ValhallaFutureVerb

User Guide

Introducing ValhallaFutureVerb

We are happy to announce the release of our latest plugin, ValhallaFutureVerb™.
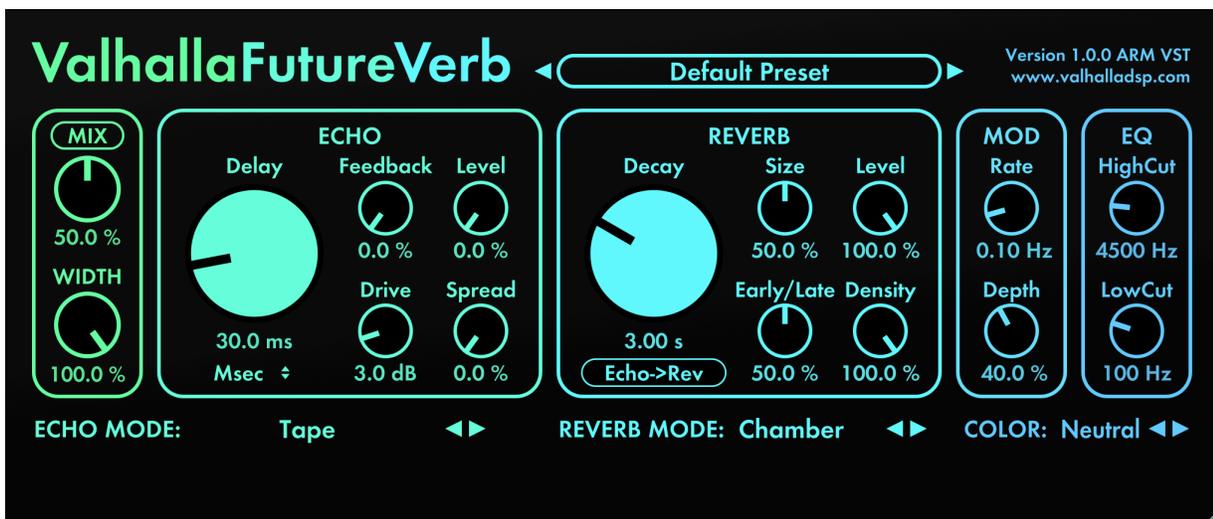
8 Natural Reverb Modes

VallhallaFutureVerb is the product of 8 years of research and development. Our goal was to create reverb algorithms that have a natural, transparent sound, without the metallic artifacts of prior digital algorithmic designs. We wanted reverbs that were realistic at ALL decay settings, from super short rooms to giant halls and cathedrals. The reverbs should sound good without any modulation, and still sound epic and lush when modulated. The results of all this hard work: 8 natural, clear sounding Reverb Modes, covering the staples (Room, Chamber, Plate, Hall, Cathedral) as well as the weird and wonderful (Space, Frozen, Nonlin).

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12 Powerful Echo Modes

ValhallaFutureVerb has the cleanest reverb algorithms we've ever heard. Maybe TOO clean. So we've added the option to add texture and coloration with a simple yet powerful echo section! The 12 Echo Modes range from clean predelays (Modern), through character-filled echoes (Tape, Digital, Analog, LoFi), and onwards to lush detuned and pitch shifted delays and reverse delays. Tempo sync is available, as well as feedback and adjustable drive. The new Spread control morphs the simple stereo echos into complex 4 or 8-delay feedback delay networks, where the delay taps are spread out in time. This can be used to create multitap sounds, or richly textured reverbs with the addition of feedback.

Echo->Reverb or Reverb->Echo, Your Choice

The Routing button can be used to control the order of the delay and reverb. Combined with the independent level controls for echo and reverb, the results range from standard reverbs with predelay, through 60s style tape-delayed plate and chamber reverbs, all the way to lush space reverbs with adjustable amounts of pitch shifting shimmer.

New Sonic Colors

The Color control is a high level setting for the basic tonality, as found in ValhallaVintageVerb. **Bright** is useful for bright reverbs, **Neutral** keeps the reverb high frequencies in a physically realistic range, **Dark** adds a steep 8 kHz high cut filter, and **Studio** features a steep low cut at 600 Hz and a steep high cut at 10 kHz. The Color control also changes the GUI colors for instant visual feedback that corresponds to the sonic changes.

Simple GUI: Less Is More

The Echo and Reverb sections share some basic yet powerful controls: Mix (overall wet/dry mix, with a handy mix lock button) and Width, Mod Rate and Depth, and Low and High EQ. These controls are very interactive, and have been designed for maximum sonic control with minimal complexity.

We've expanded the usability of FutureVerb with previous/next arrows for reverb mode, delay mode, color, and presets. This makes it very easy to navigate through the various options without clicking on a pull down menu (the pull down menu is still available for those who celebrate).

As always, our GUIs are self documenting. Move your mouse over a control, and the tooltip will appear in the bottom of the GUI.

We're happiest about the controls we've left out! The goal of ValhallaFutureVerb was to have as few parameters as possible, and make those parameters powerful. The result is a simple interface that is easy to navigate, so you can dial in your sounds quickly and get back to making music.

THE CONTROLS

ValhallaFutureVerb was designed from the ground up to have a minimal yet powerful control set, and a simple and easy to use interface.

MIX/WIDTH

MIX: Controls the balance between the dry input, and the effected ("wet") signal from the echo and reverb sections. 0% is fully dry, 50% is an equal mix between wet and dry, and 100% is wet only.

MIX LOCK: Click the Mix label button above the Mix knob to lock the mix at its current value. This is very useful when browsing through presets, or for setting the mix to 100% on a send.

WIDTH: Controls the stereo width of the output signal. 100% is fully stereo, 0% is mono, -100% reverses the left and right outputs (useful for creating a wider stereo image when mixed with the input signal).

ECHO
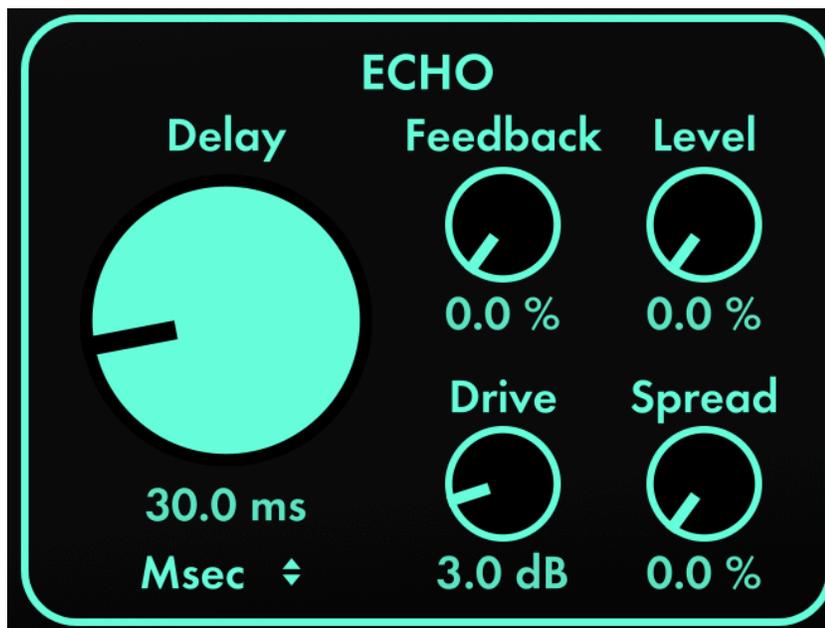
Delay: Controls the echo time, in milliseconds. Ranges from 0 msec to 2000 msec, with the knob biased towards the shorter delay lengths. Changes to the delay time will be smoothed out in an "analog" manner.

Delay Sync: Clicking the "Msec" below the Delay knob brings up the Delay Sync menu:

This is used to switch the Delay control between milliseconds, and various tempo synced options (eighth/quarter/half/etc. Note, Dotted notes, Triplet).

Feedback: Adjusts the amount of feedback, from 0% to 100%. High levels of feedback will result in repeat echos that take a long time to decay away, without reaching self-oscillation. Set Feedback to 0% for a more conventional pre-delay.

Level: Controls the output level of the echo section in the mix. A level of 0% means that none of the echo will be heard directly in the mix, while higher levels bring up the echo volume. The Mix control acts as a scaler on the Echo and Reverb Levels, i.e. if Mix is at 0%, no Echo or Reverb will be heard regardless of their respective levels. The Level control does not affect how much of the echo is sent into the Reverb section – this is the purpose of the Routing button (see below).

Drive: The gain sent into the drive section of the Echo algorithm, in decibels. Different Echo modes have different drive types (Modern uses compression, Tape has saturation, etc.). In general, lower Drive levels result in a "cleaner" sound.

Detune: This parameter appears in place of the Drive parameter in the granular delay modes (Detune, Reverse, ReverseUp, ReverseDown, ReverseUpDown, Sparkle, Swarm). Detune controls the pitch shift of the left and right channels, in cents (1/100th of a semitone). Positive Detune values result in the left channel being shifted up by the specified number of cents, while the right is shifted downwards. Negative Detune values result in the left channel being shifted *down* by the specified number of cents, while the right is shifted *upwards*.

