ATOMIC LABS

INSTRUMENT

# AEOLUS

Flute section instrument

INSTRUMENT · VST3 · WINDOWS 64-BIT · 600 PRESETS · V1.0




USER MANUAL

VERSION 1.0 · 2026

# 01 About Aeolus

Aeolus is a flute instrument built from 50 multisampled flutes from all over the world: concert, alto and bass flutes, piccolo, baroque and Irish flutes, recorders, whistles, shakuhachi, bansuri, dizi, xiao and many more. Each flute is recorded at two dynamics with a looped sustain, so notes can be held as long as you like.

Three layers (A, B, C) can each play a different flute. Every layer can become a small section of up to four players, each slightly detuned and placed in the stereo field. A harmoniser adds intervals to every note you play. Vibrato starts after a delay and its rate is humanised, so long notes breathe like a real player.

| TYPE | FORMAT | SIGNAL | LATENCY |
|---|---|---|---|
| Instrument | VST3 · Win x64 | MIDI in → stereo out | none |

| FACTORY PRESETS | CONTROLS | WINDOW | VERSION |
|---|---|---|---|
| 600 + Init | 69 automatable | Resizable | 1.0 |

# 02 Quick start

1. Load Aeolus on an instrument track and pick a preset with the arrows or the preset menu.
2. Play slowly and hold notes: the vibrato starts after the Vibrato Delay time.
3. Use the mod wheel (or the chosen Expression Source) to swell the dynamics.
4. Switch Voice Mode to Legato for flowing lines with glide between notes.

## INSTALLATION

**Install**

Copy the folder `Aeolus.vst3` into `C:\Program Files\Common Files\VST3\`, then restart your DAW or rescan plug-ins. It appears under the manufacturer **Atomic Labs**.

**This manual**

A copy of this PDF lives inside the plug-in folder, next to `Contents`. Your DAW ignores it; it is there so the manual always travels with the plug-in.

# 03 The interface




## Layers A / B / C

Each layer chooses one of 50 flutes and sets its level, pan, octave, semitone and fine tuning. Attack and Release shape the note. Air adds breath noise, Tone makes the flute darker or brighter. Players (1-4) turns a layer into a section, with Detune and Spread for the size of the section. Start moves the sample start point (a softer or harder attack), Dynamics blends the soft and loud recordings.

## Performance

Voice Mode chooses Poly, Mono or Legato. Glide sets the slide time between notes, Bend Range the pitch-bend range. Expression Source decides what controls the dynamics: Velocity, Breath (CC2), Expression (CC11), Mod Wheel or Aftertouch; Expression Amount sets how strongly. Velocity Sensitivity sets how much playing harder changes the sound.

## Vibrato and Humanize

Vibrato Depth and Rate set the vibrato. Vibrato Delay waits before the vibrato fades in, like a real flautist. Humanize adds small changes in pitch, timing and tone so repeated notes never sound identical.

## Harmony

Harmony adds intervals to every note: Octave Up, Octave Down, Fifth, Fifth + Octave, Fourth, Power, Minor or Major Triad, Sus4, Minor 7th or Open Cluster. Harmony Level sets how loud they are.

## Effects

Chorus, a tempo delay (Mix, Feedback, Time) and a hall reverb (Mix, Size, Damp). Stereo Width and Master set the final image and level.

# 04 Presets

Aeolus comes with **600** factory presets, plus an **Init** program to start from scratch. Every preset was designed for this plug-in and level-matched, so you can browse without jumps in volume.

### A FEW TO TRY

- Concert Flute
- Shakuhachi
- Overtone Flute
- Spirit Flute
- Monastery Ryuteki
- Shrine Antara
- Desert Shvi
- Steppe Ryuteki
- Unison Nai Pan Flute
- Circle Soprano Recorder
- Choir Flute
- Unison Kaval
- Ancient Flute
- Empire Alto Flute
- Eternal Irish Flute
- Fifths Contrabass Flute
- Mirror Floyera
- Twin Baroque Traverso
- Prism Fujara
- Slow Fife
- Drifting Slide Whistle
- Aurora Suling
- Still Water Fujara
- Smoke Washint
- Hollow Quena
- Breath Siku Panpipes
- Shadow Bass Flute
- Soaring Quena
- Hero Shinobue
- Melody Shakuhachi
- Staccato Alto Flute
- Pulse Low Whistle
- Tongued Ney
- Raindrop Tarka
- Celestial Bottle Blow
- Fairy Flute

# 05 Tips

For a solo flute keep one layer on with Players = 1 and a little Humanize.

For an ensemble pad: two layers an octave apart, Players 3-4, slow Attack and a large reverb.

Ethnic flutes sound most authentic with Legato mode and a short Glide.

