USER MANUAL

Dogma IR-REV

Laboratory-precision convolution reverb

Zero-latency convolution in 64-bit precision, with 37 rooms (10 synthetic and 27 recordings of real spaces) and your own impulse responses. Shape the IR's length, envelope, decay per band and stereo image, then add filters, EQ and two tempo-synced delays.



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This manual covers Dogma IR-REV 0.18 for Windows. Screenshots may show an earlier build; the controls are the same. The latest edition is always at isaac-audio.rotabox.workers.dev/manuals/.

CHAPTER 01

Introduction

A convolution reverb plays your sound in a real space, captured as an impulse response (IR). Dogma IR-REV does it with no latency, in 64-bit precision, and without colouring the IR: it sounds exactly like the space it was measured in. Then it lets you reshape that space.

37 rooms included

Ten synthetic rooms (studio, halls, plate, echo chamber) and 27 recordings of real spaces, from a marble hall to a railway tunnel.

Your own spaces

Load any WAV impulse response, with up to two pictures of the room. IRs measured with Dogma IR-C load as they are.

Shape the IR

Length, onset, hold and shape; decay per frequency band; split, side delay and diffusion for the stereo image.

After the reverb

Low and high shelves, a three-band EQ and two tempo-synced delays, routed in five ways.

Zero latency

The reverb starts on the same sample as the dry sound: suitable for tracking and live use.

Smooth everywhere

Every change, preset load and bypass crossfades: no clicks, and the tail picks up where it was.

CHAPTER 02

Installation and activation

Dogma IR-REV installs in about a minute. One installer puts every format in the folder your DAW already scans.

System requirements

- **Windows 10 or 11**, 64-bit, and a 64-bit DAW. *A macOS version (Apple Silicon and Intel, macOS 11 or newer) is on its way; it is included in your license at no extra cost.*
- A host for one of the formats below, or none at all.
- **Microsoft Edge WebView2 Runtime**, which draws the plugin window. It is part of Windows 11 and almost every Windows 10. If it is missing, the installer offers to open Microsoft's download page.
- Administrator rights: plugins are installed in the shared Windows folders.

FORMAT	HOSTS
VST3	Cubase, Nuendo, Studio One, Ableton Live, FL Studio, REAPER, Bitwig, Cakewalk and most others
CLAP	REAPER, Bitwig Studio, FL Studio, Studio One
AAX	Pro Tools (the AAX is signed by PACE, as Pro Tools requires)
Standalone	No DAW needed: Dogma IR-REV runs as its own application with your audio interface

Installing

1. **Close your DAW.** Windows locks a plugin file that is loaded, and the installer cannot replace it. Pro Tools in particular must be closed.
2. **Run** `Dogma-IR-REV-…-Windows-Setup.exe` (double-click) and approve the Windows permission request.
3. If Windows shows **"Windows protected your PC"**, click `More info` and then `Run anyway`. SmartScreen warns about any installer it has not seen many times before.
4. Choose the language and accept the license agreement.
5. **Choose the formats.** The default installs all of them. Untick what you do not need, for example AAX if you do not use Pro Tools.
6. Click `Install`, then `Finish`. The Start menu now has an **Isaac Audio › Dogma IR-REV** folder with the standalone application.

Where the files go

ITEM	FOLDER
VST3	`C:\Program Files\Common Files\VST3\Dogma IR-REV.vst3`

ITEM	FOLDER
CLAP	`C:\Program Files\Common Files\CLAP\Dogma IR-REV.clap`
AAX	`C:\Program Files\Common Files\Avid\Audio\Plug-Ins\Dogma IR-REV.aaxplugin`
Standalone	`C:\Program Files\Isaac Audio\Dogma IR-REV\Dogma IR-REV.exe`

Updating and removing

Updating: run the new installer over the old one. There is no need to uninstall first, and your presets and settings are kept.

Removing: `Settings › Apps › Installed apps`, then **Dogma IR-REV › Uninstall**. Your own presets stay in your Documents folder.

> INSTALLING FROM THE ZIP INSTEAD
>
> Extract the whole zip to a folder first (right-click › Extract All); do not run anything from inside the zip. Double-click **Install Dogma IR-REV.bat** and approve the permission request: it copies the plugin formats to the folders above. **Uninstall Dogma IR-REV.bat** removes them.

