VITRIC



Halo Reverb

USER MANUAL | VERSION 1.1.16 | UPDATED NOVEMBER 18, 2026 | MUSEHUB 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 1.1.16 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 1.1.16

On macOS 27, the Audio Unit and AAX versions now load. No change to the sound or features. On Windows this is a maintenance update.

03

What's new in 1.1.15

FREEZE and BYPASS reopen exactly as saved, in every host.

On Windows, the plugin window now draws and updates on computers whose display gives it no refresh signal, such as virtual machines and some remote desktops. Closing the window there no longer freezes the host.

04

What's new in 1.1.14

Stability improvements when the host saves settings or changes presets.

Saving a session while you switch between A and B no longer stores the wrong sound in one of them.

Internal improvements; the sound is unchanged.

05

What's new in 1.1.13

Short decays with some bands set much shorter than others now fade out as set, instead of ringing on or becoming unstable, also while automated.

Switching SPACE no longer clicks: the early reflections now fade into the new space.

A reopened session shows its preset's name.

06

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.

07 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

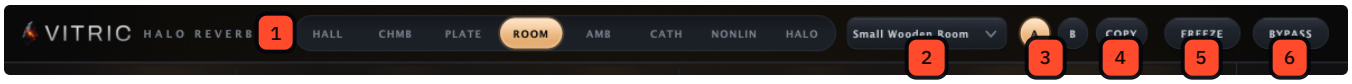

FIG. 1 The top bar: the eight spaces, presets, A/B, FREEZE and BYPASS.

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 MUSEHUB. 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.

08 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**.

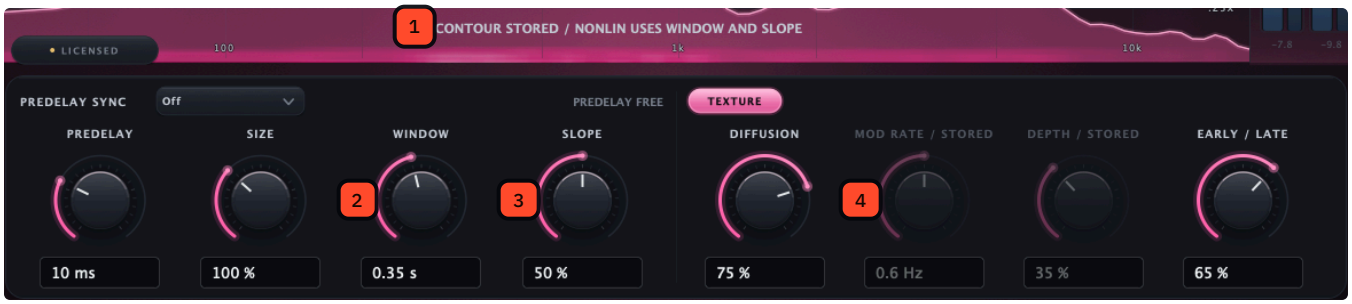

FIG. 3

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.

09 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

10 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.

11 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, effects and shortcuts. Halo never checks for updates itself in this edition.

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. In this edition Halo never checks for updates itself, whatever **Check for updates** is set to.		

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.

12 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).

13 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

14 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.

15 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.

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.

16 Installation and updates

Install

1. Save your work and quit your DAW.
2. Install **Halo Reverb** from the MuseHub app. MuseHub 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, MuseHub installs the VST3 and AAX versions.

Nothing to enter

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

MuseHub 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 MuseHub's terms.

Updates

Updates to this edition are free and come through MuseHub. When a new version is out, save your work, quit your DAW and update Halo in the MuseHub 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.

17 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.

18 Support

MuseHub 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, MuseHub edition, version 1.1.16, updated November 18, 2026.

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