



Audiority XenoVerb Creative Multi Reverb Plugin User Manual

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Audiority

Audiority XenoVerb Creative Multi Reverb Plugin



Product Information

Specifications

- 11 Reverb Algorithms: Room, Room B, Hall, Plate 1, Plate 2, Springy, Glass, Flow, Shimmer, Bode, Formant
- Pre Delay
- Diffusion
- Modulation
- Tone Control
- Reverb Freeze
- Soft Limiter

System Requirements

PC:

- Windows operating system

MAC (Intel):

- Mac operating system with Intel processor

MAC (Silicon):

- Mac operating system with Silicon processor

Product Usage Instructions

File Locations

Mac

- All presets, license, IR files, and settings are located in: /Users/Shared/Audiority/
- AAX and VST plugins will be placed in their own Audiority sub-folder located in:
 - AAX: /Library/Application Support/Avid/Audio/Plug-Ins/Audiority
 - CLAP: /Library/Audio/Plug-Ins/CLAP/Audiority
 - VST: /Library/Audio/Plug-Ins/VST/Audiority
 - VST3: /Library/Audio/Plug-Ins/VST3/Audiority

PC

- All presets, license, IR files, and settings are located in: C:\Users\Public\Public Documents\Audiority
- AAX and VST plugins will be placed in their own Audiority sub-folder, usually located in:
 - AAX: C:\Program Files\Avid\Audio\Plug-Ins\Audiority
 - CLAP: {Your CLAP Path}\Audiority
 - VST: {Your VST Path}\Audiority
 - VST3: {Your VST3 Path}\Audiority

Plugin Activation

NOTE: If you purchased the plugin from one of our dealers, please check the USER AREA AND REDEEM CODES section below.

ONLINE ACTIVATION

If you are registered to our User Area, then you can activate the plugin online.

1. Insert your Username (or email address), your password and click the Login button.
2. The license file will be automatically delivered to your computer and the plugin will be activated.

User Area and Redeem Codes

If you purchased from one of our dealers, then you should have received an email with a redeem code. This code is required to deposit a license in your User Area account and let you download the license file or activate the plugin online.

If you don't have a User Area account yet, please follow these steps:

1. Go to <https://www.audiority.com/register> and fill out the signup form.
2. Once registered, log in to your account by clicking the User Area section of our site.
3. Click the REDEEM section of your account and paste the code you received via email from our dealer.
4. After submitting the code, a license will be deposited in your account and will be shown in MY PLUGINS section

of your User Area.

5. Now you can click License File and save the license anywhere on your computer and ready to be loaded through the plugin registration window. You can also skip this part and activate your plugin online (see previous section of this manual).

User Paths Setting

By selecting Settings from the logo menu, you can change the path for Presets, License, and IR folders. You can also disable our Newsfeed from here. Note: Please do not move the Settings folder from its default location.

XenoVerb Global Parameters

Global Parameters:

- ALGORITHM
- PRE DEL
- DIFFUSE TIME
- MOD
- TONE
- MIX
- ACTIVE
- FREEZE

FAQ

- **Q: Where can I find the presets, license, IR files, and settings on my Mac?**

A: All presets, license, IR files, and settings are located in /Users/Shared/Audiority/.

- **Q: Where are the AAX and VST plugins located on my Mac?**

A: The AAX plugin is located in /Library/Application Support/Avid/Audio/Plug-Ins/Audiority, the CLAP plugin is located in /Library/Audio/Plug-Ins/CLAP/Audiority, the VST plugin is located in /Library/Audio/Plug-Ins/VST/Audiority, and the VST3 plugin is located in /Library/Audio/Plug-Ins/VST3/Audiority.

- **Q: Where can I find the presets, license, IR files, and settings on my PC?**

A: All presets, license, IR files, and settings are located in C:\Users\Public\Public Documents\Audiority.

- **Q: Where are the AAX and VST plugins located on my PC?**

A: The AAX plugin is located in C:\Program Files\Avid\Audio\Plug-Ins\Audiority, the CLAP plugin is located in {Your CLAP Path}\Audiority, the VST plugin is located in {Your VST Path}\Audiority, and the VST3 plugin is located in {Your VST3 Path}\Audiority.

