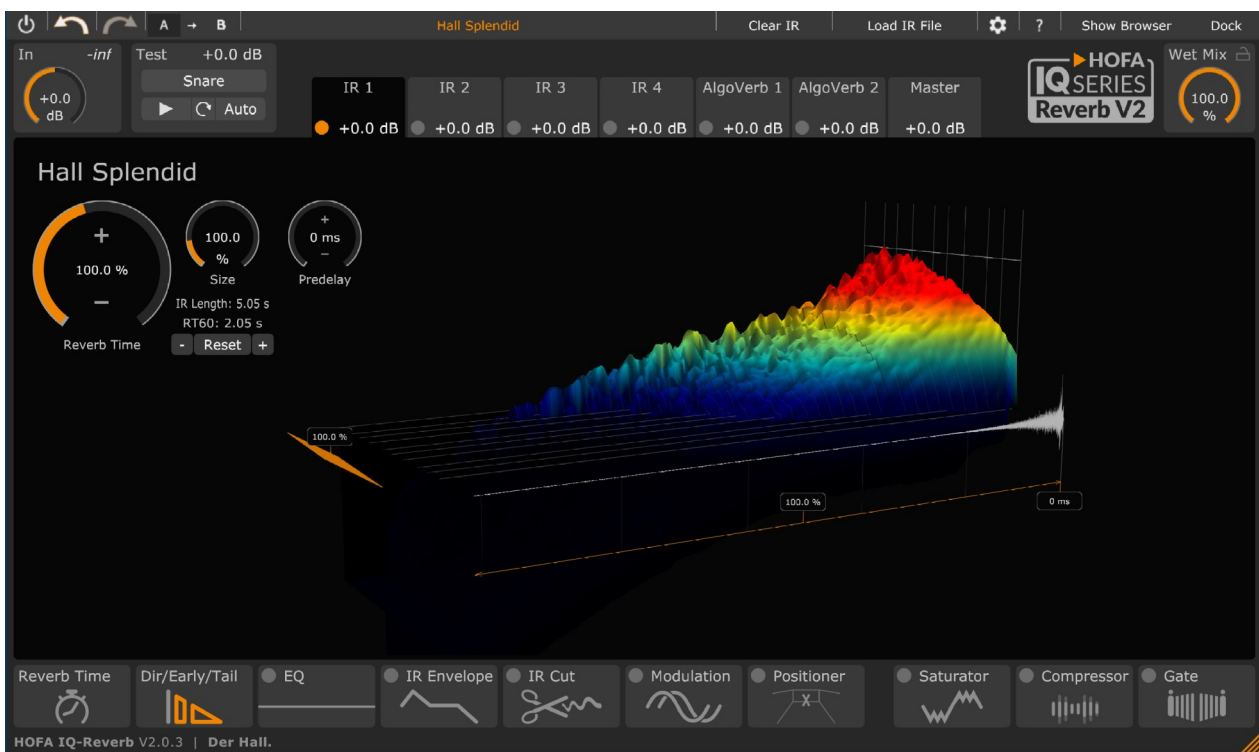
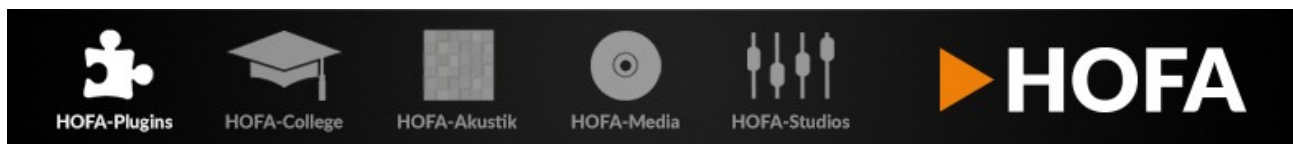


# HOFA IQ SERIES Reverb V2

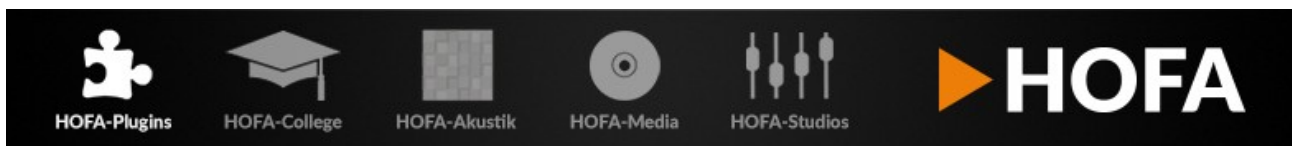


User Manual  
HOFA IQ-Series Reverb V2  
Version 2.0.3



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Thank you for choosing HOFA IQ-Series Reverb!

## Introduction

HOFA IQ-Series Reverb is a convolution reverb plugin that eases spatial positioning of instruments and vocals in the mix. We have managed to combine the diversity of a convolution reverb with the flexibility of a traditional reverb effect processor. The innovative 3D spectrum view makes it blindingly easy to edit the impulse responses of the extensive library to your special needs. Furthermore, we integrated the algorithmic reverb „AlgoVerb“. And all of that is available multiple times, so you can create your individual blends of reverberation, even in 5.1 surround environments.

## Installation

To install HOFA IQ-Series Reverb you will need the HOFA-Plugins Manager which you can download here:

<https://hofa-plugins.de/en/downloads/>

The HOFA-Plugins Manager also allows installing all further products by HOFA-Plugins which you can test for 14 days if you are interested.

Select "Install" in the field "HOFA IQ-Series Reverb". Furthermore you need to select the plugin format that you need at the bottom of the window. The plugin is available in VST, VST3, AU (Mac only) and AAX format.

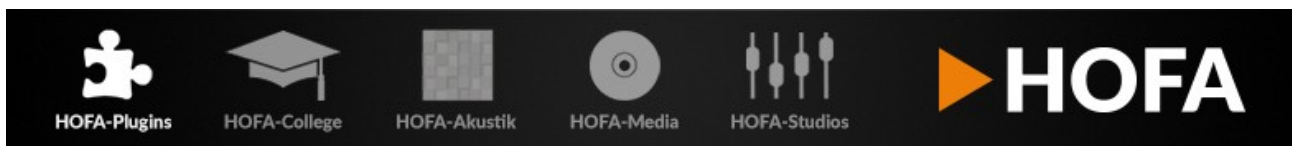
By clicking "INSTALL" or "APPLY CHANGES", the latest version of the software will be downloaded and installed to your computer.

If you have not yet purchased the product, you can test it for 14 days. Click on "Start Demo" to start that 14-day period.

## Activation

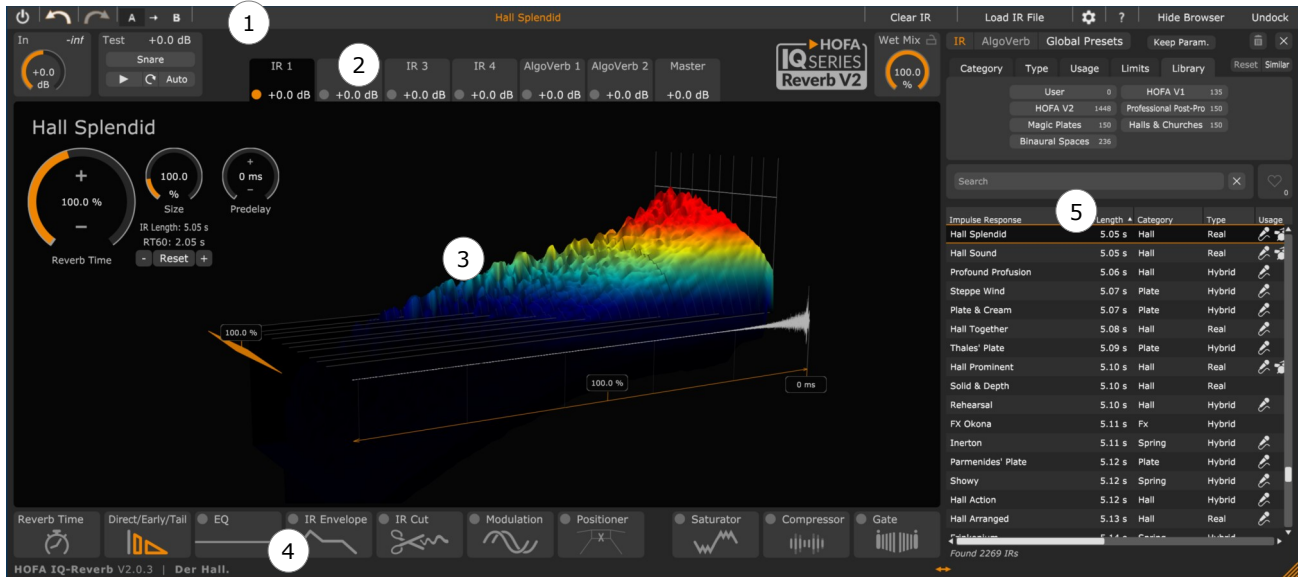
The activation of the plugin is done with the HOFA-Plugins Manager which is also used for the installation.

