

The Amazing Noises Reverb is a Feedback Delay Network (FDN) Reverb Effect, which can create nice reverberated ambiences, from small rooms to huge buildings. It can also simulate alien and unreal spaces, for your experimental fun!

PARAMETERS

Input Gain

Use this knob to increase/decrease the input volume.

Low and High Cut Freq

With these two parameters you can filter low and high frequencies of the original sound before sending it to the Reverb circuit.

DryWet

This is the standard Dry-Wet Mixer.

Pan

Set the stereo position of the Reverb Output

Output Gain

Increase or decrease the output volume.

Walls Reflection

When this parameter is at its minimum (0.01 %) the walls of the simulated room almost completely absorb the sound. At its maximum (100%) the walls completely reflect the sound (although it is modified by the Damp factor and the Random LFO circuit, see below). Higher reflection means longer reverb tail.

Damp Frequency

Sets the cutoff frequency of the internal lowpass filter, at each reflection the frequencies above this parameter are attenuated.

Damp Factor

Sets the amount of Damp filtering, from 0 (no effect) to 1 (maximum effect).

Max Distance

This is the longest distance the sound travels in its bouncing path between walls: think of it as the diagonal dimension of the simulated room (between the two more distant corners).

Min Distance

This is the shortest distance the sound travels in its bouncing path between walls: think of it as the distance between the sound source and the nearest wall. It is expressed as a percentage of the Max Distance.

Network Shape

This parameter change the delay distribution in the FDN structure of the Reverb algorithm. It ranges from -1 to 1: negative values shape a room with equal length for the three dimensions (at -1 we have a "cubic" room), positive values shape rooms with one dimension larger than the other two (at 1 we have a "tube"). Values around 0 shape a more "regular" room.

At Amazing Noises we love strange and nonstandard audio processing, so we added a series of "twisting parameters" to go beyond the regular reverb effect.

Twisting Params Switch

To activate the Twisting Parameters turn this switch on.

Rand LFO Freq

Some delay lines of the FDN are modulated by a random LFO, with this parameter you can change its frequency. When the Twisting Params switch is off the LFO frequency is fixed at 0.5 Hz.

Rand LFO Amp

Sets the amplitude of the Random LFO, form 0 (no effect) to 1 (maximum effect). When the Twisting Params switch is off the LFO Amplitude is fixed at 0.1.

Reactive Walls Switch

This switch add "reactivity" to the room's walls: this means that when it is hit by a sound wave the wall not only reflects it, but it also vibrates producing additional sound energy. The amount of reactivity is proportional to the Reflection parameter.

Echoes Switch

Activate this switch to turn the reverb into an echo network.

Echo Separation

When the Echoes Switch is on, this parameter is activated: use it to set the amount of separation between echoes. The actual time between echoes is set by the Max Distance parameter, while the Min Distance parameter is switched off.

Morph Inertia

The Max Distance, Min Distance, Echo Separation and Network Shape parameter change the delay times of the FDN. The Morph Inertia parameter smooths this transition. When the Twisting Params switch is off the Morph Inertia is fixed at 50%.

Tips & Tricks

- Double tap on the **Knobs/Toggles** to show the options. In the '**Edit**' field you can enter the value from the keyboard. Tap '**Random**' to generate a random value, '**Default**' to reset to the factory settings and configure the knobs dragging behavior. Step fine resolution sets how many points of movement result in a one degree rotation in the knob's position. Only used in the horizontal/vertical slider modes. You can set Knobs behavior from Settings.
- When the user presses the Home button, the app goes to the background process and will store the whole status of parameters to reload when next opening the app. See Settings for more explanations.
- Reverb can play audio in the background and/or mix its own audio with other iOS apps. Reverb also supports Apple IAA (i.e. Inter-App Audio for iOS 7 or higher) and Audiobus, so you can send and receive audio through applications.
- Swipe (right to left) on Preset, Presets Bank or Samples Manager (non built-in file) to delete.
- You can load Presets (current selected bank) by remotely sending a MIDI Program Change message. The channel listening is the same for the MIDI Note On/Off, You can configure this setting through 'Channel' in the MIDI Manager (see below for further details). The available range is 0 ÷ 127. A value of zero will select the first preset in the list, a value of 1 for the second etc... But no bank selection is supported yet.

