KNIGHTSNARE

Knightverb 2000

Digital Reverberator — User Manual



Audio effect plugin for Mac (AU, VST3, Standalone), Windows (VST3) and Linux (VST3).
knightsnare.com
Inspired by the 1984 Lexicon Model 200. Knightverb 2000 is an independent Knightsnare product: not affiliated with or endorsed by Lexicon. The reverbs are original designs tuned to the published manual.

Contents

1. Welcome
2. Installing
3. The panel
4. Programs and variations
5. The PROGRAM keypad and registers
6. Shaping the reverb
7. Audio: levels, input and output mix
8. Getting good results

1. Welcome

Knightverb 2000 is a digital reverberator in the style of the mid-1980s studio classic: rich halls, lush plates, chambers, chorused 'rich' plates, split reverbs and inverse (reverse) rooms. It's played like the original, with a program keypad, LED readouts and sliders.

2. Installing

Mac

Open the downloaded zip and double-click the installer. It installs the Audio Unit (Logic, GarageBand) and the VST3 (Ableton Live, Cubase, Studio One, Reaper and others). Then open your DAW and let it rescan its plug-ins. The installer is signed and approved by Apple, so macOS won't warn you. macOS 11 or later, Apple Silicon and Intel.

Windows

Unzip the download and copy the **.vst3** into `C:\Program Files\Common Files\VST3`, then rescan plug-ins in your DAW. 64-bit Windows 10 or 11.

Linux

Unzip the download and copy the **.vst3** into `~/.vst3` (create the folder if needed), then rescan in your DAW (for example Reaper or Bitwig). 64-bit, Ubuntu 22.04 or newer, or a similar distribution.

> **Tip** This is an audio effect. Insert it on an audio track, a bus or an aux / return channel.

3. The panel



Knightverb 2000.

Section	What's in it
PROGRAM	The PROG and REG displays, the keypad (0-9 and the decimal point), PGM, REG, STO, CLR, F, RESET and POWER.
REVERBERATION	PRE-DELAY, REVERB TIME and SIZE with their readouts; PRE-ECHOES; DIFFUSION; RT CONTOUR LOW and HIGH; ROLLOFF.
AUDIO	INPUT LEVEL with the LEVEL meters, INPUT MIX, OUTPUT MIX, INPUT MUTE, REVERB STOP and the OUT LEVEL trims.

4. Programs and variations

Six programs, each with ten variations (0-9), for 60 starting points. They also appear in your DAW's preset list.

	1 HALLS	2 PLATES	3 CHAMBERS	4 RICH PLATES	5 RICH SPLITS	6 INVERSE ROOMS
0	Concert Hall	Plate A	Chamber	Rich Plate	Split Plates	Inverse Room
1	Large Hall	Bright Plate	Large Chamber	Rich Vocal	Split Rooms	Short Inverse
2	Medium Hall	Large Plate	Small Chamber	Rich Large	Split Large	Long Inverse
3	Small Hall	Small Plate	Live Room	Rich Small	Split Small	Gated Snare
4	Bright Hall	Vocal Plate	Stone Chamber	Rich Bright	Split Vocal	Big Gate
5	Dark Hall	Drum Plate	Wood Room	Rich Dark	Split Drums	Reverse Vocal
6	Recital Hall	Dark Plate	Echo Chamber	Rich Drum	Split Dark	Sparse Inverse
7	Cathedral	Long Plate	Studio A	Rich Pad	Split Bright	Dark Inverse
8	Arena	Thin Plate	Drum Room	Infinite	Split Long	Slap Inverse
9	Vocal Hall	Snare Plate	Booth	Rich Wash	Split Thin	Swell

- **Rich Plates** and **Rich Splits** use moving delay lines for a lush, chorused sound.
- **Rich Splits** are two separate reverbs: left in to left out, and right in to right out.
- **Inverse Rooms**: REVERB TIME sets the length of the reversed build-up (up to 1.2 s); SIZE sets how dense the reflections are. The sound cuts off cleanly at the end.

