



Big Swarma

(AAX, AU, CLAP, VST3)

produced by Luca Capozzi (Audiority Srl), September 2025

Current Manual version: v1.0

Big Swarma is a powerful voice multiplier and feedback unit designed to transform any audio into massive, detuned swarms. Multiply your signal up to 16 voices with adjustable detune, stereo width, and pitch modulation for lush unisons, aggressive textures, or shimmering drones. Push it further with an intense feedback circuit capable of self-oscillation and FM harmonic mayhem. Sculpt your swarm with dual MS20-style filters (HPF and LPF), each with dedicated resonance controls and a master cutoff knob.

Big Swarma delivers a raw, analog character driven by aggressive feedback and wild modulation, for a sound that hits you in the face.

Please, read carefully both product specifications and system requirements **before** purchasing any **Audiority** product.

*All product names used in this website (www.audiority.com) are trademarks of their respective owners, which are in no way associated or affiliated with Audiority. These trademarks of other manufacturers are used solely to identify the products of those manufacturers whose tones and sounds were studied during Audiority's sound model development.

Big Swarma

produced by Audiority, September 2025.

Credits

Code & DSP: Luca Capozzi (Audiority Srl)

GUI Design: Luca Capozzi

Published by Audiority Srl

Copyright © 2025 – Audiority Srl – All rights reserved.

Specifications

- Up to 16 voices
- Detune up to one octave
- Detuned voices stereo width
- Feedback
- FM on input signal
- Sub-octave generator
- Modulation
- Dual HPF/LPF resonant filters
- Master Filters Cutoff
- Mix control
- MIDI Mapping
- Resizable interface

System Requirements

PC

- Windows 7 64bit or later
- Intel i5 or equivalent
- 4 GB RAM
- Screen resolution: 1024×768
- VST3, AU, CLAP 64-bit host
- PT11 or higher, AAX 64-bit host

MAC (Intel)

- OSX 10.13 or later
- Intel i5 or equivalent
- 4GB RAM
- Screen resolution: 1024×768
- VST3, AU, CLAP 64-bit host
- PT11 or higher, AAX 64-bit host

MAC (Silicon)

- macOS 11.0 or later
- M1 or higher
- 4 GB RAM
- Screen resolution: 1024×768
- VST3, AU, CLAP 64-bit host
- PT11 or higher, AAX 64-bit host

FILE LOCATIONS

Mac

All presets, license, IR files and settings are located in:
/Users/Shared/Audiority/

AAX, CLAP and VST plugins will be placed in their own Audiority sub-folder located in:

AAX: /Library/Application Support/Avid/Audio/Plug-Ins/Audiority
CLAP: /Library/Audio/Plug-Ins/CLAP/Audiority
VST3: /Library/Audio/Plug-Ins/VST3/Audiority

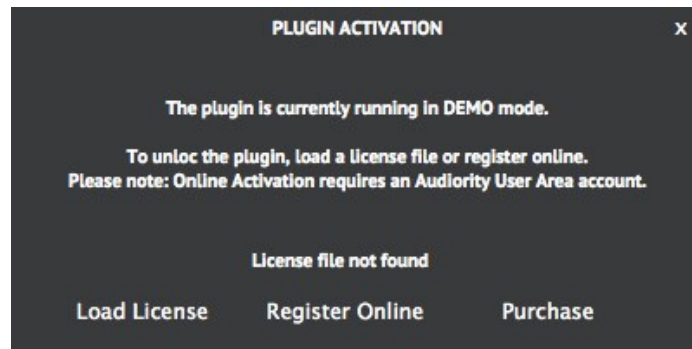
PC

All presets, license, IR files and settings are located to:
C:\Users\Public\Public Documents\Audiority

AAX, CLAP and VST plugins will be placed in their own Audiority sub-folder, usually located in:

AAX: C:\Program Files\Avid\Audio\Plug-Ins\Audiority
CLAP: {Your CLAP Path}\Audiority
VST3: {Your VST3 Path}\Audiority

PLUGIN ACTIVATION



Once you install and open the plugin for the first time, it will be in **Demo Mode** until a license file is loaded. In Demo Mode the plugin will output 3 seconds of silence every minute.

