



Produced by Impact Soundworks  
Version 1.0

## Introduction

With our Super Audio Cart virtual instrument, we set out to faithfully recreate and build upon the sound of classic video game consoles. As part of the library, we included a built-in “SNESVerb” effect which could be used to add a faux-reverb effect inspired by the 16-bit SNES console’s own reverb processor. We received tons of positive feedback on this simple effect unit, which was only usable within Super Audio Cart itself, and so we decided to spin it off into its own plugin usable in most any DAW!

This **SNESVerb** plugin, programmed by Tristan Pantano, uses a very short delay line to emulate reverberation – the same technique used in the actual SNES. It also includes several bonus features such as pre and post-processing lowpass filters, which can be applied to *only* the wet signal or both wet & dry, and a downsampler capable of reducing the input audio sample rate to 32, 22, or 11kHz.

We hope that **SNESVerb** will become a part of your workflow not just for creating authentic 16-bit, retro-inspired music, but also new synth sounds that blend the very best of the past and present. Enjoy!

# Installation

Note: If you've already downloaded SNESVerb, for example as part of Super Audio Cart, skip to step 3!

**STEP 1.** Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platform desktop app that lets you download and install your libraries with blazing speed!

<https://pulsedownloader.com/>

**STEP 2.** Once **Pulse** is installed, open it and enter your **SNESVerb** download code. Follow the instructions to download the plugin.

## Windows Installation

**STEP 3:** Open the folder labeled with the format of your choice (32-bit or 64-bit) and move the SNESVerb.dll file to your plugin directory. You can verify this directory by checking your DAW's plugin scan directory (usually in Options or Preferences).

## Mac Installation

**STEP 3:** Same as Windows, although AU and VST versions are typically installed to different directories.

**Mac VST Default:** Macintosh HD:/Library/Audio/Plug-Ins/VST  
(Copy entire "SNESVerb.vst" folder into this directory)

**Mac AU Default:** Macintosh HD:/Library/Audio/Plug-Ins/Components  
(Copy entire "SNESVerb.component" folder into this directory)

## Any Operating System

**STEP 4:** Refresh the list of effects plugins in your DAW of choice, then load it up on to any mixer/effects track. Enjoy!

# Usage



## Input Mode

**Stereo:** Processes the left and right channels of the input signal independently.

**Left:** Processes only the left channel of the input signal, using it as a mono signal.

**Right:** Processes only the right channel of the input signal, using it as a mono signal.

**Mono Sum:** Sums both inputs and collapses them into mono before processing.

**Pre Filter Cutoff:** Controls the cutoff of a 24 dB/oct lowpass filter applied to the input signal before processing.

**Downsampler:** Converts the input signal to 32, 22, or 11 kHz (or leaves it at an assumed default of 44 kHz). This introduces digital aliasing which can be attenuated using the filters.

**Delay Feedback:** Controls the amount of delay signal fed back into itself.

**Delay Time:** Controls the length of time between delay echoes.

**Delay Width:** Controls the stereo spread of the delay echoes.

**Post Filter Cutoff:** Controls the cutoff of a 24 dB/oct lowpass filter applied to the output signal after all other processing.

**Wet/Dry:** Controls the amount of wet (reverb) and dry signal.

**Bypass:** Bypasses all processing.

**Randomize:** Randomizes all settings of the plugin within safe values.

**Filter Dry:** When enabled, the filters will affect both dry and wet signals.

**Downsampling Dry:** When enabled, the downsampler affect both dry and wet signals.

# Credits and Acknowledgements

**PROGRAMMING:** Tristan Pantano

**DESIGN:** Andrew Aversa, Nabeel Ansari, Tristan Pantano

**GRAPHIC DESIGN:** Constructive Stumblings

# Troubleshooting and Feedback

Have you used **SNESVerb** in a project recently? Got an awesome track you'd like to share? Drop us a line ([admin@impactsoundworks.com](mailto:admin@impactsoundworks.com)) and we might post it on our website! Or, tell the world at our Facebook page here: <http://www.facebook.com/ImpactSoundworks>

We encourage all our users to share and promote their work. Word of mouth is the #1 way people find our samples, so it also helps us to produce more great libraries for you!

For any technical support issues regarding the library, don't hesitate to email [support@impactsoundworks.com](mailto:support@impactsoundworks.com).

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