Activation

Dogma IR-REV needs a license file to pass audio. There are two kinds: the license of a purchase, tied to your computers, and the personal license of the beta programme.

If you bought Dogma IR-REV

Your license covers **two computers**. Activating one takes a minute:

1. **Open Dogma IR-REV** in your DAW. Without a license, the window shows a short notice with a button: `Activate this computer`.
2. Click it. Your browser opens **your account** on our website, with this computer's code already filled in. Sign in with the link from your purchase email if you are asked to.
3. Optionally give the computer a name ("Studio PC"), then click `Activate and download the license`.
4. **Leave the downloaded file in your Downloads folder.** The plugin finds it within a few seconds and starts working; you do not need to restart the DAW. It shows its terms once: click `I agree`.

> GOOD TO KNOW
>
> The license file is valid for 60 days, and the plugin renews it by itself in the background whenever the computer is online. If a computer stays offline longer than that, activate it again from your account: it is the same computer, so it does not use another slot. To move the license to a new computer, release the old one under **Active computers** in your account (up to three times a year; write to us if you need more).

If you are a beta tester

Testers use one personal file for all the Dogma plugins: `ISAAC-AUDIO-Beta-License.isaaclic`, issued in your name.

- **Downloaded the zip from the beta site?** The license is already inside it, and both the installer and **Install ... .bat** copy it to `Documents\Isaac Audio\Beta`. Nothing to do.
- **Don't have it?** Sign in to the beta site and click `Download license` on the downloads page. On Windows you can leave it in Downloads: the plugin finds it there.
- The first time you open the plugin, it shows the beta terms with your name once. Click `I agree`.

License details and status

Click the **version number** under the plugin's name, in the top-right corner of the window, to see whom the license is issued to and until when, and to open the feedback page.

> WITHOUT A LICENSE
> The plugin passes no sound and shows a "license required" notice with buttons to the website and the license folder. As soon as a valid file is in place, it unlocks by itself within a few seconds.

CHAPTER 03

Loading Dogma IR-REV in your DAW

After installing, open your DAW. Most hosts scan the plugin folders at launch. The plugin is called **Dogma IR-REV**, the vendor is **Isaac Audio**, and it is listed under **Reverb**.

HOST	IF IT DOES NOT APPEAR	WHERE TO FIND IT
Pro Tools (AAX)	Scans at every launch: if Pro Tools was open while you installed, quit and reopen it.	Insert › plug-in › Reverb › Dogma IR-REV
Cubase / Nuendo	Usually automatic. Otherwise: Studio › VST Plug-in Manager › Rescan.	Insert slot › Reverb › Dogma IR-REV, or by vendor: Isaac Audio
Studio One	Options › Locations › VST Plug-ins: tick Scan at startup, or Reset Blocklist; restart.	Browser › Effects › Isaac Audio › Dogma IR-REV, drag to the channel
Ableton Live	Settings › Plug-Ins: turn on Use VST3 Plug-In System Folders, then Rescan.	Browser › Plug-Ins › VST3 › Isaac Audio › Dogma IR-REV. Open the window with the small wrench icon in the device title.
FL Studio	Options › Manage plugins › Find installed plugins; tick the star next to it to add it to the menu.	A free Mixer insert slot › Dogma IR-REV
REAPER	Options › Preferences › Plug-ins › VST › Re-scan (CLAP: Plug-ins › CLAP › Re-scan).	FX button on the track, search "Dogma"
Bitwig Studio	Automatic. The VST3 and CLAP folders are active under Settings › Locations › Plug-ins.	Browser › Devices › Isaac Audio › Dogma IR-REV (CLAP preferred)

Menu names are those of current versions and may differ slightly in yours.

Everyday behaviour in every host

- **Keyboard:** the space bar and all your DAW shortcuts (`Ctrl+S`, `Ctrl+Z`, transport keys) keep working while the plugin window is open and focused.
- **Window size:** drag the window's bottom-right corner, or pick a size in the plugin. A bigger window is drawn with more pixels, so it is also sharper.
- **Recall:** every setting, the preset name and the window size are saved with your project.
- **Automation:** every continuous control can be automated; the knob in the window follows the automation.

