Kleverb
Algorithmic Reverb

Welcome!

This is the user manual for **Kleverb**, a reverb plug-in effect available for iPad (AUv3) and Mac & Windows (AU/VST/AAX). It has been designed and developed by Klevgrand, a small studio in Stockholm, Sweden. Kleverb is a high quality algorithmic reverb effect. An intuitive UI combined with a carefully calibrated network of filters and delays makes this a powerful effect useful in any context; all from acoustic jazz to EDM.

With three different room size setups (SMALL, MEDIUM, LARGE), selectable filter on both early and late reflections, modulation, damping, diffusion and much more (see below) almost any kind of room can be simulated.

There's also a ducker included that uses the dry signal as sidechain. Very useful to keep vocals or other solo instruments distinct even when they're soaking wet.

The 64 factory presets covers most of the Kleverb features.

Get the iOS version at the App Store

Get the AU / VST / AAX version at klevgrand.se

LICENSING (DESKTOP ONLY)
Until unlocked, the plug-in will output 1 second of silence now and then. To unlock the full version, click the Authorize label (bottom right corner) and type/paste your license key.

User Interface

1. DECAY
The length of the reverb tail

2. DAMPING
The damping frequency in tail

3. DIFFUSION
Removes transients to get the perception of a more/less dense reverb tail

4. SPREAD
Sets the stereo width of the wet signal. At 0% the wet signal will be mono summed.

5. PRE-DELAY
Delays the wet signal

6. TYPES
Three types of reverb with slightly different algorithms and setups. The Large and Medium types are quite similar though they spread different over a stereo image.

7. EQ
Two separate 1-band equalizers with selectable type (high pass, low shelf, peak, high shelf, low pass). Frequency and gain is changed by clicking and dragging.

While dragging, hold down [Ctrl] to change Q-value.

Hold down [Alt] while dragging. Mac: [Option]

Early / Late switches
Selects which equalizer to control. The early equalizer controls the signal before fed into the early reflections. The late equalizer controls the signal after the tail.

8. DUCKER
Ducks the reverb. This is useful, for example, to have more separation between the dry and wet signals.

1. On/Off	2. Reduction	3. Threshold	4. Attack	5. Release
Turns the ducker effect on and off	Shows the amount of reduction	Adjusts at what level the ducker should start working	Adjusts the attack response time	Adjusts the release response time

9. MODULATION
Modulates the reverb tail. Adding a chorus like effect.

1. Rate	2. Depth
Turns the ducker effect on and off	Shows the amount of reduction

10.LEVELS

1. Early/Late	2. Wet	3. Dry
Controls the mix between early and late reflections	Wet signal gain	Dry signal gain

11.BYPASS
If On - Kleverb is bypassed

12.CQ
Stereoscope visualization of the wet signal.

13.PRESET
Shows the current preset name. Click to reveal the factory preset list. If there's an asterisk (*) in front of the name, the preset has been altered since initialization.

14.AUTHORIZATION
If Kleverb is run in demo-mode this can be clicked and an input box where to type/paste the serial will reveal.

15.MIX LOCK
If On – the DRY and WET levels will not change when browsing presets. Useful when using Kleverb as a send effect instead of an insert effect.

Specifications / System requirements

Mac	Windows	iOS
64 bit AU/VST/AAX plug-in	64 bit VST/AAX plug-in	AUv3 plug-in
macOS 10.7+ OpenGL	Windows 7+ with SP1 or higher OpenGL	iPad Air 2 or better iOS 9.1+

KLEVGR.