



XenoVerb

(VST2, VST3, AU, AAX)

produced by Luca Capozzi (Audiority), September 2017.

Current Manual version: v1.2 (updated April 2020)

XenoVerb is a versatile reverb processor featuring both classic and creative reverb algorithms delivering a wide range of reverbs with a clean and simple interface.

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

XenoVerb

produced by Audiority, September 2017.

Credits

Concept & DSP: Luca Capozzi (Progsounds / Audiority), September 2017.

GUI Design: Luca Capozzi

Code & DSP: Luca Capozzi

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Specifications

- 11 Reverb Algorithms:

Room, Room B, Hall, Plate 1, Plate 2, Springy, Glass, Flow, Shimmer, Bode, Formant

- Pre Delay

- Diffusion

- Modulation

- Tone Control

- Reverb Freeze

- Soft Limiter

System Requirements

- **PC**
- Windows 7 64bit or later
- Intel i5 or equivalent
- 2 GB RAM
- Screen resolution: 1024×768
- VST2, VST3, AAX 64-bit host
- **MAC**
- OSX 10.8 or later
- Intel i5 or equivalent
- 2 GB RAM
- Screen resolution: 1024×768
- VST2, VST3, AU, AAX 64-bit host

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FILE LOCATIONS

Mac

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

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

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

VST: /Library/Audio/Plug-Ins/VST/Audiority

PC

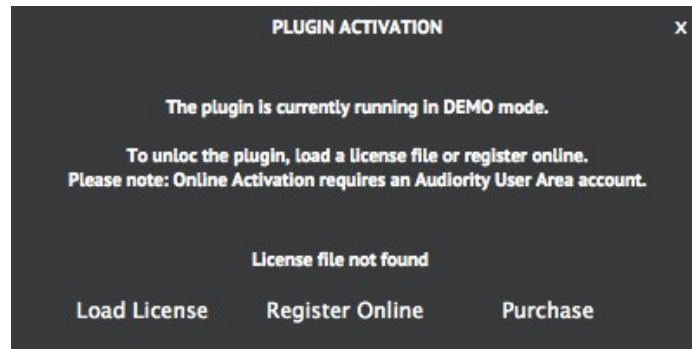
All presets, license, IR files and settings are located to:
C:\Users\Public\Public Documents\Audiority

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

AAX: C:\Program Files\Avid\Audio\Plug-Ins\Audiority

VST: {Your VST 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

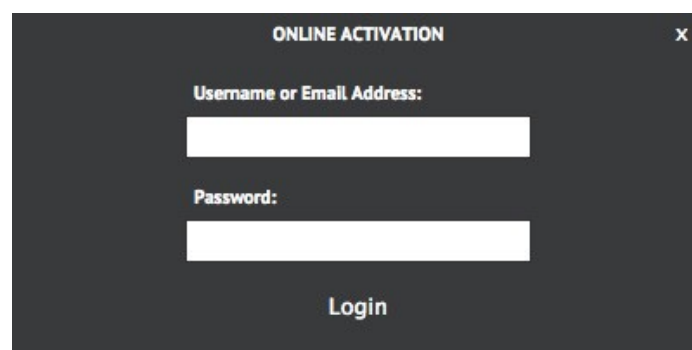
If you purchased the plugin from our site, you should have received an email to download the installers and the license file. Save the license file you got with your purchase email (or via our User Area) anywhere on your computer.

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.

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 an 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

