




D16 Group Toraverb 2 Space Modulated Reverb User Manual

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D16 Group Toraverb 2 Space Modulated Reverb



Product Information

Specifications

- Operating System (Windows PC): Windows 7 or newer
- CPU: 2.5 GHz SSE (Multicore 2.8 GHz recommended)
- RAM: 8 GB (16 GB Recommended)
- Software: VST2 / VST3 / AAX compatible host application (32bit or 64bit)
- Operating System (Apple Mac): OS X 10.13 or newer
- CPU: Intel based 2.5 GHz (2.8 GHz recommended), Apple M1
- RAM: 8 GB (16 GB Recommended)
- Software: AU / VST2 / VST3 / AAX compatible host application (64bit!)

Product Usage Instructions

Preliminary Information

This chapter contains general advice for using the plug-in's interface. To do a right-click on macOS with single button mice:

- Either use your mouse click while holding the CtRL key on your keyboard
- Or use two fingers on your touchpad

Checking the Value of a Parameter

Right-click on any parameter to check its value in its context menu.

• Overview

Toraverb 2 is a high-quality studio reverb effect unit with a modulated tail.

• Signal Flow

This chapter describes the signal path through Toraverb 2. It explains the basic components of the unit and its control parameters.

• Basic Modules

Internally, Toraverb 2 consists of a few basic components. These correspond to the sections on the graphical user interface.

• Pre-delay

- Controls the delay between Dry and Reverberated signals.

- Pre-delay section: By default, Pre-delay is expressed in milliseconds and controlled in a range of 0 to 500 ms (when Sync mode is disabled). The value can be adjusted by dragging the mouse pointer up or down above the digits representing the consecutive decimal positions on the display.
- Sync. toggle button: This button activates Sync. mode for Pre-delay section.

FAQ (Frequently Asked Questions)

1. Q: What are the software and hardware requirements for the product?

- A: For Windows PC, the operating system should be Windows 7 or newer, with a CPU of 2.5 GHz SSE (Multicore 2.8 GHz recommended), and a RAM of 8 GB (16 GB Recommended). The software should be VST2 / VST3 / AAX compatible host application (32bit or 64bit).
- A: For Apple Mac, the operating system should be OS X 10.13 or newer, with an Intel based CPU of 2.5 GHz (2.8 GHz recommended) or Apple M1, and a RAM of 8 GB (16 GB Recommended). The software should be AU / VST2 / VST3 / AAX compatible host application (64bit!).

2. Q: How do I perform a right-click on macOS with single button mice?

- A: Either use your mouse click while holding the CtRL key on your keyboard or use two fingers on your touchpad.

3. Q: How can I check the value of a parameter?

- A: Right-click on any parameter to check its value in its context menu.

4. Q: What is Toraverb 2?

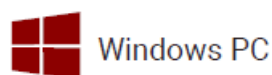
- A: Toraverb 2 is a high-quality studio reverb effect unit with a modulated tail.

5. Q: What does the Pre-delay section control?

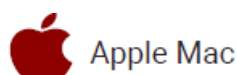
- A: The Pre-delay section controls the delay between Dry and Reverberated signals.

Requirements

Software and hardware requirements of the product



- OS version Windows 7 or newer
- CPU 2.5 GHz SSE (Multicore 2.8 GHz recommended)
- RAM 8 GB (16 GB Recommended)
- Software VST2 / VST3 / AAX compatible host application (32bit or 64bit)



- OS version OS X 10.13 or newer
- CPU Intel based 2.5 GHz (2.8 GHz recommended), Apple M1
- RAM 8 GB (16 GB Recommended)
- Software AU / VST2 / VST3 / AAX compatible host application (64bit!)

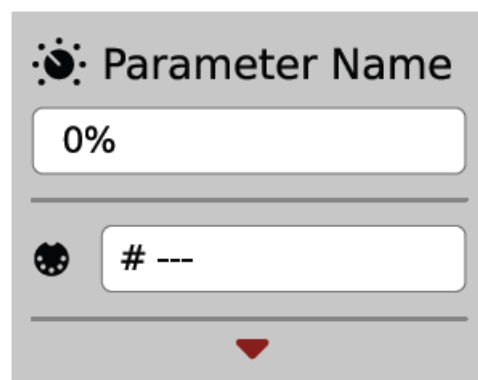
Hardware requirements / recommendations are based on estimates performed on available computers at D16

Group HQ, and therefore cannot cover all possible configurations available on the market. CPU usage may vary widely depending on the manner in which the product is used. Factors that may contribute to variance in CPU usage include particular patch and its complexity, the global quality setting, project sample rate. In order to form a better understanding of how a plug-in will behave within your current setup, we highly recommend downloading the demo and giving it a try.

Preliminary information

This chapter contains general advice for using the plug-in's interface.

- **To do a right-click on macOS with single button mice:**
 - Either use your mouse click while holding the CTRL key on your keyboard or use two fingers on your touchpad.
 - Checking the value of a parameter
- **Right-click on any parameter to check its value in its context menu:**



- **Note:** It's currently not possible to enter a precise value in the input box; it's just to check the value.
- **Fine-tuning continuous parameters**

Tweak a control (knob) while holding the CTRL key (on Windows) or Apple CMD key (on macOS) – this will make the tweaking more precise while moving the mouse pointer up and down.
- **Double-click to reset a continuous parameter's value**

Double-clicking on a parameter restores its value to the initial state, either default (right after loading the plug-in / loading it along a project file) or from the most recently loaded preset.

Overview

Toraverb 2 is a high quality studio reverb effect unit with a modulated tail.



Toraverb graphical interface

There are two sections to the user interface:

- Configuration and preset management



Configuration and preset selection section

- Signal processing control section contains all the remaining controls

Signal Flow

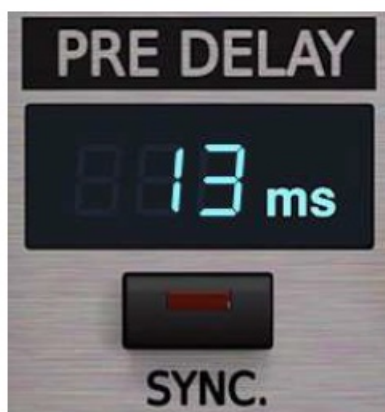
This chapter describes the signal path through Toraverb 2. It explains the basic components of the unit and its control parameters.

Basic modules

Internally Toraverb 2 consists of a few basic components. These correspond to the sections on the graphical user interface.

Pre-delay

Controls the delay between Dry and Reverberated signals



Pre-delay section

By default Pre-delay is expressed in milliseconds and controlled in a range of 0 to 500 [ms] (when Sync mode is disabled). The value can be adjusted by dragging the mouse pointer up or down above the digits representing the consecutive decimal positions on the display.

Sync. toggle button:



Sync. button

This activates / deactivates the synchronization of the Pre-delay with the host application tempo. When enabled, the delay is represented as a Rhythmic value (in tempo-dependent units) consisting of Note value and Rhythmic modifier. It should be noted that when this mode is active the Pre-delay value is controlled in a slightly different manner and the look of the Pre-delay display changes.



Pre-delay section while Sync. is active

Note values

- The Pre-delay's Note value can be adjusted by dragging the mouse pointer up or down while selecting it.

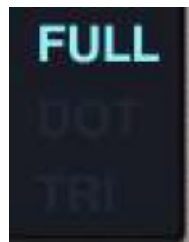


Pre-delay's Note value

- We can choose one of following values; 1 Bar, 1/2, 1/4, 1/8, 1/16, 1/32 and 1/64.

Rhythmic modifiers

Clicking one of available Rhythmic modifiers, selects it;



Pre-delay's Rhythmic modifier

There are 3 values to choose from:

- Full – Effective delay value is equal to set Note value.
- Tri – Effective delay value is equal to 2/3rds the duration of set Note value.
- Dot – Effective delay value is equal to 3/2nds the duration of set Note value.

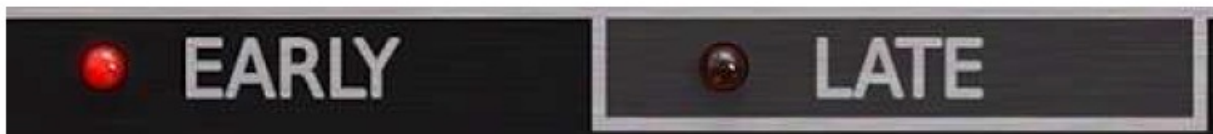
Early / Late reflections section

- This section controls the Early and Late reflections of reverb.



Early / Late section

- Switching between Early and Late tabs gives an access to parameters controlling Early and Late reflections respectively.



Early and Late tabs

Early reflections tab

- This tab controls the early reflections of the reverb.



Section controlling Early reflections' tail

- The following parameters can be selected:
 - **Size** – Size of the room.
 - **Bass cut** – Controls the properties of the reflecting surface with respect to bass frequencies. Bass frequencies are cut below the value selected. The range is from 0Hz to 22kHz.

