VITRIC

# Halo Reverb

USER MANUAL | VERSION 1.1.11 | UPDATED OCTOBER 17, 2026 | MUSE HUB EDITION

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Halo Reverb is an algorithmic reverb with eight spaces: HALL, CHMB (Chamber), PLATE, ROOM, AMB (Ambience), CATH (Cathedral), NONLIN (gated and reverse) and HALO (shimmer). You shape how long each part of the spectrum rings by drawing a curve over the tail itself. The HALO space feeds a pitch-shifted copy of the tail back into it, from tuned air to a climbing shimmer. It is for anyone who wants a reverb that is quick to set and shows what the tail is doing.

This manual covers Halo Reverb 1.1.11 on macOS and Windows, in VST3, AU and AAX.

# 01 Quick start

1. Insert **Halo Reverb** on a track, or on an effects send (then set **MIX** to 100 % and turn on **LOCK**).
2. Pick a space in the top bar. **PLATE** for vocals and snare, **ROOM** for a real-sounding kit, **HALL** for width and length.
3. Set **DECAY** for how long the tail lasts and **PREDELAY** for the gap before it starts. On a vocal, 1.5 to 2.5 s and 20 to 30 ms are good starting points.
4. Drag the dots on the curve in the display: lower the left dots so the lows die away sooner and the low end stays tight; lower the right dots to darken the tail.
5. Set **MIX** to taste, and compare with **BYPASS**.

For ready-made starting points, open the preset menu: 43 presets in six banks.

TIP

On a vocal, add a little **DUCK**: the reverb leans back while the singer sings and swells in the gaps.

02

## What's new in 1.1.11

What changed since 1.1.0:

**Your own presets.** Save, recall, rename and delete presets from the preset menu. With LOCK on, recalling one leaves MIX where it is.

**FREEZE holds in the HALO space.**

**A mono output carries both sides of the reverb.**

**NONLIN's WINDOW** spans 0.1 to 1.2 seconds, and the readout says so.

**Pro Tools** lists Halo Reverb under its reverb category.

**Sessions always reopen as saved,** after every update.

**Fixes:** a crash on macOS 10.15 and 11, a possible crash when the DAW saved the session while you switched A/B, and Windows user names with accented characters.

# 03 The window

Halo has a top bar, the light field (the display), a control bar with the main and texture controls, the tail strip, and the output strip. Drag the corner to resize it, from 922 × 620 up to 1650 × 1110 pixels; it keeps its shape. It opens at 1100 × 740.

## The top bar

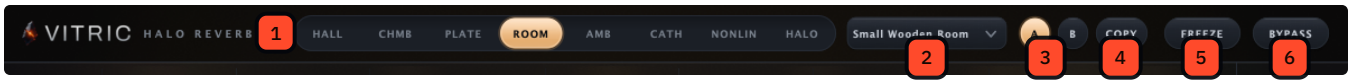


FIG. 1 The top bar: the eight spaces, presets, A/B, FREEZE and BYPASS.

1. **Space selector.** The eight spaces.
2. **Preset menu.** Factory presets and your own.
3. **A and B.** Two setups to compare.
4. **COPY.** Copies the active slot into the other.
5. **FREEZE.** Holds the tail.
6. **BYPASS.** Compare with the dry sound.

| CONTROL | WHAT IT DOES | RANGE | DEFAULT |
|---|---|---|---|
| HALL · CHMB · PLATE · ROOM · AMB · CATH · NONLIN · HALO | The space. Each one is its own reverb design with its own light. Switching while audio plays crossfades the tail over about 120 ms. | 8 spaces | HALL |
| PRESET MENU | Factory presets in six banks, and your own presets. It reads Default until you load one. | 43 factory presets plus yours | Default |
| A · B | Two complete setups to compare. Press A to switch. | A or B | A |
| COPY | Copies the active slot into the other one. | | |
| FREEZE | Holds the tail: new input fades out of the late tail while early reflections stay live. Press F. | On or off | Off |
| BYPASS | Bypasses Halo with a short crossfade, so it never clicks. Press B. | On or off | Off |

## The display

FIG. 2 The display in ROOM: the tail as light, the decay contour, and the selected dot's card.

