



PRESENTS



The first "Type4" virtual Spring Reverb unit.

License

Type4 version 1.0, copyright Guido Scognamiglio - SoundFonts.it - September 2008

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System Requirements

Minimum System Requirements:

- Microsoft Windows 98se/ME/2000/XP/Vista
- Intel Pentium 3 @ 500 MHz or AMD Athlon @ 500 MHz
- 64 Mb of RAM
- 4 Mb of free disk space
- An ASIO compatible sound card

Type4 is a VST plug-in, and needs a VST host application to run. We recommend [EnergyXT](#) or [Hermann Seib's VSThost / SAVIhost](#).

Installation

Copy the file Type4.dll (or whatever it may have been renamed to, in case of future updates) to your VSTplugins folder, usually

C:\Program Files\Steinberg\VSTPlugins

According to the VST host application you're using, you have to recall this plugin within your open project.

In case you have bought a license, install it before running Type4 to prevent it from running in Demo mode.

The DEMO version shows a reminder screen at start-up for a few seconds, then it plays a white noise for 2 seconds every 10. No limitations are applied soundwise.

If you want to buy your license, please visit www.SoundFonts.it.

Please note: two versions of the same plugin are supplied. "Type.dll" is the regular version which accepts two audio inputs and two audio outputs (albeit being a monoaural sound effect), and "Type4_mono.dll" accepts 1 input and 1 output. In case you own a license file and you need to use the mono version, you'll have to copy the "Type4.lic" file to a new one with the name "Type4_mono.lic".

About Spring Reverb

A "spring reverb" is a system to obtain artificial reverberation invented during the 40's by Laurens Hammond (also inventor of the Hammond Organ). In a Spring Reverb pan, the audio signal is coupled to one end of the spring by a transducer (a device that can convert electrical energy into mechanical energy or viceversa). This creates waves that propagate through the spring in both directions. At the other end of the spring there is another transducer that converts the motion in the spring into an electrical signal, which is then amplified and added to the dry sound. Most spring reverb units use several springs together, with each spring having its own characteristics (length, dimensions, tension, etc.) resulting in a natural



A "Type4" spring reverb tank made in Cary, IL (USA)

reverberation by summing several delayed sounds at fixed or random intervals. However, with real spring reverbs the user isn't allowed to change these characteristics. A software simulation like Type4, on the other hand, allows you to adjust parameters like "decay" (reverb duration), the dampening factor, the virtual spring tension and other parameters that affect the overall timbre of the reverb effect.

Why should you want to use a spring reverb rather than a precise and modern digital reverb? Spring reverbs have typical sonic characteristics that, nowadays, make them desirable mostly as effects on their own rather than simulations of an acoustic phenomena.

Plugin Description

Type4 is a simulation of a vintage "Type4" spring reverb unit.

Main features:

- Four virtual springs with variable tension
- Variable decay length
- Variable dampening factor
- Adjustable pre and post filtering
- Adjustable timbre
- Very low memory and CPU power needed
- Easy MIDI-Learn feature

Panel Controls

- **Input Level:** Adjusts the level of the audio signal being fed into the reverb effect. Doesn't affect the dry signal;
- **High-Pass:** before being fed into the reverb line, the input audio signal is filtered by this high-pass filter. Use this knob to adjust the cutoff frequency;
- **Low-Pass:** at the output of the reverb line, the effect signal is filtered by a low-pass filter. Use this knob to adjust the cutoff frequency;
- **Out MIX:** use this knob to mix the dry sound with the reverb effect;
- **Timbre:** adjusts the overall tone color;
- **Dispersion:** adjusts the amount of audible early reflections that will propagate through the whole reverb line;
- **Spring Tension:** adjusts the average tension of all 4 virtual springs;
- **Decay:** adjusts the approx. reverb tail length;
- **Damp:** adjusts the dampening factor: turn this knob clockwise to achieve a darker tail.
- **Don't Hit Me:** don't hit that button! :)

Using the GUI controls

When you move a knob on the User Interface, a small display appears on the screen showing the current value of the active control. Passing your mouse pointer over the controls, a pop-up text describes their function.

Tips on using the interface:

- to reset a control to its default value, hold down CTRL and click it;
- for "fine tuning" knob movements, hold down SHIFT while moving the knob;
- all knobs react to both vertical and horizontal movement;
- hold down the ALT key to activate the circular control of the knobs.

MIDI CC Mapping

You can assign your MIDI controllers to any of the available controls using the MIDI Learn function. It's very easy: just right-click on a knob or switch of your choice. A menu should pop-up. The first item shows the control's name, the second item shows the MIDI CC# currently associated to that control and the last item activates the MIDI Learn status. Click on "MIDI Learn", the tooltip text should say "Waiting for incoming MIDI data...". Now move a knob/slider/whatever on your physical controller. At this point you should see the virtual control following the movements of the physical control. To abort the "wait" state click on the first menu item, and to reset the assigned control (MIDI Forget) click the second menu item.

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