

Multiband Reverb

Independent reverb for four frequency bands.



VERSION 1.9.3

Keep the bass focused while placing mids and highs in different spaces. This guide explains the crossover display, all six controls per band, the nine algorithms and insert/send workflows.

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Installation and first launch

Install Multiband Reverb, then load it in an effect slot.

- 01.** Close your DAW before installing or updating.
- 02.** Download the Windows installer or macOS package from your product page or [My account](#).
- 03.** Run the installer, reopen your DAW and rescan plugins if needed. On Mac, use AU in Logic Pro or AU/VST3 in a compatible host.
- 04.** Find Multiband Reverb under Metasis Audio. Start playback and select Init or a factory preset.

Format	Installation folder
Windows VST3	C:\Program Files\Common Files\VST3
macOS VST3	/Library/Audio/Plug-Ins/VST3
macOS AU	/Library/Audio/Plug-Ins/Components

Windows 10 or 11, 64-bit, with a VST3 host. On Mac, use macOS 11 or later on Apple silicon or Intel.

Trial and activation

The full plugin has a seven-day trial. Activate a purchase with the email used for your order and your licence key. Activation needs an internet connection; normal activated use works offline.

See Activation and device changes for moving to another computer.

Quick start and the spectrum

- 01.** Insert Multiband Reverb on a track and loop a section with both low and high content.
- 02.** Start with the default crossover points: 200 Hz, 1 kHz and 5 kHz. Adjust them only if your source needs a different split.
- 03.** Keep the Low band dry or use a very short reverb. Add more Dry/Wet and a longer Decay in the upper bands.
- 04.** Solo a band to hear its contribution, then turn Solo off and make the final decision with the full signal.

Three crossovers, four bands

The spectrum runs from low frequencies on the left to high frequencies on the right. Its three handles divide the signal into Low, Low-Mid, High-Mid and High. Drag a handle horizontally to move a crossover; double-click it to type a frequency. The display accepts Hz and shorthand such as 1.5k.

Crossover handles preserve their order. Their display positions represent the signal split, not reverb time or room size. All four band columns remain visible below the spectrum.

Control	What it does
REVERB	Enables this band's reverb. Turning it off leaves the band's dry signal running.
SOLO	Isolates the band for listening. Clear Solo before judging the full mix.
Algorithm display	Click to choose a reverb type, or use its adjacent arrows.
Input / Output	Global level trims before and after the band processing. Both range from -24 to +24 dB.

REVERB off is not a band mute. On a send/return, a dry band can duplicate the original signal; see the routing page.

The six controls per band

Control	What it does
Pre-Delay / 0-250 ms	Sets the delay before the reverb begins. More pre-delay can keep the dry attack distinct from the tail.
Size / 0-100%	Changes the scale or structure of the chosen space. Its detailed role depends on the algorithm.
Decay / 50 ms-10 s	Sets the reverb duration. Short values add compact space; longer values leave a more audible tail.
Damping / 0-100%	Controls how strongly high frequencies are softened in the reverb. More damping makes the tail darker.
Width / -100 to +100%	Displayed as an offset around the neutral centre: 0% is unchanged; negative values narrow, positive values widen the wet signal.
Dry/Wet / 0-100%	Balances the dry and reverberated signal for this band. There is no need to give every band the same amount.

Entering values

Drag a dial vertically and hold Shift for fine adjustments. Double-click the knob to reset its parameter. Click the value below the knob to type an exact amount using the displayed units. Decay values may be shown in milliseconds or seconds.

Start with a useful decay

The factory parameter default for Decay is 50 ms. If the plugin sounds much shorter than expected after a reset, raise Decay before increasing the wet level. A low Dry/Wet value can also hide a long tail.

Algorithm-specific behaviour

On Reverse, Size controls the reversed window; on Spring it affects the tank. Gated, Reverse and Ambience do not behave exactly like a conventional room tail. The information line describes the selected control in the context of the loaded algorithm.

Choosing an algorithm

Each band can use a different algorithm. Begin with one coherent space, then vary bands where you need a specific result.

Algorithm	Starting use
Room	A compact room-style space. A useful starting point for drums or short ambience.
Hall	A larger, sustained space. Try longer tails on upper bands while keeping the bass restrained.
Plate	A plate-style reverb for a denser tail around vocals or instruments.
Chamber	An enclosed-space character. Compare it with Room when you want another reflection texture.
Spring	A spring-tank character. Size changes the tank behaviour.
Ambience	Short spatial detail for adding a sense of space with less emphasis on a long tail.
Shimmer	A pitched, sustained reverb texture. Start with a low wet amount in the upper bands.
Reverse	A reversed-window swell. Size changes the window rather than simply describing room dimensions.
Gated	A deliberately limited tail for a more abrupt ending. Useful when a conventional decay lasts too long.