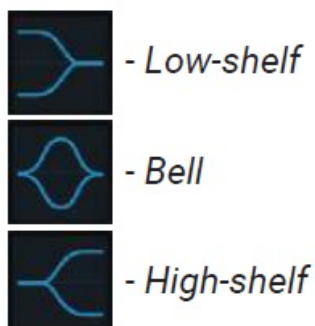
- **Crosstalk** – Between the left and right channel delay lines
- **Attenuation** – This parameter changes the characteristic of the reflecting surface – it's damping properties.
- **Diffusion** – – Is the reflecting surface's ability to spread the echoes out. If this parameter is set to Sharp, the reflecting surface is perfectly flat and does not distort reflected waves. If this value is set to Smooth, the reflecting surface distorts the waves and spreads them out into different directions.
- **Modulation** – This controls the Early reflections' delay lines modulation

Parameters to the right on the tab, ones labeled with orange color, controls single-band parametric EQ, which process-es Early Reflections' output:



Parametric EQ section

- **Type** – There are three different types of EQ filter available:



- **Gain** – Gain value for a band in range –24 dB to +24 dB.
- **Freq.** – EQ Frequency.
- **Bandw.** – Band width in range 0.5 to 4 octaves.

Late reflections tab

This tab controls the Late reflections of the reverb.



Section controlling Late reflections' tail

The following parameters can be selected:

- **Size** – Size of the room.
 - **Bass cut** – controls the properties of the reflecting surface with respect to bass frequencies. Bass frequencies are cut below the value selected. The range is from 0Hz to 22kHz.
 - **Feedback** – Controls how much of wave energy is consumed every reflection. The less value the more energy consumes every reflection, that means the feedback is weaker then.
 - **Attenuation** – This parameter changes the characteristic of the reflecting surface – it's damping properties.
 - **Diffusion** – Is the reflecting surface's ability to spread the echos out. If this parameter is set to Sharp, the reflecting surface is perfectly flat and does not distort reflected waves. If this value is set to Smooth, the reflecting surface distorts the waves and spreads them out into different directions.
 - **Modulation** – This controls the late reflections delay lines modulation
- Parameters to the right on the tab, labeled in orange, control the single-band parametric EQ which alter the Late Reflections. The parameters for the EQ are the same as the parameters in the Early Reflections tab.

Early and Late decay times

The Early time and Late time display shows the decay times of Early and Late reflections respectively. This is purely for informational purpose.



Early time and Late decay time displays

Early / Late reflections mixer



Early / Late reflections mixer

This controls the mix of the signals coming from the Early and Late Reflections modules.

The Gain knobs set the level for each signal:



Early and Late output levels

- The balance knobs in the upper row control the Left / Right (panning) or Mid / Side balance of the signal leaving the Early and Late sections.

The MS Mode button selects between Left / Right or Mid / Side mode:



MS Mode toggle button

Master section

This is where global reverb parameters are set:



Master section

- FX – Crossfade between Dry and reverberated Wet signal.
- Padlock allows the Dry/Wet balance to be locked so that it does not change when loading presets.
-

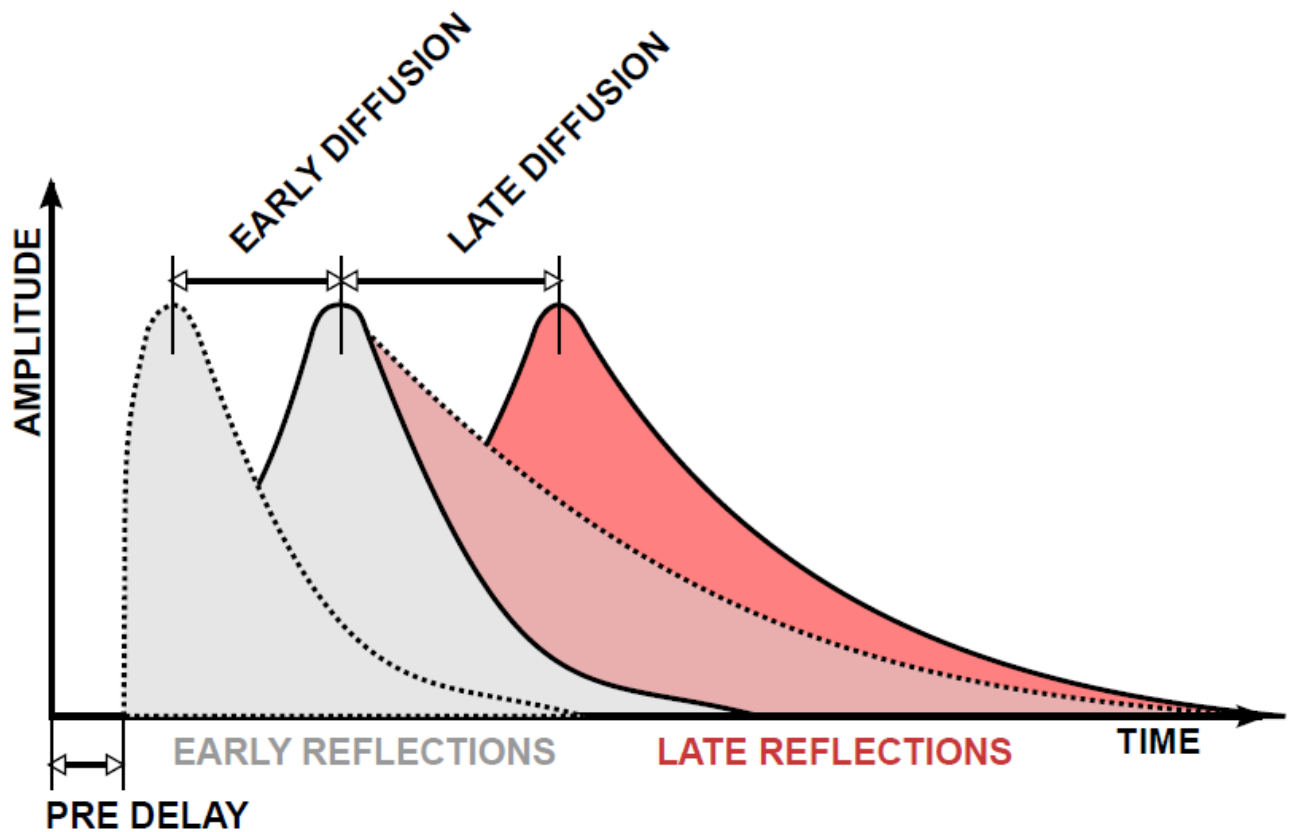


FX Curve – Transition characteristics between Dry and Wet for FX knob

- Ducking – Controls the compressor which suppresses the Wet signal proportionally to the level of the Dry signal. This knob controls the strength of the effect.
- Att./Rel. – Adjusts the Ducking Attack and Release times starting from
- 2ms of attack and 50ms of release for minimum value up to
- 16ms of attack and 400ms of release for maximum value.

Reverberation characteristics

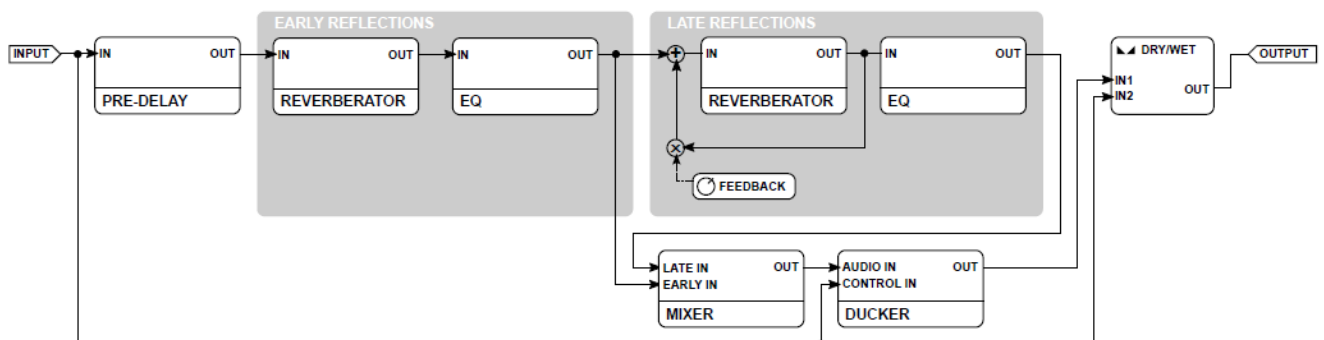
The image below depicts the general characteristics of the reverberation tail within Toraverb 2:



Reverberation characteristics

The path of the signal's flow

The picture below shows the signal flow through the plug-in



Signal flow through the plug-i

Preset Management

Preset storage


Presets, both from Factory content and user ones, are stored as files in proper locations on the disc. Each time a plug-in instance is loaded into a project, these locations are scanned and the presets found there are consolidated into a single linear structure (list) in the Preset Browser.

