

REVERSIDE Quick Start Guide

Product version: 1.0.0 [Build 650, 19 July 2026]

REVERSIDE is a dual-engine reverb audio plug-in that combines physically modeled early reflections with a dense late reverb tail. It lets you place a virtual sound source and stereo listener inside a 3D acoustic space, and shape the resulting reverb with familiar music-production controls.

Reverside is available in the following audio plug-in formats: VST3 / AUv2 / CLAP

For the complete parameter reference, see the [User Manual](#).

1. Installation

1.1 macOS

Unpack the downloaded zip file, double-click on `reverside.pkg`. A standard macOS installer will open. You can choose which plug-in formats (VST3/AUv2/CLAP) to install. You will need to provide the admin password during installation.

Format	Install location
AudioUnit (v2)	<code>/Library/Audio/Plug-ins/Components/DPA_Reverside.component</code>
CLAP	<code>/Library/Audio/Plug-ins/CLAP/DPA_Reverside.clap</code>
VST3	<code>/Library/Audio/Plug-ins/VST3/DPA_Reverside.vst3</code>

Main files (skin, preferences, factory presets) are installed into:

`/Users/Shared/Devproaudio/REVERSIDE`

Preset storage locations:

- **Shared (factory):** `/Users/Shared/Devproaudio/product/REVERSIDE/preset`
- **User:** `/Users/{user}/Music/Devproaudio/preset/REVERSIDE`

Preferences are stored in: `/Users/Shared/Devproaudio/product/REVERSIDE/state`

1.2 Windows

Unpack the downloaded zip file, run `install.exe`. The installation requires admin rights. You can choose which plug-in formats to install.

Format	Install location
VST3	<code>C:\Program Files\Common Files\VST3\DPA_Reverside.vst3</code>
CLAP	<code>C:\Program Files\Common Files\CLAP\DPA_Reverside.clap</code>

Main files are installed into:

`C:\ProgramData\Devproaudio\product\REVERSIDE`

Preset storage locations:

- **Shared (factory):** `C:\ProgramData\Devproaudio\product\REVERSIDE\preset`
- **User:** `C:\Users\{user}\AppData\Local\Devproaudio\preset\REVERSIDE`

Preferences are stored in: `C:\ProgramData\Devproaudio\product\REVERSIDE\state`

2. Uninstallation

2.1 macOS

Remove the plug-in files:

- `/Library/Audio/Plug-ins/VST3/DPA_Reverside.vst3`
- `/Library/Audio/Plug-ins/Components/DPA_Reverside.component`
- `/Library/Audio/Plug-ins/CLAP/DPA_Reverside.clap`

Then remove the main folder: `/Users/Shared/Devproaudio/REVERSIDE`

Remove user presets (if necessary): `/Users/{user}/Music/Devproaudio/preset/REVERSIDE`

2.2 Windows

Open **Settings > Apps > Installed apps**, select REVERSIDE, then **Uninstall**.

Alternatively, run `uninst00.exe` from the REVERSIDE installation folder.

User-saved presets are not deleted automatically. To remove them, delete:

C:\ProgramData\Devproaudio\product\REVERSIDE\presets

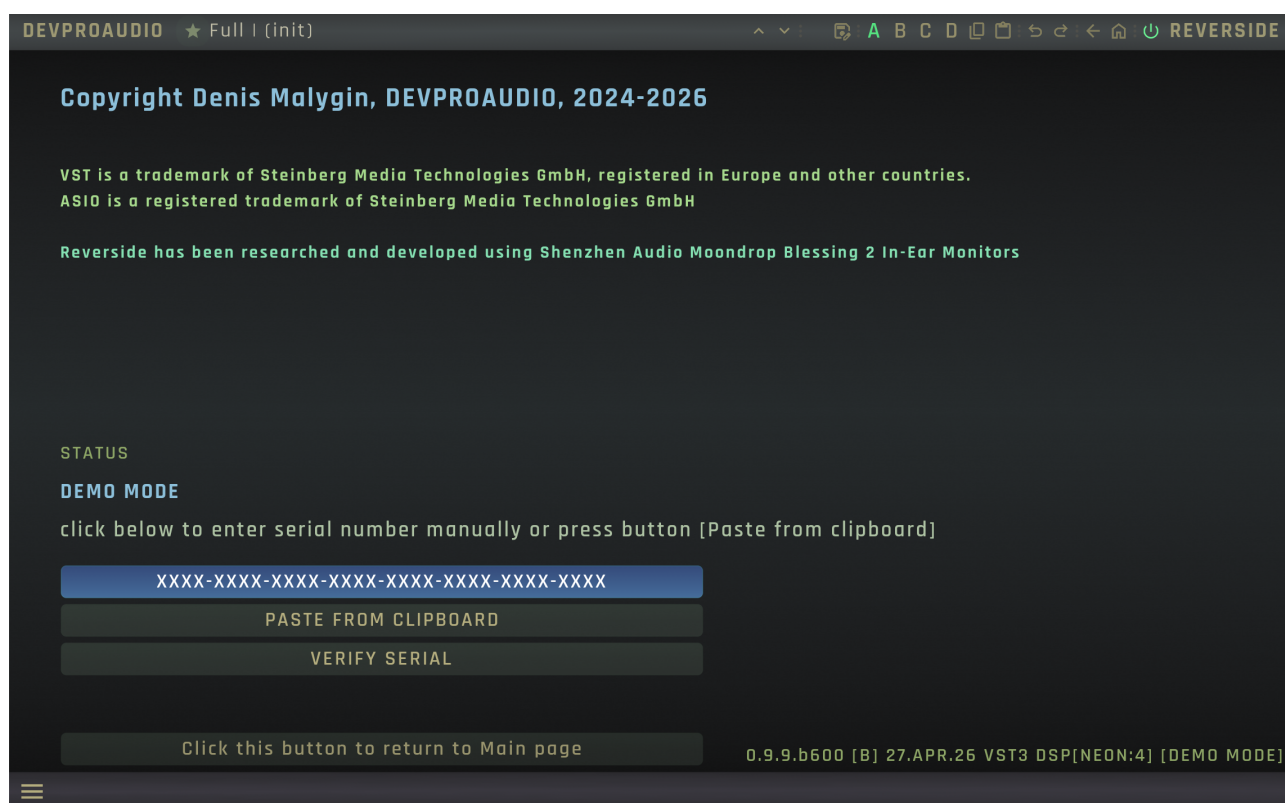
3. Authorization

Launch your DAW/host. Find the plug-in as **REVERSIDE (DevProAudio)**.

The plug-in starts in DEMO mode until authorized.

Demo mode has the following limitations: - Preset saving is disabled - Plugin state is not restored from DAW project files - Only one instance allowed per host

Authorization steps:



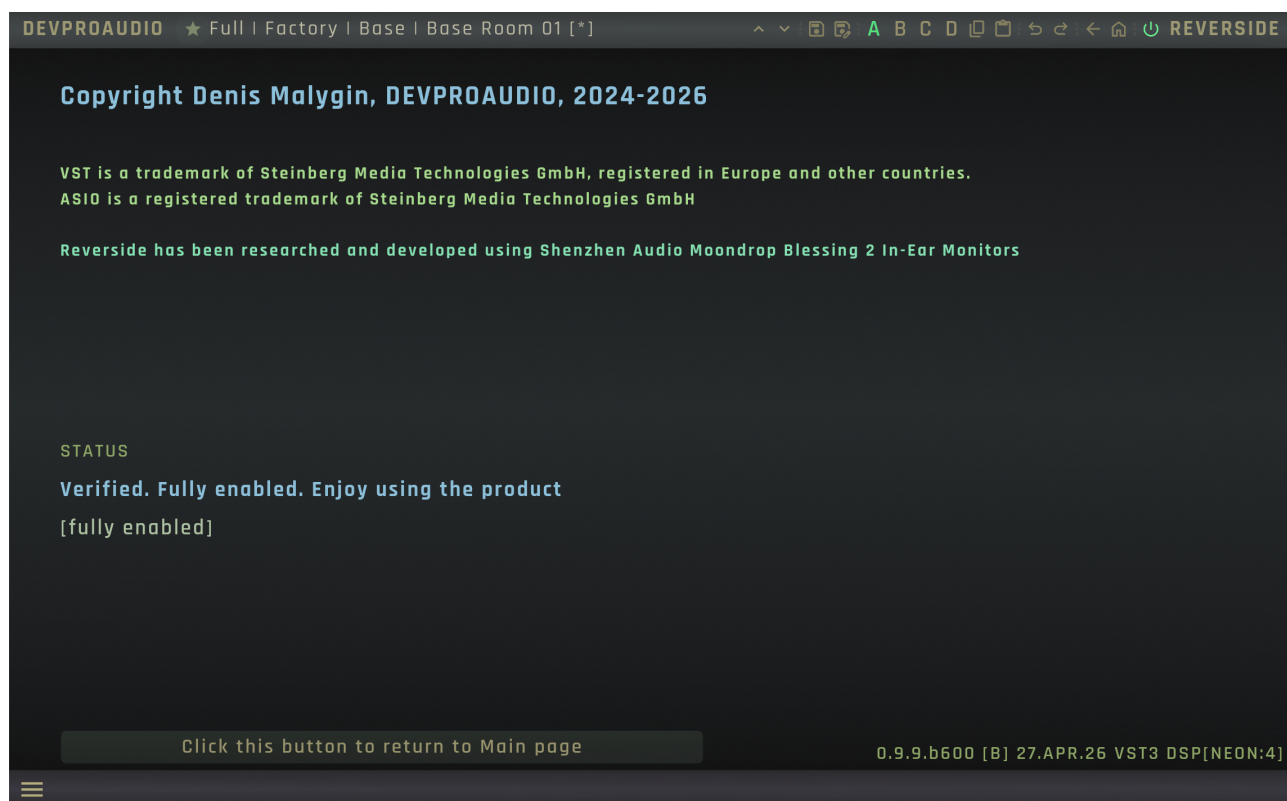
1. On first load, the plug-in opens the **[ABOUT]** page.
2. Copy your serial code from the email (Cmd-C / Ctrl-C). Click **[PASTE FROM CLIPBOARD]**. The serial appears in the box.
3. Click **[VERIFY SERIAL]**. The status changes to **<Verified>** and the **[DEMO]** label disappears.

If paste fails, double-click the serial field and type the code manually. Press **ENTER**, then click **[VERIFY SERIAL]**.

Click the return button to go to the Main page.

Authorization does not require an internet connection.

Once authorized the ABOUT page will look like this:



4. Quick Start — Basic Usage

REVERSIDE has many parameters to control thus the UI is structured as 3 levels: A) Easy page B) Main or Host page C) Advanced edit pages

you can quickly go from Easy (or main) page to specific advanced pages and back.

4.1 The EASY Page

The **EASY** page is the simplest entry point — a streamlined set of the most important controls. You can always access Easy page by clicking on 'HOME' icon in the top plug-in bar.



Control	What it does
SIZE	Adjust the virtual room size — from tight booth to large hall
REV TIME	How long the reverb tail lasts
PRE-DELAY	Delay before reverb starts (free or host-synced)
ER/LR BAL	Balance between early reflections and late reverb
DRY/WET	Mix of dry signal vs processed reverb

