



# MINIVERB

## USER GUIDE

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# MINIVERB

[miniVerb](#) is an 8-bit/chiptune and lofi reverb effect inspired by the sound of 80s game consoles and retrocomputers.

Early consoles didn't have much power for DSP effects, so the video game composers at that time had to improvise. The most common way to add a sense of space/reverb to the sound was to sacrifice one of the internal tracks to play a delayed version of the original sound, essentially using a slapback echo to add depth.

The technique evolved and eventually consoles started to take advantage of more power for real internal effects.

miniVerb recreates that classic digital echo/reverb sound, made famous by iconic consoles such as the NES and SNES, topping it with two filters (post/pre), vibrato, and crusher (bit crusher, downsampler, pitch shifter).

## INSTALLATION

### MAC OS

- Double click on the DMG archive to extract it
- Right click on the PKG installer and click open
- Follow the instructions to install the plug-in(s)

### WINDOWS

- Extract the ZIP archive
- Double click on the setup file (.exe)
- Follow the instructions to install the plug-in(s)

## REGISTRATION

In demo mode the plug-in will output silence for 3 seconds every 45 seconds, and you won't be able to save presets.

You can open the registration window by clicking on the ☰ icon next to the bypass button, in the top-right corner.

You can choose between *Online* and *Offline* authorization.

## ONLINE

- If you haven't created an account yet, you can [signup here](#) using the same email address used at check out.
- Just input your credentials into the text fields and click on Log In



## OFFLINE

- Download the license file from [your account](#).
- Copy the file to your offline computer.
- Just drag and drop the license into the registration window or click on the *Load License File* button and browse to the downloaded license.



# PARAMETERS

## INTERFACE

### PRE-FILTER

<i>Filter Type</i>	Selects the type of filter: Low Pass or High Pass
<i>Cutoff</i>	Controls the cutoff frequency of the filter
<i>Resonance</i>	Controls the resonance of the filter

### ECHO

<i>Echo Sync</i>	Syncs the delay time to the host/DAW BPM
<i>Echo Type</i>	Selects the type of echo: single or double delay line
<i>Time</i>	Controls the time between each reflection/repetition
<i>Feedback</i>	Controls the amount repetitions (similar to a “tail” control)
<i>Width</i>	Controls the stereo output of the Echo section

### POST-FILTER

<i>Filter Type</i>	Selects the type of filter: Low Pass or High Pass
<i>Cutoff</i>	Controls the cutoff frequency of the filter
<i>Resonance</i>	Controls the resonance of the filter

### VIBRATO

<i>Rate</i>	Controls the speed of the vibrato modulation
<i>Depth</i>	Controls the amount of vibrato modulation

### CRUSHER

<i>Bits</i>	Reduces the bit-depth of the sound causing distortion
<i>Downsample</i>	Reduces the samplerate frequency causing aliasing
<i>Shifter</i>	Controls the amount of pitch shifting

### MIX

<i>Dry</i>	Controls the amount of dry signal
<i>Wet</i>	Controls the amount of wet signal

## ECHO SECTION AND TIPS



The Echo Section can be used to simulate the tricks used in early video game consoles to add a sense of space/reverb to the sounds.

The most common way was to sacrifice one of the internal tracks of the sound chip to play a delayed version of the original track, essentially creating a slapback echo effect.

To achieve this NES-like reverb sound, you can use a single delay line, very short time, no feedback, and width set to mono.

To simulate a 90s fake reverb/echo (like the SNES) instead, you can play with longer times and add some feedback to simulate a reverb tail.

For a more modern approach, you can switch the Echo to Double Delay Line by clicking on the blue button (in the top-left corner) and increase the width to a wider setting.

## IMPORTANT NOTICE

Due to the way the Crusher module works, miniVerb sound is affected by the host/DAW samplerate. If you need to change samplerate in your projects, we suggest to freeze/bounce any track containing miniVerb to avoid changing the sound.

# FEATURES

## RANDOMIZER


It is possible to randomize all the parameters in the interface by clicking on the Random button in the top bar.

Right-clicking on a parameter will show the Randomizer menu.



<i>Lock/Unlock Random</i>	Decides if the parameter can be randomized
<i>Lock All</i>	No parameters will be randomized
<i>Unlock All</i>	All parameters will be randomized

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By clicking on the  icon you can access additional features.

## LIMITER

Enables a soft clip limiter on the output.

## LOCK WET/DRY

You can lock the Wet and Dry controls. This can be useful if you use miniVerb as a *send effect* while browsing through the presets.

## PRESET COPY/PASTE

You can easily share presets by using this Copy/Paste feature instead of sharing the actual preset file.

By clicking on *Copy to Clipboard*, the status of all parameters will be saved to the Clipboard.

By clicking on *Paste from Clipboard* instead, you can load a preset shared using the previous function.

## WINDOW SIZE

You can resize the plugin window using three predefined sizes (*small, standard, big*). You can also resize the plugin window by clicking and dragging the bottom-right corner of the interface. Double clicking will reset to the *standard* size.

# END

## WHERE IS EVERYTHING?

The installer will place the plugins, presets and other data in these folders.

### MAC OS

AU:     */Library/Audio/Plug-ins/Components/*  
VST:    */Library/Audio/Plug-ins/VST/*  
VST3:   */Library/Audio/Plug-ins/VST3/*  
AAX:    */Library/Application Support/Avid/Audio/Plug-Ins/*  
Data:    */Users/Shared/AudioThing/*

### WINDOWS

VST:     *custom path from installer*  
VST3:    *\Program Files\Common Files\VST3\*  
AAX:    *\Program Files\Common Files\Avid\Audio\Plug-Ins\*  
Data:    *\Users\Public\Public Documents\AudioThing\*

## CREDITS

DSP & Code: Carlo Castellano

Design: John Gordon (vstyler)

The Chiptune Orchestra Bank by [Fabri](#)

## EULA

Please visit [www.audiothing.net/eula/](http://www.audiothing.net/eula/) to review this product EULA.

## THANK YOU

Thank you for your purchase! We hope you will have as much fun using it as we had making this product.

For help or any question, feel free to contact us here: [www.audiothing.net/contact/](http://www.audiothing.net/contact/)