Spread: A unique feature of ValhallaFutureVerb. Spread transforms the basic stereo echo into a 4 or 8 voice feedback delay network, with the output taps spread out in time and the stereo space. When Spread is at 0%, the sound is a simple stereo echo, with the same delay in the left and right channels. As Spread is turned up, the other delay voices are faded in and spread out in time, and the feedback is mixed between all of the voices. Low settings of Spread are useful for lusher echos, while higher Spread values will create complicated echo patterns. Turn up Spread and Feedback to create lush "echo only" reverbs that start out sparse and fill out over time.
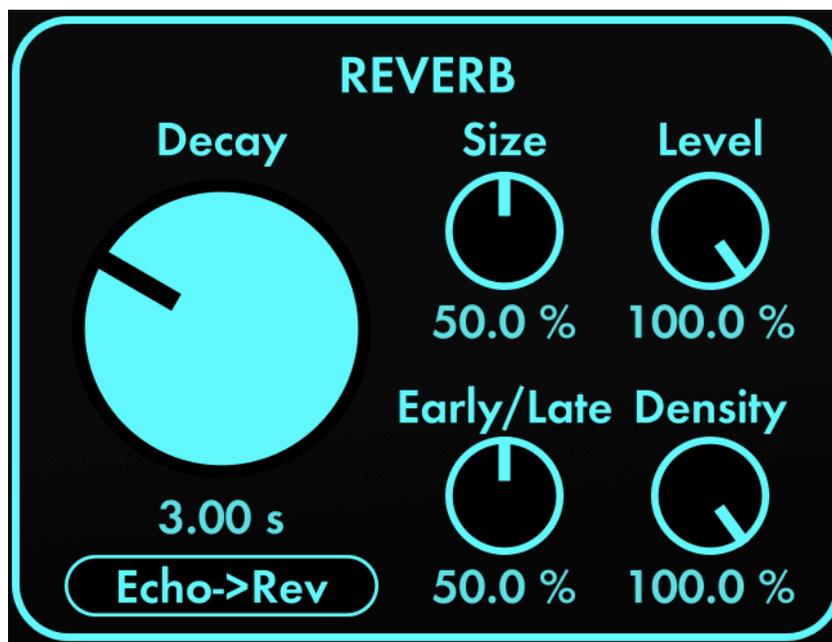
ECHO MODE: used to select the active echo mode. Check out the **Echo Mode blog post** for an explanation of the 12 different modes.
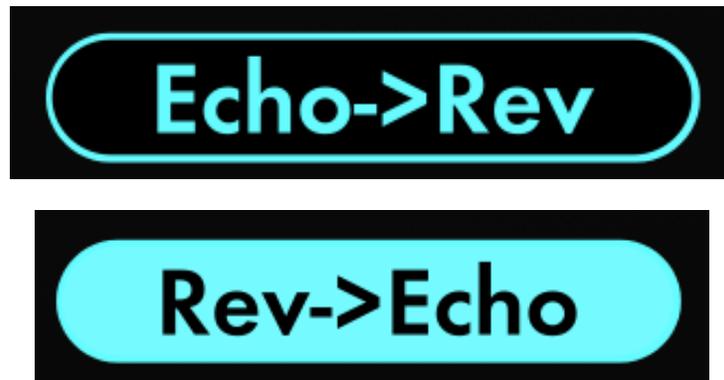

REVERB

Decay: Controls the decay time of the reverb, in seconds. Follows the standard RT60 measurement: how long it takes for the reverb to decay to 1/1000th of the initial amplitude (i.e. -60 decibels). Ranges from 0.2 seconds to 70 seconds, with the knob biased towards the shorter decays.

Most of the FutureVerb reverb algorithms (Room, Chamber, Plate, Hall, Cathedral, Space) will have decays that closely track the Decay setting, so all of these algorithms can achieve very short reverbs as well as huge spaces. Frozen and Nonlin are different, in that they both have a fairly "flat" decay, with the duration controlled by the Size parameter.

Size: Adjusts the size of the reverb networks, as a percentage ranging from 0% to 100%. This isn't based in any physical units, but rather in the perception of attack time and modal density. Larger sizes will have slower inherent attacks, and a more "open" sound.

Level: Controls the output level of the reverb section in the mix. A level of 0% means that none of the reverb will be heard directly in the mix, while higher levels bring up the reverb volume. The Mix control acts as a scaler on the Echo and Reverb Levels, i.e. if Mix is at 0%, no Echo or Reverb will be heard regardless of their respective levels. The Level control does not affect how the reverb interacts with the echo section – this is the purpose of the Routing button.

Routing: Determines whether the echo feeds into the reverb, or the reverb feeds into the echo.

- Echo->Rev: The input is first processed by the echo, and the output of the echo is sent into the input of the reverb. The Echo Level doesn't affect the amount of echo sent into the reverb, just the amount of echo heard in the wet/dry output mix.

- Rev->Echo: The input is first processed by the reverb, and the output of the reverb is then sent to the input of the echo. The Reverb Level doesn't affect the amount of reverb sent into the echo, just the amount of reverb heard in the wet/dry mix.

Early/Late: Controls the amount of early reflections in the signal. Low values of Early/Late have more early reflections, which produces the sonic impression of being closer to the sound source in the reverberant space. As Early/Late is turned up, the position of the listener is placed farther away from the sound source, resulting in less early reflections and a somewhat slower attack to the reverb.

Attack: An alternate control for Early/Late, found in the Space, Frozen and Nonlin modes. Attack adjusts the "fade in" time for the reverb. Low values of Attack result in an almost instantaneous build of reverb energy, while larger values result in the reverb slowly fading in after the input. At high values and large Size settings, the Attack control can produce a sound similar to reverse reverb.

Density: Used to adjust the initial echo density of the reverb. The Density parameter works in a different way than the diffusion controls found in older reverbs, as there is no metallic coloration associated with increased Density settings. Low Density settings result in a sparser onset of the reverb, while high Density settings can be used for a perfectly smooth reverb.

REVERB MODE: Chamber ◄►

REVERB MODE: used to select the active reverb mode. Check out the Reverb Mode chapter for an explanation of the 8 different modes in FutureVerb.

MOD

Mod Rate: Controls the rate of the echo and reverb delay length modulation, in Hertz. The Mod Rate setting directly sets the modulation frequency for the Modern, Analog and Digital echo modes, and sets the average "wow" rate for the Tape and LoFi echo modes. The reverb algorithms are modulated by several dozen random LFOs, where the modulation rate is roughly centered around the Mod Rate setting. Higher Mod Rate settings will result in a more chorused reverb and echo sound.

Mod Depth: The depth of the echo and reverb delay length modulation, as a percentage ranging from 0% to 100%. Higher mod depths will result in a more chorused or "wetter" sound. Turn the Mod Depth down to 0% for a more realistic reverb as heard in a physical space.

EQ

EQ High Cut: Controls the frequency above which high frequencies are cut out by -6 dB/oct lowpass filters, found in both the Echo and Reverb sections. Lower HighCut frequencies result in a darker sound. The EQ HighCut parameter also controls the high frequency damping of the reverb.

EQ Low Cut: Controls the frequency below which the low frequencies are attenuated. Higher frequencies of Low Cut will result in a thinner reverb and echo sound. EQ Low Cut directly adjusts the cutoff frequency of -6 dB/oct highpass filters in the Echo section, affecting both the input and feedback of those delays. EQ Low Cut also controls the low frequency damping of the reverb, and can act as a low frequency damping boost at lower settings, for big dark halls and cathedrals.
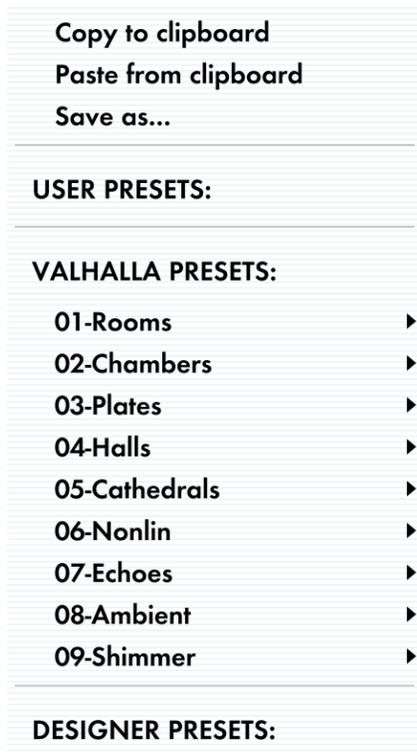
COLOR

COLOR: Neutral ◀▶

The COLOR mode is selected by clicking on the name of the active color (Neutral in the above example), and acts as an overall EQ adjustment. See the FutureVerb Color chapter for an explanation of the 4 different color modes.

PRESETS

When the name of the active preset is clicked, the Preset menu comes up. This allows you to select, copy, and save presets. To access the presets, simply click the name of the active preset, in the button at the top center of the GUI:

◀ Default Preset ▶

The Preset Menu will display when the current preset name is clicked:

Copy to clipboard
Paste from clipboard
Save as...

USER PRESETS:

VALHALLA PRESETS:

01-Rooms ▸
02-Chambers ▸
03-Plates ▸
04-Halls ▸
05-Cathedrals ▸
06-Nonlin ▸
07-Echoes ▸
08-Ambient ▸
09-Shimmer ▸

DESIGNER PRESETS:

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To select a preset, simply mouse over the given preset name, and release the mouse button. Mouse over a given preset folder name (the ones with the triangle to the right) to view and select presets within that folder.

To save a preset, simply select "Save as…" from the menu. This will allow you to name your preset, and choose the folder to save the preset to, or to create a new folder for your preset.

If you wish to copy a preset from a forum or blog post, simply select the text with your mouse (including the < and > closing tags), and copy the text (Command+C on Mac, CTRL+C on Windows). Then, select the "Paste from Clipboard" option from the preset menu.

If you want to share a preset with someone, select the "Copy To Clipboard" option, then simply paste the text (Command+V on Mac, CTRL+V on Windows) into the document/email/forum where you want the preset to be.

TOOLTIPS

The Valhalla plugins are self-documenting. Move your mouse cursor over a control, and the bottom of the GUI will display text describing what that control does.

THE ECHO MODES

ValhallaFutureVerb was originally designed around very clean and transparent reverb algorithms. During the early testing of these modes, we found ourselves missing the dirt and character of the other Valhalla reverb plugins. So we turned the simple predelay control into a full fledged Echo section, that can add clean predelays, but also warm and warbling tape delays, lush detuned echoes, reversed and pitch shifted delays, and all sorts of colorful and complex echos to the input or output of the reverb.

The Echo modes are selected by the ECHO MODE button under the ECHO section:
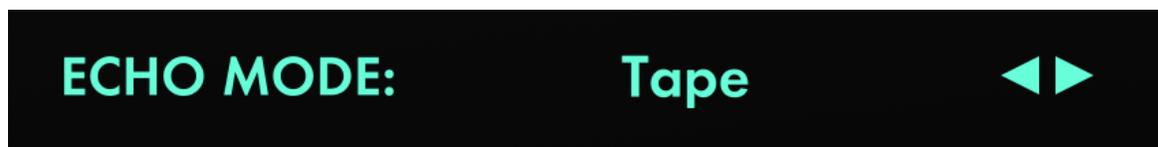
ECHO MODE: **Tape** ◀▶

Clicking on the name of the active echo mode (Tape in the above example) will open up the Echo Mode menu:

Tape
Modern
✓ Tape
Digital
Analog
Detune
Reverse
ReverseOctUp
ReverseOctDown
ReverseOctUpDown
Sparkle
Swarm
LoFi

The < and > arrows to the right of the active echo mode name can be used to cycle through the echo modes without using the popup echo menu.

There are **12 unique echo modes** available in ValhallaFutureVerb:

Modern: A clean echo mode, perfect for standard predelay duties. Smooth spatially balanced sinusoidal modulation, that can transform into four voices of 0/90/180/270 degree modulation as the Spread control is turned up. Drive is used to control a clean feedforward/feedback compressor, that can increase the volume without adding notable artifacts.

Tape: The opposite of Modern. Tape saturation (controlled by Drive) combined with chaotic wow & flutter modulation. Use this as a predelay into Chamber or Plate for epic 1960s reverbs, or turn up the delay/feedback/spread controls for my favorite synth effects.

