FABRIK R

t.c. electronic

ULTIMATE SOUND MACHINES

TC Support Interactive

The TC Support Interactive website **www.tcsupport.tc** is designed as an online support and information center. At the site you can find answers to specific questions regarding TC software and hardware. All known issues are stored in a database searchable by product, category, keywords, or phrases. Under the section "My Stuff" you can login to check the status of your questions, download materials such as product manuals, software updates and new presets.

This site has been specifically designed to meet the needs of our users. We constantly update the database and you will find the site to be a huge resource of information. Browse through Q&A's and discover new aspects of your TC product.

If you can't find an answer online, you have the option of submitting a question to our technical support staff who will then reply to you by e-mail. The TC Support Team is on constant alert to help you in any way they can.

Contact Details

Alternatively, you may contact the TC Electronic distributor in your area, or write to:

TC ELECTRONIC A/S
Customer Support
Sindalsvej 34
Risskov DK-8240
Denmark

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TC Electronic, Inc.
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www.tcelectronic.com

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System Requirements

Mac
Desktop, iBook or PowerBook
G4 or G5, 733mHz or better
MacOS 10.3.6 or higher
512 mb Ram or more

PC
Desktop or laptop
Pentium 4, 1.4 GHz or better
Windows XP or higher
512 mb Ram or more

Works for all PowerCore devices

VST, Audio Units or RTAS*) compatible application such as Logic, Nuendo, Live or
Digital Performer required

*)   RTAS (ProTools) is supported via the VST to RTAS adapter from FXpansion (optional).
      More info on www.tcsupport.tc.

Getting Started

Scroll Wheel Support
If you are using a host application that supports this feature, all parameters support
scrolling on both Windows XP and Mac OS X. Simply place the mouse over a
parameter value field and use the Scroll Wheel to increment/decrement the associated
parameter-value.

Key Commands
In most host applications, Plug-Ins support keyboard commands for certain functions.
The following key commands are available for all Plug-In parameters:

Key Commands in Mac OS
Fine Adjust   = Apple
Reset To Default   = Alt
Context Key   = Control + Mouse Button

Key Commands In Windows
Fine Adjust   = Alt
Reset To Default   = Shift & Control
Contextual Menu   = Right Mouse Button

Introduction

Congratulations on your purchase of the Fabrik R plug-in. Fabrik R is based on the innovative Meta Intuitive Navigation Technology (MINT™) that redefines the way you use professional audio plug-ins for professional results. We have integrated a simple yet highly effective and intuitive approach to working with audio, and the result is an inspiring user-interface that we know you will enjoy.

Often people think that if you want to create professional results the process has to be tedious and complex – we don't agree. The Fabrik plug-ins introduce a new way of working with audio, and they build on proven and award-winning TC technology, ensuring the highest level of audio quality.

Fabrik R combines four new TC algorithms in one single plug-in. Thanks to the Meta Intuitive Navigation Technology (MINT™) it is a breeze to find the sound you are looking for. If you want to apply a "live" vibe to your vocals and instruments, use the Live Reverb. For vocals that need a "larger" quality, choose the Hall Reverb. For that sound of the past and for drums and percussion, apply the Plate Reverb. If you're working with guitars try the Club Reverb, which also works great with vocals. Within each reverb you'll find it very easy to adjust any setting to your own taste. You won't waste time with nitty-gritty preset adjustments - all you really have to worry about, is using your ears.

Main features

• Novel UI design – Inbuilt MINT™ (Meta Intuitive Navigation Technology)