Browsing presets

The Preset management section (no matter what kind of preset it concerns) enables quick navigation and browsing of the preset structure:



The Preset management section

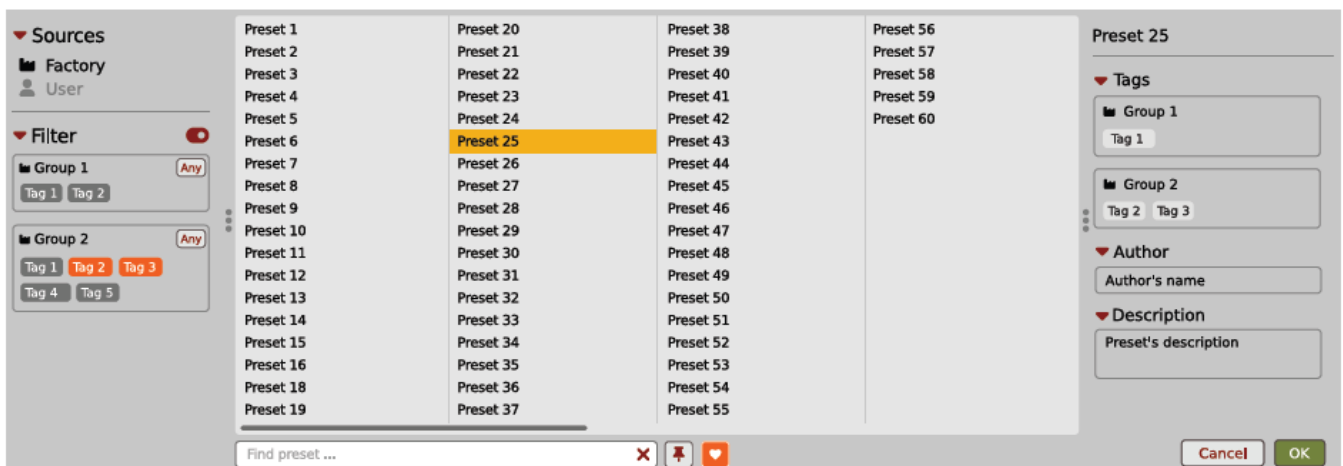
- **PRESET** – Displays the name of the currently loaded preset. Clicking the display opens the Preset Browser panel, allowing you to browse factory / user presets.
- **Prev / Next** – Hovering over right side of the Preset display exposes the Prev / Next buttons:
 - They allow for linear browsing of the presets list (depending on currently set filters – see sections below).
 - Saves  – Saves current parameters as a new preset or allows for overwriting of the existing one (see sections below)

Right-clicking over the Preset display opens a context menu with two or three additional options:

- **Inuit** – Restores initial settings of plug-in parameters.
- **Reload** – Reloads the most recently loaded preset.

save  – See description above.


The Preset Browser looks as follows:



The Preset Browser

There are four main parts:

- **Sources** – Situated in the left column, filter content Sources for displayed presets.
- **Filter** – Below Sources, a preset Filter that uses the Tags system.
- **Results** – List of presets (shown in the middle column) from Sources that meet criteria set in the Filter.
- **Info pane** – The right column shows information about the currently selected preset(s), divided into several subsections.

 If available – For some preset types this button can be hidden and accessible from the contextual menu (accessible via right mouse-click on Preset display)

 If available

Sources

In this section, you can choose a Source / Source(s) that you want to browse presets from.



Preset Sources

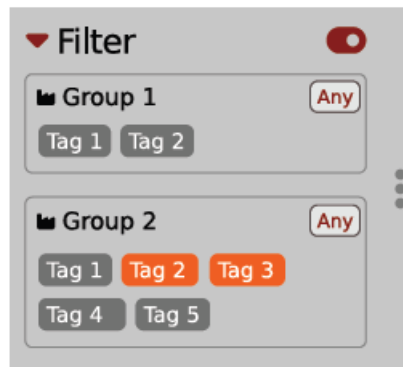
- **There are two resources to choose from:**

- Factory – Delivered together with the plug-in and cannot be modified (read-only).
- User – Created by the user and can be freely modified or shared with other users.

- Choosing any of them will cause the results to narrow to the presets from one resource.

Filter

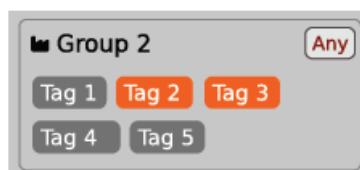
The section below is the Filter, which represents a preset filtering system using Groups and Tags to browse the content.



The Filter section

Groups and tags

- Each Preset is described by a few common Groups. Within each of them there may be one or more Tags from a particular set.



The Filter group

- Presets from the Factory resource were assigned Groups and Tags when they were created.
- Groups and Tags describe the content clearly, taking into account the plug-in's purpose.
- Editing of the Groups and Tags for Factory content is limited. User presets can be described with the same Groups and Tags as Factory content, or you may define additional Tags within factory Groups and even create your own Groups with your own Tags to describe your own presets.
- The only limitation is that a user cannot remove factory Groups or Tags from Factory content.

Results

This is a list of presets from chosen Sources that meet the filtering criteria. The basic function of this section is to

browse and load presets. It can also be used for editing, which is described later.

Preset 1	Preset 20	Preset 38	Preset 56
Preset 2	Preset 21	Preset 39	Preset 57
Preset 3	Preset 22	Preset 40	Preset 58
Preset 4	Preset 23	Preset 41	Preset 59
Preset 5	Preset 24	Preset 42	Preset 60
Preset 6	Preset 25	Preset 43	
Preset 7	Preset 26	Preset 44	
Preset 8	Preset 27	Preset 45	
Preset 9	Preset 28	Preset 46	
Preset 10	Preset 29	Preset 47	
Preset 11	Preset 30	Preset 48	
Preset 12	Preset 31	Preset 49	
Preset 13	Preset 32	Preset 50	
Preset 14	Preset 33	Preset 51	
Preset 15	Preset 34	Preset 52	
Preset 16	Preset 35	Preset 53	
Preset 18	Preset 36	Preset 54	
Preset 19	Preset 37	Preset 55	

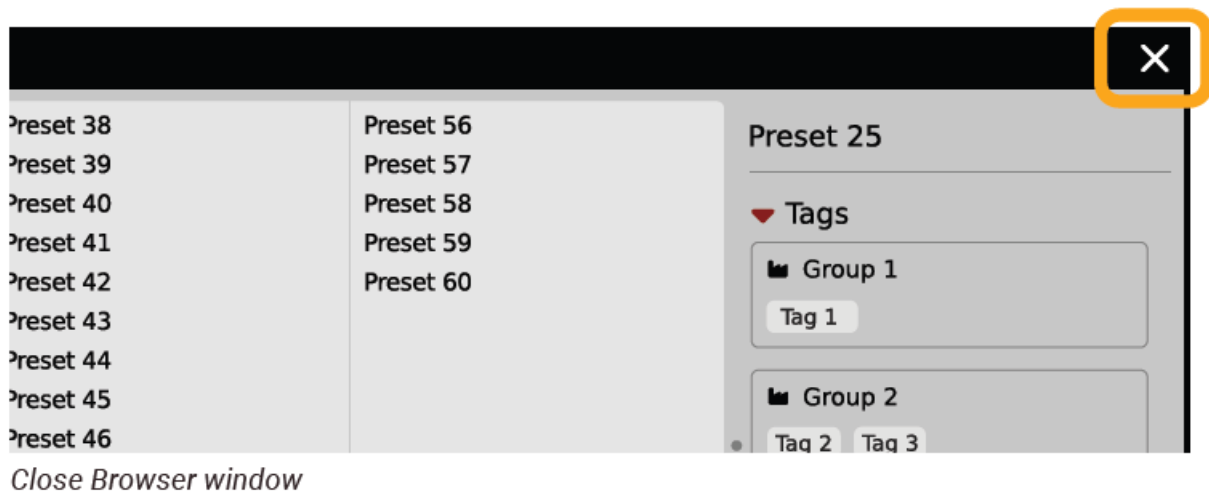
The Results list

- **Click any name to choose and load the preset.**
- Double-click the name to choose, load the preset and close the browser.
- Hitting the OK button confirms loading a preset and closes the browser. Using Cancel closes the browser but reverts all parameter changes that loading a new preset might have caused.

The screenshot shows a browser window with a list of presets on the left and a form on the right. The list includes Preset 47 through Preset 55. The form has two sections: 'Author' with a text input field labeled 'Author's name', and 'Description' with a text input field labeled 'Preset's description'. At the bottom right, there are two buttons: 'Cancel' and 'OK'. The 'OK' button is highlighted in green, while the 'Cancel' button is white with a red border. At the bottom left of the browser window, there are two icons: a red pushpin and a red heart.

