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
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.
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.audiory.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

[CAPTCHA]

[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.

![Insert your Redeem Code here](image)

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.

![GRAINSPACE (V2.0)](image)

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).

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**USER PATHS SETTING**

![User Paths Setting](image)

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**

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<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Algorithm</strong></td>
<td>Click this menu to select a reverb algorithm</td>
</tr>
<tr>
<td><strong>Pre Del</strong></td>
<td>Pre Delay time in ms (0 ~ 1500ms)</td>
</tr>
<tr>
<td><strong>Diffuse</strong></td>
<td>Diffusion amount</td>
</tr>
<tr>
<td><strong>Time</strong></td>
<td>Reverb time in ms / secs</td>
</tr>
<tr>
<td><strong>Mod</strong></td>
<td>Modulation amount</td>
</tr>
<tr>
<td>** Tone**</td>
<td>Reverb damping. Lower the value to get a darker reverb.</td>
</tr>
<tr>
<td><strong>Mix</strong></td>
<td>Dry and wet signal balance</td>
</tr>
<tr>
<td><strong>Active</strong></td>
<td>Effect bypass</td>
</tr>
<tr>
<td><strong>Freeze</strong></td>
<td>When on, it stops recording the incoming audio and loops the internal buffer creating endless textures.</td>
</tr>
<tr>
<td><strong>Limiter</strong></td>
<td>Enables a soft limiter that compress the wet signal if too loud. Use carefully.</td>
</tr>
</tbody>
</table>

**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.
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.
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

- **TON**
  - 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
TONES  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 reverbts 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
- **TON**E: 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
- **LIM**ITER: 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.
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

TONÉ
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.
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

**TON**
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.
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 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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