You can activate the plugin either OFFLINE or ONLINE.

OFFLINE ACTIVATION

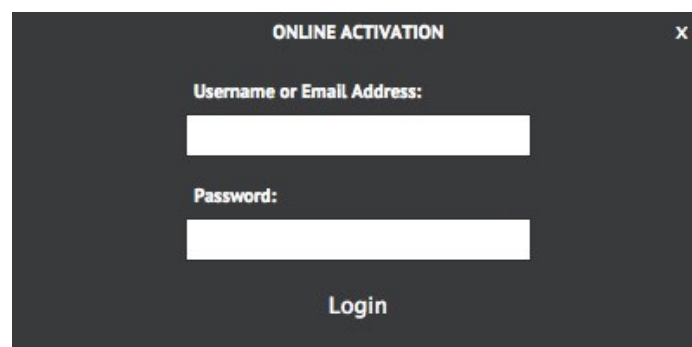
If you purchased the plugin from our site, you should have received an email to download the installers and the license file. Save the license file you got with your purchase email (or via our User Area) anywhere on your computer.

Then, to activate the plugin, click on the **Audiority** logo and select "**Register**". The Registration window will pop up allowing you to load the license file you got while purchasing the plugin by clicking the "**Load License**" button. Alternatively, you can drag and drop the license file on the registration window.

NOTE: If you purchased the plugin from one of our dealers, please check the "**USER AREA AND REDEEM CODES**" section below.

ONLINE ACTIVATION

If you are registered to our User Area, then you can activate the plugin online.



Insert your Username (or email address), your password and click the "**Login**" button. The license file will be automatically delivered in your computer and the plugin will be activated.

USER AREA AND REDEEM CODES

If you purchased from one of our dealers, then you should have received an email with a redeem code. This code is required to deposit a license in your User Area account and let you download the license file or activate the plugin online.

If you don't have a User Area account yet, please follow these steps:

- 1) Go to <https://www.audiority.com/register> and fill out the signup form.

IMPORTANT: Please be sure to register with the **e-mail address you use for your purchases**, otherwise your products will not show. Since we use reCAPTCHA for registration only, please temporarily disable any ad blocker you are using.