5. The PROGRAM keypad and registers

To	Press
Call a program	**PGM**, then **1-6**. It loads variation 0.
Call a variation	**0-9**, or **.** then 0-9. Or both at once: PGM 4 3.
Store your settings	**STO**, then **0-9**. REG shows St while it waits, then the number blinks.
Recall a register	**REG**, then **0-9**. -- means nothing is stored there yet.
Clear a register	**CLR**, then **0-9**. CLR also cancels a half-typed entry.
Step through registers	**F** (the footswitch): steps up through your registers.
Self-test	**RESET**: lights everything, shows the version and clears the reverb.
Power	**POWER**: off = panel dark, the dry signal passes through.

- **PROG** shows program.variation, for example 4.3. **REG** shows P for a factory variation, or the register number. A dot after it means you've changed something since loading.
- The 10 registers are kept with your session and on your computer, so new instances start with them.
- Computer keyboard: digits, . (dot), p = PGM, r = REG, s = STO, c = CLR, f = F.

6. Shaping the reverb

Control	What it does
PRE-DELAY	The gap (ms) before the reverb starts. Drag or scroll the encoder; Shift for fine.
REVERB TIME	How long the reverb lasts: 0.1 s steps up to 9.9 s, then 1 s steps up to 70 s. On Rich Plates, past the top shows In = infinite: play into it and it holds.
SIZE	The room size in metres. Bigger rooms allow longer reverb times but leave less room for pre-delay; shrinking SIZE pulls the others down with it, as on the original.
PRE-ECHOES	On adds early stage reflections.
DIFFUSION	LOW, MED or HIGH: how dense the start of the reverb is.
RT CONTOUR LOW	Multiplies the reverb time at 100 Hz: x1.5, x1 or x.5.
RT CONTOUR HIGH	Multiplies the reverb time at 10 kHz: x1, x.5 or x.25.
ROLLOFF	HIGH = 10 kHz (the original's bandwidth), MED = about 7 kHz, LOW = about 3 kHz.

Changing program, SIZE or DIFFUSION briefly mutes and rebuilds the reverb, as the original did.

7. Audio: levels, input and output mix

- **INPUT LEVEL**: 5 = unity, 10 = +9 dB. Watch the **LEVEL** meters and keep clear of OVERLOAD.
- **INPUT MIX**: the two knobs step through STEREO, LEFT MONO and L+R MONO; the triangles show which is on.
- **OUTPUT MIX**: 0 = dry only, 10 = reverb only. Set it to 10 on an aux / send channel.
- **INPUT MUTE** (hold): stops new sound going into the reverb while the tail rings out.
- **REVERB STOP** (hold): cuts the reverb tail instantly.
- **OUT LEVEL L / R** trims (the small screws): -20 to +6 dB. Double-click a slider or trim to reset it.
- In your DAW you can also automate *Reverb Time Pedal*, *Input Mute (footswitch)* and *Program Step (footswitch)*.

8. Getting good results

Job	Starting point
Vocals	2.4 Vocal Plate or 4.1 Rich Vocal, pre-delay 30-60 ms.
Drums	2.5 Drum Plate, 3.8 Drum Room, or 6.3 Gated Snare for the 80s gated sound.
Big ambient space	1.7 Cathedral or 4.8 Infinite, RT CONTOUR HIGH x.5 to keep it warm.
Reverse effect	6.5 Reverse Vocal or 6.9 Swell.

Tip On an aux / send, set OUTPUT MIX to 10 so you only hear reverb from the channel; the dry sound stays on the original track.

About

Knightverb 2000 is made by Knightsnare. It is inspired by the 1984 Lexicon Model 200, built from its published manual and written from scratch; no circuits, sounds or code from the original are copied. Lexicon is a trademark of Harman International. Knightverb 2000 is an independent product: not affiliated with or endorsed by them.