- When you are connected in Audiobus or Inter-App Audio as FX, Input Mode will be selected automatically. Every time you will disconnect from AB or IAA, you will turn back in Sampler. A warning message will be displayed in order to prevent dangerous Speaker audio feedback. The same behaviour will occur if you have not attached, in your iPad/iPhone/iPod Touch, an external device as headset or Mic. etc... You can disable this message through the app Settings, see later for more explanations.
- We suggest you to disable the screen rotation, otherwise the accelerometer doesn't work properly.
- **Init** will reset to default values, a reset message will be displayed.
- **Create Random Sound** values for all of the parameters including the FX parameters. The result can be very interesting and wayward.



Enable/Disable Accelerometer X/Y and LFO, see the Control Manager for more details.



Captures Output stereo signal (post Effects) and creates an audio file *wav* format 44.1 kHz 16 bit in the Documents Folder. Files created by *Reverb* are saved with an id-name followed by a number, for example:

Output Rec 1.wav, Output Rec 2.wav etc.

Each new file will be numbered with the next consecutive number.



Sets the iDevice hardware **volume**.

SYNC



The goal of SYNC is to setup a global Metronome (MASTER BPM). This will affect the LFO (Low Frequency Oscillator) and/or the Sequencer when it's enabled to receive the SYNC signal - see Control Manager for more details. The SYNC can be controlled remotely by a MIDI Clock signal or an Ableton Link.

You can adjust the BPM (Beats Per Minute) through the minus/plus buttons and these will replace the current value with the integer BPM (previous/next) or you can TAP to set your own Tempo. When the MIDI Clock is activated (see MIDI Manager), the 'MASTER BPM' slider will be disabled and the

Tempo value is controlled by the MIDI Clock. When connected to Ableton Link, the slider is enabled.

Ableton Link description

Ableton Link is a new technology that synchronizes the beat, phase and tempo of Ableton Live and Link-enabled iOS apps over a wireless network. It lets you play devices together with the freedom of a live band. Anyone can start and stop their part while others keep playing, and anyone can adjust the tempo and the rest will follow. You can use Link to play with several copies of Ableton Live, with Live and iOS apps, or with iOS apps together – even without Live in your setup.

By default 120 BPM corresponds to 1 Hz frequency for the LFOs.

The 'Sync' button waits for the next beat (Tempo Forte) from the MIDI Clock or Ableton Link and resets all phases for LFOs, Sequencer etc.

You can enable the MIDI Clock Signal by following these steps:

- 1 Open MIDI Manager
- 2 Send a MIDI Clock Signal
- 3 Enable the MIDI Clock for the chosen Source, see MIDI Manager for further information

You can feed *Reverb* with a stereo sampler or an input signal.

When connected in Audiobus or Inter-App Audio, the microphone signal are taken from Audiobus or Inter-App.

You can pinch in/out on the sampler WavePad for zooming in/out, thus the current selection is the start/end loop points. Tap and hold down for automatic full zoom out.

You can adjust scanning frequency (Rate) as normal tape.

Sampler


You can feed *Reverb* with two samplers or stereo signal from microphone/line or Audiobus/Inter-App Audio when connected.

Touch and drag the waveform to scrub the audio file. The speed of the scrubbing is relative to the position of the finger inside the waveform: higher positions produce faster scrubbing



Tap the symbol to set the loop points. When in "loop edit mode" you can:

- tap and hold inside the selection for the fine regulation of the loop
- double tap inside the selection to select again the whole file

When a loop is set, deselect the (tap again ) to zoom-in into the loop selection.



Reset scanning to the start position.



Waveform Scrubbing Mode, when selected the pointer jumps to the **Absolute** position of the finger that touches the waveform. If unselected (**Relative**) it does not jump but the scrubbing occurs from Sampler position toward finger touch.



Load an audio sample, see Samples Manager for mode details.



Include/exclude the Sampler state when Presets are loaded. The Sampler state is composed by File Path, Loop Points (Zoom), Play/Pause and selected Input Source. Please note even if it is disabled, the Sampler still saves its current state in the presets.



Switches the Sampler Play function between Ratio and Time Signature mode. When in Ratio mode (blue icon) you can set the play ratio: 1 means play the sound file at the original speed, 0.5 means play at half speed, -0.5 means play at half speed and in reverse and so on. When in Time Signature mode (orange icon) you specify the number of Measures and Quarter per Measure the sound file contains, and the tempo is linked to the general Metronome Tempo; for instance if we specify 2 measures of 4 quarters each, and the general Tempo is 120 BPM, the sound file will be executed in 4 seconds.