1. **DECAY readout.** The master decay time.
2. **MIX readout.** The dry and wet balance.
3. **Contour dot.** The selected region (HI MID here).
4. **Ratio card.** The region, its ratio and its time in seconds.
5. **The tail.** The wet sound drawn as light across frequency.
6. **Ratio scale.** 0.25x to 4x.
7. **Frequency scale.** 20 Hz to 20 kHz.
8. **IN and OUT meters.**
9. **License chip.** Reads MUSE HUB. This edition opens unlocked, so the chip is a label and takes no clicks.

The display (the light field) draws the wet tail as light across frequency, with the decay contour on top as a curve you can edit. FREEZE visibly holds the light; ducking visibly dims it.

**The decay contour.** Six dots, one per fixed frequency region: LOW (below 150 Hz), LOW MID (150 to 400 Hz), MID (400 to 1200 Hz), HI MID (1.2 to 3.5 kHz), HIGH (3.5 to 8 kHz) and AIR (above 8 kHz). Each dot sets how long its region rings compared with DECAY, from 0.25x (a quarter as long) to 4x (four times as long). Select a dot to see its region and its time in seconds. The dots move up and down only; the regions are fixed.

**Drag a dot** up or down to set its region's ratio, from 0.25x to 4x (`Shift` for fine moves). Every dot starts at 1.00x.

**Mouse wheel** over a region steps its ratio by 10 % (`Shift`: 2 %).

**Double-click a dot**, or `Cmd` + click it (`Ctrl` on Windows), to reset it to 1.00x.

**Click the selected dot's value** on its card to type an exact ratio; `Return` applies, `Esc` cancels.

**Arrow keys:** after you click a dot, `←` `→` select the next region and `↑` `↓` step its ratio (`Shift` for fine).

In NONLIN the contour is kept but not used, because NONLIN has no feedback tail.

# 04 The spaces

| SPACE | SOUND | REACH FOR IT ON |
|---|---|---|
| HALL | Wide and blooming | Vocals, strings, pads, score |
| CHMB (Chamber) | Dense and clear | Vocals, snare, keys |
| PLATE | Fast and bright | Vocals, snare, anything that should shine |
| ROOM | Tight, with strong early reflections | Drums, guitars, a real-room feel |
| AMB (Ambience) | Mostly early reflections, little tail | Mix glue, dry tracks that need a space |
| CATH (Cathedral) | Vast and dark | Pads, choirs, long throws |
| NONLIN | Gated and reverse tails, no feedback loop | Drums, 80s moves |
| HALO | A hall with pitched regeneration in the tail | Shimmer, tuned air, sound design |

Some controls change name with the space: in PLATE, SIZE reads **ER SIZE** (early-reflection size) and sets the early reflections; in NONLIN, DECAY reads **WINDOW** and BLOOM reads **SLOPE**.

