

Temperance™ Pro

User Guide

Eventide®

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Welcome

PART 1



1.1 About this Product

Thank you for the purchase of Eventide's Temperance™ Pro plug-in. Temperance Pro is a new Eventide reverb effect capable of producing unique spaces and out-of-this-world musical soundscapes. For over 50 years, innovative effects like these have made Eventide an industry leader, and we are proud that they continue to be in demand today.

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

Temperance Pro PART 2

Temperance Pro (*Tempered Ambiance*) is another unrivaled Eventide take on reverberation. From doubling as a high quality studio reverb, pushing or pulling musical notes through a room, to creating chime and bell-like filtered effects, Temperance Pro inspires the user to navigate these soundscapes with its unique capabilities and intuitive controls.

2.1 Under the Hood

Modal Reverb

Similar to the way an audio signal can be deconstructed into a series of individual sine waves, the idea behind a *Modal Reverb* is to break down a reverberant space into its individual resonances, or *modes of vibration*. We're calling this its Modal Response.

Each mode of vibration can then be re-created with a resonant filter that "rings" when stimulated. Imagine it's a tuning fork that vibrates with a specific frequency & unique characteristics when struck. If enough of these filters or tuning forks are combined, in theory you can create any type of reverberation.

And each one of Temperance Pro's Modal Responses (MRs) use thousands of these modes to create both original and familiar, highly detailed reverberant spaces.

Tempered Ambiance

Having access to the individual modes of a reverb affords many avenues for sound exploration. By assigning musical relevance to specific groups of modes, we can emphasize or de-emphasize the musical tuning of our reverb. In essence, Temperance Pro really can become a *Tempered Ambiance*.

2.2 Navigating the Plug-In

Temperance Pro's user interface is designed with an emphasis on user control and playability. Specifically, the knobs and control elements are easily adjusted with an up-and-down motion of the mouse/finger. Fine-tune drag is available via the ⌘ (Mac) or Ctrl (Windows) modifiers.

2.3 Tempering the Reverb

The plug-in window for Temperance Pro contains five components that determine the musical tuning (tempering) of the reverb:



Tempering Controls

Temper Knob — The most important tempering control. It sets the *amount* of tempering applied to the reverb. To hear the effects of the other tempering controls, the Temper knob must not be set to 0.

Note Width — Adjusts the *width* of the tempered musical notes set by the current Note Selection panel with respect to their spectral bandwidth.

Note Selection Panels — Use these panels to *select* which musical notes will be applied when tempering the reverb via the other Tempering Controls.

Temper Target Selector — Determines *when* the reverb will be tempered in the time domain.

Temper Range Sliders — Use these two horizontal sliders to determine which *section* of the reverb's spectrum to temper.

> ⚠ *Note Width, Note Selection, Temper Target, and Temper Range controls will not affect the sound when the value of the Temper control is 0 (centered at 12:00).*

Temper Knob

At the heart of Temperance Pro lies its main Temper Knob which has ultimate control over the *amount* of musical tuning (tempering) applied to the reverb. The Temper knob can be set positive or negative ranging from -100 to 100.



Positive values of the Temper knob will emphasize the resonances at the musical notes selected by the currently enabled Note Selection panel (p. 5) while de-emphasizing all other components of the reverb.

When fully positive (right), only the musical resonances set by the current Note Selection panel will be heard in the reverb.

Negative values of Temper knob will de-emphasize reverb resonances at the musical notes selected by the current Note Selection panel while emphasizing all other components.

When fully negative (left), the resonances of the notes set by the Note Selection panel will be excluded from the reverb.

All of the other Tempering Controls rely on the setting of the Temper knob to be heard. The farther the Temper knob is from 0, the more apparent the tempering effects of the other controls will be.

Note Width

Each note selected from the Note Selection Panels (p. 5) represents a group or window of modes to temper, centered around the note's musical frequency. Note Width determines the size of this window, i.e. the distance modes can be from the musical center of the note while still being included for tempering. The Note Width control has a range of 1% - 99%.

Increasing the Note Width value broadens the temper windows of all notes selected by the current Note Selection panel, simultaneously narrowing the size of all remaining groups of modes in the reverb.