Digital: A digital delay model, based around a companded 12-bit delay (8-bits in the Dark and Studio modes). A clean-ish delay, but with plenty of crunchy distortion and quantization noise on tap with the Drive control. 0/90/180/270 degree modulation for maximum spatial width and lush chorusing. Digital also incorporates steep high cut filtering, to simulate the lower sampling rate of early digital delays.

Analog: Darker than Digital, but brighter than real-world BBD pedals. It's the analog delay for people that think they like analog delays, but don't want things that dark. Companding results in a nice squishy sound, and the Drive allows things to get gritty. The modulation is very "off center record" – route the echo after the reverb for perfect lofi reverbs.

Detune: Two crystal clear detuned delays, with up/down detuning between the left and right channels. Turn up the Spread control to add two more detuned delays, for lush detuned echoes and richly textured reverbs. Perfect for that "expensive" late 80s sound.

Reverse: Detuned reversed granular delays. The longer the delay time, the bigger the reversed grains. Use the Spread control to crossfade between two and eight(!) delays in parallel. Turn up the feedback for truly mysterious delays and reverbs.

ReverseUp: Same as Reverse, but with 4 of the delays shifted up an octave (turn up Spread to control the pitch shifting intensity). With higher Spread and Feedback settings, you can create some amazing shimmer effects. Route the reverb into the echo and control the shimmer intensity with the Echo Level control.

ReverseDown: 4 reverse delays shifted down an octave, 4 detuned. Ideal for dark and descending shimmer verbs, or for adding mysterious overtones to any sound.

ReverseUpDown: 4 detuned reverse delays, 2 shifted up an octave, 2 shifted down an octave. Epic. Want a huge shimmer reverb? ReverseOctUpDown is perfect for this.

Sparkle: A new type of pitch shifting. Use the Spread control to fade between two and eight detuned granular delays, with VERY long grain durations, and four of the delays shifted up an octave. Ideal for stunningly clear and transparent shimmer reverbs, with none of the modulation noise of the Reverse modes. Turn the feedback up for endless, diaphanous voices!

Swarm: The dark side of the Sparkle algorithm. Eight detuned and pitch shifted granular delays, tuned for maximum dissonance. Turn up the Spread control, and slowly turn up the Detune knob to create tonal clusters that transform into rich octaves and fifths. Wanna make a horror soundtrack? Love late 20th century composition? The Swarm mode is here for you - turn the feedback to 100% for continuous howling and eerie drones.

LoFi: A tape algorithm that has been used and abused without proper maintenance. We start with our Tape algorithm, and add more overdrive, low frequency drift, and chaotic high frequency flutter. The results are warm, noisy and mysterious. Perfect for adding a tape predelay to a reverb, for sparse chaotic reverbs (turn up the Spread control), or for truly vintage tape echoes.
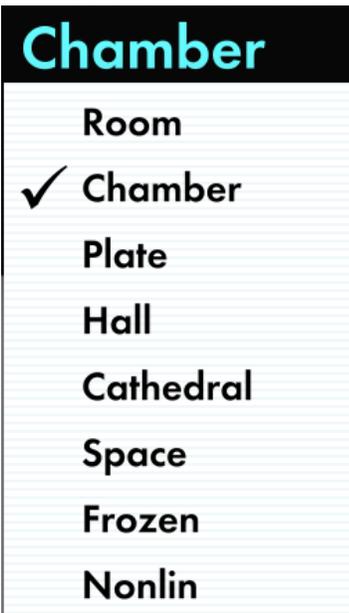
THE REVERB MODES

The Reverb Mode control in Valhalla FutureVerb™ switches between 8 unique reverberation algorithms. The FutureVerb reverbs have been designed for maximum transparency and realism, with none of the coloration that is traditionally associated with algorithmic reverbs. The modes are sorted by size, with the first 5 algorithms focused on real-world acoustic spaces, and the last 3 designed for huge ambient spaces and tight nonlinear reverbs.

All of the FutureVerb algorithms have been designed to sound good without any modulation being used. That being said, these are still VALHALLA reverbs, with the lushest modulation ever found in any of our reverbs.

The Reverb modes are selected by the REVERB MODE: button under the REVERB section:

REVERB MODE: Chamber ◄►

Clicking on the name of the active reverb mode (Chamber in the above example) will open up the Reverb Mode menu:

Chamber
- Room
- ✓ Chamber
- Plate
- Hall
- Cathedral
- Space
- Frozen
- Nonlin

The < and > arrows to the right of the active reverb mode name can be used to cycle through the reverb modes without using the popup reverb menu.

Room: Your basic room reverb, but with a clarity and realism that needs to be heard to be believed. Great for short drum rooms and vocal ambiences, as well as bigger rooms.

Chamber: Our take on the classic reverb "echo chamber." More low end decay than the Room algorithm, denser early reflections. Lush modulation on tap, but turn the mod depth to 0 for a realistic 1960s studio chamber.

Plate: A cross between a physical plate and a clearer sounding digital plate. Not as boomy as real plate reverbs, none of the artifacts of digital plate reverbs.

Hall: A lush, spacious concert hall. Medium fast to slow attack, controlled by the Early/Late control – turn this up to move the listener further back into the hall. Turn up the modulation for epic ballad vocals, or turn the modulation off for realistic orchestral reverbs.

Cathedral: A huge open reverb, modeled after medieval cathedrals. Slowish attack, huge low frequency decay (controlled by the Low Freq EQ setting), and a vast transparent sound. Perfect for epic ballad vocals, giant synth spaces, and anywhere where a big, "expensive sounding" reverb is needed. Keep the modulation depth low for a realistic rolling decay as heard in the cathedrals of the Old World.

Space: Valhalla ambient reverb in the house! Space uses totally different techniques than previous Valhalla ambient verbs. Still lush and huge, but with far more control over the attack and decay, and a much more open sound. Perfect for ambient synths, ambient guitars, ambient… you get the idea.

Frozen: A unique reverb algorithm to FutureVerb™. Frozen is like a freeze reverb that eventually stops – your input signal just hangs out in a sonic cloud for a good long time. Turn up the Size control to create reverbs that sustain for several seconds, or several tens of seconds. Use the Attack control to have the sound hit instantly, or fade the reverb in over time. Lush modulation on tap to make things that much more epic.

Nonlin: Inspired by classic nonlinear reverbs, but using new processing techniques for more echo density and realism, while avoiding metallic coloration. The Attack control allows you to push the Nonlin sound up front in the mix, or turn up the Attack to have the Nonlin sound melt into your mix. The "gate" time ranges from several tens of milliseconds up to 1 second.

THE COLOR MODES

The COLOR mode is used to switch between several equalization and high frequency decay profiles. It is a high level control for quickly changing the overall tonality of the reverb and echo sounds. Use the BRIGHT or NEUTRAL modes for featuring the reverb in your mix, or the DARK or STUDIO modes for reverbs that add glue to the mix without calling attention to themselves. The COLOR mode also changes the colors of the GUI, because that's how we roll.

To change the color mode, click the name of the active color mode in the COLOR: menu.

COLOR: Neutral ◄►

This will bring up a list of the four color options:

Neutral ◄
Bright
✓ Neutral
Dark
Studio

Choosing a new color mode will also change the color palette of the GUI, as a useful visual cue to the active Color mode.

Bright

The brightest Color mode in FutureVerb. The high frequency decay is controlled by the High Freq EQ, with very high frequency settings allowing for reverbs with almost no attenuation of high frequencies. Perfect for synth reverbs where the synth filters control the overall tonality, or for any situation where brightness is desired.

Neutral

The most natural Color mode. The high frequency decay of all the reverb modes is limited to that found in real world acoustic spaces (i.e. 1 to 1.5 seconds max RT60 for high frequencies). Ideal for realistic rooms / halls / cathedrals, and any time you want the reverb to blend into the mix.

Dark

A natural high frequency decay, that is then filtered by a steep 8 kHz lowpass filter. Useful for a more "vintage" reverb sound, or any situation where you want unobtrusive reverbs.

Studio

A classic processing trick used in recording studios of the 1960s and 1970s. A steep high cut filter at 10 kHz is combined with a steep 600 Hz low cut filter. The resulting sound is strangely dull and thin, until you listen to it in the mix, where it blends in without any mud.

INSTALLATION

The installer file for ValhallaFutureVerb as well as the license used to authorize the plugin are both located in your user account on the Valhalla website; logging into your account will make them visible under the Plugins & Licenses menu:

PLUGINS   GIFT CARD   MERCH   LEARN   ABOUT   **VALHALLA**   SUPPORT/FAQ   MY ACCOUNT   🛒 0

DASHBOARD

PLUGINS & LICENSES (9)

ORDERS

GIFT CARD BALANCE

ADDRESSES

ACCOUNT DETAILS

LOGOUT

My Plugins & Licenses

ⓘ Please check the **FAQ** for plugin installation instructions!

LICENSE KEYFILE

Purchased plugins

INSTALLER

Title	Download(s)	License key	Seats
Valhalla Delay	**Latest Downloads**	⊕ Download Mac/Win License	1
	⊕ ValhallaDelay 3.0.5 (Mac Intel/M1/M2/M3/M4))		
	⊕ ValhallaDelay 3.0.5 (Windows)		
Valhalla FutureVerb	**Latest Downloads**	⊕ Download Mac/Win License	1
	⊕ FutureVerb 1.0.0 (Mac)		
	⊕ FutureVerb 1.0.0 (Windows)		

For installation on a Mac:

Once you have downloaded the installer and your license, you should see them in your Downloads folder:

‹ ›	Downloads		☰ ◊
Name		**Date Added**	
📄 Valhalla-ValhallaFutureVerb-license.zip		Today at 3:01 PM	
📄 ValhallaFutureVerbOSX_1_0_0v1.dmg		Today at 3:00 PM	