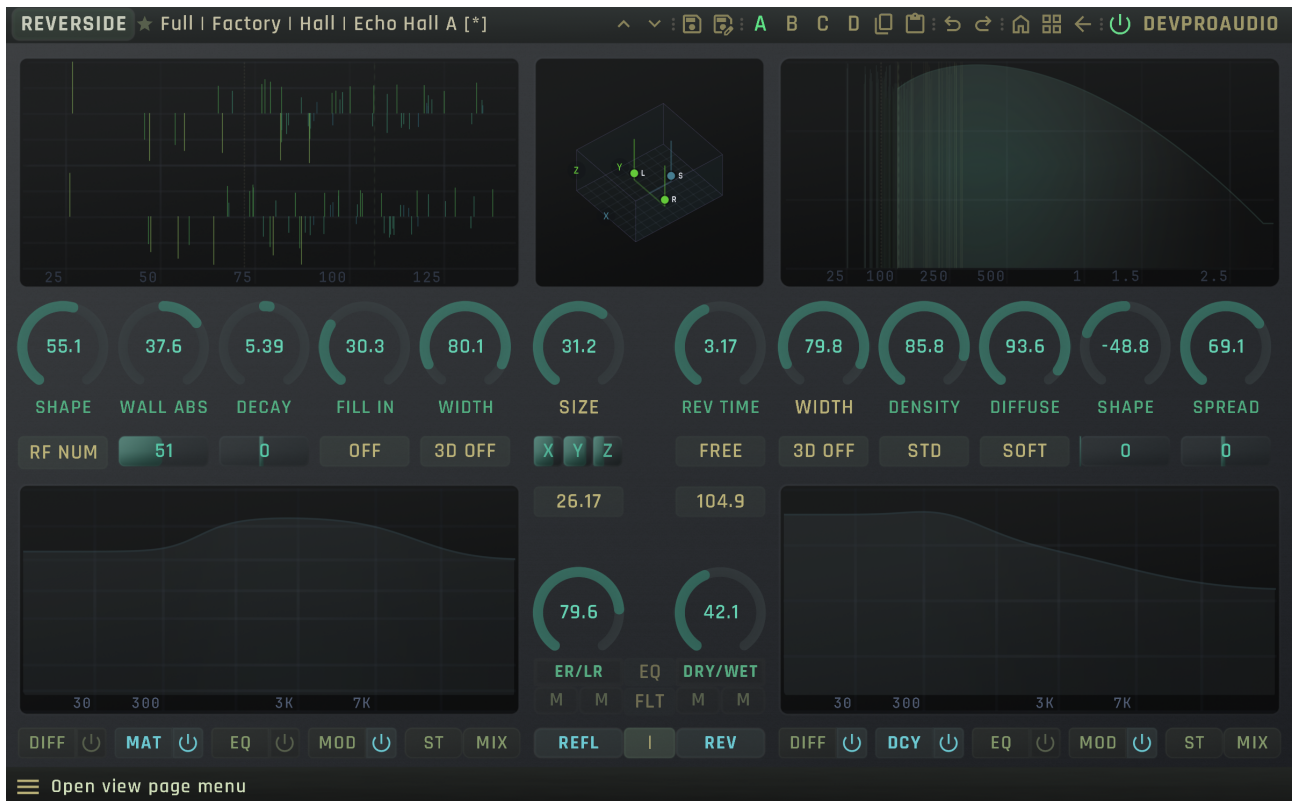
Try this: Pick a factory preset (see *Loading a Preset* in §4.2), then drag **SIZE** and **REV TIME** to hear the room change. Switch to **MAIN** (via the page menu) when you want the full set of controls.

See the [User Manual §5.1](#) for detailed EASY page parameter descriptions.

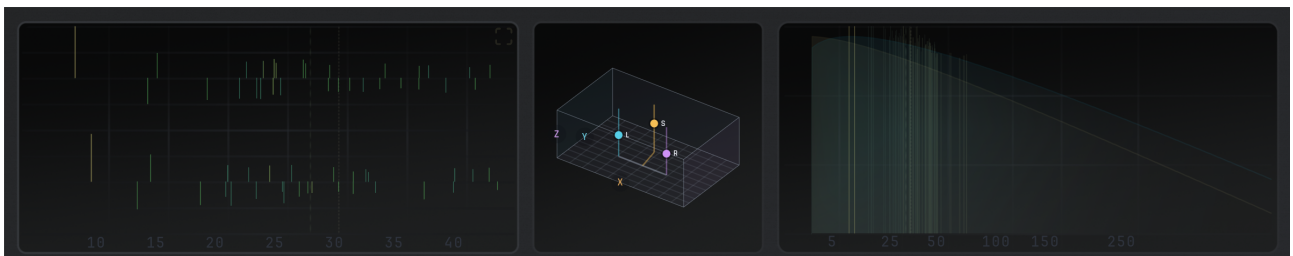
4.2 The Main Page

When you open REVERSIDE you see the **MAIN** page — a dashboard with the most important controls.

You can always access Main page by clicking on ‘4-circle’ icon in the top plug-in bar, next to ‘HOME’ icon.