Decreasing the Note Width value narrows the temper windows of all selected notes, simultaneously broadening the size of all remaining groups of modes in the reverb.

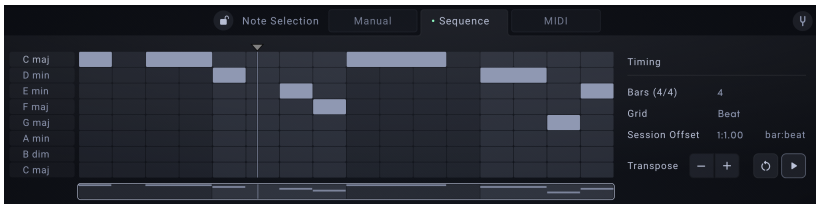


To see the interaction of the Temper knob, Note Width control, and all other Tempering Controls in Temperance Pro, refer to the NoteScape Visualizer in Section 2.4 (p. 7) of the User Guide.

> ⚠ *Note Width, Note Selection, Temper Target, and Temper Range controls will not affect the sound when the value of the Temper control is 0 (centered at 12:00).*

Note Selection Panels

Each NOTE SELECTION panels provides a unique method for determining which notes of the Western 12-tone Equal Temperament scale will be used to temper the reverb. Except for the MIDI panel (p. 15), each note selected by the NOTE SELECTION panels are tempered across all octaves of the audio spectrum.



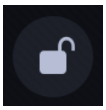
Tabs & Controls

NOTE SELECTION panels are activated using the labeled tabs above the panel window. Only the currently displayed panel will be used for the selection of tempered notes. See Section 3 for overviews.

MANUAL TAB — Choose individual notes for tempering of the reverb.

SEQUENCE TAB — Note selection follows Temperance Pro's custom designed and fully editable sequencer.

MIDI TAB — Temperance Pro uses MIDI input for note selection.



Use the NOTES LOCK button to prevent preset changes from overwriting any of the selected notes chosen in the NOTE SELECTION panels.



Use the TUNING FORK icon located to the right of the NOTE SELECTION tabs to bring up the GLOBAL TUNING PARAMETERS DIALOG. From here, you can edit:

REFERENCE FREQUENCY
400-500HZ — Adjusts the ***absolute*** global tuning reference used for tempering. 440 Hz is the default setting following the ISO 16:1975 standard for A4 above middle C.

FINE TUNE
-50-+50 CENTS — Adjusts the ***relative*** global tuning of the NOTE SELECTION panels used for tempering. Each musical semitone is 100 cents. Adjustment is ***relative*** to tuning set by the the REFERENCE FREQUENCY control. 0 cents is default.

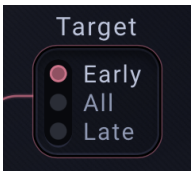
Both REFERENCE FREQUENCY and FINE TUNE settings are saved uniquely with each instance of Temperance Pro (not per preset).

An orange dot next to the fork indicates a change from default of either REFERENCE FREQUENCY or FINE TUNE.

Temper Target Selector

Use the Temper Target selector to determine which portion of the reverb, in the time domain, will be tempered by the other Tempering Controls.

In a Modal Reverb, we're able to discern which modes comprise the evolving time domain reflections and decays of its response. By categorizing the modes into Early vs Late components, we're able to target *when* the reverb will be tempered.



Target Choices

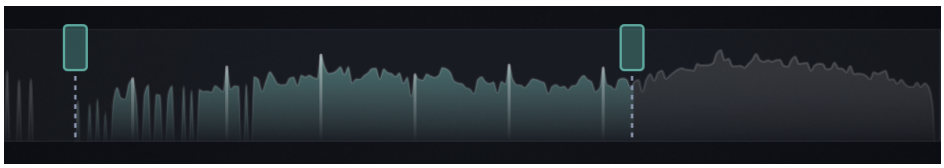
Early — Selects early reflections for tempering and switches UI accents to red. Longer reverb tails will be unaffected by the Tempering Controls.

All — Selects both Early & Late targets for tempering and switches UI accents to green. Early reflections as well as slower decaying late resonances will be affected by the Tempering Controls.

