USER MANUAL

T SOUND MAN

T-Sound Live Reverb

VST3 / AU plug-in · Windows · Mac

A vocal reverb for live sound. VST3 / AU / Standalone on Windows and Mac, with three spaces (Room / Plate / Hall), Clarity that pulls the reverb down while the singer sings, and 15 vocal presets. **No added latency** (in Insert mode the dry vocal comes out exactly on time).



The plug-in on a real vocal (Vocal Clear preset)

Install

- **Windows (VST3):** unzip and copy **T-Sound Live Reverb.vst3** to **C:\Program Files\Common Files\VST3**
- **Mac (VST3):** copy **T-Sound Live Reverb.vst3** to **/Library/Audio/Plug-Ins/VST3/**
- **Mac (AU for Logic / GarageBand):** copy **T-Sound Live Reverb.component** to **/Library/Audio/Plug-Ins/Components/**
- **Mac (first time after installing):** open **Terminal**, paste the command below and enter your Mac password when asked, so macOS allows the downloaded plug-in. Then reopen your DAW.
- Rescan plug-ins in your DAW (or Signal Rack). It is listed under **Reverb**, maker **T Sound Man**.

```
sudo xattr -dr com.apple.quarantine "/Library/Audio/Plug-Ins/VST3/T-Sound Live Reverb.vst3" "/Library/Audio/Plug-Ins/Components/T-Sound Live Reverb.component"
```

Quick start (send / return)

1. Insert it on an **FX / aux** channel (not the vocal channel) and set the top switch to **Send** (100% wet).
2. Send the vocal to that FX from the mic channel's send.
3. Pick **Vocal Clear** and bring up the send or the return until the reverb sits right.
4. If the tail covers the words, raise **CLARITY** or choose a shorter preset.
5. To use it directly on the mic channel instead, choose **Insert** and set **INSERT MIX** under ADVANCED.

> Every preset is level-matched, so you can switch presets between songs without the reverb dropping out or jumping up.

Top row

- **SEND 100% WET / Insert** — Send outputs reverb only (for an FX bus); Insert blends the dry vocal with the reverb by INSERT MIX.
- **Preset** — 15 vocal presets; a * shows the preset has been edited.
- **A / B** — two sets of settings to compare.
- **BYPASS /** ⏻ — switches processing off with a crossfade, no click.

Display and meters



Dry signal, pre-delay and tail display

- **INPUT** — input gain -18 to +18 dB; the LED shows green / orange / red.
- **Display** — the dry signal, the pre-delay point and the tail length (to -60 dB) from the real settings.
- **VOCAL SC** — lights while Clarity is ducking the reverb and shows the detector source (AUTO / INT / SC).
- **OUTPUT** — left / right output meter.

Main controls



Style buttons and main knobs

- **ROOM / PLATE / HALL** — a small natural room, a classic bright plate, a wide hall. Switch while playing, no click.
- **DECAY** 0.3–8 s — tail length (RT60 at 500 Hz), accurate for every style.
- **PRE-DELAY** 0–500 ms — gap before the tail starts; more keeps the vocal in front. 30–80 ms suits a lead vocal.
- **TONE** — DARK / WARM / NEUTRAL / BRIGHT: how fast the top end of the tail dies away (not an EQ).
- **CLARITY** 0–100 % — ducks the reverb up to 6 dB while the singer sings and lets the tail back in the gaps, so words stay clear.
- **WET LEVEL** -∞ to +6 dB — reverb return level, with meter.

Bottom row



Bottom row

- **TAP PRE-DELAY** — tap the beat; pre-delay = tapped interval × Tap Division (default 1/16). Decay is unchanged.
- **FX MUTE** — stops new signal entering the reverb and lets the tail ring out. Handy for talking between songs.
- **TRIAL / LICENSED badge** (bottom right) — trial days left; click it to enter a licence key.

ADVANCED (click ADVANCED to open)

- **LOW CUT / HIGH CUT** — filter the reverb only; the vocal is untouched.
- **WIDTH** 0–150 %, **MODULATION**, **EARLY REF** (early reflections).
- **DUCK ATTACK / DUCK RELEASE** — how fast Clarity reacts.
- **INSERT MIX** — reverb amount in Insert mode.
- **DUCK DETECTOR** — Auto (uses the sidechain when it has signal) / Internal / Sidechain.
- **TAP DIVISION** — 1/4, 1/8, 1/16, 1/32.

- **FREEZE** — holds the current tail indefinitely and ignores new input; for pads and ambience.
- **IMPORT JSON / EXPORT PRESET / FACTORY** — import and export presets, or restore the factory set.

The 15 vocal presets

- **Vocal Clear** (Plate 1.4 s) — everyday lead vocal, clear and not washy.
- **Intimate Room** (Room 0.7 s) — close, adds a sense of room.
- **Warm Plate** (Plate 1.6 s) — soft, darker tail.
- **Bright Plate** (Plate 1.3 s) — lead vocal with sparkle.
- **Lead Hall** (Hall 2.0 s) — more space, with ducking.
- **Ballad Hall** (Hall 2.6 s) — slow songs, long notes.
- **Backing Wide** (Hall 2.8 s) — backing vocals, wide and smooth.
- **MC / Speech** (Room 0.55 s) — host and speech, keeps words clear.
- **Acoustic Vocal** (Room 1.1 s) — voice with acoustic guitar.
- **Pop Short Plate** (Plate 0.9 s) — short tail for tight, upbeat songs.
- **Gospel Hall** (Hall 2.4 s) — full, open sound.
- **Rock Vocal Plate** (Plate 1.2 s) — dense tail, not harsh.
- **Slap Chamber** (Room 0.6 s, pre-delay 85 ms) — a distinct slap before the space.
- **Dreamy Vocal** (Hall 3.4 s) — obvious effect, long tail.
- **Dry Stage Ambience** (Room 0.45 s) — the smallest touch of room.

Tips

- Use send / return by default: several channels share one reverb, and each singer is set with their send.
- In a live-sounding room, use a shorter DECAY and more CLARITY.
- Stage monitors usually want less reverb than the front of house; send to them separately.

Licence and trial

Every feature works for a 14-day trial. When the trial ends without activation the reverb stops taking new signal (like FX MUTE): in Insert mode the vocal still comes through, in Send mode the reverb return goes silent, so the show never loses or doubles the vocal. Buy a licence at tsoundman.com, click the **TRIAL** badge at the bottom right, paste the licence key (it starts with FK2-) and press **Activate**.

If activation fails

- The licence window has **Paste code from clipboard** (pastes the key you copied) and **Load key file…** (reads the key from a .txt file). Both work even in hosts that block Ctrl+V / Cmd+V or right-click Paste inside plug-ins.
- Spaces and hidden characters that LINE or e-mail add to a copied key are removed automatically. Result messages always stay on top, so they never hide behind the host window.

- **No licence code** — the key box was empty. Copy the key again and click **Paste code from clipboard**, or save the key in a text file and use **Load key file**…
- **Could not connect to the licence server** — check the internet connection, then update to the latest version from the product page or **My library**. New versions activate through tsoundman.com, which every network can reach.
- **Invalid licence code** — the key must start with FK2- and belong to this product (a key for one product does not work in another). If it still fails, send a screenshot on LINE and we will check it or issue a new key.
