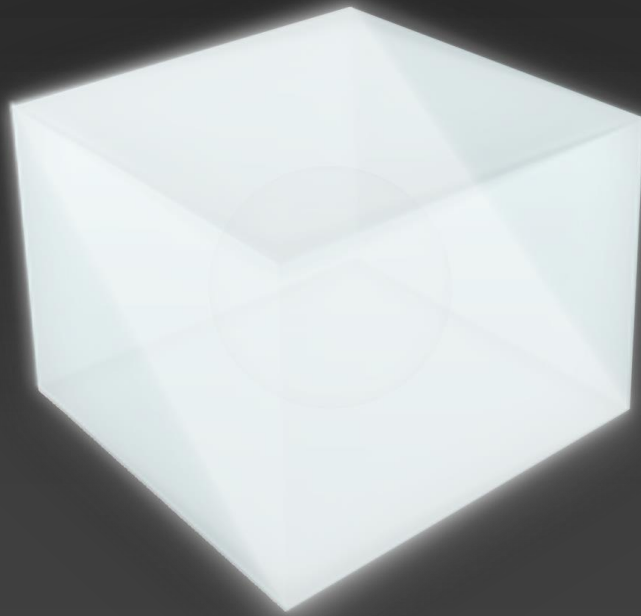


EAR_{everb} SE



EARTHY . ALGORITHMIC . REVERB

USER MANUAL

(Revision EN-1.0.0)





EAREverb SE

USER MANUAL

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Credits

Conception, Development & Artwork

Philippe DECUYPER

BETATESTERS

Far more than just a dream team of bug hunters... **THANK YOU SO MUCH !**

Kevin AFFLACK, Damian BLUNT, John BRANER, Serge GORA, Jörg HARKENER, Brad HOLLAND, Joris HOLTACKERS, Scott HUDDY, Dax LINIERE, Rogue MARECHAL, Jerry MATEO, Dave MODISETTE, Eric MUELLER, Wilfredo NANITA, Mehdi OCCY, Dieter POLLATSCHEK, Marco SPIES.

ADDITIONAL THANKS

Marie MASSON and **Lucas DECUYPER** for their support and patience.

The **TOONTRACK** team

Special thanks to **Mattias EKLUND, Rogue MARECHAL, Erik PHERSSON** and **Andreas SUNDGREN**.

Dax LINIERE ([Puzzle Factory](#)) for his suggestions on the original MBS module.

Benoit DELAPORTE

THIRD PARTY TECHNOLOGY

- **VST Plug-In Technology** by **Steinberg Media Technologies GmbH**.
- Audio Unit version implemented using **Symbiosis** version 1.2
Copyright (c) 2010 - **NuEdge Development / Magnus Lidström**. All rights reserved.
Symbiosis is released under the "New Simplified BSD License".

What is EAReverb SE ?

EAReverb SE is a VST plug-in for Windows and a VST/AU plug-in for Mac OS X.

EAReverb SE is a true stereo reverb unit.

EAReverb SE is 100% algorithmic.

It does not use any IR files. Early reflections are built "on-the-fly".

However, switching from a preset to another will immediately put your music or sounds in a place that sounds as expected.

EAReverb SE provides a natural sounding, earthy reverb effect.

It is able to simulate the subtle reflections of a very small room as well as very large spaces.

It is suitable for music and sound design.

EAReverb SE has been designed and "fine tuned by ear" to sound the most possible natural.

What is the difference between EAReverb and EAReverb SE?

EAReverb SE features the same algorithms as EAReverb but provides far less controls. It also misses the "bounce" capability and the pre-delay host sync option of its big sister.

It is aimed at musicians who just want to apply a great sounding reverb the easy way, without having to deal with a lot of parameters.

That said, even advanced users (and EAReverb users who can get a free license of the SE version) may enjoy the ease-of-use of this "Starter Edition" in some situations.

EAReverb SE is also a very affordable way to start with an intuitive high-quality reverb.

And should you wonder whether you need the strengths and flexibility of EAReverb (original) or not, the fair upgrade path should make your initial choice as easy as the "Quick MBS" knob.

I hope you will enjoy this plug-in as we do.

Thanks for your consideration.

Philippe DECUYPER



System requirements

PC:

Operating system : Windows XP, Windows Vista, Windows 7 or Windows 8 (32 or 64 bits)
Processor : Pentium IV or Athlon (minimum)
RAM : 1 Gb (minimum)

Mac:

Operating system : Mac OS X (10.5, 10.6, 10.7, 10.8)
Processor : Intel Core 2 Duo (recommended)
RAM : 1 Gb (minimum)

EAReverb SE is a 32/64bit VST plug-in for Windows and a 32/64bit VST/Audio Unit plug-in for Mac.

A compatible host is required to load them.

An access to the Internet is required to authorize the software (if EAReverb SE is installed on a computer that does not provide an access to internet, you can use another computer to get authorization codes).