Username

Heisenberg58

First Name

Walter

Last Name

White

Purchase E-mail Address

w.white@pollos.com

Password

Confirm Password

☒ I read and agree to the Privacy Policy and Terms of Use

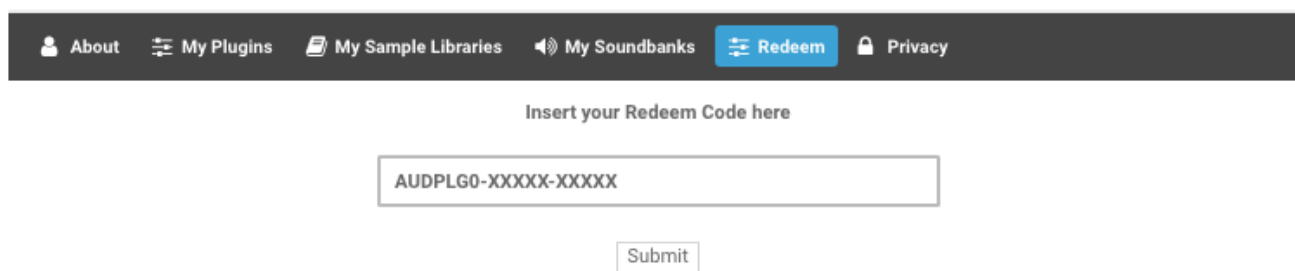
 I'm not a robot



Register

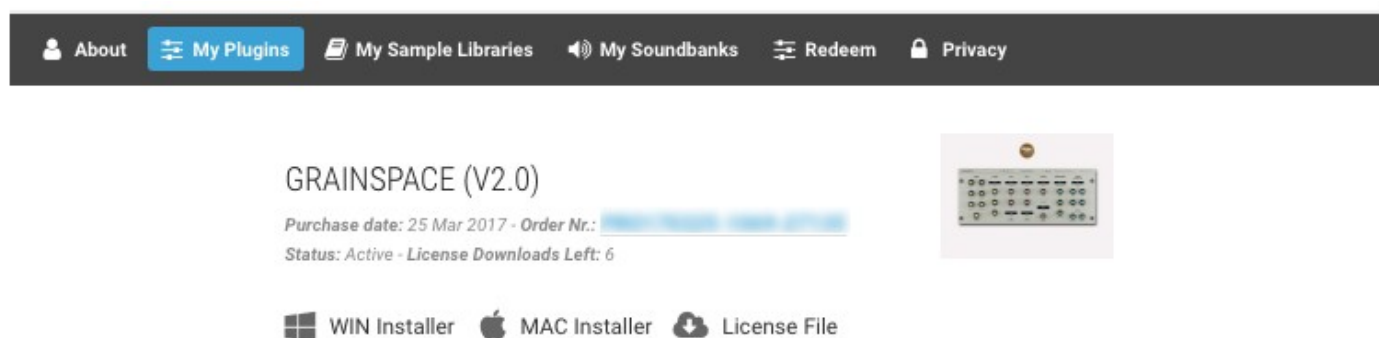
Login

2) Once registered, log in to your account by clicking the User Area section of our site. Click the **REDEEM** section of your account and paste the code you received via email from our dealer.



The screenshot shows a dark navigation bar at the top with links: About, My Plugins, My Sample Libraries, My Soundbanks, Redeem (highlighted in blue), and Privacy. Below the navigation bar, the text "Insert your Redeem Code here" is centered. A text input field contains the code "AUDPLG0-XXXXX-XXXXX". Below the input field is a "Submit" button.

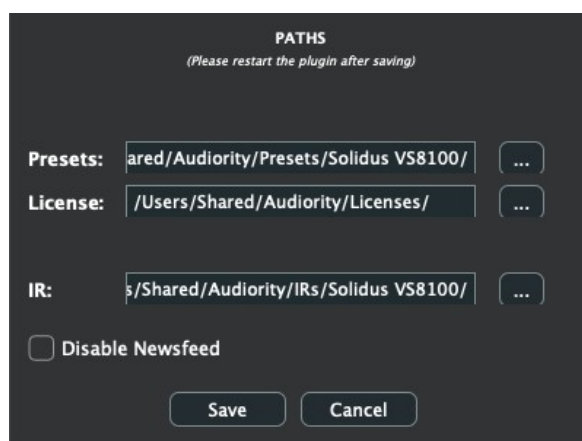
3) After submitting the code, a license will be deposited in your account and will be shown in “**MY PLUGINS**” section of your User Area.



The screenshot shows the "My Plugins" section of the user interface. The navigation bar at the top has "My Plugins" highlighted. The main content area displays the plugin "GRAINSPACE (V2.0)". Below the plugin name, it shows "Purchase date: 25 Mar 2017 - Order Nr.: [blurred]" and "Status: Active - License Downloads Left: 6". To the right of the text is a small image of the plugin's interface. Below the text, there are three download options: "WIN Installer" (with a Windows icon), "MAC Installer" (with an Apple icon), and "License File" (with a download icon).

4) Now you can click “License File” and save the license anywhere on your computer and ready to be loaded through the plugin registration window. You can also skip this part and activate your plugin online (see previous section of this manual).

USER PATHS SETTING



The screenshot shows a "PATHS" settings dialog box. At the top, it says "PATHS" and "(Please restart the plugin after saving)". There are three rows of settings, each with a label, a text input field, and a browse button (...):
- "Presets:" with the path "ared/Audiority/Presets/Solidus VS8100/"
- "License:" with the path "/Users/Shared/Audiority/Licenses/"
- "IR:" with the path "s/Shared/Audiority/IRs/Solidus VS8100/"
Below these is a checkbox labeled "Disable Newsfeed" which is currently unchecked. At the bottom are "Save" and "Cancel" buttons.

By selecting “**Settings**” from the logo menu, you can change the path for **Presets**, **License** and **IR** folders. You can also disable our Newsfeed from here.

Note: Please do not move the **Settings** folder from its default location.