# 06 Atomic Labs essentials

These work the same way in every Atomic Labs plug-in.

### Preset browser

Use the arrows next to the preset name to step through the presets, or click the name to open the menu sorted by category. The current category is shown above the name.

### SAVE: your presets and banks

SAVE stores the complete state as your own preset (.atp) in Documents\Atomic Labs\Aeolus\Presets. From the same menu you can delete presets and export or import a whole bank (.atb) to share or back up. Your presets appear at the end of the preset menu.

### DICE

DICE rolls a brand-new patch: it starts from a factory design and changes the main settings at random. Not happy? Roll again, or step back to a preset.

### SIZE and resizing

Drag the bottom-right corner to resize the window, or pick a fixed zoom from SIZE. The size is remembered with the project.

### Automation

Every control can be automated and is listed with its full name in your DAW. Changes are smoothed, so automation never clicks.

### Project recall

The whole state (including drawn waves, patterns, steps and window size where available) is saved with your project.

## STABILITY

Every Atomic Labs plug-in is tested at sample rates from 44.1 to 192 kHz and at block sizes from 1 to 8192 samples, before and after the host prepares it, and with every factory preset. The audio code never allocates memory while playing, and signals are protected against invalid values, so it stays quiet and stable in long sessions.

# 07 Control reference

Every automatable control as your DAW lists it, with its range and default value. Where a set of controls repeats (for example several identical layers, bands or slots), it is shown once.

## General

| CONTROL | RANGE / OPTIONS | DEFAULT |
|---|---|---|
| Voice Mode | Poly · Mono · Legato | Poly |
| Glide | 0 ms to 1.00 s | 80 ms |
| Bend Range | 1 to 12 | 2 |
| Expression Source | Velocity · Breath (CC2) · Expression (CC11) · Mod Wheel · Aftertouch | Velocity |
| Expression Amount | 0 % to 100 % | 80 % |
| Velocity Sensitivity | 0 % to 100 % | 60 % |
| Humanize | 0 % to 100 % | 30 % |
| Harmony | Off · Octave Up · Octave Down · Fifth · Fifth + Octave · Fourth · Power · Minor Triad · Major Triad · Sus4 · Minor 7th · Open Cluster | Off |
| Harmony Level | 0 % to 100 % | 70 % |
| Chorus | 0 % to 100 % | 0 % |
| Stereo Width | 0 % to 100 % | 70 % |
| Master | -48.0 dB to 12.0 dB | -3.1 dB |

## Vibrato

| CONTROL | RANGE / OPTIONS | DEFAULT |
|---|---|---|
| Vibrato Depth | 0 % to 100 % | 30 % |
| Vibrato Rate | 3.8 Hz to 7.0 Hz | 5.4 Hz |
| Vibrato Delay | 0 ms to 1.50 s | 350 ms |

## Delay

| CONTROL | RANGE / OPTIONS | DEFAULT |
|---|---|---|
| Delay Mix | 0 % to 100 % | 0 % |
| Delay Feedback | 0 % to 100 % | 35 % |
| Delay Time | 50 ms to 1.50 s | 375 ms |

## Reverb

| CONTROL | RANGE / OPTIONS | DEFAULT |
|---|---|---|
| Reverb Mix | 0 % to 100 % | 25 % |
| Reverb Size | 0 % to 100 % | 70 % |
| Reverb Damp | 0 % to 100 % | 40 % |

## Layer A–C

3 identical sets - Layer A shown

| CONTROL | RANGE / OPTIONS | DEFAULT |
|---|---|---|
| On | Off · On | On |
| Flute | Concert Flute · Alto Flute · Bass Flute · Contrabass Flute · Piccolo · Baroque Traverso · Irish Flute · Fife · Soprano Recorder · Alto Recorder · Tenor Recorder · Bass Recorder *+ 38 more* | Concert Flute |
| Level | 0 % to 100 % | 80 % |
| Pan | L100 to R100 | C |
| Octave | -2 to 2 | 0 |
| Semitone | -12 to 12 | 0 |
| Fine | -50.0 ct to +50.0 ct | 0.0 ct |
| Attack | 1 ms to 5.00 s | 20 ms |
| Release | 10 ms to 8.00 s | 350 ms |
| Air | 0 % to 100 % | 20 % |
| Tone | 0 % to 100 % | 50 % |
| Players | 1 to 4 | 1 |
| Detune | 0 % to 100 % | 25 % |
| Spread | 0 % to 100 % | 50 % |
| Start | 0 % to 100 % | 0 % |
| Dynamics | -100 % to +100 % | 0 % |



# ATOMIC LABS

## Aeolus · Flute section instrument

Atomic Labs makes original instruments and effects with futuristic, animated interfaces, deep sound design and hundreds of presets in every plug-in.

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