< BPM The button appears only when the Sampler is in Time Signature mode (see above). If you tap the <-BPM button you overwrite the general Metronome Tempo with a tempo calculated using the sound file length and the Measures/Quartes setting. For instance, if the sound file length is 2 seconds, and it has 2 measures of 4 quarters each, the general Tempo is set to 240 bpm. This function is not available when the General Metronome is in SYNC mode (MIDI Clock or Ableton Link).

N.B. You can disable the Crossfade and change Waveform style from the Settings. See the Settings for more details.

Input - Sampler Switch

You can choose between the internal sample player and a live input via Microphone, Audiobus or Inter-App-Audio.

IMPORTANT NOTE:

When you are connected in Audiobus or Inter-App Audio as FX, Mic-AB-IAA will be selected automatically. Thus, every time you will disconnect from AB or IAA, you will turn back in Sampler. A warning message will be displayed in order to prevent dangerous Speaker audio feedback. The same behaviour will occur if you have not attached, in your iPad/iPhone/iPod Touch, an external device as headset or Mic. etc.

You can disable this message through the app Settings, see later for more explanations.

Presets

Preset Manager will collect all the **Banks** (*i.e.* *.Reverb suffix*) and **Snapshots**. A *Snapshot* is a simple “photo” of the parameters in the UI (*i.e.* User Interface). Both the Matrix and Keyboard/Sequencer are included but they can also be excluded, see the Settings for more details.

So, once you find an interesting sound you can take a snapshot (*i.e.* save this new preset) by touching the ‘plus’ icon and this new preset will be added to the selected Bank. The top four elements of the Snapshots list are assigned for ‘HV Snapshot Pad’, you can then sort or delete the Snapshots in the List by tapping the ‘List Icon’. You can even share the selected Bank through Dropbox or e-mail and you can restore the factory Built-In Banks from the ‘Cloud’ icon, there is two options:

- 1) ‘Overwrite’ will erase all user presets that have been saved in the factory preset-banks and give you the unaltered factory preset-banks back;
- 2) ‘Merge’ will preserve the preset-banks which contain the user presets; If you created your own user preset-banks and saved presets there they will stay untouched.

Snapshot banks are located in Documents folder, you can access files via iTunes Sharing (see Add files to Reverb through iTunes Sharing).



You can add new files by copying in the app's documents (through iTunes or from another app) and refresh the list from there.



Load a preset, randomly from the banks list.



Delete all Presets for a selected bank. A warning message will be displayed.

The Snapshots bank file is a kind of Property List format (*.Reverb*), you can edit as text and modify the values just rename in *.plist*

Swipe (right to left) on Snapshots or Snapshots Bank, to delete.



The purpose of the unique **Snapshot Pad** is to obtain intermediate values between four snapshots (corners). You can change snapshots assigned in the corner through the Snapshots list (see above).

The Snapshots Pad performs complex interpolations between four snapshots on a two-dimensional space. By scrubbing your finger on the Snapshots Pad a temporary new snapshot will be created by mixing the four snapshots depending on distance. Thus you can modify hundreds of parameters with a single touch, this is also called *Hyper Vectorial Synthesis*.

Snapshots Pad can be resized on fullscreen for detailed controls (left bottom icon).

N.B. Snapshot Pad have no effect on Switches and Sampler.

Samples

Samples manager can read/write in the Documents folder, you can also share files through AudioCopy, Dropbox or iCloud. Samples manager can also read the Built-in files, but you cannot rename or delete them. Touch on a file in the list to show the actions popup. Here it is possible to **Load** a file in one of two Samplers (i.e. Sampler Ch.1 and Sampler Ch.2), Open In... contains all system actions over the file, according to file type. For example you can send files as an e-mail, open file with a listed app etc...



You can rename files in the Documents Folder, if you omit the file extension then Samples Manager will fill the original audio file extension for you. N.B. Samples manager shows only audio files supported, the other files in the Documents folder will not be seen.



You can pre-listen to the samples before you load them.



Starts audio capture from the microphone immediately and saves new stereo audio file in wav format 44.1 kHz, 16 bit in the Documents Folder. Files created are composed by id-name followed by a number, for example:

Input Rec 4.wav, Input Rec 5.wav etc...

Every new file will be numbered with the next consecutive number.

