XenoVerb

(AU, AAX, CLAP, VST2, VST3)
produced by Luca Capozzi (Audiority), September 2017.

Current Manual version: v1.5

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
Published by Audiority Srls
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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	MAC (Intel)	MAC (Silicon)
• Windows 7 64bit or later	• OSX 10.13 or later	• macOS 11.0 or later
• Intel i5 or equivalent	• Intel i5 or equivalent	• M1 or higher
• 4 GB RAM	• 4GB RAM	• 4 GB RAM
• Screen resolution: 1024×768	• Screen resolution: 1024×768	• Screen resolution: 1024×768
• VST2, VST3, AU, CLAP 64-bit host	• VST2, VST3, AU, CLAP 64-bit host	• VST2, VST3, AU, CLAP 64-bit host
• PT11 or higher, AAX 64-bit host	• PT11 or higher, AAX 64-bit host	• PT11 or higher, AAX 64-bit host

INDEX

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

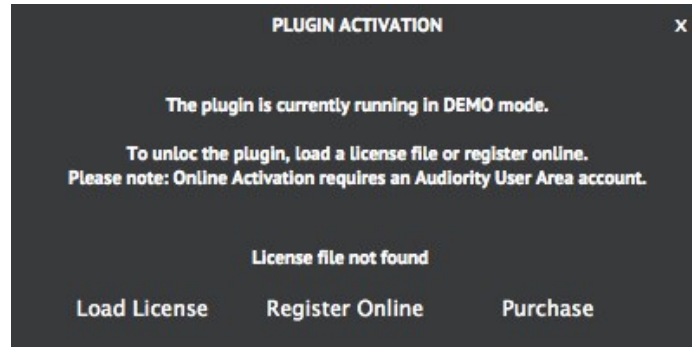AAX and VST plugins will be placed in their own Audiority sub-folder, usually located in:

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

Heisenberg58

First Name

Walter

Last Name

White

Purchase E-mail Address

w.white@pollos.com

Password

············

Confirm Password

············
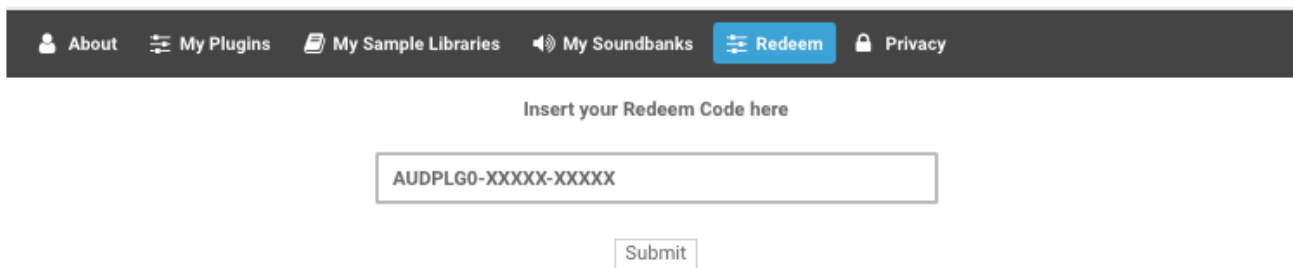
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✓ I'm not a robot   reCAPTCHA Privacy · Terms
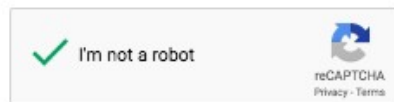
Register   Login

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.

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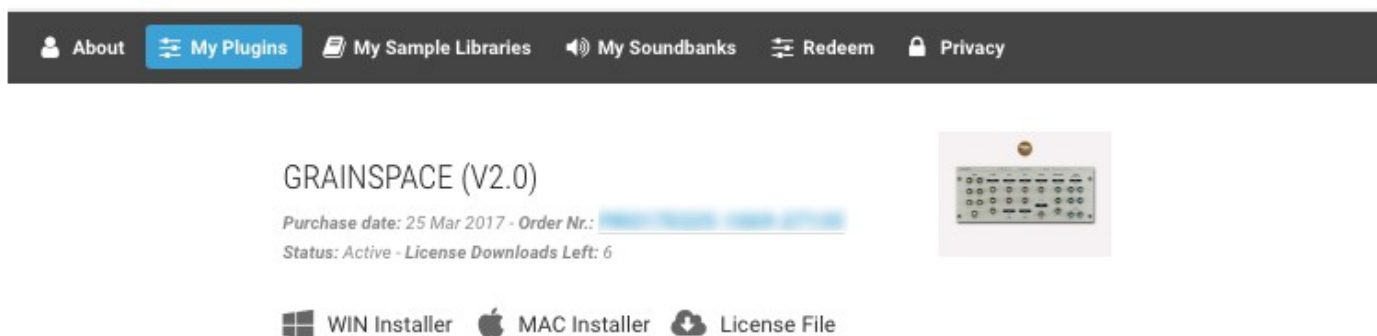
4) Now you can click "License File" and save the license anywhere on your computer and ready to be loaded through the plugin registration window. You can also skip this part and activate your plugin online (see previous section of this manual).