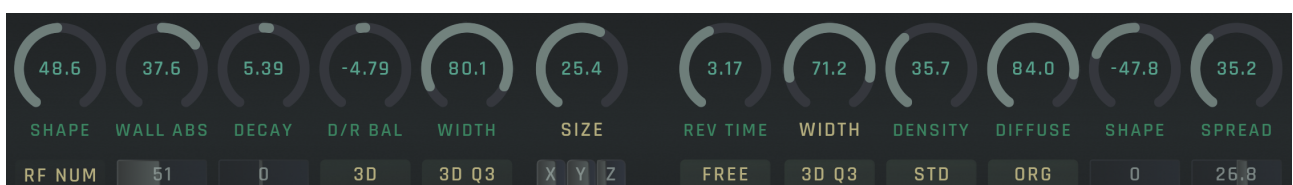
Top Row — Three Mini Displays



- **Left** — Reflections mini display. Click it to open the full **SPACE** page where you design the virtual room.
- **Centre** — Position mini display. Click it to open the **POS** page where you place the source and listener.
- **Right** — Reverb mini display. Click it to open the **REV** page where you shape the late reverb tail.

Click the small [] pop-up icon in any display's top-right corner, or click the display itself. To return to the MAIN page, click the display again or use the return-icon or backspace key.

Mid Row — Main Controls

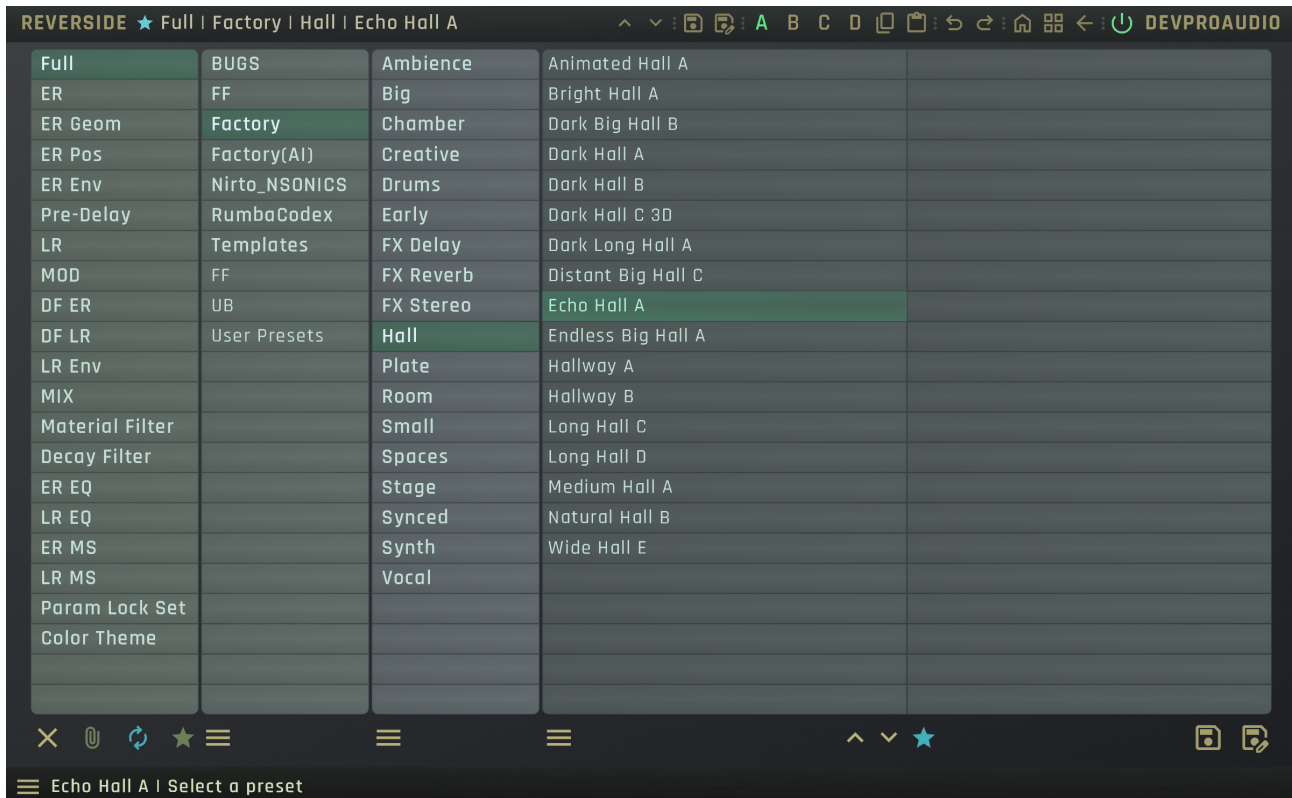


The left column controls Early Reflections; the right column controls Late Reflections (Reverb).