A detailed description of the activation and deactivation process is available [here](#).



## Overview

The plugin is composed of 5 sections.



- 1) The toolbar at the top of the window contains important basic functions.
- 2) Using the tabs underneath you can switch between the four IR engines, two AlgoVerbs and the Master area. On-/Off switches, gain sliders and meters for each tab are integrated directly to the tab select buttons.
- 3) What will first catch your eye is the 3D IR spectrum display. This is not only a display but also contains controls that allow an easy manipulation directly inside the picture.
- 4) By default you will only see the most important controls. Many additional functions can be accessed from the button bar at the bottom. Please note that these buttons do not exist in the AlgoVerb tabs.
- 5) Beside the main plugin window there is the browser window that manages the impulse responses and presets. This window can be moved and resized independent of the main plugin window.

The size of the plugin can be freely adjusted at the bottom right corner.

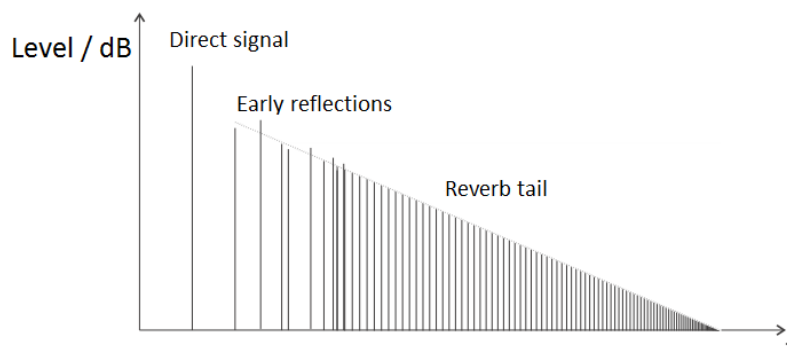
## Convolution and Impulse Responses

As these words are used quite often here, let's first answer the questions what they mean.

In a room there is always reverberation which is formed of reflections of sound at the walls and objects in the room. There are three stages of reverb:

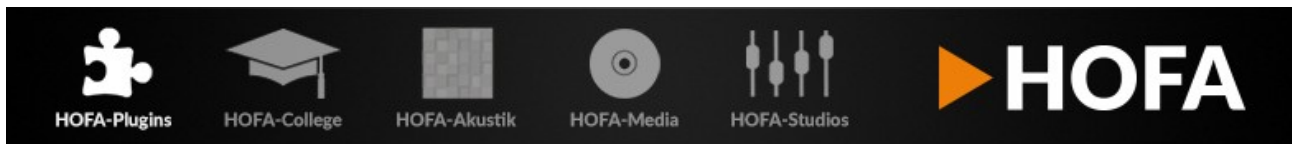
- 1) Direct signal: This is the part of the signal that goes on a direct way from the instrument to the ear or microphone.
- 2) Early reflections: The parts that are reflected only once or a few times are called early reflections. They usually can not be knowingly distinguished, but they can deliver your brain important information about directions. If single reflections can be perceived separately, they are called echoes.
- 3) Diffuse reverb tail: After some time a single acoustic event has created so many different reflections that they are superposed completely and create a diffuse sound field.

When there is a short single bang in a room, what happens acoustically will generally look like this:



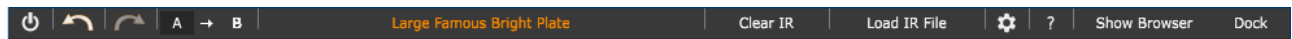
You will notice that the reflections become more dense and their level decreases over time. What you see here is already a typical impulse response (IR). The IR really describes how a room (or a reverb effect device) will „respond“ to an impulse (the short single bang mentioned above). Such impulse responses can be measured in real rooms and represent their reverberation behavior completely. This can also be done with effect devices, as long as they do not do any dynamic modifications to the signal.

Convolution is a mathematical operation that can be used to apply the impulse response on any input signal. The result will sound like the input signal had been played back and re-recorded in the original room.





## The Toolbar




The toolbar at the top contains important basic functions that are explained in this chapter.



### Undo/Redo

With the buttons  and  you can undo and redo any editing step.

### A->B

To allow a quick A-B comparison you can use the buttons  and  to switch between two different settings. A click on the arrow  will copy state A to B or vice versa. Both states have their own undo/redo history.

### Global Preset - IR Name

The name of the IR that is currently used is always displayed. If a Global Preset is selected, its name will be preceded in **bold**. When modifying any parameter, the preset name is surrounded by "\*" to make clear that this is not the original preset anymore.

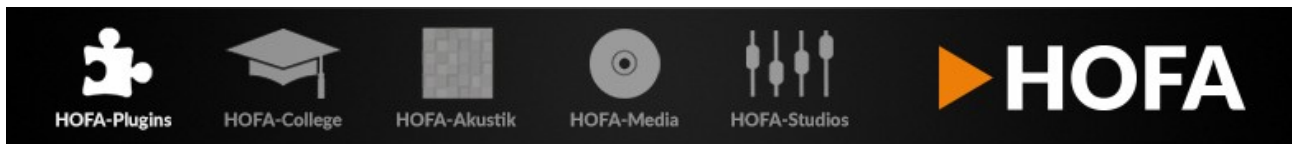
When an AlgoVerb tab is currently selected, this area remains empty.

### Clear IR

This will remove the impulse response from the currently selected IR tab and reset all of its parameters to default values.

### Load IR File

In addition to the included IR library it is also possible to use your own impulse responses. Click on "Load IR File" to open any mono, stereo or 4-channel audio file (\*.wav, \*.aiff or \*.flac) with a length of up to 30 seconds that is then used as impulse response.



You can also drag and drop a file into the IR spectrum display. If you drop a file onto the IR browser window, it will directly be imported to your library. Dropping a folder onto the browser window allows importing all audio files contained in that folder and all subfolders.


When importing a 4-channel true stereo IR, you can also use a pair of stereo files instead of one 4-channel file. These two files need to have the same format and the same length. Additionally, the name must be identical with an appended "L" or "R" at the end.

The IR channels have to be arranged like this:

IR channel	channel in 4-channel file	filename ending for stereo file	channel in stereo file
left->left	1	"L"	1 (left)
left->right	2	"L"	2 (right)
right->left	3	"R"	1 (left)
right->right	4	"R"	2 (right)

Ideally the imported file should contain an impulse response. Generally you are free to use any other signal for the convolution. This can be used to create interesting effects, but – depending on the source - can also sound rather awkward!

## Settings

The  button will open the Settings menu, where you can find the basic settings for the plugin.