Insert or send?

> IMPORTANT
>
> By default **DRY is closed** (−144 dB): the output is 100 % reverb. That is right for an FX / Aux / Return track fed by sends. If you insert Dogma IR-REV directly on a track instead, raise **DRY** to 0 dB and lower **WET** until the amount is right.

HOST	A REVERB ON A SEND
Pro Tools	Track › New › Stereo Aux Input; its input a bus (Bus 1-2); sends from the source tracks to that bus; on the Aux: Insert › plug-in › Reverb › Dogma IR-REV (stereo).
Cubase / Nuendo	Project › Add Track › Effect › Dogma IR-REV; on the source tracks: Sends › the FX channel.
Studio One	Drag the plugin to the Sends area of a source channel: Studio One creates an FX Channel and the send.
Ableton Live	Drag the plugin to a Return track (A or B) and turn up the Send on the source tracks.
FL Studio	Put it on an empty Mixer track; on the source tracks, right-click the arrow under that track › Route to this track only, or turn the send knob.
REAPER	A new track with FX › Dogma IR-REV; on the source tracks: Route › Add new send › the reverb track.
Bitwig Studio	Drag it to an FX Track and set the Sends on the source tracks.

CHAPTER 04

Quick start

1. **Put Dogma IR-REV on an FX / Aux track** and send your sources to it (or insert it and raise DRY: chapter 3).
2. **Choose a room**: click the preset name (NO PRESET). The browser has four groups: Studio, Hall, Effect and Recorded (real spaces). Use the arrows to audition one after another while the track plays.
3. **Set the amount** with WET (and the send levels).
4. **Fit the length**: turn the large LENGTH knob down until the tail suits the tempo. It shows the resulting RT60.
5. **Clear the space**: open the FILTERS page and turn on CUT to keep the low end tidy, or lower High Gain for a darker reverb.
6. **Add a pre-delay** (IMAGE page, PRE-DELAY 10–30 ms) to separate a vocal from its reverb.

> YOUR OWN ROOM
>
> Measured a space with Dogma IR-C? Click LOAD IR..., choose the file, and you are mixing in that room.

CHAPTER 05

The interface

The display shows the IR and the routing; the pages below it hold the controls, in the order the signal meets them.



Dogma IR-REV with a concert hall: the impulse view shows the 3.3 s stereo IR and its RT60.

1. **Preset bar**: group, name, previous / next.
2. **SOURCE, IMPULSE, ROUTING, SETUP**: the display's views.
3. **Impulse view**: the IR as the engine plays it, with its RT60.
4. **Zoom** the time axis.
5. **Pages**, in signal order: IMAGE, X-OVER, ENV, FILTERS, EQ, DELAY 1, DELAY 2, MIX.
6. **The page's values**, set with the knobs below.
7. **Six page knobs**: they change with the page.
8. **LENGTH**: shortens the tail; shows the resulting RT60.
9. **DRY** and **WET**, always at hand.
10. **Meters**: IN and OUT.

Working with the controls

ACTION	RESULT
Drag up / down	Changes a knob. Hold `Shift` for fine adjustment.
Mouse wheel	Changes the knob under the pointer.
Double-click	Returns the control to its default.
Click a value box	Type a value and press `Enter`. Units and shorthands are understood: `-3.5`, `2.5k`, `40 ms`.
Hover	Shows a short explanation of the control.

CHAPTER 06

Rooms and your own IRs

The SOURCE view

Shows where the IR comes from: its name, length, channels and sample rate, and the pictures attached to it.

- **LOAD IR…** loads a WAV file: 16, 24 or 32-bit, integer or float, mono or stereo, any sample rate (it is resampled to the session's). You can attach up to two pictures (JPEG, PNG, WebP or GIF, up to 8 MB). IRs longer than 12 seconds are faded out at 12 s.
- **ROOM** returns to the built-in synthetic room, with two controls of its own: **Room Decay** (0.2–10 s) and **Room Damping**.
- A **mono IR** feeds both channels; with more than two channels, the first two are used.