Try this: Drag the **SIZE** knob to change the room size. Drag **REV TIME** to change how long the reverb lasts. Click the [WET/DRY] label to lock the mix while browsing presets.

Loading a Preset

Click the preset info in the top bar (shows type | bank | folder | preset). The Preset Browser opens:



- Left column: choose a Preset Sub-Type (start with **Full**)
- Second column: choose a Bank (**Factory**)
- Third column: choose a Folder
- Right column: pick a preset

Use the [<] [>] arrow buttons in the top bar to step through presets quickly. The star icon marks a preset as a favourite.

See the [User Manual §3](#) for full preset management details.

Tip: you can also open a mini preset browser in the bottom bar. click on 3-line button in the bottom-left corner of the plug-in and select [PRESET] from the menu.

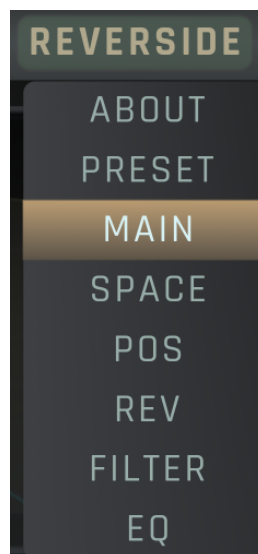
Bottom Row — Sub-Panels



Two independently switchable panels below the mid controls show: **DIFF** (Diffuser), **MAT/DCY** (Filters), **EQ**, **MOD** (Modulation), **ST** (Stereo), and **MIX**. Click a tab to switch; click the power button next to it to toggle that section on/off.

4.3 Navigating Pages

Click the **[REVERSE]** button in the top bar to open the page menu:



Easy and Main page can be also quickly accessed from the navigation bar:



- **<** returns to the previous page (you can also use backspace key)
- **Home icon** switch to the EASY page
- **4-circle icon** switch to the MAIN page

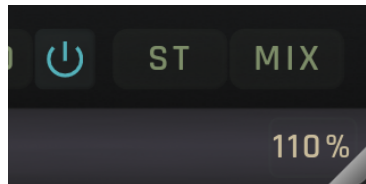
4.4 Basic Controls

Knobs & Sliders

- **Drag** to change a value
- **Hold SHIFT** while dragging for fine-tuning
- **Ctrl-click** to reset to default
- **Alt-click** to toggle parameter lock (prevents preset changes from overwriting this control)

Quick Tips

- Hover over any control to see its name and current value in the bottom status bar.
- Drag the bottom-right corner of the window to resize the plug-in UI or select the window size from a menu by clicking on a small text value.



- Use the **[BYPASS]** button in the top bar to toggle the reverb on/off for comparison.

4.5 Your First Reverb

1. Load a factory preset — click the preset bar, pick **Full** → **Factory** → **Hall**, choose any hall preset.
 2. Listen to the sound. Try changing **SIZE** and **REV TIME** to hear the effect.
 3. Click the Reflections mini display (at left) to open the SPACE page. Adjust **WIDTH** and **SHAPE** to change the early reflections. Click on the reflections display to return to the main page
 4. now Click the Reverb mini display (at right) to open the REV page. Adjust **DIFFUSE** and **DENSITY** to change the tail character. Click on the display to return back to the main page
 5. Use the **WET/DRY** mix knob to balance the reverb against your dry signal.
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4.6 Positioning Quick Start (3D Spatialization)

If you want to use the 3D spatialization features:

1. Go to the **POS** page. Set the room dimensions and position the source (**S**, green) and listener (**L/R**, yellow) using the display and parameter knobs.
2. Click the **3D Box icon** to switch to the 3D perspective view. Drag to rotate, scroll to zoom. Drag with right mouse to change X/Y displacements
3. On the **SPACE** page, set `[DIRECT] → [3D]` and `[REFL 3D] → [Q2]` .
4. Set **MIX to 100% WET** — otherwise the dry signal will interfere with the spatialized direct path.
5. Use `[D/R BAL]` to blend between direct signal presence and reflection envelopment.

For a detailed step-by-step walkthrough with an orchestral example, see the [User Manual §5.3](#).

For the complete parameter reference, see the [User Manual](#).