

USER MANUAL

_REV OCEAN

ARTURIA

_The sound explorers

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USER MANUAL

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Product version: 1.0

Revision date: 24 June 2026

Thank you for purchasing Rev OCEAN!

This manual covers the features and operation of Arturia's **Rev OCEAN**, a reverb that combines incredible ease of use with a whole new range of involving and immersive soundspaces. Diving deep into otherworldly ambiances has never been this easy and fun!

Be sure to register your software as soon as possible! When you purchased Rev OCEAN, you were sent a serial number and an unlock code by e-mail. These are required during the online registration process.

Special Messages

Specifications Subject to Change:

The information contained in this manual is believed to be correct at the time of printing. However, Arturia reserves the right to change or modify any of the specifications without notice or obligation to update the hardware or software that has been purchased.

IMPORTANT:

The software, when used in combination with an amplifier, headphones or speakers, may be able to produce sound levels that could cause ear damage or even permanent hearing loss. DO NOT operate for long periods of time at a high level or at a level that is uncomfortable.

If you encounter any hearing loss or ringing in the ears, you should consult an audiologist.

EPILEPSY WARNING – please read before using Rev OCEAN

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to using this software.

Discontinue use and consult your doctor *immediately* if you experience any of the following symptoms while using this software: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, or any involuntary movement or convulsion.

Precautions to take during use

- Do not stand too close to the screen
- Sit a good distance away from the screen
- Avoid using if you are tired or have not had much sleep
- Make sure that the room is well lit
- Rest for at least 10 to 15 minutes per hour of use

Introduction

Congratulations on your purchase of Arturia Rev OCEAN

Rev OCEAN is something new in the world of digital reverberation. While it features many of the controls that are common to digital reverbs, it also combines a large number of subtle effects into easy-to-use Macro Modes. These allow you to create reverbs that react differently to the audio they process, from drums and guitars to keyboards and synthesized sound effects - all without having to stack multiple plug-ins on top of your reverb. It's never been this easy to build beautiful and powerful reverb spaces, tweak them to taste, and explore the limits of your sonic universe.

We hope Rev OCEAN will inspire your musical creativity and make your mixes shine.

Peace, love, and music,

The Arturia team

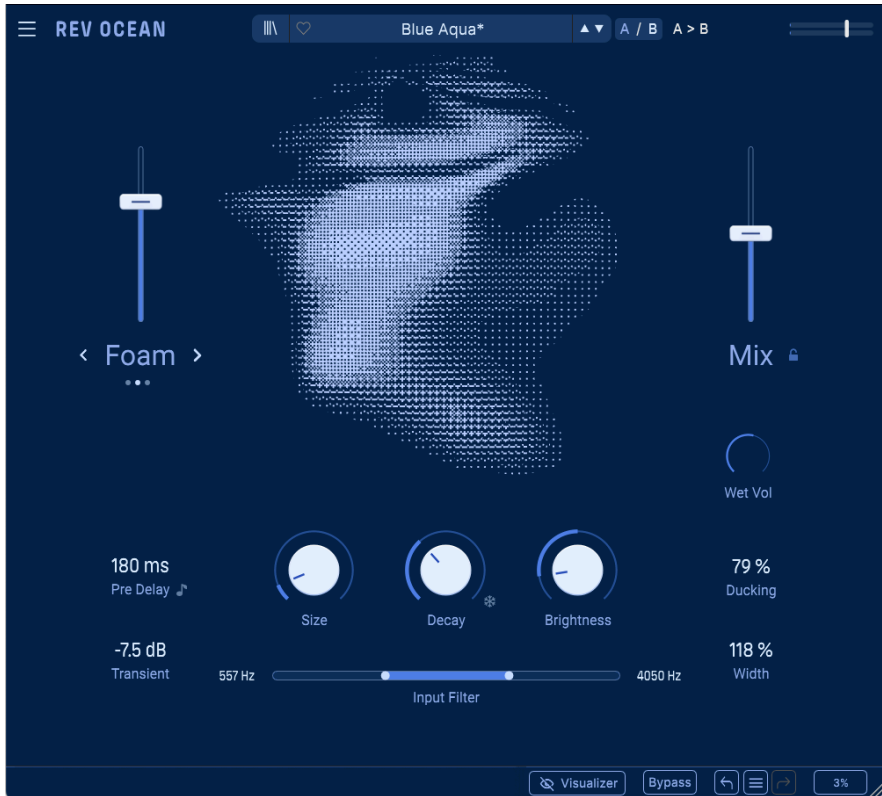
Be sure to visit the www.arturia.com website for information about all of our other great hardware and software instruments. They have become indispensable, inspiring tools for musicians around the world.

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1. WELCOME TO REV OCEAN



Rev OCEAN is a new reverb that provides musicians and producers with a wide range of deep and evolving reverberant spaces, with simple controls for ease of use and a sound that's like nothing else out there.

1.1. How is Rev OCEAN different from other reverbs?

Pretty much everyone who does music production these days knows what a reverb is and what it's supposed to do. The parameters are rather common between products - you know, stuff like decay time, predelay, room size, and so on - and with a little practice, you can open up most ordinary reverb plug-ins, and quickly set up something that works and sounds realistic enough.

But what if you're looking for more than 'realistic enough'? What if you want 'oh wow this is amazing I could just sit here and listen to this space forever'? That's where Rev OCEAN shines.

What makes Rev OCEAN stand out is the inclusion of three **Macro Modes** - Abyss, Foam, and Tide - each of which encompasses a large number of effects and adjustments that are hidden beneath the surface. Each one has its own character and its own way of responding to the sounds you put into it, with its overall timbre changing in real time. These Macro Modes put a lot of signal processing, elaborate chains of effects that a producer in a big studio might connect around a reverb for special effects, right inside this one plug-in, and gives you a way to work with them all at once, easily and intuitively. Pretty sweet, huh?

1.2. How do I use it?

A lot of the Rev OCEAN experience is simply playing with a few global controls and listening to what happens. If you're *not* familiar with how reverbs work, don't worry - Rev OCEAN starts as a beautifully smooth algorithmic reverb with all the settings an experienced user would expect... and then you grab the Macro controls and everything gets really, really cool.

We'll go into detail about Rev OCEAN's settings and parameters in the rest of this manual. We'll have you up and running in no time.

1.3. When would I use it?

Rev OCEAN is a creative tool rather than a solution for a particular studio application. You can consider it an alternative to other reverbs, anywhere you want something really special in your song's space. It can be used on specific instruments to great effect, or you can put Rev OCEAN across your Master bus to place an entire mix in a common space.

1.4. Rev OCEAN feature summary

- Algorithmic reverb with Macro Modes for easy and powerful reverb shaping
- Three Macro Modes for different reverb tail responses: Abyss, Foam, and Tide
- Extended control of common reverb parameters: Size, Decay, Brightness, and more
- Special controls for transient smoothing, stereo width, and ducking
- Lowpass and highpass input filters to shape the frequencies to be processed
- Curated factory Presets to get you started
- Full edit history with undo, redo, and direct access to each editing step

And now it's time to go for a swim...

2. ACTIVATION AND FIRST START

2.1. Compatibility

Rev OCEAN works with Windows 10 or later, or macOS 10.13 or later. It is compatible with the latest Apple Silicon M-series processors. You can use it as an Audio Unit, AAX, VST2, or VST3 plug-in within your favorite recording software.



2.2. Download and install

You can download Rev OCEAN directly from the [Arturia Products Page](#) by clicking either the Buy Now or Get Free Demo options. The free demo is limited to 20 minutes of operation.

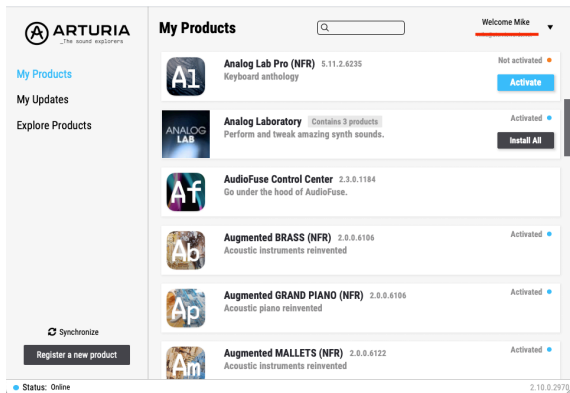
If you have not already done so, now is a good time to create an Arturia account by following the instructions on the [My Arturia webpage](#).

Once you install Rev OCEAN, the next step is to register the software. This is a simple process that involves a different software program, the **Arturia Software Center**.

2.2.1. Arturia Software Center (ASC)

If you haven't installed ASC yet, please go to this web page: [Arturia Downloads & Manuals](#).

Look for Arturia Software Center near the top of the page, and then download the installer version for the system you're using (Windows or macOS). ASC is a remote client for your Arturia account, letting you conveniently manage all your licenses, downloads, and updates from one place.



The Arturia Software Center (ASC)

After you complete the installation, do the following:

- Launch the Arturia Software Center (ASC).
- Log into your Arturia account from ASC's interface.
- Scroll down to the 'My Products' section of ASC.
- Click on the 'Activate' button next to the software you want to start using (in this case, Rev OCEAN).

It's as simple as that!

2.3. Working with Rev OCEAN as a plug-in

Rev OCEAN is used as a *plug-in* within all major Digital Audio Workstation (DAW) programs including Cubase, Digital Performer, Live, Logic, Pro Tools, Reaper, Studio One, and more.

