

# Tone2 Warmverb multi-FX User's Manual



Revision: 0.114 (23/07/2008)  
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## Introduction

Warmverb multi-FX, from Tone2, is a high quality multi-fx plug-in for VST compatible host applications. A lot of users requested to have Gladiator's true algorithmic reverb as a separate plug-in. We added other high quality effects like *chorus*, *delay*, *distortion*, *talkbox*, *vocoder*, *surround encoder* (to name just a few, see the effects list section for all of them) and Warmverb was born.

In addition to using single effects, you can combine them with an EQ to build new types of effects, for example:

- '*Singing Reverb*' = Reverb + Tap Delay → Talkbox
- '*Echo LFO phaser*' = Tap Delay + Reverb → LFO Stereo Phaser
- '*Scratching*' = Ringmod LFO → Pingpong Filter → Ringmod LFO
- '*Mega trance*' = Supersaw → PingPong Echo → Reverb Large

There are 4 effects slots which you can load effects into. The advanced routing structure allows for both serial and parallel signal paths and effects can be placed both pre and post EQ.

It all adds up to power and potential waiting to be shaped by your creativity.

## Support

If you have any problems installing or using Warmverb, please contact us by visiting our website and clicking on the Support button:

<http://www.tone2.com>

We also have a support forum located on the popular KVR website, where you can post feedback, bug reports, and ask questions.

<http://www.kvraudio.com/forum/viewforum.php?f=76>

## Features

- 31 Effects covering Reverbs, Delays, Filters, Distortions and Stereo Tools.
- 4 Effects Slots with Mix and Clear Parameter Controls.
- 3 Band Low Shelf, Mid Peak, High Shelf EQ.

- Comprehensive Preset and Bank Management.

## Installation

To use Warmverb you will need Windows XP or Vista, and a VST compatible host application.

To install Warmverb:

1. Run the Warmverb **SETUP.EXE** file by double-clicking on it.
2. Read and accept the license agreement.
3. Choose the installation location. This should be the VST folder used by your host application. We recommend you create a sub-folder within this location for Warmverb.
4. Click on '**Finish**' to complete the installation.
5. Copy the **KEY** file from Tone2 into the installation location.
6. Warmverb will now appear in the effect plug-in menu of your VST host application. In some hosts, you may need to '**refresh**' or '**rescan**' the VST folder.
7. An uninstaller will be created and added to your start menu, which you may use if you would like to remove the Warmverb from your computer at a later time.

## User Interface Once Over

The Warmverb User Interface is a simple, single window design which is split into panels.



Warmverb has three main controls, which you will use to select and change settings. These are:

### Knobs

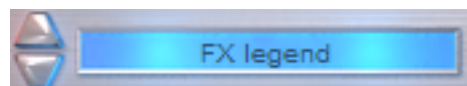


Click on a knob and drag left/right or up/down to increase or decrease the parameter. You can also alter the behaviour of a knob with the following keys:

- **CTRL+Click** will reset the knob.
- **SHIFT+Click and Drag** provides more accurate control of the value.
- **ALT+Click and Drag** means circular, and not linear, movement will change the value.

**Note:** when adjusting an effects knob, the parameter name and value are shown over it so you know what parameter you are adjusting and by how much.

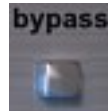
### Drop-Down Selectors



The LCD-style boxes with Up/Down buttons are drop-down selectors. Click on these and a menu will appear with a number of options. Click on an option in the menu to select it.

The Up/Down buttons to the left of the LCD-style boxes are used to quickly move through the options. Click on Down to go to the next option and Up to select the previous one.

## Buttons



Buttons are simple on/off switches and are clicked to change their state.

## Browser Panel – Instant Gratification with Presets

The browser panel is used to load and save, presets and banks. Use the drop-down selector to choose from the current bank, or the Up/Down buttons will cycle through the presets. It also includes buttons to load and save, presets and banks.



*NOTE: Midi in and loading/saving presets does not work in the demo (default bank is available).*

The default bank includes tons of presets to get you started with Warmverb. You can go through these to learn the potential of Warmverb or tweak them to your needs. There are also several user presets so you can start with a blank canvas.