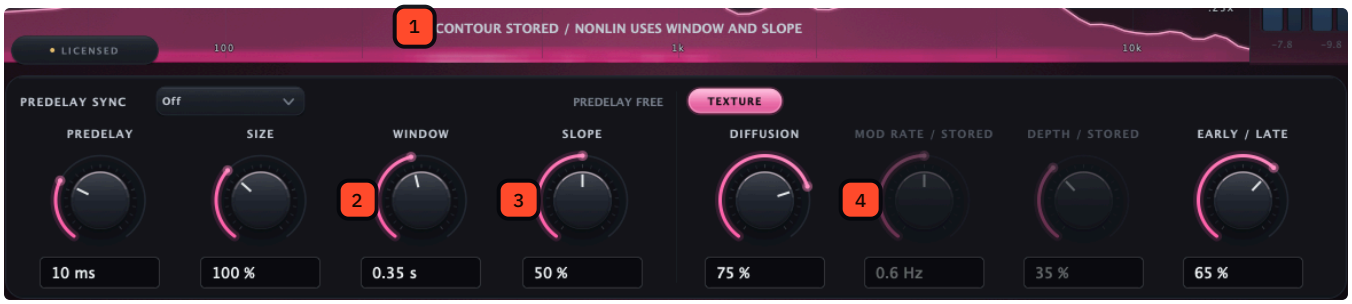


FIG. 3 In NONLIN, DECAY becomes WINDOW, BLOOM becomes SLOPE, and controls NONLIN does not use read STORED.

1. **Display note.** The contour is stored; NONLIN uses WINDOW and SLOPE.
2. **WINDOW.** The length of the gate or reverse window.
3. **SLOPE.** Reverse, through gated, to decaying.
4. **STORED.** A control this space does not use keeps its value.

# 05 The control bar

FIG. 4 The control bar in ROOM: predelay sync, the main controls and the TEXTURE page.

1. **PREDELAY SYNC.** Predelay in note values.
2. **PREDELAY.** The gap before the tail.
3. **SIZE.** The space's size.
4. **DECAY.** How long the tail lasts.
5. **BLOOM.** How fast it builds.
6. **DIFFUSION.** How fast it smears.
7. **MOD RATE.** Speed of the movement.
8. **DEPTH.** Depth of the movement.
9. **EARLY / LATE.** Reflections and tail balance.

The main controls sit on the left. **TEXTURE** shows the current space's texture controls on the right; in the HALO space a second page, **HALO**, holds the regeneration controls. Choosing the HALO space opens its HALO page; click TEXTURE to reach the texture controls. Changing pages only changes what you see. Click any value box to type an exact value; `Return` applies and `Esc` cancels.

| CONTROL | WHAT IT DOES | RANGE | DEFAULT |
|---|---|---|---|
| PREDELAY SYNC | Locks PREDELAY to your DAW's tempo as a note value (T is triplet, D is dotted). While synced, the knob reads PREDELAY / STORED and keeps its free value for later. | Off, 1/32, 1/16T, 1/16, 1/8T, 1/16D, 1/8, 1/8D, 1/4 | Off |
| PREDELAY | The gap before the tail starts. It keeps consonants and attacks ahead of the reverb. A synced predelay is capped at 500 ms. | 0 to 500 ms | 20 ms |
| SIZE | The space's internal size. A short DECAY can limit how big it gets. Reads **ER SIZE** in PLATE, where it sets the early reflections. | 50 to 200 % | 100 % |
| DECAY | How long the tail lasts; the contour scales it per region. Reads **WINDOW** in NONLIN: the length of the gate or reverse window, 0.1 to 1.2 seconds, scaled 0.5x to 2x by SIZE. | 0.1 to 60 s | 2.0 s |

| CONTROL | WHAT IT DOES | RANGE | DEFAULT |
|---|---|---|---|
| BLOOM | How fast the tail builds density, from instant to the slow swell of a big hall. Reads **SLOPE** in NONLIN: reverse, through gated, to decaying. Not used by PLATE. | 0 to 100 % | 50 % |

**The predelay caption** at the right of the bar reads PREDELAY FREE when sync is off, and the synced time (for example 125.0 ms SYNC) when it is on. If your DAW sends no tempo, it reads NO TEMPO / MANUAL and the free PREDELAY stays in use.

### TEXTURE

| CONTROL | WHAT IT DOES | RANGE | DEFAULT |
|---|---|---|---|
| DIFFUSION | How quickly the reverb smears into a smooth tail. | 0 to 100 % | 75 % |
| MOD RATE | Speed of the tail's movement. Not used in NONLIN. | 0.1 to 5.0 Hz | 0.6 Hz |
| DEPTH | Depth of the tail's movement. Not used in NONLIN. | 0 to 100 % | 35 % |
| EARLY / LATE | Balance of early reflections and tail: 0 is early reflections only, 100 is tail only. | 0 to 100 % | 65 % |

### HALO

FIG. 5 In the HALO space, the HALO page holds the regeneration controls.

