

Neo Reverb

Revolutionary Hybrid Algorithm and Convolution Reverb



Developed by



Operational Manual

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Quick Start

Install Neo Reverb

Neo Reverb contains Neo Reverb VST/Audiounit plugin with an algorithm IR library.

For Windows System, there will be 2 installers, you will need to

1. Install Neo Reverb Plugin
2. Install the Algorithm IR Bank

For OSX System, you will need to

1. Install Neo Reverb Plugin
2. In some cases you do not have enough access right to the installed folder for Impulses files. If it is the case, please copy the impulse folder which contains algorithm IR to your preferred folder that you have enough access right. Such as Shared, Audio or Documents folder

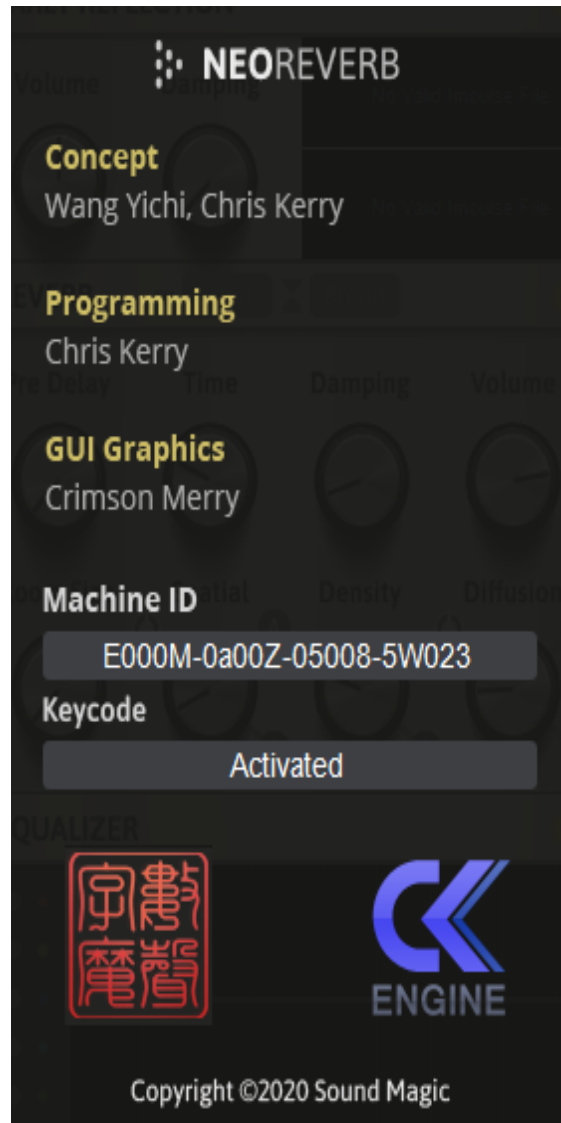
Register Neo Reverb

Neo Reverb must be registered before it could operate or Neo Reverb will be bypassed.

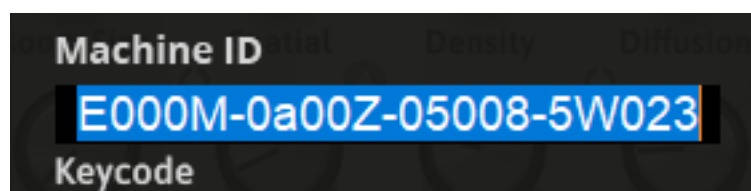
You can complete the registration by the following steps

First, if you are not registered, the info page will open by default. If you need to bring up the info page, click Neo Reverb Icon and the info page will slide down.

The Info page shown below

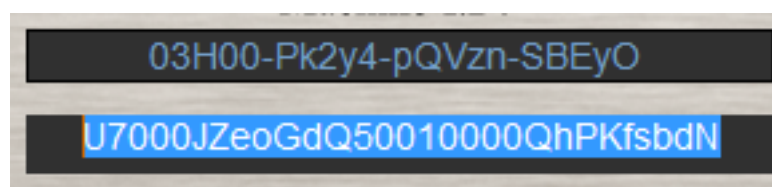


Click the text below Machine I.D and copy the I.D. Please note you need to make sure the DAW/Host is running under Admin Mode under windows, For Machine I.D will be not stable if not under Admin Mode in Windows system.

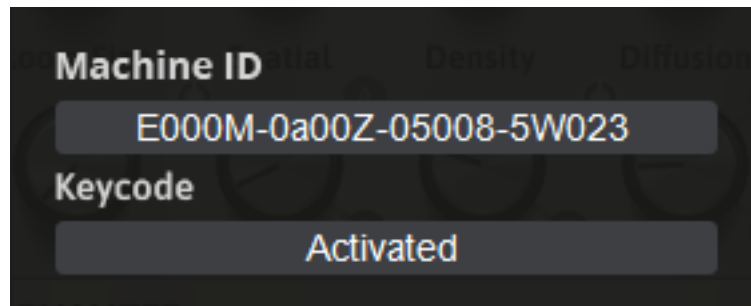


Then email the I.D to our customer service :

After receive the code from our customer service, copy and paste the into “Enter Keycode Here”, shown as below



If succeed, it will show “Activated” as below. Mac here is different. You just need copy and code and click the area and it should automatically paste the code under OSX system.



If the text box still shows “Enter Keycode Here”, it means the keycode is not correct, You need to input it again. If after several tries it still shows the same, you need to contact customer service to get a new keycode.

