# Walls
Bendable Structure

Welcome!

This is the user manual for **Walls**, an experimental reverb plug-in effect available for Mac & Windows (AU/VST/AAX). It has been designed and developed by Klevgrand, a small studio in Stockholm, Sweden. Originally conceived as an algorithmic reverb, Walls gradually evolved into a creative effect that extends beyond conventional reverb processing.
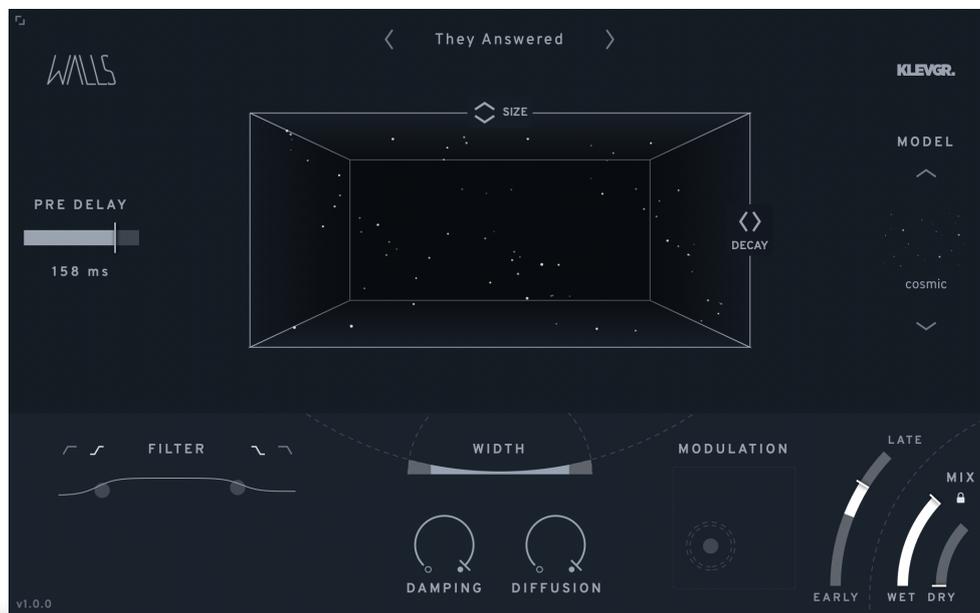
[Get the AU / VST / AAX version at klevgrand.com](https://klevgrand.com)

LICENSING (DESKTOP ONLY)

Until unlocked, the plug-in will periodically output silence. To unlock the full version, click the Demo label (top right corner) and type/paste your license key, or authorise with the [Klevgrand Helper](https://klevgrand.com) application.

User interface

1. WINDOW RESIZE (DESKTOP ONLY)

Click the arrows at the top left corner to reveal a dropdown with options for window resize.

2. PRESETS

The preset library is revealed by clicking the currently selected preset. You can step through the presets by clicking the arrows on the sides of the box.

The library consists of a list of categories, and each category contains a list of presets. Click a category to show its presets, and click a preset to select it.

3. SIZE

Alters the room size parameter of the effect. Higher values produce more sparse, diffuse sounds. Lower values yield tighter, more focused results.
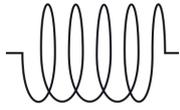
4. DECAY

Sets the decay time of the reverb tail. At smaller values, late reflections will be less audible and early reflections will be more pronounced.

5. MODEL CHOOSER

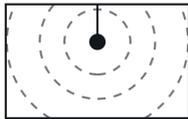Sets the current algorithm for the underlying effect engine.

Included models:

A model ranging from classic spring reverbs to experimental metallic resonators. Ideal for plucked instruments, synths, and percussive sounds.

spring

A classic plate reverb. Well-suited for general-purpose reverb applications.

plate

Similar to Plate, but with a larger, more natural sound. Ideal for emulating real acoustic spaces, from small studios to large cathedrals.

hall

A vast, sparse algorithm for deep and highly diffused soundscapes. Tailored for experimental environments.

cosmic

A hybrid between delay and reverb. Suitable for non-reverb effects, granular textures, and abstract sound design.

hex

A deliberately degraded reverb with poor realism. Effective for vintage-style digital ambience and resonant textures.

binary

6. PRE DELAY

Sets the pre delay time of the effect, between 0 - 250 milliseconds.

7. FILTER

A 2-band EQ that filters the input signal before it gets processed in the effect engine. Each band can operate in either cut or shelving mode.

8. WIDTH

Sets the stereo width of the wet signal.

9. DAMPING

Sets the amount of high frequency damping that will occur over time during the late reflections.

10. DIFFUSION

Sets the diffusion of the early reflections, which in turn will affect the late reflections as well. Lower settings yield a more immediate sound. Higher settings increase perceived distance and softness. The currently selected model impacts the behaviour of this parameter because of the differences in the underlying algorithms.

11. MODULATION

An XY-pad that controls the delay time modulation of the effect. The horizontal axis sets modulation rate, the vertical axis sets modulation depth.

12. EARLY / LATE BALANCE

Sets the balance between early and late reflections. The middle position of 50/50 gives a balanced, natural response.

13. MIX

Sets the levels of the dry and wet signal.

14. MIX LOCK

Enables/disables the mix lock functionality. When enabled, Mix Lock preserves the dry/wet balance when switching presets.

Specifications / System requirements

Mac	Windows
64 bit AU/VST/AAX plug-in	64 bit VST/AAX plug-in
macOS 10.9+	Windows 7+ with SP1 or higher

KLEVGR.