

YAMAHA

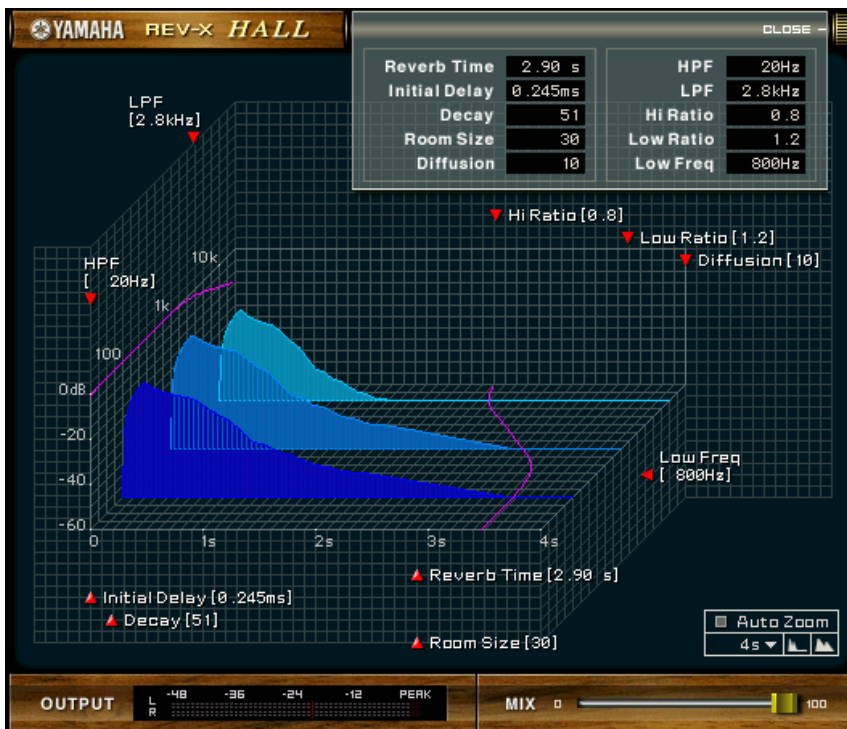
REV-X

Owner's Manual



What are Add-On Effects?

Add-On Effects are software packages that install additional high-quality effects programs on digital consoles.



Studio Manager REV-X Window

What is REV-X?

REV-X is an Add-On Effects package that consists of a reverb algorithm developed by Yamaha. It provides a high-density, richly reverberant sound quality, with smooth attenuation, spread and depth that work together to enhance the original sound. You can choose one of three programs to suit the acoustic sound field and your intentions: REV-X Hall, REV-X Room, and REV-X Plate.

Special Notices

- Copying of the commercially available music sequence data and/or digital audio files is strictly prohibited except for your personal use.
- The software and this Owner's Manual are exclusive copyrights of Yamaha Corporation.
- Copying of the software or reproduction of this manual in whole or in part by any means is expressly forbidden without the written consent of the manufacturer.
- Yamaha makes no representations or warranties with regard to the use of the software and documentation and cannot be held responsible for the results of the use of this manual and the software.
- The screen displays as illustrated in this Owner's Manual are for instructional purposes, and may appear somewhat different from the screens which appear on your computer.
- The company names and product names in this Owner's Manual are the trademarks or registered trademarks of their respective companies.

© 2003 Yamaha Corporation. All rights reserved.

Installing REV-X

See the Add-On Effects Installation Guide for more information on installing REV-X.

Using REV-X

As with other effects, you can recall and edit the REV-X programs on the console or Studio Manager. The basic operation is as follows:

- 1 Select one of the internal effects processors.
- 2 Patch the signal to and from the currently selected effects processor.
- 3 Locate the Effects Library page.
- 4 Select REV-X Hall, REV-X Room or REV-X Plate.
- 5 Recall the selected effect.
- 6 Locate the Effects Edit page.
- 7 Set the parameters. (See the [“Part Names and Functions”](#) section for more information on REV-X parameters.)

The procedure for recalling and editing REV-X varies depending on the console you are using. Refer to the Owner’s Manual that came with your console for more information.

