rotates the display 90 degrees counterclockwise for operating in 'landscape' orientation.

Reset to Defaults

To reset to default settings, hold **Key Up** & **Key Down** immediately after powering on Atmosphere. Hold both buttons until the **Display** says "Resetting."

MIDI

MIDI functionality is not yet available and will be added in a future firmware update.

Firmware Updates

For firmware updates, go to https://www.aerospaceaudio.com/help

Loading New Sounds to Atmosphere

About AeroPads
AeroPads are immersive pads and soundscapes inspired by space. They are already pre-formated for Atmosphere.

AeroPads come in WAV/MP3 format that can also be used in any audio/video editing software.

Step 01: Download AeroPads Soundpacks
Visit https://www.aerospaceaudio.com/aeropads to download new AeroPads Soundpacks.
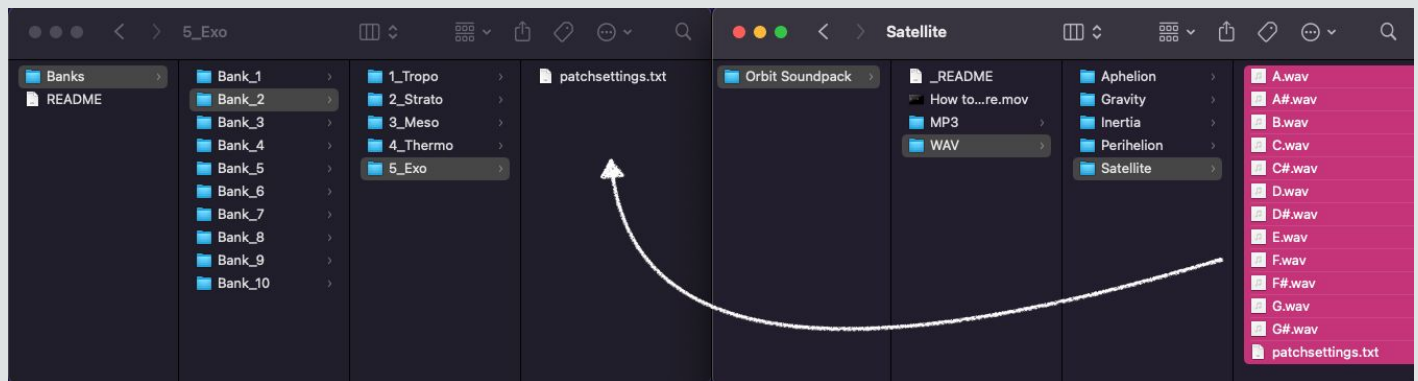
Step 02: Connect Atmosphere to you computer
Hold **Abort** while connecting Atmosphere to a computer via USB until Atmosphere displays "USB MODE"

Warning: do NOT simultaneously use 9V power supply and USB cable.

Once in **USB MODE**, Atmosphere will appear as an external drive on your computer.

ATMOSPHERE

Step 03: Transfer Files

In one window, open "**ATMOSPHERE.**" Under the "**Banks**" folder, navigate to the bank and patch folder that you want to load the new sounds to. Atmosphere cues WAV files from these folders.

*Example: the **Exosphere Patch** on **Bank 02** corresponds to the folder: "Banks > Bank_2 > 1_Exo"*

Note: the Atmosphere Soundpack is preloaded on Bank 1; Banks 2-10 are user banks.

Open a patch folder from an AeroPads Soundpack in another window.

Example: the "Orbit Soundpack > WAV > Satellite" folder in the Orbit Soundpack.

Drag ALL of the files from the new soundpack folder into the desired patch folder of Atmosphere. You may get a warning that a "patchsettings.txt" file already exists – click "Replace"

Repeat for remaining patches. Disconnect Atmosphere once files are done transferring.

Loading Your Own Sounds to Atmosphere

Your own WAV files can also be loaded to following the previous steps.

Accepted File Type
Atmosphere currently only accepts 16 bit 44.1 kHz WAV files.

File Naming Structure
Atmosphere requires files to follow a strict naming structure in order to be recognized.
Files should be named "[key/note].wav" with nothing additional. All notes should be labeled as sharps, not flats.

> Examples of correctly named files:
> ✅ "A.wav"
> ✅ "C#.wav"
> ✅ "F#.wav"
>
> Examples of incorrectly named files:
> ❌ "Bb.wav"
> ❌ "BrightShimmerPad_D.wav"
> ❌ "Am.wav"
> ❌ "Bmajor.wav"
> ❌ "E.mp3"
> ❌ "C"

Important: Preparing files for Atmosphere
Atmosphere features the ability to crossfade and loop sounds with adjustable parameters. For this properly, it's necessary to trim off any pre-existing fades from your WAV files.