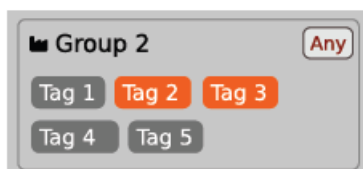
The OK and Cancel buttons in the browser

Using the X icon has the same effect as the OK button:



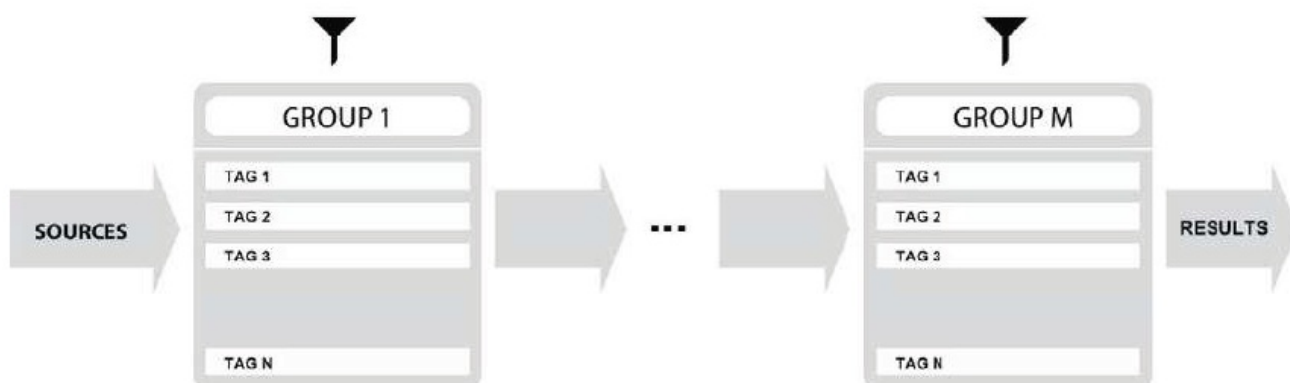
Preset filtering using Groups and Tags

- The Filter section contains Groups of Tags. Each Group is represented by a rectangle with the Group name + set of Tags inside.



Group 2 with two tags set (Tag 2 and Tag 3)

- The filtering process cascades from top to bottom. This means that all presets available in the selected Sources are filtered by selected Tags from the first Group (uppermost one), then the Group below and so on, until filtered by the last active Group (the bottom one).

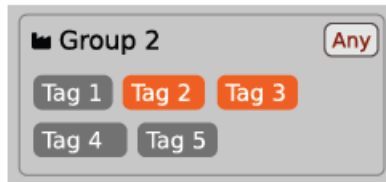


Preset Filtering with the use of Groups

- The result of the cascade filtering process is listed in the middle column, the Results / presets list section. You can also consider the Results list as an intersection of preset sets, found by filtering through every individual Group.

Basic Actions

- Tags work as toggle buttons. Click to activate / deactivate a Tag; a gray background color means that the Tag is inactive, and orange means that the Tag is active.

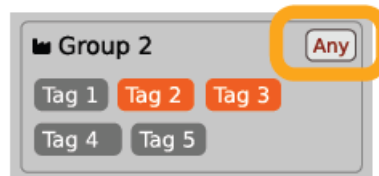


Group 2 with two tags set (Tag 2 and Tag 3)



- If at least one Tag in a Group is active, then the Group (filter) also becomes active, otherwise the Group chosen doesn't affect the filtering process at all.

Group operator

- When a single Tag is active in a Group, only presets having that Tag set are displayed in the Results.
- If two or more Tags in a Group are active, the Results depend on the Operator chosen for the Group:

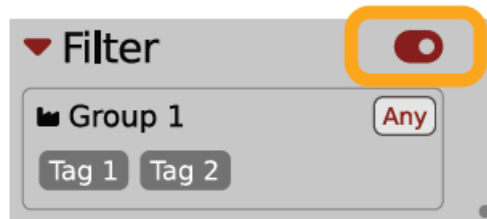


A Group operator

- The Operator button works in toggle mode and offers a choice of two alternative Operators for the Group:
 - Any  – Means that a preset is shown in the Results when the preset includes at least one of the active Tags from the Group.
 - All  – Means that a preset is shown in the Results only when the preset includes all active Tags from the Group.

Filter enable / disable

You can quickly enable / disable the Filter using the toggle switch in the top-most section of the Filter:



An On/Off switch for a Group Filter

Other types of filtering

Searching by name

- Alternatively, you can look for a preset by entering its name or just a piece of its name into the Find preset field:



The Find preset input

- The Results are refreshed on-the-fly and they work together with the other filters.

Using the X icon clears the entire field:

Looking for name

✕

Clearing the search field

Filtering Favorite presets

You can mark presets as a Favorite by clicking the Heart icon while hovering on preset name . You can unmark presets by clicking the icon again (toggle mode):



Setting a preset as a Favorite on the list

- Logical OR between Tags in the Group
- Logical AND between Tags in the Group
- It's allowed for every source (factory or user)

The flag is stored globally, meaning that a Favorite preset will be accessible as such from every other instance of the plug-in .

Once you have your Favorite presets flagged, you can quickly filter them using the toggle button with a Heart icon on it:

Find preset ...

✕

Favorite presets filtering

If the button is active, then only Favorite presets will be shown (considering all remaining filters).

Filtering Pinned presets

- You can Pin one or more presets using the Pin icon while hovering over a preset name . You can unpin a preset by clicking the icon again (toggle mode):



Pinning a preset on the list

- Unlike Favorites, this flag works locally and it's stored with the project file (not global config), so Pins are stored individually for every instance (with total recall, so a plug-in state is recalled if saved in the context of a project).
- But, similarly to Favorites, you can easily filter presets using the toggle button with the Pin symbol on it:

Find preset ...

✕

Pinned presets filtering

- If the button is active, then only Pinned presets will be shown (considering all remaining filters).

- ▣ Sometimes project or plug-in reload may be required
- ▣ It's allowed for every source (factory or user)

Info pane

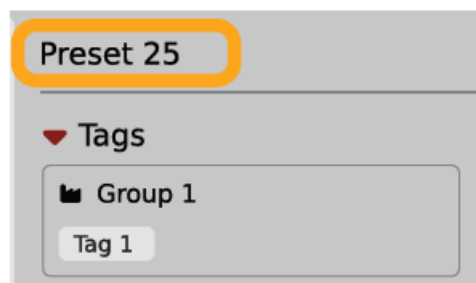
- The column to the right shows information about the selected preset or presets. It also provides access to some of the preset editing functions.



The Info pane is a vertical panel with a light gray background. At the top, it has a section labeled "Preset Name" with a red trash icon to its right. Below this is a section labeled "Tags" with a red heart icon to its left and a red pencil icon to its right. Under "Tags", there are two expandable groups: "Group 1" containing "Tag 2", and "Group 2" containing "Tag 2" and "Tag 3". Below the tags are two more sections: "Author" and "Description", each with a red heart icon to its left and a red pencil icon to its right. Each of these sections has a text input field below it.

The Info pane

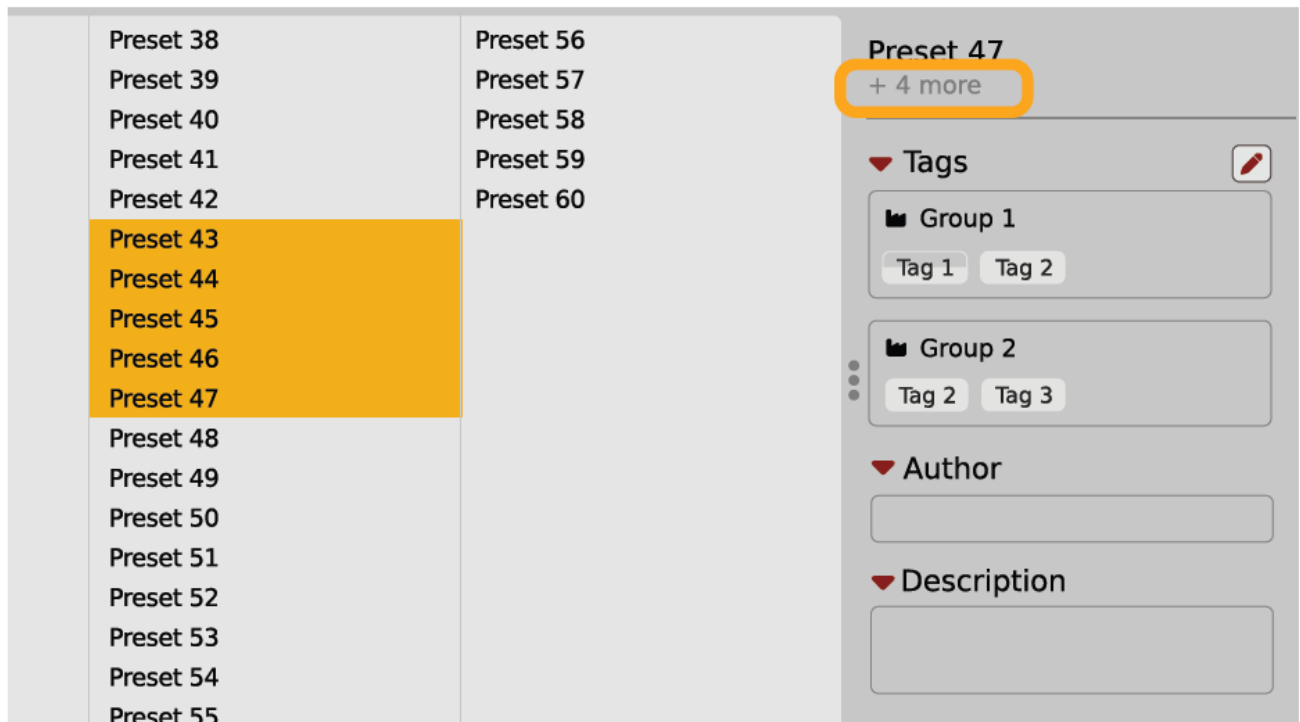
- There's a preset name at the top.