Plug-ins have numerous advantages over hardware, including:

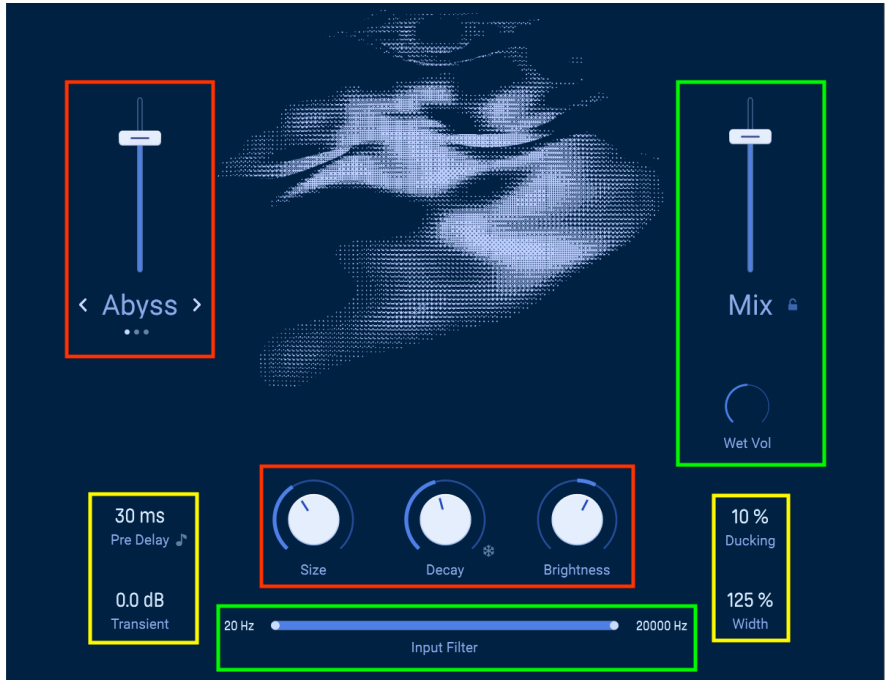
- You can use as many instances on different tracks as your computer can handle. This is quite helpful for a product like Rev OCEAN that can be used on tracks, subgroups, buses, and even the main mix.
- You can automate the plug-in's settings via your DAW's automation feature.
- All settings and changes are saved with your DAW project, letting you pick up right where you left off.

2.3.1. Audio and MIDI settings

Since Rev OCEAN is a plug-in, settings for audio and MIDI routing are handled in your recording software or DAW. They are generally located in some type of Preferences or Settings menu, either at the global or project level, and each product does things a bit differently. Consult your recording software's documentation for information on how to select your audio interface, activate outputs, set the sample rate, assign MIDI ports, set project tempo, adjust buffer size, and so on.

3. THE MAIN PANEL

The **Main Panel** of Rev OCEAN is an all-in-one destination for controlling the plug-in. There are no hidden tabs or pop-up menus; all the features you'll need are right in front of you at all times.

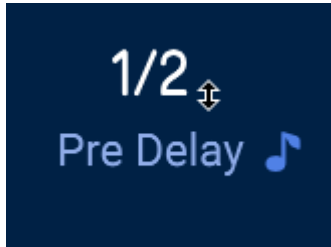


| Color Key | Area | Description |
|-----------|--------------------------|--|
| Red | Main Settings [p.9] | Primary controls for Macro Modes [p.9] and the Main Reverb Settings [p.10] |
| Yellow | Extended Settings [p.12] | Secondary controls for dynamic and timed reverb parameters |
| Green | Input and Output [p.13] | Controls for the Input Filter [p.13] and wet/dry Mix [p.14] |

3.1. Common control behaviors

Rev OCEAN uses only a few basic mouse movements to control all of its functions.

3.1.1. Displaying and changing parameter values

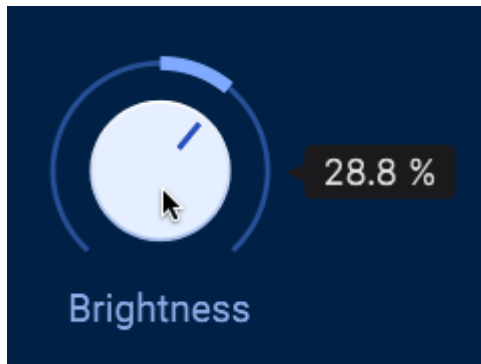


Hovering the mouse over the Pre Delay control displays its current value and an up/down cursor

Nearly every parameter in Rev OCEAN has a numerical readout of the value that *also* serves as its control. In addition to moving the control, you can drag on this value to change it.

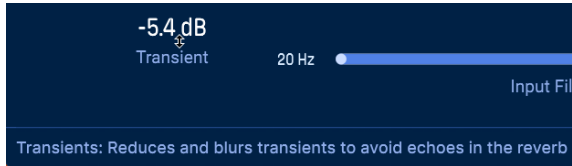
If you set values with your mouse's scroll wheel, they will change in consistent ways. Every scroll step will change 2% for parameters given in percentages, 0.5 dB for levels or gains, and 5 ms for times.

Any parameter that doesn't have a permanently displayed value will pop up a value when you hover over it:



Hovering the mouse over the Brightness control displays its current value

3.1.2. Parameter descriptions



Hovering the mouse over the Transient control pops up a parameter description below.

Operating or hovering on a control displays its name and a brief description of its function in the left corner of the [lower toolbar](#) [p.24].

3.1.3. Fine tuning and resetting to default values

Hold the right mouse button or CTRL key (for both Windows and macOS) while dragging on any knob to adjust it more slowly. This helps when you want to dial in precise values. Double-click on any knob to return it to its factory default setting.

3.2. Macro Modes



The three Macro Modes: Abyss, Foam, and Tide

The **Macro** slider is labeled by the current Macro Mode's name, as shown above. The parameter range is 0.00 to 100 and the default (double-click) setting is 0.00.



Note: As you manipulate the Macro slider (and the [Mix](#) [p.14] slider), the Visualizer will change according to how the Macro's internal parameters are being adjusted. These are meant to be a visual guide rather than precise settings – move the sliders and get a visual "feel" for what they are doing.

3.2.1. What are the Macro Modes?

While Rev OCEAN is a great-sounding and simple reverb on its own, the Macro Mode is what makes the plug-in truly remarkable. Macro Modes are three different sets of processing algorithms for the reverb tail, all of which are manipulated in different ways by the Macro slider. This piles on dozens of individual parameter tweaks, each one scaled and adjusted to interact with all of the other parameters, and places them into one easy control. Just select a Macro Mode, move the slider, and listen...

Here are the three Macro Modes, with very non-technical descriptions of what they do.

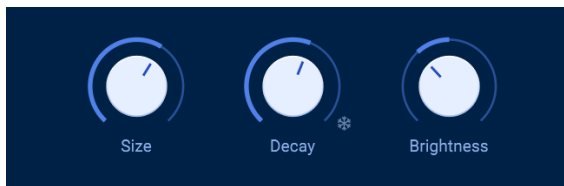
Abyss is the most dramatic of the Macro Modes. It offers multiple parallel reverse reverbs, some of which have downward pitch shifting included. The result is a distinctive shifting character that can be very much "its own thing" that exists with the dry signal rather than simply processing it. Try higher [Ducking \[p.12\]](#) values to keep it under control.

Foam is a very long diffusion that smears out the input signal into a dense, harmonically rich cloud of sound that hovers around the original signal. There is [Transient smoothing \[p.12\]](#) already built into this Macro, so the Transient knob has a more subtle effect than usual.

Tide creates motion and depth by treating the tail with a set of gradually changing filter sweeps (think of a very gentle flanger or phaser), being modulated by LFOs that aren't in sync with one another. The result is a clear and vibrant reverb that changes slowly over time in a not-quite-predictable fashion that is very pleasing to the ear.

Remember that there is no right or wrong way to use these Macros. Play with the effect amount in each case and see how it interacts with the other reverb settings and the input signal. Adjust [Ducking](#) for clarity, [Transient](#) for smoothness, and see how it responds to playing with the [Input Filters \[p.13\]](#).

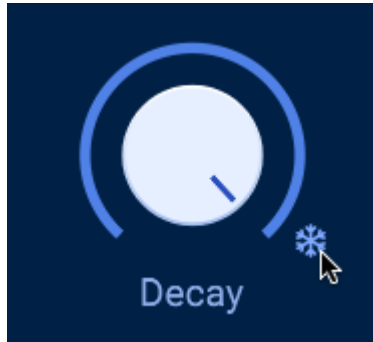
3.3. Main Reverb Settings



As mentioned above, even with the Macro slider set to zero, Rev OCEAN is a wonderful reverb with a couple of special tricks up its sleeve. The parameters in this section are:

- **Size:** The size of the "room" created by the reverb. In general, smaller Size values will give you a constrained feeling with some ringing, metallic overtones, while larger Sizes place your audio in a big, diffuse space. Think of a tiled bathroom vs. a concert hall. The parameter ranges from 30.0% to 200% , and the default (double-click) setting is 100%.

- **Decay:** This is the most basic parameter that any reverb will have - the amount of time that it takes the reverb tail to die away. You'll commonly see Decay times from under 1 second to roughly 5 seconds when setting up the reverb time for conventional rooms - but Rev OCEAN is anything but conventional, so you can really push Decay times into outer space! The parameter ranges from 0.500 sec to roughly 59 sec, with Freeze (see below) enabled when the knob is turned to maximum. The default (double-click) setting is 4.00 seconds.
 - **Freeze:** Clicking the snowflake icon or turning Decay all the way up causes the reverb to *freeze*. This means that the current reverb sound is captured and looped until Freeze is turned off, creating rich droning atmospheres that respond to manipulation by other parameters such as Size and Width. When Freeze is turned off using the icon, the Decay value returns to where it was before Freeze was turned on.



