REVERB-G
MECHANICAL VIBRATION
PAIRED STRINGS REVERB

[RACK EXTENSION]
MANUAL

Re Rack Extension

PRODUCT OF
TURN2ON

FX device by Turn2on Software
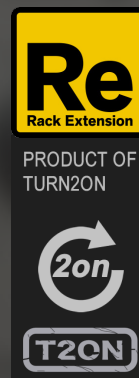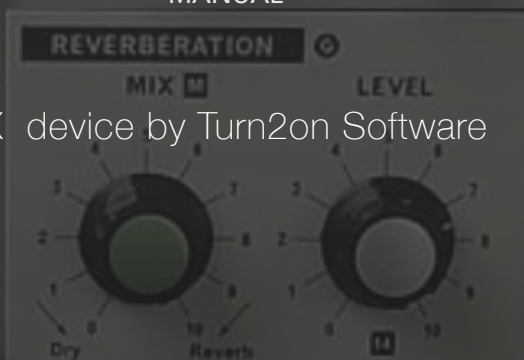
REVERB-G was inspired by the reverberation section on the legendary hardware synthesizer Synthi (VCS-3, A, AKS). The reverberation tank was an important contributor to the Synthi sound, and has been modeled now in REVERB-G.

   The original reverberation section of syntheszier comprises of a pair of lightly tensioned springs with transducers at either end to transform the electrical signal into a mechanical vibration and back again to a signal.

   The basic function of reverberation is to simulate electrically the effect of a room, or hall, in which sounds take a few seconds to die away, but it can also be used for blending and distancing sounds.
The history of the EMS company started in 1969, and finished in 1979.

   Synthis (VCS-3) is one of the most iconic synthesizers of all time. You can hear sounds from this synthesizer and its Reverberation unit in the works of Pink Floyd, The Who, Yes, Curved Air, Family, King Crimson, Led Zeppelin, Roxy Music, Moody Blues, Three Dog Night, Sly, Family Stone and others.

REVERB-G models a mechanical vibration paired springs reverb audio processor, inspired by the reverberation section of the EMS Synthi.

REVERB-G includes **ORIGINAL** mode, with MIX and LEVEL control only, but also includes additional flexible **MODERN** mode, where we have added reverb parameters such as Pre Delay, individual Decay control (reverb tail length), Space and Mono/Stereo width control, HiCut and LowCut filters, Damping filter (in progression loss high frequencies).

REVERB-G, derives its name from the original scheme of the Synthi architecture, where the Reverb unit is marked as unit section "**G**".

REVERB-G audio processor reproduces the character of the original reverb unit with its own musical sound, used by many musicians and allows us to touch the sound of the 70s.

Try out the legendary instrument inspired mechanical vibration paired springs reverb today.
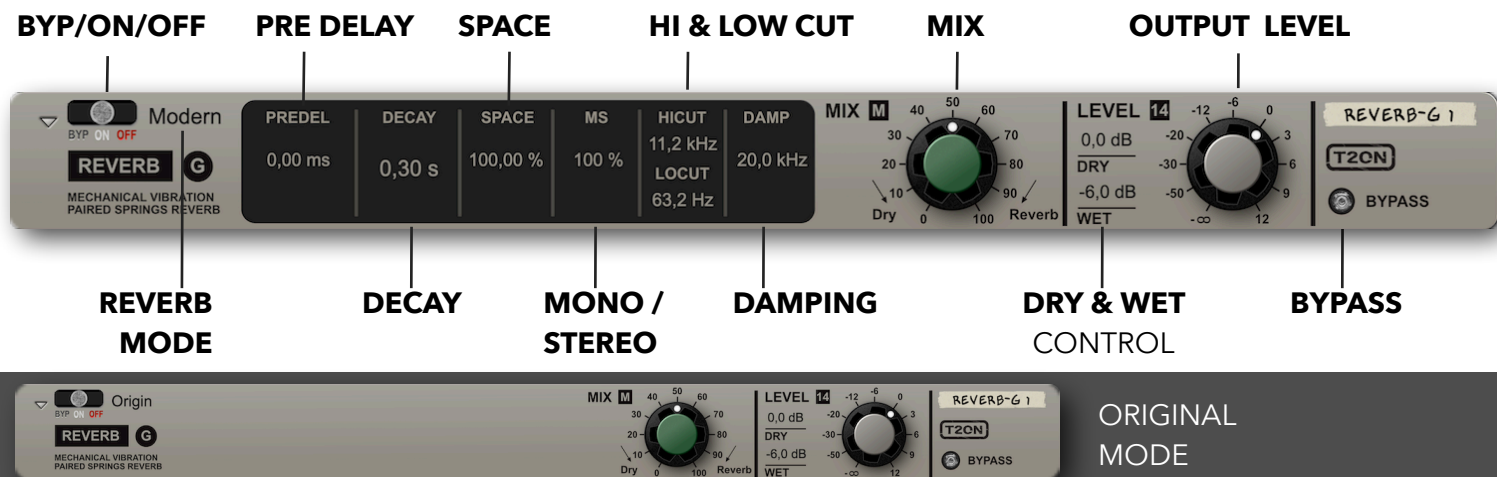
Visit us: turn2on.com