1. **TEXTURE and HALO.** The two pages.
2. **Interval selector.** The pitch of the regeneration.
3. **REGEN SEND.** How much feeds the pitched layer.
4. **REGEN DECAY.** How much it feeds itself.
5. **REGEN TONE.** Darker or brighter.

| CONTROL | WHAT IT DOES | RANGE | DEFAULT |
|---|---|---|---|
| **REGEN SEND** | How much of the tail goes into the pitched regeneration. Low settings read as tuned air; high settings as a climbing shimmer. | 0 to 100 % | 25 % |
| **INTERVAL SELECTOR** | The pitch of the regeneration: +8 is an octave up, +5 a fifth up, +8+5 an octave plus a fifth, -8 an octave down, DET a slight detune. | +8, +5, +8+5, -8, DET | +8 |
| **REGEN DECAY** | How strongly the pitched layer feeds itself, so intervals stack up. | 0 to 100 % | 40 % |
| **REGEN TONE** | Tilt inside the regeneration: darker to the left, brighter to the right. | -100 to +100 | 0 |

# 06 The tail strip

FIG. 6 The tail strip with DUCK at 30 %: ducking timing, cuts and shelves.

1. **DUCK.** Reverb down while you play.
2. **ATK.** How fast it ducks.
3. **REL.** How fast it returns.
4. **LOW CUT.** High-pass on the reverb.
5. **HIGH CUT.** Low-pass on the reverb.
6. **LO TONE.** Low shelf.
7. **HI TONE.** High shelf.

| CONTROL | WHAT IT DOES | RANGE | DEFAULT |
|---|---|---|---|
| DUCK | Turns the reverb down while the dry signal plays, by up to 24 dB at 100 %. It swells back in the gaps. | 0 to 100 % | 0 % |
| ATK | How fast ducking clamps down. Reads ATK / STORED while DUCK is at 0. | 1 to 100 ms | 10 ms |
| REL | How fast the reverb comes back. Reads REL / STORED while DUCK is at 0. | 20 to 2000 ms | 400 ms |
| LOW CUT | Removes low end from the reverb only (a high-pass filter); the dry sound is untouched. | 20 to 1000 Hz | 20 Hz |
| HIGH CUT | Removes top end from the reverb only (a low-pass filter). | 1 to 20 kHz | 20 kHz |
| LO TONE | Low shelf at 150 Hz on the reverb. | -12 to +12 dB | 0 dB |
| HI TONE | High shelf at 6 kHz on the reverb. | -12 to +12 dB | 0 dB |

Cuts fence the tail in; shelves tilt what remains.

## Freeze and ducking

**FREEZE** fades new input out of the late tail while early reflections stay live. The feedback spaces hold the tail; tone, width, ducking and mix still work on it. NONLIN has no feedback loop, so FREEZE stops new input reaching its tail without holding it forever. In the HALO space the pitched regeneration pauses while frozen, so the held tail keeps its level.

**DUCK** follows the dry signal, not another track: the reverb leans back while you sing or play and swells after. ATK and REL keep their values while DUCK is at 0.

# 07 The output strip

FIG. 7 The output strip: era, width, mix and lock, output and Options.