Click the snowflake icon to toggle Freeze



Use a frozen reverb tail and change the Size and Width to hear their effect clearly. You might even find it fun to automate those parameters in your DAW for crazy pitch and soundspace effects.

- **Brightness:** This is a basic "tone control" for the reverb tail. The parameter ranges from -100% to 100% , and the default (double-click) setting is 0.00%. Positive values will accentuate high frequencies at the expense of lower ones, and negative values will boost bass and cut treble.

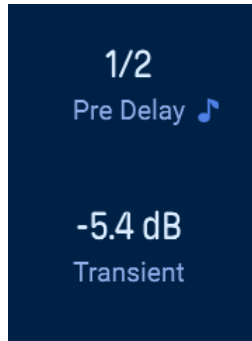


Note: This is usually a comparatively subtle parameter. Turn the Mix up to 100% to audition what it's doing.

With just these basic parameters, it's possible to dial in some lovely ethereal spaces even before you use a Macro. After all, the best buildings are built on solid foundations!

3.4. Extended Settings

These settings are intended to let you fine-tune the behavior of the reverb tail to suit the material you're processing. They are organized in two pairs of settings, one on either side of the lower panel.



Pre Delay and Transient

- **Pre Delay:** This determines how long it will be between the dry sound and the beginning of a reverb tail. The human ear gets basic information about room size from this: the longer the Pre Delay, the further away the virtual walls will seem to be. The parameter ranges from 0 milliseconds to 2000 milliseconds, and the default (double-click) setting is 0 ms.
 - **Pre Delay Sync:** When you click the musical note icon, the Pre Delay value changes to beats, making it easy to synchronize the reverb to the tempo of your DAW. Values range from 1/32 to 1/2, with dotted and triplet times available within that range. The default (double-click) setting is 1/8.



Clicking on the musical note icon changes the Pre Delay setting from milliseconds (left) to beats (right)

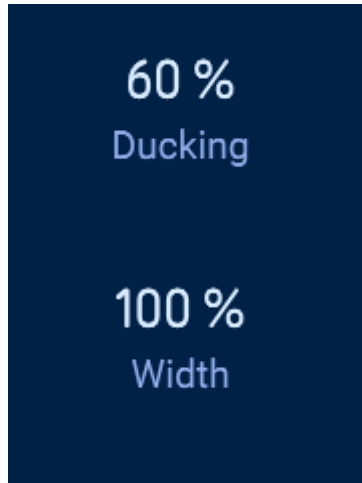


Note: The settings in milliseconds and beats are stored separately within a Preset. Changing one value will not affect the other.

- **Transient:** When using Rev OCEAN for big ambiences, sometimes you don't want sudden transients like drum hits to punctuate the reverb with abrupt sounds within the tail. The Transient control allows you to smooth out the transients in a signal, presenting a more uniform input for the reverb. The parameter ranges from 0.0 dB to -10.0 dB, with higher settings (bigger negative dB) providing more smoothing. The default (double-click) setting is 0.0 dB.



This is another parameter that it's good to audition with Mix at 100%.

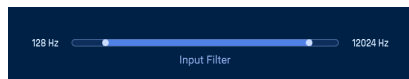


Ducking and Width

- **Ducking:** This parameter automatically *ducks* (temporarily turns down) the reverb when new audio is present at the input. This allows the original signal to come through more clearly rather than being overwhelmed by too much reverb. The parameter ranges from 0% to 100%, and the default (double-click) setting is 0%. The default is set to zero because let's face it, who wants less reverb when using a plug-in like this?
- **Width:** Controls the stereo width of the reverb tail. Settings range from 0% to 150%, and the default (double-click) setting is 100%. Here, 0% is mono, 100% is true stereo, and higher values push the reverb sound out to the left and right, leaving less in the center of the soundscape.

3.5. Input and Output

3.5.1. Input Filter



The Input Filter slider indicates current highpass (left) and lowpass (right) frequency settings

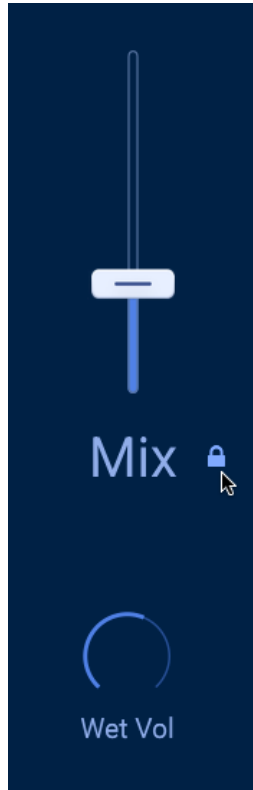
Another common way to clean up a reverb tail so it's not overwhelmingly dense is to put filters in the input signal before it gets to the reverb itself. The Input Filter is a slider which simultaneously controls and displays the lower value of the input signal, below which frequencies are rolled off by the highpass filter, and the upper value, above which frequencies are rolled off by the lowpass filter.



In addition to basic reverb cleanup, there's potential for extreme sound design. Imagine homing in on one particular frequency or resonance in a signal and running only that through the reverb, to massively accentuate one characteristic of the input.

3.5.2. Mix

Naturally the reverb signal has to go somewhere when it's ready, and the output controls let you fine-tune that as well.



Here, the Mix Lock is activated to prevent Mix changes while auditioning presets

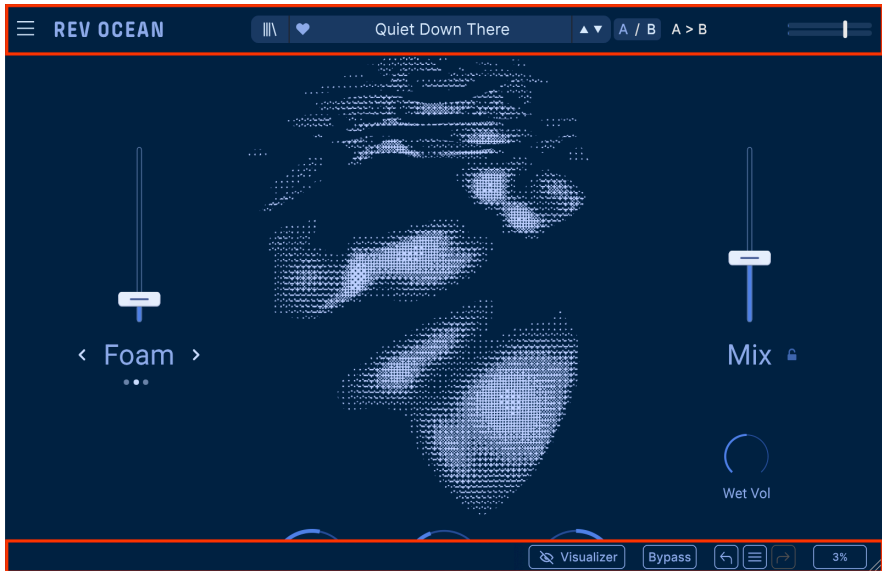
- **Mix:** The basic wet/dry mix of the effected vs. unprocessed signal. The parameter ranges from 0.00% (fully dry) to 100% (fully wet), and the default (double-click) setting is 50.0%.
- **Mix Lock:** Click the lock icon to preserve the Mix setting as you switch Presets. This is a quick way to audition sounds without having to constantly tweak the Mix for every Preset change. Mix settings are preserved within a Preset, because Mix can affect the overall character of the sound, but Mix Lock lets you find what you're roughly looking for before you tweak the final Mix to taste.
- **Wet Volume:** This is a separate control for the volume of the wet signal. It interacts with the Mix and lets you boost or cut the reverb to taste. The parameter ranges from -24.0 dB to +24.0 dB , and the default (double-click) setting is 0.00 dB or unity gain (meaning the Mix control is unaffected).

3.6. One last word

Always keep in mind that Rev OCEAN is a creative tool first and foremost. It's not intended to solve a specific studio problem. It rewards playful experimentation, so experiment! And always remember: if it *sounds* good, it *is* good.

Read on for an introduction to the various utility features in the [Toolbars \[p.16\]](#), and then to the [Preset Browser \[p.27\]](#), which helps assure that your experiments don't get lost in the heat of the creative moment.

4. THE TOOLBARS



The **Toolbars** above and below the main control area of Rev OCEAN contain a number of important functions for Preset selection, housekeeping, and other utility settings.