MIDI MAPPING

	Type	Destination	CC/PC	Chan	Value / Thresh	
1	CC Value	Gain	CC #0	1		X
2	CC Toggle	Overdrive	CC #7	1		X
3	CC Selector	Circuit Type	CC #10	1	METAL	X

+ SAVE AS LOAD CLEAR

In this section you can map your MIDI controller to the plugin. The MIDI Map state will be automatically saved when closing the plugin/standalone app. Alternatively you can save and re-load your custom mappings. You can access the MIDI MAPPING by clicking the Audiority logo, then Preferences.

Assigning a parameter

Right click on any knob or buttons on the UI and select MIDI Learn and follow the on-screen message. This will map the parameter via the CC Value message. Alternatively, you can manually map any parameter via the MIDI Map.

NOTE: Buttons that set different values on the same parameter needs to be manually assigned via CC Selector

MIDI Map Types

- **CC Command:** sends a specific command to the plugin. Check the Destination drop-down menu for the available commands.
- **CC Selector:** use this Type to map buttons that sends different values to the same parameter (i.e: the Amp selector). Use the Destination menu to choose the parameter and the Value menu to set the value.
- **CC Engage:** use this Type to automatically enable/disable a button. Useful when used along with CC Value to automatically engage a pedal effect (like a Wah). Use the Value field to enter a disengage time in milliseconds.
- **CC Preset:** use this to switch presets via MIDI CC instead of Program Change messages.
- **CC Toggle:** use this to toggle a on/off control. This control will automatically switch between on/off states.
- **CC Value:** sends an absolute value to a parameter. Use this when mapping an expression pedal or a knob/slider controller.
- **Program Change:** sends a MIDI PC message.

PLUGIN PARAMETERS



TOOLBAR

The Toolbar allows you to manage the plugin presets, register the plugin and set some global parameters.

By clicking the **AUDIORITY** logo, in the top left corner of the Toolbar, you'll be able to visit our website and social profiles, register the plugin, change the interface size and customize the paths for license and preset files.

The **HQ** button will enable oversampling, useful to reduce aliasing when the signal saturates. Use the **Randomize** and **Reset** buttons to experiment with random presets or restoring it to its saved version. Right-click on each knob to see locking options.

DETUNE PARAMETERS

DETUNE	Sets the detuning amount for the current number of voices.
WIDTH	Spread the detuned voices across the stereo field.
FEEDBACK	Sets the amount of signal that's going back into the circuit. WARNING: can be extreme
FM	Sets the amount of FM modulation applied to the incoming signal. The internal oscillator runs at the input signal's fundamental frequency.
VOICES	Adjusts the number of voices to be generated.
MAX DETUNE	Adjusts the maximum detune to be applied to the voices (up to +12st)
SUB	Sets the level of the sub-octave copy of the input signal.

MODULATION PARAMETERS

MOD SPEED	Sets the modulation rate in Hz.
MOD SPREAD	Spreads the modulation phases across the stereo field.
MOD DEPTH	Sets the amount depth of the applied modulation.
MOD RANDOM	Crossfades between a sine and a random modulation waveshape.
SYNC	Sets the modulation sync with the host tempo.

FILTER PARAMETERS

HPF / LPF	Sets the filter cutoff.
PEAK	Sets the filter resonance.
MASTER CUTOFF	Adjusts the current filter cutoff by a relative amount for both filters at once.
ENV AMOUNT	Sets the depth of the filter envelope modulation. NOTE: When HPF is at 0, it will not be modulated.
ENV DECAY	Sets the decay time of the filter envelope

GLOBAL CONTROLS (Footer)

INPUT / OUTPUT	Pre/Post effect gain.
LEVEL	Adjusts the output level for the effect.
MIX	Dry/wet signal mixer.

RESIZING CONTROLS (Audiority logo menu)

Small / Default / Big Size	Reduce, reset or increase the size of the plugin interface.
Resizing Corner	You can resize from the bottom right corner of the GUI.

