

## Output

Mix Gain In Gain Out

dry 100% wet 0.0 dB 0.0 dB

Fix M  Wet S

## Reverb Type

Ambience Room Plate Hall Church Small Medium Large

## Reverb Section

72 90 NAT Damping

max max nat Gain high -2.0 dB f 8.00k Hz low

## Pre-Delay

40ms 50

200 100 160 80 120 60 80 40 40 20

## FX

Directivity Y X 60% II

Modulation Frequency 0.4 Hz Amount 1%

## M/S

Stereo Width 115% Pan M Mono Maker 80 Hz

## Equalizer

12 6 50 Hz 16.00k Hz Gain M +2.0 dB Gain S +7.0 dB Q 0.7 f 200 Hz HiShelf f 3.03k Hz

In

L R

Byp In

# QUICK START | bx\_room/S



## Install and Authorize your New Plugin:

- If you do not have an account, [register for free on the Plugin Alliance website](#)
- Double-click the .mpkg (Mac) or .exe (Win) file
- Follow the installation instructions
- Open the plugin in your DAW of choice and click on the interface to activate
- If your computer is connected to the internet, click the “I’m Online” button and enter your Plugin Alliance credentials on the following page

For offline activation instructions and additional information, please refer to the Activation Manual included in the installation folder of this plugin  
You may also follow this link to the [online version of the manual](#)

For more information, please visit: [www.plugin-alliance.com](http://www.plugin-alliance.com)

## System Requirements and supported Platforms

For latest System requirements & Supported Platforms, please click the link above, and visit the [product list page](#) on the Plugin Alliance website to see particular details for your product.





# brainworx bx\_roomM/S | M/S Powered Reverb with True Space™

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The first Reverb from legendary Brainworx  
Developed under license by Brainworx GmbH Germany for Plugin Alliance LLC USA.



# INTRODUCTION | bx\_rooMS

## INTRODUCTION:

New from the masters of mid-side processing, bx\_rooMS is a breathtaking reverb and the next frontier in simulation of acoustic spaces and mechanical plates. At its core, Brainworx's new space meister features unparalleled realism, superb sound quality, and a generous offering of rooms, halls, churches, plates and ambience. But in a first for reverb plugins, bx\_rooMS also gives you Mid/Side parametric filtering, panning and width control of the reverb's stereo field. No other reverb can do that!

Crank bx\_rooMS' Stereo Width control for more spacious reverb and bigger-sounding mixes than simple panning can achieve. Use Brainworx's famous Mono-Maker control to collapse bass frequencies in the wet signal to the phantom center, adding focus to the reverb's bottom end and clarifying the hard-panned edges of your sonic space. Pan the reverb's mid channel to correct a lopsided soundstage or to creatively change the room's virtual geometry—without narrowing the reverb's magnificent width. Apply Brainworx's ultra-transparent Mid/Side filters to discrete channels to shape the reverb's spectral balance without smearing, clarifying and sitting it perfectly in even the most complex mix. With nearly 200 outstanding presets to get you started—including patches designed by world-renowned mix engineers—bx\_rooMS offers unique reverbs suited to every music production and genre.

Of course, you can adjust all the fundamental parameters you would expect for a reverb plugin, including reverb time, room size, pre-delay, and low- and high-frequency damping. But bx\_rooMS lets you do so much more with its True Space™ algorithm. While currently available reverb technologies emulate a fixed set of space types, such as Room, Hall, Church etc. (often called algorithms) and then offer a limited range of possible sizes for each of them, True Space provides a continuous range of unique space types (or algorithms) while always making available the full range of possible sizes. This gives you a virtually infinite number of possible room shapes and sizes just by tweaking few, but extremely powerful, and straightforward parameters.

Alter the Room Shape to place trap drums in a metallic silo. Use the Directivity control to adjust how much each side of a stereo background-vocal subgroup is fed into the opposite reverb channel. Use the Source Distance control to move the dry signal for an electric guitar solo farther out into your virtual room. Lower the reverb's bit depth to emulate classic reverbs from yesteryear. Use the modulation controls to lend subtle movement to natural ambience or, at extreme settings, produce dive-bombing reverb!

bx\_rooMS' powerful control set also lets you work quickly and with confidence. The Fix Mix control locks your current wet/dry balance as you browse different presets. Solo the wet signal while you fine-tune the reverb's parameters. Click the Input Bypass button to temporarily mute the reverb's input, letting you evaluate the reverb tail as it naturally fades out. Many controls have dedicated bypasses for making instant, easy comparisons.

