SR-1 Swathe Reverb

User Manual | Version 1.0.0

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1. Overview

SR-1 is a reverb plugin that tunes itself to your track.

- **Learn**: choose a SOURCE (the type of sound), play your track and press LEARN. SR-1 listens for a few seconds and sets Decay, Pre-delay, Mix and other controls to suit the song and the material.
- **SOURCE and character**: SOURCE tells SR-1 what the instrument or role is, and the character sets the type of space. Even without Learn, choosing them loads values that suit the combination.
- **Unmask**: while the dry signal is playing, Unmask lowers the bands where the reverb collides with it. Vocals and instruments stay clear of the tail.
- **Shaping**: tames sibilance, breaths and sharp attacks in the reverb only.
- **Delta**: lets you hear only what Unmask and Shaping remove.
- **Wet EQ**: a 4-band EQ and a low-pass filter that act on the reverb only.
- **Insert and Send**: works both inserted directly on a track and on a send (return) track.
- A/B comparison and Undo / Redo. Works in mono and stereo.
- **Latency**: 1024 samples at 44.1 / 48 kHz (about 21 ms at 48 kHz). At 88.2 / 96 kHz it is 2048 samples, and at 176.4 / 192 kHz 4096 samples, so in time it stays at about 21 to 23 ms.

2. System requirements and installation

Item	Details
OS	Windows 11 (64-bit) / macOS 13 (Ventura) or later (Apple Silicon and Intel)
Format	VST3 (Windows / macOS) / Audio Unit (macOS only)
Supported hosts	Any DAW that supports VST3 or Audio Unit
Internet	Required to activate a serial number, and then for a license check at least once every 30 days (performed automatically, normally about once a day). Computers that are never online can use offline activation (section 3)

Installation steps (Windows)

1. Download the installer (SR-1_Installer_v1.x.x.exe) from aideaudio.com and run it. It is available from the "Download (Windows)" button on the SR-1 product page, or from the "Win" button in the SR-1 row under "Licenses" on your account page (the dashboard).
2. Windows asks for administrator permission. Allow it, and the installer window opens.
3. The End-User License Agreement (EULA) page appears. Read it and accept it to continue.
4. Choose the installation folder.
5. Review your choices and start the installation. When it has finished, start your DAW and rescan your plugins. SR-1 appears in the plugin list.

To uninstall, use "Installed apps" in Windows (SR-1 is listed as AIDE AUDIO SR-1 ver1.x.x), or run SR-1Uninstaller.exe in the installation folder.

Installation steps (macOS)

[TO CONFIRM: build the macOS .pkg and check the file name, the installation folders and the uninstall steps against it]

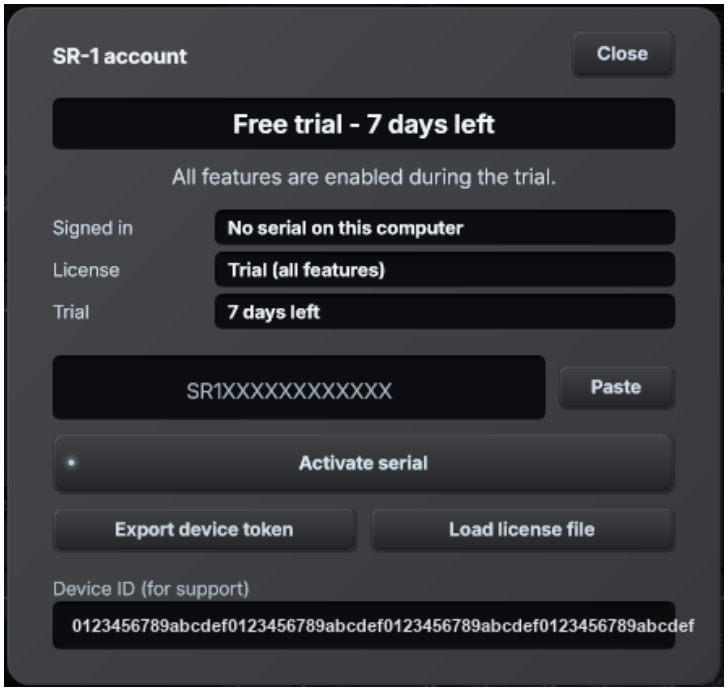
1. Download the installer (SR-1_Installer_v1.x.x.pkg) from aideaudio.com and open it. It is available from the "Download (macOS)" button on the SR-1 product page, or from the "macOS" button in the SR-1 row under "Licenses" on your account page (the dashboard).
2. The End-User License Agreement (EULA) page appears. Read it and accept it to continue.
3. Follow the on-screen steps to install. Enter an administrator password when asked. The VST3 goes to /Library/Audio/Plug-Ins/VST3 and the Audio Unit to /Library/Audio/Plug-Ins/Components.
4. When it has finished, restart your DAW and rescan your plugins. SR-1 appears in the plugin list.