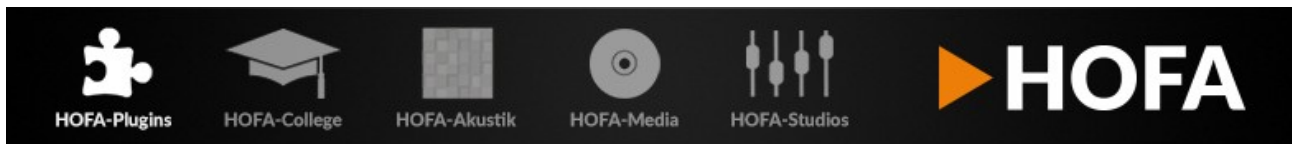
Default Settings	Set as Default Reset to Default	Saves all settings and parameters as default values or resets to these values. These values are also used when changing the IR.
Channels in Display	Left → Left Right → Right Left → Right Right → Left	Selection of channels of the IR that are used in the spectrum display
Auto Zoom ...	... On IR Change ... On Stretch Change ... On Predelay Change	Switches on and off the automatic zoom in certain situations
Save 3rd Party IRs in DAW Project		Your own IRs can be saved in the project file of the host DAW. This makes sure that they are always available, even when opening the project on a different computer. Please note that this can increase the size of the project file a lot and saving can become much slower.

## Help

The  button will open the Help menu:

Enable Tooltips Enable IR Window Tooltip	Activates/deactivates displaying the tooltips
Open Manual	Opens this manual
Check for Updates	Checks online if an update is available





### ***Hide Browser / Show Browser***

As the browser window is always on top, it can sometimes hide other windows. Therefore the "Hide Browser" / "Show Browser" button is used to hide and show the browser. You can also hide it using the "X" button on the right top of the browser.

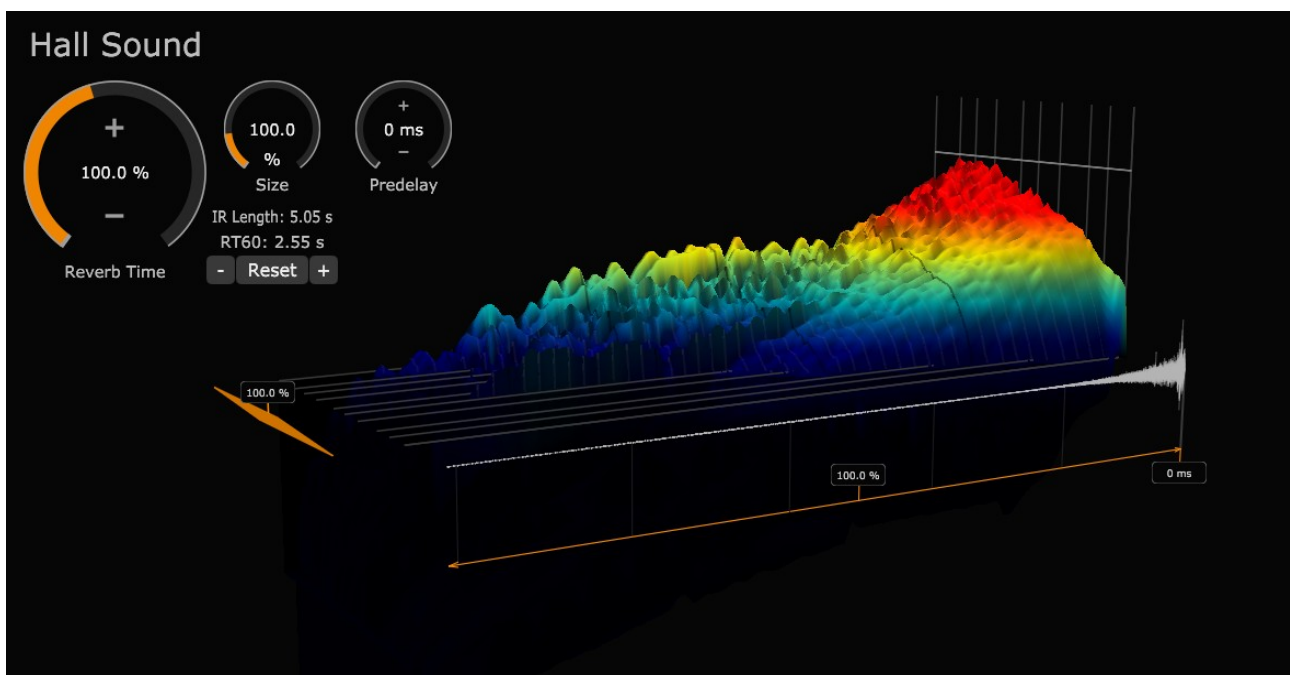
### ***Dock / Undock***

When pressing "Dock", the browser window is shown and docked magnetically to the right side of the plugin window. Now the browser window is also moved when moving the plugin window. When moving the browser window alone again or when pressing „Undock“, it will be undocked.

## IR 1-4

### *IR spectrum display*

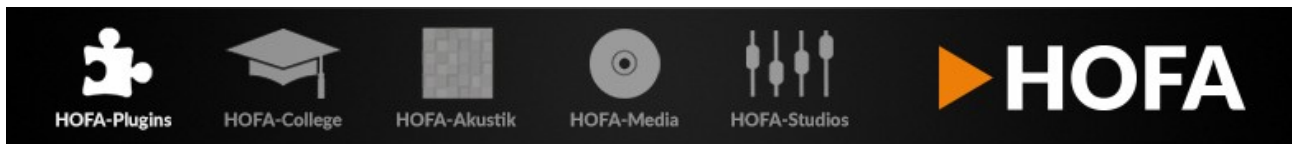
The 3D IR spectrum display shows the spectrum of the current impulse response and how it changes over time. A typical IR decreases to the end, which happens faster for high frequencies than for low frequencies in most cases. Due to this fact, we have chosen a viewing angle that is a bit unusual on first sight. The time axis goes from right to left. High frequencies are in the front, low frequencies in the back of the diagram.



The advantage of this view is that you can see most details with typical IRs. But you can also move and turn the view as you like.

- Left mouse button pressed: Rotate
- Right mouse button pressed: Move (The direction is dependent on the viewing angle.)
- Mouse wheel: Zoom
- Mouse wheel while Ctrl/Cmd\* key pressed: Zoom time axis
- Double click: Turn back to default view
- Triple click: Zoom to the beginning of the IR

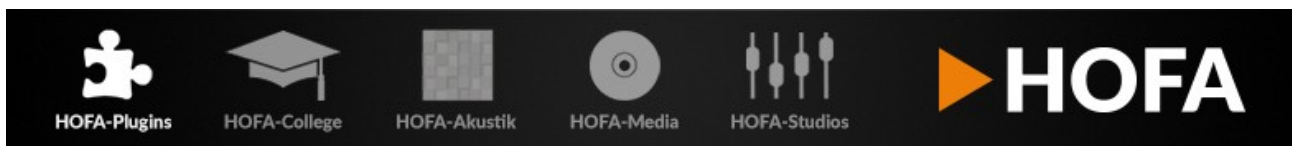
\* Ctrl on Windows PC / Cmd on Mac OS-X



In the foreground you can see the waveform of the IR and a time axis scale. Every line of the scale is 100 ms. The thicker lines mark a distance of 1 second. You can also see these lines on the spectrum.

All controls that are visible in the 3D IR spectrum display and also on the frame are coupled. When you move the mouse over them they will light up together.

Under "Settings"->"Channels In IR Display", you can select which channels of the IR are used to draw the spectrum and waveform.



## ***Controls in default view***

By default you will only see the most important controls: Reverb Time, Size and Predelay. Many additional functions can be accessed from the button bar at the bottom.

The time how long a reverb lasts is called the reverb time. It is defined as the time that it takes until the reverb of a signal has decreased by 60 dB. For this reason, the reverb time is often abbreviated as RT60 (reverb time 60 dB). The length of an impulse response itself can be different. This depends on how long the recording was done when creating it or to what length it has been cut afterwards. Because of that you will find two time displays here: at the top you can see the length of the IR and below is the RT60 that has been calculated for it.

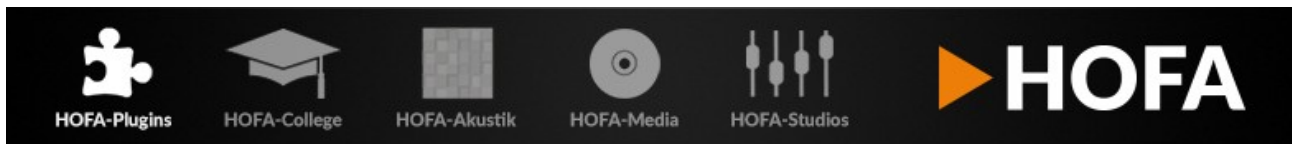
HOFA IQ-Series Reverb allows modifying the reverb time of an impulse response, to make it always fit perfectly into your mix. To do this, there are generally two options: Damping and stretching. With the controls "Reverb Time" and "Size" you can make use of these two options of modifying the reverb time independently. The percent values are always related to the RT60 that was calculated for the unmodified IR.