USER PATHS SETTING
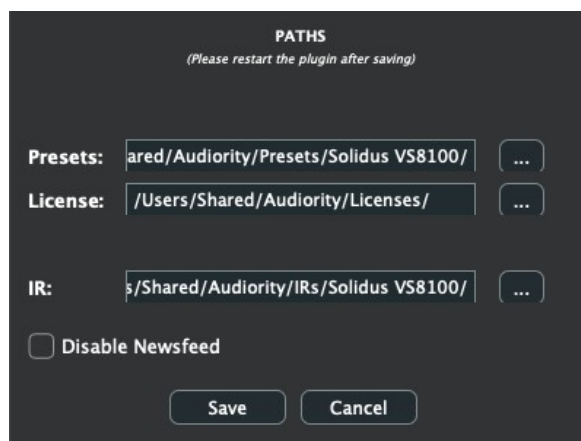
By selecting "**Settings**" from the logo menu, you can change the path for **Presets, License** and **IR** folders.
You can also disable our Newsfeed from here.
Note: Please do not move the **Settings** folder from its default location.

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**.

INPUT VALUE MANUALLY: You can manually assign a value to each of the 8 knobs via **SHIFT+DOUBLE CLICK**

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

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💡 **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

v1.5.1 (Dec 2023)
- FIX: UI not updating when transport is stopped on some DAWs
- FIX: Algorithm menu with pink overlay on some Mac DAWs
- BREAKING CHANGE: Minimum macOS version is now 10.13

v1.5 (May 2023)
- NEW: Updated Framework
- NEW: AAX Native Silicon

v1.4.2 (Nov 2022)
- FIX: Room and Room B glitching with high Mod values

v1.4.1 (Nov 2022)
- FIX: Plugin crashing while trying to edit a knob value via shift + double click

v1.4 (Oct 2022)
- NEW: Updated Framework
- NEW: CLAP plugin format (beta)
- NEW: Non-destructive Monophonic Modulations (CLAP only)
- NEW: Persistent GUI settings (via Settings option)
- CHANGE: Improved error messages

v1.3.2 (Apr 2022)
- FIX: Shimmer not modulating when both Pitch A/ B are at 0
- FIX: Some labels not correctly shown when GUI is closed and re-opened
- FIX: Randomizer going out of range for Algorithm parameter
- FIX: Corner resizer not properly working
- FIX: Button automation not working as expected on some hosts
- CHANGE: Improved resize

v1.3.1 (Feb 2022)
- FIX: ROOM B presets not correctly recalled
- FIX: Wrong modulation scaling for Hall, Glass, Flow and Shimmer algorithms

v1.3 (Feb 2022)
- NEW: Updated Framework
- NEW: Universal 2 Binary for Apple Silicon Macs
- NEW: High Resolution GUI
- NEW: Resizable GUI
- NEW: Vector Toolbar
- NEW: Parameter value shown on display when mouse is over a knob
- FIX: Improved Licenser and Online Activation
- FIX: Wrong displayed reverb time
- FIX: Algorithm menu flickering when changing value
- FIX: LF Cut not working on Glass algorithm
- FIX: Low frequency feedback build on Shimmer algorithm when a Pitch is at 0
- FIX: Loud spike when resetting reverb tail or using Active button
- FIX: Unwanted echo when Pre Delay is at 0.01ms
- BREAKING CHANGE: Improved licenser requires a new activation

v1.2.1 (May 2020)
– FIX: Algorithm menu selecting wrong value
– CHANGE: Removed the possibility to hide registration information

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 Jan 25th, 2023

Thank You

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

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Luca

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