This screenshot shows the top portion of the Info pane. The "Preset Name" field is highlighted with an orange rounded rectangle and contains the text "Preset 25". Below it, the "Tags" section is visible, showing "Group 1" with "Tag 1".

The Preset name in the Info pane

- Additionally, if you've selected more than one preset there's information about how many more have been selected:

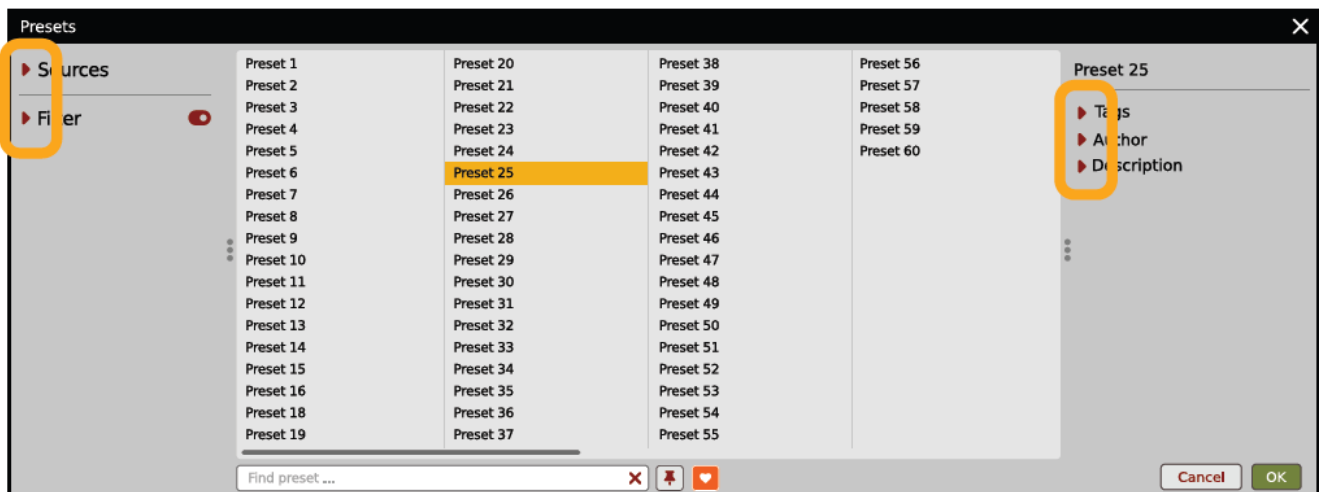


Selecting more than one preset

- Below the preset(s) name there are few common sections describing selected presets:
 - Tags
 - Author
 - Description
- Browser's visual adjustments

Folding sections

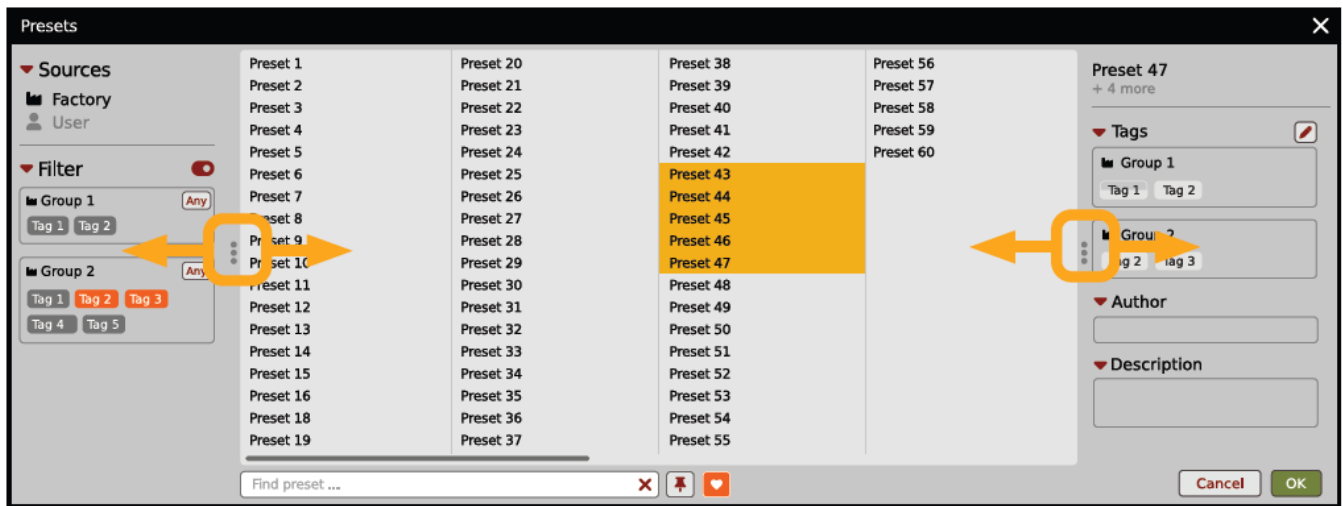
If you don't need to see the contents of every section / subsection, you can fold some of them up using the Caret icons:



Sections folded up

Resizing columns

You can use the three-dotted handles to change a column's width to your preference.





Resizing Browser columns

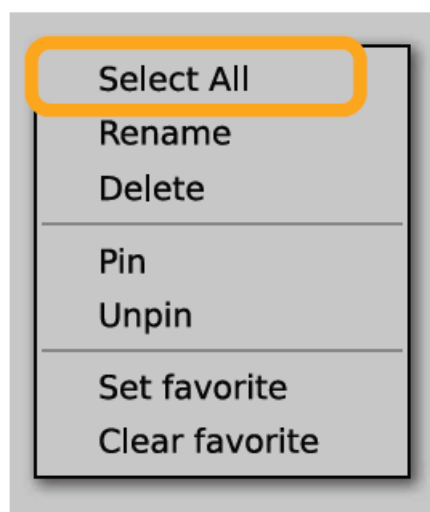
Editing presets

You can perform certain actions on presets, such as adjusting Groups and Tags, deletion, renaming the presets as well as their export or import. One should bear in mind, however, that some operations are only allowed on user presets but not on Factory content.

Preset selection for Edit

Some operations can be done on more than one preset, so you're allowed to select more than one preset at once; in the Results section, you can choose a preset or a set of presets in the following ways:

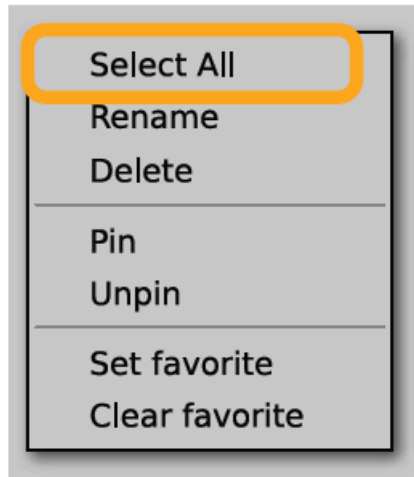
- Click a preset – Selects (and loads) one preset from the list.
- Win ( + Click the preset), Mac ( + Click the preset) – Adds another preset to an already chosen preset or a set of presets.
- Shift + Click the preset – Selects a range of presets from the last chosen preset to the preset clicked with the Shift key.
- Right-Click on any Preset in the Results section and choose the Select All option – this selects all presets:



Selecting all presets

Preset renaming

On a selected preset, right-click to open the context menu and select the Rename option:

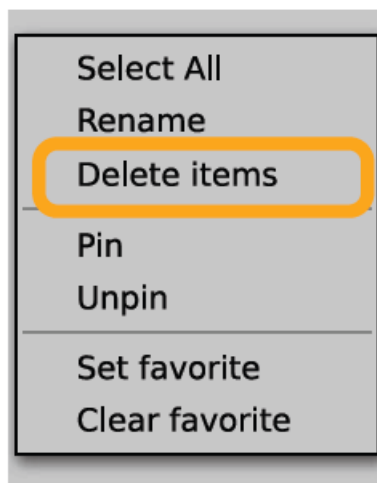


Preset renaming

- ▶ The option is available only for individual presets and won't work on a selection of two or more presets.