To increase the reverb time, the level decrease of the impulse response towards the end has to be more slow. The spectrum view over time has to become more flat. When using the Damp slider to increase the reverb time the volume of the IR level is increased towards the end. The whole thing is more or less tilted up. When increasing the Stretch value, the IR is stretched like a rubber band, which will also make the spectrum view more flat. Shortening the reverb time works the same way but in the other direction.

An empty tiled room has a longer reverb time than a room with furniture and carpets, because sound waves are damped more by furniture and carpets than by tiles. So more damping causes a shorter reverb time and this is more or less what the Damp slider does. Stretching the impulse response would be similar to increasing the size of the real room.

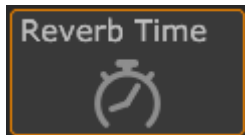
Take some time to see how the spectrum changes when moving the Damp and Stretch sliders with an IR of middle to large size. Listen to the differences that occur when adjusting the reverb time to the same length with either damping only or stretching only.

When pressing the "+" and "-" buttons, HOFA IQ-Series Reverb will find a combination of damping and stretching to increase or decrease the current reverb time a little bit. This combination is meant to be a suggestion only. You can always do further adjustments using the "Damp" and "Stretch" controls. You should note that pressing "+" and then "-" will not exactly reproduce the



previous values in most cases. Please use the undo/redo buttons if you want to do that. To go back to the original length press "Reset".

## **Reverb Time**



When adjusting the reverb time, you could already see how this is achieved using the Reverb Time slider. Making use of dynamic filters, HOFA IQ-Series Reverb is able to do this independently in three frequency bands as well. With this feature you can e.g. increase the reverb time of high frequencies without making it endless in the bass area. This is not an equalizer! The spectrum remains generally unchanged. Only the reverb time in the frequency bands is modified.

The percent values are related to the original RT60 again.

The frequency sliders adjust the borders between the three bands. If both are on the same value, the middle band is deactivated.

Activating the „Swap L-R“ switch, the stereo channels of the impulse response are exchanged. Reverberation that occurred on the left side will then occur on the right side and vice versa. The channels of the input signal are not exchanged.

The reverse button is used to reverse the complete impulse response in time, which allows making creative effect sounds.

## **Direct/Early/Tail**



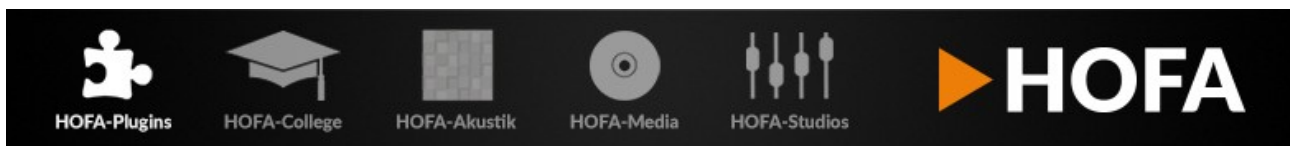
When describing reverbs, there are three stages that can be distinguished. First there is the direct signal. This is followed by the early reflections which finally lead to the diffuse reverb tail. HOFA IQ-Series Reverb breaks every impulse response into these three parts which can be modified separately.

You can switch on and off the segments on the left and adjust their volume with the gain sliders beside that.

The two predelay sliders add additional delays before the early reflections, respectively between the early reflections and the reverb tail. By doing this, you can delay the reverb in relation to the direct signal which is important to achieve the impression of different distances.

If you think that the borders that separate the three parts of the IR are not chosen well by IQ-Series Reverb, you can further adjust them manually using the two "Offset" sliders.

In order to better see what you are doing here, the spectrum view is

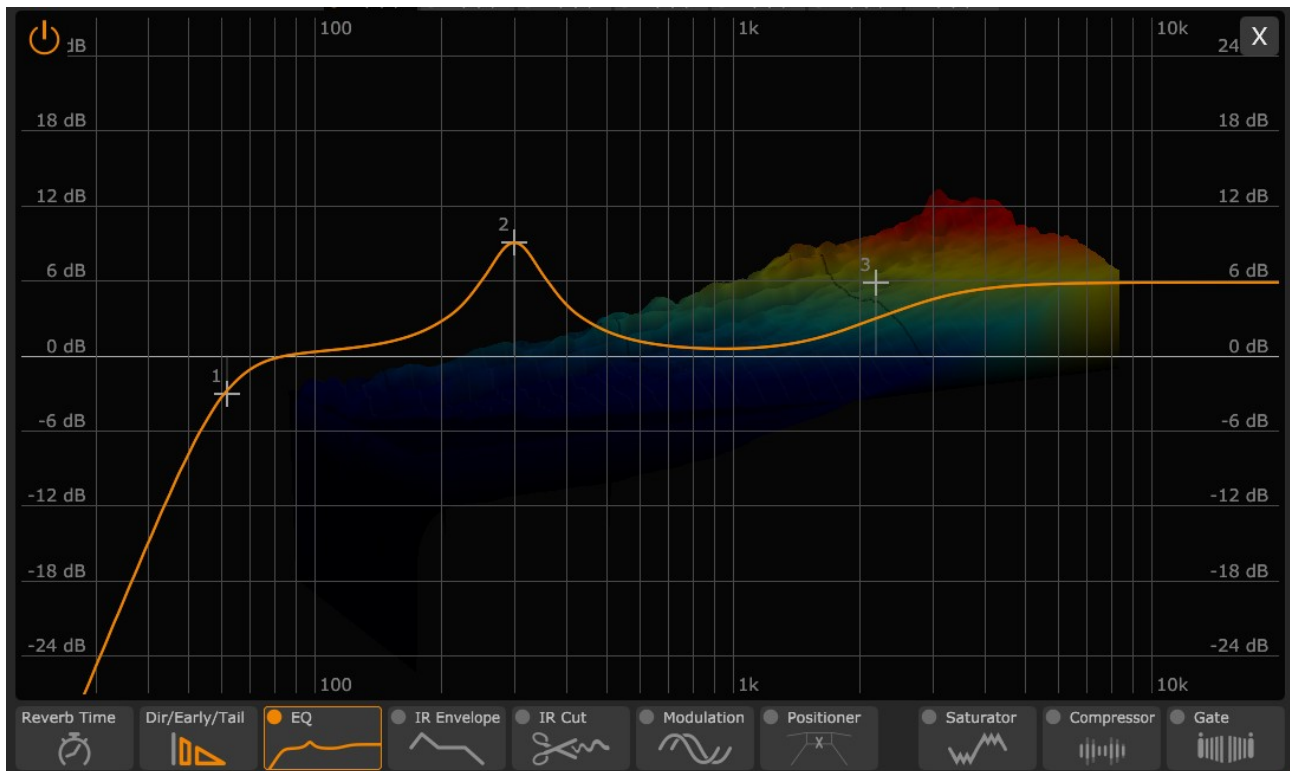


automatically zoomed to the beginning of the IR in this section. You can also get this view by a triple-click into the spectrum view.

When using the Positioner, the "Direct Signal" control is disabled. This is because the direct part of the IR is calculated by the Positioner.

