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GATED REVERB DOCUMENTATION
Factory Program Name: F06

Looking for a big, fat, yet unmuddied, snare drum sound? While reverb will flatten the sound, it also tends to blur individual drum hits. A popular recording technique places a noise gate after the reverb processor restoring some of the dynamics present in the original signal. Adjusting the noise gate to abruptly end the reverb decay results in a very distinctive sound.

GATED REVERB combines a high quality digital reverb with a programmable digital noise gate. While this effect is most often used on snare drums, it is applicable to all transient-rich program material. The noise gate's amplitude threshold and attack/release time constants can be adjusted allowing for a wide variety of dynamic effects. A complete palette of reverb control parameters, identical to those found in STEREO ROOM, is also provided.

GATED REVERB accepts a MONO input signal and returns a pseudo-stereo output.

The parameters for GATED REVERB are:

INPUT MODE: MONO BANDWIDTH: 16kHz

PARAMETERS	RANGE	DEFAULT
THRESHOLD	0 to 99	50
GATE ATTACK	0 to 99	75
GATE RELEASE	0 to 99	50
REVERB DECAY	.2 to 99 seconds (.1, .2, .5 and one second steps)	4.0 sec.
PRE DELAY	1 to 250ms (in 1MS steps)	2ms
LOW FACTOR (lo freq scaling)	-8 to +4	-4
LOW ROLLOFF (rolloff point)	50 to 500Hz (in 50Hz steps)	250Hz
HIGH FACTOR (hi freq scaling)	-8 to 0	-2
HIGH ROLLOFF (rolloff point)	1.0 to 8kHz (in 500Hz steps)	8.0kHz

SOFTKEY FUNCTIONS:	DEFAULT:
DISABLE INPUT alternating with ENABLE INPUT	DISABLE
CLEAR REVERB alternating with RESUME REVERB	

WHAT'S GOING ON:

THRESHOLD sets the amplitude at which the signal opens and closes the gate. This adjustment is both important and somewhat tricky. Important because if set incorrectly there will be no gating or no signal. Tricky because it is dependant on a number of variables; the dynamics of the signal, the reverb decay time and the input signal level. Note that if the input signal level is changed, the threshold should be readjusted.

GATE ATTACK/RELEASE parameters allow the response time of the digital gate to be modified over a wide range (0 - SLOW/99 - FAST). Fast attack/slow release settings tend to sound natural, somewhat restoring the dynamics of the original signal. A wide variety of interesting effects can be achieved with other attack/release combinations.