Editing Parameters in Studio Manager

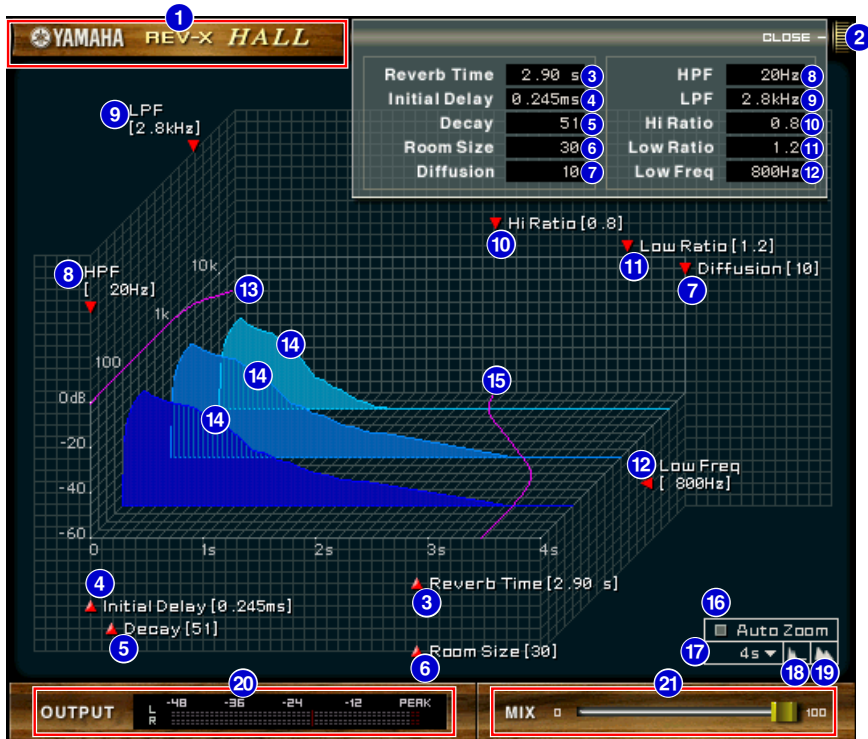
In Studio Manager, editable parameters appear in both the REV-X window and the Generic Editor window. Basically, the REV-X window enables you to edit REV-X specific parameters, and the Generic Editor window enables you to edit parameters common to the REV-X and other Effects.

Refer to the Studio Manager Owner’s Manual for your console for more information regarding the Generic Editor window.

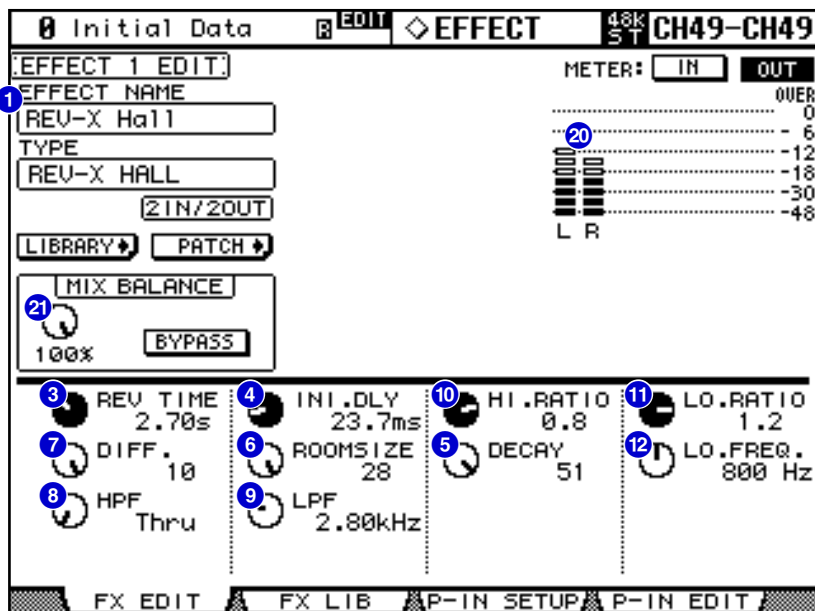


Studio Manager Generic Editor Window

Part Names and Functions



Studio Manager REV-X Window

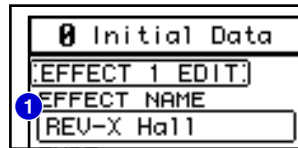


Console screen (This is a DM2000 screen.)

In the following section:

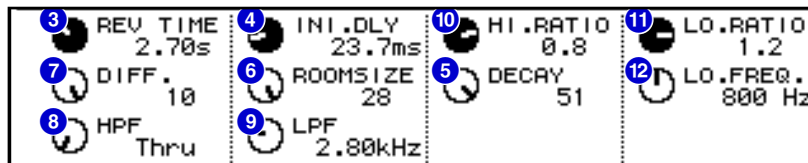
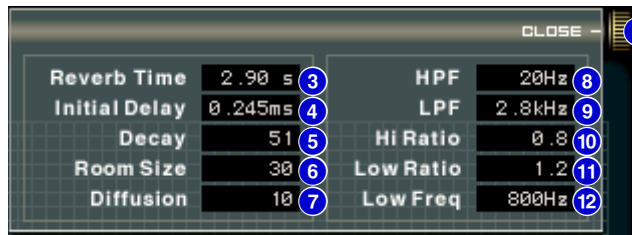
Functions marked with **Studio Manager** are available in Studio Manager.

