

WAVES  
**MANNY MARROQUIN**  
**REVERB**  
User Guide



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# Chapter 1 – Introduction

## 1.1 Welcome

Thank you for choosing Waves! In order to get the most out of your new Waves plugin, please take a moment to read this user guide.

To install software and manage your licenses, you need to have a free Waves account. Sign up at [www.waves.com](http://www.waves.com). With a Waves account you can keep track of your products, renew your Waves Update Plan, participate in bonus programs, and keep up to date with important information.

We suggest that you become familiar with the Waves Support pages: [www.waves.com/support](http://www.waves.com/support). There are technical articles about installation, troubleshooting, specifications, and more. Plus, you'll find company contact information and Waves Support news.

## 1.2 Product Overview

The Waves Signature Series is our exclusive line of application-specific audio processors, created in collaboration with the world's top producers, engineers, and mixing engineers. Every Signature Series plugin has been precision-crafted to capture the artist's distinct sound and production style. For experienced and aspiring audio professionals alike, the Waves Signature Series allows you to dial up the sound you're looking for quickly, without interrupting your creative flow.

Four-time GRAMMY® award-winning mixing engineer Manny Marroquin takes the Waves Signature Series to a new level with six hybrid plugins that bring his unique workflow to *your* studio. Alongside his personalized versions of tried-and-true favorites like EQ, reverb, delay and distortion, Manny introduces the innovative new Tone Shaper and Triple D plugins which are destined to become mixing essentials as well. Combining inspiration from his impressive collection of unique and boutique hardware, together with the fruits of his imagination, the Manny Marroquin Signature Series gives you direct access to the same tools Manny uses to mix hit after hit after hit.

The Manny Marroquin Signature Series consists of six plugins:

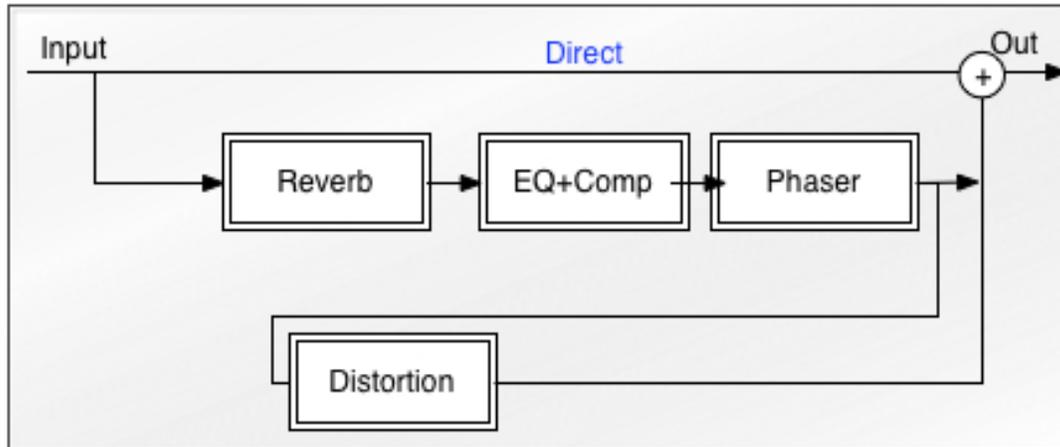
- **Manny Marroquin EQ** – A four-band equalizer, with each cutoff point inspired by a different hardware unit that Manny uses for that range.
- **Manny Marroquin Reverb** – 18 of Manny’s favorite reverbs in one plugin, topped off with a bit of EQ, compression, phasing and distortion.
- **Manny Marroquin Delay** – A delay plus multi-effect plugin with phaser, reverb, distortion and harmonizer for enhanced depth and groove.
- **Manny Marroquin Distortion** – A delicious, crunchy-style distortion for those times when you need to get down and dirty.
- **Manny Marroquin Triple D** – 3 “Ds” (DeEsser, DeHarsher, DeBoxy) that make it easy to remove those unpleasant – even painful – frequencies.
- **Manny Marroquin Tone Shaper** – Parallel compression per four frequency ranges plus EQ and ‘secret ingredients’ for added body and richness.