25
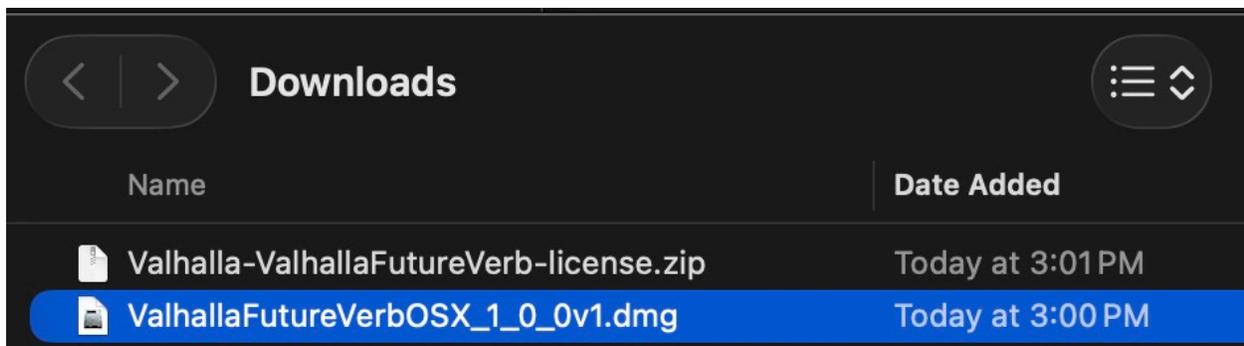
Double-click on the "ValhallaFutureVerbOSX.dmg" file to open the disk image; this will then open a window with the installer package located inside. Double-click the "ValhallaFutureVerbOSX.pkg" file to launch the installer:
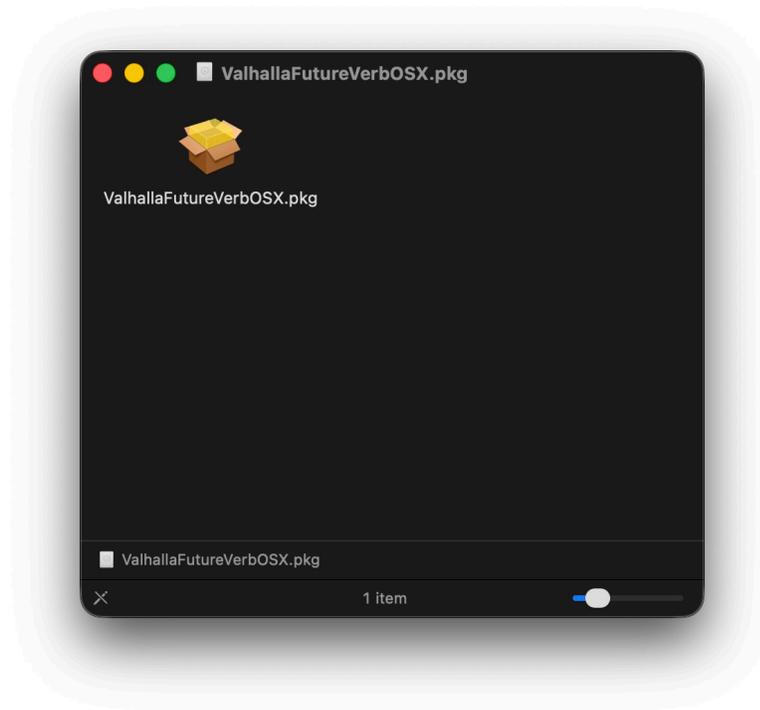
Follow the installation prompts in the installer to place the plugin files on your computer:
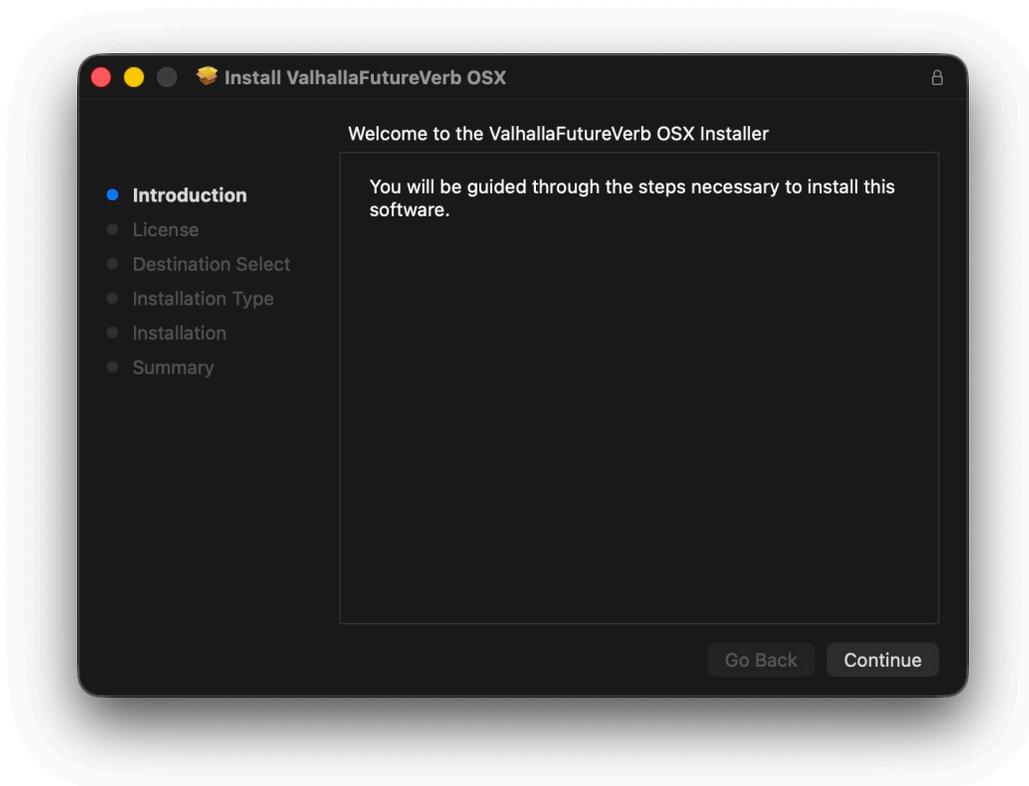
Click "Continue" and you will then see the License Agreement:

Click "Continue" and then confirm that you agree to the License Agreement:
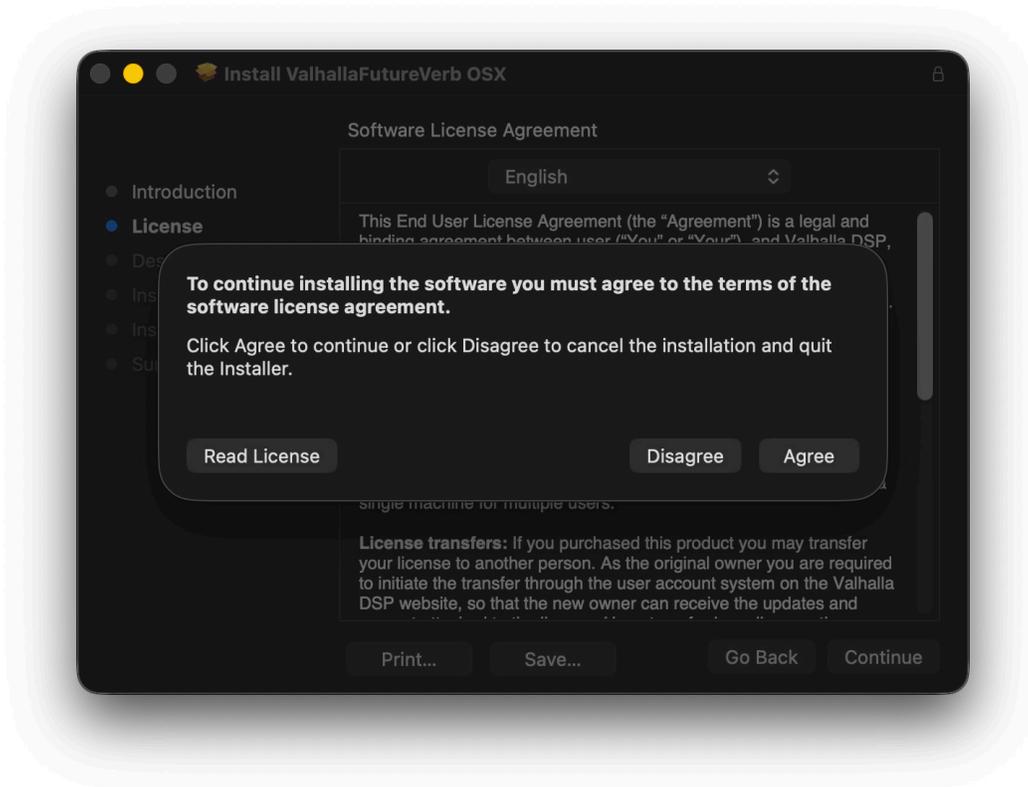
Finally, click "Install" to complete the installation:
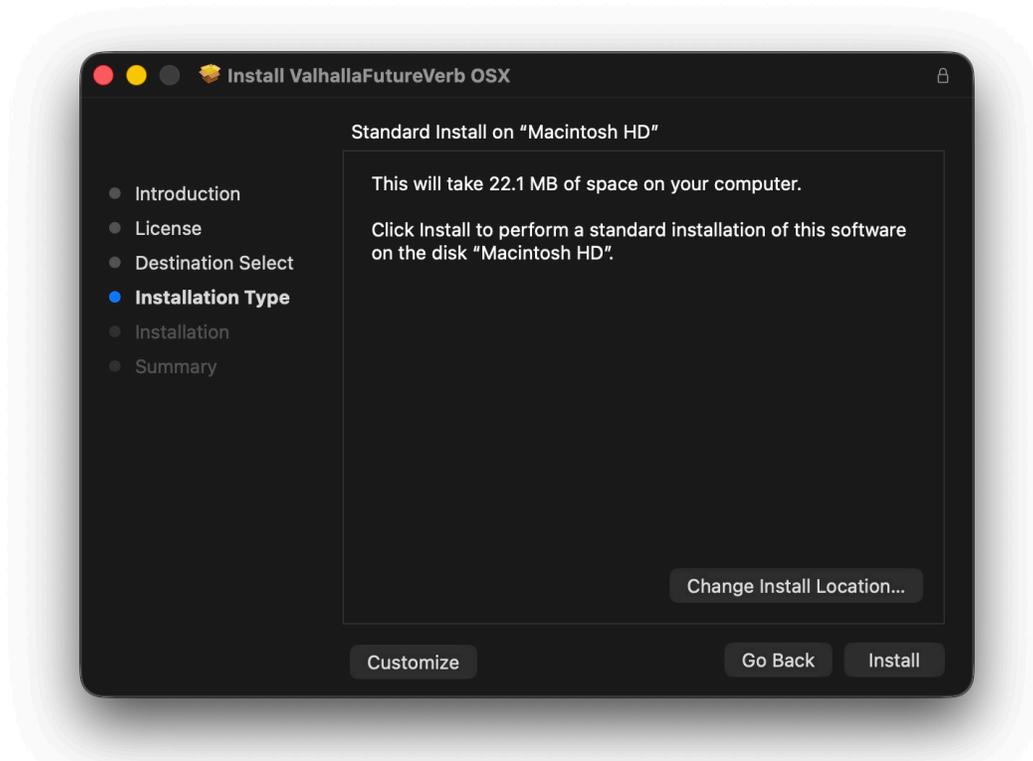
Once the installer has finished, you'll see this dialog and you can hit "Close":
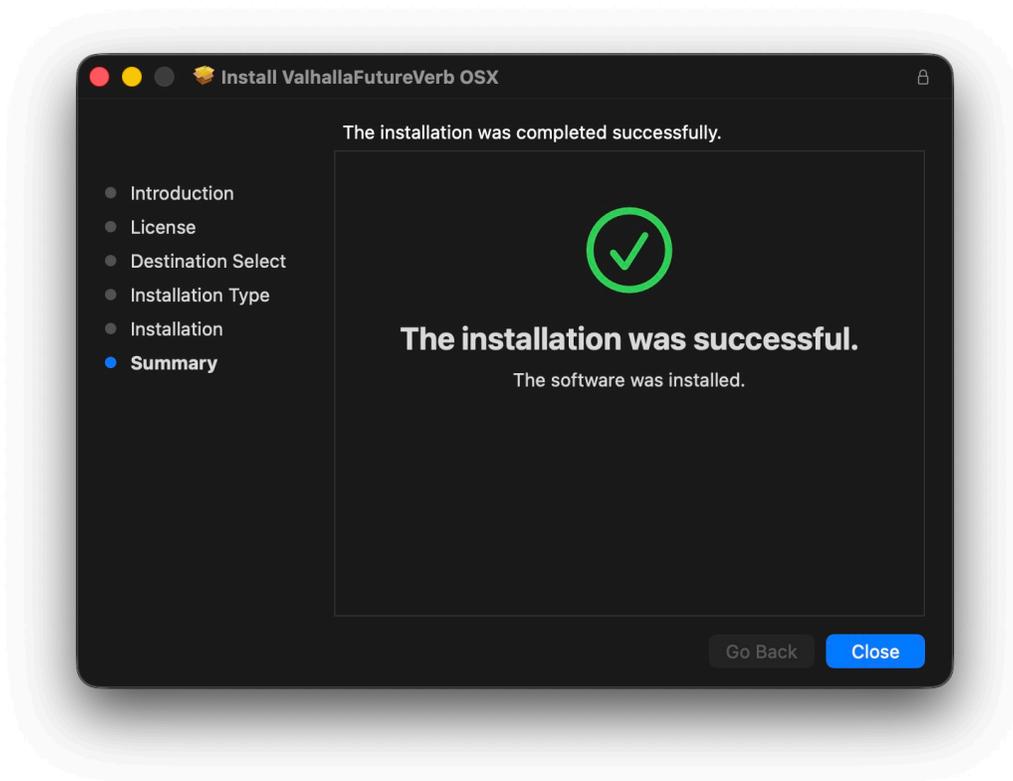
The plugin files will automatically be placed in the following folders on your system drive:

AudioUnits: /Library/Audio/Plug-Ins/Components

VST2:   /Library/Audio/Plug-Ins/VST

VST3:   /Library/Audio/Plug-Ins/VST3

AAX: /Library/Application Support/Avid/Audio/Plug-Ins

Authorization

Return to your Downloads folder and select the "Valhalla-ValhallaFutureVerb-license.zip" file downloaded from your user account; if you don't see that file but already have one called "ValhallaFutureVerb-KeyfileFor-YOUR-NAME.vkeyfile" in Downloads, your web browser is set to automatically unzip/extract downloaded files - you may proceed to the next step:
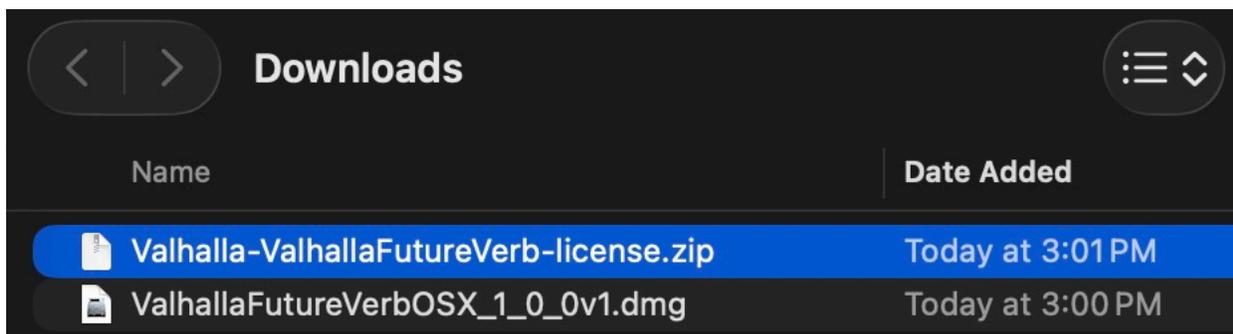
Double-click the .zip file to extract your license:
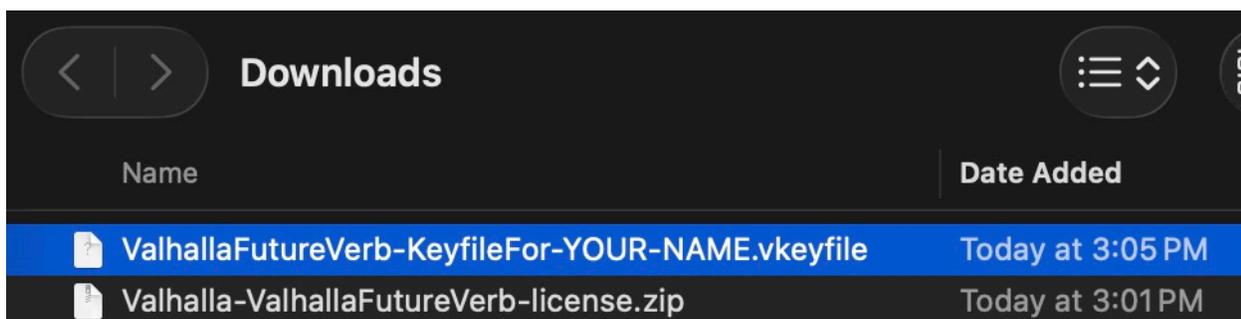
Next, open your DAW and insert an instance of ValhallaFutureVerb on a track; once you do this, you will see a message that ValhallaFutureVerb requires authorization and you will now navigate to your license to authorize the plugin:
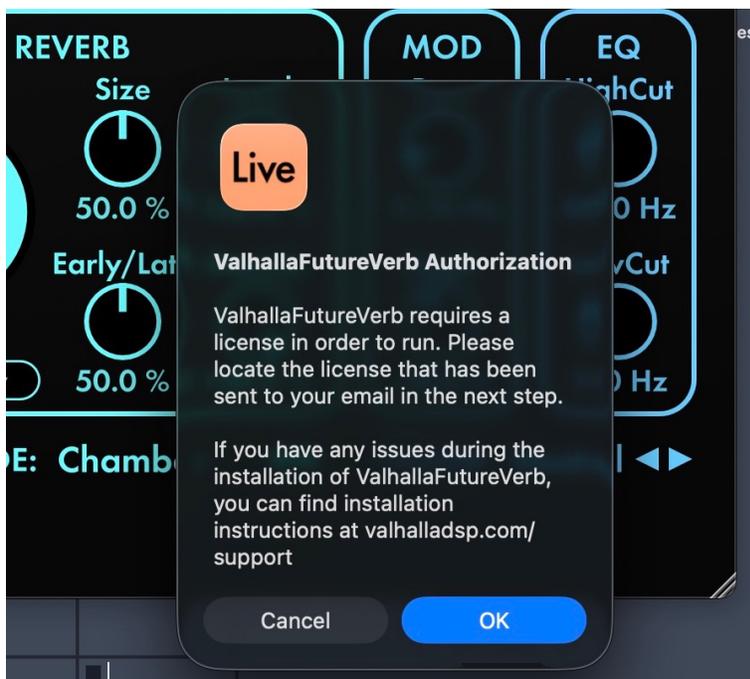
Click "OK" and this will open a window from which you are asked to browse to the license file (the one called "ValhallaFutureVerb-KeyfileFor-YOUR-NAME.vkeyfile" from the previous step):

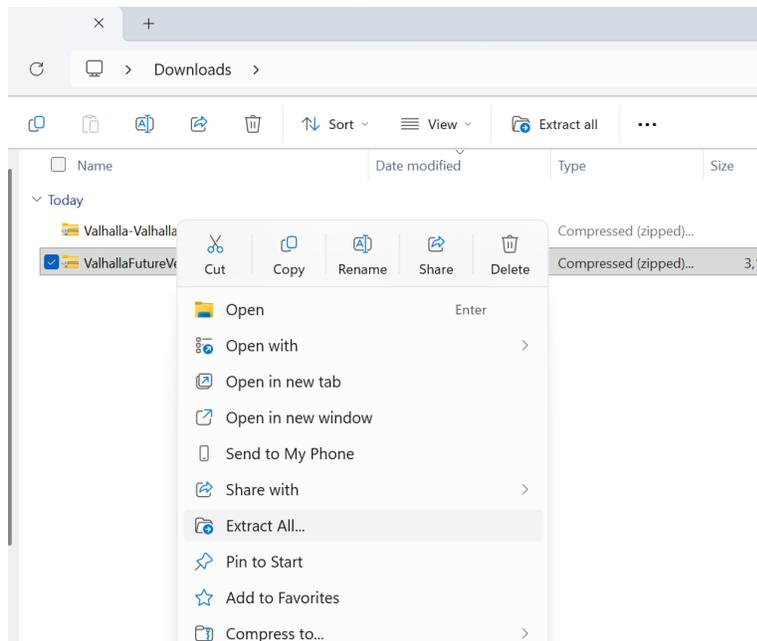Select the license file in that window and then press "Open" - the plugin will then be authorized!