> TRANSPARENT BY DESIGN
> With every control at its default, the reverb is the IR bit for bit: Dogma IR-REV does not change its level or its colour. Every page starts from there.

Insert or send in the standalone

The standalone application (Start › Isaac Audio › Dogma IR-REV) takes the input of your audio interface and plays it back with reverb. Choose the interface, input and output in its settings window. Beware of feedback with a microphone and speakers in the same room.

CHAPTER 07

Shaping the IR

These pages rebuild the IR itself. Every change makes a new IR in the background and crossfades to it in 20 ms: you can move them while the track plays.

LENGTH

The large knob shortens the tail, from 100 % (the whole IR) down to 1 %, and shows the RT60 that results. The **ROOM** switch next to it chooses how:

- **Fade** (default): the IR fades out, evenly at all frequencies.
- **Room**: a smaller room. Every frequency decays faster by the same factor, as it would in a smaller space. At 100 % it is the original room, bit for bit.

IMAGE

CONTROL	RANGE	WHAT IT DOES
PRE-DELAY	−500 – +500 ms	Delays the reverb against the dry sound. A negative value delays the dry sound instead: the reverb seems to start before the note.
SPLIT	−100 – +100 %	Stereo only: blends a delayed copy into one channel (− left, + right), widening the image (the Haas effect).
SIDE DLY	5 – 50 ms	The delay of that copy.
SIDE DAMP	100 Hz – 20 kHz	A low-pass on the delayed copy, so the widening stays soft.
DIFFUSE	0 – 100 %	Smears the early reflections into a denser, smoother onset. The energy stays the same. 0 % is off.
PAN	−100 – +100 %	Moves the reverb's stereo image.

X-OVER: decay per band



X-OVER: the lows, mids and highs of the decay reshaped independently.

CONTROL	RANGE	DEFAULT	WHAT IT DOES
LOW DECAY	10 – 400 %	100 %	The decay time below X1, relative to the IR.
X1	50 Hz – 1 kHz	400 Hz	The crossover between lows and mids.
MID DECAY	10 – 400 %	100 %	The decay time between X1 and X2.
X2	1 – 10 kHz	4 kHz	The crossover between mids and highs.
HIGH DECAY	10 – 400 %	100 %	The decay time above X2. Shorter highs sound like a warmer, more absorbent room.

ENV: the envelope

CONTROL	RANGE	WHAT IT DOES
ONSET	0 – 500 ms	Fades the reverb in. 0–10 ms keeps the attack natural; longer values make it swell.
HOLD	0 – 5000 ms	The time over which SHAPE is applied.
SHAPE	–12 – +12 dB	Tilts the level over the HOLD time. A positive SHAPE counteracts the decay: the classic dense or gated reverb.

The ENV page draws the envelope over the impulse, with handles: drag the flag for ONSET, the ring for HOLD and SHAPE together.

CHAPTER 08

Filters and EQ



FILTERS and EQ of the reverb path, drawn over the decay.

FILTERS

CONTROL	RANGE	DEFAULT	WHAT IT DOES
LOW GAIN	±12 dB	0 dB	A low shelf on the reverb.
LOW FREQ	40 – 400 Hz	100 Hz	Its frequency.
CUT	Off · On	Off	A 12 dB/oct high-pass at half the LOW FREQ, against a boomy low end. Off: the IR plays as measured.
HIGH GAIN	±12 dB	0 dB	A high shelf, analog-matched up to 20 kHz.
HIGH FREQ	1 – 10 kHz	5 kHz	Its frequency.

EQ

Three analog-matched bell bands on the reverb. Their width follows the gain: broad for small moves, narrower for large ones.

BAND	FREQUENCY RANGE	DEFAULT	GAIN
1	40 Hz – 4 kHz	160 Hz	±12 dB
2	80 Hz – 8 kHz	800 Hz	±12 dB
3	160 Hz – 16 kHz	8 kHz	±12 dB

Where the EQ sits is chosen in the ROUTING view (chapter 9). The FILTER + EQ button shows the whole reverb path's response at once.

CHAPTER 09

Delays, mix and routing

Two delay lines, after or beside the reverb, for echoes that sit in the same space.