Functions marked with **Console** are available on the console.



1 EFFECT NAME **Studio Manager** **Console**


The effects name appears here.



2 [OPEN/CLOSE] **Studio Manager**

Click here to open or close the parameter window.


3 [Reverb Time]/[REV TIME] **Studio Manager** **Console**

Duration of time until the reverberation attenuates and stops. Higher values extend the reverberation. In Studio Manager, drag the icon  to change the value.

NOTE The range is from 0.3s through 30.0s. However, the range varies depending on the **Room Size** setting.

4 [Initial Delay]/[INI.DLY] **Studio Manager** **Console**


Duration of time between sound input and the start of reverberation. Higher values delay the start of reverberation.

In Studio Manager, drag the icon  to change the value.

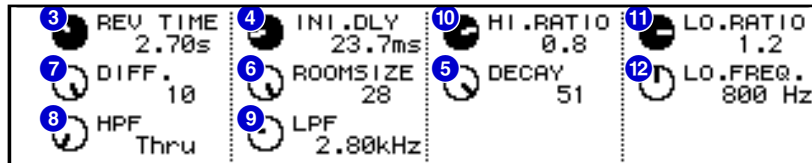
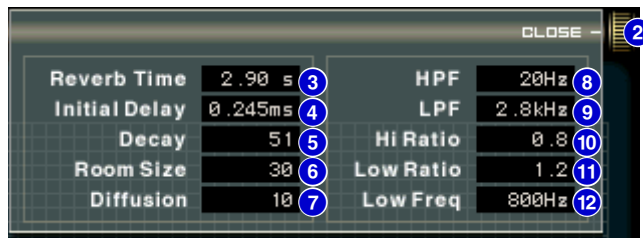
NOTE The range is from 0.0ms through 125.0ms.

5 [Decay]/[DECAY] **Studio Manager** **Console**

Shape of reverberation envelope. Reverberation characteristics are determined by the value.

In Studio Manager, drag the icon  to change the value.

NOTE The range is from 0 through 53.



6 [Room Size]/[ROOMSIZE] Studio Manager Console

Size of space. Higher values simulate larger spaces.

This value is linked with the **Reverb Time** value. When you change this value, the **Reverb Time** value changes.

In Studio Manager, drag the icon to change the value.

NOTE The range is from 0 through 28.

7 [Diffusion]/[DIFF.] Studio Manager Console

Density and spread of reverberation. Higher values increase the density and enhance the spread.

In Studio Manager, drag the icon to change the value.

NOTE The range is from 0 through 10.

8 [HPF] Studio Manager Console

This filter cuts the low frequency range of the reverberation. The range below the frequency specified by this value is cut. This filter does not affect the original source sound.

In Studio Manager, drag the icon to change the value.

NOTE The range is Thru to 8.00kHz.

9 [LPF] Studio Manager Console

This filter cuts the high frequency range of the reverberation. The range above the frequency specified by this value is cut. This filter does not affect the original source sound.

In Studio Manager, drag the icon to change the value.

NOTE The range is 1.00kHz to Thru.

10 [Hi Ratio]/[HI.RATIO] Studio Manager Console

Length of reverberation in the high frequency range. The reverberation duration of the high frequency range is expressed as a ratio relative to **Reverb Time**.

In Studio Manager, drag the icon to change the value.

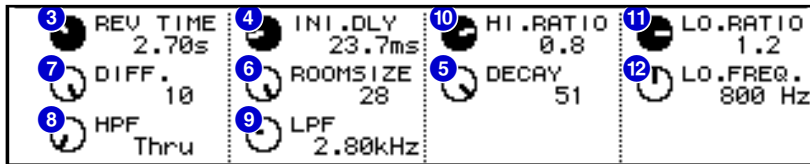
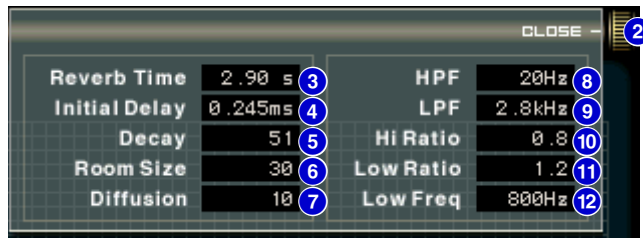
NOTE The range is from 0.1 through 1.0.