To uninstall, use the Finder to move SR-1.vst3 and SR-1.component from the two folders above to the Trash.

3. Free trial, serial activation and account

3.1 Free trial

- SR-1 comes with a **14-day free trial with all features enabled**.
- The trial starts the first time you open the SR-1 window.
- Hover over the account button (the person icon) to the right of ? at the top of the window to see the current status: **TRIAL: 14 DAYS** (the number is the days remaining), **LICENSED**, **TRIAL ENDED** or **ONLINE CHECK**. The icon turns amber when action is needed. Click it to open the account screen.



The account screen during the trial. The Device ID at the bottom is a placeholder here.

> **Warning**: If the trial has ended and no serial number has been activated, SR-1 **passes audio through unprocessed (bypassed)**, and the account screen appears when you open the plugin window. To keep using SR-1, enter a serial number (see the next section).

In this state, the LEARN button shows "License required", and pressing it does not start Learn.

3.2 Activating a serial number

- Click the account button, enter your serial number (SR1 followed by 12 letters or digits) and click **Activate serial**. If you have copied the serial number, click **Paste** to insert it.
- If you do not have one yet, click **Buy SR-1** to open the purchase page in your browser.
- When activation succeeds, "Licensed - thank you!" appears and the account button's status changes to **LICENSED**.

3.3 Up to 3 computers per serial number

One serial number can be activated on up to **3 computers**. To move SR-1 to another computer, first sign out on the old computer to free its slot.

- Open the account screen and click **Sign out**. The license is removed from this computer and its slot is freed on the server ("Signed out. This device slot is free again.").
- If SR-1 cannot reach the server, it shows "Signed out here, but the slot is still used. Free it under Activated Devices on your account page." In that case, open your account page at aideaudio.com, expand the license row, and deactivate that computer in the "Activated Devices" list.

3.4 Offline activation

To activate a computer that cannot connect to the internet, use a second computer that can.

1. On the offline computer, open the account screen, enter your serial number and click **Export device token**. Save the small text file (SR-1-device-token.txt).
2. On a computer with internet access, sign in to your account page (the dashboard) at aideaudio.com. Click the arrow on the SR-1 license row to expand its details, then click the "Offline activation" button below the "Activated Devices" list. Select the device token (.txt), and a license file (extension **.aidelicense**) is saved.

3. Copy the license file to the offline computer, click **Load license file** on the account screen and select the file.

An offline license works only on that one computer. The account screen shows "Full version (offline license)".

3.5 Device ID

The bottom of the account screen shows this computer's **Device ID** (64 characters). If your serial number cannot be activated, please send this ID to support. Click the ID to select it for copying.

4. The screen

The window is laid out from top to bottom in the order you use it: choose a SOURCE and run Learn at the top, then fine-tune with the knobs in the middle and bottom rows.



SR-1 after Learn. The numbers correspond to the table below.

No.	Part	What it does
1	**?** button	Opens a menu: Send feedback..., Manual, Support, and the version (section 10)
2	Account button (person icon)	Opens the account screen. Hover over it to see the trial or license status
3	A / B / A>B	Compare settings (8.1)
4	UNDO / REDO	Undo and redo actions (8.2)
5	Source	Menu for the type of sound. The top line shows the category and the bottom line the name (sections 5 and 6)
6	Character	The type of space. With Auto, the type Auto has chosen is shown in parentheses (6.2)
7	Routing	Switches between Insert and Send (5.2)
8	LEARN button	Starts and cancels Learn. Shows the progress while listening
9	Stage	The tail display (Tail) and the Wet EQ (7.7, 7.8)
10	Tail / EQ	Chooses what the stage shows. The last choice is remembered
11	MIX / OUTPUT	Amount of reverb and output level (7.6)
12	IN / OUT meters	Input and output peaks. The scale runs from 0 to -36 dB (7.9)
13	TIME	Size, Decay, Pre-delay and Attack (7.1)
14	COLOR	Brightness, Low cut and Low decay (7.2)
15	IMAGE	Width and Motion (7.3)

No.	Part	What it does
16	UNMASK	Amount, Speed and Delta (7.4)
17	REDUCTION	How much Unmask is lowering each band
18	SHAPING	Amount, Sibilance, Breath, Transient and Delta (7.5)
19	EARLY	ER level and Diffusion (7.6)
20	Bottom-right corner	Drag to resize the window (8.3)

Using the knobs

- Drag up or down to change the value. Hold **Shift** while dragging for fine adjustment (about one sixth of the normal speed).
- **Double-click** a knob to type in a value.
- While you move a knob, a small window shows its name, value and a short description. For the knobs and buttons in the middle and bottom rows, rest the mouse on them for about a second to see a description.