DELAY 1 and DELAY 2

CONTROL	RANGE	WHAT IT DOES
DELAY	0 – 3000 ms	The delay time, when the line is not synced.
Note	Off, Bar, 1/1 … 1/64	Syncs the line to the tempo (Bar follows the time signature).
Note Mod	Straight · Dotted · Triplet	Modifies the note value.
GROOVE	±100 %	Pushes a synced delay early or late (swing), up to half a note.
FEEDBACK	±100 %	How many repeats. Negative values invert every other repeat.
PAN	±100 %	Places the line's echoes.
TONE	±100 %	A high shelf at 2 kHz on the echoes: brighter up, darker down.

Tempo

The delays follow your DAW's tempo and time signature in every format (**Tempo Source › HOST**, the default). With **BPM** they follow a tempo you set (20–300 BPM) and a meter. In the CLAP version they can also follow an external MIDI clock.

MIX

The level of every line: **IN**, **REVERB**, **REV PAN**, **DELAY 1**, **DELAY 2** and **OUT**. The output is DRY + WET × (REVERB + DELAY 1 + DELAY 2).

ROUTING



ROUTING, mode 2: pre-delay, convolution, filters, and two tempo-synced delays in series after the reverb.

The reverb is always on the top line. The five modes say where the delays take their signal from:

MODE	ROUTING	CHARACTER
1	Reverb → Delay 1, Reverb → Delay 2	Both delays echo the reverb, in parallel.
2	Reverb → Delay 1 → Delay 2	In series, from the reverb.
3	Reverb → Delay 1, Dry → Delay 2	Mixed: one echo of the space, one of the dry sound.
4	Dry → Delay 1 → Delay 2	In series, from the dry sound, beside the reverb.
5	Dry → Delay 1, Dry → Delay 2	All in parallel.

The EQ can sit in one place at a time: click an **EQ** box in the diagram to put it there (click it again to take it out). Right after the reverb it colours the reverb and the delays fed from it; on an output line it colours only that line. **Pre/Post** chooses whether the delays take the reverb after the filters or before them.

CHAPTER 10

Setup

SETTING	OPTIONS	WHAT IT DOES
TAIL CUT	−140 – −100 dB (−120)	Ends the IR where its remaining energy falls below this level. A higher value drops a recorded IR's noise floor and saves CPU.
LATENCY MODE	Low · Medium	Both have zero latency. Medium uses larger blocks for the far tail: lighter on the CPU with small buffers.
STEREO MODE	Stereo · Summed	Summed feeds the mono sum of the input to the reverb. The dry and the delays stay stereo.
PRESET LOAD	All Data · IR Only	Whether loading a preset sets every control, or only changes the room and keeps your settings.
Window size		Makes the whole plugin bigger and sharper; or drag the corner.

Bypass is your DAW's bypass button. The switch is smooth, and when you return, the tail picks up exactly where it was.

CHAPTER 11

Presets and tips

Using presets

1. Click the **preset name** in the bar at the top of the display. The browser opens with the factory presets in categories, and your own.
2. Hover a preset to read what it is for; click to load it. The arrows on either side of the name step to the previous or next preset, so you can audition them while the track plays.
3. A dot next to the name means the settings have changed since the preset was loaded.
4. To keep your own, type a name and click `SAVE`. User presets are stored in `Documents\Isaac Audio\Dogma IR-REV\Presets`, so you can copy them to another computer.

The factory presets also appear in the preset browsers of hosts that read VST3 presets (Cubase, Nuendo, Studio One) and CLAP presets (Bitwig).

Factory presets

GROUP	PRESETS
Studio	Vocal Booth · Small Room · Studio Live Room · Drum Room · Echo Chamber
Hall	Recital Hall · Concert Hall · Church · Cathedral
Effect	Plate
Recorded	Aircraft Hangar · Marble Hall · Central Hall · Studio Theatre · Stone Tower · Limestone Cave · Railway Tunnel · Mine Tunnel · Mausoleum · Village Church · Lime Kiln · Jack Lyons Hall · Lady Chapel · Minster · Sports Hall · Typing Room · Ballroom · Medieval Church and more

The recorded spaces come from the OpenAIR library (University of York) under the Creative Commons Attribution 4.0 licence; each preset's description names the space and its source. Synthetic rooms are generated by Dogma IR-REV.

