LAIR USER MANUAL

1. Device

Switches between the five reverberator Devices on offer along with their unique modifiers. Artifact produces a dark, diffuse, spring-like reverberant wash. Mirror delivers metallic, shimmering sounds similar to a traditional plate reverb. Rift acts as a contorting portal to other worlds, providing the longest and strangest reverberations of all the devices. Cascade is a cluster of echoes whose distribution can be intensely contorted. Swarm conjures up a chaotic whirlwind of fragmented repeats.

2. Parallel Device Mode

Allows for two devices, displayed as I and II, to be used in parallel, with adjustable Mix and Stereo Spread Controls. Stereo Spread can be combined with the global Wet Pan control to, for example, place the two devices opposite each other in the stereo field, and then pan them together left or right. The same device can not be selected twice in Parallel Device mode.

3. Reverberation

Controls the overall length of reverberation. Behavior depends on the selected Device, with Artifact offering a longer maximum decay time than Mirror, Cascade, or Swarm, and Rift having the lengthiest of all. High values may produce ringing feedback with certain extreme settings.

4. Mix

Adjusts the global mix of dry and reverberant signals. The small lock icon near the control can be clicked to prevent the Mix value from being changed when switching between different presets. The Mix control operates after the Wet and Dry Pans, so can be used to alter the stereo balance of the output when the pans are in use.

5. Sparsity

Decreases the echo density of the reverb tail. Higher values produce more delay-like sounds, while lower values provide a more typical wash of echo. The particular sound attained is, again, dependent on the selected Device.

6. Pre-Delay

Simple delay applied to the wet signal before input into the reverberator. Can be automated or swept in realtime to produce unusual pitch artifacts.

7. Tone

Controls for low and high frequencies in the wet signal. Operation varies as follows dependent on the selected Device:

Artifact: Darkness controls the gain of a low-shelf filter, Lightness adjusts the cutoff frequency of a low-pass filter. Both filters are located after the Drive unit in the signal chain.

Mirror: Reducing Darkness lowers the gain of a low-shelf filter, while increasing it boosts the gain of a low damping filter. This means that increasing Darkness boosts the reverb time of low frequencies. Lightness operates as a high-shelf filter located after the Drive unit in the signal chain.

Rift: Darkness and Lightness control the gain of a low and high-shelf filter respectively. Unlike the other Devices, these filters are located before the reverberator in the signal chain, allowing for unique interactions with Rift's Attunement modifier.

Cascade / Swarm: Darkness controls the gain of a low-shelf filter, Lightness adjusts the cutoff frequency and gain of a high-shelf filter. Both filters are located after the Drive unit in the signal chain.

8. Width

Adjusts the stereo width of the wet signal. With the knob all the way down, the reverberator operates in true mono. The first half of the knob subtly varies the echo times between the left and right channels, where the top half acts as a mid-side panner, boosting the side signal relative to the mid to reduce the apparent "phantom center" of the stereo image.

This section also contains individual Dry and Wet pans, which act after the width control in the signal chain.

9. Ducking

Compresses the wet signal relative to the dry, allowing the reverberation to "duck" out of the way when the dry signal is loud and come rushing back when the dry signal gets quieter. The Release Time can be fine tuned to control how quickly the wet signal recovers from peaks in the dry signal.

10. Gate

Cuts the wet signal off when the dry signal falls below the gate threshold. The Release Time controls how long the wet signal is allowed through the gate after the dry signal falls below the threshold.

11. Drive

Offers a variety of controls and flavors of post-reverb drive. The main knob controls the overall intensity of the drive, the Drive Mix mixes in undistorted wet signal, and the "+Dry" button applies drive to the global dry signal in addition to the wet reverberation.

Three modes of drive are available, with "Shred" being a simple soft-to-hard clipper, "Press" acting as a gritty lofi compressor, and "Rend" providing an aggressive gated fuzz.

12. Modulation

Modulates the reverberator for anything from subtle movement to sea-sick pitch bending effects.

Three modulation waveforms are on offer, with "Orbital" being a simple sine wave, "Turbid" providing slow, smooth, random modulation, and "Etcetera" causing frantic jumps in the modulation for chirpy pitch effects.

13. Volatility

Randomly modulates the reverberation time, with the stereo spread of the randomness being adjustable by the Width slider.

14. Tension

Alters the length of the echoes in The Artifact. Higher values will produce strange and claustrophobic resonances.

15. Purity

Distills the reverberations to their most essential tones, with Focus allowing one to control the range of frequencies allowed through.

16. Glister

Mixes a pitched-up copy of the input signal into the input of the reverberator. The octave-up harmonization is grainy and frantic, similar to that found on old sampler hardware.

17. Attunement

Pulls haunted resonances out of the rift, with Shade controlling their frequency content. Intensity increases with higher reverberation time.

18. Instability

Dissolves the Rift into abyssal entropy, creating atonal, anarchic resonances that murmur in the void.

19. Distribution

Pushes the echoes forward and back in time while clustering them tighter at each end. The quantity of echoes is determined by the number of Tiers.

20. Expansion

Increases the space between all echoes and the distance from the first echo to the last.

21. Density

Determines how often a new fragment joins the swarm. Speed determines the rate at which the fragments fly.

22. Lifespan

Establishes how long each fragment is allowed to remain in the swarm. Higher values heighten the illusion of reverberation.