CHANGELOG

v1.0 (September 2025)
- Original release

Audiority Srl – EULA (End-User License Agreement)

The software that accompanies this license is supplied under a license agreement. By installing this software you are agreeing to the Audiority License Agreement. If you do not agree with these terms, do not install the software. All software download purchases are non-refundable. However, if you haven't downloaded a license file (or used a redeem code), you may obtain a refund within 14 days through the dealer where you purchased the software, or if purchased at any of Audiority online stores, by contacting support@audiority.com.

The terms of this license agreement are as follows:

By installing the software, you confirm your acceptance of the Audiority Srl End User License Agreement.
This is a revocable, non-exclusive, single-user License.

This End User License Agreement ("Agreement") is between Audiority Srl and you.

IMPORTANT – PLEASE READ THIS LICENSE AGREEMENT CAREFULLY BEFORE INSTALLING THIS SOFTWARE.

By using the Audiority Srl Software you accept these terms. The Audiority Srl Software may be distributed with software or components from third-parties ("Third-Party Software"). Use of Third-Party Software is also subject to the terms of this EULA.

1. Limited Use License.

The Software is licensed, not sold, by Audiority or its Third-Party Software suppliers ("Suppliers") to the original end user for use only on the terms set forth in the Agreement. If and only if your Software is purchased through a Audiority Authorized Dealer or Distributor, Audiority, as Licensor, grants you, as an end user Licensee, a non-exclusive license to use the Software (which includes computer software, updates and any bug fixes subsequently delivered and associated media, printed materials and "online" or electronic documentation).

2. Title.

The Software is owned by Audiority or its Suppliers as applicable, and is protected by copyright laws and international treaty provisions, as well as other intellectual property laws and treaties. Audiority (or its Suppliers, as applicable) retains title to and ownership of the Software and all copies, as well as any rights not specifically granted. This Agreement only gives you certain rights to use the Software and related documentation, which may be revoked if you do not follow these terms.

3. Limited Rights to Install and Use the Software.

(i) Permitted use and restrictions.

You may install the Software into the memory of no more than three computers for your internal business use or your own personal enjoyment, but may not redistribute or electronically transfer the Software to someone else's computer or operate it in a time-sharing or service-bureau operation.

(ii) Reverse engineering and copying limitations.

You may make one copy of the Software for backup purposes only (and replacement backup copies in the event of loss of or damage to a backup copy), provided you include all copyright notices contained on the original media on the backup copy. You may not modify, translate, adapt, reverse engineer, decompile, create other works from, or disassemble the Software or any portions thereof (except and to the extent that applicable law expressly permits reverse engineering, decompilation or disassembly). This includes, but it's not limited to, analytical captures, impulse responses, profiles and/or machine learning training/validation/prediction.

(iii) Technical limitations.

The Software may include technological measures that are designed to prevent or detect unlicensed use of the Software. Circumvention of these technological measures is prohibited, except and only to the extent that applicable law expressly permits, despite this limitation. Any attempt to circumvent technical limitations may render the Software or certain features unusable or unstable, and may prevent you from updating or upgrading the Software.

(iv) No reconfiguration.

The Software is licensed for installation and use only in the manner it was provided to you, as configured by an automated installation program provided with the Software, or as described in Audiority's Documentation. You may not separate the components contained in the Software or otherwise reconfigure the Software to circumvent technical limitations on the use of the Software or to otherwise exceed the scope of your license.

4. Export and Renting Restrictions.

You may not export, convey, rent, sublicense, or otherwise distribute the Software or any rights therein to any person or entity.

5. Feedback.

Audiority shall have a royalty-free, worldwide, transferable, sublicenseable, irrevocable, perpetual license to use or incorporate into the Software any suggestions, ideas, enhancement requests, feedback, recommendations or other information provided by You relating to the features, functionality or operation of the Software ("Feedback"); provided, however, that Audiority shall have no obligation to use or incorporate into the Software any Feedback, and You shall have no obligation to provide Feedback.

6. Registration Information.

Audiority uses named licenses for its products. When You activate the Software, Audiority may collect your name and email address and other contact information that You choose to provide ("Registration Information"). You agree to provide your real full name (or company name) to Audiority in order to comply with the requirements needed to generate such licenses. Audiority reserves all rights to terminate a license in any moment if the information provided are incorrect and/or fake (pseudonyms, anonymous or fake names like "John Doe" are not allowed) without any notice. You agree that Audiority may use this Registration Information to contact You regarding your purchase and to deliver notifications relative to your use of the Software. Audiority does not collect or retain any financial information from or about You (such as payment card information).

