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1. Description

Virtual Room Emulator is a VST reverb plug-in for native PC platforms. Used to create psycho-acoustic models in the DSP environment. It simulates the reverberation of a sound in a rectangular type room, allowing separate control of the room's width, depth and height. It also allows you to control the distance between the listener and the sound positioned in that virtual room.

The Virtual Room Emulator section offers control over the size, width, and damping factor of the room by way of three linkable sliders. Produces a natural sounding room reverberation effect that gives you true room perception, from small rooms

to large concert halls. Small rooms have a high percentage of early reflections (the first feedback from the closest objects) that can give more body to tracks. It is also good with acoustic guitars and voices. Larger rooms are better with strings, or wind instruments and synthesizer pads.

Features:

- | Reverberation technique that simulates a real acoustic environment of a room.
- | Separate control of Room's dimensions, produces naturally sounding reverberation.
- | Early and late reflections, (The sound reflections from walls, floors and ceilings following a sound created in an acoustically reflective environment).
- | Damping to re-create a realistic room (In the context of reverberation, damping refers to the rate at which the reverberant energy is absorbed by the various surfaces in the environment).
- | It uses reverberation engine that does not produce metal harmonics.
- | 32-bit sound processing with sample rate of 96kHz.
- | 16 predefined room configurations that range from tiny to extra large rooms , allow you to quickly switch between different Virtual Room's configurations.
- | The plug-in is perfectly suited for any type of audio production when acoustic space simulation is needed from recording to post production.

Parameters:

- **Size:** This is the Size (front - rear distance) of the room. It ranges 0 to 10 (smallest to largest)
- **Width:** This represents the width (left-right distance) of the room. It ranges 0 (small) to 10 (wide).
- **Damp: (Damping factor)** This is a way to describe the surface absorption, or how sound is reflected by the walls, floors and ceilings. A higher Damp setting causes high frequencies to decay faster. It Ranges 0 (near no absorption) to 10 (high absorption).
- **Gate:** Gate Type Input. Only used in Freeze and Gated modes.
- **Mode:** Selects between Normal, Freeze and Gated modes.
 - * Normal: The usual reverb behavior.
 - * Freeze: When this mode is active, the gate input works as on/off switch for sustain-like effect. When the gate is low, the reverb works as normal. When the gate goes high, Virtual Room Emulator freezes the effect.
 - * Gated: When in this mode, Virtual Room Emulator only outputs wet (reverberated) signal when the gate is high. When the gate is set to low, a little decay is internally applied to smooth

the transition back to, the dry-only state.

- **Mix**: The proportion of the "Dry/Wet" signal in the output

2. System Requirements

Before you install VST Instruments & Effects, please make sure your computer fulfills the following requirements:

- | Operating System : Windows® 98SE/ME, Windows® 2000, Windows® XP, Windows® Vista, Windows® 7.
- | **Linux** Operating System, with the following [requirements](#) (Special Thanks to **Paul Davis**)
- | Processor: Pentium®, Celeron® or equivalent - 500 MHz or more (recommended).
- | RAM: 128 MB of memory minimum (256 MB or higher recommended)
- | Compatible VST host application: Virtual Room Emulator can be "plugged in" to any host software that supports them allowing the same VST plug-in to be used with many different audio programs like: FL Studio 9.xx, Steinberg Cubase 5.xx - 4.xx, Synapse Audio Orion 7.xx, Sony Acid Pro 7.xx - 6.xx, MakeMusic Finale 2010 v.15 - 2009 v.14, Mackie Tracktion 3.xx, Cockos Reaper 3.xx, Audio Mulch 2.xx, Steinberg Nuendo 4.xx - 3.xx, Magix Samplitude 11.xx - 10.xx, Cakewalk SONAR 8 (Producer Edition and Studio Edition), SONAR Home Studio 7, Magix Music Maker 15.xx, M-Audio Ableton Live 8.xx, 7.xx, M-Audio Evolution Sound Studio II Standard & Pro 2.xx, PowerTracks Pro Audio, Making Waves Studio 5.xx, n-Track Studio 6, PreSonus Studio One 1.5.2.xx and [more](#) ...
- | Graphics (minimum): 16-bit 800x600
- | Other Components: PC configured according to the specifications of the host application
- | An ASIO® soundcard is recommended for low latency real-time play.
- | **Please test extensively the demo version of your selected product (s) in your host to make sure there are no misbehaviors before [purchasing](#).**

3. Installing and Uninstalling VST Plug-in

To install VST plug-in, follow these steps:

- | The file must be in a directory where the VST host is looking for VST plug-ins.
- | Unzip the file.
- | **Put the Virtual Room Emulator.dll file into VST Plug-ins Folder of your host application.**

To uninstall simply remove the **Virtual Room Emulator.dll** file of your VST Plug-ins folder.