XenoVerb

(AU, AAX, CLAP, VST2, VST3)

produced by Luca Capozzi (Audiority), September 2017.

Current Manual version: v1.5

XenoVerb is a versatile reverb processor featuring both classic and creative reverb algorithms delivering a wide range of reverbs with a clean and simple interface.

Please, read carefully both product specifications and system requirements before purchasing any Audiority products.

Credits

- Concept & DSP: Luca Capozzi (Progsounds / Audiority), September 2017.
- GUI Design: Luca Capozzi
- Code & DSP: Luca Capozzi
- Published by Audiority Srls
- Copyright © 2017 – Progsounds by Luca Capozzi – All rights reserved.
- Copyright © 2018-2022 – Audiority Srls – All rights reserved.

Specifications

- 11 Reverb Algorithms:
 - Room, Room B, Hall, Plate 1, Plate 2, Springy, Glass, Flow, Shimmer, Bode, Formant
 - Pre Delay
 - Diffusion
 - Modulation
 - Tone Control
 - Reverb Freeze
 - Soft Limiter

System Requirements

PC

- Windows 7 64bit or later
- Intel i5 or equivalent
- 4 GB RAM
- Screen resolution: 1024×768
- VST2, VST3, AU, CLAP 64-bit host
- PT11 or higher, AAX 64-bit host

MAC (Intel)

- OSX 10.13 or later
- Intel i5 or equivalent
- 4GB RAM
- Screen resolution: 1024×768
- VST2, VST3, AU, CLAP 64-bit host
- PT11 or higher, AAX 64-bit host

MAC (Silicon)

- macOS 11.0 or later
- M1 or higher

- 4 GB RAM
- Screen resolution: 1024×768
- VST2, VST3, AU, CLAP 64-bit host
- PT11 or higher, AAX 64-bit host

FILE LOCATIONS

Mac

All presets, license, IR files and settings are located in:
/Users/Shared/Audiority/

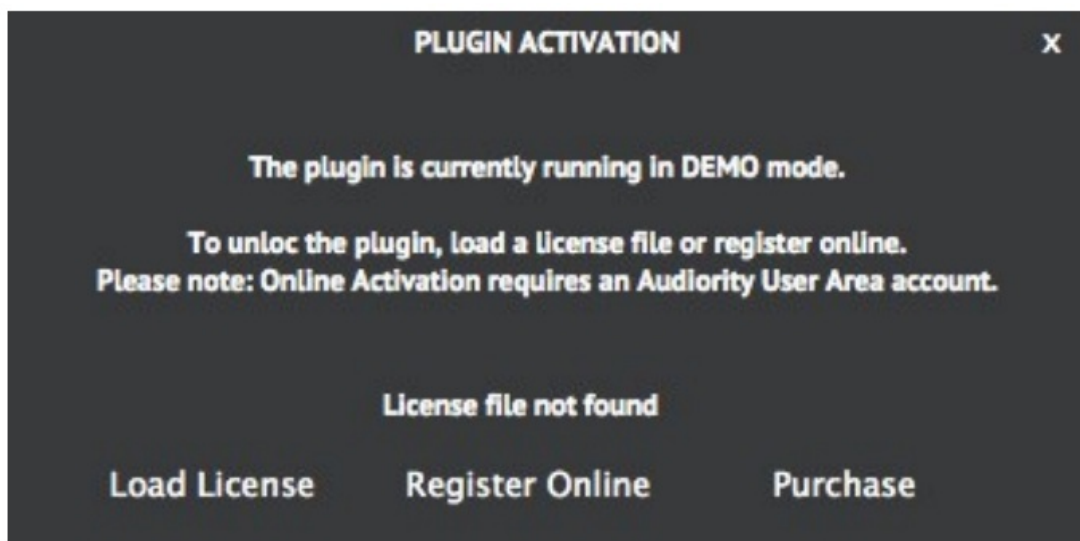
- AAX and VST plugins will be placed in their own Audiority sub-folder located in:
- AAX: /Library/Application Support/Avid/Audio/Plug-Ins/Audiority
- CLAP: /Library/Audio/Plug-Ins/CLAP/Audiority
- VST: /Library/Audio/Plug-Ins/VST/Audiority
- VST3: /Library/Audio/Plug-Ins/VST3/Audiority