Preset deletion

- Once you have selected one or more presets, right-click to open the context menu and select the Delete items option:



Deleting presets

- Alternatively, you can use the Trash bin button in the Info pane to delete selected presets:



The Trash bin button

Tags editing

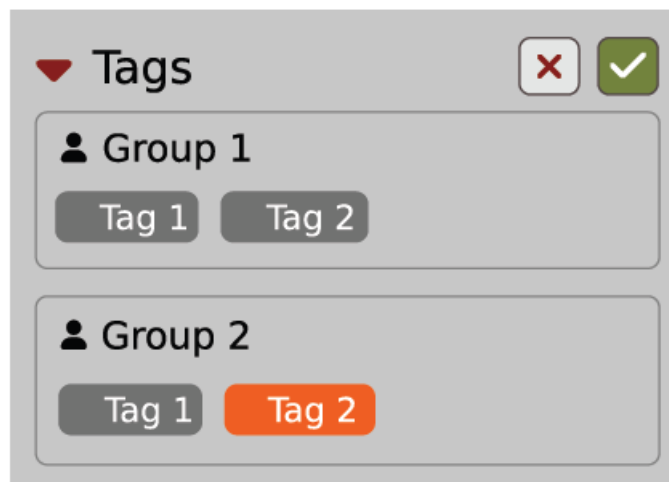
When you select a preset or presets to change their tags, click the Pencil button next the Tags section in the Info pane to enter Edit mode for the Tags:



Entering the Tag edit mode

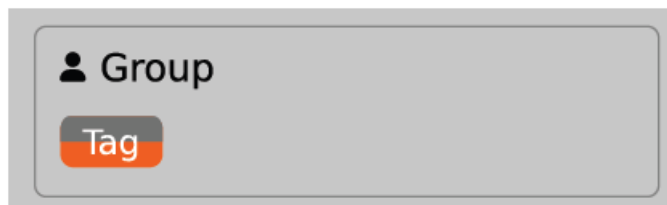
- Or Delete option (depending on how many presets have been selected).

With the Edit mode enabled, you will see all possible Groups and Tags available for the preset(s):



The Tag Edit mode

- Tag buttons work in toggle mode, much like filtering. Clicking them either sets or erases a Tag for a chosen preset. If a Tag is set for a preset, it is indicated by an orange background color, whereas if a Tag is not set, it has a gray background color.
- If you choose multiple presets with existing tags, Tag buttons will appear orange if a specific Tag appears in all selected presets, and gray if it appears in none.
- When a specific Tag is set only for a few of the selected presets, it appears as half-gray and half-orange.



Tags appearing only in part of selection

- Changing the Tag status for one or more chosen presets sets or erases this Tag in all these presets. A status change is signaled by an Asterisk to the left of a Tag.



A Tag with a status change

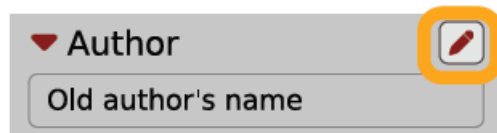
- Tag buttons highlighted in half-gray and half-orange color (where Tag values across the highlighted presets aren't all the same) work in a three-state system when switching between states; they turn gray if you erase the Tag for all selected presets, orange if you set the Tag for all selected presets, and return to half-gray and half-orange if the selected items remain unchanged or are returned to their initial state.
- Potential changes have to be confirmed using the OK / Cancel buttons at the top part of the Tags section:



Confirmation buttons in the Tags section

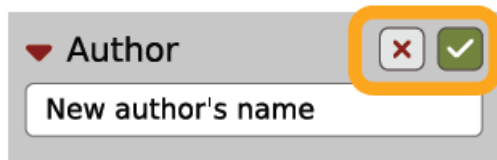
Author editing

- When you select a preset or presets to change the Author, click the Pencil button next the Author section in the Info pane to enter the Edit mode for the Author field:



Editing Author

- Once you've finished editing the field, confirm the operation using the OK / Cancel buttons:

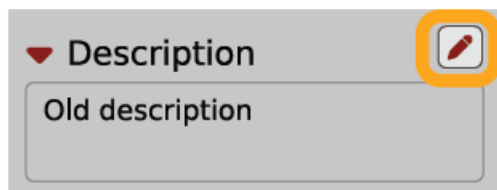


Confirming Author editing

- This operation is possible for user content only.

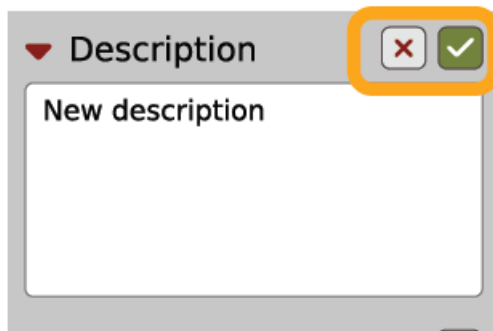
Description editing

- When you select a preset or presets to change the Description, click the Pencil button next the Description section in the Info pane to enter the Edit mode for the Description field:



Editing Description

- Once you've finished editing the field, confirm the operation using the OK / Cancel buttons:



Confirming Description editing


- This operation is possible for user content only.

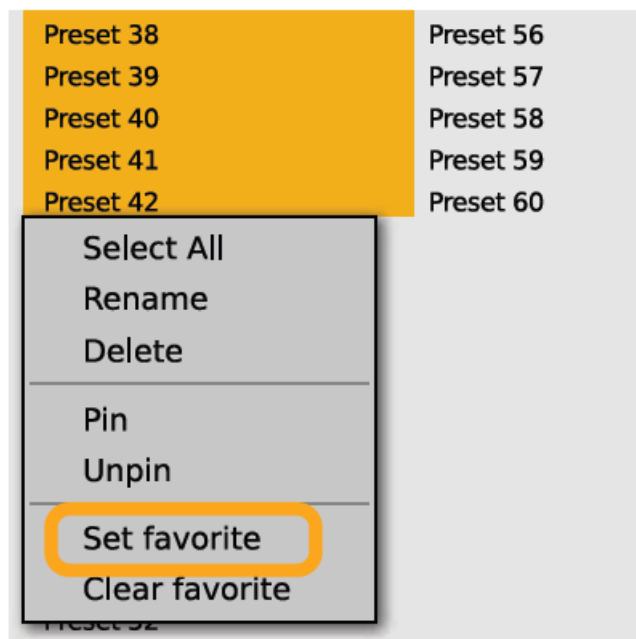
Setting presets as Favorites

- As described in the chapters above, you can mark a preset as a Favorite by clicking the Heart icon while hovering over the preset name:



Setting a preset as a Favorite

- The flag is stored globally, meaning that a Favorite preset will be accessible as such from every other instance of the plug-in .
- It's also possible to perform the operation for a selection of presets. After you select the desired presets in the Results window, right-click on the presets to open a context menu:



Setting Favorite presets from the context menu

- And select the Set favorite option.
- To clear Favorite flags for the selection of presets, use the Clear favorite option instead.

Pinning presets

- You can Pin one or more presets using the Pin icon while hovering over the preset name:

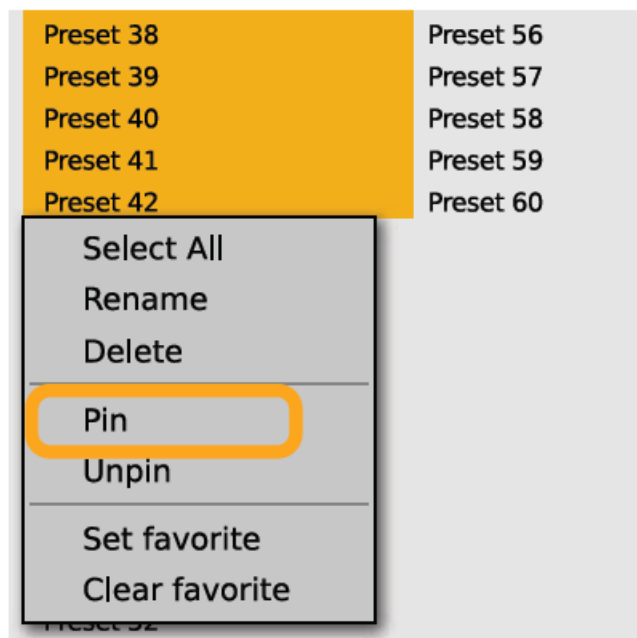


Pinning a preset

- Unlike Favorites, this flag works locally and it's stored with the project file (not globally). This means the Pins are stored individually for every instance (with total recall, so a plug-in state is recalled if saved in the context of a project).

