

TAL-G-Verb

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Introduction

The TAL-G-Verb is a plug-in that works in all common music DAW's and operating systems.

TAL-G-Verb is a musical effect capable to build high quality artificial reverb sounds. The reverb sound is almost is colorless and reaches a high density after a short time. Suitable for all types of sounds from drums to huge pads and special effects.

The embedded grain engine has the power to convert mono synth sounds and pads into huge complex cinematic stereo sounds.

There is no standalone version available. Try the unregistered demo version to be sure that the plug-in works in your environment. The demo will play a noisy sound every minute.

Installation

Windows

Requirements:

- 64 bit sequencer software (VST 2.4, VST3, CLAP or AAX compatible)
- Windows 7 or newer

Installation:

- Download the zip file and unpack it.
- Run the installer for the VST3, AAX or CLAP version.
- VST2: please copy the plug-in manually to your hosts VST2 directory. The dll file inside the zip is the VST2 plugin.
- You can also copy the other plug-in formats manually without running an installer:

VST3 Directory:

C:\Program Files\Common Files\VST3

AAX Directory:

C:\Program Files\Common Files\Avid\Audio\Plug-Ins

Some hosts may also need a restart or plug-in rescan.

If you use Ableton Live and the plug-in does not show up after a VST plug-in rescan, try to disable and re-enable VST plug-in support.

-

Uninstall:

Just delete the plug-in file to uninstall it.

OS X

Requirements:

- OSX 10.9 or higher.
- 64 bit sequencer software (VST 2.4, VST3 or AAX compatible)

Installation:

- Download the zip-file, unpack it and run the installer.
- The installer copies the plug-in to the right directory. It installs all available versions by default (VST, VST3, AU, CLAP, AAX).

Uninstall:

Delete the plug-in. It's located in following directories:

*/Library/Audio/Plug-Ins/VST/
/Library/Audio/Plug-Ins/Components/*

Some hosts may also need a plug-in rescan or at least a restart.

You maybe need a macOS restart for the Audio Unit.

If you use Ableton Live and the plug-in does not show up after a VST plug-in rescan, try to disable and re-enable VST plug-in support.

Registration

You must purchase and register the plug-in to disable the demo mode, which fades in white noise every minute.

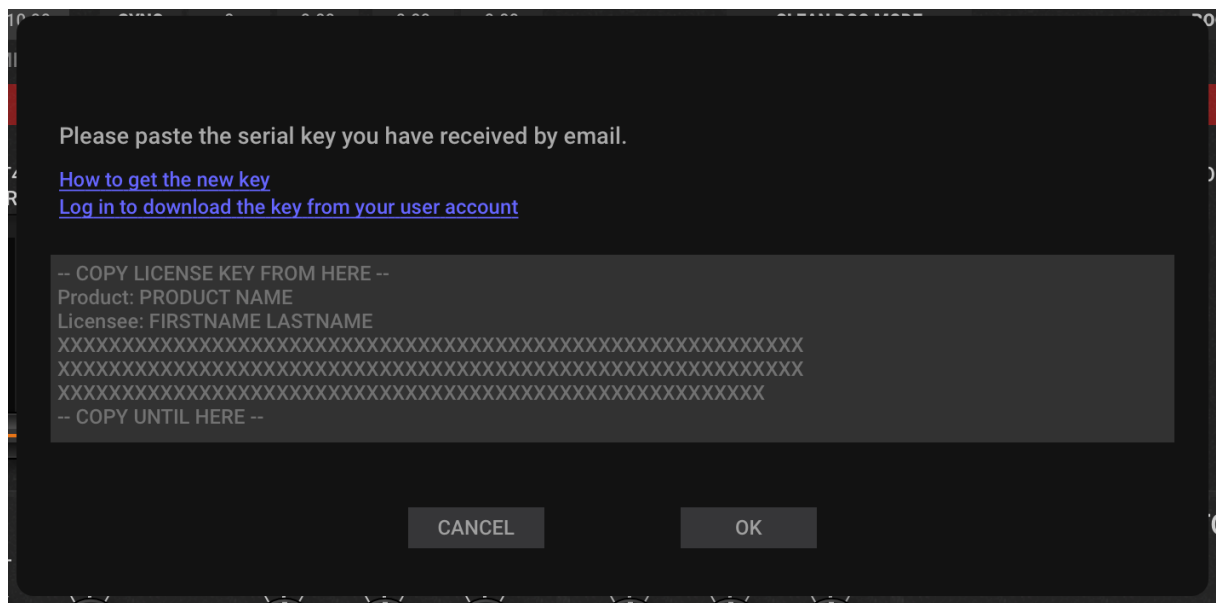
The plug-in displays a dialog in which you can insert the serial key that you received when you purchased the product. Please make sure that you insert the entire serial key including the header and footer:

-- COPY LICENSE KEY FROM HERE --

...