The Upper Toolbar includes:

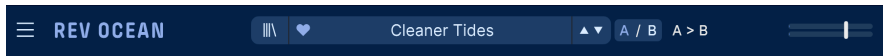
- The [Main Menu \[p.17\]](#)
- The Preset Name Pane and [Preset Browser \[p.27\]](#)
- Switching and copy options for A and B settings [\[p.23\]](#)
- The [Master Volume \[p.23\]](#) slider

The Lower Toolbar includes:

- The [parameter description area \[p.24\]](#)
- The [Visualizer \[p.24\]](#) button
- The [Bypass button \[p.24\]](#)
- [Undo, Redo, and History \[p.25\]](#)
- The [CPU Meter and Panic \[p.26\]](#) functions
- A [corner grab handle \[p.26\]](#) for resizing the Rev OCEAN window

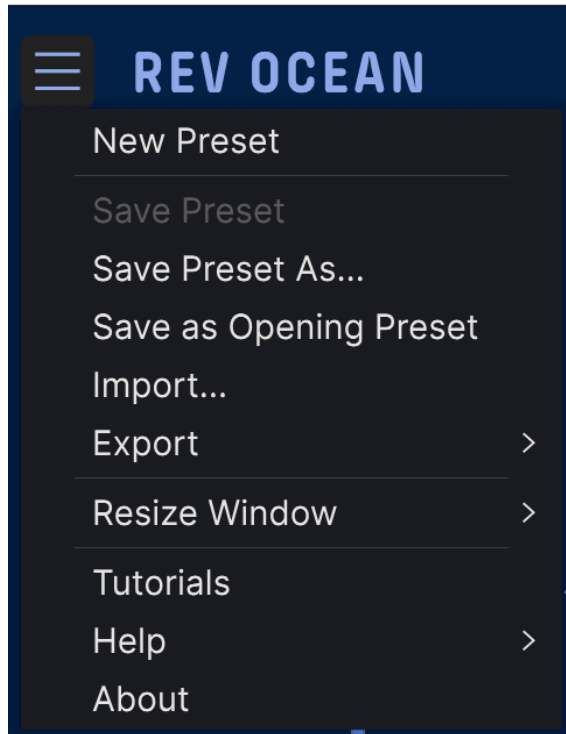
4.1. Upper Toolbar

Let's start with the Upper Toolbar, covering its functions from left to right.



The Upper Toolbar

4.1.1. Main Menu



Clicking the “hamburger” icon (three horizontal lines) in the top left corner of the upper toolbar opens the Main Menu, a drop-down menu that lets you access a number of useful functions related to Preset management and more.

4.1.1.1. New Preset

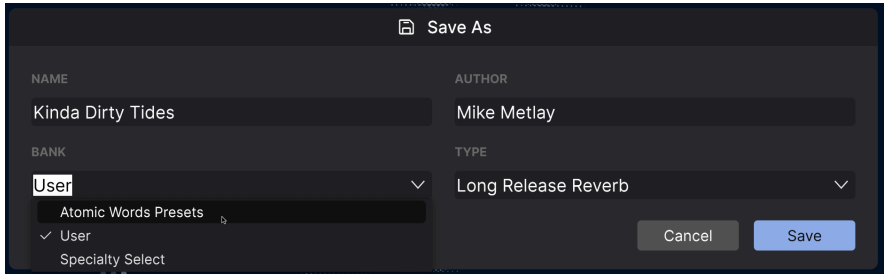
Creates a new Default Preset with initialized settings for all parameters.


4.1.1.2. Save Preset

Overwrites the current Preset with any changes you have made. This applies only to User presets, so this option is greyed out for Factory presets.

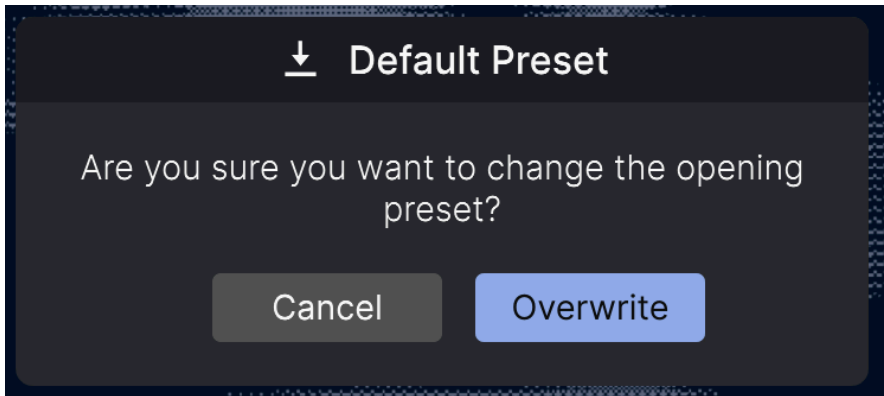
4.1.1.3. Save Preset As...

This option saves the current settings of Rev OCEAN under a new Preset name in the User bank. (Factory Presets cannot be overwritten or deleted.) Clicking this option reveals a window where you can name your Preset and enter more detailed information about it:



 Information entered for the Bank, Author, and Type fields are all useful when searching for Presets in the [Preset Browser \[p.27\]](#). You can also type a name into the Bank field, which will create a new user bank that will then be available in subsequent Save As operations. You can't write into the Factory bank, but you can create multiple user banks!

4.1.1.4. Save as Opening Preset



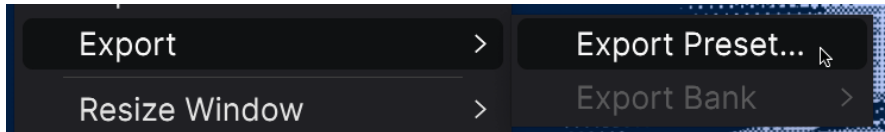
This option pops up a window to select the current Preset (Factory or User) as the one that will open when Rev OCEAN is first placed on a track or bus in your DAW project. If you choose a Factory Preset, it will open with its initial factory settings.

4.1.1.5. Import...

This command lets you import a Preset file or entire Bank stored on your computer. It opens a navigation window in your computer's OS to find the proper files.

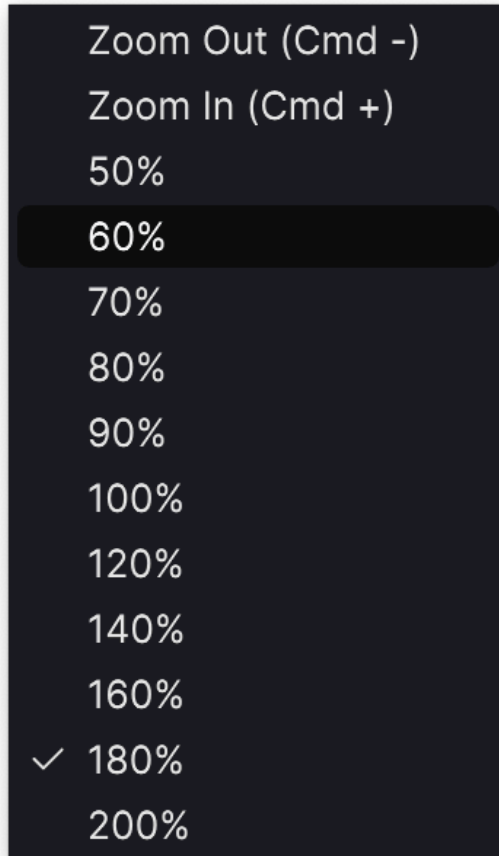
4.1.1.6. Export...

You can export Presets to your computer in two ways: as a single Preset, or as a Bank. In either case, an OS-level navigation window lets you specify where to save the file(s). Both individual Presets and Banks have the filename extension .BSPKX. By default, filenames include a time and date stamp.



- **Export Preset...:** Exporting a single Preset is handy for sharing a preset with someone else. The saved preset can be reloaded using the **Import** menu option.
- **Export Bank:** This option exports an entire Bank of Presets, which is useful for backing up or sharing many Presets at once. Saved Banks can be reloaded using the **Import** menu option.

4.1.1.7. Resize Window

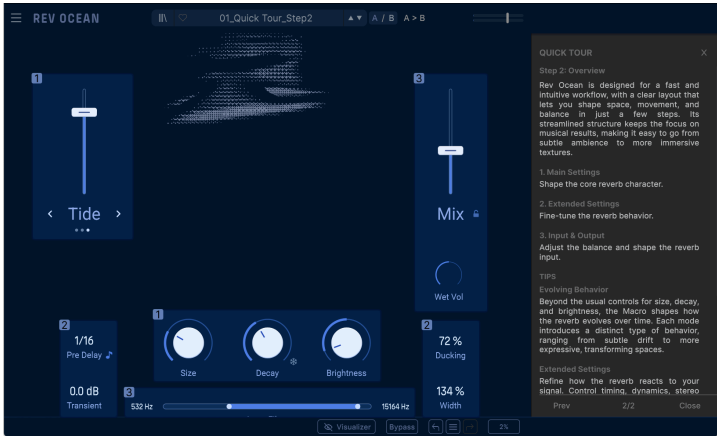


Rev OCEAN can be resized from 50% to 200% of its default size (100%) without any visual artifacts. On a smaller screen, such as a laptop, you may want to reduce the interface size so it doesn't dominate the display. On a larger screen or a second monitor, you can increase the size to get a better view of the controls and graphics.

You can also perform this operation using keyboard shortcuts: every time you press CTRL- (Windows) or CMD- (macOS), the window will shrink by one size increment, and every time you press CTRL+ (Windows) or CMD+ (macOS), the window will grow by one size increment.

In addition, you can click-drag the [Resize Handle \[p.26\]](#) at the right of the lower toolbar to change the Rev OCEAN window size.

4.1.1.8. Tutorials



Here's a page from the Main Panel Tutorial

Rev OCEAN comes with interactive tutorials that walk you through different features of the plug-in. Clicking this option opens a pane on the right side of the window where the tutorials appear. Select one to access step-by-step descriptions that highlight the relevant controls and walk you through the process. Click **Exit Tutorials** at the bottom of this pane to end the tutorial and collapse the plug-in window to its previous size.

4.1.1.9. Help

Get more help by visiting links to this user manual and Frequently Asked Questions pages on Arturia's website. You will need an internet connection to access these pages.