▣ Sometimes a project or plug-in reload may be required

- It's also possible to perform the operation for a selection of presets. After selecting the desired presets in the Results window, right-click on the presets list to open the context menu:



Pinning presets from selection

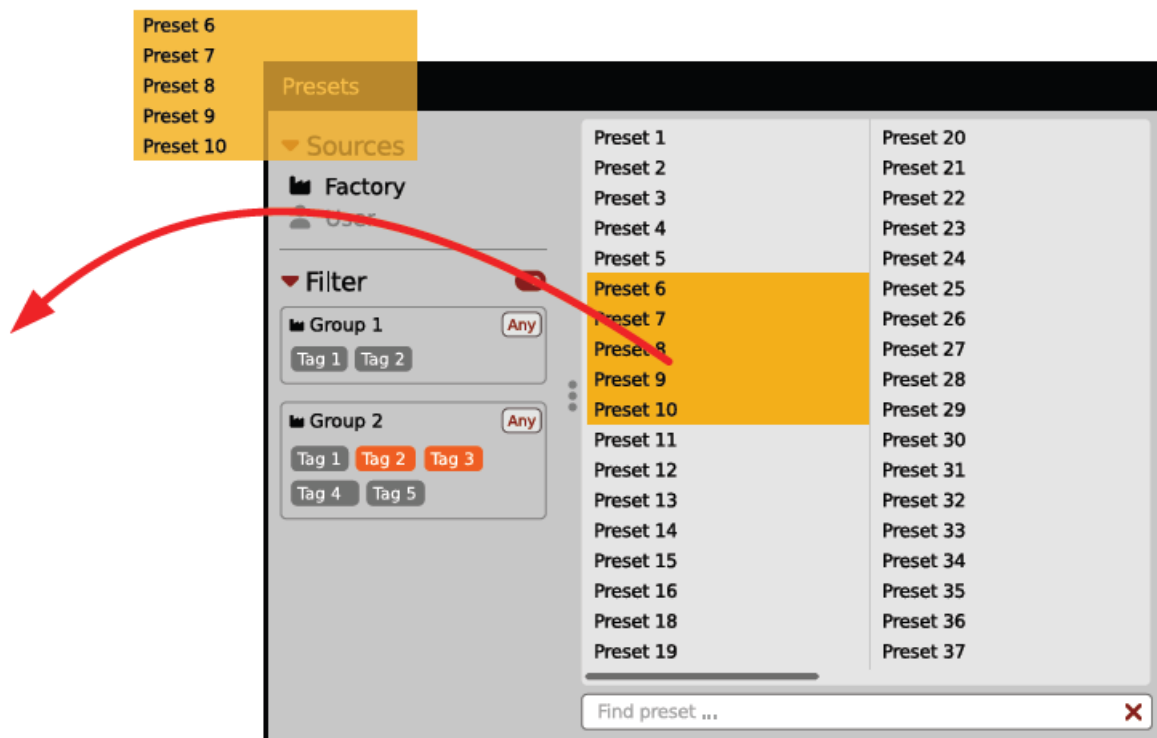
- And select the Pin option.
- To clear the Pin flag for a selection of presets, use the Unpin option instead.

Preset exchange

If you want to make a backup, or exchange a preset with a collaborator, you can export / import selected presets.

Export

Select a preset or presets that you're going to export and drag-and-drop them outside your DAW into a location you'd like to store them:

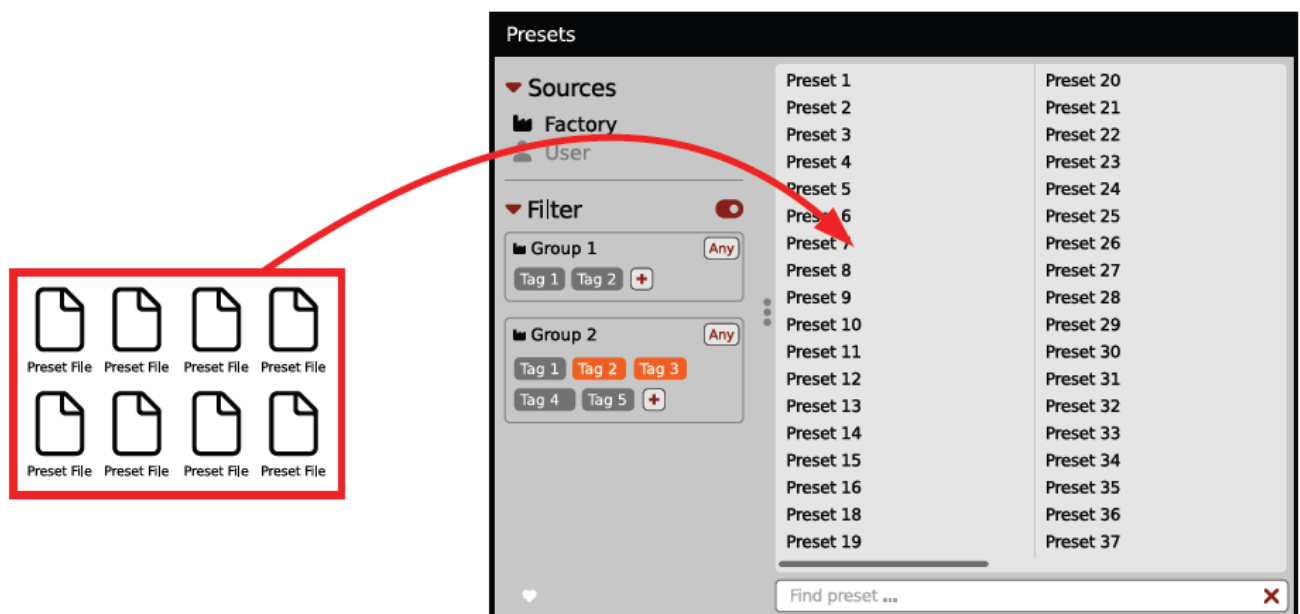


Exporting presets

The presets will be saved as individual files (one per preset) in the plug-in's native format.

Import

- If you'd like to import preset files, you can drag-and-drop preset files from where they're stored, into the preset browser:



Importing presets

- They will be automatically imported as user presets.

Importing Patterns

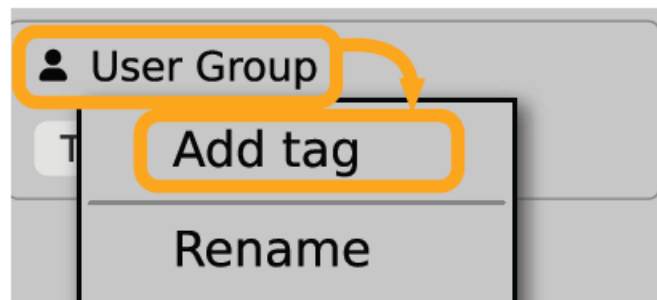
- Specifically within the Pattern browser, it's possible to import:
 - Native Phoscyon 2 patterns.

- Banks from legacy versions of the plug-in (Phoscyon 1.x) – which will be accessible as alternative Sources, after you drag-and-drop them into the Browser.
- Patterns from Audiorealism ABL 2 or 3 instruments – which will be included in User patterns after import.

Creating custom Tags and Groups structure

Adding custom Tags

- Users are allowed to add their own custom Tags to both their own content and factory content. To add a new Tag to an existing filter Group, click over the Group's name to pull down a menu and select the Add Tag option



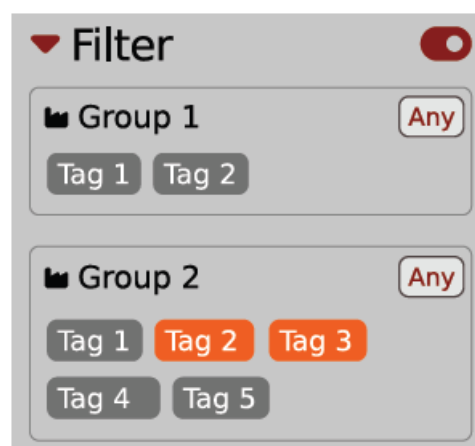
Adding a new Tag

- You can do this either in the Info Pane (right column, while the Tag edit mode is enabled) or Filter (left column).

▣ This operation is allowed for a user's Groups only

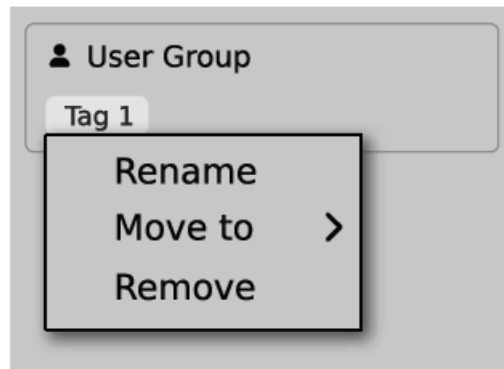
Editing custom Tags

- There are a few edit options available for a user to perform on their own Tags, which are available by right-clicking a Tag's name in the Filter section:



The Filter section

- You will see a context menu with all the available options:

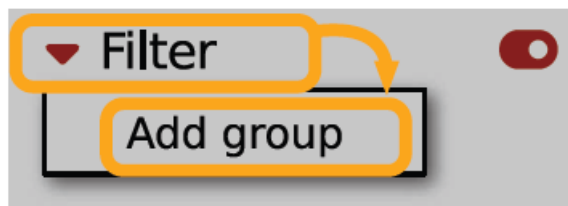


Editing options for a user Tag


- **Rename** – Changes the name of a Tag.
- **Move to** – Moves a Tag to another Group.
- **Remove** – Deletes a Tag.
- The menu is accessible only for a user's own Tags.


Adding custom Groups

- You can add a custom filter to Groups by clicking the Filter label and selecting the Add Group option from the pull-down menu:



Adding a user Group

- From here, you can add Tags to that newly created Group (see above), or move  Tags from other Groups.
- You can also add a custom filter to Groups in the Info Pane (right column) or Filter (left column).