M/S processing is unequaled in its ability to transform stereo mixes. Now you can have all that power in a reverb processor: bx\_rooMS.

## A WORD FROM THE CEO

Today I am very proud to invite you into new audio territory for our company. For the first time in the history of brainworx, our team has created a Reverb.

bx\_rooMS is a collaboration between BX engineers and our good friend Thomas Fiedler of Fiedler Audio, and it represents a marriage of both Brainworx M/S technology and highly innovative tools in creating a unique approach to simulating sonic environments.

We started with a beautiful core algorithm from Fiedler that was capable of creating unbelievably smooth and deep reverb tails on any sound we fed into it. Part of what makes this plugin so great is the collaborative nature through which we created and developed the device.

And now I ask that you push bx\_rooMS to the limits of your imagination. We have included well over 150 presets from Thomas himself as well as from our in-house production team. These will help you understand the wide variety of tones and textures bx\_rooMS is capable of, but I encourage you to experiment and be creative; see how far you can push the plugin!

Here are my personal highlights:

- Amazing rooms and big reverbs.
- Easy to adjust analog-style user interface.
- M/S features as you would expect from a BX plugin.
- Low CPU usage, this reverb you may actually use as an insert on various tracks as well (besides the normal 100% Wet Send use, of course).
- EQ section can be switched to PROCESS the DRY SIGNAL as well, which is very useful when inserting the reverb on a track.
- FIX MIX feature to adjust a ratio of dry and wet signal, then you can easily browse through all our presets and find the one that sounds best to you.
- Quick buttons to give you a wide selection of small and huge rooms to be prelistened with your current EQ, M/S and FX Settings.

I hope you have an amazing time with bx\_rooMS.

Best Wishes,  
Dirk Ulrich,  
CEO / Founder, Brainworx

# KEY FEATURES | bx\_room/S



## KEY FEATURES:

- Stunning simulations of rooms, halls, churches, plates and ambience.
- True Space™ provides a continuous range of unique space types while always making available the full range of possible sizes, giving you a virtually infinite number of possible room shapes and sizes accessible via just a few straightforward parameters.
- Quick Select buttons easily produce settings for five different environments of three sizes each, starting you off with a solid acoustic response before quickly honing spaces to taste.
- Continuously variable Stereo Width control adjusts reverb field from mono to stereo to super-wide stereo.
- Pan M control pans the reverb's mid channel to correct an imbalanced soundstage or for creative effect.
- Mono Maker control collapses bass content in the wet signal to mono below an adjustable corner frequency, anchoring the reverb's center and increasing clarity at its edges.
- Fully parametric 2-band equalizer can be assigned to the mid, side or both mid and side channels, or bypassed.
- Room Shape slider gradually adjusts the character of reverb programs from natural to artificial.
- Continuously variable Source Distance control moves the dry signal farther out into the virtual room.
- Directivity control adjusts the degree to which each channel of stereo input signals gets fed into the opposite reverb channel.
- Low- and high-frequency damping controls use continuously variable shelving filters with independent bypasses.
- Modulation Frequency and Amount controls add subtle movement or create outrageous, pitch-shifting reverbs.
- Indispensable Fix Mix parameter allows preset surfing without changing wet/dry balance of effect.
- Quantize function changes wet signal's bit depth to 8, 12, 16 or 24 bits to emulate both classic and modern reverb designs.
- Extremely low CPU drain
- Nearly 200 presets from experienced producers and engineers who know bx\_room/S inside and out.



# REVERB TYPE | bx\_room/S

## REVERB QUICK SELECT:



## ABOUT QUICK SELECT

Quick Select buttons have been provided in order to streamline workflow and allow you to generate a great starting reverb effect, fast. These buttons essentially organize all of bx\_rooms' parameters into a setting that reflects the desired space. The selection of each button in Reverb Type and Room Size will be indicated by a light; note that this light will deactivate as soon as you adjust parameters beyond their initial Quick Select setting.

## REVERB TYPE QUICK SELECT:

Use this parameter to set the reverb type. Selecting a type adjusts parameters in the Reverb, Pre-Delay and FX sections to generate the characteristics of those spaces. Note: This is in the GUI only and is not available as an automation function.

## ROOM SIZE QUICK SELECT:

This control adjusts the overall size of the reverberant space. There are three sizes: Large, Medium, and Small. The character of the reverberation changes with each of these settings.