4. Version History / Changelog

- | **v1.4 - Added Labeled LED Stack in Reverb Mode Selector. Some GUI modifications. Small bug fixed.**
 - | **v1.3** - Add Mode selector: Normal, Gated, Freeze. Add Gate Input knob: only used in Freeze and Gated modes. Minor GUI modifications. Fixed Minor bugs.
 - | **v1.2** - Set Presets as Default working properly now (before the last 2 presets were getting truncated)
 - Fixed stability issues on some hosts and W98/ME.
 - | **v1.1** - Some GUI modifications.
 - Fixed internal Preset-Name problems
 - | **v1.0:** Initial version.
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5. Technical Support and Contact

Free Technical Support to Registered Users:

Please take a look at the [FAQ \(Frequently Asked Questions\)](#) before you contact customer support. If you have any problems with instruments and effects, you can contact us by [e-mail](#). Support requests are answered as quickly as possible, if you send

the following information:

- | Syntheway Product
- | Host Application (Name & Version number)
- | A very detailed description of the problem

Your inquiry will be answered in the order in which it is received. Due to the volume of e-mail, sometimes, these may not be able to respond immediately.

Contact Information

General Information	info@syntheway.net
Contact	contact@syntheway.net
Sales	sales@syntheway.net
Customer Support	support@syntheway.net
Legal Department	legal@syntheway.net
PR Contact	pressrelease@syntheway.net
Webmaster	webmaster@syntheway.net

6. FAQ (Frequently Asked Questions)

Here you will find answers to the most frequently asked questions: please take a look at the FAQ web page:

<http://faq.syntheway.net>

7. Update and Upgrade Policy:

As a general policy, Updates between minor Syntheway product versions are free. Upgrades between major Syntheway product versions are paid.

Updates:

An update is an interim release that fixes bugs, enhances usability, updates data, or adds a new feature to an existing version. For example, you would update Virtual Room Emulator v1.00 to v1.1.

They get distributed electronically after their release. If you have already registered, and you will not get the email with "link to download update" within a reasonable time, send an email from the email account that was used with your registration. If your email address changes, please notify us support@syntheway.net so that we can update our database.

Upgrades:

Upgrades are changes in the major version number of the product (containing major new functionality, improves performance, enhances usability). When we release a major new release, we change the first number in the version number. So you switch to a higher version of a program within the same VSTi/VST product family. For example, you would upgrade Syntheway Virtual Room Emulator v1.00 to v2.00. Upgrades are free when... you purchase Syntheway product and we introduce a major new release (e.g. moving from Virtual Room Emulator v1.xx to v2.0) within 60 days of your purchase date. Any release containing major new functionality, an upgrade fee will probably be chargeable.

Specially discounted upgrade pricing is available to registered users of the immediately prior version of Syntheway Product. That is, if you are a registered user of v1.xx, you are eligible to upgrade to v2.0 at the special discounted upgrade price.

How often are updates and upgrades released?

We create product updates and upgrades when:

- ┆ New features or functionality have been added.
- ┆ Bugs and problems have been corrected.
- ┆ New features have been added or supported.
- ┆ New optimizations have been integrated into the VST architecture.

Check out for updates/upgrades to this software at:

<http://download.syntheway.net>

Notes:

- Make sure your email account can accept emails coming from us (domain: @syntheway.net). Also take a look to your SPAM folder.
 - Personal details are kept private and are never spammed. For Updates Syntheway uses "BCC" to protect your email address privacy.
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8. License:

Syntheway Virtual Room Emulator VST - License Agreement

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9. All questions concerning this License Agreement shall be directed to: e-mail: license@syntheway.net

9. Evaluation & Registration

The code for the licensed and evaluation versions of this software are identical. With the Demo Version you can do anything you can do with the full version, also some presets are included to demonstrate the instruments capabilities.

The demo restrictions are:

- | The demo generates a short white noise in all output channels every 10 seconds
- | It's limited to a certain number of trial executions.

The Registered Version does not have nagging sounds and their use is unlimited.

The program is a SHAREWARE. You are hereby licensed to use this software for evaluation purposes without charge but if you use this software after the evaluation period, a registration fee is required. Note that by registering the software, you enable us to improve it and design new features.

The full version is available to purchase, as downloadable software, and you can download the registered version when your payment is received. You will receive an email containing registered download link and password protection. For details on ordering through the Web, please visit us at: <http://shop.syntheway.net>

By buying our software you automatically support the development for upcoming software updates.

How to purchase with PayPal:

n **Use the convenient PayPal® Shopping Cart on the website.**

Orders are processed using the secure PayPal® shopping cart system. You will see an "Add to Cart" button on each individual VST Instrument / Effect. Click on the button for each product you wish to order, and follow the simple directions to complete your transaction.

You can purchase online using credit card, debit card, PayPal funds, bank funds or e-check (No additional cost). For your protection, PayPal verify credit card information. The process normally takes about 30 seconds. When your information has been successfully updated, you will see a confirmation message and receive an email with Payment Details and Transaction ID number.

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If you do not have a current PayPal® account and would like to open one, go to <http://www.paypal.com> and click on "Sign up for your FREE PayPal® account." It takes just a moment or two to set up, and the directions are very easy to follow.

Please try the demo before purchasing the full version to make sure this product runs fine on your system. Syntheway has an explicit policy of no refunds, so we cannot accept returns or provide refunds after registered program is downloaded.

::: Safe Shopping: The latest SSL 128 bits technology for the highest security :::

10. Plug-in Credits

Concept and Programming by Daniel Alberto Laiseca.

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11. Acknowledgements:



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