PSP SpringVerb

Overview

PSPaudioware.com is pleased to present you with our first custom VST 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 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. PSP EasyVerb pre released demo version is included in the SpringVerb installer. The latest demo you can download directly from PSP webpage: http://www.PSPaudioware.com In demo version 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!** How to get 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 following coupon code "ComputerMusic" in the proper coupon field of the order form.

The offer is valid until 31st December 2003 or until 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 web site 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. As a rule we respond 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