PSP SpringBox

Operation manual

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05-806 Komorów,
Poland.

Acknowledgements

Presets designed by
- Steve Levine   https://stevelevine.co.uk
- Sebastian Imbierowicz aka 600Vmusic   DJ 600V facebook site

Finally we want to thank our current and future users. Thanks a lot for choosing and paying for our products.

PSP SpringBox

PSP SpringBox is an emulation of a hardware spring reverberator. It recreates several features typical of a spring reverb, such as a convincing "boing" on transients and a repeatable resonating musical character with an adjustable presence. A selection of configurations from two to six springs total is provided, as well as the ability to set stereo spread and pan/balance configured to suit various mix set ups - from a typical guitar reverb to a creaive uses as a send reverb in the mix.

Thanks to PSP SpringBox's two channel A and B settings setup and range of presets operation is fast and easy.

Whenever you want to add sustain to your guitar or add the sound of a mechanical reverberation unit to your mix the PSP SpringBox can do the job right!

Controls

A B switch - This switch allows you to select between A or B setups. How you set this switch affects all presets.

Time A/B - Sets the length of the spring reverberation for settings A or B respectively.

HPF A/B - Sets the low frequency cut off frequency for settings A or B.

Presence A/B - Sets the high mid frequency boost with a slight attenuation of low frequencies for settings A or B. It changes the tonal character of the reverb from dark to bright.

Damp A/B - Sets the high frequency damping for settings A or B.

Trim A/B - Sets the individual gain for a setting A or B.

Mono-Stereo / Stereo-Stereo button - Sets up the spring input configuration. The Mono-Stereo setting feeds all springs with a mono input signal. The Stereo-Stereo setting delivers a fully stereo configuration. When Stereo-Stereo mode is engaged the single spring or tank providing the output reverb for a given channel is also fed with that same channel's input signal. The exception is III spring architecture in which one of the springs is fed with the mono signal and two others are associated to the left and right inputs. The setting of this parameter is shared between all presets.

Type rotary selector - Sets up the spring tanks' architecture. You can select between two and three spring configurations, a dual 2-spring and dual 3-spring setting (one two spring tank for the left and one for the right channel or two tanks with three springs each).

Feed (I-O) switch - When engaged an audio signal feeds the spring algorithms of the SpringBox. When disengaged the plug-in is bypassed. The setting of this parameter is shared between all presets.

Diffusion - Sets the amount of diffusion of the reverberation tail. This parameter is common for both A and B settings.

Spread - Sets the stereo width of the reverb. The setting of this parameter is shared between all presets.

Pan/Bal- Sets the panning or balance of the wet (reverb) output. In Pan mode when the knob is adjusted from the center position the shifted wet content is always a mix of both reverb channels. Even if the knob is set fully to the left or to the right the wet output always consists of both reverb channels mixed to the mono on appropriate side. In balance mode, when the knob is adjusted from the center one of channels is attenuated, when the knob is set up to the left or to the right only one channel of the reverb is present on the output. The setting of this parameter is shared between all presets.
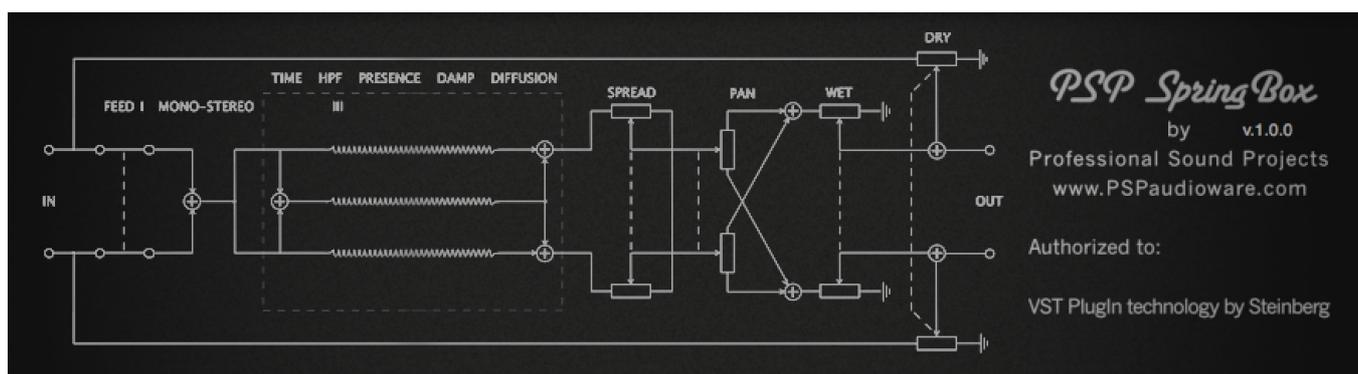
Dry - Controls the amount of a dry signal on the output. The setting of this parameter is shared between all presets.