11 [Lo Ratio]/[LO.RATIO] Studio Manager Console

Length of reverberation in the low frequency range. The reverberation duration of the low frequency range is expressed as a ratio relative to **Reverb Time**.


In Studio Manager, drag the icon to change the value.

NOTE The range is from 0.1 through 1.4.

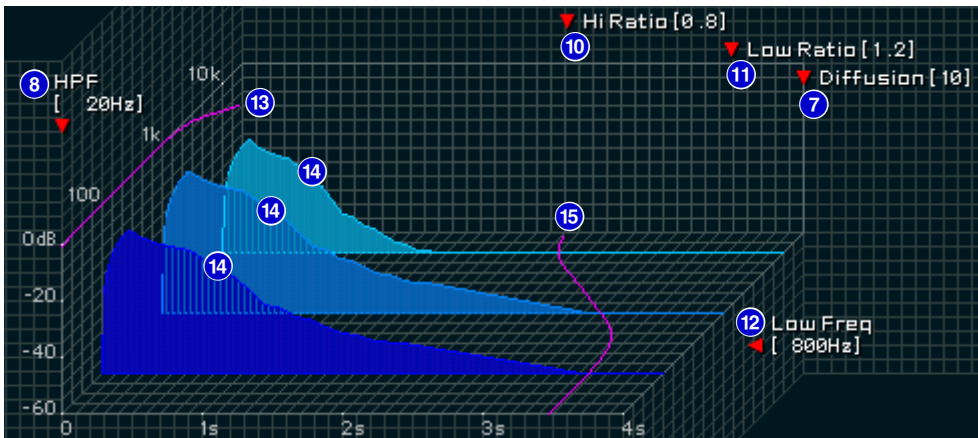


12 [Low Freq]/[LO.FREQ.] Studio Manager Console

Frequency value that serves as the basis for the **Lo Ratio** value. The frequency band below this value is affected by the **Lo Ratio** parameter setting.

In Studio Manager, drag the icon  to change the value.

NOTE The range is from 22.0Hz through 18.0kHz.



13 Filter Frequency Response Curve Studio Manager

The curve changes depending on the **HPF** and **LPF** values.

14 Reverberation images Studio Manager


These images represent the high-range (10kHz), mid-range (1kHz), and low-range (100Hz) reverberation. These images change shape depending on the parameter values. The vertical axis represents the level; the horizontal axis represents reverb time; the shape represents the envelope.

15 Reverb time curve Studio Manager

This curve represents the high-range (10kHz), mid-range (1kHz), and low-range (100Hz) reverb time. The curve changes depending on the **Reverb Time**, **Hi Ratio**, and **Lo Ratio** parameter values.



16 [Auto Zoom] button Studio Manager

Click the  button to automatically adjust the time axis (horizontal axis).

17 Time Axis Set button Studio Manager

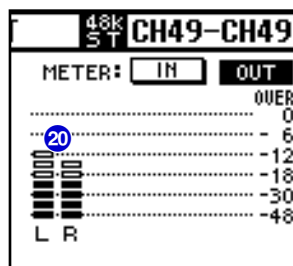
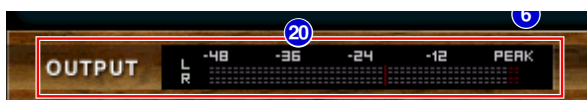
Use this button to specify the time duration (in seconds) as displayed by the time axis (horizontal axis).

18 [Zoom Out] button Studio Manager

Click this button to increase the time value (in seconds) as displayed by the time axis (horizontal axis). As a result, the display zooms out on the horizontal axis.

19 [Zoom In] button Studio Manager

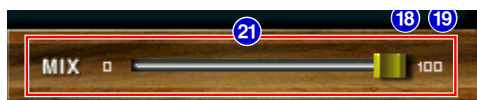
Click this button to decrease the time value (in seconds) as displayed by the time axis (horizontal axis). As a result, the display zooms in on the horizontal axis.



20 [OUTPUT] meter/Level meter Studio Manager Console

Studio Manager displays the Effects output level.

On the console, you can select the input level or output level to be displayed using the **METER: [IN][OUT]** switch.



21 [MIX] slider/[MIX BALANCE] control Studio Manager Console

These controls enable you to adjust the mix balance of the dry and wet (effect) sounds.

When the balance is 0%, only the dry sound is output. When the balance is 100%, only the wet sound is output.

NOTE The range is from 0 through 100%.