First Name

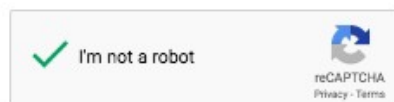
Last Name

Purchase E-mail Address

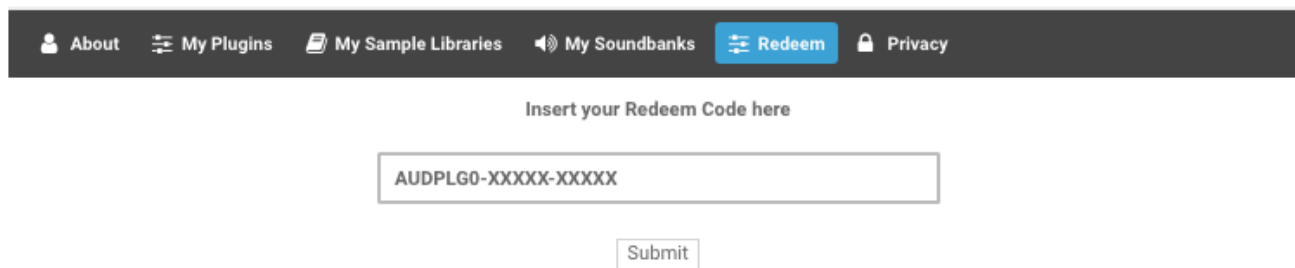
Password

Confirm Password

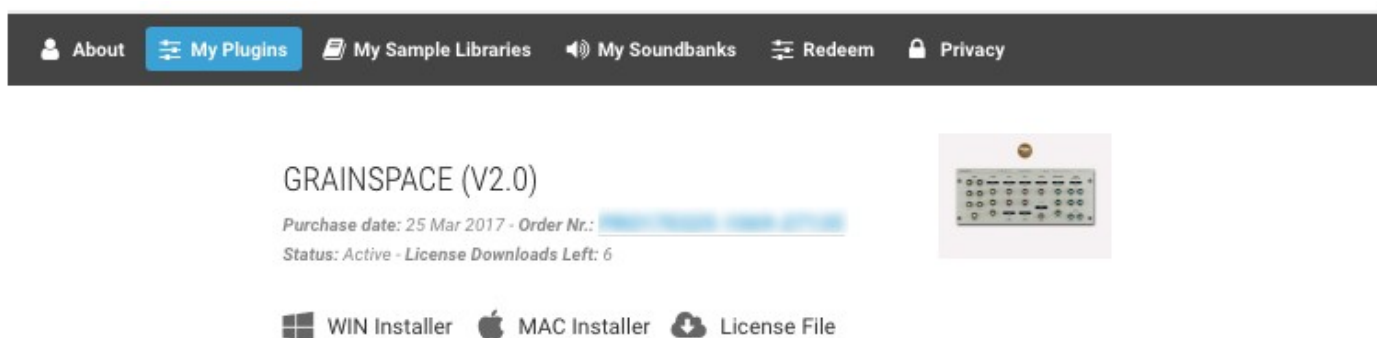
I read and agree to the Privacy Policy and Terms of Use



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.

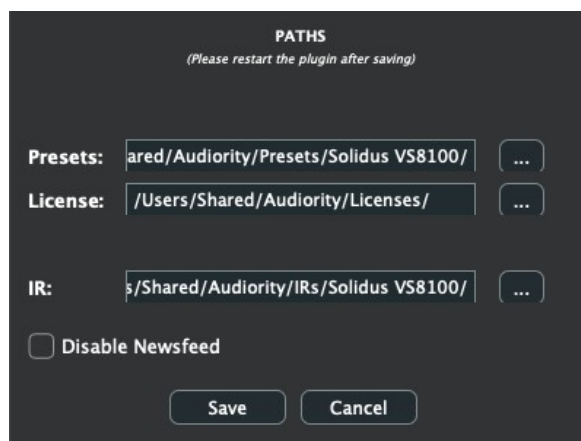


3) After submitting the code, a license will be deposited in your account and will be shown in “**MY PLUGINS**” section of your User Area.



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



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.

XENOVERB GLOBAL PARAMETERS



Global Parameters

ALGORITHM	Click this menu to select a reverb algorithm
PRE DEL	Pre Delay time in ms (0 ~ 1500ms)
DIFFUSE	Diffusion amount
TIME	Reverb time in ms / secs
MOD	Modulation amount
TONE	Reverb damping. Lower the value to get a darker reverb.
MIX	Dry and wet signal balance
ACTIVE	Effect bypass
FREEZE	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures.
LIMITER	Enables a soft limiter that compress the wet signal if too loud. Use carefully.

PARAMETER LOCKING: Each one of the 8 knobs can be locked so it won't change its value. This is very useful when you load the plugin on an AUX/SEND channel. To lock a knob, simply **RIGHT CLICK** it and select **LOCK PARAMETER**. You can unlock all the locked knobs with a single click by **RIGHT CLICKING** any knob and select **UNLOCK ALL**.

XENOVERB ALGORITHMS

ROOM / ROOM B

A flexible room algorithm useful to create classic environments ranging from small studios to large dancing clubs. Room B is a variant of Room with smoother reflections and tail.



Parameters

PRE DEL	Pre Delay time in ms (0 ~ 1500ms)
DIFFUSE	Diffusion amount
TIME	Reverb time in ms / secs
MOD	Modulation amount
TONE	Reverb damping. Lower the value to get a darker reverb.
SIZE	Room size in %. Affects the reverberation time
LF CUT	Low frequency cut filter (20Hz ~ 500Hz)
MIX	Dry and wet signal balance
ACTIVE	Effect bypass
FREEZE	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
LIMITER	Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP



Use Tone and LF Cut to set the dampening and materials of the room, while Diffuse and Mod to set the scattering of the sound inside the room.

