

### Bandpass Display

Click and drag along the X and Y axis to control the filter's **center frequency** and **bandwidth** respectively

### Center Frequency

Adjust the **center frequency** of the **bandpass filter**

### Bandwidth

Control the **bandwidth** of the **bandpass filter**

### Predelay

Control the delay time before the first **early reflection** - this will affect the perception of the size of the room

### Shape

Adjust the shape and prominence of **early reflections**. At low values, the reflections decay slowly and at high values they decay quickly

### Input Filters

Select either a **high** or **low cut** filter, or no filter for the input signal to pass through. **Center frequency** and **bandwidth** are adjustable in the X-Y control below

### On/Off

Enable or disable the **modulation** of the **early reflections**

### Early Reflections

Click and drag along the X and Y axis to adjust the **frequency** and **amplitude** of the **modulation** respectively. Higher **amplitude** results in a more neutral sound

### Quality

Set the balance between **reverb** quality for **CPU** usage. **Eco** requires little **CPU**, and High creates the best **reverb** quality

### Size

Adjust the size of the **virtual room** - high values will create a **diffused delay**, and small values will create a colored, metallic sound

### Stereo

Adjust the **stereo width** of the output. At 0% the signal is **mono**, and at 120 the left and right signals will be independent of each other

