

Virtual Room Emulator VST



Virtual Room Emulator is a VST reverb plug-in for native PC platforms. Used to create psycho-acoustic models in the DSP environment.

It simulates the reverberation of a sound in a rectangular type room, allowing separate control of the room's width, depth and height. It also allows you to control the distance between the listener and the sound positioned in that virtual room.

The Virtual Room Emulator section offers control over the size, width, and damping factor of the room by way of three linkable sliders. Produces a natural sounding room reverberation effect that gives you true room perception, from small rooms to large concert halls. Small rooms have a high percentage of **early reflections** (the first feedback from the closest objects) that can give more body to tracks. It is also good with acoustic guitars and voices. Larger rooms are better with strings, or wind instruments and synthesizer pads.



Features:

- | Reverberation technique that simulates a real acoustic environment of a room.
- | Separate control of Room's dimensions, produces naturally sounding reverberation.
- | Early and late reflections, (The sound reflections from walls, floors and ceilings following a sound created in an acoustically reflective environment).
- | Damping to re-create a realistic room (In the context of reverberation, damping refers to the rate at which reverberant energy is absorbed by the various surfaces in the environment).
- | It uses reverberation engine that does not produce metal harmonics.
- | 32-bit sound processing with sample rate of 96kHz.
- | 16 predefined room configurations that range from tiny to extra large rooms, allow you to quickly switch between different Virtual Room's configurations.
- | The plug-in is perfectly suited for any type of audio production when acoustic space simulation is needed from recording to post production.

Parameters:

- **Size** : This is the Size (front - rear distance) of the room. It ranges 0 to 10 (smallest to largest)
- **Width** : This represents the width (left-right distance) of the room. It ranges 0 (small) to 10 (wide).

- **Damp : (D a m p i n g f a c t o r)** This is a way to describe the surface absorption, or how sound is reflected by the walls, floors and ceilings. A higher Damp setting causes high frequencies to decay faster. It Ranges 0 (near no absorption) to 10 (full absorption).

- **Gate** : Gate Type Input. Only used in Freeze and Gated modes.

- **Mode** : Selects between Normal, Freeze and Gated modes.
 - * *Normal: The usual reverb behavior.*
 - * *Freeze: When this mode is active, the gate input works as on/off switch for sustain-like effect. When the gate is low, the reverb works as normal. When the gate goes high, Virtual Room Emulator freezes the effect.*
 - * *Gated: When in this mode, Virtual Room Emulator only outputs wet (reverberated) signal when the gate is high. When the gate is set to low, a little decay is internally applied to smooth the transition back to, the dry-only state.*

- **Mix** : The proportion of the "Dry/Wet" signal in the output



System Requirements

- | Operating System : Windows® 98/ME, Windows® 2000, Windows® XP.

- | Processor: Pentium®, Celeron® or equivalent - 500 MHz or more.

- | RAM: 64 MB of memory (128 MB recommended)

- | VST 2.0 Host application like: FL Studio 5.xx, 4.xx, Steinberg Cubase VST 5/32, Cubase VST 5 Score, Cubase VST 5 Standard, Cubase SL 1.xx, 2.xx, Cubase SX 1.xx, 2.xx, 3.xx, Synapse Orion Pro 4.xx, Synapse Orion Platinum 5.xx, Mackie Tracktion 2.xx, Audio Mulch 0.9xx, Steinberg Nuendo 1.xx, 2.xx, 3.xx, Samplitude 7.xx and more ...

- | Graphics (minimum): 16-bit 800x600

- | Work with other hosts, as a **DirectX plug-in** using the FXpansion Vst-Dx V3/4 adapter or running DirectiXer 2. Is the easiest way to gain access to the hundreds of VST plug-ins from your DirectX audio application. Compatible with the Cakewalk Audio line (v6 and higher), FASoft N-Track, Sonic Foundry ACID, Sound Forge and Vegas (as an Aux effect only, in Vegas), Syntrillium Cool Edit Pro, SEK'D Samplitude and Samplitude 2496, and many more.

- | Other Components: PC configured according to the specifications of the host application

- | An ASIO soundcard is recommended for low latency real-time play.

Installation

The files must be in a directory where the VST host is looking for VST plugins. Unzip, unrar the files ".

and .dat" into your VST Plug-ins folder.

Version History

- I **v1.1.3** - Add Mode selector: Normal, Gated, Freeze. Add Gate Input knob: only used in Freeze and Gated modes. Minor GUI modifications. Fixed Minor bugs.

- I **v1.2** - Set Presets as Default working properly now (before the last 2 presets were getting truncated)
- Fixed stability issues on some hosts and W98/ME.

- I **v1.1** - Some GUI modifications.
- Fixed internal Preset-Name problems

- I **v1.0**: Initial version.

Plug-in Credits

Design, optimization, DSP and GUI by Daniel Alberto Laiseca

Evaluation & Registration

The DEMO VERSION is full functional. You can do anything you can do with the full version, you can even save your presets. Also in the demo are some presets included to demonstrate the instruments capabilities. The only restriction:

**The Demo generates a short beep in all output channels every 10 seconds.
THE REGISTERED VERSION DOES NOT HAVE THIS INTERMITTING NOISE.**

The program is a SHAREWARE. You are hereby licensed to use this software for evaluation purposes without charge for a period of 30 days. If you use this software after the 30 day evaluation period a registration fee is required.

The full version is available to purchase, as downloadable software, the price is **US\$15**, and you can download the full version as soon as your payment is received.



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Technical Support and Contact

(English or Spanish language)

Free Technical Support to Registered Users:

Please take a look at the FAQ (Frequently Asked Questions) at <http://faq.syntheway.net> before you cont

customer support. If you have any problems with instruments and effects, you can contact us by e-mail (Eng and Spanish languages allowed). Support requests are answered as quickly as possible, if you send the follow information:

Buyer's Receipt Transaction ID Number

Syntheway Product

Host Application (Name & Version number)

A very detailed description of the problem

Your inquiry will be answered in the order in which it is received. Due to the volume of e-mail, sometimes, th may not be able to respond immediately.

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