XENOVERB ALGORITHMS

HALL

A classic yet versatile hall reverb ranging from small concert venues to huge canyons. The smooth reflections and soft building tail are beautiful on pianos, drums and vocals.



Parameters

PRE DEL	Pre Delay time in ms (0 ~ 1500ms)
DIFFUSE	Diffusion amount
TIME	Reverb time in ms / secs
MOD	Modulation amount
TONE	Reverb damping. Lower the value to get a darker reverb.
MID	Mid frequency gain (+/- 6dB @ 1500Hz)
LF CUT	Low frequency cut filter (20Hz ~ 500Hz)
MIX	Dry and wet signal balance
ACTIVE	Effect bypass
FREEZE	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
LIMITER	Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP



Use Pre Delay to adjust the perception of space and size of the reverb. Usually a time of 20~25ms is perceived as "realistic" for concert halls.

XENOVERB ALGORITHMS

PLATE 1

A simplified version of a classic plate algorithm found in late '70s hardware processors.



Parameters

PRE DEL	Pre Delay time in ms (0 ~ 1500ms)
DIFFUSE	Diffusion amount
TIME	Reverb time in ms / secs
MOD	Modulation amount
TONE	Reverb damping. Lower the value to get a darker reverb.
MID	Mid frequency gain (+/- 6dB @ 1500Hz)
LF CUT	Low frequency cut filter (20Hz ~ 500Hz)
MIX	Dry and wet signal balance
ACTIVE	Effect bypass
FREEZE	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
LIMITER	Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP



Try using Tone to simulate an object dampening the plate, leaving TIME unchanged, to get a darker tail while reducing the decay.

XENOVERB ALGORITHMS

PLATE 2


An extended version of a classic plate algorithm found in late '70s hardware processors. Very smooth, great on vocals, drums and pads.



Parameters

PRE DEL	Pre Delay time in ms (0 ~ 1500ms)
DIFFUSE	Diffusion amount
TIME	Reverb time in ms / secs
MOD	Modulation amount
TONE	Reverb damping. Lower the value to get a darker reverb.
MID	Mid frequency gain (+/- 6dB @ 1500Hz)
LF CUT	Low frequency cut filter (20Hz ~ 500Hz)
MIX	Dry and wet signal balance
ACTIVE	Effect bypass
FREEZE	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
LIMITER	Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

 Use combination of Tone, Mid and LF Cut to tailor the plate colour, simulating different materials and make it sit in the mix.

XENOVERB ALGORITHMS

SPRINGY

A fully algorithmic spring tank reverberator. Dirty, ringing and metallic, great on guitars and to add sparkle to synth and percussions.



Parameters

PRE DEL	Pre Delay time in ms (0 ~ 1500ms)
DIFFUSE	Diffusion amount
TIME	Reverb time in ms / secs
MOD	Modulation amount
TONE	Reverb damping. Lower the value to get a darker reverb.
CHIRP	Adjust the high frequency chirp of the spring
LF CUT	Low frequency cut filter (20Hz ~ 500Hz)
MIX	Dry and wet signal balance
ACTIVE	Effect bypass
FREEZE	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
LIMITER	Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP



Balance Chirp and Tone to range from small amp spring reverbs to big empty metal tanks.

XENOVERB ALGORITHMS

GLASS

A modern highly diffusive and transparent reverb. This versatile algorithm can be used on any source material and can range from small ambiences to outer world spaces.



Parameters

PRE DEL	Pre Delay time in ms (0 ~ 1500ms)
DIFFUSE	Diffusion amount
TIME	Reverb time in ms / secs
MOD	Modulation amount
TONE	Reverb damping. Lower the value to get a darker reverb.
MID	Mid frequency gain (+/- 6dB @ 1500Hz)
LF CUT	Low frequency cut filter (20Hz ~ 500Hz)
MIX	Dry and wet signal balance
ACTIVE	Effect bypass
FREEZE	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
LIMITER	Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Use no Diffuse, a short Time and tweak the Tone to create small vocal booths. Do the opposite to travel into another galaxy.

XENOVERB ALGORITHMS

FLOW

A lush, smooth, hugely diffusive creative reverb based on the '90s hardware processors, where a lot of allpass blocks were used to create dense late reverberation. The result is a lush, soft building reverb, great for pads, guitars, voices and creative sound design.



