# SPRING

## User Guide

**Eventide**®

# Contents

# Welcome



## 1.1  About This Product

Thank you for your purchase of the Eventide Spring plug-in. Eventide Spring models the sound and character of the popular artificial reverbs found in guitar amplifiers, with an additional tube amp style tremolo. For over 40 years, innovative effects like these have made Eventide an industry leader, and we are proud that they continue to be in demand today.

Thank you for your purchase, and before you forget, please take a few minutes to register online. This helps us keep you informed of any important software updates, and any special offers that may only be available to registered users.

# Spring <span style="float:right">PART 2</span>

Spring models the sound and character of the popular artificial reverbs found in guitar amplifiers. It also goes a step further by allowing access to physical parameter controls not readily available in a real spring tank. By tweaking these parameters, the Spring algorithm can create faithful representations of real springs or push the physical boundaries to achieve new distinctive sounds. For good measure, a tube amp style tremolo that can be routed pre- or post-reverb is included. Enjoy, and don't be afraid to turn the knobs.

## 2.1   Navigating the Plug-In

The Spring user interface is designed with an emphasis on user control and playability. Specifically, the knobs are easily adjusted with an up-and-down motion of the mouse/finger, and all controls produce a smooth change in the audio, allowing you to glitchlessly shape the effect as you desire. Furthermore, the RIBBON allows you to program two settings for any combination of the controls and seamlessly morph to any sound between them. Finally, a programmable HOTSWITCH allows you to instantly jump to an alternate sound at the push of a button. This combination of controls is intended to bring you as close to the experience of manipulating real hardware as is possible in a virtual environment.

## 2.2 Levels and Monitoring

IN
Controls the input level to the plug-in, between -60 dBfs and +12 dBfs. This parameter sets the input level for both the wet and dry signals.

OUT
Controls the output level of the plug-in, between -60 dBfs and +12 dBfs. This parameter sets the signal level after the mix control.

METERS
Indicates the audio level before and after the reverb algorithm. These meters are after the IN control and OUT control, respectively, to aid in level adjustment.

## 2.3   Spring Parameters

**MIX/VERB MIX**    If TREMOLO PRE/POST is set to Pre, then this controls the wet/dry mix between the spring reverb and the tremolo'd dry signal (VERB MIX will be displayed). If TREMOLO PRE/POST is set to Post, then this controls the wet/dry mix between the tremolo'd spring reverb and the unaltered dry signal (MIX will be displayed).

**DECAY**    Reverb decay in seconds, or note-based if TEMPO SYNC is in Sync or Manual.

**TENSION**    Controls the tension of the springs.

**NUMBER OF SPRINGS**    Number of springs in the 'tank', mixing in 1 to 3 springs.

**LOW DAMPING**    Sets the damping frequency for the low end.

**HIGH DAMPING**    Sets the damping frequency for the high end.

**TANK TYPE**    Sets the type of spring tank being used, Small or Large.

**TREMOLO PRE/POST**    Places the tremolo before or after the spring reverb. Note that when in Pre mode, the MIX control only affects the reverb signal - Tremolo will still be applied.

**TREMOLO INTENSITY**    The depth of the tremolo.

**TREMOLO SPEED**    The speed of the tremolo in Hz, or note-based if TEMPO SYNC is in Sync or Manual.

**MODULATION LEVEL**    Mixes in modulation for a nice chorusing effect.

**RESONANCE**    Amount of metallic resonance at the HIGH DAMPING frequency.

**TEMPO SYNC**    Controls the tempo mode of the plug-in. When Off, the DECAY amount is in milliseconds. and the TREMOLO RATE amount in Hz. When in Sync mode, the DECAY and TREMOLO RATE amounts will sync to the tempo of the DAW session. When in Manual mode, the DECAY and TREMOLO RATE amount will sync to a tempo which can be set manually.

## 2.4   Performance Controls

USING THE RIBBON
The RIBBON allows the dynamic modification of several knobs at once, emulating what you would be able to do with real hardware in front of you. By programming left and right ranges for any knob, the RIBBON lets you morph between settings by clicking anywhere on the RIBBON and moving the electric arc back and forth.