7. License Transfer.

Except if otherwise stated within this EULA, Licensee may resell the software to a third party or transfer the software permanently if the Licensee purchased the Software from any Audiority store or from any Audiority Dealer. Audiority reserves all rights to deny any requests for the transfer of this license, and may institute transfer fees and policies as it sees fit at the time of any request for the transfer of this license, if the Licensee purchased the license from another Licensee. By transferring a license, the third party agrees in writing with this EULA and Licensee ceases all use of the software, completely removes all installed copies of the software from its computer and – if the software was not purchased via download – deletes or transfers the original data storage to the third party (if Licensee is not obliged to a longer storage by law). NFR (not for resale) copies, including freeware products, free bonus products, and giveaway copies, cannot be resold. Following respective request from Licensee via its email address registered with Audiority, and payment of the Transfer Fee, the license file of the Product will be transferred by Audiority to the third party, and at the same time the registration of Licensee for the software purchased will be deleted. The current and updated

Transfer Fee can be found at this address <https://www.audiority.com/faq/#1509113035751-cec03c9c-5c77>

8. Excluded Products.

Audiority and its Suppliers give NO warranty for Software free of charge, including Software designated as "demo", "limited release," "pre-release," "loan," "beta" or "test." This Software is provided "AS IS."

9. Limitation of Liability.

AUDIORITY AND ITS SUPPLIERS SHALL HAVE NO LIABILITY TO YOU WHETHER IN CONTRACT, TORT, NEGLIGENCE OR PRODUCTS LIABILITY, FOR ANY CLAIM, LOSS, OR DAMAGE, INCLUDING BUT NOT LIMITED TO LOST PROFITS, LOSS OF USE, BUSINESS INTERRUPTION, LOST DATA, OR LOST FILES, OR FOR ANY INDIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND OR NATURE WHATSOEVER ARISING OUT OF OR IN CONNECTION WITH THE USE OF OR INABILITY TO USE THE SOFTWARE OR DOCUMENTATION, OR THE PERFORMANCE OR OPERATION OF THE SOFTWARE, EVEN IF AUDIORITY OR ITS SUPPLIERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION OR LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL AUDIORITY'S TOTAL LIABILITY TO YOU FOR ALL DAMAGES, LOSSES, AND CAUSES OF ACTION WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE EXCEED THE AMOUNTS RECEIVED FROM YOU FOR YOUR LICENSE OF THE SOFTWARE.

10. Termination.

To the extent permitted by law, and without prejudice to any other rights Audiority may have, Audiority may terminate your license if you materially breach these terms and conditions.

11. Third-Party Software and Information.

This EULA governs any Third-Party Software distributed by Audiority. Audiority may include information about third party products and services, including links to Web sites run by others. Audiority is not responsible for, and does not endorse or sponsor, this third-party information.

12. Miscellaneous.

This Agreement constitutes the entire agreement between the parties with respect to the use of the Software and Documentation, and supersedes all prior or contemporaneous understandings or agreements, written or oral, regarding such subject matter. No amendment to or modification of this Agreement will be binding unless in writing and signed by a duly authorized representative of Audiority.

Should you have any questions concerning this Agreement, please contact Audiority Srl at info@audiority.com

Last updated on Feb 24th, 2025

Copyright ©2010-2025 Audiority Srl. All rights reserved.

Thank You!

We wanna thank you for buying our **Audiority Big Swarma** plugin.

We hope you will enjoy it as much as we did.

If you have any question, concerns, technical issues or even for just say 'Hello', get in touch with us at:

info@audiority.com

or checkout our site at www.audiority.com

Cheers,
Luca

Follow us on:

[Facebook](#)

[YouTube](#)

[Instagram](#)

Official Facebook Support:

[Audiority Users](#)

Audiority User Area: (registration is required to access the UA and download installers and license files)

[Audiority User Area](#)

Join our Discord server:

[Audiority Discord](#)