1. **Era.** MODERN, CLASSIC or VINTAGE.
2. **WIDTH.** Stereo width of the reverb.
3. **MIX.** Dry and wet balance.
4. **LOCK.** Holds MIX on preset loads.
5. **OUTPUT.** Output level.
6. **... (Options).** Tooltips, updates, effects and shortcuts.

| CONTROL | WHAT IT DOES | RANGE | DEFAULT |
|---|---|---|---|
| MODERN · CLASSIC · VINTAGE | The era. MODERN is clean, full bandwidth. CLASSIC caps the reverb at 15 kHz and makes the tail's movement less regular; VINTAGE caps it at 10 kHz, darker and less regular still. | 3 eras | MODERN |
| WIDTH | Stereo width of the reverb, mono-compatible at every setting. | 0 to 200 % | 100 % |
| MIX | Dry and wet balance. Use 100 % on an effects send. | 0 to 100 % | 25 % |
| LOCK | Keeps MIX where you set it when you load presets or switch A/B, so a send stays a send. | On or off | Off |
| OUTPUT | Output level. | -24 to +24 dB | 0 dB |
| ... (OPTIONS) | Opens a menu: Show tooltips, Check for updates, Reduce visual effects and the keyboard shortcut sheet. The first two apply to every Vitric plugin on this computer. | | |

PLATE and NONLIN take only the bandwidth cap of CLASSIC and VINTAGE.

## Latency and CPU

Halo adds no latency, so it works while tracking and anywhere in a chain.

CPU use depends on the space and its settings.

**Reduce visual effects** in Options lightens the display on a slow computer; the sound does not change.

# 08 Keyboard and mouse

Keys work when the Halo window has keyboard focus: click an empty part of the window once (click a contour dot first for the arrow keys). While you type in a value box, the box keeps the keys.

| ACTION | MAC | WINDOWS |
|---|---|---|
| Switch A/B | A | A |
| FREEZE | F | F |
| Bypass | B | B |
| Show the shortcut sheet | ? | ? |
| Select a contour region | ← or → | ← or → |
| Step its ratio | ↑ or ↓ (Shift for fine) | ↑ or ↓ (Shift for fine) |
| Cancel a typed value, or clear the region selection | Esc | Esc |
| Fine drag (knobs and dots) | Shift + drag | Shift + drag |
| Reset a knob | Double-click, or Cmd + click | Double-click, or Ctrl + click |
| Step a knob (Shift for fine) | Mouse wheel over it, or click it and use the arrow keys | Mouse wheel over it, or click it and use the arrow keys |
| Reset a contour dot | Double-click it, or Cmd + click | Double-click it, or Ctrl + click |
| Type an exact value | Click the value box | Click the value box |

In Pro Tools, fine drag is Cmd + drag (Ctrl on Windows) and reset is Option + click (Alt on Windows).

# 09 Recipes

These are starting points. Every voice, mix and room is different, so adjust by ear and compare with **BYPASS**.

## Put a plate on a lead vocal

A short, bright plate gives the voice a space without pushing it back.

| | |
|---|---|
| START FROM | The **Lead Vocal Plate** preset |
| SPACE | PLATE |
| DECAY | 1.5 s |
| PREDELAY | 25 ms, so the consonants stay ahead of the tail |
| LOW CUT | 140 Hz |
| DUCK | 20 to 40 % |
| CONTOUR | The preset sets AIR to 0.8x to soften sibilance; also lower LOW and LOW MID under 1x so the tail stays clear of mud |
| MIX | 22 % on an insert, 100 % on a send |

## Add tuned air behind a vocal (HALO)

| | |
|---|---|
| START FROM | The **Vocal Halo Sheen** preset |
| SPACE | HALO |
| DECAY | 2.2 s |
| REGEN SEND | 5 to 10 % |
| INTERVAL | +8 (octave up) |
| LOW CUT | 200 Hz |
| MIX | 20 % |

At low REGEN SEND you hear air behind the voice, not an obvious shimmer.