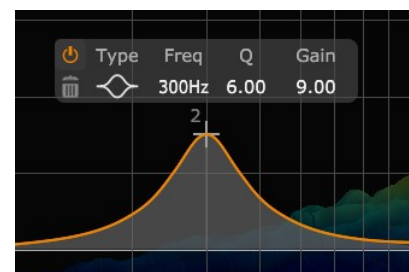
## EQ

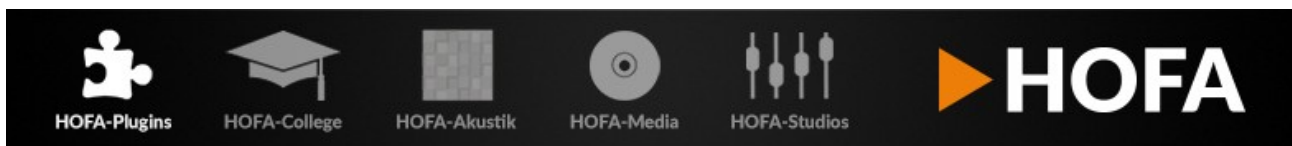
In this section you can equalize the impulse response itself in the same manner as with a traditional equalizer. This EQ is constant over the time of the IR, so this is different to the frequency dependent modification of reverb time that we saw in chapter [Reverb Time](#).



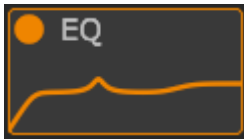
In this view, the individual filters can be set graphically by clicking on the corresponding cross and dragging it to the desired frequency and the desired gain or attenuation. Click on the cross to switch the respective filter on or off. A double-click will add a new band at the current position or delete the one that is already there. Up to four bands can be used. Turning the mouse wheel will change the Q factor.

When approaching a band with the mouse, the frequency response of that single band is highlighted and a panel will show up that contains all controls for that band. These allow selecting the filter type and editing all values numerically. If you want to





remove a band completely, click on the waste bin on the left.



A small representation of the EQ curve is visible in the EQ module button. You will also see the modification provided by the EQ in the 3D spectrum. Clicking on the EQ curve in the spectrum view will open the EQ editor as well.

## ***IR Envelope***



In this section you can determine the impulse responses volume envelope. Think of an ADSR, but way more flexible.

## ***IR Cut and Gate – Similar, but Different***

Gated reverbs effects are often used, not only to create the power drum sounds of the 80s. A gate is used to cut the reverb signal before it has completely decreased.



In a convolution reverb, there is an easy way to achieve this. Just make the IR shorter. This is what you can do with Cut. The IR is cut at the time that you adjust with the „Max IR Length“ slider and faded out with the "Fade Out" time. This

will create a reverb that starts decreasing normally but then stops immediately after a fixed time.

You will also find the „Trim at Start“ and „Fade In“ sliders in this section that allow removing a part at the beginning of the IR. This can be useful for example if the IR contains too much predelay for your needs.

Cutting the IR at the end is very similar but not identical to what the gated reverbs of traditional effect devices do. These are using a dynamic noise gate so the effect is more dependent on the input signal. Because of that, HOFA IQ-Series Reverb can do it both ways. The gate is triggered by the dry input signal and controls the wet output signal. You can adjust the timing using the Attack, Hold and Release controls.



The cut time as well as the gate hold time can be adjusted either in milliseconds or as note lengths. You can switch between the modes using the appropriate "Beats" switch. The note lengths can be selected between 1/32 and 1/1, also as dotted or triplets. The song tempo will then adjust the time. Tempo changes are also recognized by the plugin.



## Modulation



A general limitation of convolution reverbs is the fact that an impulse response is always a static representation of the acoustics of a room or another reverberation device. Dynamic changes can not be transported. But often it is the little changes that make a sound lively. The modulation of HOFA IQ-Series Reverb will produce exactly this missing warmth and liveliness that the impulse response alone does not have.

## Positioner



To position a sound source in your mix, you need to find a perfect combination between volume, panorama and delay settings. HOFA IQ-Series Reverb can make this much easier. Just move the object to the position where you want to hear your sound source.

Using the Positioner mainly makes sense when used as insert effect and is not recommended on a send channel.

With a double click, the X will split up into L and R. In this mode, you can move the left and right channel of your input signal independently. With the following keys you can link them together:

- Shift: Move symmetric to the middle
- Ctrl/Cmd\*: Move with constant distance
- Alt: Move along the diagonal lines

## Saturator

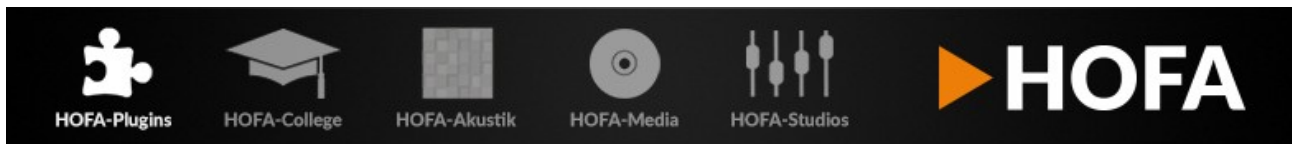


The Saturator emulates the "warm" sound of analog audio devices that are driven in the saturation range. In principle, the Saturator generates non-linear distortions, adding harmonics to the audio signal. These – sometimes only subtle – changes in the overtone spectrum can underline the character of individual instruments and make mixes appear lively. With high drive settings, however, the Saturator can also produce "heavy" distortion.

The **LoCut/HiCut** controls can be used to limit the signal in the bass and treble ranges. The **Tone** slider can also be used to adjust the balance between bass and treble - from "dark" to "bright". If the **Reso** button is activated, the cutoff frequency range of the low-cut filter is boosted by a few dB. By switching on the **Steep** button, the slope of the highcut filter is increased from 6 dB/octave

\* Ctrl on Windows PC / Cmd on Mac OS-X





to 12 dB/octave.

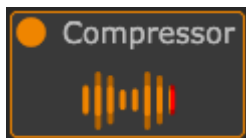
The **Drive** knob controls the degree of saturation/distortion. Activating the **Böse** button raises Drive by an additional 20 dB.

**Attention: This can make the output signal very loud!**

The signal level can be adjusted using the **Out and Dry/Wet** controls.

The **Thrill** meter shows an average value of the distorted signal.

## Compressor



The Compressor module is a typical channel compressor with controls for threshold, ratio, attack, release and output gain. It works adaptively due to which the attack and release times aren't given in milliseconds but are relative values.

## Tips

You can drag and drop the Saturator, Compressor and Gate modules to change their processing order.

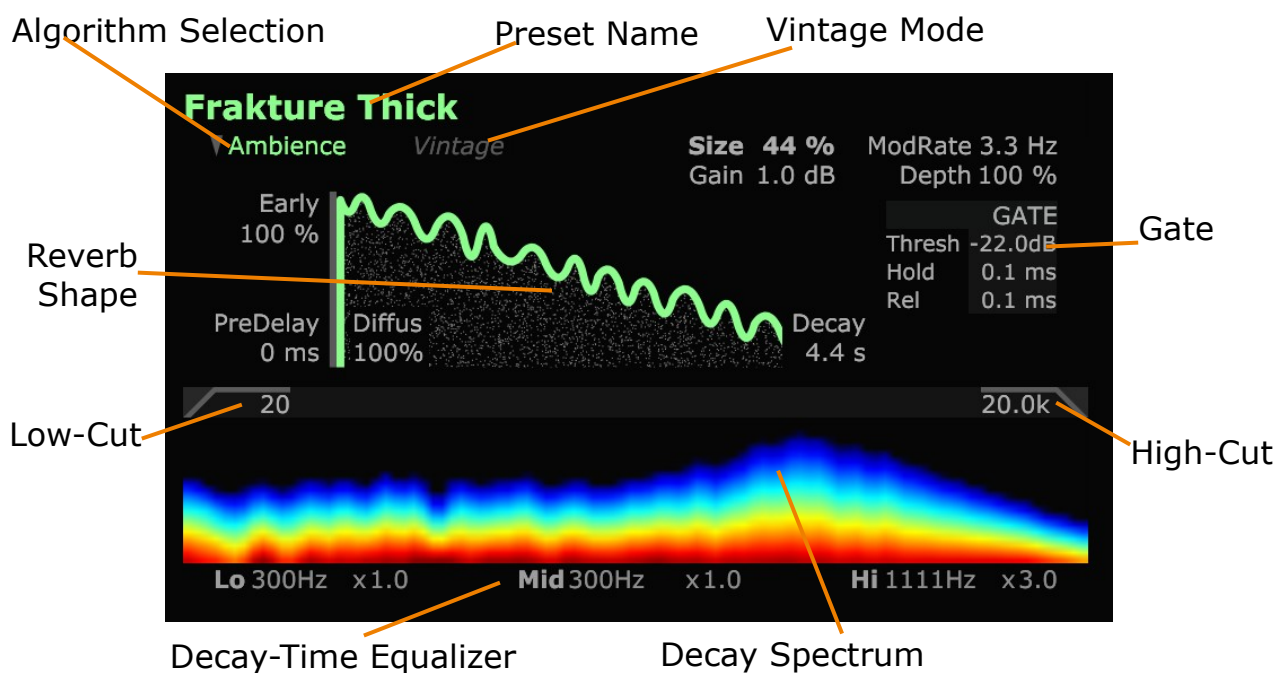
Generally all parameters are automatable by the DAW. But you should note that some parameters modify the impulse response directly. In these moments audio dropouts in the reverb are possible because it is shortly switched to bypass! When those values are modified you will also see the "Loading IR" message, even if no new IR is loaded but the current IR is modified and loaded into the signal processing path. An automation of these parameters in the middle of a song should be avoided. Usually it does not make sense anyway to increase or decrease the reverb time during playback.