PC

All presets, license, IR files and settings are located to:

- C:\Users\Public\Public Documents\Audiority
- AAX and VST plugins will be placed in their own Audiority sub-folder, usually located in:
- AAX: C:\Program Files\Avid\Audio\Plug-Ins\Audiority
- CLAP: {Your CLAP Path}\Audiority
- VST: {Your VST Path}\Audiority
- VST3: {Your VST3 Path}\Audiority

PLUGIN ACTIVATION



Once you install and open the plugin for the first time, it will be in Demo Mode until a license file is loaded. In Demo Mode the plugin will output 3 seconds of silence every minute. You can activate the plugin either OFFLINE or ONLINE.

OFFLINE ACTIVATION

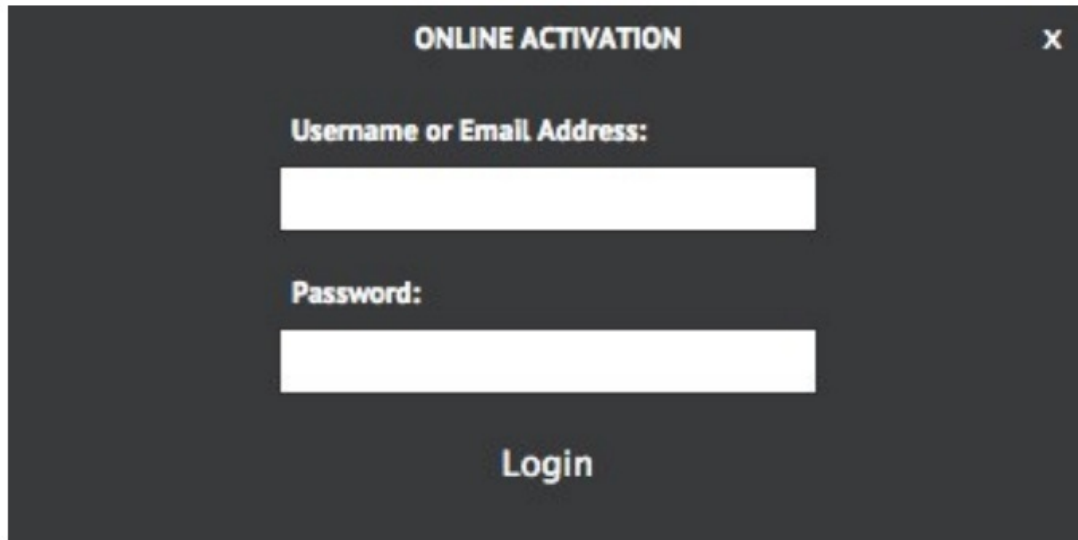
If you purchased the plugin from our site, you should have received an email to download the installers and the license file. Save the license file you got with your purchase email (or via our User Area) anywhere on your computer.

Then, to activate the plugin, click on the Audiority logo and select “Register”. The Registration window will pop up allowing you to load the license file you got while purchasing the plugin by clicking the “Load License” button. Alternatively, you can drag and drop the license file on the registration window.

NOTE: If you purchased the plugin from one of our dealers, please check the “USER AREA AND REDEEM CODES” section below.

ONLINE ACTIVATION

If you are registered to our User Area, then you can activate the plugin online.

A screenshot of a dark-themed window titled "ONLINE ACTIVATION" with a close button (X) in the top right corner. The window contains two input fields: the first is labeled "Username or Email Address:" and the second is labeled "Password:". Below these fields is a "Login" button.

Insert your Username (or email address), your password and click the “Login” button. The license file will be automatically delivered in your computer and the plugin will be activated.