-- COPY UNTIL HERE --

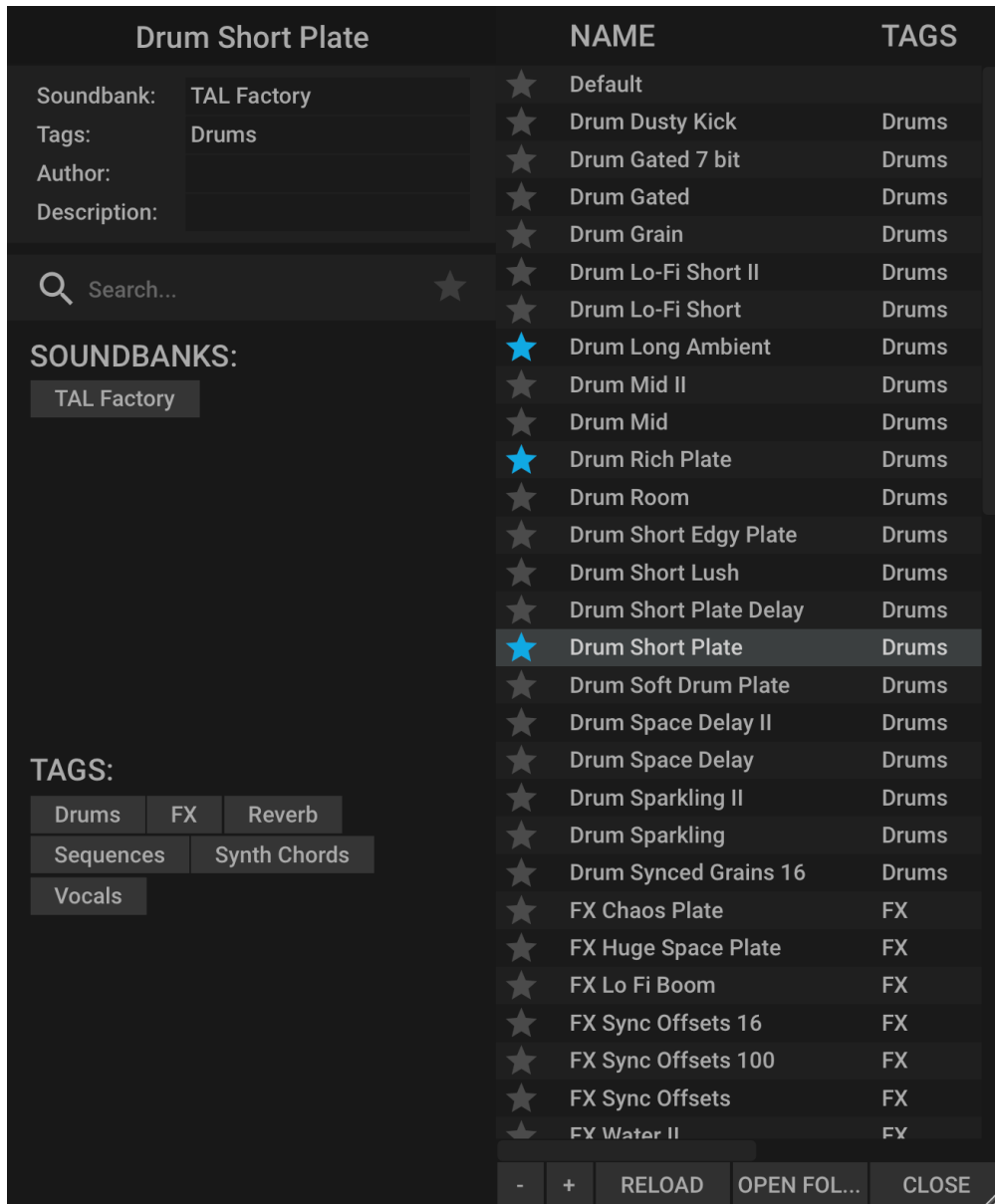
Then press OK to verify the serial and disable the demo mode.