Even the selection of impulse responses can be automated. To allow this for the large amount of IRs, two parameters are used in combination: IRx\_Library and IRx\_Impulse. Please make sure to always use these appropriate pairs for automation. Otherwise this may result in wrong impulse responses used in playback.

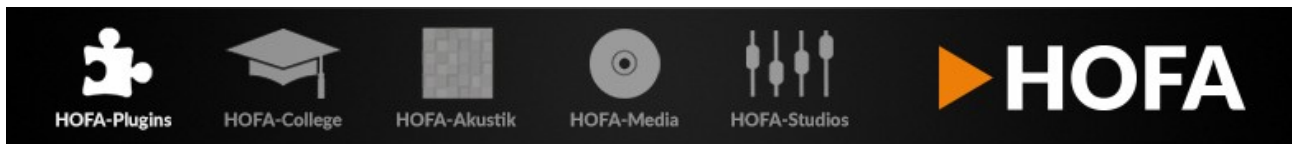
## AlgoVerb 1-2

AlgoVerb is an algorithmic reverb with ten unique reverb algorithms. In addition to the usual standard functions, such as pre-delay and decay time, the AlgoVerb plugin has a novel DecayTime Equalizer. This allows the decay time to be designed differently for various frequencies. In addition, there is an integrated gate to generate e.g. the classic drum reverb of the 1980s.

The AlgoVerb interface is divided into the following controls:



- Ten different reverb algorithms are available in the **Algorithm Selection**.
- If the **Vintage Mode** is active, the signal processing takes place with a sampling frequency that was typical in the 70s. In addition, the resolution of the modulation is reduced.
- In the Browser window, you can load and save AlgoVerb presets. The current **Preset Name** is always shown above the algorithm selection. There are over 150 HOFA presets to choose from, demonstrating AlgoVerb's wide range of capabilities. The presets are fully compatible to the AlgoVerb of the „HOFA-SYSTEM“ plugin. Presets created there will show up here and vice versa.



- The **Reverb Shape** section provides familiar parameters to adjust the sound of the AlgoVerb. For this purpose, there are controls for PreDelay, Early Reflections, Diffusion, Decay, Size, Modulation Rate and Depth. By clicking on **ModRate** or **Depth** the modulation can be switched off or on.
- The volume of the reverberated output signal can be adjusted via the **Gain** control. In the settings you can define whether the amplification takes place before or after the Dry/Wet control.
- The **Hicut** and **Lowcut** controls cut the spectral range in the high and low end.
- The **Decay Spectrum** shows the reverb's spectral decay where the horizontal axis represents the frequency and the vertical axis the time. High levels are shown red and decay to blue.
- The **Gate** can be used to create classical gated reverbs. The familiar gate parameters Threshold, Hold- and Release-Time are available for this. The gate is controlled by the input signal, which is not reverberated.
- Below the Decay Spectrum are the controls of the **DecayTime Equalizer**. It can be used to set frequency-dependent decay times. For treble and bass there is a **High** and **Low** shelf and a peak filter (**Mid**) in the mid range. The decay can be influenced relatively within a range between a quarter and four times the set decay time. For example, it is possible to set the decay time in the mid range only half as long as the total decay time, but twice as long in the low end.

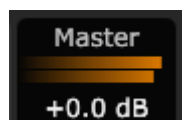
## ***In – The Input Signal***



The In slider controls the overall input gain of the plugin.

Above the input meter the last peak level is displayed which can be reset by clicking on it.

## ***OUT – The Output Signal***



The Wet Mix slider controls the dry/wet balance of the output signal. The value is the percentage of the wet portion. When using the IQ-Series Reverb as an insert plugin, you can mix a portion of the input (dry) signal to the reverberated (wet) signal. The lock blocks resetting this value when loading a new IR or a Global Preset.

The gain slider in the Master-Tab button allows adjusting the output gain (after dry-wet mixing). The corresponding meter is showing the final output signal.

## Master Section

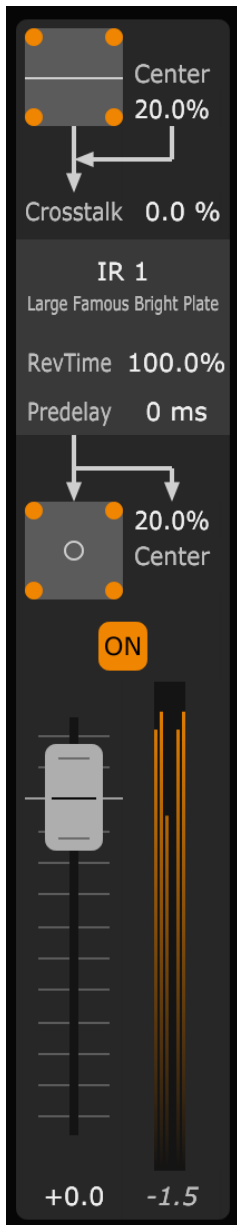


In the master section, the reverberated signals of the single IR engines and AlgoVerbs can be mixed. Besides the On button, the gain slider and the meter which are also permanently visible in the tab buttons you can find a stereo balance control here.

The Crosstalk slider at the top is only present in IR slots. It controls the parts of the input signal that are mixed from the left to the right channel and from the right to the left channel before convolution. This can simulate the crosstalk that is always present in natural rooms when using pure stereo impulse responses. When using the Positioner or a 4 channel true stereo IR, this control is disabled, and for AlgoVerbs it is not present because in these cases that crosstalk is already there anyway.

Using "Global Time Scale" and "Global Predelay Offset", you can control the appropriate sliders in all 6 engines simultaneously, always keeping the relations between them.

## 5.1 Surround

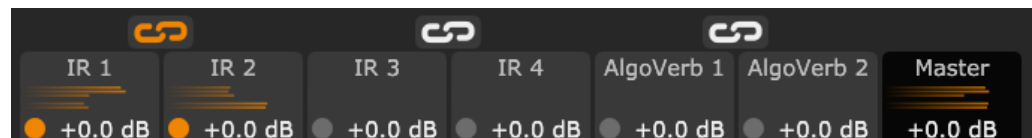


When using IQ-Series Reverb in 5.1 surround mixes, the channel strips are amended by some additional controls.

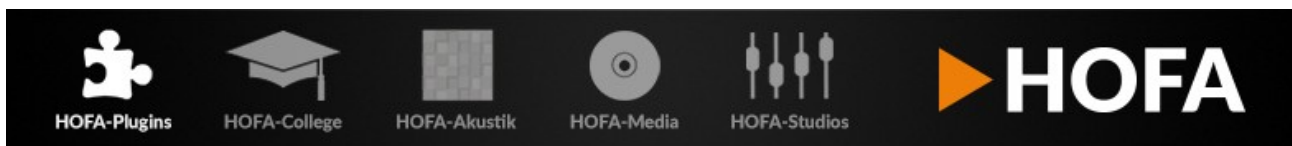
At the input, there is a Front/Rear slider that allows mixing the input signal for each reverberation engine from the front and rear signal. Additionally a part of the center signal can be put to reverberation as well.