Late — Selects the slower decaying resonances for tempering and switches UI accents to blue. Early reflections will be unaffected by the Tempering Controls.

Temper Range Sliders

Use the Temper Range sliders to determine which section of the reverb's spectrum will be tempered by the other Tempering Controls.



Any section(s) outside the Temper Range sliders will remain un-tempered by the other Tempering Controls. Since selected notes are repeated across octaves, the Temper Range sliders are a way to confine the tempering to a specific portion of the reverb.

Controls

Low Temper Range
D#0-D#10 — Adjusts the low frequency limit to temper the reverb. Any section of the reverb to the left of the slider will not be tempered.

High Temper Range
D#0-D#10 — Adjusts the high frequency limit to temper the reverb. Any section of the reverb to the right of the slider will not be tempered.

Center Drag
D#0-D#10 — Grab and drag anywhere between the Temper Range sliders to adjust both at the same time.

2.4 The NoteScape Visualizer

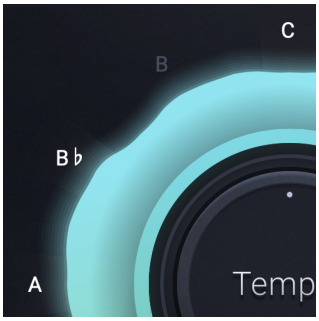
Organizes and displays the levels of musically emphasized and de-emphasized components in Temperance Pro's *wet* output . The NoteScape Visualizer takes all of the energy of the reverb and sums it into a one-octave meter around the Temper knob.

The NoteScape Visualizer dynamically responds to all reverb controls, especially the Tempering Controls. Additionally, only the energy of the current Temper Target and inside the Temper Range sliders will be displayed by the NoteScape.

No Tempering

When the Temper knob is centered, no musical tempering is applied and Temperance Pro behaves like a normal reverb.

Although the NoteScape's outer ring displays the notes of the currently selected Note Selection panel, the meter reflects the continuous energy distribution of the reverb.

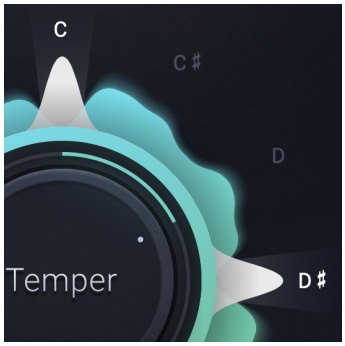


Tempering

As Temper is set positive and the reverb begins to emphasize musical notes, the NoteScape's contours and colors reflect this new energy distribution.

Musically-relevant energy is differentiated from everything else, with each white note contour representing its total across all octaves of the audio spectrum.

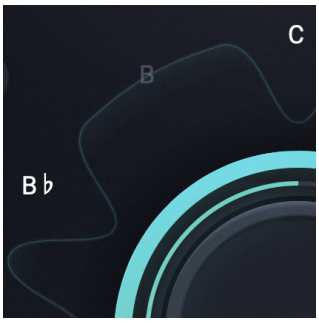
As Temper is set negative and the reverb begins to de-emphasize musical notes, the NoteScape's contours will reflect this showing "holes" left from the missing tempered notes.



NoteScape Guide

Shows the anticipated outline of the NoteScape when adjusting Temper knob and Note Selection panel settings. Use the guide as a helpful tool for understanding how these controls affect the sound of the reverb.

The NoteScape Guide will appear only when interacting with the Temper knob and Note Enable buttons (p. 12).



2.5 The Spectrum Analyzer

The Spectrum Analyzer plots Temperance Pro's audio frequencies (x-axis) vs levels (y-axis) of the reverb's *wet* output.



In addition, when the Temper knob is set positive, the Spectrum Analyzer highlights which parts of the audio spectrum are considered notes (shown in white) as determined by the *currently selected* Note Selection panel.

When the Temper knob is set negative, the Spectrum Analyzer will begin to darken selected notes, fully removing them when the Temper knob reaches -100.

Any section of the reverb outside of the Temper Range sliders will not be affected the by the other Tempering Contols and will appear gray in the Spectrum Analyzer.