USER AREA AND REDEEM CODES

If you purchased from one of our dealers, then you should have received an email with a redeem code. This code is required to deposit a license in your User Area account and let you download the license file or activate the plugin online.

If you don't have an User Area account yet, please follow these steps:

1. Go to <https://www.audiority.com/register> and fill out the signup form.

IMPORTANT: Please be sure to register with the **e-mail address you use for your purchases**, otherwise your products will not show. Since we use reCAPTCHA for registration only, please temporarily disable any ad blocker you are using.

Username

Heisenberg58

First Name

Walter

Last Name

White


Purchase E-mail Address

w.white@pollos.com

Password

Confirm Password

☒ I read and agree to the Privacy Policy and Terms of Use

 I'm not a robot



Register

Login

2. Once registered, log in to your account by clicking the User Area section of our site. Click the REDEEM section of your account and paste the code you received via email from our dealer.

[About](#) [My Plugins](#) [My Sample Libraries](#) [My Soundbanks](#) [Redeem](#) [Privacy](#)

Insert your Redeem Code here

AUDPLG0-XXXXX-XXXXX

Submit

3. After submitting the code, a license will be deposited in your account and will be shown in "MY PLUGINS" section of your User Area.

[About](#) [My Plugins](#) [My Sample Libraries](#) [My Soundbanks](#) [Redeem](#) [Privacy](#)

GRAINSPACE (V2.0)

Purchase date: 25 Mar 2017 - Order Nr.: [REDACTED]

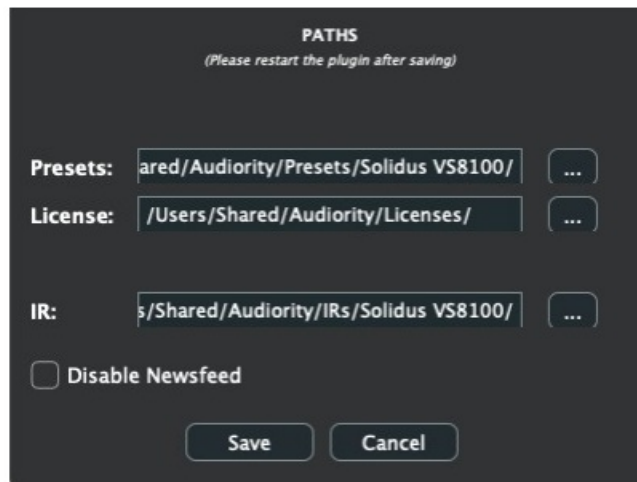
Status: Active - License Downloads Left: 6



 WIN Installer  MAC Installer  License File

4. Now you can click "License File" and save the license anywhere on your computer and ready to be loaded through the plugin registration window. You can also skip this part and activate your plugin online (see previous section of this manual).

USER PATHS SETTING



By selecting “Settings” from the logo menu, you can change the path for Presets, License and IR folders. You can also disable our Newsfeed from here.

Note: Please do not move the Settings folder from its default location.

XENOVERB GLOBAL PARAMETERS



Global Parameters

- **ALGORITHM** Click this menu to select a reverb algorithm
- **PRE DEL** Pre Delay time in ms (0 ~ 1500ms)
- **DIFFUSE** Diffusion amount

- TIME Reverb time in ms / secs
- MOD Modulation amount
- TONE Reverb damping. Lower the value to get a darker reverb.
- MIX Dry and wet signal balance
- ACTIVE Effect bypass
- FREEZE When on, it stops recording the incoming audio and loops the internal buffer creating endless textures.
- LIMITER Enables a soft limiter that compress the wet signal if too loud. Use carefully.

PARAMETER LOCKING: Each one of the 8 knobs can be locked so it won't change its value. This is very useful when you load the plugin on an AUX/SEND channel. To lock a knob, simply RIGHT CLICK it and select LOCK PARAMETER. You can unlock all the locked knobs with a single click by RIGHT CLICKING any knob and select UNLOCK ALL.