Wet - Sets the amount of wet (processed) signal on the output. The setting of this parameter is shared between all presets.

Quality button – switches between LOW CPU and BRILLIANT mode. LOW CPU mode engages a CPU-saving mode with a slightly attenuated high frequency response. In BRILLIANT mode the plug-in reveals its full brilliance at the expence of extra CPU usage.

About Screen

PSP SpringBox offers an About window. This screen contains your authorization details, as well as the version number of the plug-in. To access a plug-in's about box, click on the name of the plug-in. To return to the controls view, click the name of the plug-in again (or anywhere in the about screen).
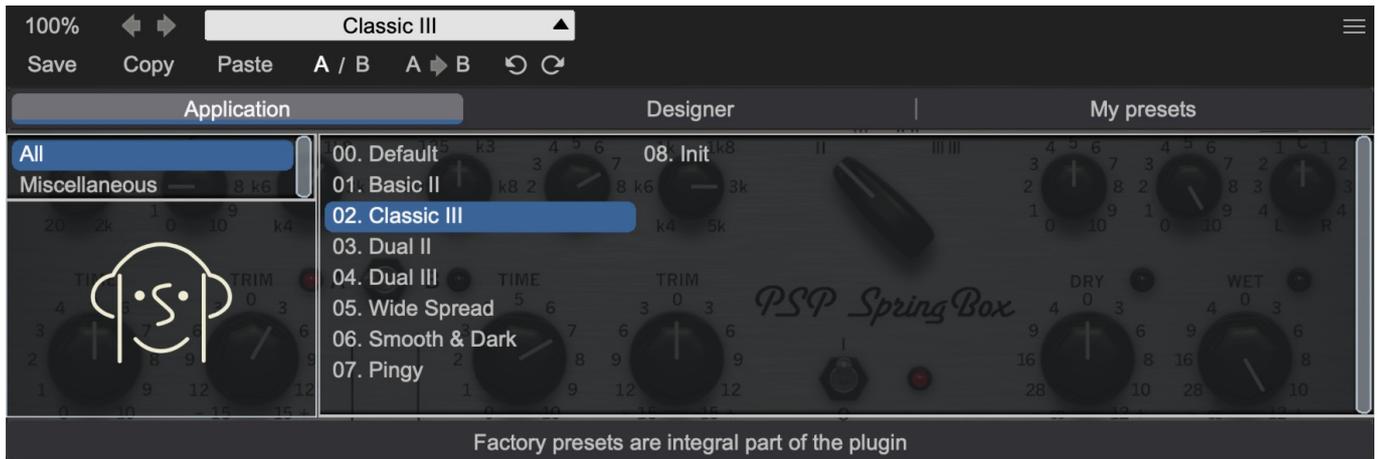

The about box of the PSP SpringBox contains an interactive diagram of the plug-in. The diagram contains most of the controls and the image represents the signal flow and changes depending on the plug-in's current state. Whether you change the spring configuration or switch from PAN to BAL mode the diagram will remain accurate to the plug-in's settings.

Preset Handling & View Options

We provide all PSP plugins with a collection of factory presets. These presets can be used as a starting point for further adjustments, or for quick fixes.

You access presets from the PSPaudioware standard PRESET BAR at the top of the plug-in interface.

Preset Browser

The PSP SpringBox edition features a comprehensive new preset management and browser system. To access the preset browser, you click the preset name window at the top of the plug-in (which displays 'Default' when the plug-in loads).

The new preset management bar has three main categories which can be accessed with the tabs at the top of the preset browser: **Application**, **Designer**, and **My presets**.

Application - shows all factory built-in presets grouping by application.

> **<   Factory presets are built into the plugin and cannot be directly edited!**
> **You can adjust them and save separately as user presets   >**

Designer - shows all factory built-in presets grouped by designer.

