



**d16 group**  
AUDIO SOFTWARE

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# Product Overview

Toraverb 2 v2.2.2

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## Key Points

### Pristine diffusion

A custom diffusing network of the highest possible quality based on modified all-pass filters.

### Early / Late mixer

Controls include L/R as well as Mid/Side domains, providing new spacial contouring capabilities.

### Modulated tail

From subtle movement to wild modulation, influence the diffusion network to make your tails smooth and musical - or don't!

## Overview

A concept 'verb, come alive

Toraverb was never meant to be an emulation, approximation or a recreation. We did not implement any "off-the-shelf" algorithm or impulse response. Unlike a classic unit such as spring, room, hall or plate, Toraverb is a concept in its own right. Using a set of easily accessible parameters, it allows the user to create practically ANY type of algorithmic reverb. Our goal was to create something which would sound beautiful no matter where the knobs are. Reverb is a critical effect in a mix. A good digital reverb depends on the algorithms used and their implementation quality. Usually, reverb is used as a send effect in which many channels in a mix are routed to it. If a poorly designed plug-in or hardware unit is used, the end result is tinnier/muddier mixes, with reverb tails sounding like they're being torn off inhumanely.

## Pre-delay with Tempo sync.

Pre-delay with host tempo synchronization option for precise control when reverb's tail kicks in.

## Realistic cross-talk

To give a even better impression of physical space, we added an innovative spatial reflection algorithm to Toraverb. This improves spatial reflections by interjecting some reflected stereo waves between both stereo channels. This models what happens in the real world when a single, localized sound source is reflected and becomes audible to both ears, allowing for spatial localisation as well as a heightened sense of realism.

## The Utmost Diffusion Quality

In Toraverb, we designed a diffusing network of the highest possible quality based on modified all-pass filters and implemented fine-tuned parameters, eliminating almost all unwanted flutter echo effects across diverse sound sources. That's fancy-talk for " we made it smooth and easy to tweak.

## Modulated tail

Toraverb also has an additional modulation parameter, which affects the diffusing network. These are responsible for the distribution of the sound waves reflections in time. By changing the modulation, the sound of the reverb tail can be altered to give a more realistic effect of sound propagation. Modulation amount is controlled independently for early and late reflections.

## Early, Late-ish, Hall & Plate-ish.

A Quick, convenient blend between Early and Late reflections. Now with balance parameters, for both reflection types, working in Left / Right or Mid / Side modes allows for retro reverb panning, or mono'ing your low-frequency early reflections while widening your longer, high-mid tails!

## Built-in ducker

Essential functionality in the most studio situations. Toraverb features a built-in ducker, which's compresses FX signal's amplitude proportionally to the loudness of dry / unprocessed input, thus saving an overall output signal energy. Such a tool built into the plug-in is a real time-saver for any music producer or studio engineer. No need to employ any additional side-chain compression unit into your fx chain and simplify this aspect of use to the minimum.

## More features

- **Substantial factory content**  
Selection of almost 100 presets
- **Screen fit**  
Several UI sizes and HiDPI support for better screen fit
- **MIDI Learn**  
For easy controller assignment

## System requirements

- (i) 32-Bit architecture means the product is appropriate for host applications working in 32-Bit mode. 64-Bit means compatibility of the product with 64-Bit host applications.
- (ii) Hardware requirements / recommendations are based on estimates performed on available computers at D16 Group HQ, and therefore cannot cover all possible configurations available on the market. CPU usage may vary widely depending on the manner in which the product is used. Factors that may contribute to variance in CPU usage include particular patch and its complexity, the global quality setting, project sample rate. In order to form a better understanding of how a plug-in will behave within your current setup, we highly recommend downloading the demo and giving it a try.
- (iii) This product is not a standalone program so you need a host application to use it.

### Windows

<b>OS version</b>	Windows 7 - Windows 11
<b>Architecture</b> <sup>(i)</sup>	64-Bit, 32-Bit
<b>CPU</b> <sup>(ii)</sup>	Intel x86 / AMD x86
<b>Software</b> <sup>(iii)</sup>	VST2 / VST3 / AAX compatible application
<b>Sample Rate</b>	≥ 44.1 kHz

### MacOS

<b>OS version</b>	10.13 - 14
<b>Architecture</b> <sup>(i)</sup>	64-Bit
<b>CPU</b> <sup>(ii)</sup>	Intel x86 / Apple Silicon
<b>Software</b> <sup>(iii)</sup>	VST2 / VST3 / AAX / AU compatible application
<b>Sample Rate</b>	≥ 44.1 kHz