Lowcut & Highcut Filter Sliders



At the ends of the Spectrum Analyzer are two Filter Sliders that control the bandwidth of Temperance Pro's wet output via Lowcut & Highcut Filters.

Controls

Lowcut Slider
20Hz-20kHz
Adjusts the low frequency limit of the reverb wet output. Moving from left to right removes reverb low-end.

LC Slope Button
12, 36dB/Oct
Determines the steepness of the Lowcut filter.

Highcut Slider
20Hz-20kHz
Adjusts the high frequency limit of the reverb wet output. Moving from right to left removes reverb high-end.

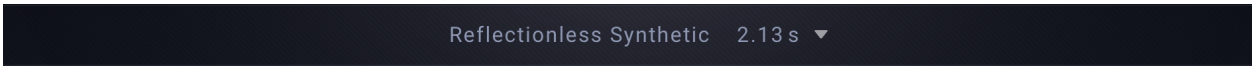
HC Slope Button
12, 36dB/Oct
Determines the steepness of the Highcut filter.

Center Drag
20Hz-20kHz
Adjusts both Filter Sliders together. Drag between the Lowcut/Highcut sliders and below the Temper Range sliders to utilize.

2.6 Main Reverb Controls

Temperance Pro's other controls, though not used for tempering, can have a great impact on the overall sound of the plug-in. Below is a list of all its other controls:

Modal Response (MR) Dropdown



One of the advantages of a *Modal Reverb* is its inherent flexibility in creating different types of reverberation from natural spaces, hardware/software emulations, to completely novel synthetic sounds. Use the MR Dropdown to select from a variety of Modal Responses to further sculpt you reverb.

The Modal Response (MR) Dropdown selects foundational reverb space of the plug-in. Decay time (RT60) is displayed as of function of both the Decay and Size controls.

MR Categories

Temperance Pro's Modal Responses are broken up in to five categories covering a wide range of reverberation types and sounds. Below are the MR categories and descriptions of each:

Rooms Choose from a carefully curated assortment of realistic spaces ranging from small to large, fluttery & honky, to beautiful & balanced.

Halls Includes more spacious and grand natural sounding reverbs including recording studios and concert halls.

Mechanical Modeled after hardware specific reverbs in the early days before digital software emulations. Choose from various plates and spring reverbs in this category.

Unusual Spaces As the title suggest, this category is comprised of natural and synthetic sound spaces found a little bit off the beaten path.

Special FX This set of MRs are completely theoretically constructed. All MRs in this category have a unique & evolving decay profile most apparent on percussion source material.



Special thanks to Ralph Kessler of Pinguin Ing.Buero (www.masterpinguin.de) for his carefully recorded IRs used in the analysis and creation of several of Temperance Pro's MRs.

Other Controls

Pre-Delay
ms, Note Div

Sets the amount of delay before the reverb. When Pre-Delay Sync is Off, the value is specified in ms or seconds. When Tempo Sync is set to Session, the value is specified in beat subdivisions and is calculated using the DAW tempo.

Pre-Delay Sync
Off, Session

Dropdown for setting the mode of the Pre-Delay Control. Session receives Pre-Delay BPM from the DAW. Off allows user to set Pre-Delay from, 0 - 2s.

Input Level
-60-+12dB

Left-hand slider that adjusts the levels going into Temperance Pro. This will affect both the dry and wet signals.

Mix
0-100%

Adjusts the balance between the dry and wet signals at the output.

Mix Lock
ON-OFF

Use to lock the current Mix setting, useful for auditioning presets without changing your dry to wet balance.

Decay
0.01-30x

Adjusts the overall decay time of the reverb. This is a multiplier applied to the base MR selected and scales the decay time accordingly.

Size
50-200%

Scales the size of the currently selected MR by adjusting the frequencies and decay times of the modes. Affects reverb decay length and RT60 will be adjusted accordingly.

Position
99 E - 99 L

Biases the reverb towards early or late reflections. Can be used to adjust the perception of how close or far a sound source appears to the listener inside a space. Can also be used to fine tune the tempering strength of a Temper Target.

Density
1-100%

Activates or deactivates specific modes used to create the reverb. Low values of Density use fewer modes for Lo-Fi reverb effects or chime-like tones (depending on the Temper Knob).

