

QUICK INSTALL INSTRUCTIONS

1. Save the 112dB Redline Reverb II License.xml attachment you received with your purchase (or demo license) confirmation email to your computer.
2. Download the latest installer from our Product Updates page at www.112dB.com/download/redline/reverb-2 and install the plugin.
3. When the installation finishes the 112dB License manager will be started automatically. Drag and drop the 112dB Redline Reverb II License.xml (the one you saved to your computer in Step 1) on the license manager window. Or alternatively, click on 'locate license...', navigate to the folder where you saved the license file, select it, and click 'Open'.
4. Close the 112dB License Manager. Launch your favorite AAX/AU/VST host and insert Redline Reverb II as an insert, send, or master effect..



DETAILED INSTALL INSTRUCTIONS

A. DOWNLOADING THE LATEST INSTALLER

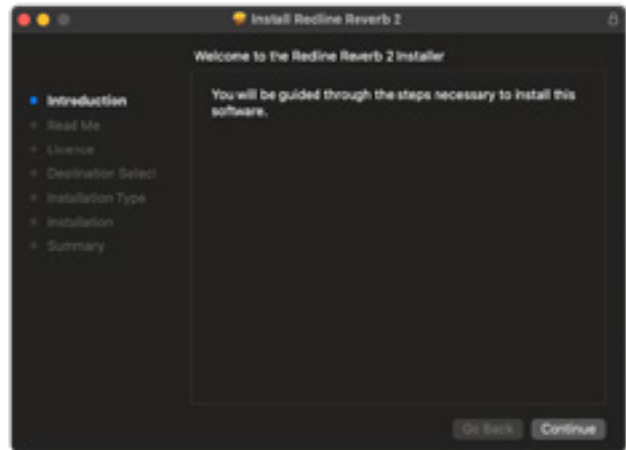
To make sure you are running the latest version of Redline Reverb please visit our Product Updates page at www.112dB.com/download/redline/reverb-2 and download the latest installer for your operating system. (If you already have a demo with the same version number installed you may skip this step and continue to C. *Authorizing the plugin* below.)

B. PLUGIN INSTALLATION

Redline Reverb II comes in the form of a single installer for all available plugin formats: VST3, AAX, and Audio Units.

MAC OS X

1. Double click the Redline Reverb 2 Installer. pkg file to start the installer.
2. You might want to have a quick look at the readme, as it may contain important last-minute information that was not available at the time of writing.
3. You will be asked to agree to the terms of the license agreement.
4. The installer installs all plugin formats (VST3, AAX, and Audio Units) by default.
5. You will be prompted for your Mac password to complete the installation.
6. If the installer detects you haven't activated your license yet, the 112dB License Manager will be started.



WINDOWS

1. Double click the Redline Reverb 2 Installer.exe file to run the setup program. Windows might give you the following warning: 'Do you want to allow this app from an unknown publisher to make changes to your device?' You can safely ignore this, and click 'yes'.
2. You will be asked to agree to the terms of the license agreement.
3. Step 3 'Choose Components' will give you an overview of the plugin formats that are going to be installed. If you wish, you may override this and deselect components that you won't need.
4. After Redline Reverb II installs, Setup is complete and you may click the Finish button. By default 'Start the 112dB License Manager' will be selected. Keep it selected if you haven't activated your license yet, and want to activate it now. If you already have a license installed, you can deselect it.



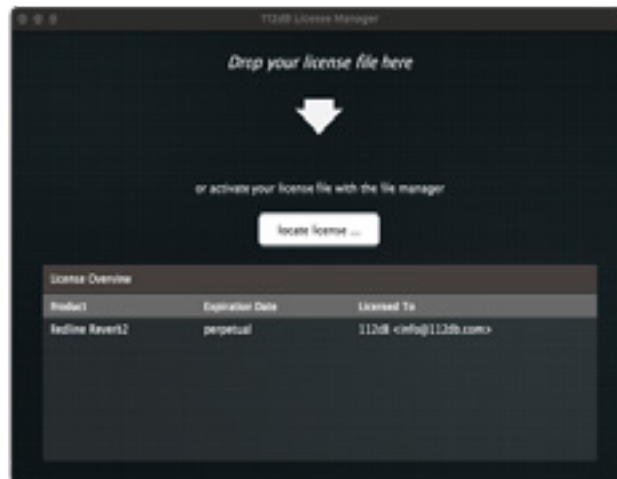
C. AUTHORIZING THE PLUGIN

With your purchase or demo download you should have received an email containing a license file (in the form of an XML-document). Save this file to your computer.

The 112dB License Manager will be started automatically after the installation is finished. Drag and drop your license file on the License Manager window. Or alternatively click on 'locate license...', navigate to the folder where you saved the license file, select it, and click 'Open'. You can decide to skip this step, and activate your license later from within the plugin.

FROM DEMO TO PERMANENT LICENSE

To replace a demo license with a permanent license, first save the permanent XML license from your purchase confirmation email to your computer. Open the 112dB License Manager (see 'Where can I find the License Manager?' below). Drag and drop your license file on the license manager window to activate Redline Reverb. Or alternatively, click on 'locate license...', navigate to the folder where you saved the license file, select it, and click 'Open'. In your License Overview you will now see 'perpetual' instead of a specific expiry date for Redline Reverb under 'Expiration Date'.



WHERE CAN I FIND THE LICENSE MANAGER?

The 112dB License Manager can be found here:

Windows: \Program Files\112dB

Mac: /Applications/112dB

TROUBLESHOOTING

Some email clients do not like plain text attachments. For this reason the license is attached in both text (.xml) and zipped (.zip) formats. If you receive an error message saying that the 112dB Redline Reverb II.xml license is invalid or corrupt, the most likely cause is that it got corrupted during email transfer. In this case please save the 112dB Redline Reverb II License.zip attachment to your computer instead, unzip the file (this will produce a 112dB Redline Reverb License II.xml file) and try authorizing again.

SUPPORT

If you encounter any problems during the installation or authorization process, please contact us by email at support@112db.com.

INSTALLING ON MULTIPLE COMPUTERS

You can use the Redline Reverb II license file to authorize the plugin multiple times. The license file you received is not tied to a specific computer, only to a specific person. Thus you can use the same license file for authorizing a copy of our plugins on any system, now and at any point in the future, as long as it is yours. This way you can install and use the plugin on your studio setup, your home computer, and your travel notebook at the same time.

U N I N S T A L L I N G

The uninstaller for Redline Reverb II can be found here:

Mac: /Applications/112dB/Redline Reverb 2

Windows: \Program Files\112dB\Redline Reverb 2

In addition the uninstaller will be listed on Windows under Control Panel » Add/Remove Programs.

I N S T A L L A T I O N L O C A T I O N S

Factory presets:

Mac: /Library/Application Support /112dB/Redline Reverb 2

Windows: \Program Data\112dB\112dB\Redline Reverb 2

User presets:

Mac: /Documents/112dB/Redline Reverb 2 /User Presets

Windows: \Documents\112dB\Redline Reverb 2\User Presets

License Manager:

Windows: \Program Files\112dB

Mac: /Applications/112dB

M A N U A L

The manual for Redline Reverb can be downloaded from our website:

<https://www.112db.com/plugins/redline/reverb-2/help/Manual.pdf>