

PSP SpringVerb

PSPaudioware.com s.c. is pleased to present you with our first custom plug-in especially for Computer Music, **PSP SpringVerb!** PSP SpringVerb is a spring reverb simulator that uses the spring reverb algorithm we developed for our **PSP EasyVerb** plug-in. Its reverb pattern is based on the response of a classic studio reverberation machine that possesses a similar echoic character and increasing pattern density on the reverb's tail.

If you enjoy PSP SpringVerb, please try the demo for our more fully featured PSP EasyVerb, which contains nine quality reverberation algorithms including ambience, room, echo chamber, club, concert hall, arena, cathedral, and plate reverb in addition to this spring reverb algorithm. We've included a pre-release version of our PSP EasyVerb demo in the SpringVerb installer. You can download the latest PSP EasyVerb demo directly from PSP webpage: <http://www.PSPaudioware.com> In the demo version, the PSP EasyVerb processing stops every 20 seconds for 1 second.

Special Offer for Computer Music readers

If you are Computer Music reader not only you get **PSP SpringVerb free**, but you can also buy **PSP EasyVerb with 10% discount!**

10% off!



Free!

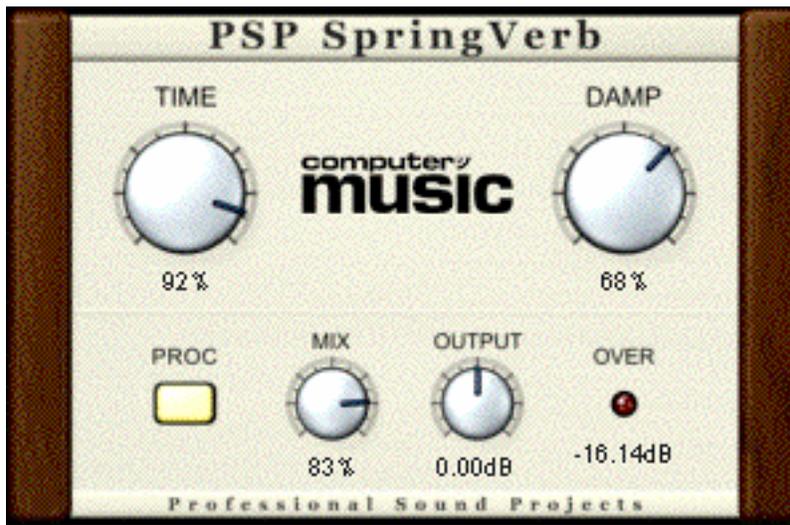


To receive your discount:

- 1) Go to PSP 'PURCHASE' webpage: <http://www.PSPaudioware.com/order1.html>
- 2) Choose the format and platform of the EasyVerb
- 3) Enter the coupon code "ComputerMusic" (without the quotation marks) in the proper coupon field of the order form.

The offer is valid until **14th January 2004** or while supplies last.:-)

Controls description



About Box: If you click on “Computer Music” in the center of the editor, you will open the about box. Click in the same area to return to the editor.

TIME: This sets the reverberation decay time. Typical settings for traditional spring reverb sounds are between 30% and 70%.

DAMP: Use this control to set the high frequency damping (in other words, how much high frequency information gets removed) over time. Typical settings are from 10% to 40%.

PROC: This button turns the PSP SpringVerb's input processing on or off. Turning it off means that no input is passed to the reverberation algorithm, although the reverb still works and the tail of the reverb will decay smoothly, not cut off abruptly as soon as you press the button.

MIX: The Mix control sets the dry (original signal) to wet (reverb only) ratio. This control is not stored within presets.

OUTPUT: This sets the output gain. This control is also not stored within presets.

OVER LED: The over LED will light any time the plug-in's output exceeds 0dBFS. When 0dBFS is exceeded, in addition to the LED lighting, the text below the LED showing the held peak value becomes red. After the over occurs, the LED returns to dark grey. You can reset both the LED and held peak value text by clicking on the LED.

Minimum system requirements

PC:

Pentium III, Pentium 4 or compatible @ 800MHz

256 MB RAM

Windows 2000 or newer

VST or DX compatible audio host

Mac:

G4 @ 800MHz

256 MB RAM

Mac OS X v.10.1 or newer

VST (Mach-O) compatible audio host

Support and contact

If you have any questions about the principles or operation of our plug-ins, please visit our website www.PSPaudioware.com where you can find the latest product information, free software updates and answers to the most frequently asked questions.

You can also contact us by e-mail: support@PSPaudioware.com. We will gladly answer all of your questions. We make every effort to respond to emails within 24 hours.

PSPaudioware.com s.c.

Dzikiej Róży 11/8 Józefosław

05-500 Piaseczno

Poland.

ph. +48 601 96 31 73

fax.: +48 22 711 25 69

www.PSPaudioware.com

contact@PSPaudioware.com