To program the settings for the RIBBON, click on the white dot at the tip of any knob and drag it to the desired setting for the left hand side of the RIBBON. This will program the knob and draw a blue arc from the initial knob position to the new, programmed knob position. Now to adjust the knob position for the right side of the RIBBON, click on the blue dot at the opposite side of the arc and adjust it to the desired position for the right side of the RIBBON. If you wish to adjust the RIBBON programming for any knob, simply grab the dots at either end of the mark and adjust them to the desired position. To clear the RIBBON programming for any knob, simply right click on the dot at either end of its arc, or move the dots to be on top of each other.

Alternatively, the RIBBON can be programmed by pressing the button on the left or right side of the RIBBON, and then moving any knob to its desired RIBBON position for that side. The RIBBON programming can be cleared for all knobs by right clicking the button on either side of the RIBBON.

Additionally, the RIBBON is programmed to follow MIDI Continuous Control (CC) #1 messages (a.k.a. Modulation Wheel). This enables you to use the Modulation Wheel on a MIDI device to move many knobs at once.

ACTIVE
Turns the effect On or Off.

The ACTIVE can be toggled via MIDI Continuous Control (CC) #2 messages. It will toggle when the CC goes from low (value < 64) to high (value >= 64).

**HOTSWITCH**   Allows you to instantaneously toggle between two settings for any combination of knobs and gain controls, allowing you to quickly jump between two different sounds.

To program settings for the HOTSWITCH, click and hold the HOTSWITCH until the light ring around it begins to blink. While the light ring is blinking, set the controls to the desired setting. When you are done, press the HOTSWITCH button again to exit programming mode. Now, pressing the HOTSWITCH toggles between the off-state and programmed values. To clear the programmed settings, simply right-click the HOTSWITCH. The light ring around it will quickly blink to confirm that the settings have been cleared.

The HOTSWITCH can be toggled via MIDI Continuous Control (CC) #3 messages. The HOTSWITCH will toggle when the CC goes from low (value < 64) to high (value >= 64).

**TAP**   If TEMPO SYNC is in Off mode, repeatedly pressing TAP will update the DECAY value to match a quarter note at the tempo being tapped. If TEMPO SYNC is in Manual mode, pressing TAP will update the tempo value. If TEMPO SYNC is in Sync mode, pressing TAP does nothing.

TAP can be controlled via MIDI Continuous Control (CC) #4 messages. TAP is triggered when the CC goes high (value >= 64), and will return to the off state when the CC is low (value < 64).

## 2.5  Preset Bar

Imaginary Telephone Booth    ◀ ▶   LOAD  SAVE  COMPARE   MIXLOCK   INFO  SETTINGS

Located at the top of the Spring Plug-In, the Preset Bar lets you load and save presets, along with several other features.

When Spring is installed, a library of settings is placed into the **<user>/Music/Eventide/Spring/Presets** folder (Mac) or the **<user>/Documents/Eventide/Spring/Presets** folder (Windows). These presets have a **.tide** extension and can be saved or loaded from the Spring preset bar in any supported DAW.

In many DAWs there is an additional generic preset bar that saves DAW-specific presets to a separate location. We recommend saving your presets using the Eventide preset bar to ensure that your presets will be accessible from any DAW. You can also create sub-folders inside the preset folders, if you wish.

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| **LOAD AND SAVE** | Allows you to load a **.tide** preset that is stored anywhere on your computer. Save allows you to save a new preset to anywhere on your computer, but it is recommended that you place it somewhere in the **<user>/Documents/Eventide/Spring/Presets** folder, so that it is accessible from the Preset dropdown. Note that you can create subfolders for your presets, for easier navigation and organization. |
| **COMPARE** | Allows you to toggle between the current settings and the last saved or loaded preset. This allows you to save or load settings that you like, tweak as you please, and return to the original settings for comparison. |
| **MIX LOCK** | Enables a global mix value that will be the same on every preset that is loaded. This is especially useful on an effect return track where the mix should always be set to 100. |
| **INFO** | Opens this User Guide, for quick access from the Spring plug-in. |
| **SETTINGS** | Opens a drop-down menu with scaling settings for changing the overall size of the plugin. |

# Conclusion PART 3

We hope you enjoy the Spring plug-in and put it to good use in all of your mixes. Please be sure to check out Eventide's other native plug-in offerings for more unique and interesting effects.

For further questions or support, head over to the user forums.