

TotalMixFX offers a flexible reverb for adding room and space to all kinds of sound sources. Add drastic reverberation to vocals, huge rooms to drums or add spaciousness to mixes.

On the right hand side of TotalMixFX click on „Show Effects“ to open the panel. Note that the reverb, as well as the echo, is a send effect on a separate stereo effects buss and not an insert effect, thus not available on the individual input and output channels.

For detailed editing of the different reverb types, several parameters are available. „PreDelay“ sets the delay of the reverb ranging from 0 to 999 milliseconds. With the „Low Cut“ knob, low frequencies from 20Hz to 500Hz are being removed from the incoming signal before the reverb generation. „High Cut“ in contrast, filters out high frequencies namely 5kHz to 20kHz after the reverb is being generated, which leads to a more natural sounding reverb.

The reverb can also be softened with the „Smooth“ parameter, which also affects stereo width, density and sound color. For a more defined reverberation „Width“ adjusts the stereo field from stereo to full mono. The main volume of the reverb can be adjusted with „Volume“.

While all reverb emulations share the same sound architecture, there are two special effects namely Envelope and Gated that have an attack, hold, release envelope for shaping the reverb tail for great rhythmic effects.

We hope this video gave you a better understanding of the Reverb in TotalMixFX. Please don't hesitate to ask us for support in the comment section below the video. For more information go to [RME-Audio.de](http://RME-Audio.de).

Thanks for watching.