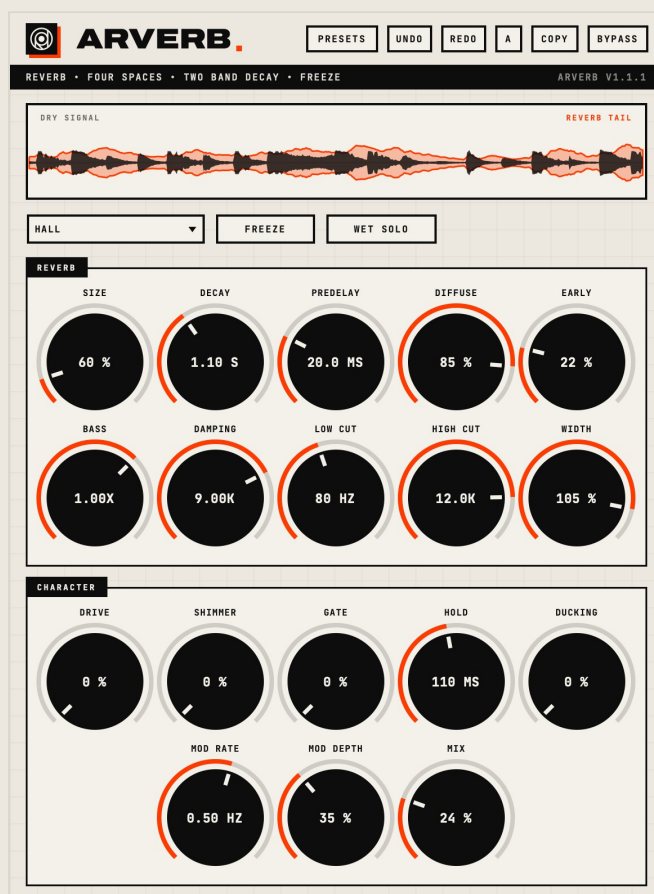


AJANSS RECORDS

ARVERB

SPACE PROCESSOR



VERSION

1.1.1

FORMATS

AU • VST3

PLATFORMS

macOS • WINDOWS

DOCUMENT

USER GUIDE

01 WHAT IT DOES

ARVERB is a feedback delay network with eight lines and a Householder mixing matrix, plus a separate early reflection stage. Decay is split into two bands so low frequencies can ring longer or shorter than the rest, which is what makes a space sound like a room rather than an effect. SHIMMER runs an octave-up pitch shifter fed from the input, so it adds a rising harmonic layer instead of feeding on itself.

02 INSTALLING

macOS

Run **ARVERB Installer.pkg** and follow the steps. You can choose which formats to install, and whether to install for every user or only for yourself. The package is not notarised by Apple yet, so the first time you open it macOS may refuse: right-click the installer, choose **Open**, then confirm. This is only needed once.

Windows

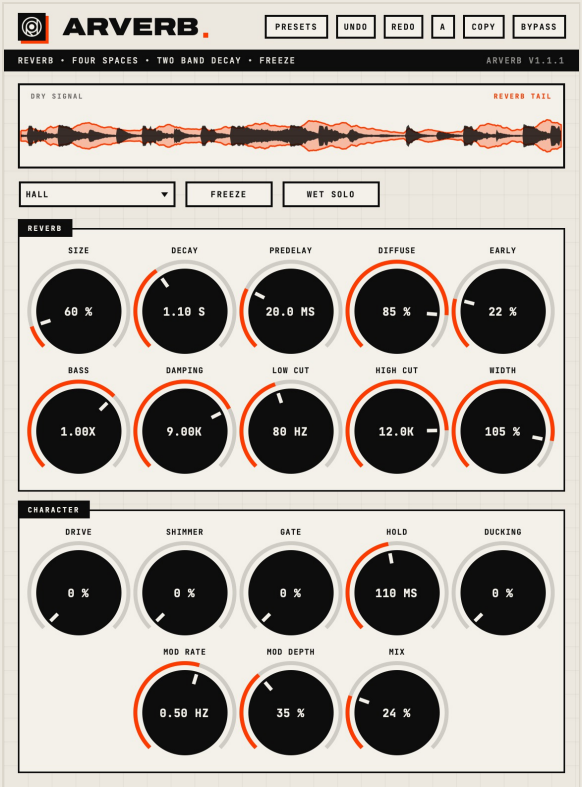
Run **ARVERB Installer.exe** and follow the steps. The plugin is placed in the shared VST3 folder. The installer is not code-signed yet, so SmartScreen may warn you: click **More info**, then **Run anyway**. This is only needed once.

After installing

Rescan the plugin list in your DAW. ARVERB appears under **Ajanss Records > ARVERB**.

Requirements – macOS 10.13 or newer, Intel or Apple Silicon (universal binary). Windows 10 or newer, 64-bit. Formats: Audio Unit and VST3 on macOS, VST3 on Windows.