You should select a reverb type first, then choose the size that will fit to your mix, and work for your source file. Note: This is in the GUI only and is not available as an automation function.

# INPUT / OUTPUT | bx\_rooM/S



## INPUT / OUTPUT PARAMETERS:



### MIX:

A standard wet/dry mix parameter. Controls the mix and balance between the direct signal and the processed signal. 100% wet is used to output the reverb effect only. This is suitable for use in an auxiliary send setup.

### GAIN IN:

Controls the Input level to the reverb. Use this control to help eliminate clipping.

### GAIN OUT:

Controls the overall output level of the plugin, allowing you to adjust the output level as needed.

### FIX MIX:

FIX MIX holds the mix balance that you've set while browsing through the presets.

### WET SOLO:

The Wet Solo switch puts the bx\_rooMS into "100% Wet" by soloing only the affected signal.

**INPUT BYPASS:** All audio at the reverb's input is muted. The reverb tail fades out naturally and the dry signal remains audible. Note: This is called "By In" in the UI.

**OUTPUT BYPASS:** The wet signal is muted, but the reverb algorithm still processes incoming audio. The dry signal part remains audible. Note: This is called "By Out" in the UI.



# REVERB SECTION | bx\_room/S

## REVERB PARAMETERS:



**REVERB TIME:** This adjusts how strongly the space's boundaries (e.g. walls) reflect the sound. The higher the value the stronger the reflection which results in a longer reverberation time, depending also on "Room Size."

**ROOM SIZE:** This parameter adjusts the first reflection pattern of the virtual space and by this its perceived size. When Room Size is adjusted, all buffers get flushed to prevent unpleasant noise. You can mute the artifacts by using the On/Off button in the splash box (found by clicking on the logo in the upper-left corner of the plugin interface). When the mute is activated you will not be able to immediately hear the effect of your adjustment, because processing is muted while adjusting the Room Size parameter.

**ROOM SHAPE:** This parameter determines the spatial dimensions of the reverb without influencing its first reflection pattern. 100% sounds natural and smooth, 1% will sound metallic like a silo.

**HIGH SHELF ACTIVE:** [high] Engage or disengage this parameter.

**REVERB DAMPING HIGH SHELF GAIN:** Amount of high frequency damping. A value of 0 means no damping and the lower the value the higher the damping.

**REVERB DAMPING HIGH SHELF FREQUENCY:** This parameter sets the corner frequency of the High Shelf filter. This filter is cumulative which means that the high frequencies are more damped the closer you get to the end of the reverb tail.

**LOW SHELF ACTIVE:** [low] Engage or disengage this parameter.

**REVERB DAMPING LOW SHELF GAIN:** Amount of low frequency damping. A value of 0 means no damping and the lower the value the higher the damping.

**REVERB DAMPING LOW SHELF FREQUENCY:** This parameter sets the corner frequency of the Low Shelf filter. This filter is cumulative which means that the low frequencies are more damped the closer you get to the end of the reverb tail.



# PRE-DELAY / FX | bx\_room/S



## PRE-DELAY / FX PARAMETERS:



**PRE DELAY ACTIVE:** Use this parameter to activate or deactivate the Source parameter.

### PRE DELAY:

This is the typical Pre Delay control, which offsets the input signal before entering the reverb.

**SOURCE DISTANCE ACTIVE:** Use this parameter to activate or deactivate the Source Distance parameter.

**SOURCE DISTANCE:** With this parameter you can virtually move the dry signal further into the room. The actual delay time depends on "Room Size" as well. This control adds a delay to the dry signal and softly filters its high frequency content.

**DIRECTIVITY:** bx\_room/S is actually a stereo reverb that consists of two separate mono reverberation units. Therefore it can be used as two mono reverbs by feeding different signals to the left and the right input.

If you want a consistent stereo reverb for parts of the stereo input signal that are not at the center of the the panorama, you can use "Directivity" to adjust the how much of each input is fed into each channel.

If the knob is at 0% (middle position) you are feeding both mono reverb units. (like mono to stereo or stereo to stereo).

If the knob is at 100% Left you are feeding L to the Right reverb unit.

If the knob is at 100% Right you are feeding R to the Right reverb unit.

Note: The text edit shows three states:

-100% = REV

0% = SUM

+ 100% = TRUE

**MODULATION FREQUENCY:** Controls the speed in Hertz of the low frequency modulation of the reverb. Lower is slower, higher is faster.