N.B. You can record a mono or stereo file in wav format 16 bit 44.1 kHz according to the iDevice channels. Even if the Reverb is connected to Audiobus or IAA, the Grab Audio will record always from iPad microphone/line



You can import files from your Dropbox account, you can login/logout from the Settings.

Paste Audio file from AudioCopy clipboard.

Access to the iPod library, this allows the application to read user's songs, audio books, and audio podcasts. The file can be converted in .wav (PCM 16 bit 44.1 kHz) or .caf formats and stored in the local app Documents Folder. If the file exist at path then progressive number will be attached to the file name.

The document picker feature lets users select documents from outside your app's sandbox. These include documents stored in iCloud Drive and documents provided by a third-party extension. Users can open these documents directly, editing them in place. This access simplifies sharing documents between apps and easily enables more complex workflows.

Add files through iTunes

- Connect your iPad to your computer and then open iTunes. Select your iPad under the DEVICES header in the left navigation column.
- Click on the "Apps" tab above the main window.
- Scroll down to the "File Sharing" section.
- Select *Reverb* from the list of Apps.
- Under "*Reverb* Documents" click the "Add" button; this opens a dialog box to select the location of the presets on your computer.

Control Manager



MIDI



Accelerometer X



Accelerometer Y



LFO

After selecting **MIDI**, *Reverb* enters into "learn mode" i.e. it "hears" incoming MIDI Control Change messages. It's then possible to send messages with MIDI hardware, Virtual MIDI and Network MIDI. Flashing screen means the association between the parameter and the MIDI message has been successful and displays the corresponding control Change and Channel. Alternatively you can enter direct CC and MIDI Channel number through number keyboard. You will also receive an additional setting: 'Widget Range' that allows you to resize the range of action on the parameter. This is because you can use all 128 steps MIDI to control precisely particular part of the parameters.

Accelerometer X and **Y** are used to control the parameters through the horizontal or vertical inclination of the device.

LFO, Low Frequency Modulation is a table look-up oscillator with seven built-in shapes. The frequency of LFO is expressed in Hz and BPM (Beats per Minute). You can get the period time by dividing $1/\text{freq}$. The LFO Frequency value is converted in BPM (Beats Per Minute), you can adjust this value through the minus/plus buttons, these will replace current value with the integer BPM (previous/next) or you can TAP to set your own Tempo.

- ϕ Will reset to zero the phase of current LFO.
- Φ Will reset to zero the phase of ALL LFO actives.



Enabling the Link symbol, you will disable the 'Low Frequency Oscillator in Hz' Slider, so the value of the current LFO is sampled from the global 'MASTER BPM'. You can adjust the BPM value from SYNC view. When the MIDI Clock or Ableton Link is enabled (see MIDI Manager and SYNC) the BPM value will affect all LFO enabled for SYNC mode. The goal of the 'SYNC Subdivision' Slider is to rescale the 'MASTER BPM' from SYNC according to the relative symbol (abbreviate musical note time values):

Normal : 1/1, 1/2, 1/4, 1/8, 1/16, 1/32, 1/64

Triplets : 1/1T, 1/2T, 1/4T, 1/8T, 1/16T, 1/32T, 1/64T

Dotted : 1/1D, 1/2D, 1/4D, 1/8D, 1/16D, 1/32D, 1/64D

Where 'D' is a **dotted** note and 'T' is **triplet**.


With 1/4 (Default), the BPM follows the 'SYNC BPM' or 'MIDI Clock' BPM when enabled, i.e. 120 BPM corresponds to 1 Hz.

- 1/4 - each step is a quarter note (or BPM), e.g. 60 BPM is 0.5 Hz
- 1/4D - each step is a dotted quarter note (or 1.5 x BPM),
- 1/4T - each step is a triplet quarter note (or 0.5 / 3) etc.

♪ Reset default value (1/4 = 120 BPM)

MIDI

You can enable/disable the incoming MIDI signal from all the physical, virtual and network ports available. *Reverb* also understands MIDI Clock signals from remote apps. As for the MIDI ports, you can enable/disable the MIDI Clock on a port and the configuration is saved as default and restored when you open the app.

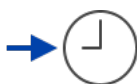
 The swipe symbol (if present) indicates that you can fast switch to that app listed in the cell by swiping once to the right.



If the Core MIDI Network is connected a wifi symbol will appear in the Network port cell.