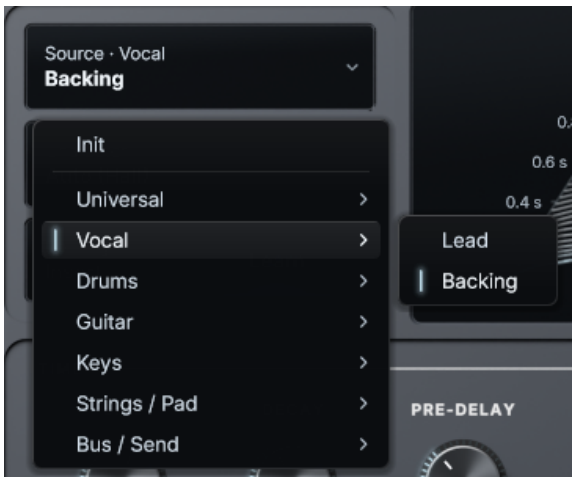
The reference value marker

SR-1 remembers the values set by SOURCE, the character and Learn as reference values. When you move a knob away from its reference value, a **white marker** on the knob's ring shows where the reference value is. While you move the knob, the small window also shows the reference value as "Suggested: ...". The marker is only a display: clicking it does not reset the value. To go back to the reference value, use Undo or run Learn again.

5. Using Learn

5.1 Steps

1. Under **Routing**, choose how you are using SR-1: **Insert** if it sits directly on a track, or **Send** if it sits on a send (return) track (5.2).
2. In the **Source** menu, choose the type of sound (6.1). If you are not sure, leave it at **Universal > Natural**.
3. Start playback in your DAW, at a section where the source is clearly audible.
4. Click **LEARN**. The button shows the progress, for example "Listening... 40%".
5. Keep playing until it reaches 100%. The knobs then move to their new values, and the button shows **Learned**.



The Source menu. Categories on the left, names on the right.

- Learn counts only actual audio above -60 dBFS. Silence and very quiet passages are not counted, and Learn does not finish until it has collected enough audio. The amount needed is 6 to 12 seconds depending on the SOURCE, plus 4 seconds with Send.
- If almost no audio has been collected 3 seconds after playback starts, the button shows "Waiting for a signal...". Check the playback position and whether audio is reaching SR-1.
- To stop Learn while it is listening, click the button (it reads **Cancel**). Your settings do not change.
- You cannot change Routing, Source or Character while Learn is listening.
- If your DAW provides a tempo, Learn chooses Decay and Pre-delay so that the tail dies away before the next beat or phrase.

5.2 Insert and Send

	Insert	**Send**
Where it goes	An instrument or vocal track	A send (return) or bus track
Mix	You set it. Learn also suggests a Mix value	**Fixed at 100%** (the knob is grayed out)
What Learn hears	That track's audio	Several tracks mixed together. Learn listens differently and a little longer

With Send, Mix is fixed at 100% so that the dry signal does not leak into the return and play twice. Set the balance between the dry signal and the reverb with your DAW's send level.

5.3 What Learn sets

Learn sets these values from what it hears:

- Decay and Pre-delay: from the tempo and how dense the material is
- Brightness and Low cut: from the frequency balance
- ER level: from how sharp the attacks are
- The Shaping amount, the Sibilance / Breath / Transient balance, and the Unmask amount
- Size and Mix (Mix with Insert only)
- The type of space used when Character is set to Auto

Learn does not change these values: Attack, Low decay, Width, Motion, Diffusion, Unmask Speed, the Wet EQ and Output.

