

Tracktion

#TReverber8

USER GUIDE

Credits

Project Management: James Woodburn

Programming: Roland Rabien, David Rowland

Reverber8 Programming: Martin Eastwood

User Interface Design: Sasha Radojevic

Manual: Holger Steinbrink

Table of Contents

Credits	2
Table of Contents	3
1. Introduction	4
2. Installation & Authorisation	5
2.1 Windows PC	5
2.2 OS X	5
2.3 Authorisation	6
3. Basic Operation	7
3.1 Loading and Saving Effect Presets	7
3.2 Control Elements for Traktion Plugins	7
4. The Plug-in Parameter	8
4.1 Plug-in Header Section	8
4.2 The Plug-in Parameter	8
5. Product Support	10

1. Introduction

Thank you for purchasing our #TReverber8 PlugIn from the Tracktion DSP Package.

The #TReverber8 natural algorithm simulates the reverberation that occurs in natural rooms. The names suggest the basic size of the simulated room although you can create artificially sounding rooms by changing the reverb time to unnatural values.



2. Installation & Authorisation

#TReverber8 can be installed and unlocked on up to 4 different computers with a single license.

2.1 Windows PC

 Please observe the system requirements of your host application!
#TReverber8 runs within 32 bit as well as 64 bit host applications.

1. Refer to the folder where the downloaded #TReverber8 file is located.
2. Double click on the “install_#treverber8.exe” file. This launches the installation application.
3. Follow the on-screen instructions.

Installation location Windows:

VST 32-bit:

C:\Program Files (x86)\VstPlugins\Tracktion\#TReverber8.dll

VST 64-bit:

C:\Program Files\Steinberg\VstPlugins\Tracktion\#TReverber8 (64-bit).dll

AAX 64-bit:

C:\Program Files\Common Files\Avid\Audio\Plug-Ins
\#TReverber8.aaxplugin

2.2 OS X

1. Refer to the folder where the downloaded #TReverber8 file is located.
2. Double click on the “#TReverber8.pkg” file. This launches the installation application.
3. Follow the on-screen instructions.

Installation location Mac:

AU: /Library/Audio/Plug-Ins/Components/#TReverber8.component

VST: /Library/Audio/Plug-Ins/VST/#TReverber8.vst

AAX: /Library/Application Support/Avid/Audio/Plug-Ins/
#TReverber8.aaxplugin

2.3 Authorisation

#TReverber8 uses a software based copy protection and can only run without any restrictions with an activated license.

After installation, please load #TReverber8 as effect plug-in within your DAW. The plug-in is currently locked (a noise occurs periodically).

Click on the Unlock button in the top right corner of the plug-in window to open the authorisation window.

Click Unlock to start a 30 day trial, if you haven't purchased the plug-in. If you have purchased the plug-in it will become unlocked permanently.

Please enter your email address and password from Tracktion Marketplace and click on "Register" to unlock #TReverber8 permanently. You need an active internet connection for this procedure.

You can alternatively click on the "Offline Unlock" button, if your computer has no internet connection. Please follow the onscreen instructions.

After a successful authorisation, you can use #TReverber8 without limitations and full featured forever.

3. Basic Operation

3.1 Loading and Saving Effect Presets

To load an effect preset, simply click on the actual preset name to open a pop-up menu. Select the desired effect preset and click on it. Alternatively you can click on the left or right arrow symbol to switch for and back between the effect presets.

To save an effect preset, click on the actual preset name to open a pop-up menu. Here you can **Save** the actual effect preset directly into the plug-in's preset folder. Alternatively, you can choose **Save as...** to rename the actual preset before saving it.

A newly saved preset is appended to the end of the pop-up menu list. In the pop-up menu you can also **Delete** the actual preset. You can also open the preset folder (**Show presets folder**) in a separate window. This is perfect for backup your effect presets or exchange it with other users.

3.2 Control Elements for Tracktion PlugIns



Dials

To set a value, click on the dial, hold down the mouse button and move the mouse up and down. A double click resets the parameter value to its default.



Buttons

A simple click on a button activates or deactivates its function. Buttons light up when they have been used.

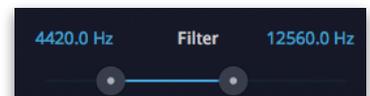


Pop-up Menus

Click on the corresponding slot to open a pop up menu where you can choose the desired parameter or function.

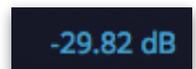
Slider

Click on the corresponding slider handle and hold it. Move your mouse to the left or the right to change the value.



Value Fields

Click in a value field and move the mouse up or down to easily change the parameter value. Double click in a value field to enter the value via your computer keyboard.



Graphical Elements

Click on the corresponding graphic and move the mouse vertical or horizontal to change settings.

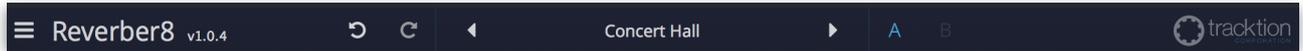


4. The Plug-in Parameter

#TReverber8 is divided into two sections which are described in detail within this chapter.

4.1 Plug-in Header Section

The Header section offers basic settings.



- Click on the three line symbol in the left section to open a pop-up menu, where you can choose between two **Colour Scheme**. Here you can also open a **Help** menu and the **About** box with more information about the plug-in and the version number.
- By clicking on the **Undo** and **Redo** symbol, you can undo/redo your last editing.
- Loading and saving presets is described in detail in chapter 3.1.
- Click on **A** or **B** to switch to the alternate effect setting B when setting A is active, and to setting A when setting B is active. This is an easy way to compare two different effect settings, make further adjustments or just go back to setting A. Settings A and B are saved with the effect preset.

4.2 The Plug-in Parameter



Decay

Sets the time the reverb needs to decay

Predelay

Sets the delay before the signal enters the reverb stage. Typically you set it to around a hundredth to a tenth of the reverb **Decay**. **Predelay** strongly affects the perceived size of the reverb effect since it controls the time until the first reflection is generated.

Size

Sets the length of the room size. Lower settings simulate a small room while higher settings simulate a big hall or church.

Damping

Removes frequencies set with **Bandwidth** in the feedback stage of the reverb meaning that these frequencies are dampened over time.

Bandwidth

Sets the frequency range for the **Damping** parameter.

Density

Controls the initial density of the reverb. Lower values result in audible early reflections while higher values produce a dense reverb start.

Mix

Adjusts the relation between the dry signal at the full left to the wet effect signal at the full right. When using #TReverber8 as send effect, we recommend to set **Mix** to fully wet (100%).

Early/Late Mix

Sets the balance between the early reflections and the reverb tail. At a setting of 50%, early reflections and tail have the same volume. Settings below 50% raise the early reflections and lower the tail, as a result the sound source moves towards the front of the room. Settings above 50% raise the tail and lower the early reflections, as a result the sound source moves towards the back of the room.

Gain

Determines the overall gain level of the output of #TReverber8.

Input/Output Meter

Shows the input (left meter) and output (right meter) level of the audio signal.

Reverb Graph

Shows the frequency range and the gain of the reverb. This graph is for information purposes only and depends on the parameter values that are set.

5. Product Support

If you have any questions, please contact us by email:

support@tracktion.com

Tracktion Software Corporation

23515 NE Novelty Hill Rd

Suite B211-141

Redmond, WA 98053

USA

www.tracktion.com

© 2016 Tracktion Software Corporation. All rights reserved.