Installation

EAReverb SE is delivered as multiple setup applications.

Please double-click on the setup file that matches your system. Then you will be guided through the installation process.

The installation of a plug-in implies the acceptance of the End User License Agreement (EULA).

Demo version

Once installed, demo versions are ready to be used. This manual is related to the full version and some features described here are not available in the demo version.

Demo and Full version are different executable files. There's no possibility to "transform" Demo version to Full version.

If you want to purchase the full version of EAReverb SE, please go to www.eareckon.com.

Full version

How to authorize the software by using codes

1. Before using an eaReckon plug-in, you need to register and authorize it. To do so please **load the plug-in** in your favorite host. The plug-in will display your **Hardware ID**.

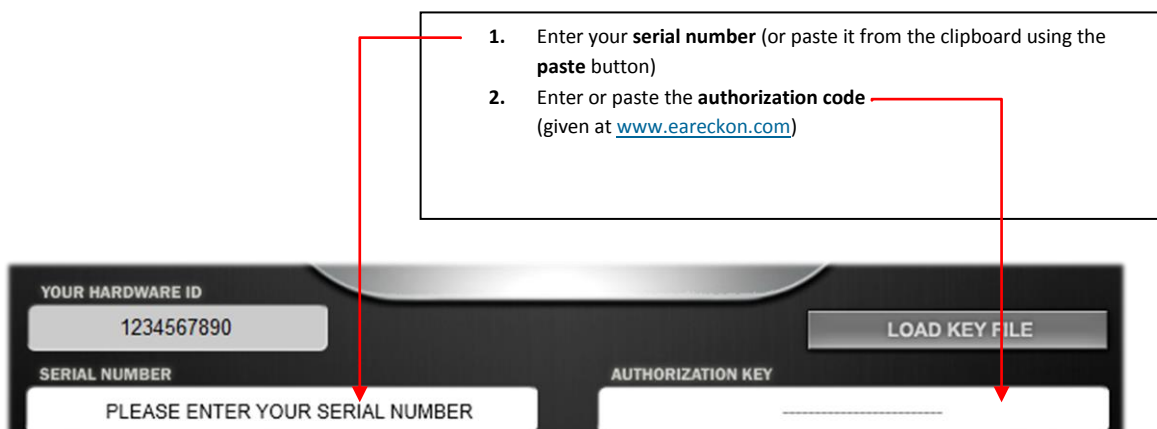


2. Go to www.eareckon.com. Create and/or log into your **user account** to **register** your product and get your **Authorization Code** (your Hardware ID is required). Your **customer account** (used to purchase products from the online shop) and your **user account** (used to register and authorize your products) are different things.



Use this button to register your product and get your authorization codes.
This button may not be visible if you are not logged into your user account.

3. Enter your **serial number** and **authorization code** in the plug-in.



How to authorize the software by using a Key File

Once your serial number registered in your eaReckon user account and as soon as your personal information will have been (manually) checked by eaReckon, a Key File will be available in your « Products Registration » page at www.eareckon.com).

This file is an easy way to authorize the software on several computers without having to request a new authorization code. Validity of this key file is not time limited.

This file does not contain explicit personal data. However, eaReckon will have the possibility to identify the user who downloaded this “watermarked” file.

You are responsible for making sure this file do not get into illegal circulation.

To authorize the software by using a Key File, please press the « Load Key File » button and select your Key File (downloaded from your user account at www.eareckon.com).



Thank you for taking the time to install and authorize your product!

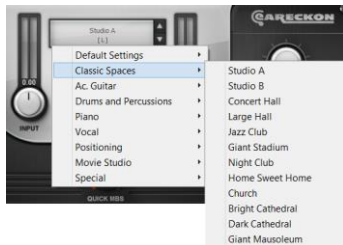
Factory Models and Mix Section

FACTORY MODELS

The first line indicates the name of the currently selected **preset**.