03 THE INTERFACE



TAIL DISPLAY	The dry signal in black with the reverb tail drawn over it in orange. Long decays and freeze are immediately visible here.
SPACE / FREEZE / WET SOLO	Preset space type, infinite hold, and a way to hear only the reverb while you set it up.
REVERB	The main space controls.
CHARACTER	Colour, movement and the dry/wet blend.

04 PARAMETERS

CONTROL	RANGE	DEFAULT	WHAT IT DOES
SPACE	ROOM / HALL / PLATE / AMBIENCE	HALL	The underlying line lengths and diffusion pattern.
SIZE	50 ... 150 %	100 %	Scales the space. Changing it moves the tail smoothly instead of restarting it, so it can be automated.
DECAY	0.20 ... 20.00 s	2.20 s	Reverb time at mid frequencies. Logarithmic, so short times are as easy to dial as long ones.
PREDELAY	0.0 ... 200.0 ms	12.0 ms	Gap before the reverb starts. Keeps a vocal in front of its own space.
DIFFUSE	0 ... 100 %	80 %	Low values give discrete echoes, high values a smooth wash.
EARLY	0 ... 100 %	22 %	Level of the early reflections against the tail. This is most of what tells you how big the room is.
BASS	0.25× ... 2.00×	1.00×	Decay multiplier below the crossover. Under 1 tightens the low end, above 1 makes it bloom.
DAMPING	1.00 kHz ... 20.0 kHz	8.00 kHz	Where high frequencies start dying faster, like absorption in a real room.
LOW CUT	20 Hz ... 500 Hz	80 Hz	High-pass on the reverb only. The dry signal is untouched.
HIGH CUT	1.00 kHz ... 20.0 kHz	12.0 kHz	Low-pass on the reverb only.

04 PARAMETERS CONTINUED

CONTROL	RANGE	DEFAULT	WHAT IT DOES
WIDTH	0 ... 120 %	100 %	Stereo spread of the tail.
DRIVE	0 ... 100 %	0 %	Saturation inside the loop. Adds grit that builds up as the tail decays.
SHIMMER	0 ... 100 %	0 %	An octave-up layer fed from the input. Because it sits outside the feedback loop it stays musical instead of running away.
GATE	0 ... 100 %	0 %	Cuts the tail once the input stops.
HOLD	20 ... 800 ms	120 ms	How long the gate waits before closing.
DUCKING	0 ... 100 %	0 %	Pulls the reverb down while the source is playing and lets it back up in the gaps. Keeps a lead vocal clear.
MOD RATE	0.05 ... 3.00 Hz	0.50 Hz	Speed of the internal movement.
MOD DEPTH	0 ... 100 %	35 %	How much the lines move. Stops long decays from ringing on a fixed pitch.
MIX	0 ... 100 %	30 %	Dry against wet.
FREEZE	on / off	off	Holds the current tail indefinitely and stops new input entering it.
WET SOLO	on / off	off	Hear the reverb alone.
BYPASS	on / off	off	Passes the input through untouched.

05 PRESETS

Open the browser with **PRESETS**. It has two categories: **FACTORY**, which ships with the plugin, and **USER**, which is yours. Click a preset to load it, or browse with the keyboard.

↑ ↓	Move through the list. The highlighted preset loads as you go, so you can audition the whole bank without clicking.
← →	Switch between FACTORY and USER.
ESC	Close the browser.
SAVE	Type a name in the field and press SAVE to store the current settings as a user preset.
RENAME • DELETE	Act on the selected user preset. Factory presets cannot be changed or removed.

Factory bank — 15 presets

VOCAL PLATE

VOCAL HALL

TIGHT ROOM

DRUM ROOM

GATED SNARE

GRAND HALL

CATHEDRAL

AMBIENCE GLUE

SHIMMER PAD

SHIMMER CATHEDRAL

SATURATED PLATE

GUITAR SPRINGY

PODCAST AIR

DUCKED VOCAL SPACE

INFINITE PAD

06 STARTING POINTS

Rough settings to work from, not destinations. Every one of them assumes you will move it once you hear the source.

Vocal plate

PLATE, DECAY 1.8 s, PREDELAY 20 ms, MIX 18 %, DUCKING 40 %.

Tight drum room

ROOM, DECAY 0.6 s, EARLY 45 %, HIGH CUT 8 kHz.

Gated snare

PLATE, DECAY 2.5 s, GATE 70 %, HOLD 110 ms.

Endless pad

HALL, DECAY 12 s, SHIMMER 45 %, MOD DEPTH 60 %, MIX 60 %.

07 SUPPORT

For questions, bug reports and feature requests, please reach us on Instagram at [@ajanssrecords](#). Please include your operating system, your DAW and its version, the plugin format you are using, and the plugin version shown in the top right of the window.

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