 You can only move user Tags

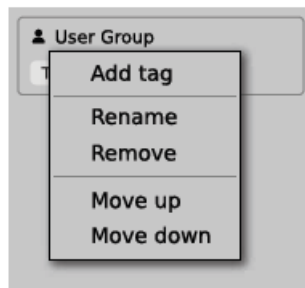
Editing custom Groups

- There are a few edit options available for a user to perform on their own Groups. Click on a Group's name in the Filter section:



The Filter section

- You will see a context menu with the following options:

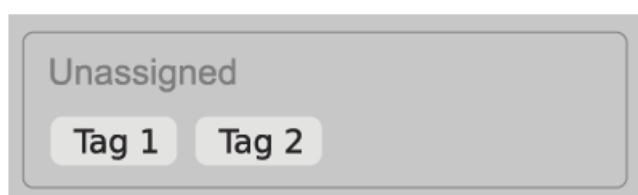


Edit options for a user Group

- **Add Tag** – Adds a new tag to the Group (described earlier).
- **Rename** – Changes the Group's name.
- **Remove** – Deletes the Group, possible only when all Tags in the Group have also been removed.
- **Move up** – Moves a Group up in the Filter. Possible unless the Group is already the topmost one.
- **Move down** – Moves a Group down in the Filter. Possible unless the Group is the last one.
- These operations are possible only on user Groups.
- Groups in the Filter are ordered with Groups from Factory content first, then user groups below.
- You can edit user Groups in either the Info Pane (right column, while Edit mode for Tags is enabled) or Filter (left column).

Unassigned Tags

- When you receive content from a collaborator who uses different Tags and Groups, some Tags may show as
- Unassigned. This happens if the filter structure made by a preset's author is different.



Unassigned Tags

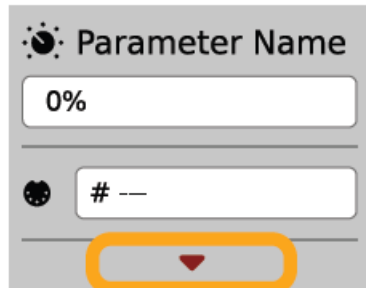
- You can move the Tags across your Groups to make them fit your scheme, or re-tag the collaborator content

entirely.

Configuration

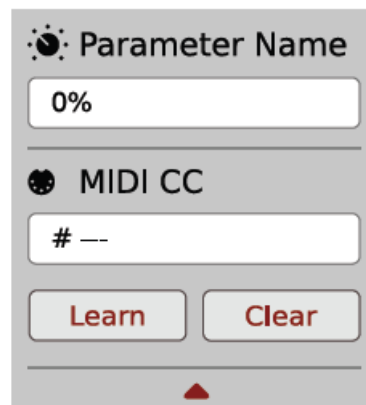
MIDI Learn

- Right-click any plug-in parameter to open the context menu:



A context menu

- Left-clicking outside the menu area closes it automatically.
- Clicking the bottom arrow expands the menu and displays all available options:

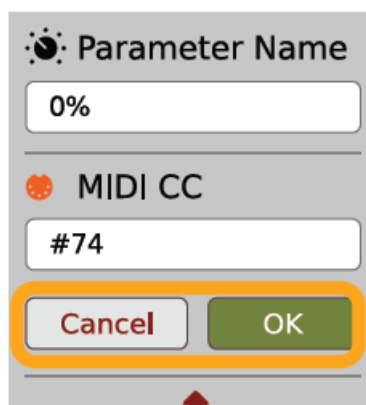


An expanded context menu

Linking a parameter to MIDI CC

The Learn function enables a quick assignment of physical controllers (from a MIDI controller) to plug-in parameters.

1. Click the Learn button to put the plug-in into a pending state before moving any MIDI CC controller.
2. Once the CC is recognized, click OK to save the change or click the Cancel button to restore the previous setting.

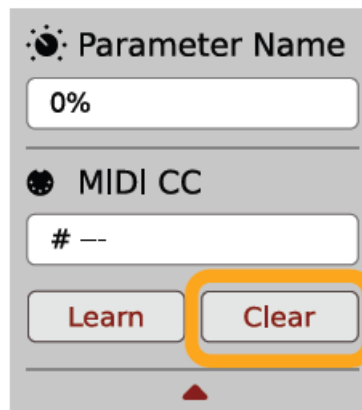


Linking a parameter to MIDI CC

Unlinking a parameter from MIDI CC

You can also delete a MIDI CC code attributed to a parameter from the context menu:

1. From the context menu, click the Clear button:

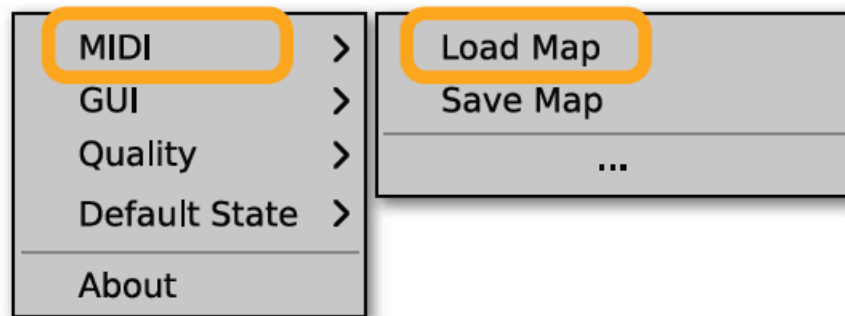


The Clear MIDI CC button

2. Then confirm using the OK button.

Loading / Saving a MIDI CC Map

These options are available in the MIDI submenu, accessible under Cog icon in the left-upper corner:

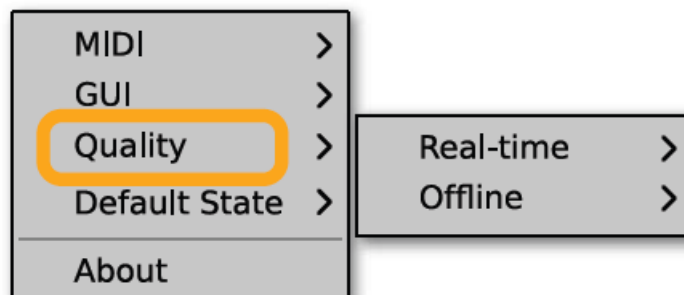


The Load Map and Save Map options

- Save Map – Saves the current MIDI CC map to a file.
- Load Map – Loads a MIDI CC map from a stored file.

Quality settings

- The Quality submenu under Cog icon in upper-left corner allows to choose sound quality for Real-time or Offline modes.

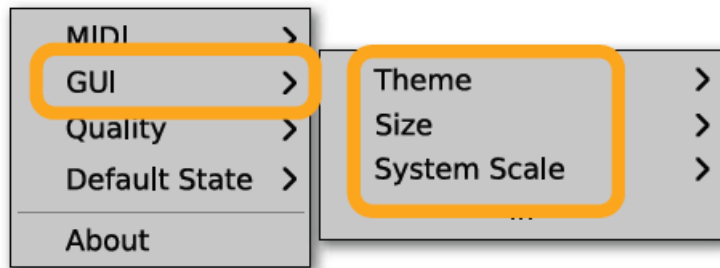


Quality settings

- The higher the quality, the bigger the impact on the CPU.

GUI

The Size, System Scale and Theme options are accessible from GUI submenu under Cog icon in upper-left corner of the plug-in. With these, you can adjust look of the plug-in, according to the pixel density and resolution of your screen:



The GUI Size and System Scale options

- **Size**

This option lets you choose one of several default skin sizes to best match the plugin to the resolution of your computer monitor.

- **System Scale**

System Scale controls the rescale factor for the whole plug-in. For the best visual results, you should set it to the exact value from your system settings (screen properties).

- **Theme**

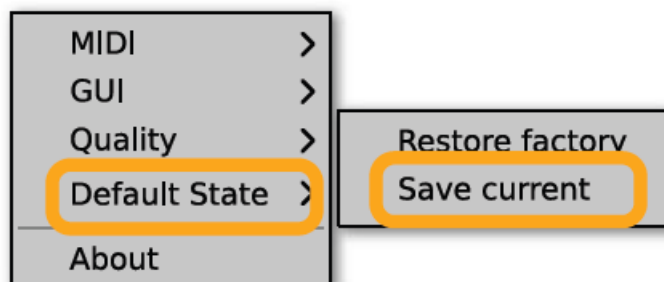
The Theme allows you to choose skin color variant according to your preference

Default Settings

You can save your current settings so that the plug-in will default to them for each new instance, or restore the plug-in to load with its factory settings.

Changing default settings

1. Click the Cog icon in the left-upper corner of the plugin.
2. Go to the Default State submenu and choose the Save current option.



Changing the default state of the plug-in


- With this option, the current plug-in state will be saved as the default / initial state for when you insert a new instance of the plug-in.
- The plug-in state includes: sound parameters (default preset), views, preset filters, sound quality settings, loaded / created MIDI CC map and GUI settings.

Restoring factory defaults

To return the default state for new instances to factory settings:

1. Click the Cog icon in the left-upper corner of the plugin.
2. Go to the Default State submenu and choose the Restore factory option.

Documents / Resources

	<p>D16 Group Toraverb 2 Space Modulated Reverb [pdf] User Manual Toraverb 2 Space Modulated Reverb, Toraverb 2, Space Modulated Reverb, Modulated Reverb, Reverb</p>
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References

- [User Manual](#)