For installation on a PC/Windows:

Once you have downloaded the installer and your license, you should see them in your Downloads folder:
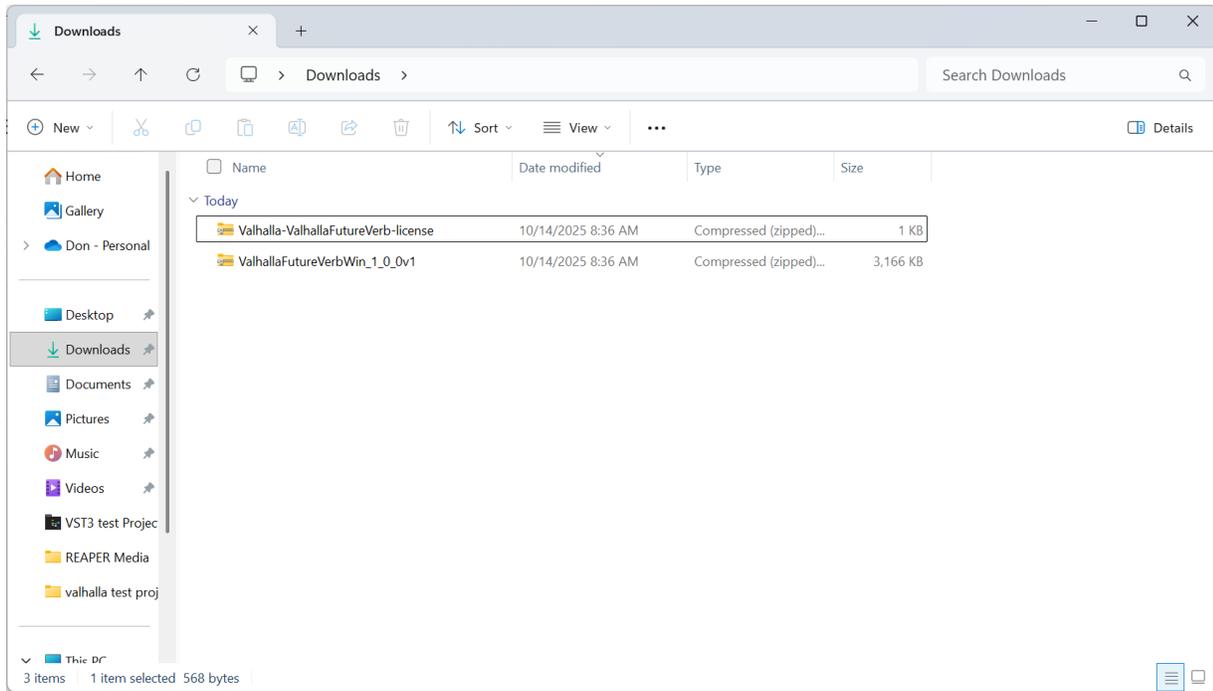
Double-click or right-click on the "ValhallaFutureVerbWin_vXXXX" file to extract the installer:

This will then open a window with the installer .exe located inside. Double-click this to launch the installer:
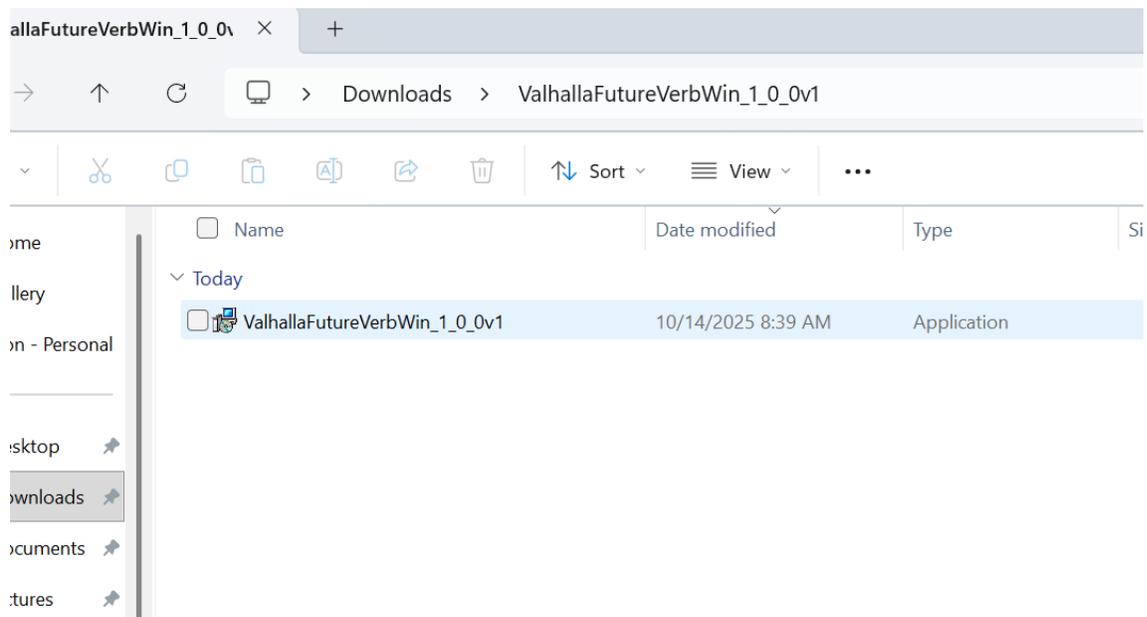
Follow the installation prompts in the installer to place the plugin files on your computer; you can choose which plugin formats you want to install for your DAW(s):
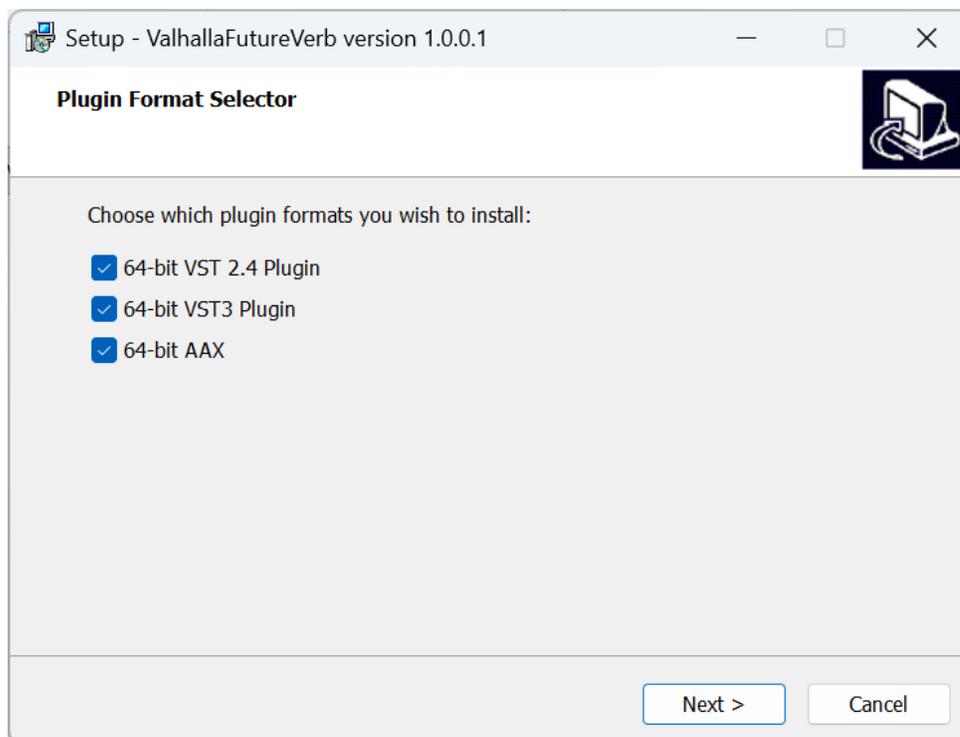
Unless changed during the installation process, the plugin files will automatically be placed in the following folders on your system drive (they must reside on the hard drive with your operating system):

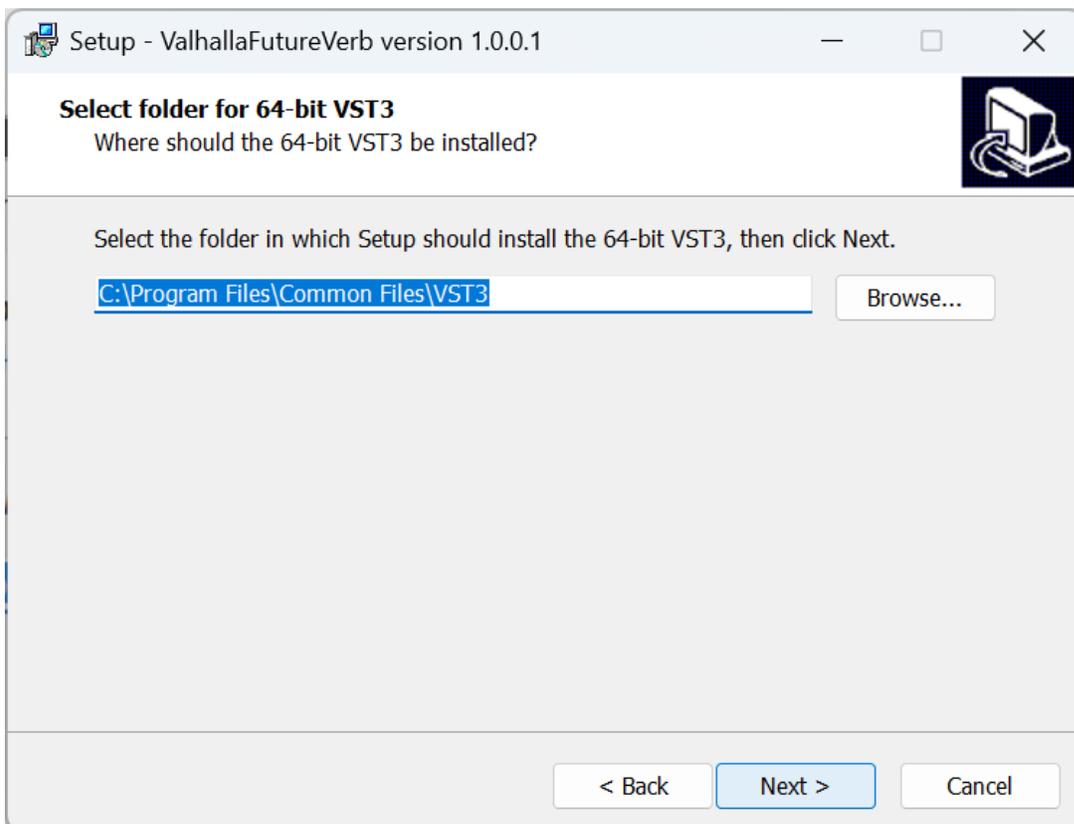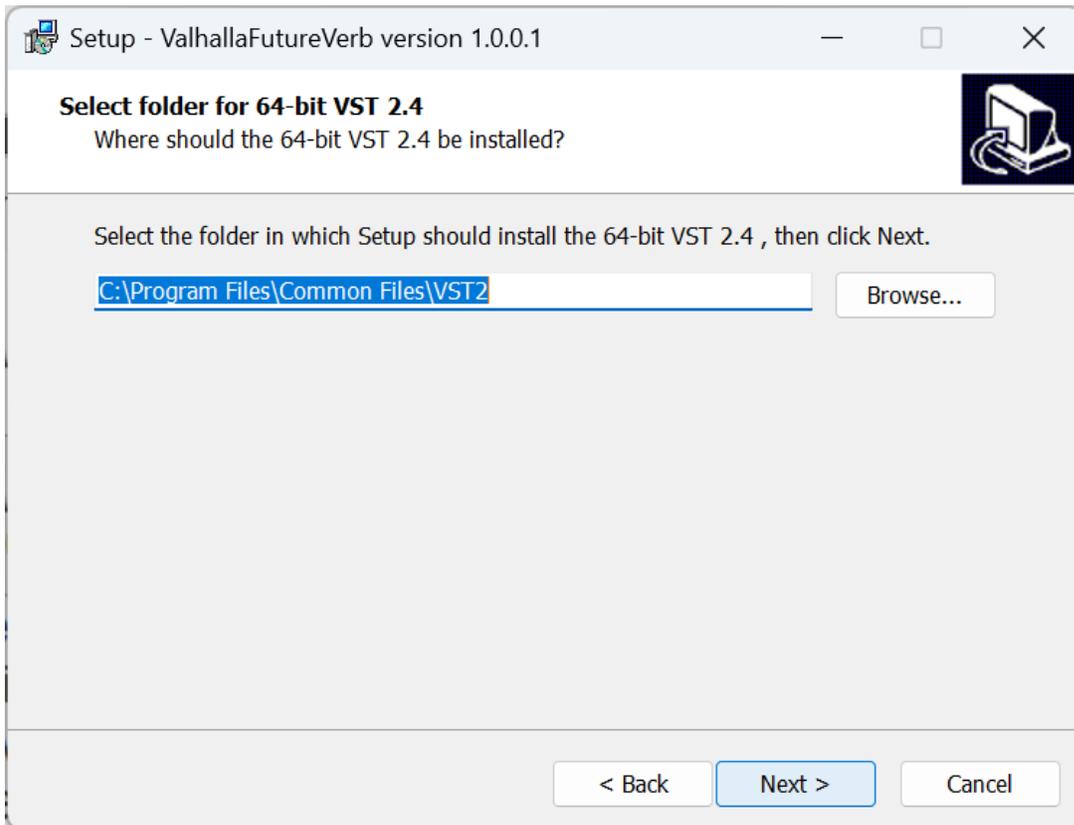VST2:   C:\Program Files\Common Files\VST2

