DX Reverb Light
VST/DirectX reverb plug-in

User Guide

ANWIDASOFT

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Before starting

What is a plug-in?

A plug-in is a software add-on that provides enhanced capabilities to an host application. A plug-in can't work as a stand-alone program. It must be always accessed from within the host application. Once the plug-in has been installed, it can be called up directly by the appropriate menu in the host application.

VST

VST is the proprietary plug-in architecture developed by Steinberg. As VST audio plug-in, this software can be used with any program that supports VST 2.0 audio plug-ins. VST audio plug-ins can be used as real-time effects during record or playback, or used to render audio tracks during off-line editing. This software allows real-time editing and updating of any effect parameter.

DirectX

DirectX is the architectural standard for audio plug-ins Windows platform. It allows users to mix and connect host editors and plug-ins of different manufacturers. As DirectX audio plug-ins, this software can be used with any program that supports DirectX audio plug-ins. DirectX audio plug-ins can be used as real-time effects during record or playback, or used to render audio tracks during off-line editing. This software allows real-time editing and updating of any effect parameter.

System Requirements

Mac
- Any VST 2.0/Mach-O compatible audio host application
- PowerMac G3/300 MHz processor
- MacOS X
- At least 32MB RAM

PC
- Any VST 2.0/DirectX audio host application

- 200 MHz Pentium processor or 100% equivalent
- Microsoft Windows 9x/ME/NT4/2000/XP
- Microsoft's DirectX Media 5.2 or higher (DirectX version only)
- At least 32MB RAM

Installation

Mac
Simply run the installer contained in the file you have downloaded.

PC (VST)
To use this plug-in, the file *ANWIDA Soft DX Reverb Lightxxxx.dll* must be copied to the plug-in folder of your VST host. Remember to close all VST audio host applications before doing this. Please see the manual of your VST host program for details.

PC (DirectX)
To install the plug-in, run the setup file. The DirectX plug-in will be accessible from within your favorite audio host application.

DX Reverb Light

Overview

Based on a reduced version of the DX Reverb, the DX Reverb Light is the ultimate free VST/DirectX reverb plug-in.

Even if the DX Reverb light offers less then 1/11th* of the power of the DX Reverb, it provides astonishing quality and extreme flexibility, allowing you to simulate from small rooms with sudden attacks and coloration characteristic of small spaces to large natural-sounding spaces with spread attack and build of a concert hall.

* The DX Reverb Light has only one simplified algorithm of the 11 algorithms that are available with the DX Reverb. The DX Reverb Light does not support MIDI, while the DX Reverb features full MIDI implementation for parameter automation and preset recall via standard MIDI messages.

Main features:
- True stereo reverb that will not affect stereo imaging
- 64 bit internal precision
- Highly optimized DSP code
- Ultra clean and noiseless processing
- 24bit/96Khz support
- Factory presets
- Built-in preset manager*
- The value of control parameters can be inserted manually*
- Parameter automation (depending on host application) **
- Stereo out (mono → stereo, stereo → stereo)

* DirectX version only
** VST version only

Using DX Reverb Light

Al the reverb parameters are accessible and editable using a few number of controls.
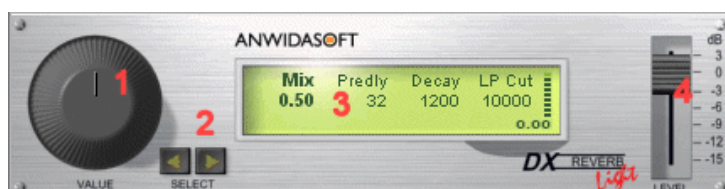
1 *Value* knob: control modifies the value of the currently selected reverb parameter (the most left one, in bold).
2 *Select* button: control selects a different reverb inner parameter that thus can be modified by the value knob.
3 The display shows the reverb inner parameters.
4 *Level* slider: controls the strength of the output signal.

The value of the control parameters can be inserted manually by double-clicking on the related control (DirectX version only).

| PARAM	FUNCTION	RANGE
Mix	controls the unprocessed/processed signal ratio	0.0 ÷ 1.0 (DRY/WET)
Predelay	delays the onset of effect	0 ÷ 250 ms
Decay	sets overall decay (T60) of the reverb	300 ÷ 8000 ms
LP cut	sets the high frequency roll-off	0.5 ÷ 16 khz

Command menu (DirectX version only)
Clicking the right mouse button on the effect interface opens a menu containing the following commands
1 *Presets* command: allows the user to manage the presets of the plug-in
2 *Preferences* command: allows the user to set some preferences
3 *Help* command: shows this help

Presets manager (DirectX version only)
The "Presets" command opens the following window
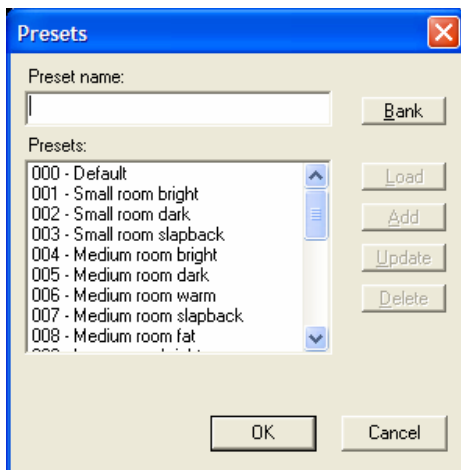
1 *Load* button: recall a selected preset (or alternatively use double clicking on the desired preset).
2 *Add* button: save the current state of the plug-in into a new preset with the name specified in the "Preset name" edit box.
3 Update button: modify the selected preset overwriting it with the current state of the plug-in.
4 *Delete* button: delete the selected preset.
5 Bank button: Load a new preset bank. To create a new preset bank, create a void file with an ASCII text editor (i.e. NotePad or WordPad) and save it using the .PRS extension (i.e. mypreset.prs). This allows you to create as many new preset folders as needed.

Preferences (DirectX version only)
The "Preferences" command opens the following window
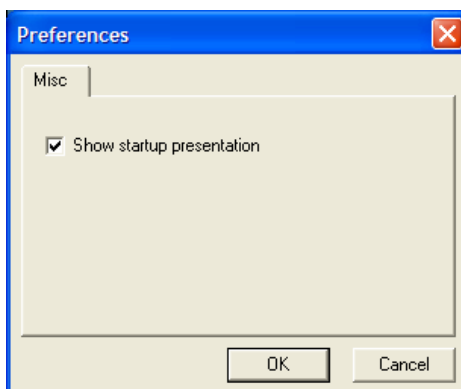
1 *Show startup presentation* check button: enable/disable the startup scrolling presentation.