INPUT VALUE MANUALLY: You can manually assign a value to each of the 8 knobs via SHIFT+DOUBLE CLICK

XENOVERB ALGORITHMS ROOM / ROOM B

A flexible room algorithm useful to create classic environments ranging from small studios to large dancing clubs. Room B is a variant of Room with smoother reflections and tail.



Parameters

- PRE DEL Pre Delay time in ms (0 ~ 1500ms)
- DIFFUSE Diffusion amount
- TIME Reverb time in ms / secs

- MOD Modulation amount
- TONE Reverb damping. Lower the value to get a darker reverb.
- SIZE Room size in %. Affects the reverberation time
- LF CUT Low frequency cut filter (20Hz ~ 500Hz)
- MIX Dry and wet signal balance
- ACTIVE Effect bypass
- FREEZE When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
- LIMITER Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Use Tone and LF Cut to set the dampening and materials of the room, while Diffuse and Mod to set the scattering of the sound inside the room.

XENOVERB ALGORITHMS HALL

A classic yet versatile hall reverb ranging from small concert venues to huge canyons. The smooth reflections and soft building tail are beautiful on pianos, drums and vocals.



Parameters

- PRE DEL Pre Delay time in ms (0 ~ 1500ms)
- DIFFUSE Diffusion amount
- TIME Reverb time in ms / secs
- MOD Modulation amount
- TONE Reverb damping. Lower the value to get a darker reverb.
- MID Mid frequency gain (+/- 6dB @ 1500Hz)

- LF CUT Low frequency cut filter (20Hz ~ 500Hz)
- MIX Dry and wet signal balance
- ACTIVE Effect bypass
- FREEZE When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
- LIMITER Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Use Pre Delay to adjust the perception of space and size of the reverb. Usually a time of 20~25ms is perceived as “realistic” for concert halls.

XENOVERB ALGORITHMS PLATE 1

A simplified version of a classic plate algorithm found in late '70s hardware processors.



Parameters

- PRE DEL Pre Delay time in ms (0 ~ 1500ms)
- DIFFUSE Diffusion amount
- TIME Reverb time in ms / secs
- MOD Modulation amount
- TONE Reverb damping. Lower the value to get a darker reverb.
- MID Mid frequency gain (+/- 6dB @ 1500Hz)
- LF CUT Low frequency cut filter (20Hz ~ 500Hz)
- MIX Dry and wet signal balance

- **ACTIVE** Effect bypass
- **FREEZE** When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
- **LIMITER** Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Try using **Tone** to simulate an object dampening the plate, leaving **TIME** unchanged, to get a darker tail while reducing the decay.

XENOVERB ALGORITHMS PLATE 2

An extended version of a classic plate algorithm found in late '70s hardware processors. Very smooth, great on vocals, drums and pads.



Parameters

- **PRE DEL** Pre Delay time in ms (0 ~ 1500ms)
- **DIFFUSE** Diffusion amount
- **TIME** Reverb time in ms / secs
- **MOD** Modulation amount
- **TONE** Reverb damping. Lower the value to get a darker reverb.
- **MID** Mid frequency gain (+/- 6dB @ 1500Hz)
- **LF CUT** Low frequency cut filter (20Hz ~ 500Hz)
- **MIX** Dry and wet signal balance
- **ACTIVE** Effect bypass
- **FREEZE** When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
- **LIMITER** Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Use combination of Tone, Mid and LF Cut to tailor the plate colour, simulating different materials and make it sit in the mix.

XENOVERB ALGORITHMS SPRINGY

A fully algorithmic spring tank reverberator. Dirty, ringing and metallic, great on guitars and to add sparkle to synth and percussions.



Parameters

- PRE DEL Pre Delay time in ms (0 ~ 1500ms)
- DIFFUSE Diffusion amount
- TIME Reverb time in ms / secs
- MOD Modulation amount
- TONE Reverb damping. Lower the value to get a darker reverb.
- CHIRP Adjust the high frequency chirp of the spring
- LF CUT Low frequency cut filter (20Hz ~ 500Hz)
- MIX Dry and wet signal balance
- ACTIVE Effect bypass
- FREEZE When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
- LIMITER Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Balance Chirp and Tone to range from small amp spring reverbs to big empty metal tanks.