Instead of the stereo balance slider, you will see a combined Front/Rear/Left/Right control to distribute the reverberated signal to all outputs as required. Furthermore, it can also be mixed to the center channel.

You can directly set the Front/Rear or Front/Rear/Left/Right controls to the desired position. For more precise editing, additional fields will show up on mouse over that allow numerical input as well.



In a surround configuration, two engines can be linked. As long as the link button above the tabs is active, all changes are synchronized between these tabs. This allows for example to modify an engine that is used for the front speakers in the same way as the other one that is used for the rear speakers.



## Master Effects

The master effects at the bottom are applied to the summed outputs of all IR engines and AlgoVerbs. You can drag and drop them to change the processing order.

For details about [Saturator](#), [Compressor](#), [Gate](#) and [EQ](#) see the appropriate chapters where these modules have already been described for the IR tabs.

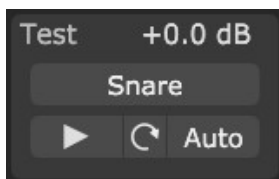
## Ducker



You want a lot of reverb without drowning your direct signal? Use the ducker to let the dry input signal duck your reverb.

You can set the Threshold level for the dry signal to trigger the ducker and the Attenuation that the reverb signal is reduced by. The timing is adjusted by Attack, Hold and Release times.

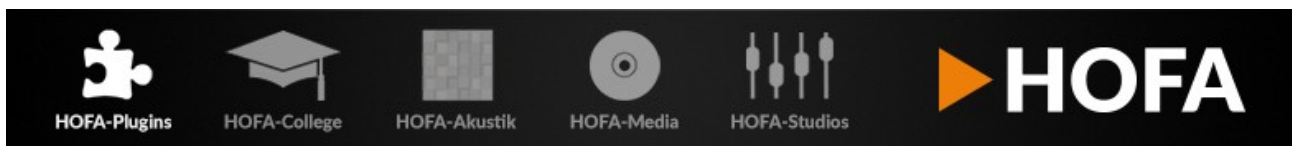
## Test – Listen to Your Changes Instantly



Even though the 3D IR spectrum view can tell you a lot about the reverb that is currently used, you will always want to know what it sounds like. When the "Auto" button is activated, any modification of parameters will trigger the test sound selected above. Using the Play/Stop button, you can also control it manually. When the loop button in the middle is activated, the test sound will be played in an endless loop until you stop it. At the top, there is a volume control.

**Please note:** Some DAWs like e.g. Logic will switch off the processing of all plugins if playback is stopped and there is no input signal. This causes two problems. First the reverb that IQ-Series Reverb produces will be stopped when playback is stopped and second the testsounds also will not work anymore. Usually it will help if you switch on the input monitoring so that the plugins keep running.

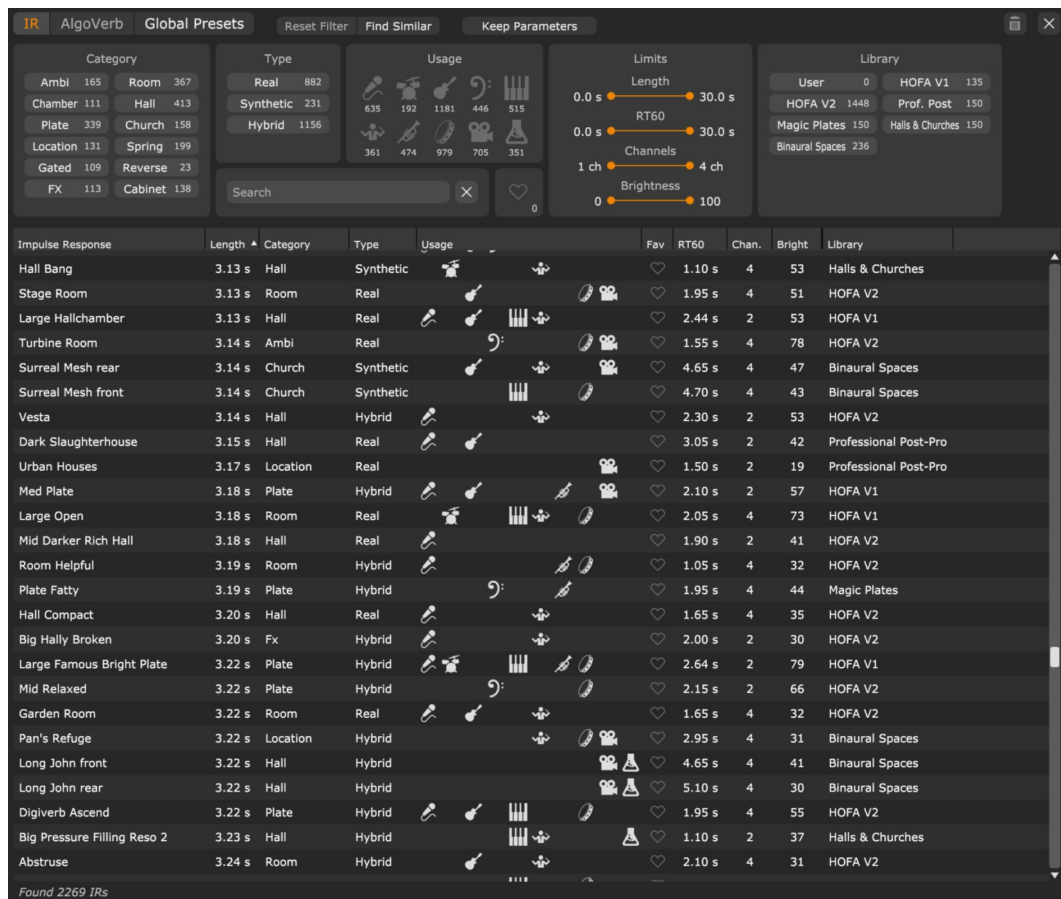






## The Browser Window

In the browser window, all IRs, AlgoVerb Presets and Global Presets are managed.

### IR

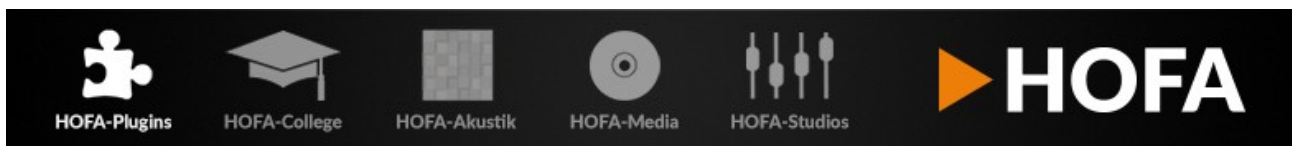


From the list of IRs you can choose the unmodified impulse responses. This means that all further parameters inside the current IR tab are reset to default values. If you do not want that, because you want for example to compare different IRs without changing any additional effects used, just press the "Keep Parameters" button. Then only the IR will be loaded on selection and any parameters remain untouched.

When you have just loaded an impulse response file, which is not yet in the list, you can press the button  to import it into the library. Pressing  these custom IRs can be deleted again.

Beside the IR names, you can find many additional info in the list that you can





also use for sorting and filtering in order to find a suitable IR quickly.