Only ports that receiving MIDI Clock will be displayed as icons, touch the clock symbol (if present) to enable/disable receiving MIDI Clock. It will change its color from red to blue. You can receive MIDI Clock from one port at a time, you can enable/disable the clock for the current port or mutually selects another one in the list.



You can receive MIDI Clock from one port at a time, you can enable/disable the Clock for the current port or mutually selects another one in the list.

Channel sets the input channel for the selected port, the *Reverb* DK (Keyboard) will receive the Note On/Off messages in OMNI (from all 16 channels) or, one of the 16 channels.

Configure Bluetooth LE MIDI

With the release of iOS 8 and OS X Yosemite, sending and receiving MIDI data is supported using Bluetooth Low Energy connections on any iOS device or Mac that has native Bluetooth Low Energy support. All established connections are secure which means that pairing is enforced and connections cannot be made to your devices without your explicit consent. After a connection is established, it simply appears as an ordinary MIDI device that any MIDI application can communicate with.

Enable NRPN

NRPN stands for "Non-Registered Parameter Number" and is part of the MIDI specification for the control of electronic musical instruments. NRPNs allow for manufacturer-specific or instrument-specific MIDI controllers that are not part of the basic MIDI standard.

Unlike other MIDI controllers (such as velocity, modulation, volume, etc.), NRPNs require more than one piece of controller data to be sent. First, controller 99 - NRPN Most Significant Byte (MSB) - followed by 98 - NRPN Least Significant Byte (LSB) sent as a pair specify the parameter to be changed. Controller 6 then sets the value of the parameter in question. Controller 38 may optionally then be sent as a fine adjustment to the value set by controller 6.

This fine adjustment is part of the conventional MIDI controller specification, where any of the first 32 controls can be optionally paired with a control offset 32 higher. This is the rare 14-bit Continuous Controller feature of the MIDI specification, and NRPNs simply take advantage of that existing option in the same way offering 16,384 possible values instead of only 128.

(<http://en.wikipedia.org/wiki/NRPN>)

When you enable NRPN, you should not employ CC 99 and 98 as the normal CC in order to avoid an undesired overlap. An NRPN message must be sent with this order: CC 99 98 6 38 where the first couple is the CC number and the second couple is the data. You can MIDI learn as for the normal CC, and NRPN works for all knobs and parameters. Although an NRPN CC number can be greater than 127, you will not be able to learn CC beyond 127.

Post Processing Effects

After the *Reverb*, you can change the output sound using two shelving filters and a dynamic compressor.

Dynamics Processor

After the *Reverb*, you can change the output sound using a conventional compressor and expander effect.

This is used to either reduce or expand the dynamic range of an audio signal. The Dynamics Processor controls set high (compression) and low (expansion) threshold volume levels. When the incoming audio is between these levels, it is left unchanged. Audio that rises above the upper threshold is cut in volume to bring it back down to that level (compression). Audio that falls below the lower threshold is cut in volume to make quiet sounds even quieter (downward expansion).

Additional controls adjust the attack and release time for the plugin's volume envelopes, the expansion ratio, the compression headroom, and a master gain to boost or cut volume on the Dynamics Processor's output.

Threshold: when the signal is above the threshold it is compressed

Headroom: upper limit for the compressor, a limiter prevents the signal to go above this threshold

Attack and Release: activation and de-activation times for the compression when it is above the threshold

Exp Threshold: when the signal is below the Exp Threshold it is backward expanded

Exp Ratio: expansion ratio

Settings

Buffer Size set the Audio Device latency. When you run *Reverb* from Audiobus, or Inter-App this value will be taken from Audiobus or Inter-App Host. Warning! When an app runs first and keeps running in the background, the Sampling Rate and Buffer Size will impose for the whole iOs while running.

Snapshots Pad Resolution Update sets the time interval for the interpolations, from about 15 to 350 milliseconds. Short times for higher resolution but higher consumption of CPU.

Save/Restore the Last App Setup, when you exit from the application, save the status and reload upon next opening of the app.

Others Settings

The switch in this section are self-explanatory. The first hide all warning messages and User Interface flashing when you store or load a preset etc...

The others are designed for include or exclude Control Manager Assignations and Knob Color when you store a new Snapshot.



Dropbox link/unlink account.

Knobs Interactions Mode

Use this to configure the Knobs dragging behavior. Step fine resolution set's how many points of movement result in a one degree rotation in the knob's position. Only used in the horizontal/vertical slider modes.