Offset
-500-500Hz

Adjusts the frequencies of all modes up or down by the amount specified. Can be used to make the reverb sound brighter or darker.

Output Level
-60-+12dB

Right-hand slider that adjusts the levels coming out of Temperance Pro. This will affect both the dry and wet signals.

Bypass
ON-OFF

Engage to bypass the entire plug-in. When bypassed (lit red), audio input is fed directly to the output.

Note Selection Panels - In Detail PART 3

3.1 Manual

Simple way to choose which musical notes will be used to temper the reverb. Selected notes on the NOTE KEYPAD are duplicated across all octaves of the audio spectrum.



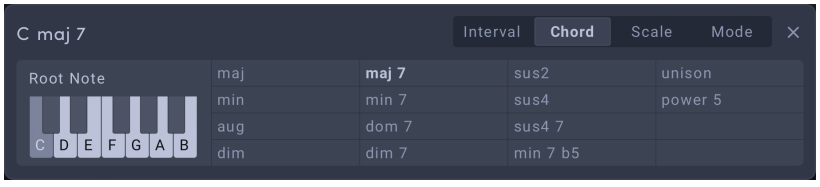
Controls

NOTE KEYPAD — Toggle on/off which of the 12 western musical notes will be used to temper the reverb. Alternatively, the NOTE ENABLE buttons around the NOTESCAPE can be used to toggle notes.

TRANSPOSE +/- — Clicking "+" or "-" once shifts all selected notes of the NOTE KEYPAD up or down by one semitone.

CLEAR — Click to remove all currently selected notes in the MANUAL Panel.

Choose Scale Pop-up



ROOT NOTE — Selects the Root for the spelling of the interval, chord, scale, or mode selected.

CATEGORY BUTTONS — Choose from the tables of intervals, chords, scales, and modes to auto-populate the NOTE KEYPAD.

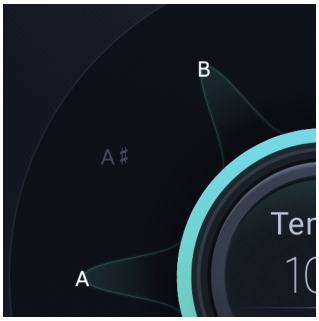
Alternate Manual Note Selection - Note Enable Buttons

When using the MANUAL panel only, an alternate way to select notes for tempering is through the NOTE ENABLE buttons located around the NOTESCAPE.

Activation of the NOTE ENABLE buttons around the NOTESCAPE are duplicated in the MANUAL panel and vice versa. Each note selected by the NOTE ENABLE buttons or in the MANUAL panel are tempered across all octaves of the audio spectrum.

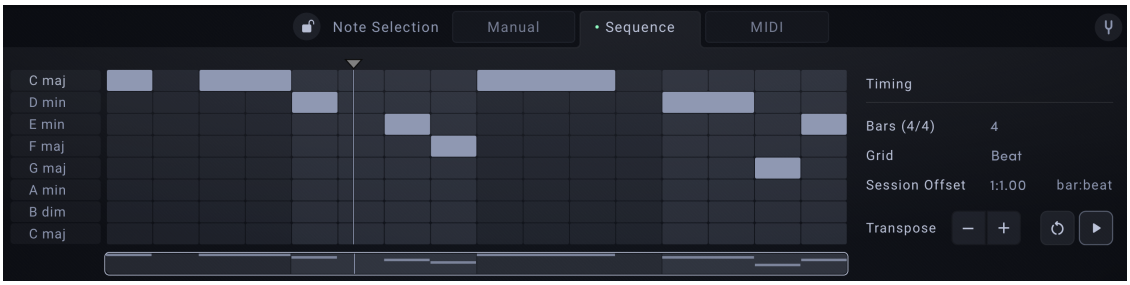
Single-clicking the NOTE ENABLE buttons or click-and-drag gestures around the note circle will toggle their active/inactive states.

⌥ clicking on Mac or Alt clicking on Windows will reset/deactivate all notes if any are active, or activate all notes if all are deactivated.



3.2 Sequence

Notes used for tempering are selected by Temperance Pro's custom Sequencer. Sequence up to 8 different intervals, chords, scales, or modes in any order for unparalleled flexibility.