4.1.1.10. About

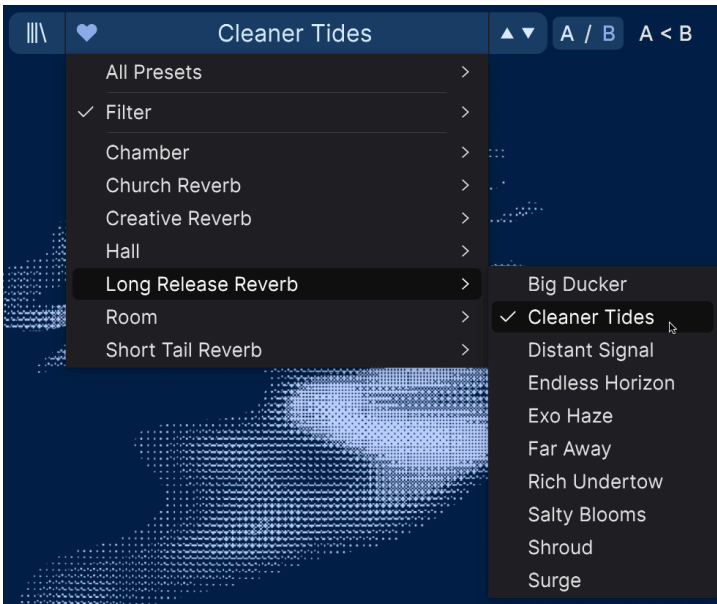
Here you can view the software version and developer credits. Click again anywhere on the screen (outside the **About** window but inside the plug-in) to make this pop-up window disappear.

4.1.2. Preset Browser access and Name Pane



The Preset Name Pane

Clicking the “books on a shelf” button opens the [Preset Browser \[p.27\]](#), which offers a myriad of ways to browse, sort, and organize Presets in Rev OCEAN.



The Preset Types drop-down, showing options for Drums

Clicking on the Preset name also opens up a quick drop-down menu for selecting Presets without having to go into the Browser, as shown above. You can select to look at lists of Presets organized by purpose, as shown above, or look at All Presets at once.



The categories/purposes on the left of the drop-down correspond to [Subtypes \[p.31\]](#), a specific level of Tag found in the Preset Browser.

Everything you need to know about managing Presets is covered in detail in [the next chapter \[p.27\]](#). This includes working with Liked Presets, which are tagged by clicking the heart icon you can see to the left of the Preset name.

Note: An asterisk just after the name in the Preset Name Pane (*) indicates that you've made changes to that Preset, even if you haven't saved them. If you want to keep them, be sure to do a **Save Preset As** operation and name your Preset.

4.1.3. Dual settings and copy



Preset state A active with the option to copy settings to B



Preset state B active with the option to copy settings to A

Using the A and B buttons, you can switch between two completely different sets of control settings. These are saved within each Preset.

When A is active, clicking **A > B** will copy the A settings to B. When B is active, clicking **A < B** will copy the B settings to A.

Note: When you edit settings in a Preset and close your DAW project without saving the Preset, the changes will be remembered when you reopen it – but they will be recalled in Slot A. That means that editing settings in Slot B and closing your DAW without saving them will move those settings over to Slot A when you reopen the project – and Slot B will be blank. Save often!

4.1.4. Master Volume



The Master Volume slider also acts as an output level meter.

Finally, at the upper right corner of the Upper Toolbar is a paired slider to control the plug-in's Master Volume, i.e. the signal level returning to your DAW.

A single slider affects the Left and Right channels simultaneously, but there are stereo channel meters under the slider to show audio levels and peaking on each channel separately.

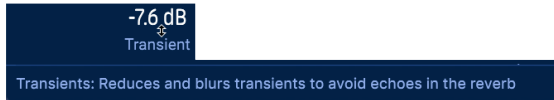
4.2. Lower Toolbar



The Lower Toolbar

The Lower Toolbar of the Rev OCEAN interface can be thought of in terms of left and right halves. On the left is the parameter description display, and on the right are buttons for several useful utility functions.

4.2.1. Parameter Description area



This Parameter Description pops up when you hover over the Transients control

Operate or hover on any knob, button, icon, or other control, and a brief description of the parameter will appear in the lower left-hand corner.

4.2.2. Visualizer



The Visualizer button turns the Visualizer on and off

The Visualizer is an animated graphic at the center of the Main Panel. It's a visual effect that tracks certain parameter values (specifically [Macro Mode \[p.9\]](#) and [Mix \[p.14\]](#)). If you'd prefer that it not be animated, click the **Visualizer** button to stop the animation.

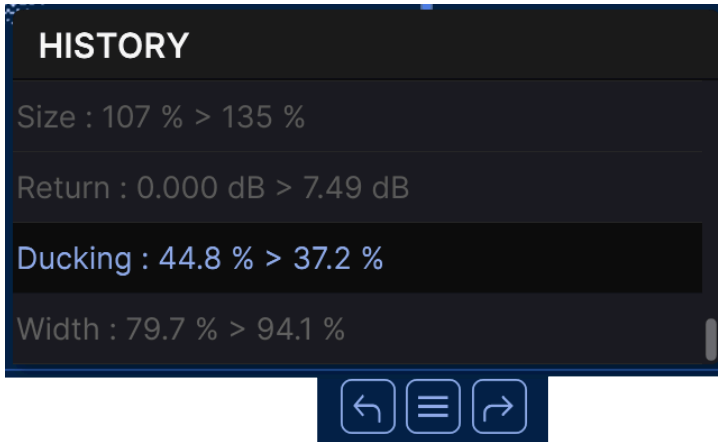
4.2.3. Bypass

The **Bypass** button bypasses the Rev OCEAN plug-in entirely. You can use it to quickly compare dry vs. processed output without having to bypass the plug-in at the DAW level.



When "Bypass" is engaged, it's pretty obvious...

4.2.4. Undo, Redo, and History



The Undo and Redo buttons, History pop-up, and CPU Meter

When editing a plug-in, it's all too easy to overshoot the sweet spot for one or more controls, and then wonder how to get back to where you were. Like all Arturia plug-ins, Rev OCEAN offers comprehensive Undo, Redo, and History functions so that you always have a safe way back.

Use the arrows to go back and forward one control movement at a time.

4.2.4.1. Undo

Click the left arrow to revert to the state before the most recent edit you made. You may click repeatedly to undo several edits in reverse time order.

4.2.4.2. Redo

Click the right arrow to redo the most recent edit you undid. If you have undone several, you may click repeatedly to redo them in forward time order.

4.2.4.3. History

Click the center "hamburger" (three lines) button to open the History window, as shown above. This provides a step-by-step account of every move you have made in Rev OCEAN. Clicking on an item in the list not only re-executes that move – it returns the plug-in to the overall state it was in when you first made that move.



Note that the A and B controls settings within a Preset have separate Undo Histories.

4.2.5. CPU Meter and Panic



Mousing over the CPU Meter (left) accesses the Panic button (right)

At far right is the **CPU Meter**, which displays the overall load Rev OCEAN is placing in your computer CPU. Since it deals only with this plug-in, it is not a substitute for the CPU metering tools in your DAW.

Mouse over the CPU Meter, and it will display the word **PANIC**. Click to send an all-sounds-off command that silences any sound processed through Rev OCEAN. This is a momentary command, so sound will resume if your DAW is still playing.

In the event of serious runaway audio (say, from an unrelated delay effect that has gone into a feedback loop), stop your DAW playback and disable the plug-in causing the problem.

4.2.6. Resize handle



Drag the Resize handle icon to change window size

Grab and drag the diagonal lines to the right of the CPU meter to resize the plug-in window. When you release the mouse button, the window will snap to the nearest increment available in the [Resize Window \[p.20\]](#).

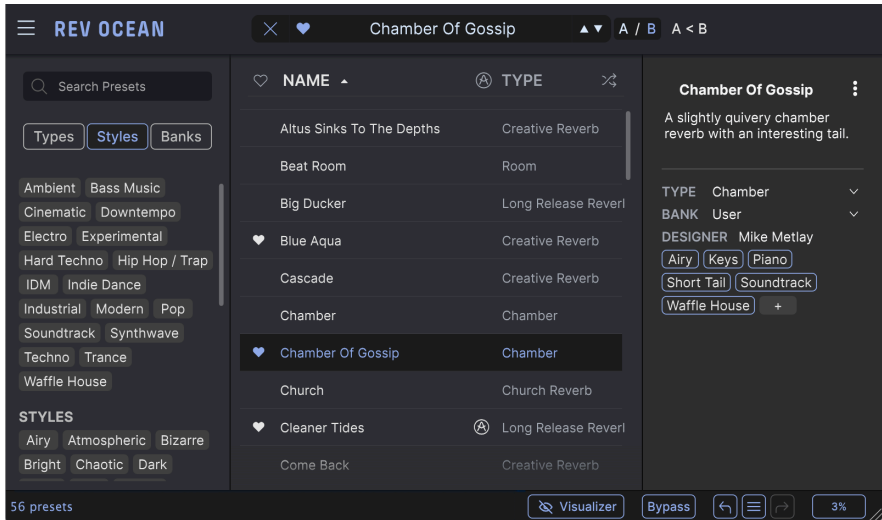
4.2.6.1. Max View button



If this icon appears, click it to restore an accurate window size.

Sometimes, you may see the above button with two diagonal arrows appear over the resize handle. This happens when, for some reason, the window size is not displaying all of the controls of Rev OCEAN. Click it to restore a full view of the open controls.