6. SOURCE and character

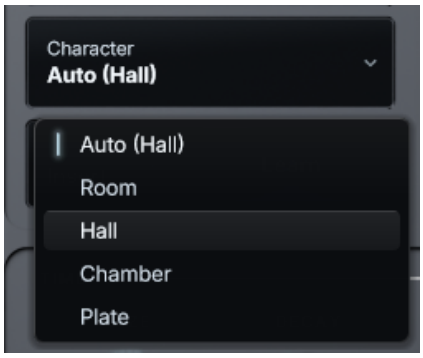
SR-1 has no presets. Instead, you choose what the sound is with SOURCE and what kind of space it is in with the character. Each choice loads values that suit the combination. Before Learn, the values assume typical material of that type.

6.1 SOURCE

Category	Names	Use for
Universal	Natural / Subtle / Lush	Any sound. Choose by how much reverb you want: standard / short and restrained / long and rich
Vocal	Lead / Backing	Lead vocals / backing vocals
Drums	Full Kit / Snare / Kick-Tom / Perc	The whole kit / snare / kick and toms / percussion
Guitar	Electric / Acoustic	Electric guitar / acoustic guitar
Keys	Piano / EP-Organ / Synth	Piano / electric piano and organ / synth
Strings / Pad	Strings / Pad	Strings / pads
Bus / Send	Mix / Vocal Bus / Drum Bus	The whole mix / vocal bus / drum bus

Init at the top of the menu returns SR-1 to the state it was in when you first inserted it. All knobs, SOURCE and character, the Learn results and Routing go back to their defaults.

6.2 Character



The Character menu. Auto shows the type it has currently chosen.

Character	Sound
Auto	Chooses one of the four types below from SOURCE and the Learn results (default)
Room	A small room. Short gaps between reflections that quickly become dense. Slightly dark
Hall	A large hall. Long gaps between reflections that build up density slowly, with a little more movement
Chamber	A room with good acoustics. Dense and smooth, with a rich midrange
Plate	A plate reverb. Dense from the very start, with a bright sound. Has no early reflections

- While Auto is selected, the field shows the type Auto has chosen, for example "Auto (Hall)". Auto starts from the default for each SOURCE and may switch to another type based on the Learn results (tempo, density and attack sharpness).
- Choosing a character by hand moves Decay, Pre-delay and Size to values typical of that type.
- Switching the type changes the sound smoothly, without dropouts.

6.3 Your own adjustments are kept

The values set by SOURCE, the character and Learn are the knobs' reference values. Any change you make from there by hand is treated as an **offset from the reference value**.

- When you change SOURCE or the character, each knob moves to the new reference value plus your offset. For example, if you set Decay a little longer than the reference value, it stays a little longer after you change SOURCE.

- Only running Learn again resets the offsets to 0.
- The offsets are saved with your project, so they are still there when you reopen it.
- One change of SOURCE or character, including the knobs it moves, is a single Undo step.

7. Controls

The defaults are the values right after you insert the plugin.

7.1 TIME

Control	Range	Default	What it does
Size	0 to 100%	50%	The size of the room. Larger sizes space the reflections farther apart, so the tail thickens more slowly. The length of the tail is set by Decay
Decay	0.10 to 20.00 s / 0.25 to 32 beats	2.00 s / 4 beats	How long the tail takes to die away
Pre-delay	0 to 500 ms / 1/32 to 1/2	20 ms / 1/8	The gap between the dry sound and the start of the reverb. Longer settings keep the start of each note clear of the reverb, so it sounds more upfront
Attack	0 to 250 ms	0 ms	How the tail builds up. At 0 ms it starts at once; higher settings make it swell in behind the sound. The early reflections are not affected

- For Decay and Pre-delay, choose the unit with the switch in the value window. Decay offers **s** (seconds) and **beat**; Pre-delay offers **ms** and **note** (note lengths: 1/32, 1/16T, 1/16, 1/8T, 1/8, 1/4T, 1/4, 1/2). Beats and notes follow your DAW's tempo.
- Attack keeps the reverb from smearing the attack of the dry sound.

7.2 COLOR

Control	Range	Default	What it does
Brightness	0 to 100%	50%	The brightness of the tail. Higher settings sound bright and light; lower settings sound dark and warm, and the highs die away sooner
Low cut	20 to 1000 Hz	100 Hz	Cuts only the lows of the reverb to keep the low end of the mix clean. The dry sound is not affected
Low decay	x0.25 to x4.00	x1.00	The length of the low-frequency tail (below about 250 Hz) as a multiple of Decay. Lower settings tighten the lows; higher settings make them fuller

Brightness moves the length of the high-frequency tail (0.25 to 4 times Decay) and the amount of highs (+/-8 dB) together.