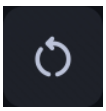
Right-Side Controls

Bars
1-64
Specify the total length of the sequence in bars.

Grid Dropdown
Sets the time resolution of the sequence grid in musical note divisions. Grid resolution also becomes the default edit resolution (edit resolution can be overridden with modifier keys).

Session Offset
BAR:BEAT.00
Adds a starting offset to the sequence, delaying the sequence by the specified amount.

Transpose
+/-
Use to shift all sequence intervals, chords, scales, modes up or down in musical semitones.



Use the Retrigger Button at anytime during playback to start the sequence from the beginning.



The Arm/Disarm Button determines if the sequencer will follow DAW playback. When set to Arm (green), sequencer playback follows start and stop commands from the DAW.

Interval/Chord/Scale/Mode Dialog

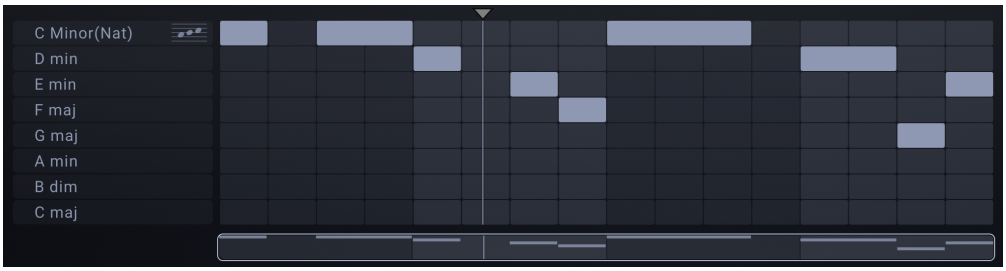
Double-click any of the left side sequencer row labels to display the Interval/Chord/Scale/Mode selection dialog. Use the dialog to edit each sequence row:

Root Note
Select the Root for the spelling of the interval, chord, scale, or mode selected.

Category Buttons
Choose from the tables of intervals, chords, scales, and modes to change sequence row entry.

Sequence Grid

The Sequence Grid shows the progression of your sequence in real time. Each sequence step represents both the time components of the step along the x-axis and the selected scale, chord, or mode shown in the left-side labels of each row for the y-axis. Choose up to eight musical intervals, chords, scales, or modes and sequence them in any order.



Selection of scales and modes are signified with a musical staff containing three notes. When playback is stopped, single-clicking a row will change the selected notes to the interval, chord, scale, or mode shown.

Populating the SEQUENCER GRID can done with standard click-and-drag gestures and multiple selections can be edited by boxing with the cursor (hold-drag). Right-clicking inside the SEQUENCE GRID will bring up a dialog with more editing options. Below is a list of actionable controls:

Sequence Grid Mouse Controls

Action	Mac	Windows
Add Region	double-click + drag	double-click + drag
Delete Region	double-click	double-click
Copy Region	⌥ drag	Alt drag
Precision Drag/ Disable Quantization	⌘ drag	Ctrl drag
Select Multiple	⇧ click	⇧ click

Sequence Navigator

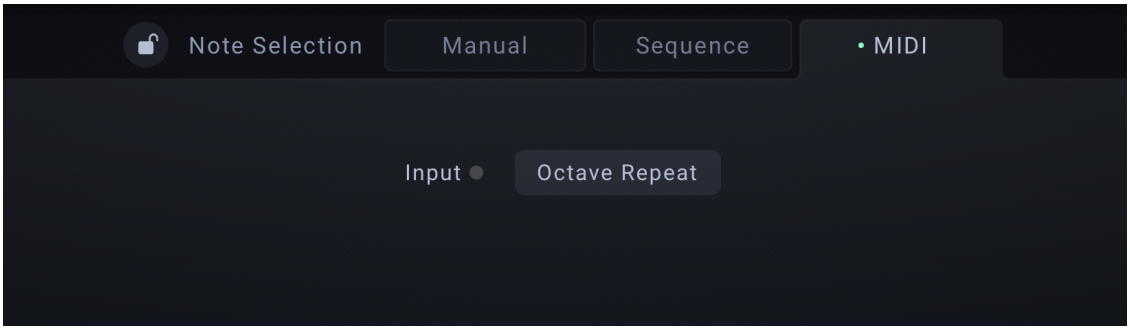
Used to display what part of the sequence will be show on the SEQUENCE GRID and the total length and data contained in the sequence.



