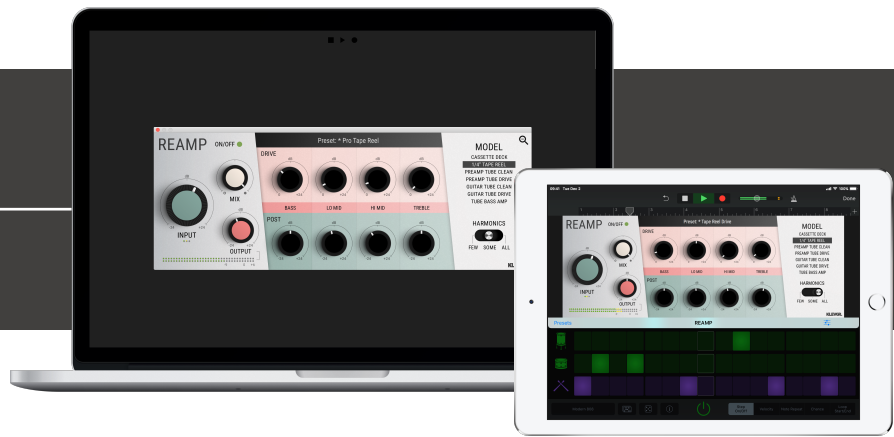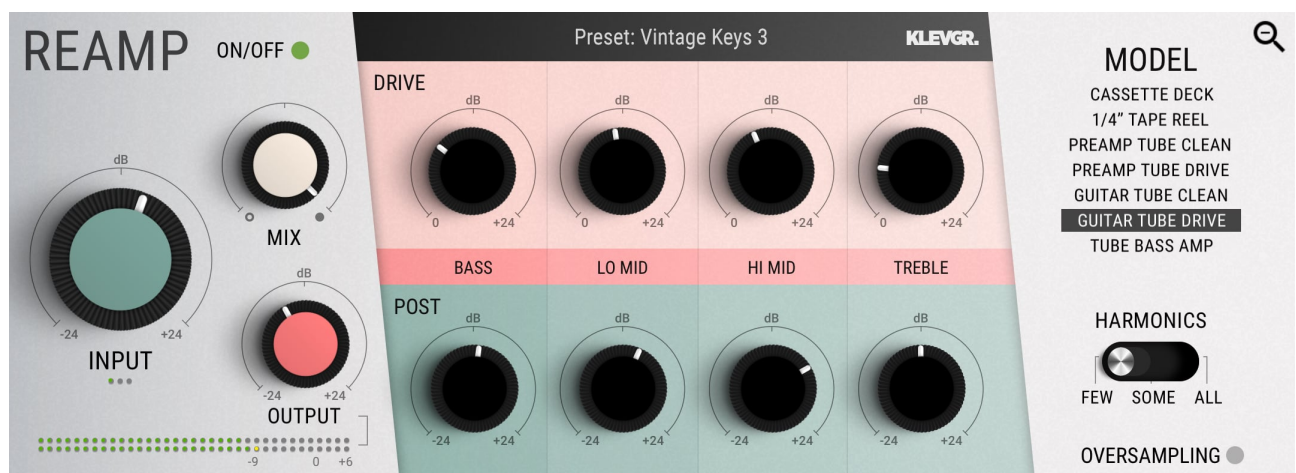# REAMP

Audio Gear Modeler

Welcome!

This is the user manual for **REAMP**, a gear modeled saturation 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. REAMP is a complex spectral saturation processor simulating a set of different analog gear in a new and unique way. Benefits of this algorithm is that it is highly CPU efficient and adds (almost) no latency.