## Build a tight drum room

A short room makes a dry kit sound recorded in one space: the snare blooms, the kick stays tight.

| | |
|---|---|
| START FROM | The **Drum Room 1.0** preset |
| SPACE | ROOM |
| DECAY | 1.0 s |
| CONTOUR | LOW under 1x so the kick stays tight; HI MID above 1x so the snare blooms |
| MIX | 24 % |

## Gate a snare (NONLIN)

A big tail that stops dead. Set WINDOW so it ends before the next snare.

| | |
|---|---|
| START FROM | The **Gated Snare 80s** preset |
| SPACE | NONLIN |
| WINDOW | 0.35 s (0.3 to 0.5 s to taste) |
| SLOPE | 50 % for a gate; turn it down for a reverse swell |
| ERA | CLASSIC |
| MIX | 32 % |

## Make an endless pad (HALO and FREEZE)

A sustained, climbing bed that holds the chord while you play over it.

| | |
|---|---|
| START FROM | The **Endless Choir** preset |
| SPACE | HALO |
| DECAY | 8 s |
| REGEN SEND | 70 % |
| INTERVAL | +8+5 (octave plus a fifth) |
| REGEN DECAY | 85 % |
| FREEZE | On while the chord sounds, then play over it |
| MIX | 45 % |

## Glue a mix bus

A little ambience makes separate tracks sound like one room. You should miss it when you bypass it rather than hear it as reverb.

| | |
|---|---|
| START FROM | The **Mix Glue** preset (AMB, 0.6 s) |
| MIX | Low: 8 to 12 % |
| ERA | MODERN for full bandwidth, CLASSIC or VINTAGE to sit the tail behind the mix |

# 10 Presets

43 factory presets in six banks. Default is the entry shown before you pick a preset; choosing it does not reset anything.

| BANK | PRESETS |
|---|---|
| Vocals | Lead Vocal Plate, Ballad Plate, Filtered Long Vocal, Bright Vox Chamber, Whisper Air, Vocal Halo Sheen, Dark Ballad Hall, Ducked Vocal Hall |
| Drums | Drum Room 1.0, Snare Plate 1.2, Snare Chamber, Kick Chamber, Gated Snare 80s, Reverse Tom Sweep, Percussion Air, Big Room Toms |
| Guitars | Guitar Plate, Small Wooden Room, Ambient Wash, Shimmer Lead, Twang Chamber, Acoustic Air, Nashville Plate |
| Keys & Synths | Piano Hall, Rhodes Chamber, Pad Cathedral, Synth Dream 70s, Organ Stone, Detune Ensemble, Fifth Cloud |
| Mix Bus | Mix Glue, Scoring Stage 2.2, Master Depth, Wide Hall Send, Drum Bus Room |
| FX & Sound Design | Endless Choir, Infinite Cavern, Gate Slam, Reverse Riser, Octave Down Deep, Worn 70s Room, Duck Pump, Tape Wobble Hall |

A factory preset sets every sound control except OUTPUT (and MIX while LOCK is on), and turns FREEZE and PREDELAY SYNC off.

## Your own presets

1. Open the preset menu and choose **Save preset...**, then type a name.
2. Your presets appear under **User** at the end of the same menu.
3. **Rename preset** and **Delete preset** manage the list; **Show preset folder** opens the folder on disk.

A saved preset holds the sound settings, FREEZE included. BYPASS, LOCK and the A/B slots stay with the session. The files are in `~/Library/Application Support/Vitric Audio/Presets/Halo Reverb` on macOS and `%APPDATA%\Vitric Audio\Presets\Halo Reverb` on Windows.

# 11 Specifications

**Spaces:** 8, on four designs (feedback network, plate, NONLIN taps, HALO regeneration).

**Decay:** 0.1 to 60 s; contour of 6 regions, 0.25x to 4x.

**Predelay:** 0 to 500 ms, or synced from 1/32 to 1/4 (capped at 500 ms).

**HALO intervals:** octave up, fifth up, octave plus fifth, octave down, detune.

**Ducking:** up to 24 dB, attack 1 to 100 ms, release 20 to 2000 ms, from the dry signal.

**Tail shaping:** low cut 20 to 1000 Hz, high cut 1 to 20 kHz, shelves at 150 Hz and 6 kHz (±12 dB).

**Eras:** MODERN (full bandwidth), CLASSIC (15 kHz), VINTAGE (10 kHz).

**Latency:** none.

**Channels:** mono to mono, mono to stereo, stereo to stereo.

**Window:** 922 × 620 to 1650 × 1110, fixed shape.

**Formats:** VST3 and AAX on macOS and Windows; AU on macOS.

**Systems:** macOS 10.15 or later on Intel, macOS 11 or later on Apple Silicon; Windows 10 or later, 64-bit.

## Not included

No surround or Atmos formats.