XENOVERB ALGORITHMS GLASS

A modern highly diffusive and transparent reverb. This versatile algorithm can be used on any source material and can range from small ambiences to outer world spaces.



Parameters

- PRE DEL Pre Delay time in ms (0 ~ 1500ms)
- DIFFUSE Diffusion amount
- TIME Reverb time in ms / secs
- MOD Modulation amount
- TONE Reverb damping. Lower the value to get a darker reverb.
- MID Mid frequency gain (+/- 6dB @ 1500Hz)
- LF CUT Low frequency cut filter (20Hz ~ 500Hz)
- MIX Dry and wet signal balance
- ACTIVE Effect bypass
- FREEZE When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
- LIMITER Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Use no Diffuse, a short Time and tweak the Tone to create small vocal booths. Do the opposite to travel into another galaxy.

XENOVERB ALGORITHMS FLOW

A lush, smooth, hugely diffusive creative reverb based on the '90s hardware processors, where a lot of allpass blocks were used to create dense late reverberation. The result is a lush, soft building reverb, great for pads, guitars, voices and creative sound design.



Parameters

- PRE DEL Pre Delay time in ms (0 ~ 1500ms)
- DIFFUSE Diffusion amount
- TIME Reverb time in ms / secs
- MOD Modulation amount
- TONE Reverb damping. Lower the value to get a darker reverb
- BLOOM Increase the diffusive blocks, slowing down the reverb building
- LF CUT Low frequency cut filter (20Hz ~ 500Hz)
- MIX Dry and wet signal balance
- ACTIVE Effect bypass
- FREEZE When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
- LIMITER Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Combine Pre Delay and Bloom to get a “fake” reverse reverb effect.

XENOVERB ALGORITHMS SHIMMER

A smooth reverb with a dual pitch shifter in a feedback loop creates an evolving harmonizing soundscape. That's a classic effect pioneered by Eno, Lanois and U2's The Edge.



Parameters

- PRE DEL Pre Delay time in ms (0 ~ 1500ms)
- DIFFUSE Diffusion amount
- TIME Reverb time in ms / secs
- MOD Modulation amount. Also affects both pitch shifters tune by few cents.
- TONE Reverb damping. Lower the value to get a darker reverb
- PITCH A / B Pitch shifting in semitones (+/- 24st)
- MIX Dry and wet signal balance
- ACTIVE Effect bypass
- FREEZE When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
- LIMITER Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Reverb Time influences how “shimmery” the sound will be. Use a long reverb time to get a dramatic effect. Use Modulation to create a subtle chorus or combine both positive and negative shifting to get huge soundscapes.

XENOVERB ALGORITHMS BODE

A weird sound design oriented algorithm made by placing a frequency shifter in the reverb feedback loop. Useful to create metallic resonances and drones.



Parameters

- PRE DEL Pre Delay time in ms (0 ~ 1500ms)
- DIFFUSE Diffusion amount
- TIME Reverb time in ms / secs
- MOD Modulation amount
- TONE Reverb damping. Lower the value to get a darker reverb
- FREQ Frequency shifting in Hz (0 ~ 5000)
- BAND MIX Shifter sideband mixer
- MIX Dry and wet signal balance
- ACTIVE Effect bypass
- FREEZE When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
- LIMITER Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Frequency shifting creates sidebands. Use the Band Mix parameter to mix both upper and lower sidebands. Automate the Freeze switch to get endless drones.

XENOVERB ALGORITHMS FORMANT

A creative reverb algorithm featuring a formant filter before the reverb tank.



Parameters

- PRE DEL Pre Delay time in ms (0 ~ 1500ms)
- DIFFUSE Diffusion amount
- TIME Reverb time in ms / secs
- MOD Modulation amount
- TONE Reverb damping. Lower the value to get a darker reverb
- FORMANT Smoothly fades between vowels (AH / EH / IY / O / OO)
- PEAK Formants peak gain
- MIX Dry and wet signal balance
- ACTIVE Effect bypass
- FREEZE When on, it stops recording the incoming audio and loops the internal buffer creating endless textures
- LIMITER Enables a soft limiter that compress the wet signal if too loud. Use carefully

TIP

Use Modulation to get the vowel changing over time.