**MODULATION AMOUNT:** Controls the depth of the reverb modulation.

**QUANTIZE:** Internal bit depth selection for emulation of old low fi equipment, to give your reverb tails that vintage feel.

# M/S SECTION | bx\_roomM/S



## M/S PARAMETERS:



**M/S ACTIVATE:** Engage or disengage the M/S section.

**STEREO WIDTH ACTIVE:** Engage or disengage this parameter.

**STEREO WIDTH:** This parameter adjusts the relative volumes of Mid/Side in the reverb signal. A value of 0 makes the reverb mono, 100% is full stereo and higher values increase the Side signal's perceived volume. This is the standard BX Stereo Width parameter.

**PAN MID ACTIVATE:** Engage or disengage this parameter.

**PAN MID:** Offers individual control over the position of the M signal within the stereo field; good for correcting theoretical centers and off-axis sound stages.

**MONO MAKER ACTIVATE:** Use this parameter to turn the Mono Maker on/off.

**MONO MAKER:** MONO MAKER will get rid of all the stereo information below the frequency you set it to - and compensate for the potential perceived loss in the overall bass audio automatically!



# EQUALIZER | bx\_room/S

## EQ PARAMETERS:



**EQ ACTIVATE:** Engage or disengage EQ section.

**LOW PASS SLOPE:** 3 way drop down menu 6dB, 12dB, OFF.

**LOW PASS FREQUENCY:** Low pass frequency adjust.

**HIGH PASS SLOPE:** 3 way drop down menu 6dB, 12dB, OFF.

**HIGH PASS FREQUENCY:** High pass frequency adjust.

**EQ 1 MODE:** 4-way drop down per band - M only, S only, M&S, OFF - you will have the option to equalize the M only, S only or M&S and to turn the EQ ON and OFF.

**EQ 1 GAIN:** Adjust gain value.  $\pm 15$ dB

**EQ 1 Q:** Continuous from 0.28 to 15 (logarithmically scaled). 100% to the left implements a shelf, while 100% right implements a proportional Q that is similar to the behavior of an API 550. Use this to make drastic changes in frequency gain response while minimizing unwanted collateral gain.

**EQ 1 FREQUENCY:** EQ1 frequency adjust. 20Hz - 40kHz

**EQ 2 MODE:** 4-way drop down per band - M only, S only, M&S, OFF - you will have the option to equalize the M only, S only or M&S and to turn the Eq ON and OFF.

**EQ 2 GAIN:** Adjust gain value.  $\pm 15$ dB

**EQ 2 Q:** Continuous from 0.28 to 15 (logarithmically scaled). 100% to the left implements a shelf, while 100% right implements a proportional Q that is similar to the behavior of an API 550. Use this to make drastic changes in frequency gain response while minimizing unwanted collateral gain.

**EQ 2 FREQUENCY:** EQ2 frequency adjust. 20Hz - 40kHz

**DRY SIGNAL:** Choose whether or not the DRY signal is processed by EQ and MONO MAKER section.

# THE TOOLBARS | bx\_room/S



## Plugin Settings Toolbar

**Bypass:** Bypasses processing done by the bx\_room/S

**Undo/Redo (arrows):** Up to 32 steps of parameter history

**Settings A / B / C / D:** Select banks of parameter settings; use the A/B/C/D settings to copy a complex channel setting and alter it slightly for different parts of your song, for example. These settings can be automated by your DAW system, so you can jump from setting A in the verse to setting B in the chorus, for example.

**Copy / Paste / Reset:** Copy and Paste between setting banks, reset parameters of selected bank

Closes and opens the bottom panel containing the frequency response graphs and the meters

## Plugin Alliance Toolbar

**“Key” Icon:** Opens the plugin Activation Dialog

**“?” Icon:** Opens a dialog through which one can access the plugin’s help documentation, online product page, or any available updates

**“\$” Icon (when applicable):** If you’ve purchased your plugin using the Plugin Alliance Installment Payments option, the “\$” icon links to your account so you can make a payment on your Lease-License

## Mouse / Keyboard Control

**Alt or Command (Mac) / CTRL (Windows) + Mouse Click:** Reset any knob to its initial value (host dependent)

**Command (Mac), Shift, or CTRL (PC) + Scroll Wheel:** Allows for fine tuning of any knob (host dependent)

**Scroll Wheel Control:** Place your mouse above any knob and turn the mouse wheel to increase/decrease values

**Typing in Values:** 10.000 Hz can be typed in as “10k,” 12.000 Hz would be “12k,” etc.