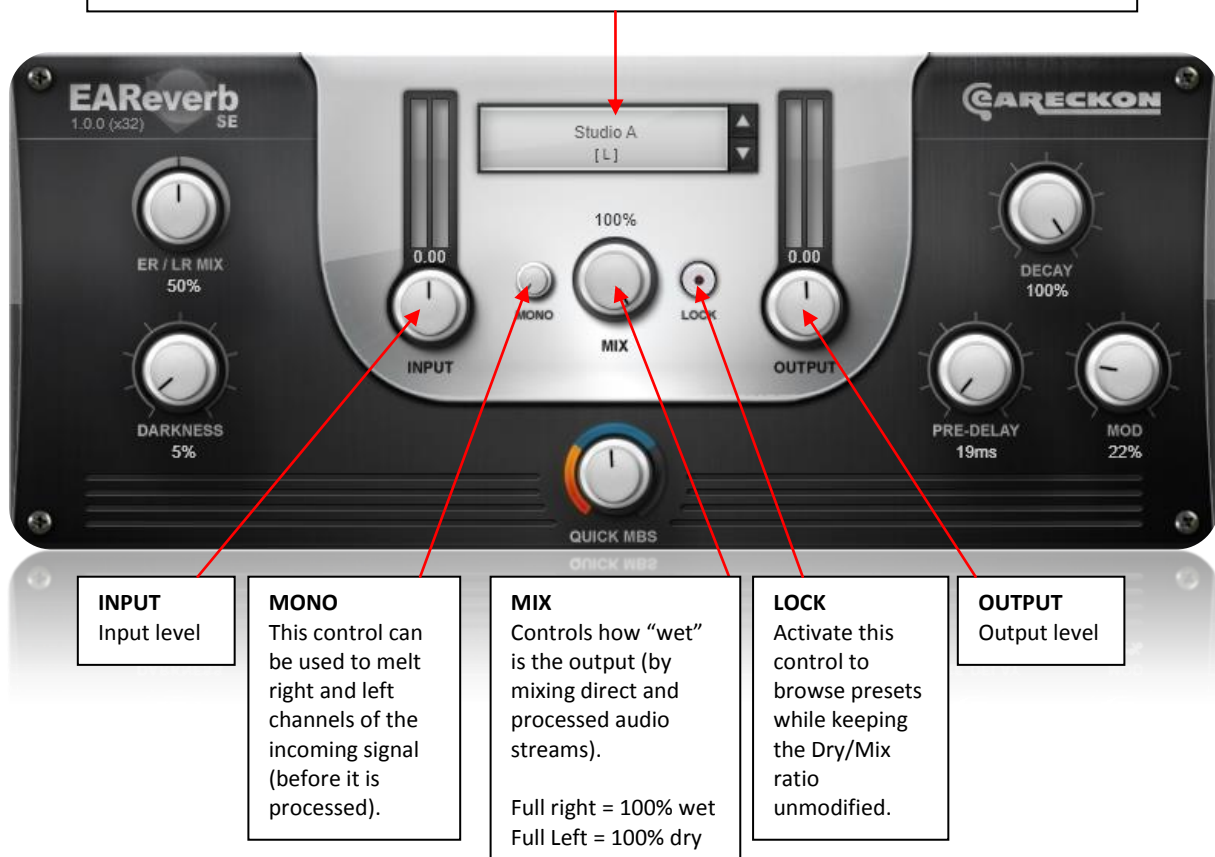
The second line gives an information about the related “size” (which is a user selectable option in the original EAReverb).

Factory models are available from a right-click on this box:



NOTE:

Factory models cannot be modified. To create or share your own presets (as FXB/FXP files or .aupreset files), please use the VST or AU preset menu of your host.



Side Controls

ER / LR MIX

Use this knob to adjust the amount of early reflections and late reverb in the output signal.

Early reflections (ER) have a major role in determining the general character and size of an environment.

The "Late Reverb" is also known as "Reverberant field" or "Reverb tail".



DARKNESS

Use this knob to make the reverb sound "darker" or "brighter".

DECAY

This parameter determines how long is the late reverb. It has an impact on the "felt" size even if a lot of factors have such an incidence (early reflections especially). It also determines how closed or open the simulated space is.

PRE-DELAY

This control lets you set the amount of milliseconds between the direct signal and the late reverb. It mainly specifies how far is the source from listeners but it also has consequences on the sense of size.



MOD

This knob controls a complex multi-LFO which is a part of the "well-kept secret magic" in EAReverb (SE) :-)

This feature is always active (even when set to 0%) and has major consequences on the late reverb random behavior (and then on how natural it sounds).

However, unless you want to get a very special effect, you should not set it to more than 10-20% in the case of some solo instruments (piano especially) to avoid chorus-like results.

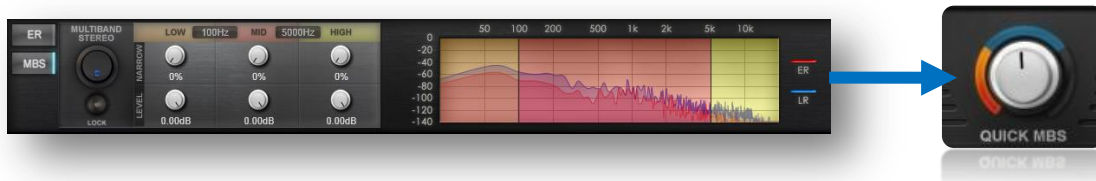
Quick MBS

As simple as a knob can be, this one controls a powerful multi-band module which adjusts the level and the stereo spread of three defined frequency ranges.

It can be used to help EARverb SE to instantly « sit in the mix ».

In most situations, this knob gives better results when it is set in the “blue” zone (33% to 66%).

The “Quick MBS” option is a drastically simplified (but less flexible) version of the MBS module available in EARverb (original).



Appendix: End User License Agreement (EULA)

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