It's typical for pads downloaded/bought from other websites begin and end with a gradual fade. If that's the case for your files, you will need to trim off the fades. In order to trim off fades, you will need an audio editor.

Audacity is a simple and free option that is compatible with Mac and Windows computers.

> **Trim off the fades in using Audacity:**
> 1. Install and open Audacity.
> 2. Import your audio file.
> 3. Select the portion of the file where the fade in takes place and press delete (you'll be able to visually see the fades in the editor).
> 4. Select and delete the fade out.
> 5. Export as WAV and name it "[key/note].wav" (ie. "A.wav" or "C#.wav" etc).
> 6. Repeat for filles of different keys and patches.

Note
AeroPads are pre-formatted for Atmosphere and don't require any file converting and prepping.

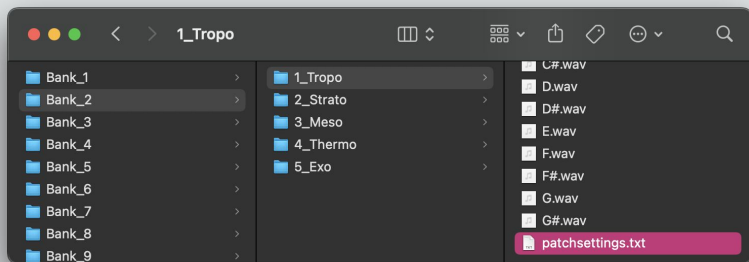# Patch Labels

Satellite

Perihelion

Inertia

When navigating patches from **User Banks** (banks 2-10), Atmosphere displays **Patch Labels**.

Patch Labels can be edited to help you navigate user-loaded sounds within the **User Banks**.

Editing Patch Labels

Patch labels are edited by modifying the "**patchsettings.txt**" file located inside each of the patch folders when accessing Atmosphere in **USB Mode** via a computer (review the "**Connect Atmosphere to you computer**" instructions on page 08 to learn how to connect Atmosphere to your computer).

Edit a patch label for a specific patch, simply open the "**patchsettings.txt**" with a text editor. Change the first line of the file to the name you would like Atmosphere to display when that patch is selected. Short names work best. Be sure that the file is saved after editing. It is necessary the line of text modified for your patch label remains the first line of the document.

Important note for Mac users:

It is *highly* recommended to download the free app **Light Notepad** to use for editing these txt files. In recent versions of macOS, Apple's native text editor (TextEdit) tends to create random temporary files when editing txt files. These random files can cause issues and confusion with saving edits. After installing Light Notepad, simply right click the "**patchsettings.txt**" and click "Open With" and select Light Notepad (which may be found under "other"). This may be an annoying extra step, but it makes editing the txt files much easier and less frustrating. It takes less than a few minutes to install.

Customizing LED Colors

On Atmosphere v2, LED colors can be customized by modifying the second line of the "**patchsettings.txt**" file. Color code must be in hex format and include the "#".

It is necessary that this line of text remains as the second line of the document. Due to the nature of RGB LEDs, the color displayed from the LED may differ from the color displayed on screen when selecting a color hex code.

Troubleshooting

Atmosphere isn't playing any sounds?

It could be a signal flow issue
Most issues with Atmosphere are actually a result of using a bad instrument cable or DI box. Try swapping those out first.

It could be a problem with the bank settings
If no sound plays on any of the patches, it's likely Atmosphere accidently got switched to an empty bank. Review **Settings** instructions on page 07 and try switching Atmosphere back to **Bank 01**.

It could be a problem with your sound file or how it was loaded
If the preloaded sounds on **Bank 01** work; but not the sounds you loaded in another bank, then it's likely an issue with the file and how it was loaded. Review the **Loading New Sounds to Atmosphere** instructions on page 08 and page 07.

It could be your output volume
The recommended output volume is "0 dB."

Atmosphere abruptly starts and stops or doesn't crossfade.

Cut mode might be enabled
It sounds like Cut Mode might be enabled. When Cut Mode is enabled, it is indicated by a small white dot in the center of the screen below the displayed key. Cut Mode is enabled and disabled by holding **Abort** for 3 seconds in **Live View**.

It could be that the Crossfade settings are set too low
Review **Settings** instructions on page 07 and check your **Fade** time. The recommended settings are between 750ms and 2000ms.

Sounds fade in properly, but abrupt stop
It sounds like **Loop** is turned off. Review **Settings** instructions on page 07 to re-enable it.

How can I get in touch for additional help?

For contact, send an email to **contact@aerospaceaudio.com** or a message to @aerospaceaudio on **Instagram**, **Facebook,** or **TikTok**.