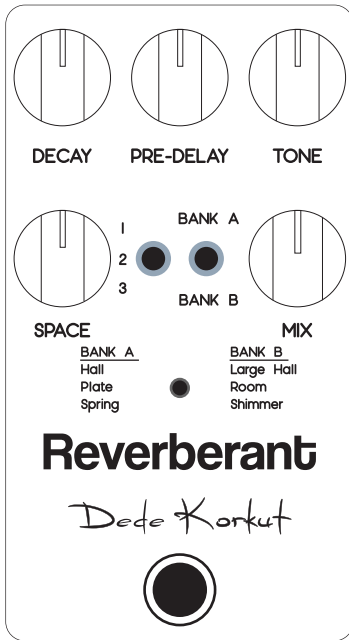




Reverberant

Multi Space Reverb

Dede Korkut

www.dedekorkutpedal.com

  @dedekorkutpedal

Decay: Determines the time of decay of the reverberated signal. On low values short reverbs, in high values long reverbs are obtained.

Pre Delay: Controls the duration of delay before reverb signal reveals. Careful adjustment of pre-delay makes a big difference in clarity of the mix. Adjusts shimmer level in Shimmer mode.

Tone: Sets the tone of the reverb sound.

Space: By changing sample rate effects reverb time, pre-delay, tone, filters etc. leads to an expansion or shrinking in the reverb space.

Mix: Alters the balance between analog dry signal and wet signal. 100% mix gives full wet, 0% mix gives full dry.

BANK A

1. Hall: Creates the characteristic reverb sound of the halls like a concert hall, theater stage.

2. Plate: Gives you the reverb sound created with metal plates. The intensity of the bass sounds is low.

3. Spring: The reverb sound usually used in guitar amplifiers formed with springs.

BANK B

1. Large Hall: Creates the reverb sound of bigger spaces like big halls, stadiums.

2. Room: Used to get reverb sound occurring in a closed room. Can be set up very small rooms to bigger rooms.

3. Shimmer: In shimmer the reverb sound is raised one octave and put into reverb again, and a unique shimmer sound is obtained. Set shimmer level with pre-delay knob.