5. THE PRESET BROWSER



Rev OCEAN lets you browse, search, and select Presets from the **Preset Browser**, a flexible yet easy-to-use graphic user interface inside the plug-in. You can also create and save your own Presets in the User Bank. Of course, the state of any instance of the plug-in – including the current Preset – is automatically saved when you save your DAW project, so you can always pick up where you left off.

First, we'll cover the Preset functions from the [Upper Toolbar \[p.17\]](#), as introduced in the previous chapter.

5.1. Preset Name Pane



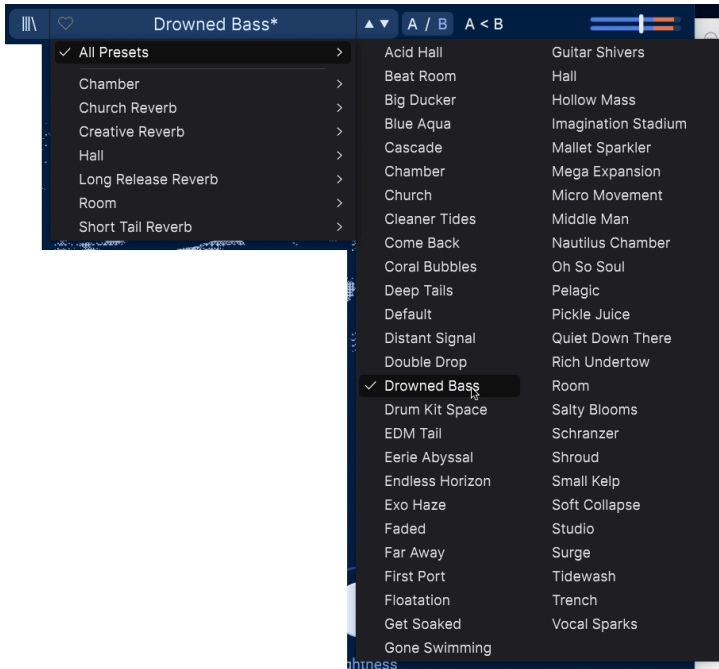
The **Preset Name Pane** at top center is always displayed whether you're in the main controls view or the Preset Browser. It reads out the name of the current Preset, obviously, but also offers further ways to browse and load Presets. A filled-in heart icon indicates a liked Preset.

5.1.1. The Arrows

The up and down **arrows** to the right of the Preset name step serially through Presets. This is limited by the results of any currently active search, i.e. the arrows will only step through the search results. So, make sure any searches are cleared if you simply want to step through all available Presets until you find something you like.

5.1.2. Preset quick access

As mentioned briefly in the previous chapter, you can click on the Preset name in the center of the upper tool bar to bring up a drop-down Quick Browser for Presets. The first option in this menu is called **All Presets**, and it brings up a submenu of literally every Preset in the current Bank:



All presets

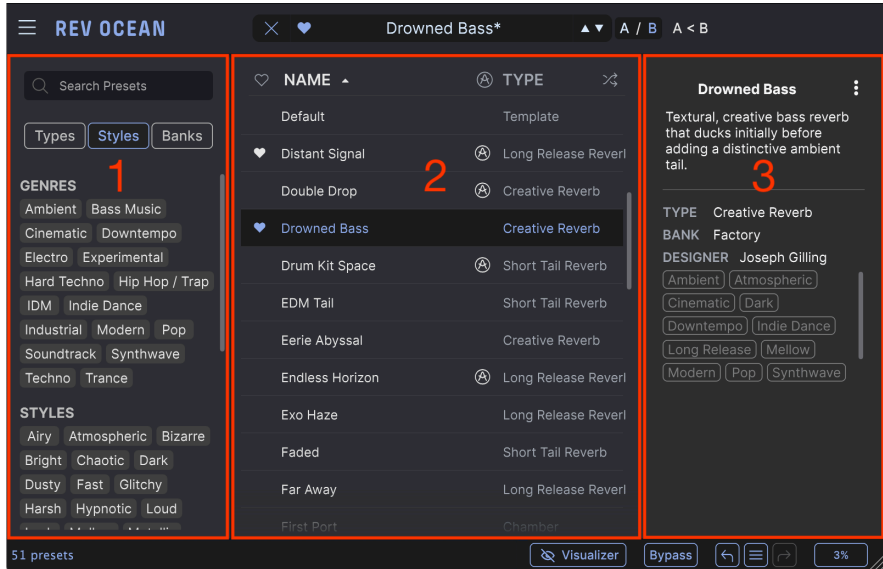
Below **All Presets** are category options for different applications: Dynamics, Drums, etc. These correspond to the [Subtypes \[p.31\]](#) in the plug-in's library of Tags. Each of these brings up a submenu of Presets that are appropriate for the specified purpose. One useful aspect is that in the [Tags area \[p.31\]](#), which Subtypes are visible depends upon the parent Type selected. But in the above menu, all Subtypes are always displayed.

Unlike the up and down arrows, the All Presets submenu is independent of search criteria – it simply shows you every Preset available. Likewise for the choices below the line, which always include all Presets within that Type.

5.2. The Preset Browser

Click the “books on a shelf” icon (four vertical and tilted lines) in the Upper Toolbar to access the Preset Browser. When the Preset Browser is open, the icon becomes a large X, and is used to close the Browser when you’re done.

The three main areas of the Preset Browser are as follows:

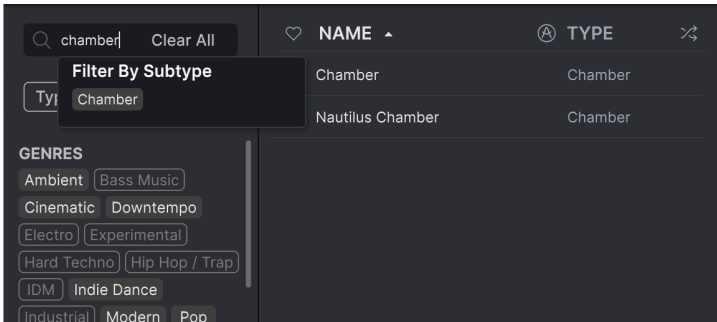


| Number | Area | Description |
|--------|-------------------------------------|--|
| 1. | Search [p.30] | Searches for Presets by text entry with filters for Type, Style, and Bank. |
| 2. | Results Pane [p.35] | Displays search results, or all Presets if no search criteria are active. |
| 3. | Preset Info [p.39] | Displays Preset Details; can edit details for Presets in the User Bank. |

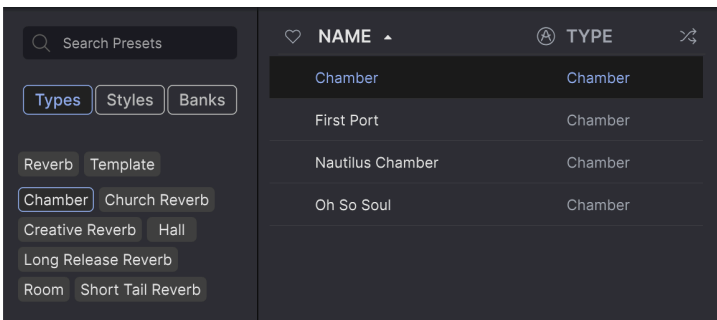
5.3. Searching Presets

Click on the Search field at the top left and enter any search term. The browser will filter your search in two ways: First, simply by matching letters in the Preset name. Second, If your search term is close to that of a [Type or Style \[p.31\]](#) it will include results fitting those tags as well.

The Results Pane will show all Presets that fit your search. Click the **Clear All** text to clear your search terms.



Searching for the word "chamber" brings up two presets with "chamber" in the name...

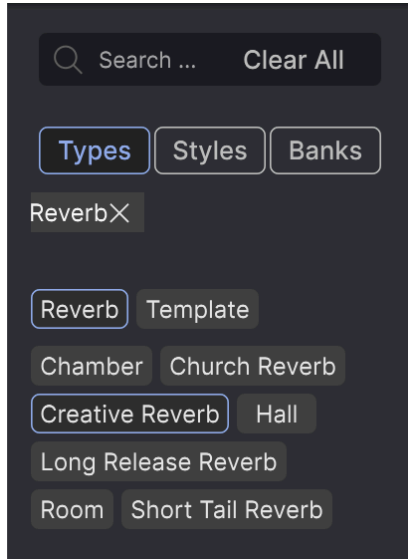


...but clicking the Chamber Subtype pop-up shown above adds two more presets that have that tag.

5.3.1. Using Tags as a filter

You can narrow (and sometimes expand) your search using different *tags*. There are two kinds of tags: **Types** and **Styles**. You can filter by one, the other, or both.

5.3.1.1. Types and Subtypes



The main type, Reverb, is in the top row of tags; its subtypes, including the selected Creative Reverb, are underneath.

Other Arturia plug-ins may have a variety of Types, but in Rev OCEAN, the only Type is Reverb (aside from the generic Template type). With a clear search bar, click the **Types** button to bring up the list of types.

