

EMULATORS OF THE LOST REVERB




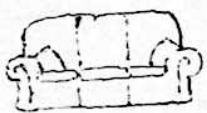




IN ORDER TO EMULATE REVERB, THE CHARACTERISTICS NEEDED ARE: PRE-DELAY TIME, REVERB TIME, DIFFUSION, H.F. DAMPING AND MIX. HERE OUR WIKEND EXPLORER INDIANA REVERB SETS OUT TO FIND A MISSING BATHROOM REVERB...



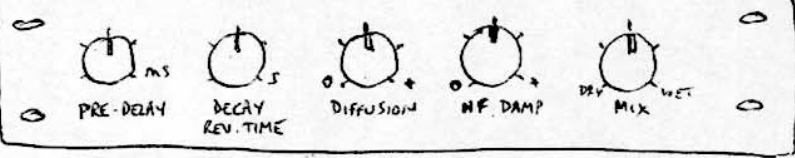
AFTER A LONG SEARCH, INDY FINDS A STRANGE SET OF HEIROGLYPHS BATHED IN AN EERIE LIGHT! LUCKILY INDIANA REVERB HAD SPENT MANY YEARS STUDY AND PRACTICE READING DIFFERENT HEIROGLYPHS... MANY

ROOM CHARACTERISTICS

	PRE DELAY	REVERB TIME	DIFFUSION	H.F. DAMPING	MIX
 CATHEDRAL <small>JUN 11</small>	100ms	9 sec	SOME some pillars	little A few wooden carvings	SOME CATHEDRALS ARE LITTLE 
 HALL <small>SEP 12</small>	50ms	2.9 sec	Lots Lots of comfy chairs, wooden roof	lots all that jumble sale stuff	
 SITTING ROOM <small>DEC 15</small>	20ms	0.9 sec	Lots All that furniture sofas, chairs	lots cushions curtains carpets	
 <small>DEC 15</small>	10ms	0.25 sec	little A loo, & sink	NONE - All those tiles - NO absorption	LITTLE NUN IN THE LOO 



AT LAST HE'D FOUND IT! THAT LAST INSCRIPTION WAS THE CHINESE CHARACTER WHICH, TRANSLATED, WAS "KHAZI".



REVERB CONTROLS