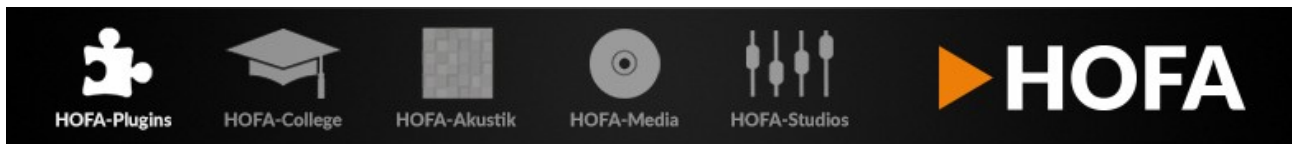
- Each IR is given one of the categories „Ambi“, „Room“, „Chamber“, „Hall“, „Plate“, „Church“, „Location“, „Spring“, „Gated“, „Reverse“, „FX“ or „Cabinet“ as well as one of the types „Real“, „Synthetic“ oder „Hybrid“. For your own IRs that you have imported, you can do that classification yourself.
- The „Usage“ column shows which kind of input signal the IRs are suitable for. The icons stand for Vocals, Guitar, Bass, Keyboards, Orchestra, Brass, Percussion, Post Production and Sound Design. For imported IRs you can define these yourself as well.
- The „Length“ column contains the length of the original impulse response in seconds whereas „RT60“ is the reverb time calculated for it.
- „Chan“ is the number of audio channels in the IR. 4 channels means that this impulse response is true stereo.
- The „Brightness“ value tells you how dark or bright the impulse response sounds. It goes from 1 = very dark to 100 = very bright. Of course, the final sound is also very dependant on the input signal, but this can give you a rough estimation.
- Under „Fav“ you can mark you favourite impulse responses.
- Unter „Library“, you can find the default libraries „HOFA V1“ (the IRs that had already been delivered with IQ-Series Reverb V1), „HOFA V2“ (the ones that are new in version 2), „User“ (all IRs that you have imported yourself) and all the IR-Packs that are installed and licensed.

A click on the headline will resort the list.

The filter area that you can see at the top in the screenshot may look different depending on the size of the window. If there is not much space, the blocks are grouped into a file with tab selectors. If the window is broad enough, it will occur at the left side. The placement is always done in a way that you can see as much as possible in the list.

The buttons in "Category", "Type", "Usage" and "Library" can be switched on and off as you like to filter the list to the selected items only. A right-click on the "Category", "Type", "and "Library" buttons allows defining negative filters for anything that should definitely not show up in the list. The buttons are crossed out in that case. If nothing is selected in a field, nothing is filtered out by that filter. The number on each button shows how many impulse responses are currently existing behind this.

For all numerical values you can set a desired range with the sliders under "Limits".



When entering something into the "Search" field, the list is reduced to only IRs that contain that word. This is not case sensitive.

If the favourite button (the one with the heart) is active, you will only see what you have marked as your favourites in the list.

A click on "Reset Filters" will reset all filters except for the negative filters.

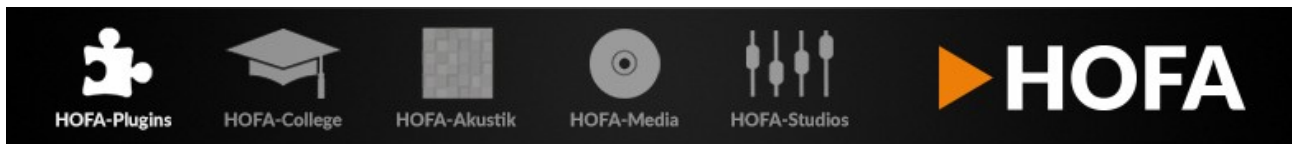
The "Reset Filters" function creates a filter for "Category", "Type", "Length", "RT60" and "Brightness" in a way that all impulse responses are shown that are similar to the one currently selected.

## ***AlgoVerb***

AlgoVerb presets contain all settings for a single AlgoVerb. To make these presets compatible to the AlgoVerb in our plugin „HOFA SYSTEM“, this selection looks a bit different. Like in HOFA SYSTEM the presets can be placed into folders. Therefore, there is no categorization and filtering here.

## ***Global Presets***

A Global Preset contains all parameters for all IR and AlgoVerb tabs as well as the master section.



IR
AlgoVerb
Global Presets
Reset Filter

Category
Ambi 21 Room 33
Chamber 18 Hall 72
Plate 29 Church 18
Location 23 Spring 6
Gated 11 Reverse 6
FX 31 Cabinet 0

Type
Real 70
Synthetic 54
Hybrid 144


Usage
98 63 97 32 56
53 44 72 107 90


Limits
Length 0.0 s 30.0 s
RT60 0.0 s 30.0 s
Channels 1 ch 4 ch

Library
User 0
HOFA 165
Binaural 103

Preset	Length	Category	Type	Usage	Fav	RT60	Chan.	Library
SUR Glimmer 50ms	3.33 s	FX	Real			1.20 s	4	HOFA
Slow Build-up	3.35 s	FX	Synthetic			2.34 s	4	Binaural Spaces
Large Orchestra In The Dark	3.41 s	Hall	Hybrid			2.59 s	2	HOFA
Superreal	3.43 s	Location	Hybrid			3.84 s	4	Binaural Spaces
Midnight Fighter	3.43 s	Hall	Hybrid			3.94 s	4	Binaural Spaces
Analog Concert Hall	3.48 s	Hall	Hybrid			1.85 s	2	HOFA
SUR Algo Concert Hall	3.50 s	Hall	Synthetic			3.50 s	2	HOFA
SUR Cheap Algovverb	3.50 s	Hall	Synthetic			3.50 s	2	HOFA
SUR Algo Concert Hall Comp	3.50 s	Hall	Synthetic			3.50 s	2	HOFA
SUR Glimmer 100ms	3.53 s	FX	Real			1.20 s	4	HOFA
Nuked Westwing	3.55 s	Room	Real			1.60 s	4	HOFA
Neat Lead Vocals	3.66 s	Hall	Real			2.34 s	2	HOFA
Too Much Dark Orchestra	3.67 s	Hall	Real			4.69 s	2	HOFA
Too Much Orchestra	3.67 s	Hall	Real			4.29 s	2	HOFA
Big Ballad Vox Hall	3.78 s	Hall	Hybrid			4.29 s	2	HOFA
Very Far POS	3.82 s	Hall	Hybrid			2.10 s	4	HOFA
Very Close POS	3.82 s	Hall	Hybrid			2.10 s	4	HOFA
Very Middle POS	3.82 s	Hall	Hybrid			2.10 s	4	HOFA
Envelope Scatter	3.85 s	FX	Hybrid			1.95 s	4	HOFA
SUR In a Forest	3.93 s	Location	Real			1.51 s	2	HOFA

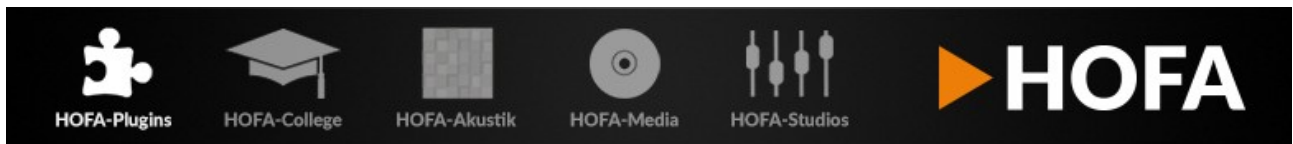
Found 268 Presets

Using the button , you can save the current parameters as a new Global Preset. The name to choose has to be unique in the list.

Pressing the button , you can delete the presets that you have created yourself.

Length and RT60 are automatically set to the maximum value in all IRs and AlgoVerbs used.

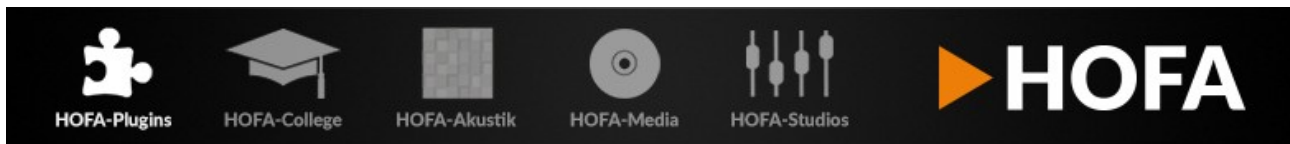
Anything else is more or less equivalent to the IR selection described above.



## Credits

Additional Surround Presets created by Bart Jilesen of [bart.audio](http://bart.audio)

Sample rate converter designed by Aleksey Vaneev of Voxengo, licensed under the MIT License.



## Contact

### HOFA GmbH

Lusshardtstraße 1-3

D-76689 Karlsdorf

E-Mail: [plugins@hofa.de](mailto:plugins@hofa.de)

Telephone : 0049 7251 3472 444

[hofa-plugins.de/en](http://hofa-plugins.de/en)

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