

REVERSE REVERB

BIXLAB
Audio Software

Manual (EN) · v1.0.0

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WHAT IT DOES

Reverse Reverb automates the classic reverse-reverb swell: a reverb tail that builds up BEFORE a word or hit and peaks exactly at the moment it starts — the “sucked-in” effect heard on vocals and drums. Normally this takes five manual steps in a DAW: reverse the audio, add reverb, keep only the wet signal, reverse it back, then trim and fade it into place. Reverse Reverb does all of that in one click.

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HOW IT WORKS (Capture-Insert)

The plugin is a normal insert — it works the same in every VST3/AU host, whether or not your DAW supports offline processing.

1. Click CAPTURE, then play back (or record through) the word or hit you want to swell into. The plugin listens to the audio passing through and stops automatically once it recognizes the sound.
 2. It analyzes the captured audio to find where the sound starts.
 3. From then on, every time playback reaches that spot, the plugin plays back a reverse-reverb swell it built from what you captured, timed to land right before it.
 4. You do not need to re-capture unless you want to swell a different word/hit, or you change the Body/Start settings enough to select a different piece of audio.
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THE DISPLAY

The main screen shows your captured waveform and the swell curve together. Most points on it can be dragged directly with the mouse — you don't have to use the knobs.

Peak node (square, top): drag up/down for Level, left/right for Gap.

Foot node (circle, left): drag left/right for Length.

START line: drag left/right for Start (offset into the captured audio).

Reverb field (shaded shape behind the swell): click to cycle reverb types; peak (square) drags

Pre-Delay/Level; right foot (circle) drags Decay.

Hover any handle to see its name; drag it to see its live value.

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CONTROLS

Engine: Decay (0.1–10 s tail), Tone (brighter/darker), Pre-Delay, Level, Fade (Linear/Exponential/S-Curve).
Main: Length (up to 12 s, the one control that decides swell length — capture earlier for more room), Body (how much captured audio feeds the reverb), Gap (space before the word), Start (± 400 ms offset into the captured audio).

Reverb type: Plate · Room · Hall · Chamber · Space · Cathedral — six distinct algorithmic characters, each with its own natural maximum swell length (Plate/Room stay short even at high Length; Hall/Space/Cathedral fill the full 12 s).

Filter: two draggable nodes shape a combined high-pass/low-pass curve; click the LED to bypass, click the slope text to change steepness (6/12/18 dB).

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TEMPO SYNC

Switch the ms/Beat toggle near Length to lock the swell length to your host tempo. In Beat mode a note-value list (1/1–1/32) replaces the Length knob.

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PRESETS

Use the preset menu at the top to save, load, or delete your own presets. A few factory presets are included as starting points.

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DRAG & DROP (recommended)

The quickest way to commit the swell to audio — no bouncing needed. Click “Drag & Drop” (bottom right) and drag it straight onto a track. The plugin writes a WAV of the finished result — the swell, the captured word after it, trimmed at the front.

Lining it up: the status line shows “drag WAV @ bar N (X.XX s)” — with grid snap on, drop at bar N and the word lands exactly back where it was. Or slide the dropped clip until it lines up, then mute the original. Works with any Gap setting, including negative Gap.

Ableton Live users — important: turn off BOTH “Auto-Warp Short Samples” AND “Auto-Warp Long Samples” in Preferences (Record, Warp & Launch) once, globally, before using Drag & Drop — otherwise dropped files may get warped and misalign.

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BOUNCING / EXPORTING (the classic way)

You can also bounce/export normally. The swell starts well before the captured sound, so your selection must start early enough to include the full swell — the footer shows the current tail length (e.g. “tail 4.8 s”). If in doubt, start 5 seconds earlier than you think you need to.

DAWs with realtime/online bounce (Logic, Pro Tools, Reaper, Studio One, Ableton Live, Cubase/Nuendo) avoid the issue entirely. Or just use Drag & Drop (section 7).

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LICENSE

Click the status button (top-left) to enter your license key or start/check your trial.

Trial: 14 days from first use, full functionality. Activate: enters the key, limited activations per key. Deactivate: frees an activation before moving computers. Offline: works without internet for a grace period after activation.

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SUPPORT

Website: bixlab.pro — click the BIXLAB logo (bottom-right of the plugin window) any time for this manual, the Quick Start guide, and a website link.