Tips

- **Size by tempo:** a tail that ends before the next downbeat keeps the mix clear. LENGTH shows the RT60.
- **Darker sits further back:** lower HIGH GAIN or HIGH DECAY to push a source into the distance.
- **Pre-delay for clarity:** 15–40 ms keeps a vocal's words in front of its reverb.
- **Delays in the room:** mode 2 with a dotted 1/8 and a little feedback gives echoes that sit in the same space as the reverb.

CHAPTER 12

Troubleshooting

WHAT HAPPENS	WHAT TO DO
Only reverb is heard, no dry sound	DRY is closed by default (for a send). On an insert, raise DRY to 0 dB.
A loaded IR sounds wrong or quiet	Check that the file is an impulse response (a click and its decay), not a recording. Mono files feed both channels.
CPU is high with a small buffer	SETUP › LATENCY MODE › Medium (still zero latency), or raise TAIL CUT.
REAPER's FX checkbox cuts the tail	REAPER's on/off box stops the plugin at once. Use the Bypass parameter instead: it is smooth.
The plugin does not appear in the DAW	Rescan (chapter 3). Check that the file is in the folder listed in chapter 2 and that the DAW is 64-bit. If the host put it on a blocklist ("failed" plugins), reset the list and scan again.
It does not appear in Pro Tools	Check that `Dogma IR-REV.aaxplugin` is in the AAX folder. Quit Pro Tools, delete `%APPDATA%\Avid\Pro Tools\InstalledAAXPlugIns` and launch again: Pro Tools rescans everything.
The window is empty, or the DAW shows only a list of parameters	Install the Microsoft Edge WebView2 Runtime (search "WebView2 Runtime" on microsoft.com) and restart the DAW.
No sound, and a "license required" notice	Activate the computer (chapter 2). The plugin unlocks a few seconds after the license file arrives.
"Windows protected your PC" or an antivirus warning	Click More info › Run anyway. If an antivirus quarantines the file, restore it or add an exception for its folder.
Clicks or dropouts	Raise the buffer size of your audio interface, and compare with another plugin on the same track. If it persists, please write to us (see the Support chapter).

CHAPTER 13

Specifications and support

Formats	VST3, CLAP, AAX (PACE-signed), Standalone · Windows 10 / 11, 64-bit
Channels	Mono and stereo
Engine	Zero-latency partitioned convolution, 64-bit; IRs up to 12 s
IR files	WAV, 16 / 24 / 32-bit integer or float, any sample rate, mono or stereo; up to two pictures
Rooms	10 synthetic, 27 recorded (OpenAIR, CC BY 4.0)
Delays	Two lines, 0–3 s or tempo-synced, five routing modes; MIDI clock in CLAP
Latency	None

Getting help

We answer every message ourselves. Please include:

- What you did, what you expected, and what happened instead.
- The DAW and its version, the format (VST3, CLAP, AAX, Standalone), your Windows version, the audio interface, the sample rate and buffer size.
- A screenshot of the plugin window, and the version number shown under the plugin's name.
- For a sound issue: a short audio clip before and after, and the preset or settings.
- In Pro Tools: the newest log from `Documents\Pro Tools\Logs`.

Email	isaac.sound.studio@gmail.com
Beta testers	The feedback page, isaac-audio.rotabox.workers.dev/beta/feedback/ (also from the plugin: click the version number › Report a problem / feedback). You can attach files and follow the answers there.
Manuals	isaac-audio.rotabox.workers.dev/manuals/

Safety

> **PROTECT YOUR EARS AND SPEAKERS**
>
> A long reverb with high feedback on the delays can build up a lot of energy. Start at a low monitoring level, especially when trying presets or typing values.

License agreement

Dogma IR-REV is licensed, not sold, under the Isaac Audio End User License Agreement shown by the installer and published at isaac-audio.rotabox.workers.dev/legal/eula/. The software is provided as is. Beta versions are for testing and may contain faults: keep backups of your projects.

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