The seven models available are based on real analog gear individually measured in two dimensions; gain responses (-inf dB to +6 dB) at the frequency spectrum 20Hz to 20kHz. This data is used to transform input audio to output audio.
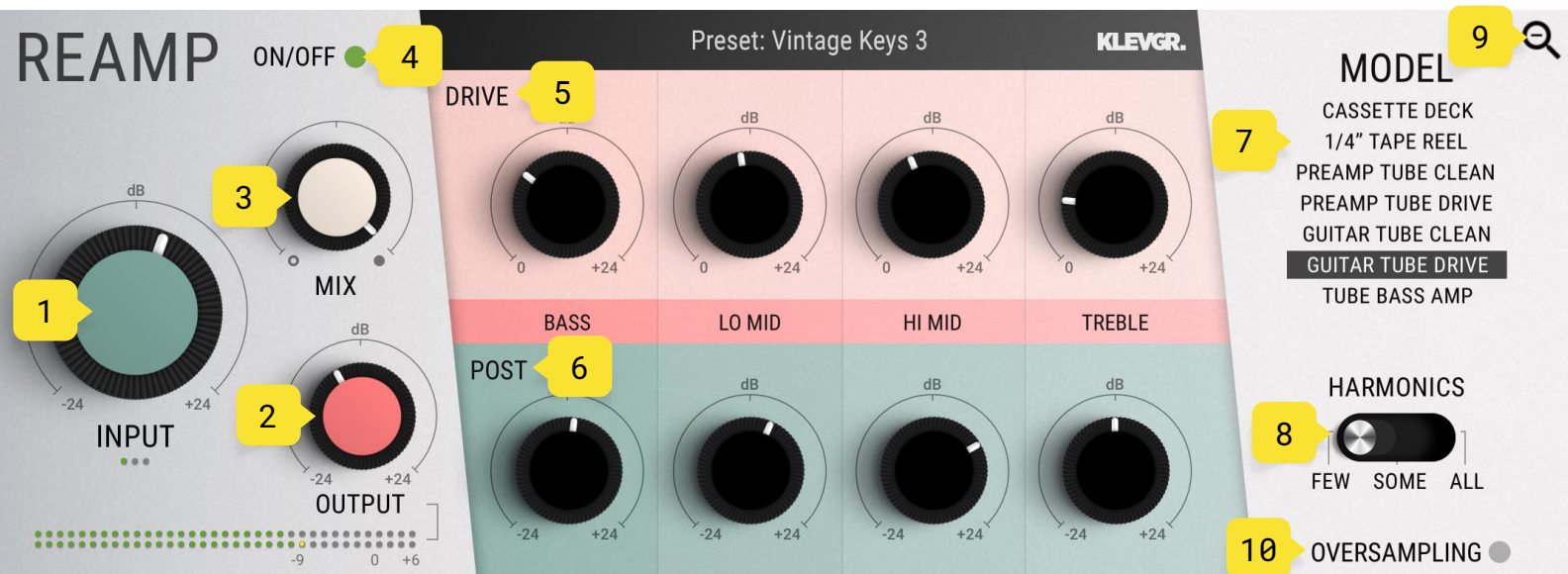
Note: Due to how some of the internal filters works inside this plugin, it's not possible to provide a 100% linear frequency response when altering the MIX knob / Bypass switch.

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. INPUT

`-24dB to +24dB`

Controls the input gain. Use to control amount of overall saturation.

The three leds below indicates the input level. An optimal input level is when the green led is lit, and the yellow led lit up on transients. Try to avoid the red led.

2. OUTPUT

`-24dB to +24dB`

Sets the output volume.

The VU-meter below shows the output signal volume.

3. MIX

Mixes between dry and wet (processed) signal without adding phase artifacts. Note that the dry signal slightly differs from the raw input signal. This is because how the internal filters works.

4. ON/OFF

A soft bypass. The audio signal will pass through a set of internal filters when set to OFF, so to achieve true bypass, one must use the host bypass (or remove the plugin from the effect chain).

5. DRIVE

`0dB to 24dB`

Adds saturation to four different frequency bands. (BASS, LO MID, HI MID, TREBLE)

6. POST

`-24dB to +24dB`

Sets the output volume for the four different frequency bands. (BASS, LO MID, HI MID, TREBLE)

7. MODEL

Sets what gear to be emulated.

Cassette Deck

A consumer cassette deck produced in the mid 80's. This profile adds some nice grit in the lower mids and rolls off the higher spectrum in a very pleasant way.

1/4" Tape Reel

A high quality tape reel machine was used for this profile. Set to one channel mode, there was plenty of dynamic bandwidth to capture on this one. Adds some subtle tape saturation that oozes mid 70's.

Preamp Tube Clean / Preamp Tube Drive

These two profiles are captured from a high end tube microphone preamp with two different input gain levels (normal gain on the Clean version and a boosted level on the Drive version). Used on only one channel, this profile is very subtle, but the impact adds up when several channels are used simultaneously.

Guitar Tube Clean / Guitar Tube Drive

The guitar amp used is a well known pro amp used by several pro guitar players, and just like the Preamp Tube profiles, these are recorded with two different input gain levels.

Tube Bass Amp

One of the developers friends dad had an old bass amplifier that we borrowed and profiled. Tip: Run a Fender Jazz bass through it and your neo soul licks will sound just like they're supposed to.

8. HARMONICS

Offers some control over the harmonics created by the saturation. If audio content rich on bass sounds too noisy/sharp when saturated, set HARMONICS to FEW.

9. MAGNIFIER

`Desktop only`

Flips between normal and enlarged (50% larger) window size.

10. OVERSAMPLING

When active, the amp processor(s) oversamples the signal to prevent aliasing. Note that oversampling the signal consumes much more CPU power, so use with care.

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	iPad Air 2 or better iOS 9.1+

KLEVGR.