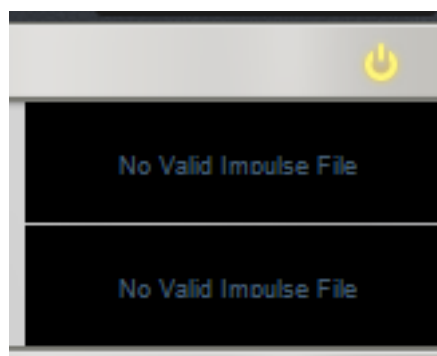
Early Reflection (ER)



ERs are the reflections most happens within 100ms while late reflection, sometime also known as Reverb Tail, is mostly happens after 100ms. Some famous guru in Reverb field, such as Lexicon, are against these definition. They argued that they took the whole reverb as one process, not divided them into ER and LR period.

In Neo Reverb. ER means the discrete and apparent reflections falls within 800 ms and LR (reverb) means the continuous and obsolete reflections in the whole reverb period

Load ER/Algorithm IR File: Algorithm IR is the main feature of Neo Reverb so you need to make sure algorithm IR library has been loaded. If not, it will show below



Click on the waveform or the black area, it will bring up a browser to let you select which IR need to load. For stereo IRs, when you load a IR file with L at the end, it will also automatically load the right channel IR for you as a stereo IR.

If you load a file and it still shows No Valid Impulse file, that means you do not have enough access right on that folder of IR files, you need to change location of the IR libraries.

Volume: The volume of Early Reflections, in percentage.

Damping: The damp amount for the Early Reflections. Will generate a smoother sound.

Active: ON/OFF, Whether ER section is in effect.

Reverb



Active: ON/OFF, Whether this section is in effect.

Send: When turn on, it will send Early Reflection to reverb section to great a rich reverb tail. Sometime this can make the sound more smoother.

Blend: How much the ER blend with each other. If fully blended, the true stereo field will disappear. So the default minimum position is True Stereo. If you think the sound is too wide, you can increase the knob.

Predelay: The predelay time for Reverb, in milliseconds. It will help you to generate more space feelings. Please note we do not predelay the LR part of the sound. For the ER sound will go to LR period to resonant, this part of LR sound actually be predelayed but the rest part the LR sound does not, which will not influence and the space feeling and it will be more natural if it is not predelayed.

Time: The RT60 (Reverb Time) in seconds, the most important factor for the reverb.

Damping: The damp amount for the Late Reflections. Will generate a

smoother sound.

Volume: The volume of Late Reflections, in percentage.

Room Size: This controls the size of the whole reverb space, in times of the original size. Bigger room size tends to have a more spatial sound.

Spatial: This is a combined control. The knob controls the spatial amount of LR, while the option (down drop menu) controls the mode of spatial for LR.

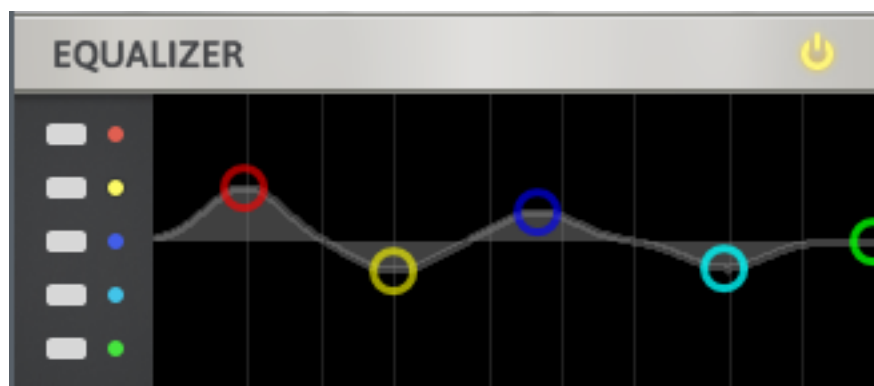
Reverb Image: Controls the Stereo field of the reverb. there are 10 stereo modes wait for your choice. You can click the title to bring up the down drop menu.

Density: The density for LR/Reverb tail.

Feedback Image: This is a combined control. The knob controls the feedback amount of ER, while the option (down drop menu) controls the mode of feedback for LR. There are 6 modes for you to choose

Diffusion: This is a combined control. The knob controls the diffusion amount for LR, while the option (down drop menu) controls the mode of Diffusion for LR. The material for the walls/floor/ceiling will influence this parametric a lot. Different material will have different diffusion rate.

EQ



Holding the right key of your mouse and move it left or right will adjust the bandwidth/Q value. Moving mouse icon up or down will adjust boost amount in dB. Holding the left key of your mouse and moving left or right will adjust the frequency.

Output



Width: The Stereo Width of ER + Reverb, in percentage. This control acts much like a stereo width control..

Reverb Stereo Image: Controls the Stereo field of the whole reverb. there are 8 stereo modes wait for your choice. You can click the title to bring up the down drop menu.

Mod Time: The modulation depth for ER and LR. If no modulation, the reverb will have a static sound which may result metallic sound. Suitable amount of Mod depth will bring the reverb into dynamic and prevents metallic sound. Neo Reverb has a complex and huge modulation system inside so we highly recommend you keep the mod depth open.

Pan: The panning for ER + Reverb

Dry: How much the dry signal will mix with the reverb sound, in percentage.