• Four new TC reverbs: FabrikLive, FabrikHall, FabrikPlate, FabrikClub

• Intuitive and easy control over dedicated parameters – Instant gratification

• Exceptionally good for vocal, drums & percussion, and instruments

• Perfectly emulates that illustrious "live" ambience

• Control many parameters with few knobs

• Windows XP and Mac OS X supported

• VST, AU and RTAS* supported

• 24/96 supported

• 48 bit double precision

Overview
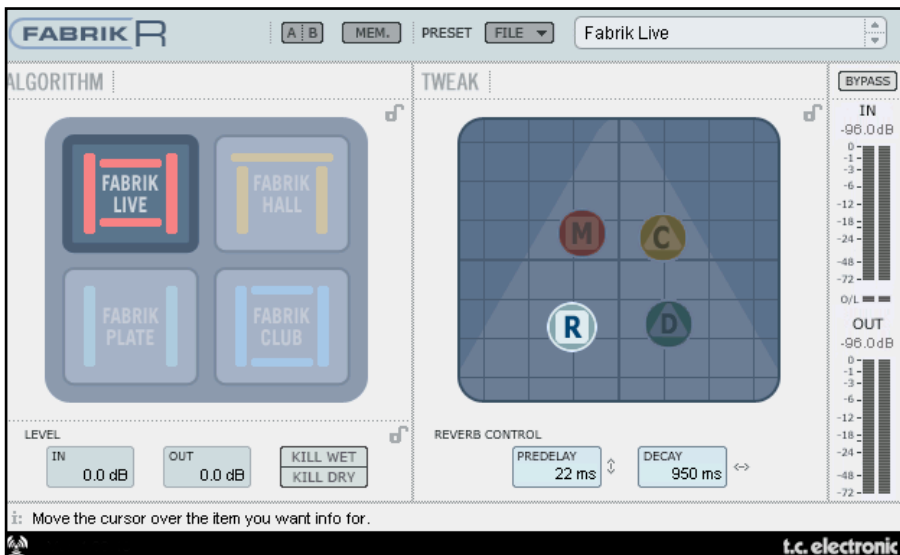
Reverb section

- Select one of the 4 Reverb types using your mouse.

Live
Live recorded audio sources sometimes have a lot of background noise. A very smooth discrete reverb on such a source will often be almost in-audible. What you need is a brighter and grainier reverb for that type of audio material, and the Live reverb is perfect for that job. Try medium to long decay times and listen to the result.
The Live reverb type will also work splendidly with vocals or instruments that need a clear and to the point reverb. Try it on different material and you'll be surprised with the results.

Hall
Often you're conscious about preserving the natural characteristics of your source material, and reluctant to apply "large" reverbs. Don't worry, the Hall reverb will preserve your audio and add a large hall effect giving you lots of natural sounding "space". For most vocal material this reverb is superior to many other reverbs and will be an excellent choice for various studio applications.

Plate
Welcome back in time! In the old days reverberating springs or large metallic plates was used to create a reverb effect. The Plate reverb emulates this characteristic type of reverb. If you're working with a recording of percussive instruments, it will often call for a diffuse, bright and light reverb, and the Plate is just perfect for the job.

Club

This reverb could be exactly what the doctor ordered if you want to put extra focus on the guitar or the vocals. It emulates a medium sized club, giving a broad yet intimate feel to your audio material. If you've got a recorded guitar that cries out for reverb, but you don't want the "stadium rock" sound, the Club reverb will do the trick, well, that goes for vocals and horns too.

Tweak section

In this section all parameter adjustments are made. Parameters are organized in 4 different layers/pages.

R - Reverb
C - Color
M - Modulation
D - Distance

There are a couple of different ways of altering the parameter values:

- First select the parameter by placing the cursor on one of the above-mentioned symbols ("R", "C", "M" or "D") and click. Then - grab the symbol and drag in any direction. This way of changing parameter values give an excellent intuitive feeling.
- You can of course also change parameter values by grabbing the parameter value fields and drag the mouse up or down.
- Finally, values can be entered numerically by double-clicking on the parameters values and entering values using the keypad.

Meters

The adjacent list shows the exact distribution of value readings on the meter segments on both IN and OUT meters. A precise reading close to 0dBFS and around key values such as -18, -20 and -24dBFS is imperative and this distribution takes these key values into consideration.

O/L - Overload indication
Internal overload is indicated via the O/L indicators located between the In/Out meters. Internal overload may occur at certain extreme parameters settings even when the In Level meters show reasonable levels. Use the In/Out parameters to compensate.