CHANGELOG

v1.5.1 (Dec 2023)

- FIX: UI not updating when transport is stopped on some DAWs
- FIX: Algorithm menu with pink overlay on some Mac DAWs
- BREAKING CHANGE: Minimum macOS version is now 10.13

v1.5 (May 2023)

- NEW: Updated Framework
- NEW: AAX Native Silicon

v1.4.2 (Nov 2022)

- FIX: Room and Room B glitching with high Mod values v1.4.1 (Nov 2022)
- FIX: Plugin crashing while trying to edit a knob value via shift + double click

v1.4 (Oct 2022)

- NEW: Updated Framework
- NEW: CLAP plugin format (beta)
- NEW: Non-destructive Monophonic Modulations (CLAP only)
- NEW: Persistent GUI settings (via Settings option)
- CHANGE: Improved error messages

v1.3.2 (Apr 2022)

- FIX: Shimmer not modulating when both Pitch A/ B are at 0
- FIX: Some labels not correctly shown when GUI is closed and re-opened
- FIX: Randomizer going out of range for Algorithm parameter
- FIX: Corner resizer not properly working
- FIX: Button automation not working as expected on some hosts
- CHANGE: Improved resize

v1.3.1 (Feb 2022)

- FIX: ROOM B presets not correctly recalled
- FIX: Wrong modulation scaling for Hall, Glass, Flow and Shimmer algorithms

v1.3 (Feb 2022)

- NEW: Updated Framework
- NEW: Universal 2 Binary for Apple Silicon Macs
- NEW: High Resolution GUI
- NEW: Resizable GUI
- NEW: Vector Toolbar
- NEW: Parameter value shown on display when mouse is over a knob
- FIX: Improved Licenser and Online Activation
- FIX: Wrong displayed reverb time
- FIX: Algorithm menu flickering when changing value
- FIX: LF Cut not working on Glass algorithm

- FIX: Low frequency feedback build on Shimmer algorithm when a Pitch is at 0
- FIX: Loud spike when resetting reverb tail or using Active button
- FIX: Unwanted echo when Pre Delay is at 0.01ms
- BREAKING CHANGE: Improved licenser requires a new activation

v1.2.1 (May 2020)

- FIX: Algorithm menu selecting wrong value
- CHANGE: Removed the possibility to hide registration information

v1.2 (April 2020)

- FIX: Tail not reset when DAW restarts playing
- FIX: Silence triggered randomly in some configurations
- NEW: Room B algorithm
- NEW: Notifications System
- NEW: VST3 plugin format
- NEW: Mac OSX 10.15 Catalina support
- NEW: Hiding registration information on GUI
- CHANGE: New framework
- BREAKING CHANGE: 64bit only

v1.1 (December 2018)

- FIX: Reverb time now showing as ms/secs instead of %
- FIX: Clicking on knob will now show its current value on the display
- NEW: Framework update with new paths
- NEW: Unlock all knobs

v1.0.5 (June 2018)

- FIX: INIT preset not correctly recalled when modified
- FIX: Wrong presets order on OSX High Sierra
- FIX: Buttons not automating
- FIX: Mono to Stereo noise when bypassed (AAX only)

v1.0.4 (October 2017)

- FIX: Parameter label not updating during automations
- FIX: Improved modulations for several algorithms
- FIX: Fixed stereo image on Glass algorithm
- FIX: Pre Delay not correctly updated when randomized

v1.0.3 (September 2017)

- FIX: Room algorithm randomly crashing at higher sample rates

v1.0.2 (September 2017)

- FIX: Channel initialization causing a spike
- FIX: Improved file size

v1.0.1 (September 2017)

- FIX: Plugin crashing on some configurations v1.0 (September 2017)
- Original release

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This End User License Agreement ("Agreement") is between Audiority Srls and you.

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