The examples describe useful listening directions. Match the algorithm, timing and wet amount to the track; an algorithm name is not a preset guarantee.

Routing, recipes and programs

Insert on a track

Use each band's Dry/Wet to blend the effect into the track. To keep bass dry, reduce the Low band's Dry/Wet to zero or switch its REVERB off. Increase upper-band Decay and wet amount only as much as the arrangement allows.

Use on a send/return

For a conventional wet-only return, enable REVERB on all bands and set each Dry/Wet to 100%. Control the amount with the DAW send. Switching a band's REVERB off passes dry signal for that band, so it is not a way to silence that part of a return. Filter the return or use an insert workflow if you need selective dry bands.

Goal	Starting approach
Clear vocal space	Keep low-band reverb restrained. Try moderate pre-delay and a longer upper-mid tail. Add damping if consonants become too splashy.
Drum room	Try Room or Ambience with shorter Decay. Keep kick frequencies less wet than the snare and cymbal ranges.
Wide synth pad	Give the upper bands a longer Hall or Shimmer tail. Check the result in mono and reduce Width if the centre loses focus.

Programs and comparison

Click the program display to browse the factory bank. Use arrows to step through programs, SAVE to store your settings and LOAD to open a saved file. Use Input and Output to control levels and compare at similar loudness. Clear any active Solo before saving a general-purpose preset.

Troubleshooting and support

Symptom	Check this first
Reverb is extremely short	After reset, Decay starts at 50 ms. Raise Decay and check the band's wet amount.
Only one frequency range is heard	A band may be soloed. Clear Solo on all bands.
Low end becomes muddy	Lower the Low band's Dry/Wet or Decay and reconsider the first crossover.
Send adds dry sound	Keep REVERB enabled and Dry/Wet at 100% on all bands of a wet-only return.
Width value looks unusual	The display uses -100 to +100% around neutral 0%, not a 0-200% label.

Plugin missing from the DAW

Confirm the plugin format, architecture and installed location. Close and reopen the DAW, rescan with its plugin manager, and review any failed-validation list. Remove duplicate old installations only when you know which version your existing projects require. Do not disable operating-system security checks to force a plugin to load.

Projects, presets and updates

Save your DAW project and a copy of important user presets before updating. A DAW project stores the plugin state; a preset file lets you reuse settings in another project. Keep the original installers needed for archived sessions.

For activation trouble, use the same email address as your order, check your connection and available device slots, then reopen the plugin after activation. If the licence does not persist, report the exact error to support.

Contact METASIS

Email support@metasisaudio.com with the plugin name and version, operating system, DAW/version, plugin format and steps to reproduce the issue. For audio problems, include sample rate, buffer size and a short example you are allowed to share.

[Support and current downloads](#) | [My account](#)

Document revision 3.0 - 17 September 2026. Covers Multiband Reverb 1.9.3. The licence terms are supplied separately.

Activation and device changes

Activate once, use offline

The full plugin works for seven days from first use. To keep using it after the trial, open MENU and the licence window. Enter the email used for your purchase and your licence key, then choose ACTIVATE while connected to the internet. Once activated, normal use works offline without periodic licence checks.

A personal licence normally covers two computers. Check your allowance in My account. Several instances on the same computer use one activation. To free an activation, use DEACTIVATE inside the plugin on that computer.

Move to another computer

- 01.** Open the licence window on the old computer, choose DEACTIVATE and wait for confirmation.
- 02.** If the connection fails, local activation is removed but the server activation stays pending. Reconnect and choose RETRY. The activation is free to use elsewhere only after server confirmation.
- 03.** Activate on the replacement computer with your purchase email and key. If an older activation shows VERIFY, use it first to enable deactivation.

Deactivation does not restart the trial. If the original trial has ended, the plugin is silent until activated again. If a computer is lost or broken, contact support@metasisaudio.com. Reaching the device limit does not stop an already activated computer from working.

Transferring your licence

Transfer a perpetual paid licence to another person from your customer account. There is no transfer fee.

- 01.** Deactivate every authorised computer inside the plugin. Contact support if a computer is unavailable.
- 02.** Stop using the licence and make all retained copies and restorable backups unusable.
- 03.** Open My account > My Licenses. Enter the recipient email for the selected licence, confirm that you have relinquished the copies and send the invitation.
- 04.** The recipient accepts the email invitation within seven days. They use the account for that email or receive a password-setup email for a new account.
- 05.** The recipient receives a new key and download access. Your original invoice and other purchases stay in your account. Both sides receive confirmation.

While an invitation is pending, new activations are paused. Cancel it before acceptance if needed; unaccepted invitations expire after seven days. Private resale payment is arranged between the parties. Statutory rights remain unaffected.

Full instructions: metasisaudio.com/support. Privacy: metasisaudio.com/privacy-policy.