0 dBFS	-16
- 0.5	-18
-1	-20
-2	-22
-3	-24
-4	-30
-5	-36
-6	-42
-8	-48
-10	-56
-12	-64
-14	-72

Reverb page
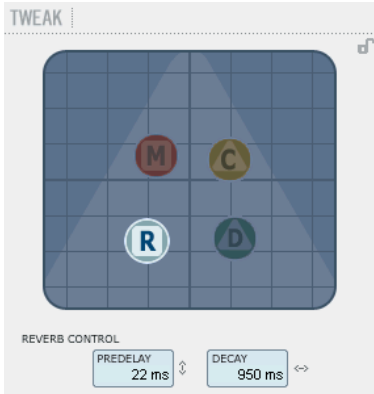
Decay
Range: 10ms to 20s
The Decay parameter determines the length of the Reverb Diffuse Field. The length is defined as the time it takes for the Diffuse Field to decay approximately 60dB.

PreDelay
Range: 0 to 100ms
A short Delay placed between the direct signal and the Reverb processing. A Pre Delay is often used to keep the source material clear and undisturbed by the Reverb Diffuse Field.

Modulation page
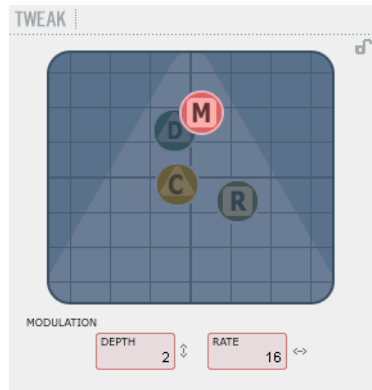
The algorithm designers have adjusted the diffuse field part of the reverb to be as smooth and natural sounding as possible. However, by modulating the diffuse field, the reverb will in certain cases integrate better with the entire signal. You may also find the modulation parameters useful simply to create new flavors of reverb.

Modulation Rate
Range: +/-50
Adjusts the Rate of the selected modulation.

Modulation Depth
Range: 0 - 200%
Adjusts the Depth of the modulation.

Color page

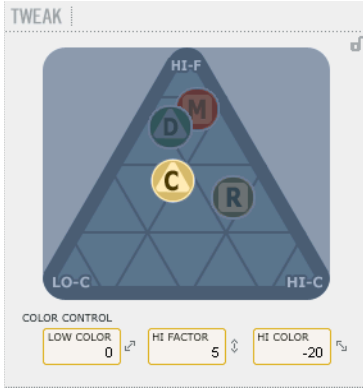The Color parameter controls are advanced controls handling the sonic specter of the Reverb diffuse field. Try adding a bit of HiColor if you feel the level of reverb is correct but still doesn't stand out as you intended.
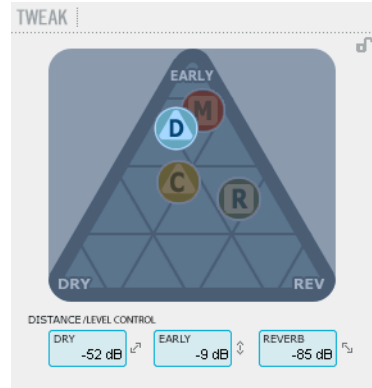
LoColor
LoColor adjustment of the Decay.

HiColor
HiColor adjustment of the Decay. This parameter selects which frequency area that is in focus.

HiFactor
The HiFactor parameter is used to enhance or attenuate the frequency area set by the HiColor parameter.

Distance/Level page

The relation between the Dry, Early and Reverb levels defines the perceived distance of a source. The less dry signal compared to Early and Reverb levels, the greater the perceived distance. Early and Reverb levels set the relation between the amount of room definition compared to the reverb diffuse field.

If the Kill Dry key is pushed, Dry Level is fixed at off. If the Kill Wet key is pushed, Early and Reverb Levels are fixed at off.

Dry
Range: Off, -24dB to 0dB
Sets the amount of dry level passing through the algorithm.

Early
Range: Off, -24dB to 0dB
The Early Reflections are the defining basis of the Reverb diffuse field. Adjust the amount to set the emphasis between the Early Reflections and the Reverb diffuse field.

Reverb
Range: Off, -24dB to 0dB
The Reverb parameter sets the amount of applied reflections from the Reverb diffuse field.

