



Further v1.1 Manual

- 1.** Bypass all processing by pressing the plugin name.
- 2.** 2D natural panner - controls where in a 2D plane the input signal is played from. You can think of this square as a top-down view of a room, where the center position is the listener. "F" = front, "L" = left, "B" = back, and "R" = right. How big the room, that is, how big of a difference moving the dot makes, is controlled by the "Size" knob (7).
- 3.** Select between 3 different reverb modes. "Hall": neutral-sounding multipurpose reverb. "Stadium": Big and diffused sound with a long pre-delay. "Room": smooth sound and short decay.
- 4.** Mix for the reverb. Turning this all the way down still enables you to use the 2D panning (2), and only affects the amount of reverberated signal mixed in.
- 5.** Dampens the reverb sound by removing high frequencies.
- 6.** Cleans up the reverb sound by removing low frequencies.
- 7.** Controls the size of the space the panning together with the reverberation is happening in. This affects both the reverb sound and the 2D panner by making the square around the panner represent a different sized room.
- 8.** Output volume of the wet signal. Drag to adjust.
- 9.** Mix for the whole plugin. Drag to adjust.
- 10.** Dream Mode: Turn on to remove early reflections and transform the reverb into a longer, lushier sound.
- 11.** Clear all delay lines used in the plugin to reset the sound.

Thank you for using Sixth Sample plugins. Please get in touch at aapo@sixthsample.com if you have any questions or if there's anything I can help you with.

-Aapo