Parameters

PRE DEL	Pre Delay time in ms (0 ~ 1500ms)
DIFFUSE	Diffusion amount
TIME	Reverb time in ms / secs
MOD	Modulation amount
TONE	Reverb damping. Lower the value to get a darker reverb
BLOOM	Increase the diffusive blocks, slowing down the reverb building
LF CUT	Low frequency cut filter (20Hz ~ 500Hz)
MIX	Dry and wet signal balance
ACTIVE	Effect bypass
FREEZE	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
LIMITER	Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Combine Pre Delay and Bloom to get a "fake" reverse reverb effect.

XENOVERB ALGORITHMS

SHIMMER

A smooth reverb with a dual pitch shifter in a feedback loop creates an evolving harmonizing soundscape. That's a classic effect pioneered by Eno, Lanois and U2's The Edge.



Parameters

PRE DEL	Pre Delay time in ms (0 ~ 1500ms)
DIFFUSE	Diffusion amount
TIME	Reverb time in ms / secs
MOD	Modulation amount. Also affects both pitch shifters tune by few cents.
TONE	Reverb damping. Lower the value to get a darker reverb
PITCH A / B	Pitch shifting in semitones (+/- 24st)
MIX	Dry and wet signal balance
ACTIVE	Effect bypass
FREEZE	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
LIMITER	Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP



Reverb Time influences how "shimmery" the sound will be. Use a long reverb time to get a dramatic effect. Use Modulation to create a subtle chorus or combine both positive and negative shifting to get huge soundscapes.

XENOVERB ALGORITHMS

BODE

A weird sound design oriented algorithm made by placing a frequency shifter in the reverb feedback loop. Useful to create metallic resonances and drones.



Parameters

PRE DEL	Pre Delay time in ms (0 ~ 1500ms)
DIFFUSE	Diffusion amount
TIME	Reverb time in ms / secs
MOD	Modulation amount
TONE	Reverb damping. Lower the value to get a darker reverb
FREQ	Frequency shifting in Hz (0 ~ 5000)
BAND MIX	Shifter sideband mixer
MIX	Dry and wet signal balance
ACTIVE	Effect bypass
FREEZE	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
LIMITER	Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP



Frequency shifting creates sidebands. Use the Band Mix parameter to mix both upper and lower sidebands. Automate the Freeze switch to get endless drones.

XENOVERB ALGORITHMS

FORMANT

A creative reverb algorithm featuring a formant filter before the reverb tank.



Parameters

PRE DEL	Pre Delay time in ms (0 ~ 1500ms)
DIFFUSE	Diffusion amount
TIME	Reverb time in ms / secs
MOD	Modulation amount
TONE	Reverb damping. Lower the value to get a darker reverb
FORMANT	Smoothly fades between vowels (AH / EH / IY / O / OO)
PEAK	Formants peak gain
MIX	Dry and wet signal balance
ACTIVE	Effect bypass
FREEZE	When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
LIMITER	Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP



Use Modulation to get the vowel changing over time.

CHANGELOG

v1.2 (April 2020)

- FIX: Tail not reset when DAW restarts playing
- FIX: Silence triggered randomly in some configurations
- NEW: Room B algorithm
- NEW: Notifications System
- NEW: VST3 plugin format
- NEW: Mac OSX 10.15 Catalina support
- NEW: Hiding registration information on GUI
- CHANGE: New framework
- BREAKING CHANGE: 64bit only

v1.1 (December 2018)

- FIX: Reverb time now showing as ms/secs instead of %
- FIX: Clicking on knob will now show its current value on the display
- NEW: Framework update with new paths
- NEW: Unlock all knobs

v1.0.5 (June 2018)

- FIX: INIT preset not correctly recalled when modified
- FIX: Wrong presets order on OSX High Sierra
- FIX: Buttons not automating
- FIX: Mono to Stereo noise when bypassed (AAX only)

v1.0.4 (October 2017)

- FIX: Parameter label not updating during automations
- FIX: Improved modulations for several algorithms
- FIX: Fixed stereo image on Glass algorithm
- FIX: Pre Delay not correctly updated when randomized

v1.0.3 (September 2017)

- FIX: Room algorithm randomly crashing at higher sample rates

v1.0.2 (September 2017)

- FIX: Channel initialization causing a spike
- FIX: Improved file size

v1.0.1 (September 2017)

- FIX: Plugin crashing on some configurations

v1.0 (September 2017)

- Original release

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Last updated on August 1, 2018

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We wanna thank you for buying **Audiority XenoVerb** 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

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