The presets have prefixes to indicate the main type of effect used in them. The prefixes are:

- **FX** – a true multi-fx preset
- **RE** – Reverb
- **TAP** – Delay (including multi-tap)
- **PHA** – Phasor
- **CHO** – Chorus
- **FLA** – Flanger
- **FIL** – Filter
- **SURR** – Surround/Stereo

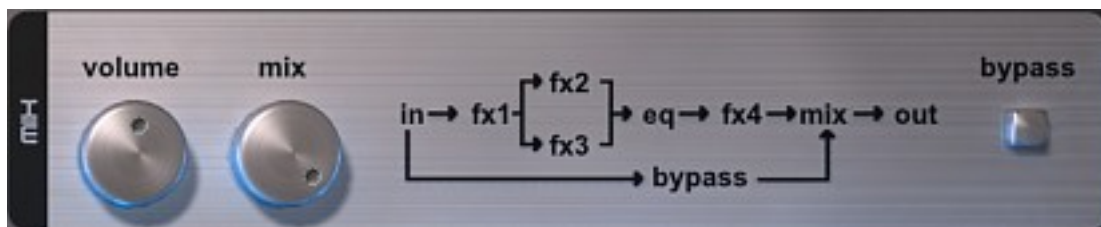
- *DIS* – Distortion

## Equalizer Panel

The Equalizer is a simple *Low* Shelf, *Mid* Peak and *High* Shelf design which you can use to shape your sound.



## Mix Panel and Signal Routing



The Mix Panel lets you apply a final gain to your signal and blend the Dry/Wet paths. It also displays the effects/EQ routing and has a button to bypass them. In *bypass* mode, the *out* signal will not be processed and is the same as the *in* signal.

### *Routing*

The 4 effects slots and the EQ are configured as shown in the Browser Panel (see above). If a slot does not have an effect loaded into it, it will simply be bypassed. When an effect is loaded into a slot, the *Mix* Knob controls the Dry/Wet blend for that effect.

Routing is serial except for effect slots *2* and *3*. These are configured in parallel. This means that the signal from slot *1* is sent to both slots *2* and *3* and the combined signal from slots *2* and *3* is fed to the EQ.

Note that effects slot *4* is post EQ whilst the others are all pre.

## Effects Panels – Tweaking an FX Slot



You can easily change the effects type or settings for an effects slot.

*Type* is a drop-down selector which you can either click on, then select from a menu, or use the Up/Down buttons to cycle through the effects types.

*Mix* controls the Dry/Wet blend for the effects slot.

There are also four parameter knobs. If a parameter knob is used by a particular effects type, it will have a label above it. When you click on a parameter knob, the label will change to the parameter value.

## Starting from Scratch

Now that you are familiar with the User Interface you can try to design a preset from scratch. If you select a user preset from the default bank, all the effects slots will be cleared and the EQ and Mix settings reset.

You don't have to put your first, or only, effect in Slot 1. You are free to place effects in any order. By putting effects in serial and parallel, pre and post EQ, you will change how they combine and sound.

By trying out different slots and controlling the Mix of each effect, you can go from subtle to extreme effects and get the sounds that was locked in your head.

## Automation and MIDI CC

The controls on the Warmverb may be automated to allow for full control over the plug-in within your project. Warmverb will respond to standard VST automation, as well as to MIDI CC control. The default MIDI CC mapping is given at the end of this manual. For details on using VST automation within your host application, please refer to the documentation that accompanies your host software.

*NOTE: Midi in and loading/saving presets does not work in the demo.*



## Effects List

When you click on the drop-down selector in an effects slot, you will have the following options.

<b>Effect</b>	<b>Parameters</b>	<b>Description</b>
off	N/A	Slot is Bypassed
Reverb large	Size Damp Predelay Modulate	Large size general purpose reverb with warm sound. Good for large rooms.
Reverb small	Size Damp Predelay Modulate	Small size general purpose reverb with warm sound. Good for smaller rooms. Has less reflections.
Reverb ultra	Size Damp Predelay Modulate	High-End quality reverb with very warm sound. Simulates a huge room. Has a very diffuse and soft sound. It will need some CPU power.
PingPong	Time Feedback Damp	PingPong delay. Echo is alternating between left and right.
PingPong filter	Time Feedback Cutoff	Filtered PingPong delay. Echo is alternating between left and right and is getting tighter in frequency response.
Delay	Time Feedback Damp	Classic delay effect.
Chorus	Speed Depth	Classic chorus effect.
Ensemble	Speed Depth	Classic ensemble effect. Has a richer/thicker sound than the chorus.
Flanger	Center Feedback LFO Speed LFO Depth	Classic flanger effect.
Stereo Flanger	Center Feedback LFO Speed LFO Depth	Stereo version of the flanger.
Rotary	Speed Volmod LFO speed LFO depth	Classic rotary speaker simulation (Leslie effect).
Superstrings	Speed Depth	Gives a similar sound like a 'supersaw'. One OSC passed through it sounds like a large of detuned, stacked OSCs. Gives some kind of 'trancy' sound.
Lowpass	Cutoff Reso LFO speed	A lowpass filter - allows low frequencies to be heard, but blocks the higher frequencies. It is often used for isolating bass sounds.