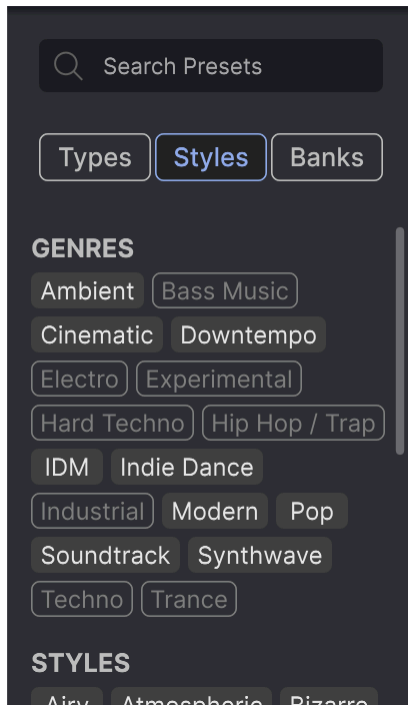
Types sometimes include Subtypes. In the above example, FX Chain is the main Type, and the bottom row of Subtypes includes Bus Processing and Mixing. The selected Type determines which Subtypes are displayed.

i You can specify the Type and Subtype when [saving a Preset \[p.18\]](#), using the contextual Type menu. That Preset will then show up in searches where you've selected that Type. The categories of Presets in the quick [drop-down menu \[p.28\]](#) correspond to Subtypes, i.e. specific purposes or musical goals for the plug-in's processing.

5.3.1.2. Styles

Styles are, well ... exactly that. Accessed by the **Styles** button, this area has three further subdivisions:

- **Genres:** Identifiable musical genres such as Ambient, Bass Music, Industrial, etc.:



- **Styles:** General "vibe" such as Airy, Hypnotic, Wide, etc.
- **Characteristics:** Even more detailed audio qualities and target sonic characters such as Evolving, Acoustic, Random, etc.:



Click any tag in any of these categories, and the results will show only Presets that match that tag. Notice that when you select any tag, several other tags usually grey out and become unavailable. This is because the browser is *narrowing* your search by a process of elimination.

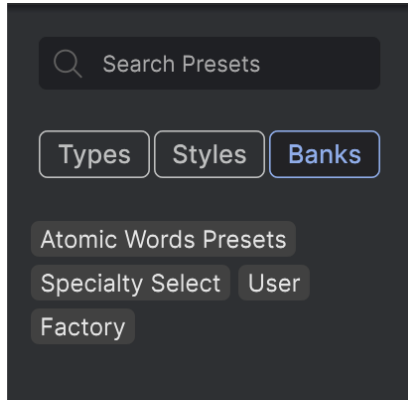


Note that this is the opposite of how selecting multiple Types *broadens* your search.

Deselect any tag to remove it and widen the search without having to start all over again. You can also clear the tag by clicking the X to the right of its text, which appears at the top.

Note that you can search by a string of text, Types/Subtypes and Styles, or both, with the search becoming narrower as you enter more criteria. Clicking **Clear All** in the search bar will remove all Type and Style filters as well as any text entry.

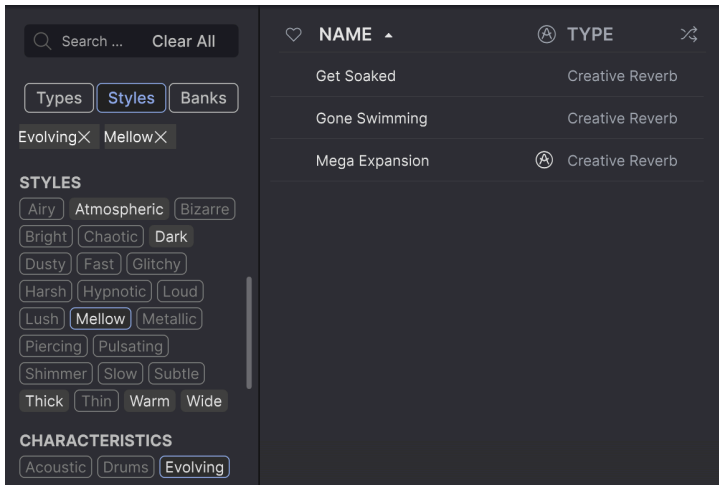
5.3.2. Banks



In this example, Atomic Words and Specialty Select are custom-named User Banks

To the right of the **Types** and **Styles** drop-downs is the **Banks** drop-down, which lets you do your search (using all the methods above) within the Factory or User Banks. When you perform a [Save Preset As \[p.18\]](#) operation, you can type in a custom name in the Bank field. This will create a new User bank that will then be available in the menu the next time you *Save Preset As*. So you're not confined to a single, boringly named "user" bank.

5.4. The Results Pane



The results of searching using the Style tags `_Mellow_` and `_Evolving_`

The central area of the browser shows search results, or simply a list of all Presets in the Bank if no search criteria are active. Simply click on a Preset name to load it.

5.4.1. Sorting Presets

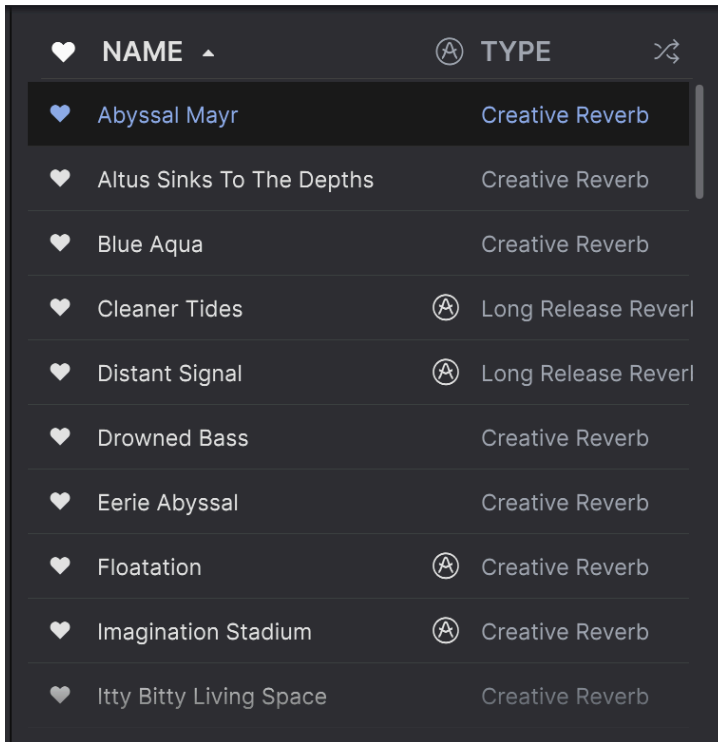
Click the **NAME** header in first column of the Results list to sort the results list of Presets in ascending or descending alphabetical order.

Click the **TYPE** header in the second column to do the same thing by Type.

5.4.2. Liking Presets

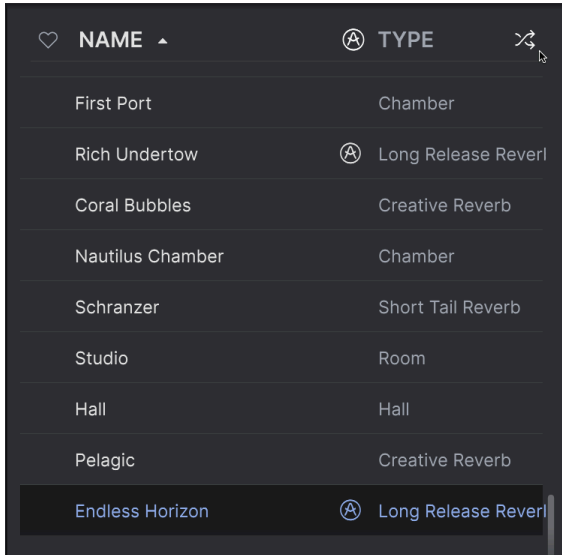
As you explore and create Presets you can mark them as Liked by clicking the **heart** icon next to their names. This icon also appears in the Upper Toolbar's [Preset Name Pane \[p.27\]](#).

Clicking on the heart icon makes all of your liked Presets show up at the top of the results list, as shown here:



A filled-in heart icon indicates a Liked Preset. An outline indicates a Preset that has not yet been Liked. Click the heart at the top of the list again to return the list to its previous state.

5.4.3. Shuffle button



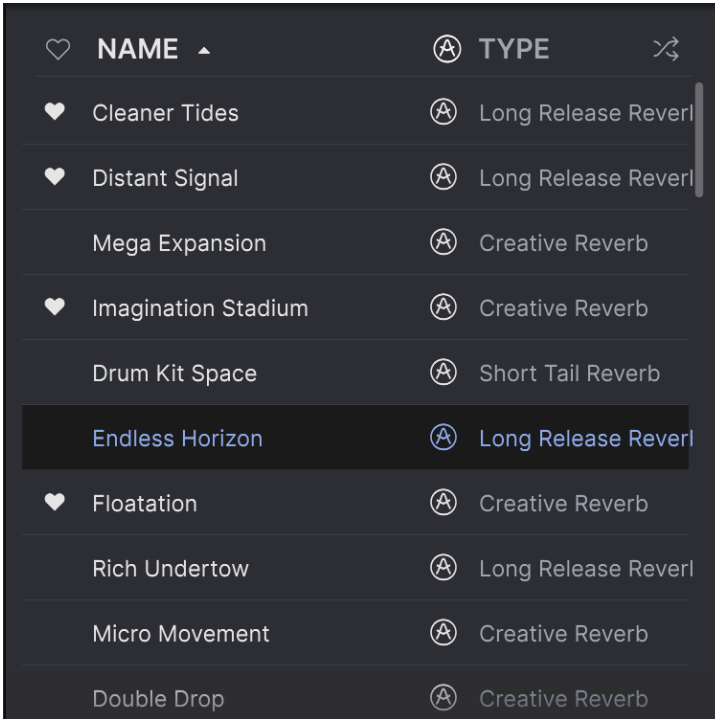
The screenshot shows a dark-themed interface for a preset browser. At the top, there are three elements: a heart icon, the word 'NAME' with a downward arrow, and the word 'TYPE' with a circular icon containing a triangle. To the right of 'TYPE' is a shuffle button icon (two crossed arrows) with a mouse cursor over it. Below this header is a list of ten preset entries, each with a name and a type. The 'Endless Horizon' entry is highlighted with a blue background. A vertical scrollbar is visible on the right side of the list.


















| NAME | TYPE |
|------------------|---------------------|
| First Port | Chamber |
| Rich Undertow | Long Release Reverb |
| Coral Bubbles | Creative Reverb |
| Nautilus Chamber | Chamber |
| Schranzer | Short Tail Reverb |
| Studio | Room |
| Hall | Hall |
| Pelagic | Creative Reverb |
| Endless Horizon | Long Release Reverb |

This button randomly reorders the Preset list. Sometimes it can help you find the sound you're looking for more quickly than scrolling through the entire list.