Drag the left and right ends of its box to zoom in and out. Center drag a zoomed Navigator to display a specific region of the sequence. Double click the SEQUENCE NAVIGATOR to display the full sequence.

3.3 MIDI

Notes used for reverb tempering are selected via MIDI note on/off messages when using the MIDI Note Selection Panel. Temperance Pro responds to MIDI notes and sustain pedal (CC #64) on all MIDI channels.



Controls & Features

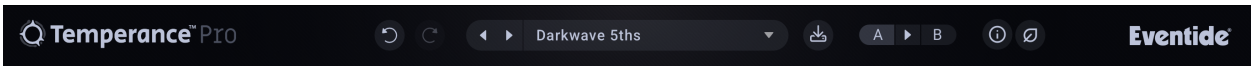
Input Meter The Input Meter will illuminate when incoming MIDI notes messages are detected.

Octave Repeat When Octave Repeat is on, incoming MIDI notes will be duplicated across all octaves above each pitch. For example, if you play C2 with your left hand and E4 with your right hand, the result will be C2 C3 C4 E4 C5 E5 C6 E6 and so forth. This behavior allows for more flexible chord voicings, inversions, and changes in register when using MIDI input.

When Octave Repeat is off, Temperance will use only the incoming MIDI notes for Tempering. You can use the sustain pedal to build up larger chords.

> *MIDI Note Selection mode's Octave Repeat behavior is different than that of the Manual and Sequencer pitch selection modes in that it does not add any octaves below the played pitches.*

Preset Bar PART 4



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

When Temperance Pro is installed, the factory preset library is placed in the following platform-specific location:

Mac	`<user>/Music/Eventide/Temperance Pro/Presets`
Windows	`<user>/Documents/Eventide/Temperance Pro/Presets`

Within the `Presets` folder are two sub-folders: `Factory Presets` and `User Presets`. The first contains the presets that come with the plug-in. The second is for storing any presets that you create. You can create sub-folders within the `User Presets` folder for organizing your presets if you wish. Presets for Temperance Pro have a **.tidex** extension and can be saved or loaded from the Temperance Pro preset bar in any supported DAW.

> ⚠ *Many DAWs offer an additional generic preset bar that saves DAW-specific presets to a separate location. We strongly recommend only saving your presets using the Temperance Pro preset bar to ensure that your presets will be accessible from any DAW and fully compatible with the plug-in.*

Controls

UNDO The Undo button undoes the last change, and restores the plugin to the previous state. Pressing this button multiple times will move you backwards in the plugin's state history.

REDO The Redo button reverses the last undo command, if any. Pressing this button multiple times will move you forwards in the plugin's state history.

PREVIOUS PRESET Loads the preset before the current preset in the preset menu.

NEXT PRESET Loads the preset after the current preset in the preset menu.

Preset Chooser Choose a preset from the Factory or User preset collections.

- **Save as...** Save the preset with a new name or location.
- **Load...** Open a preset from a location on disk.
- **Import...** Copy a preset from a location on disk into the User preset collection.

Save Saves the preset to disk.

A ► B Switches between two temporary plugin states, A and B. This is useful for making A/B comparisons.

- Click A or B to switch states.
- Click ► to copy state A into B.
- Click ◄ to copy state B into A.

The A and B states are not saved in your DAW session. When you load a session, the current settings for the plugin will be loaded into A and B.

Info Icon Opens a drop-down menu with various help topics and settings.

- **User Guide** – Open this document.
- **Webpage** – Launches the Temperance Pro webpage.
- **Accidentals** – Choose the preferred accidentals used for the Note Selection icons (sharps or flats).

Eco Mode Raises or lowers the total mode count used to create the Modal Response, affecting the overall CPU load. Turn the leaf green to save some CPU cycles for more instances of Temperance Pro.

Conclusion PART 5

We hope you enjoy the Temperance Pro 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.