Additional parameters

Bypass

Bypass function for the entire plug-in.

In/Out

In level Range   : -24 to 0dB
Out Level Range   : -24 to +12dB

Sets the Input/Output levels for the algorithm. If the Internal overload indicators "O/L" are lit, you may need to readjust the In/Out levels.

Meters

In and output meters. For best performance the In meter should show as close to 0dB as possible without clipping.

Kill Dry - Kill wet

A reverb can be used either as an insert effect or as a send effect.
Most often it is used as a send effect on a bus. The bus is then fed from the channels that you wish to apply the effect to. When used as a send effect the Kill dry should be set to "on" and this is also the default setting. When used as an insert channel dry signal is necessary and Kill Dry should be set to "off".

Preset Management

Fabrik's comprehensive file based preset architecture makes archiving presets a simple process. This allows you to organize your presets the way you find most comfortable for your workflow, and to exchange presets with other users, no matter what platform or application is used. Presets are saved as discrete files on your hard drive. Once a preset is saved into the default location, it will automatically appear in the 'File' menu every time you use the Plug-In. The files can then be organized into sub-folders, where you can delete, rearrange or create your own sub-folders to accommodate your needs. For example, you could create preset folders for projects, customers or by application, such as 'Clean Up'.

NOTE: A folder will not appear in the Preset File Menu unless it has at least one preset inside!

Preset File Menu

Pressing the 'File' button will open the File menu. The following options are available from the File menu.

FILE ▼
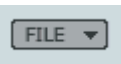
Loading a Preset
By selecting 'Load', you can navigate to any folder on the system that you have read access to, including any shared folder. By default, these will be loaded from the default location for Fabrik R presets. Only presets located in the default file location will appear in Fabrik R pop-up preset menu.

<u>Saving a Preset</u>
By selecting 'Save', you can save your preset to any folder on the system that you have write access to, including any shared folder. By default, presets are saved to the default location for the Fabrik R presets.

Section-Lock function at recall

It is possible to lock any of the sections in the plug-in when recalling a preset. This way it is possible to e.g. keep the current Algorithm choice and only load the Levels and Tweak section settings from the preset you are about to recall.

To lock/unlock
Simply click in the pad-lock symbols in the relevant sections before recalling:

Unlocked - Locked

Default Preset Locations
The following locations will describe where you can find the Fabrik R presets, which are stored in a folder unique to each plug-in:

OS X preset paths:
<u>Factory presets:</u>
\Library\Application Support\TC Electronic\Fabrik R\Presets

<u>User presets:</u>
~\Library\Application Support\TC Electronic\Fabrik R\Presets
~ \ Refers to your user folder: Users \ Your Name

WINDOWS preset paths:
<u>Factory presets:</u>
~\TC Electronic\Fabrik R\Presets

<u>User presets:</u>
My Documents\TC Electronic\Fabrik R\Presets
(~ \ Refers to the path for your System Hard Drive \ Program Files)

• To delete a file, simply move it to the 'Trash' or 'Recycle bin'.
• To create a new sub-folder that appears in the Plug-In menu, simply create a new folder in the Plug-In folder that resides in the PRESETS folder of the Fabrik R default preset location.

NOTE: A folder will not appear in the Preset File Menu unless it has at least one preset inside!

Compare settings with A/B Mem.

A/B
With the A/B compare function you can easily compare different parameter settings when you work with your music.

When you start working with your preset, the A/B button is grayed out. This state indicates that the settings in both memory locations A and B are identical - so there is actually nothing to compare.

As soon as you touch one of the parameters, the memory location "A" will be active, and the "A" will light up. All parameter changes will be applied to memory location "A". If you switch to memory location "B", you go back to the starting point, and all further changes will now be applied to memory location "B".
Every time you press the A/B button, you will toggle between these two memory locations.

NOTE: The A/B memory locations are temporary settings only! Saving a preset (e.g. via the File button or with your session) will only save the currently selected memory location. The setting of the other (hidden) memory location will not be saved!

Mem
The "Mem" button will reset the A/B memory locations to the current setting.

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