What is it?
Adds Reverb to a sound to simulate an environment.

How to use it
Selecting Reverb from the menu will bring up a dialog box with the following five parameters, Reverb, Delay, Feedback, Filter, and Filter Type.   The default parameters will give a fairly natural reverb effect.

The Reverb field can have a range of 0 to 100%, it controls the mix between the modified sound and the original.   Generally the more feedback you have, the less reverb you want (Reverb% + Feedback% = 100% approximately), so you still have a usable sound.

The Delay field can have a range of .0001 to 9.9999 seconds, it controls the amount of time between reverberations.

The Feedback field can have a range of 0 to 100%, it controls how much of the sound is fed back for the reverb.

The Filter field can have a range of 0 to 100%, it controls how much filtering the reverb gets.

The Filter Type popup menu has the choice of Low Pass and High Pass filters.   The filters have a -12 db per octave slope.   To simulate a cave, use little or no filtering.   To simulate a room with sound absorbing things in it, try the Low Pass Filter at about 25%.   To simulate the outdoors where low frequencies are less noticeable, try the High Pass Filter at about 25%.

The Presets popup menu has the choice of 9 different reverb types.

Notes
For best results there should enough silence at the end of the sound so the reverb can fade away naturally.

Reverb is similar to Echo, but feedback causes the reverberations build off each other which adds a unique quality to the sound, and it stays within the selection.

See "Glossary" for more information.