VST3:   C:\Program Files\Common Files\VST3

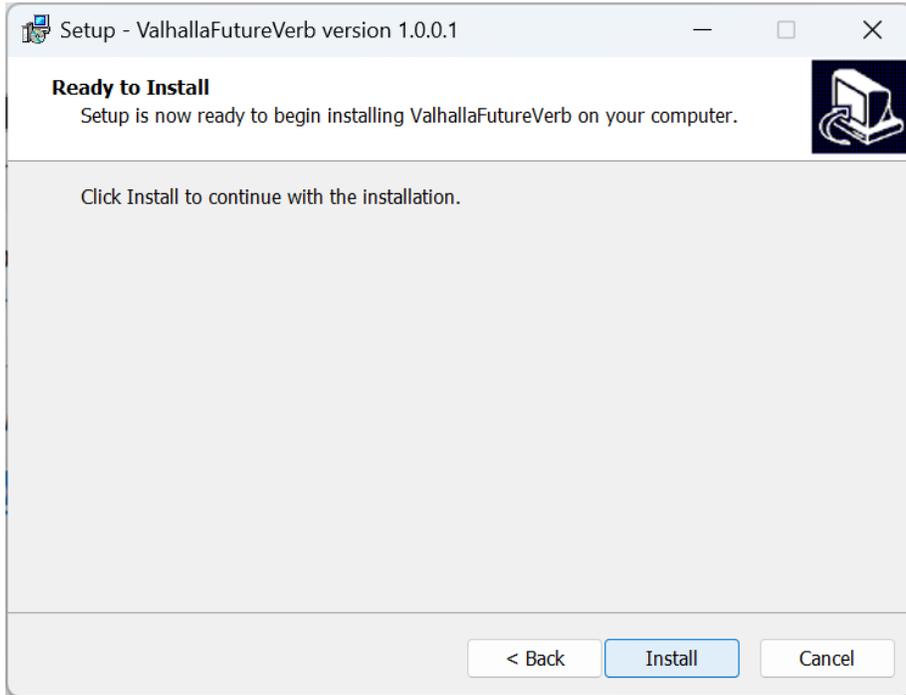AAX: C:\Program Files\Common Files\Avid\Audio\Plug-Ins

Confirm that you agree to the License Agreement and then click "NEXT":
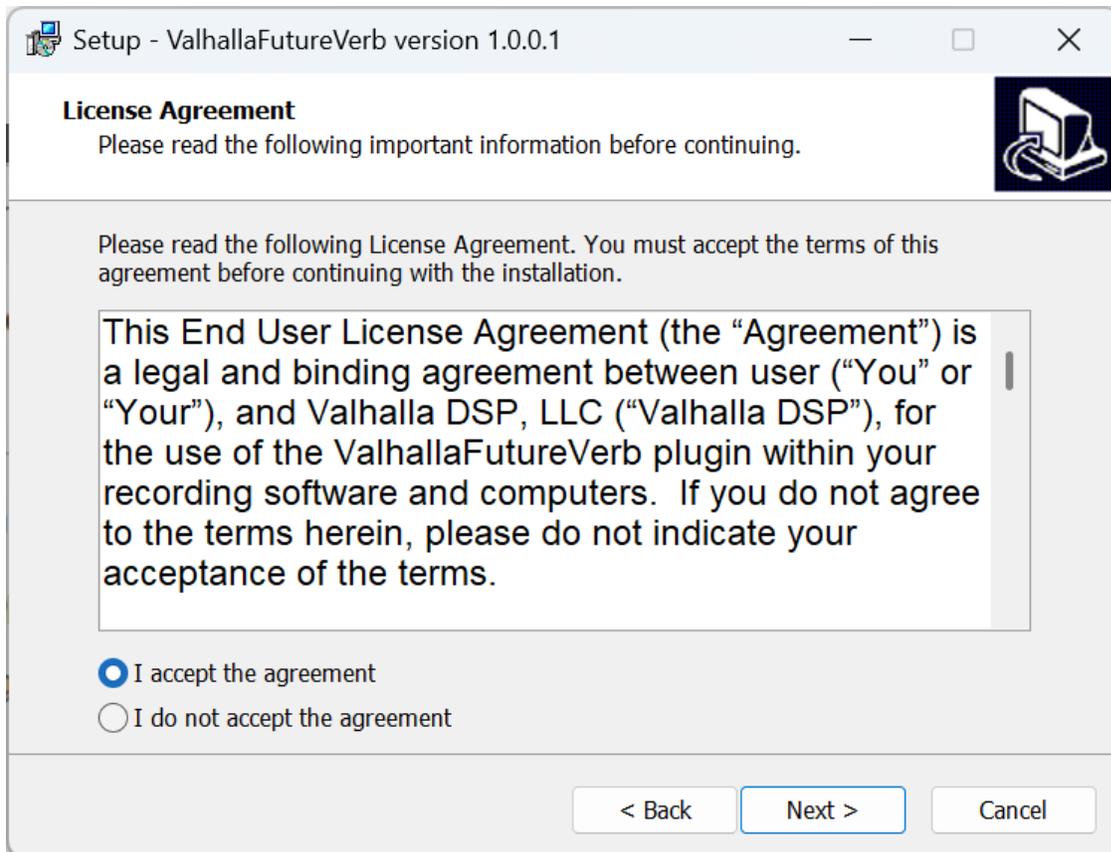
Confirm the install locations of the VST2 and VST3 plugins in the next two windows:

Setup - ValhallaFutureVerb version 1.0.0.1 — □ ✕

Select folder for 64-bit VST 2.4
Where should the 64-bit VST 2.4 be installed?

Select the folder in which Setup should install the 64-bit VST 2.4 , then click Next.

C:\Program Files\Common Files\VST2   [Browse...]

[< Back] [Next >] [Cancel]

Setup - ValhallaFutureVerb version 1.0.0.1 — □ ✕

Select folder for 64-bit VST3
Where should the 64-bit VST3 be installed?

Select the folder in which Setup should install the 64-bit VST3, then click Next.

C:\Program Files\Common Files\VST3   [Browse...]

[< Back] [Next >] [Cancel]

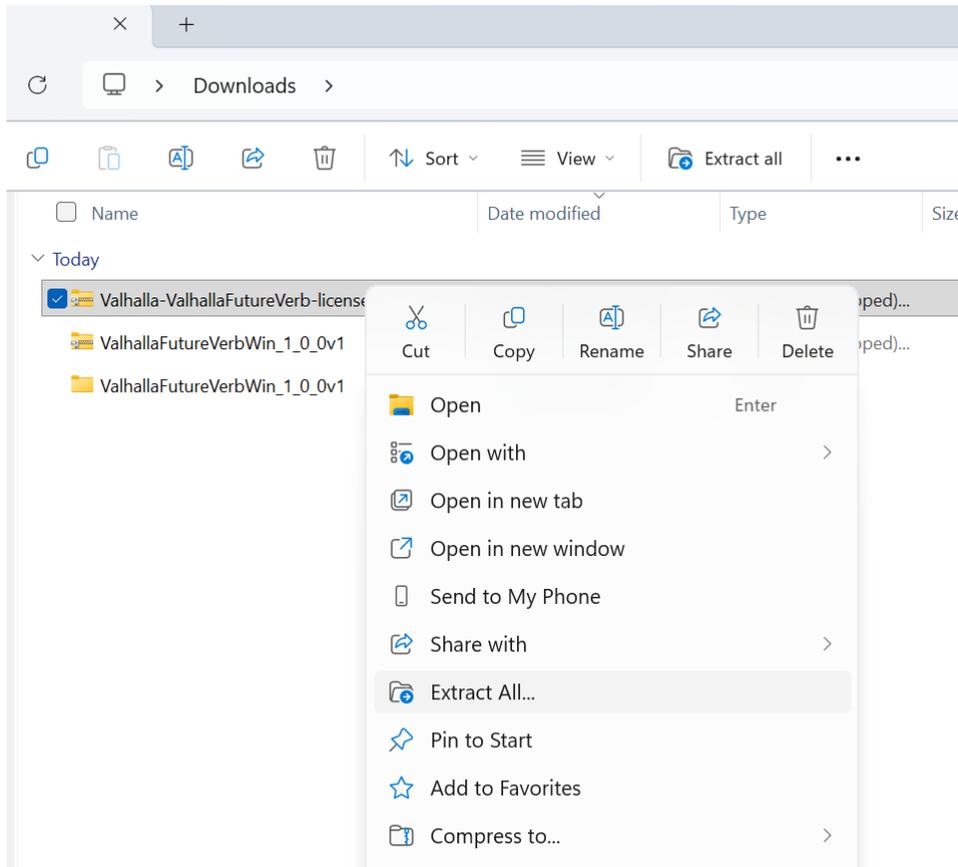Finally, click "Install" to complete the installation:

When the install wizard has finished with the installation, click "Finish":
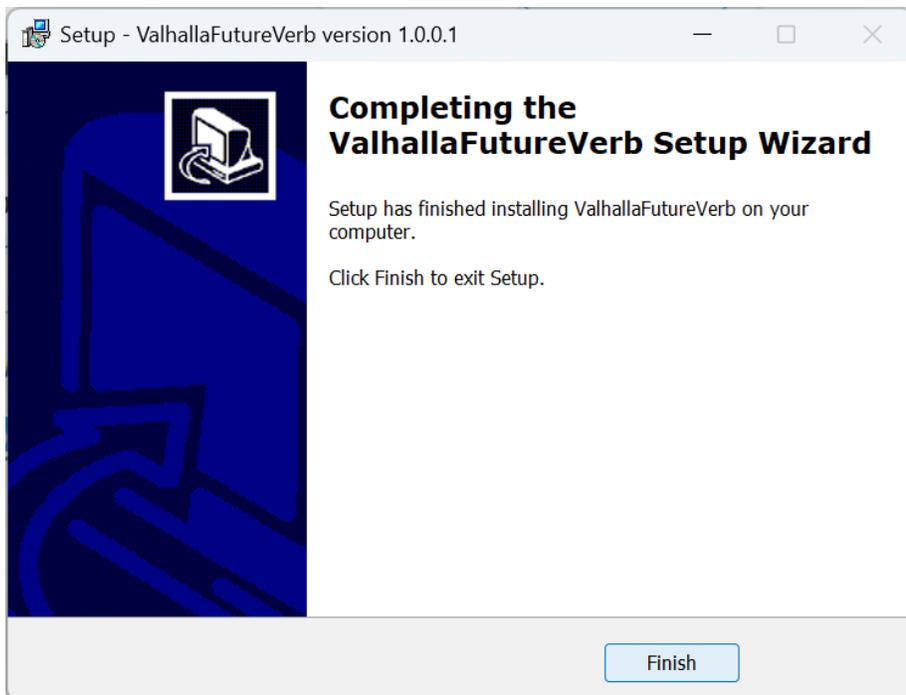
Authorization

Return to your Downloads folder and select the "Valhalla-ValhallaFutureVerb-license.zip" file downloaded from your user account; right-click on the file and choose "Extract all…" from the menu:
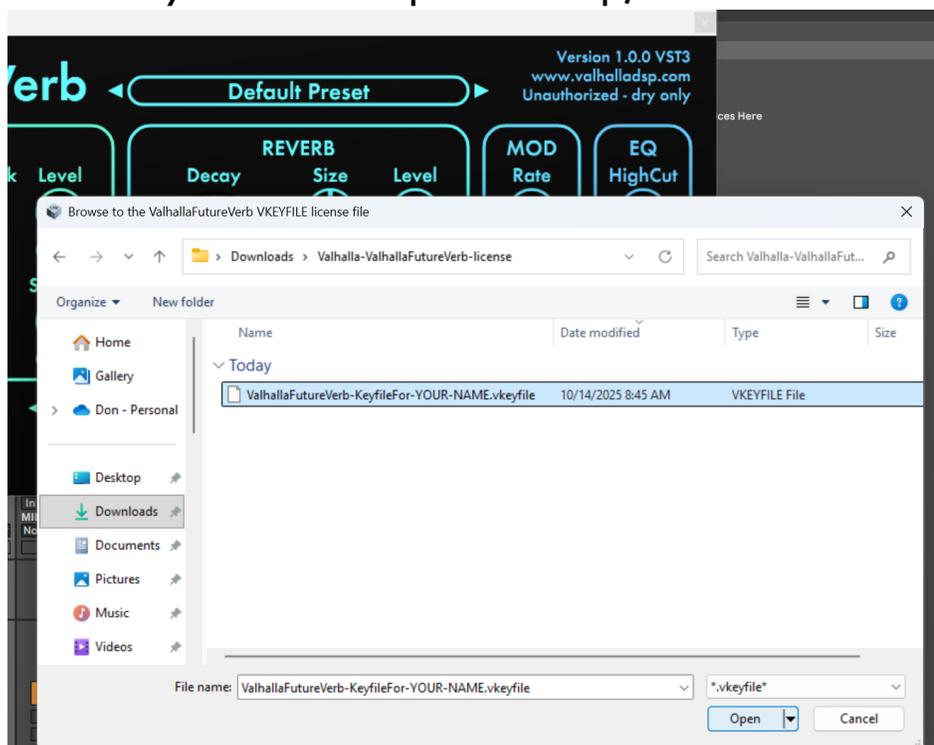

You should then see your license file called "ValhallaFutureVerb-KeyfileFor-YOUR-NAME.vkeyfile":
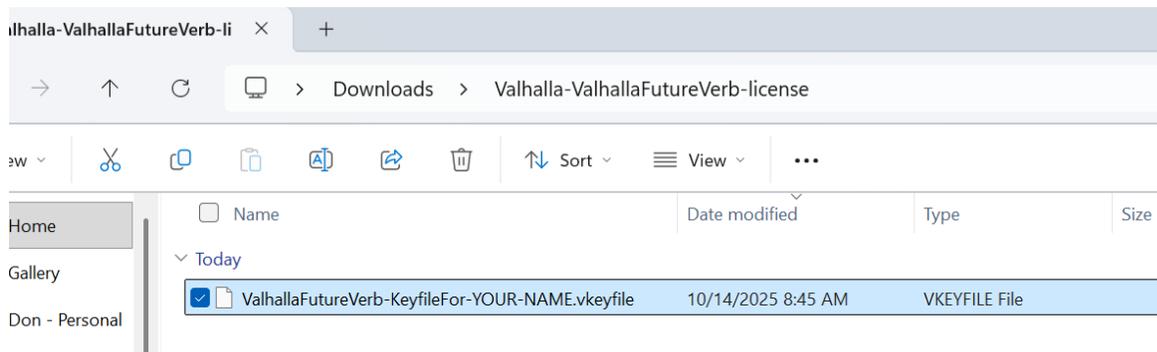
Next, open your DAW and insert an instance of ValhallaFutureVerb on a track; once you do this, you will see a message that ValhallaFutureVerb requires authorization and you will now navigate to your license to authorize the plugin:
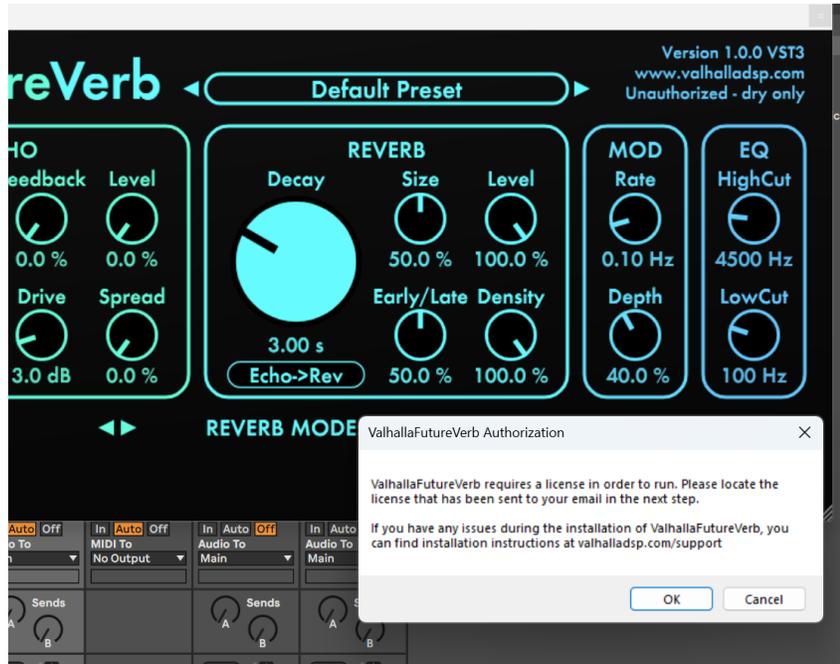
Click "OK" and this will open a window from which you are asked to browse to the license file (the one called "ValhallaFutureVerb-KeyfileFor-YOUR-NAME.vkeyfile" from the previous step):

Select the license file in that window and then press "Open" - the plugin will then be authorized!
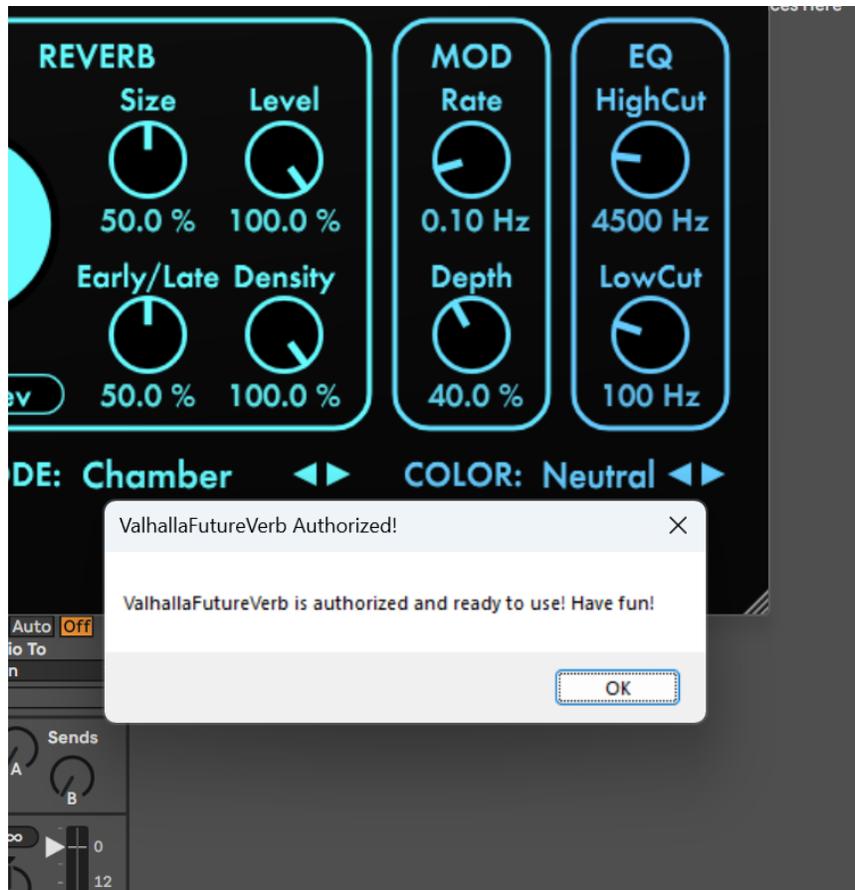
End User License Agreement

This End User License Agreement (the "Agreement") is a legal and binding agreement between user ("You" or "Your"), and Valhalla DSP, LLC ("Valhalla DSP"), for the use of the ValhallaFutureVerb plugin within your recording software and computers. If you do not agree to the terms herein, please do not indicate your acceptance of the terms.

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