7.3 IMAGE

Control	Range	Default	What it does
Width	0 to 200%	100%	The stereo width of the tail. 0% is mono, 100% is the normal spread, and 200% is wider still
Motion	0 to 100%	30%	Slow movement inside the tail that removes metallic ringing. Higher settings make it deeper and slightly faster

Even at high Motion settings, the pitch wobble stays within 20 cents.

7.4 UNMASK

While the dry sound is playing, Unmask lowers the bands where the reverb collides with it. Every other band is left alone, including bands where the dry sound is so much louder that the reverb is already masked. Between phrases, the reverb comes back.

Control	Range	Default	What it does
Amount	0 to 100%	0%	How strongly it acts. Higher settings make the dry sound clearer
Speed	Fast / Med / Slow	Med	How quickly the reverb is lowered and comes back
Delta	On / Off	Off	Lets you hear only what Unmask removes

REDUCTION, to the right, shows how much Unmask is currently lowering each band, as bars that grow downward from the top (a full bar is 24 dB).

7.5 SHAPING

Shaping tames sibilance ("s" sounds and the like), breaths and sharp attacks in the signal sent to the reverb, so they do not spread through the tail and muddy it. The dry sound is not affected.

Control	Range	Default	What it does
Amount	0 to 100%	0%	How much is tamed
Sibilance	0 to 100%	100%	How much of the effect goes to sibilance. Raise it when "s" sounds stand out in the tail
Breath	0 to 100%	100%	How much of the effect goes to breaths
Transient	0 to 100%	100%	How much of the effect goes to sharp attacks such as drum hits and picking
Delta	On / Off	Off	Lets you hear only what Shaping removes

Use Delta to check by ear that you are not removing too much. Only one of the two Delta buttons (Unmask or Shaping) can be on at a time. While one is on, the border of the bottom panel turns coral, so remember to switch it off when you are done.

7.6 EARLY and MIX / OUTPUT

Control	Range	Default	What it does
ER level	-inf to +12 dB	0.0 dB	The level of the early reflections relative to the tail. Higher settings make the room around the sound more audible. At the bottom (-inf) there are no early reflections. Has no effect with Plate, which has no early reflections
Diffusion	0 to 100%	70%	How much the reflections blend. Higher settings sound smooth and dense; lower settings let you hear individual reflections
Mix	0 to 100%	30%	How much reverb is in the output. Fixed at 100% with Send
Output	-24 to +12 dB	0.0 dB	SR-1's output level

7.7 Tail (the tail display)

Choose **Tail** at the top right of the stage to see the shape of the tail your current settings produce. The horizontal axis is frequency and the depth is time (0 seconds at the front), so you can read how long each band rings. Each time the input sound starts, a light runs from front to back.

The display cannot be dragged or edited. If "Animation effects" is turned off in Windows under Settings > Accessibility > Visual effects, the light does not run.

7.8 Wet EQ

Choose **EQ** at the top right of the stage to show an EQ that acts on the reverb only. The dry sound is not affected.



The Wet EQ. The top row shows the values of the selected point.

Point	Range	Default
Bands 1 to 4	20 Hz to 20 kHz, +/-12 dB, Q 0.30 to 8.00	180 Hz / 400 Hz / 3 kHz / 8 kHz, 0 dB
Low-pass	1 kHz to 20 kHz (Off at the right end)	Off
High-pass	Same as **Low cut** in the middle row	100 Hz

- **Drag** a band point to change its frequency and gain; use the **mouse wheel** to change its Q.
- **Double-click** a point to type in values. Press Tab to move from Freq to Gain to Q.
- Click the shape button in the top row (for example **Bell**) to switch the shape of the selected band. Bands 1 and 2 offer Low Shelf and Bell; bands 3 and 4 offer High Shelf and Bell.
- Drag the low-pass point sideways. Moving it all the way to the right turns it Off.
- The high-pass curve just shows the Low cut setting, and its point cannot be grabbed. Adjust it with Low cut in the middle row.

7.9 Meters

The IN and OUT bars show peak levels. The number above each bar is the highest peak so far and **stays until you click it**. When the signal reaches 0 dBFS, the red indicator below the number lights up and stays lit until you click it. If the OUT indicator lights up, lower Output or Mix.

8. A/B, Undo and resizing

8.1 A/B comparison

- **A** and **B** each hold a full set of settings (the knobs, SOURCE and character). Click them to switch and compare.
- Right after switching, the loaded knob values become the reference values (no white markers appear).
- **A>B** copies the A settings to B. While B is selected, the button reads **B>A** and copies the B settings to A.

