

Revolv

Real Spaces



Welcome!

This is the user manual for Revolv. Revolv is a convolution reverb that takes your audio to new locations – Place it in a serene Swedish forest, or make it sweat in a wooden sauna. It is crafted using meticulously recorded impulse responses from over 100 hand-picked impulse responses from historical and modern Swedish locations. Select from up to three placements on each location, with further microphone options on each placement. Shape the reverb with EQ, stereo width, decay and pre delay controls. Everything rests in a beautiful easy-to-use interface that lets you focus on your creativity.

Revolv is available for Mac & Windows (AU/VST/AAX). It has been designed and developed by Klevgrand, a small studio in Stockholm, Sweden.

[Read more at klevgrand.com](https://klevgrand.com)

LICENSING (DESKTOP ONLY)

Until unlocked, the plug-in will output 1 second of silence now and then. To unlock the full version, click the Demo label (top right corner) and type or right-click to paste your license key.

User Interface



MAIN VIEW

A. Loupe Selector

Drag the loupe to a different position on the wheel to select a location.

B. Mix

Controls the mix between dry and wet signal in percent. 100% wet gives only the reverberated signal, 0% gives only the dry signal.

C. Wheels and presets

Click to open the menu for wheels and preset browser.

D. Window resize

Click to open the menu to resize the UI.

E. Load Wheel

Click the name of a wheel to load it.

F. Presets and Mix lock

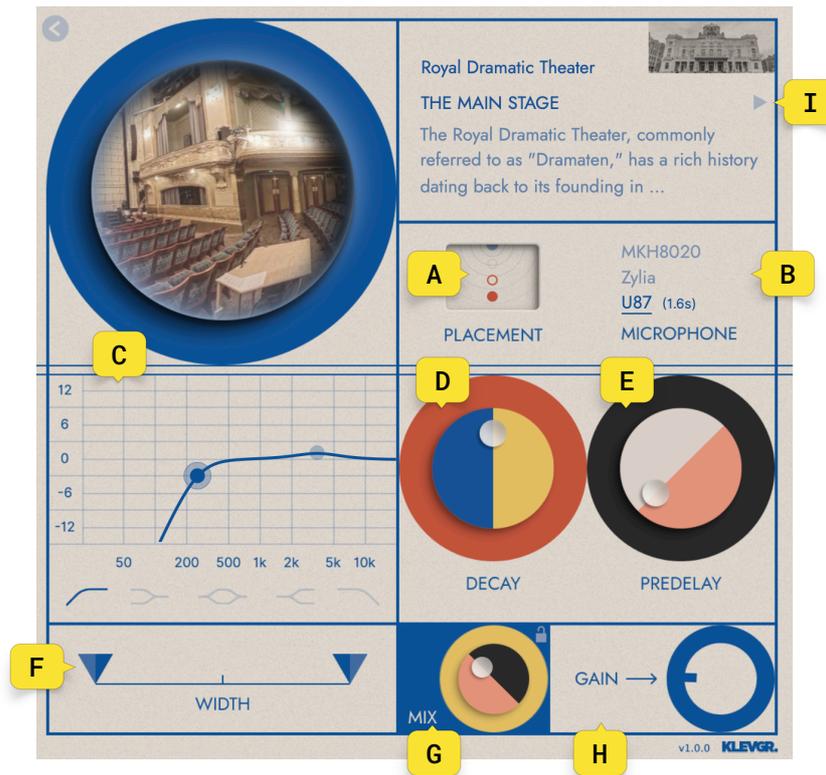
Shows the currently loaded preset. Click on the preset name to reveal the preset browser, or on the left/right arrows to step through the list.

Mix - If On, the dry and wet levels will not change when browsing presets. Useful when using the plugin as a send effect instead of an insert effect.

G. Animations

Turns on/off animations.

DETAILS VIEW



A. Placement

Click to select one of the up to three placements available for each location. Hovering over the options shows the distance from the sound source.

B. Microphone

Click to select one of the up to three microphones available on each placement.

GLOBAL SETTINGS

C. Equalizer

There are two parametric filters.

Click and drag the dot to desired frequency and gain alteration. Hold down CTRL and drag up/down to alter the Q-value.

Click the filter types (low/high cut, low/high shelf, bell) below to select, for each filter.

D. Decay

Sets the decay time in percent. 0% sets it to the original decay time. -100% halves the decay time, +100% doubles the decay time.

E. Predelay

Sets the predelay in milliseconds from 0 to 200 ms.

F. Width

Sets the stereo width from 100 to -100 %, where 100% is the original stereo width, 0% is mono, and -100% switches the right and left side.

G. Mix & lock

Sets the mix of the dry and wet signal (same as the main view) and locks the mix settings so it doesn't change when changing preset.

H. Gain

Sets the gain of the reverberated signal.

I. Meta

Click to open the meta view to read additional information and trivia about the location.

Special keys

Hold Alt/Option to finetune a value (e.g. a knob or slider).

Double-click a control to reset it to its default value.

Specifications / System requirements

Mac

64 bit AU/VST/AAX plug-in

macOS 10.10+

Windows

64 bit VST/AAX plug-in

Windows (x86) 7+ with SP1 or higher

KLEVGR.