5.4.4. Featured Presets

Presets accompanied by the Arturia logo are factory creations that we think really showcase the capabilities of Rev OCEAN.



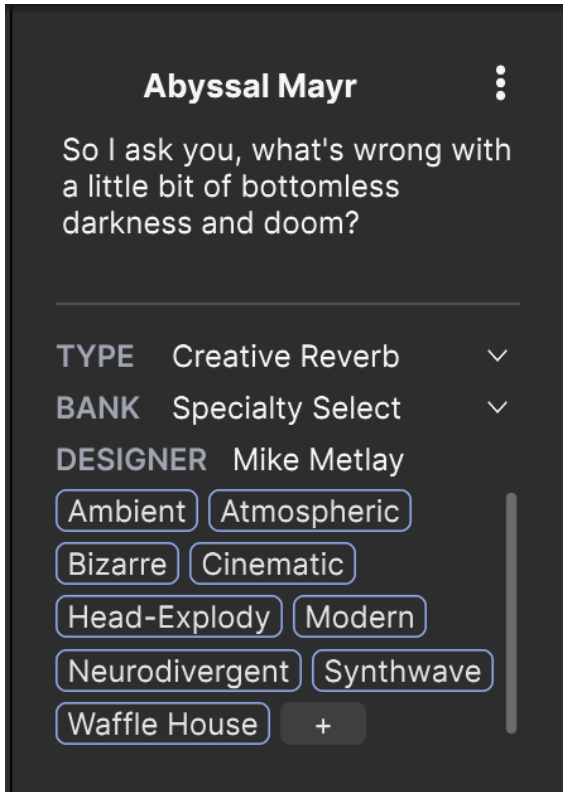
|  NAME ▲ |  TYPE  |
|---|--|
|  Cleaner Tides |  Long Release Reverb |
|  Distant Signal |  Long Release Reverb |
| Mega Expansion |  Creative Reverb |
|  Imagination Stadium |  Creative Reverb |
| Drum Kit Space |  Short Tail Reverb |
| Endless Horizon |  Long Release Reverb |
|  Floatation |  Creative Reverb |
| Rich Undertow |  Long Release Reverb |
| Micro Movement |  Creative Reverb |
| Double Drop |  Creative Reverb |

Clicking the Arturia logo icon at the top of the Results pane sorts all featured Presets to appear at the top of the list.

 Sorting by Liked presets takes priority over sorting by factory-featured ones. So, if the top heart icon is engaged, the results will show all liked Presets first, but the first among these will be featured Presets. Non-liked featured Presets may appear lower on the list.

5.5. Preset Info Section

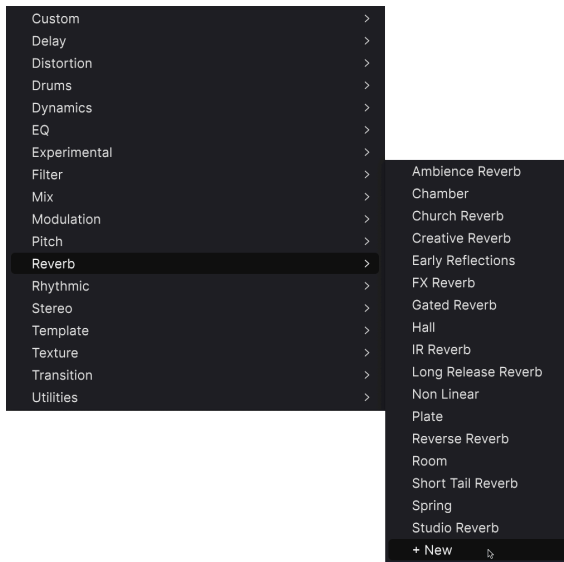
The right side of the browser window shows specific information about each Preset.



The Preset Info pane, with custom notes and Bank selection

For Presets in a User bank (as the result of a **Save Preset As...** operation), you can enter and edit the information in the Preset Info Section and it will update in real time. This includes the Bank, designer, Type, all Style tags, and even a custom text description at the top.

To make the desired changes, you can type directly in the text fields or use one of the pull-down menus to change the Bank or Type. As shown here, you can also use a hierarchical menu to select the Type or even create a new Type or Subtype.

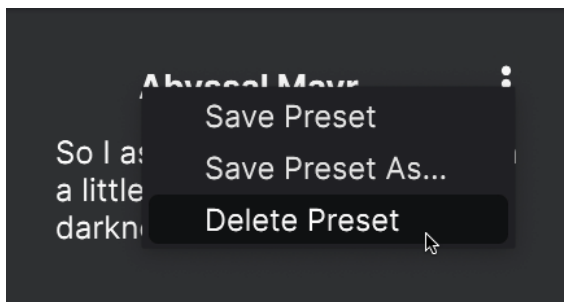


You can select a Type, Subtype, or create your own with New +

i Types and Styles changes you make here are reflected in searches. If you remove a given Style tag from a Preset and then save that Preset, it will not show up in future searches for Presets bearing that tag. Note that we provide a huge range of Types and Subtypes meant to work across the entire FX Collection. Not all of these apply straightforwardly to Rev OCEAN.

5.5.1. Preset Info quick menu

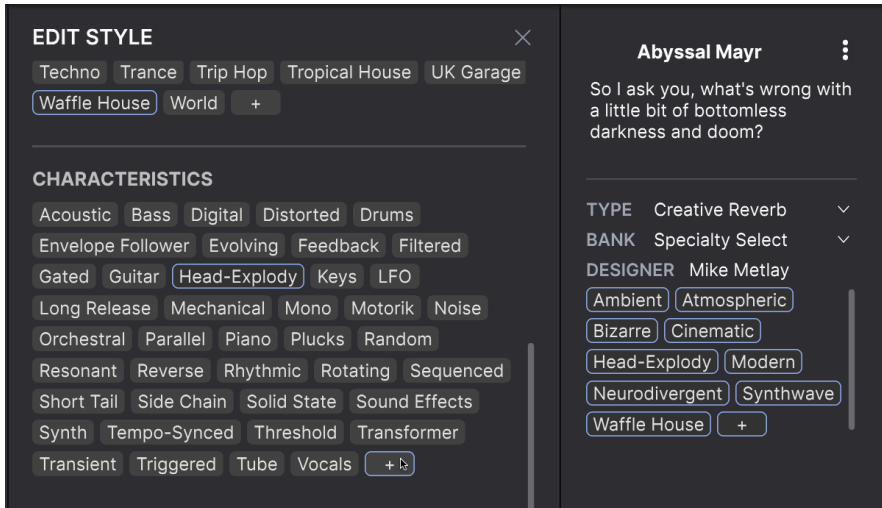
Clicking the icon with three vertical dots brings up a quick menu for **Save Preset**, **Save Preset As...**, and **Delete Preset** operations:



For sounds in Factory banks, only **Save Preset** and **Save Preset As...** [p.18] are available. If you're working with a user Preset and **Save Preset** is greyed out, it means you haven't yet changed anything in the Preset.

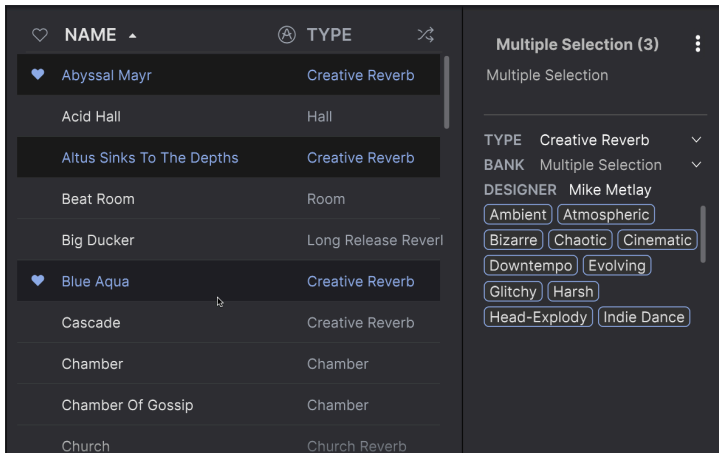
5.5.2. Edit Style

You can also create your own Style tags to help refine searches according to criteria that matter most to you. Clicking on the + icon in the list in the Preset Info pane opens the Edit Style pane, where you can create as many new tags as you'll ever need:



5.5.3. Editing info for multiple Presets

It's easy to edit information such as Types, Styles, designer name, and text description for several presets at the same time. Simply hold CMD (macOS) or CTRL (Windows) and click the names of the Presets you want to change in the Results list. Then enter the comments, change the Bank or Type, etc., and save.



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