8.2 Undo and Redo

- Click **UNDO** / **REDO** at the top right of the window, or press **Ctrl+Z** (Undo) or **Ctrl+Y** / **Ctrl+Shift+Z** (Redo). On macOS, use **Command** instead of Ctrl. Click the SR-1 window first so that it has focus.
- Each step is a single action in the SR-1 window: for example, one drag of a knob or an EQ point, one change of SOURCE or character, one Learn, or Init.

8.3 Resizing

- Drag the bottom-right corner. The 16:9 aspect ratio is kept, and the width ranges from 896 to 1280 pixels (default 1120 x 630).
- The size is remembered, and the window opens at that size next time.

9. FAQ and troubleshooting

LEARN stays at "Waiting for a signal..." and does not progress. Start playback and check that audio above -60 dBFS is reaching SR-1. With Send, also check that the send level in your DAW is not too low.

The knobs moved when I changed SOURCE or the character. This is by design. SR-1 loads values that suit the new combination and keeps the offsets you set by hand (6.3). To go back, use Undo.

The Mix knob is grayed out and does not move. Routing is set to Send, which fixes Mix at 100%. If SR-1 is inserted directly on a track, switch to Insert.

The reverb sounds quiet, or seems to cut out. With a high Unmask Amount, the reverb is lowered while the dry sound plays. Listen to what is being removed with Delta. If it is too much, lower Amount or set Speed to Slow.

The track sounds slightly late in my DAW. SR-1 reports a latency of about 21 ms to the DAW. Turn on delay compensation in your DAW.

"Invalid serial format (SR1 + 12 characters)." Check the serial number for typos. It is SR1 followed by 12 letters or digits; 0 (zero) and O (the letter) are easily confused.

"Activation failed: ..." The text after the colon is the server's response. If you have reached the limit of 3 computers, sign out on a computer you no longer use, or expand the license row on your account page and deactivate that computer in the "Activated Devices" list.

"Still checking the saved license. Try again in a moment." SR-1 is checking the saved license. Wait a moment and try again.

"This license was issued for another computer." An offline license file works only on the computer that created the device token. Export a new device token on this computer (3.4).

"This license has expired. Connect to the internet to renew it." Connect to the internet and open SR-1; the license is then renewed.

"Could not save your free trial" / "Could not remove the license from this computer" SR-1 could not write to your user folder. Check that the folder (%APPDATA%\AIDE AUDIO on Windows, ~/Library/AIDE AUDIO on macOS) is writable.

10. Support

Help menu

Click the **?** button at the top left of the window (next to the AIDE AUDIO logo).

- **Send feedback...** opens a screen for sending comments or bug reports to AIDE AUDIO (see below).
- **Manual** opens the manual in your browser.
- **Support** opens the AIDE AUDIO contact page.
- The last line shows the version. Please include it when you contact support.

Sending feedback

Choose **Send feedback...** to open the feedback screen on top of the plugin window.

1. Choose a type: **Feature request** / **Bug report** / **Other**.

2. Write your message (up to 4000 characters).
3. Click **Send**.

Only your message, the type, the product name, the SR-1 version, the OS name and the DAW name are sent.

New version notice

When a new version is released, a small notice such as "Update available - v1.0.1" appears at the top right of the window.

- Click the notice to open the product page in your browser.
- Clicking the notice, or closing it with the x at its top right, dismisses it for that version. A newer version brings it back.
- If you quit your DAW without dismissing the notice, it appears again the next time you open SR-1.

To check for a new version, SR-1 sends only the product name to the AIDE AUDIO server the first time you open the SR-1 window after starting your DAW. Your serial number and Device ID are not sent.

Contact and website

- **Website**: https://aideaudio.com/
- **Account page**: license management, installer downloads, and the list of activated devices (for deactivating computers).
- **Support**: the contact form at https://aideaudio.com/contact (also reachable from Support in the plugin's **?** menu), or support@aideaudio.com. For activation problems, please include your serial number and the Device ID shown on the account screen.

About the license

Redistributing or sharing this plugin is prohibited. One serial number can be used on up to 3 computers. To activate, renew and deactivate a serial number, SR-1 sends the serial number, the product name, the Device ID (a one-way hash of your computer's identifier) and the computer name to the AIDE AUDIO server. The computer name is used to identify your computer in the list of activated devices on the dashboard. Trial and license data are stored on your computer and are not saved in your DAW projects.