	LFO depth	
Bandpass	Cutoff Reso LFO speed LFO depth	A bandpass filter - allows the frequencies within a specific range to be heard, and blocks out all the other frequencies above and below it.
Highpass	Cutoff Reso LFO speed LFO depth	A highpass filter - allows high frequencies to be heard, but blocks the lower frequencies.
Phaser	Cutoff Reso LFO speed LFO depth	A phasing filter that affects the phase offset of the incoming audio stream.
Stereo Phaser	Cutoff Reso LFO speed LFO depth	Stereo Version of the Phaser
Talkbox	Cutoff Reso LFO speed LFO depth	Cutoff selects between vocals O,U,A,E and I. Reso controls formant frequency of vocals. 100% for 'child-like' sounds and 0% for devil like ones.
Tube amp	Drive Postamp	Valve amp simulation with soft saturation and oversampling. Gives a square wave-like sound on high drive values.
Transistor	Drive Postamp	Transistor amp simulation with asymmetric saturation and oversampling. Gives a sawtooth-like sound on high drive values.
Presence	Drive Postamp	Valve amp simulation with soft saturation, presence and oversampling. Gives a Guitar-amp-like sound.
Hard clip	Drive Postamp	Digital clipping with oversampling. Gives a digital and aggressive sound.
Bitcrush	Drive Postamp	Digital lo-fi effect (Bitcrusher) with oversampling. Has a very digital sound.
Waveshape	Drive Postamp	This distortion type adds additional harmonics by using round nonlinear amplification of the audio signal. In waveshaping synthesis, it is possible to change the spectrum with the amplitude of the sound. Since this is also a characteristic of acoustic instruments, waveshaping has been used effectively for synthesizing traditional musical instruments, and in particular, brass tones.
Surround enc	Pan	Dolby Pro Logic II ( <a href="http://en.wikipedia.org/wiki/Dolby_Pro_Logic">http://en.wikipedia.org/wiki/Dolby_Pro_Logic</a> ) compatible surround encoding. You can encode to center, left, right, rear left, rear right or back. The encoding is fully stereo compatible.
Ringmod	Frequency LFO speed LFO depth	Ringmod combines two signals, and output the sum and difference of the frequencies present in each waveform. The process of ring modulation produces a signal rich in overtones, suitable for producing bell-like or otherwise metallic sounds.
Tremolo	Frequency LFO speed LFO depth	Classic tremolo effect.
Autopan	Frequency LFO speed LFO depth	Autopan moves the stereo signal back and forth, between the left and right channel.
Stereo enhance	High shelf	Widen stereo field of an existing mix. This one is mainly designed for

		mastering.
Vocoder	Formant Wave Tune Chord	<p>26 Band analogue modelled vocoder. It contains 260 (!) IIR filters. It does not use FFT and has the advantage of linear bandwidth and low latency.</p> <ul style="list-style-type: none"> <li>● With Formant you can shift the formant frequencies. Setting it to 100% results in a smurf-like voice.</li> <li>● Wave selects the carrier wave.</li> <li>● With 'tune' you can tune the carrier wave's base frequency.</li> <li>● With Chord you stack several carrier waves. <ul style="list-style-type: none"> <li>○ Single: Single wave</li> <li>○ Strings: Two detuned single waves</li> <li>○ Octave: Two detuned waves stacked to one octave</li> <li>○ 3x: Two detuned waves stacked to one octave and the 5th</li> <li>○ 4x: Two detuned waves stacked to two octaves</li> <li>○ Minor: Minor chord</li> <li>○ Major: Major chord</li> <li>○ Layer: A complex stacked layer of waves</li> </ul> </li> </ul>
Stereoizer	None	Convert a mono signal to stereo by applying a bandpass cascade with 56 filters.

## MIDI CC Mapping

The default Midi CC mapping is:

<i>Midi CC</i>	<i>Destination</i>
7	Volume
12	Bypass
14	Fx1Par1
15	Fx1Par2
16	Fx1Par3
17	Fx1Par4
18	Fx2Par1
19	Fx2Par2
20	Fx2Par3
21	Fx2Par4
22	Fx3Par1
23	Fx3Par2
24	Fx3Par3
25	Fx3Par4
26	Fx4Par1
27	Fx4Par2
28	Fx4Par3
29	Fx4Par4
75	EqLow
76	EqMid
77	EqHigh
91	Mix
92	Fx1Mix
93	Fx2Mix
94	Fx3Mix
95	Fx4Mix

*Where Fx[N]par[M] refers to effects slot [N],parameter Knob/Label [M].*

## Specifications

- VST 2.4 compatible effect plug-in
- Sample Rates: 22, 44, 48 or 96 kHz
- Frequency Response: < 10hz to > 20,000hz
- Stereo
- Automation and MIDI CC
- High performance/Low CPU

## About Panel

Clicking on the Warmverb Badge in the User Interface will display the version number, production credits and copyright information.



Click on the About Panel to return back to the User Interface.



## Credits

Warmverb concept and development by Markus Feil.

We would like to thank the beta testing team and everyone at the KVR forums for their input (well some of it at least).

Please visit us at [www.tone2.com](http://www.tone2.com) for the latest news and updates for all of our products.