You maybe restart the host after the registration to make sure that also other plug-in instances are registered.

Preset Browser

A click at the *File* Icon opens the plug-in preset browser:



Search Presets

It's possible to search presets by text or only show favourite presets.

Soundbanks and Tags

It's possible to filter presets by the bank or by tags.

Rename Preset

It's possible to rename the preset directly in the preset browser with a click on the preset name on the top left.

Edit Preset Properties

It's possible to direct edit the soundbank, author or description in the browser. Every preset can have multiple tags. Use a space, comma or semicolon to enter more than one tag.

Reload

Triggers a full reload of the preset list. This is required when you add new presets into the preset folder or if you created new tags.

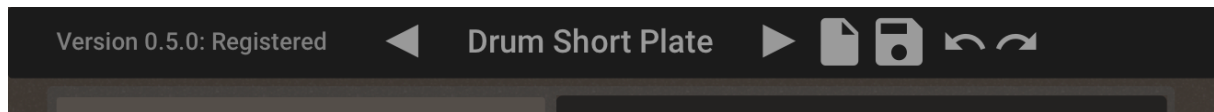
Open Folder...

Opens the preset folder in finder or explorer.

Favorite

Presets can be marked as favourite when clicking on the star icon. It's possible to search them when clicking on the star icon on the right of the search text.

Menu Bar



PRESET NAME

A click on the preset name opens the menu. Its possible to switch presets with the arrow keys.

FILE ICON

Opens the preset browser.

DISK ICON

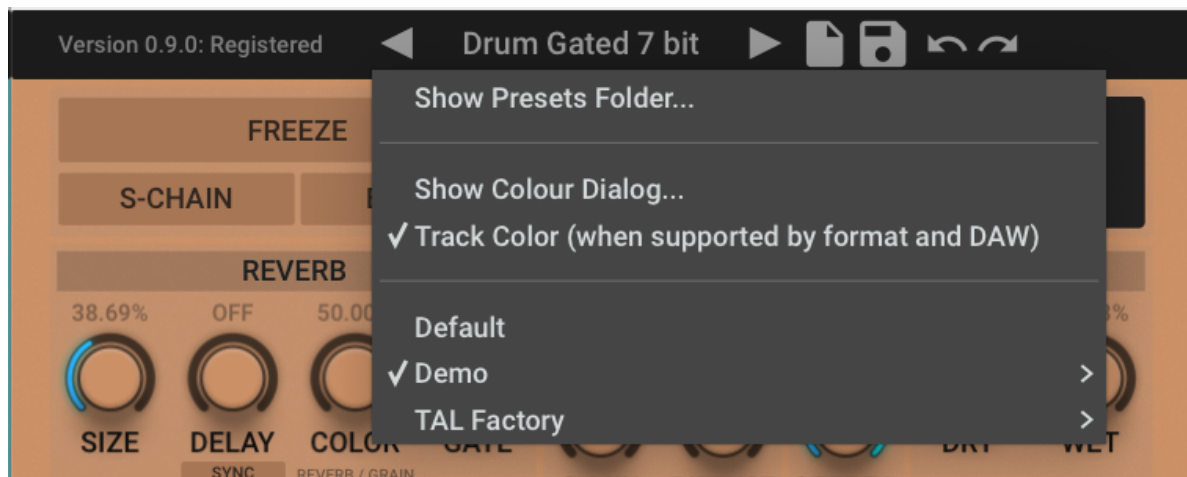
Opens the “Save as..” dialog.

Undo / Redo Icons

Undo / Redo parameter changes.

Menu

A click on the preset name on the top opens the *Menu*:



Show Presets Folder...

Opens the native file browser at the plug-ins preset location. This is the place where you can copy additional presets.

Show Colour Dialog...

Shows a dialog that lets you adjust some of the UI colours.

Track Color

In this case the plug-in takes the track color. This works especially well with the white default scheme. In this case the plug-in takes the color of the DAW track with the brightness of the background color of the current scheme to make sure the text is always readable.

This only works when it is supported by the plug-in format and the DAW. The VST3 format has this feature.

Presets List

The last section contains all presets located in the plug-ins default preset location.

REVERB

The settings for the main reverb.



SIZE

The size of the reverb. This determines how long the reverb tail is. Zero is small and at the maximum value it is infinitely long.

Select a small value for room reverberation sounds and large values for large church-like rooms.