No external sidechain: DUCK follows Halo's own input.

No oversampling or lookahead modes; Halo always runs at zero latency.

# 12 Installation and updates

## Install

1. Save your work and quit your DAW.
2. Install **Halo Reverb** from the Muse Hub app. Muse Hub downloads it and puts the plugins in place.
3. Open your DAW. If Halo Reverb is not listed, run your DAW's plugin rescan.

Use AU in Logic Pro, AAX in Pro Tools and VST3 in other DAWs. On a Mac the plugins go in the standard folders:

AU: `/Library/Audio/Plug-Ins/Components`
VST3: `/Library/Audio/Plug-Ins/VST3`
AAX: `/Library/Application Support/Avid/Audio/Plug-Ins`

On Windows, Muse Hub installs the VST3 and AAX versions.

## Nothing to enter

This edition opens and runs as soon as it is installed. Your Muse Hub purchase is your license: there is no key, code or account to enter, and nothing to unlock. The chip in the display reads MUSE HUB. It is a label, not a button, so clicking it does nothing.

Muse Hub handles the purchase, any trial and any payment question under its own terms. Vitric sets no limit of its own on the number of computers: install Halo on the computers you personally use, within Muse Hub's terms.

## Updates

Updates to this edition are free and come through Muse Hub. When a new version is out, save your work, quit your DAW and update Halo in the Muse Hub app. Your sessions reopen exactly as saved after every update.

Halo never checks for updates itself in this edition and shows no update notice, whatever the **Check for updates** option is set to.

Sessions and presets are the same as in the vitricaudio.com edition of Halo Reverb, so your projects open in either edition.

# 13 Troubleshooting

## Halo does not appear in my DAW

Rescan plugins and restart the DAW. In Logic Pro, use Logic Pro > Settings > Plug-in Manager and **Reset & Rescan Selection**. On Windows, make sure your DAW scans `C:\Program Files\Common Files\VST3`.

## There is no reverb

**BYPASS is lit:** click it or press `B`.

**MIX is at 0 %,** or **DUCK** is high and the track never stops playing.

**FREEZE is on:** new input does not reach the tail. Turn it off.

## Presets keep changing my send level

Turn on **LOCK** next to MIX.

## A control seems to do nothing

BLOOM does nothing in PLATE.

MOD RATE, DEPTH and the contour do nothing in NONLIN.

ATK and REL do nothing while DUCK is at 0 (they read STORED).

PREDELAY does nothing while PREDELAY SYNC is locked to a tempo (it reads STORED).

## The reverb muddies or dulls the mix

For mud, raise **LOW CUT** to 150 to 300 Hz or lower the LOW and LOW MID dots under 1x. For a dull tail, check that the era is MODERN, HIGH CUT is at 20 kHz and the HIGH and AIR dots are not pulled down. On a vocal, add **DUCK**.

## Shortcuts do nothing

Click an empty part of the Halo window once so it has keyboard focus. Some DAWs keep certain keys for themselves; use the mouse for those.

# 14 Support

Muse Hub provides first-line support for this edition and passes anything it cannot solve, such as a plugin fault, on to Vitric. You can also write to support@vitricaudio.com with your Halo version, operating system, DAW and version, plugin format and the exact error if there is one.

Halo Reverb user manual, Muse Hub edition, version 1.1.11, updated October 17, 2026.

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