### 1.3 Concepts, Terminology & Interface



1. Reverb Section
2. Reverb Shaping Section
3. Effect Section

*Signal Flow*



## 1.4 A Few Words from Manny Marroquin

“For my Reverb plugin, we modeled the very best reverbs in my room, 18 of my favorites: Six different reverbs, with three different room sizes for each. We also included some EQ and compression, which I always use to shape the reverbs so they sit perfectly within the mix. Plus, we added what I like to call the ‘fun’ section, with phaser and distortion. For example, sometimes I’ll send something to a really big reverb, then add phase and distortion to get some really unique tails. With this plugin, it’s all right there in front of you.”

## 1.5 Components

WaveShell technology enables us to split Waves processors into smaller plugins, which we call **components**. Having a choice of components for a particular processor gives you the flexibility to choose the configuration best suited to your material.

The Waves MannyM Reverb plugin has two components:

- MannyM Reverb – Mono
- MannyM Reverb – Stereo

## 1.6 WaveSystem Toolbar

Use the bar at the top of the plugin to save and load presets, compare settings, undo and redo steps, and resize the plugin. To learn more, click the icon at the upper-right corner of the window and open the WaveSystem Guide.

## Chapter 2 – Controls



**INPUT** determines the level into the plugin.

Range: -18 – 18 dB

**TYPE** selects the reverb type.

Range: Hall, Room, Chamber, Plate, Space, Ambience

*Please note: It takes about one second to move from one reverb type to another. This control is not automatable.*

**SIZE** sets the size of the reverb selected in the Reverb Type. Each size loads a different reverb. For example, a Small Room reverb and a Medium Room reverb are different reverbs, not different sizes of the same space. To change the size of a selected reverb, use the Time control.

Range: Small, Medium, Large

*Please note: It takes about one second to move from one reverb size to another. This control is not automatable.*

**TIME** determines the selected reverb RT60 (the time it will take the reverb to decay by 60 dB). Time resets to 100% when Type or Size are changed.

Range: 50 – 200% (100% = original reverb time)

*Please note: It takes about one second to change the reverb time. This control is not automatable.*

**PREDELAY** determines the amount of time before the reverb begins. For example, at a setting of 0 milliseconds, reverb begins instantly; at a setting of 80 milliseconds, there will be a delay of 80 milliseconds before the reverb begins.

Range: 0 – 500 milliseconds

*Please note: It takes about one second to change the reverb predelay time. This control is not automatable.*

**REVERB AMOUNT** determines the amount in the overall effect. When Reverb Amount is set to 0, you will not hear any reverb, but you will hear the EQ, compression, phaser and distortion.

Range: 0 – 100 (0 = no reverb, 100 = maximum reverb)

**LOWS** controls a shelf-like EQ centered around 60 Hz.

Range: -50 – 50

**MIDS** controls a wide bell EQ centered around 2 kHz.

Range: -50 – 50

**HIGHS** controls a wide shelf EQ centered around 8 kHz.

Range: -50 – 50

**COMP** controls the compressor set on the reverb path. With slow attack and fast release times, this helps set the reverb's dynamic placement within your mix.

Range: 0 – 100 (0 = no compression, 100 = maximum compression)

**RATE** determines the rate of the phaser.

Range: 0.00 Hz – 20 Hz

**PHASER** determines the overall level of the phaser effect.

Range: 0 – 100

**DISTORTION** determines the overall level of the distortion effect.

Range: 0 – 100

**WET/DRY** determines the balance between the direct signal and the processed signal.

Use this control when using the plugin as an Insert rather than Send/Return.

Range: 0 – 100 (0 = direct signal only, 100 = processed signal only)

**OUTPUT** determines the plugin output level.

Range: -18 – 18 dB