DELAY

The pre-delay of the reverb. This can be set freely in milliseconds or it is possible to synchronize it with the BPM of the host if SYNC is activated.

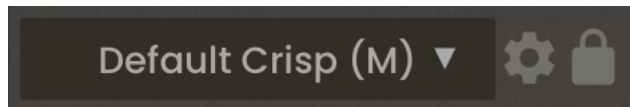
COLOR

The color of the reverb sound. Cold on the left side and more colored when turned up.

GATE

Lets you set a threshold for the internal gate. The gate stops the reverb when the signal goes under that threshold. This can be suitable in some special situations.

REVERB Parameters



Reverb parameters define the reflection times and their volume. **They can be saved as files and they show up in the drop-down when you place them inside the preset root directory.** This settings are part of the preset. NAME (M) shows the setting that is active in the plugin.

There are 8 different reflection settings that come with the standard presets. Some more suitable for super short reverbs and some for longer lush reverb sounds. The **LOCK** symbol **locks the settings** when you want to keep it when changing presets.

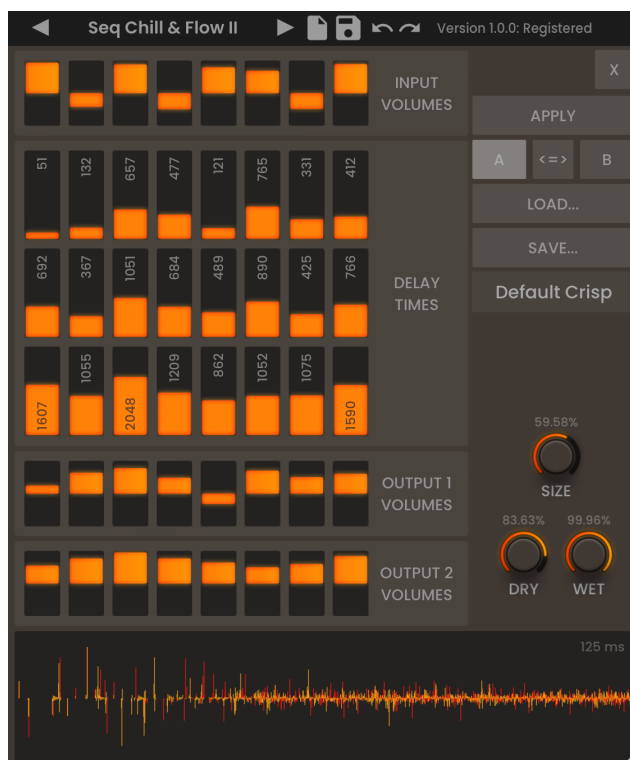
Parameter Editor

The **gear-icon** let you edit this setting. **It shows the signal flow of the reverb top down.** There are 8 different signal paths. They are all connected through a complex internal network to achieve a fast build up time and a smooth tail.

Please **use a white-noise as input if you want to tune for colorlessness** or tune directly with the audio signal that you want to use for the reverb.

There are no overall rules for this. **Shorter delay times may lead to more colored sounds**, but faster build up times, **while longer delay times may lead to a more lush sound with longer build up time.** We often have chosen the shorter delay times for the first delays and longer for the second or third delay.

You need to press APPLY to assign the setting to the current reverb sound. You can compare setting A and B. The <=> arrow allows you to make them equal. You can also change the name of the parameter settings.



INPUT VOLUMES

The input of the dry signal into the reverb. Values can be positive and negative.

DELAY TIMES

Three delay stages. You can set the delay times in samples. We calculate the real delay for the current sample-rate.

OUTPUT 1

Output volume of the early pre delays.

OUTPUT 2

Output volume of the later delays.

DISPLAY

Shows a preview of the current impulse response in realtime.

GRAIN

This contains the main grain settings.



G-SIZE

The size of one grain.

DENSITY

The amount of grains that playing at the same time. The highest density is around 30 grains.

When SYNC is enabled, this knob shows the sync times. In SYNC mode the grains will be distributed in sync with the DAW tempo and beat.

DETUNE

The random range of grain detuning. This allows to add a sort of unison effect to the grain cloud. At max value the grains will be created with huge pitch offsets.

SHAPE

The grain shapes. Drag to change the shape. Several shapes from rectangle to saw are available.

GRAIN MIX



G-MIX

The reverb/grain amount. At zero, only the reverb is heard and at max value, only the grain engine.