REVERB-G | PAIRED SPRINGS REVERB

BYP/ON/OFF   **PRE DELAY**   **SPACE**   **HI & LOW CUT**   **MIX**   **OUTPUT LEVEL**

REVERB MODE   **DECAY**   **MONO / STEREO**   **DAMPING**   **DRY & WET** CONTROL   **BYPASS**

ORIGINAL MODE

NAME	DESCRIPTION
REVERB MODE	**ORIGINAL MODE**: Original hardware synthesizer reverberation section include only MIX and LEVEL controls on the panel. In this mode, MIX knob set value of the Dry/Wet and Decay parameters at the same time.
	MODERN MODE: Include additional parameters with flexible control of reverberation. Mix knob set value of the Dry/Wet balance, Decay works as individual parameter.
PRE DELAY	Initial delay before reverberation
DECAY	Set length of reverbration tail (0.1 .. 2.25 sec). Avaliable only in MODERN MODE.
SPACE	Scale the size of the reverberation
MS	Mono/Stereo control. Adjust stereo width of the wet signal.
HICUT	Set value of the LowPass filter cutoff frequency. Reducing high frequency of the processed signal.
LOWCUT	Set value of the HighPass filter cutoff frequency. Reducing low frequency of the processed signal.
DAMP	Progressive loss of the high frequencies in the reverberation tail
MIX	Mix between the dry (unprocessed) signal and wet (processed by reverberation effect) signal. Original reverberation unit have spring delay line, with delay times of 25 and 30ms. This is used in architecture of REVERB-G. In **ORIGINAL MODE**: As the MIX control is tuned clockwise from zero, the sound becomes more sustained, as in large bare room. At the maximum , the reverberation time is greater than 2 seconds, equivalent to a small concert hall, but the sound is noticeably degraded. Small amounts of reverberation add extra "richness" to avoid dry quality of electronic sound. Mix is the proportion of direct to reverberated output. At zero, there is no reverberation (real hardware have about 0.3s and this realised in Reverb-G), and at 10 most of the signal is heard through the springs. In **MODERN MODE**: MIX parameter controlling balance between the dry and wet (processed) signal. In this mode, Decay is additional individual parameter.
LEVEL	Sets the Output level of the REVERB-G device
DRY	Sets the gain level of the incoming unprocessed signal
WET	Sets the gain level of the processed signal by reverberation effect
SOFT BYP	Variation of effect bypass with fade in and fade out that exclude loud peaks when you enable or disable effect
ENABLE BYP/ON/OFF	BYPASS: disable effect ON: enable effect OFF: mute incoming signal

REAR PANEL

AUDIO INPUT/OUTPUT:
Mono or Stereo connections for audio signals.

CV INPUTS
Use these CV inputs to control the main parameters by external CV source curves

Wokrs only in MODERN MODE

SIGNAL ROUTING ICONS
This is a true stereo device

REVERB-G

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Turn2on

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PRODUCT OF
TURN2ON

Thanks to all beta-testers,
Special thanks to
- **MrFigg (Cameron Jeffrey)**
- **Philip Meadows (Despondo)**

Thank you very much for supporting us by choosing our products.
This allows us to develop future interesting and creative effects / utilities / instruments in the Rack Extension format.

Don't hesitate to contact support with any questions regarding our products or to offer your own ideas for product updates or even new products you would like developed.

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