

# QUICK INSTALL INSTRUCTIONS

1. Download the latest installer from our Product Updates page at [www.112dB.com/download](http://www.112dB.com/download) and install the plugin.
2. Save the 112dB Redline Reverb License.xml attachment to your purchase confirmation email to your computer.
3. Launch your favorite AAX/AU/VST host and insert Redline Reverb as an insert, send, or master effect.
4. Select the 112dB Redline Reverb License.xml file you saved to your computer in Step 2 when prompted for a license. If you already have a demo license in effect, select *Load existing license file...* from the right-click (cmd-click) popup menu.
5. Redline Reverb will acknowledge the new license and ask you to restart your host.
6. After restarting your host Redline Reverb is fully authorized.

# DETAILED INSTALL INSTRUCTIONS

## 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](http://www.112dB.com/download) 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 *Authorizing the plugin* below.)

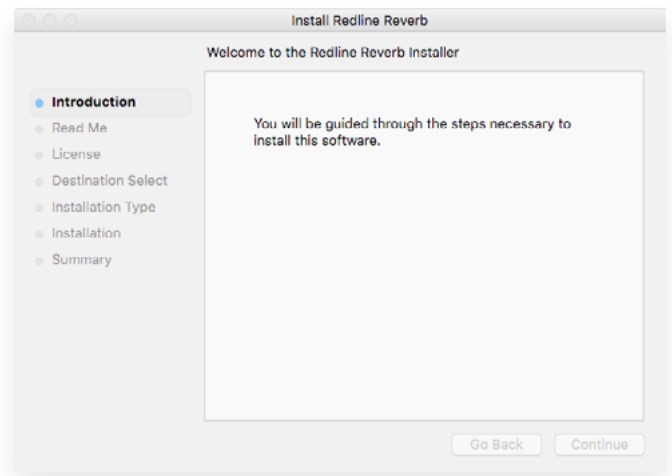


# PLUGIN INSTALLATION

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

## MAC

1. Double click the Redline Reverb Installer.pkg file to start the installer.
2. It is recommended to have a quick look at the readme if this is a new installation or an update, 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 (VST2, 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 Setup program to launch the installer.
2. The setup program detects whether you already have VST or AAX plugins on your system and selects the plugin formats it installs accordingly. If you wish you may override this choice and manually select your desired plugin formats.
3. By default Redline Reverb installs to \Program Files\112dB\Redline Reverb (or Program Files (x86) on 64-bit systems). In general, it is not recommended to change this but if you have a compelling reason to do so, either type in the desired directory in the *Destination Folder* box, or click on the *Browse* button to the right of the *Destination Folder* box and select the directory within which you would like Redline Reverb installed.
4. If you opted to install the VST plugin, the *Choose VST Location* step is one you should pay attention to. The setup program *should* detect your default plugin folder, but you may prefer another directory for your plugins—particularly if you use multiple hosts—in which case you will need to manually direct the installer to the desired directory. The process for this is identical to that in the previous step.
5. The *Start Menu Folder* step is for convenience and for quick access to troubleshooting files. Currently, it points to the readme, the error log, this manual, and the uninstaller executable. It should be noted that all of these files are directly accessible in the Redline Reverb program folder (wherever the installer was directed in Step 6. In addition the uninstaller for Redline Reverb will be listed under *Control Panel » Add/Remove Programs*, so if you like to keep your start menu clean, you can safely select *Do Not Create Shortcuts*.
6. After Redline Reverb installs, Setup is complete and you may click the *Finish* button. It is recommended to view the readme if this is a new installation or an update, as it may contain important last-minute information that was not available at the time of writing.



## AUTHORIZING THE PLUGIN

The authorization process itself is equally simple. With your purchase or demo download you should have received an email containing a license (in the form of an XML keyfile). To authorize, save the 112dB Redline Reverb License.xml attachment to your computer, fire up your preferred host, and load the plugin. Redline Reverb now prompts you to locate a license file. Navigate to the folder where you saved the keyfile and click **Ok**. That's all there is to it, Redline Reverb is now fully functional.

Note that some hosts need to be quit and restarted for the license to take effect. To be on the safe side we advise to always restart your host when Redline Reverb is authorized with a new license.

## UPGRADING AN EXISTING AUTHORIZATION

To upgrade your authorization from a time-limited demo to a purchased full license, first save the permanent XML license from your purchase confirmation email to your computer as described above. To replace the demo license with the permanent license, open a Redline Reverb plugin window in your favorite host, right-click (cmd-click) anywhere in the plugin window and select *Load existing license file...*

## 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 License.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 License.zip attachment to your computer instead, unzip the file—this will produce a 112dB Redline Reverb License.xml file—and try authorizing again.

## SUPPORT

If you encounter any problems during the installation or authorization process please contact our support staff by email at <[support@112db.com](mailto:support@112db.com)>. We will accommodate you as soon as humanly possible. Don't panic!

## A WORD ON 112DB COPY PROTECTION

Our plugins do not rely on a dongle or challenge/response authorization for copy protection, as these schemes place an unnecessary burden on the customer. Instead we protect our plugins by means of a *keyfile*—a text file that holds your personal authorization. Unlike challenge/response authorization our keyfiles are *not* tied to a specific computer system. Thus you can use the same keyfile for authorizing a copy of our plugins on any system, now and at any point in the future.

Unlike most challenge/response authorization schemes, you do not need our permission to change your hardware, upgrade to a new operating system, or even to install the plugin on your studio setup, your home computer, **and** your travel notebook all at the same time. You will find that this is one of the least intrusive forms of copy protection you are likely to encounter.