INPUT MODE

The image-button below the G-MIX knob specifies the audio routing. You can choose between parallel, and serial routings.

DIFFUSE

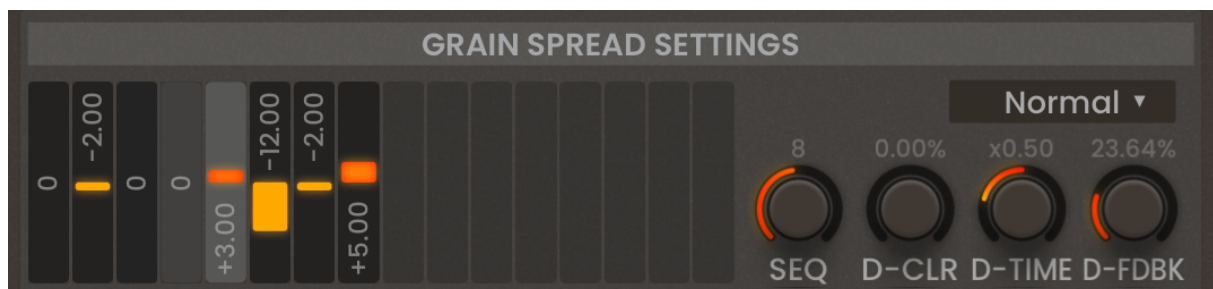
The diffusion amount for the created grains. At min value the grains go though dry and at max value they are maximal diffuse.

FEEDBACK

The feedback amount in the diffusion engine. Endless feedback at max value.

GRAIN SPREAD SETTINGS

This settings can be used to define different pitch values in semitones for the grains. There can be up to 16 different pitch values. The grain engine takes the pitch offsets from this settings.



MODE

NORMAL: The grains pitch values are taken in the defined order.

RANDOM: The grain pitch values are taken in random order.

SEQ

Number of grain pitch tunings.

D-TIME

Delay time factor. 1 means that the delay time is equal the grain size. 0.5 is two times slower. 2 is two times faster.

D-CLR

The color of the delay. Turn the knob left for low-pass filtering and right for high-pass.

D-FDBK

Delay feedback amount. The delay is disabled when at zero. 100% means maximal delay length.

MASTER SETTINGS



STEREO

Sets the stereo amount. Default setting is maximal stereo.

DUCK

The ducking amount of the effect when an incoming or side-chain signal is there and side-chain is enabled.

The meter above the DUCK knob shows the current ducking amount.

LO-FI

Bits and sample rate. Low values lead add noise and aliasing to the FX output.

OUTPUT

Dry and wet output amount.

FREEZE

Holds the current reverb sound until you disable freeze.

S-CHAIN

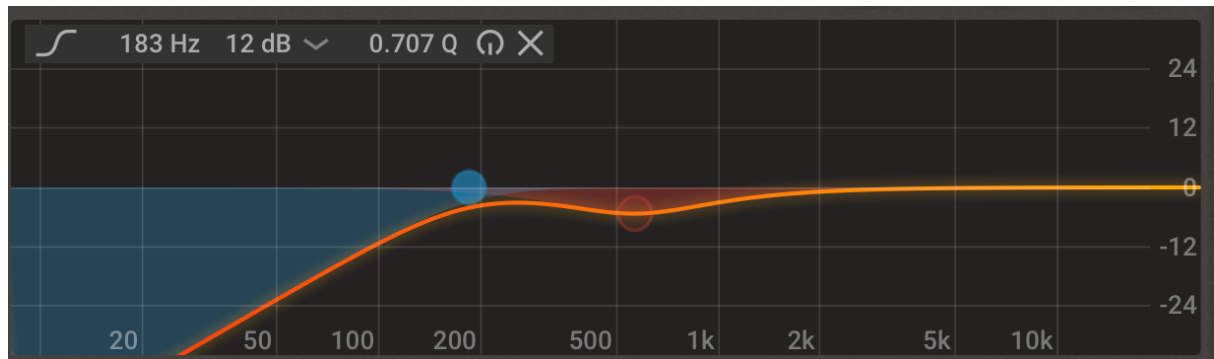
Side chain enabled for ducking.

BYPASS

Mutes the wet output while the internal processing is still running.

EQUALIZER

Full featured parametric 5-band equalizer. Shapes the FX output. Remove bass, add top end or remove middle frequencies to shape the sound of the reverb for your needs.





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