

..... 112dB updates Redline Reverb to 1.0.6 (incl. Windows 64 bit version)

112dB announces that their high-end reverb plugin Redline Reverb has been updated to version 1.0.6, which includes a 64 bit Windows version and several bug fixes.

Redline Reverb is a musical reverb based on an original concept that excels in both warmth and transparency at extremely low CPU usage. Unlike conventional algorithmic reverbs Redline Reverb does not need separate plate, hall, and room algorithms. Its comprehensive parameters set allows lush smooth vocal reverbs, convincing room simulations, almost infinite reverb tails, synth pad and delay effects, and everything inbetween.

..... What's fixed?

- Improved sound quality on higher sample rates
- Peak light got stuck at a local maximum on MAC OS
- Knob & slider parameters didn't show up correctly in native editors and external controllers.
- Presets weren't updated in the native editor/external controllers in Cubase
- Deformed input meter on mono tracks in ProTools

..... Availability

Redline Reverb is available in RTAS/VST/AU format for Windows XP and newer and Mac OS X 10.6 (Snow Leopard) and up.

Redline Reverb is sold exclusively from the 112dB online store at www.112dB.com for €149/\$149.

For more information on Redline Reverb please visit www.112dB.com/redline/reverb

The 1.0.6 update can be found at www.112dB.com/redline/reverb?latest

An unrestricted 60-day evaluation version is available from www.112dB.com/redline/reverb?demo

Hi-res artwork can be downloaded from www.112dB.com/press