My presets - shows only user presets.
This view shows all of the presets you have created and saved, or downloaded and added to your custom presets for PSP SpringBox.
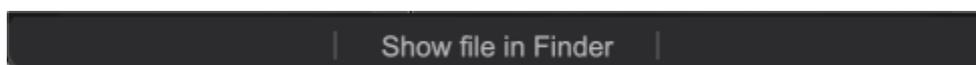To add categories to the preset list, you can create new subfolders in the preset directory.

For Windows users, this is located at:

C:\Users\Username\Documents\PSPaudioware.com\User Presets\PSP SpringBox

For Mac users, this is located at:

~/Documents/PSPaudioware.com/User Presets/PSP SpringBox

> **<   You can always check the exact path by clicking on the "Show file in Finder" tab at the bottom of the preset browser window.   >**

To select a preset, click a preset name in the right window. When clicked, the preset will be applied so that you can audition it. To confirm the preset choice, you can click the preset name once more to load it.

Each preset has own picture, click on it to open the designer's website.

Copy / Paste

The **Copy/Paste** feature allows you to quickly transfer settings between instances of the plug-in.

To use this feature, you can click '**Copy**' at the top of the plugin below the preset browser window. Then, open a new instance of the plug-in on another track (or on the same track) and click '**Paste**' to paste the settings to the new instance of the plug-in.

This feature can be particularly useful for processing similar instruments or sounds when only a few minor tweaks are needed.

A/B System

The **A/B system** for quickly checking and auditioning changes to the plugin settings.

The **A/B Button** at the top of the interface below the preset browser window allows you to A/B between the current and previous setting of the plug-in. This can be used to audition changes made to your mix, or to audition between two presets.

The **A>B Button** quickly copies the settings of the **A** setting to the **B** setting. This allows you to save your place and apply further tweaks and the audition them with the **A/B Button**.
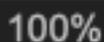
Undo / Redo

The **Undo/Redo** feature of the plugin lets you quickly navigate between setting changes.

To use this feature, use the undo/redo buttons (CCW and CW arrows, respectively) located below the preset browser window.

These buttons will undo changes to the current plug-in settings, or allow you to undo a preset change depending on the last action in the plug-in.
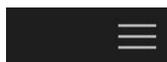
100% GUI resizing

Scroll (by the mouse wheel or use two finger tap on the touchpad) this percentage up or down to change the GUIs zoom factor. Double click to reset its state to the default size (100%).

You can resize the plug-in interface by just dragging the right bottom corner of the plug-in to any size you like.

CONFIG section

When clicking the three parallel lines glyph, the **CONFIG** menu will open and it allows you to open the manual, check the current plugin version number and turn on/off hints.

Minimum System Requirements

PC

VST3
• Windows 7 – Windows 11
• 64-bit VST3 compatible application

VST
• Windows 7 – Windows 11
• 64-bit VST compatible application

AAX
• Windows 7 – Windows 11
• 64-bit Pro Tools 11, 12 or Pro Tools HD 11, 12 or Pro Tools Ultimate

All DAWs
• The latest iLok License Manager application installed (an iLok dongle not required)

Mac (macIntel or arm AppleSilicon processors)

AudioUnit
• macOS 10.10 – macOS 12.01 Montery
• 64-bit AudioUnit compatible host application

VST
• macOS 10.10 – macOS 12.01 Montery
• 64-bit VST compatible host application

VST3
• macOS 10.10 – macOS 12.01 Montery
• 64-bit VST3 compatible host application

AAX
• macOS 10.10 – macOS 12.01 Montery
• 64-bit Pro Tools 11, 12 or Pro Tools HD 11, 12 or Pro Tools Ultimate

All DAWs
• Up to date iLok License Manager application installed (an iLok dongle not required)

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Processing

- All internal processing done with 64 bit double precision floats.
- 32 and 64 bit floating point audio streams supported
- Sample rates up to 192 kHz supported.

Support

If you have any questions about any of our plug-ins, please visit our website:

www.PSPaudioware.com

Where you can find the latest product information, free software updates, online support forum and answers to the most frequently asked questions.

Problems with the installation, activation or authorisation?
Please watch our troubleshooting video tutorials on our YouTube channel.

You can also contact us by e-mail: support@PSPaudioware.com.
We will gladly answer all of your questions. As a rule we respond within 24 hours.

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