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1 Reformer Pro

Reformer Pro is a unique plugin that allows you to perform pre-recorded audio instantly and intuitively. This means you can produce dynamic, responsive, highly realistic sound design in real-time by using an audio input or pre-recorded file to ‘drive’ the plugin’s processing. For the first time, you can perform sample libraries with any input signal in a dynamic, flexible way, as you would by using an instrument. Based on our patent-pending technology, Reformer Pro will open a huge range of creative possibilities for sound designers and musicians.

The plugin performs various forms of real-time analysis on the signal and uses this to produce a composite sound, based on various files from a pre-recorded library.

Reformer Pro adds to the already powerful set of controls in Reformer, giving you more control and hundreds of new possibilities when performing your libraries.

2 Installation

Run the installer downloaded from krotosaudio.com. This will place VST/AU/AAX versions in the correct locations on your system automatically. It will also install various assets required to run the plugin.

2.1 Copy Protection

The plugin uses iLok for copy protection. We have chosen to use this option as it both protects our software and offers a highly flexible way of managing your plugin license.

You will need an iLok ID/account to use the software. You can create an account for free at iLok.com. Then, you will then need to download iLok License Manager. Your license will allow you to use the plugin on one computer at a time.

*You do NOT need an iLok dongle/USB key to use the plugin.*

You do not need to use an activation code.

iLok now supports online activation and cloud-based license management, so you can activate and move your license between computers (and dongles) easily. This is all done using the iLok License Manager.
2.1 Starting a Demo

Reformer Pro can be used for 10 days as a fully-functional demo without a license.

You will need an iLok account to activate the demo.

You do not need a physical iLok to evaluate the plugin.

You will only be able to evaluate the demo once on your iLok account.

To start the demo, add Reformer Pro to a track in your DAW.

When the iLok popup appears, choose ‘Try’, and follow the procedure on-screen.

Log into your iLok account and choose a location. Your demo will now be active.

You will see a popup window again in 10 days time, when your demo will expire.

To continue to use the plugin and Analysis Tool, you will need to purchase a license from https://www.krotosaudio.com/products/reformer-pro/

If you have any issues getting started, please contact support@krotosaudio.com

2.2 Activating the Plugin

Log into your account using the iLok License Manager. You will find a the ‘Reformer Pro’ license in the main window (on the right-hand side). These will appear in BOLD. Click and drag these licenses to a location on the left-hand side. You can activate to either the local machine or an iLok2.
2.3 Activating Libraries

Reformer libraries can also be used in Reformer Pro, and additional libraries can be purchased from our Reformer Sound Library Store. Once you’ve chosen and downloaded a library, simply run the installer, and activate the license to your local machine or iLok2 using your iLok License Manager, just as you did for the plugin itself.

Unlike the license for Reformer, you will not be able to authorize a library through the plugin itself, and this will need to be done via the iLok License Manager.

Each library has an individual license, and is protected by iLok copy protection. If you do not have this license, or have not activated it, a popup will appear asking you to do so. You will not be able to use a library without the license.

If you purchase a bundle, or group or licenses (for example, the ‘Electric Typewriters’ Package by Soundbits), this will appear in your iLok License Manager as a Locked Group. This license can be moved between computers and iLok2s, but only as a group, and not as individual licenses.

If you attempt to load a library which is installed, but which you have not yet activated the license, this popup window will be displayed.

You will need to activate the license for this library to use the library in Reformer Pro (as in Reformer). Simply click to cancel this popup, open your iLok License Manager and activate the license. Return to your library list, and choose another library to start using Reformer Pro again. If you click on the library you have just activated, it should be available to use.

If you have issues with libraries not being recognized, occasionally you may need to delete the plugin from the channel in your DAW and reload it. Your newly activated libraries should now be available.
Likewise, we recommend removing and adding the plugin again if you have just installed additional library content.

3 Getting Started with Reformer Pro

Reformer Pro ships with a collection of example libraries and presets to get you started using the plugin. These are:

- Black Leopard Pro
- Electronic Pro
- Fruit Squash Pro
- Leather Foley Pro

These libraries of high-quality recordings from our Krotos Reformer Bundle collection, which are available for use in Reformer Pro for free as factory assets.

NB – These libraries will not work in the free version of Reformer

By default, the plugin will load a preset with 4 of these libraries loaded, and you will be able to use them immediately.

Reformer Pro always needs an input (this can be either a live audio signal from a microphone or instrument) or a pre-recorded audio file placed in the timeline of your DAW.

Simply load the plugin, insert some audio onto your track, and press play. To use the plugin with a live mic, arm your track and input a signal into the plugin to hear a result.

The plugin will use this input to produce a unique composite of pre-recorded audio, based on the amplitude and frequency content of the input. Different inputs will produce different results, which is one of the reasons Reformer Pro is such an exciting and flexible audio tool. Think of the plugin as a mix between a real-time sound editor and a performable instrument.

Certain libraries also have different frequency ranges and responses. You may find that some libraries are better suited to smoother, more gentle inputs, while some work best with short, sharp transients. We recommend you experiment with your new libraries as you would with a new instrument, and fully explore a range of inputs and methods of working with them.

Each library will also respond differently to the same content and performer, just as an instrument would. This is an entirely new take on working with audio, and it may take a while to get used to! Remember that certain libraries may respond differently to the same input, and it may take a few minutes to work out which type of content works best for which library. This is also part of the excitement of working with Reformer Pro! Very quickly you may find yourself creating sounds you could never achieve using editing, and designing huge ranges of variations based on a theme or gesture.

NB: You will find the plugin listed as ‘Reformer Pro’ in your plugin list in your DAW of choice. In Pro Tools, it will appear under the ‘Other’ Category in the plugin list.

NB: To achieve the same result from the plugin in your DAW, we recommend leaving one a break of one second between pressing stop and re-pressing play. This allows for the plugin’s advanced systems to reset before receiving an input again. Looping an audio region will also result in the same result each time, or a varied result, depending on your DAW.
Under certain circumstances you may also find it useful to leave a one second gap between regions of audio in your timeline, if you are using the same section of audio to feed into the plugin.
Reformer Libraries

Reformer Pro works with a certain collection of audio at a time. We call these **Reformer Libraries**. These are sound libraries especially configured to work with Reformer's unique processing. The output from the plugin is sourced entirely from these audio files. By using the plugin, you are directing how the technology selects and recompiles the audio files in real-time to create a unique result.

Reformer Pro works by accessing pre-recorded audio files, in the form of sound libraries, from a folder on your computer.

**To use Reformer libraries from our store, please follow this procedure**

Reformer Pro requires certain preference files to be installed for each audio sample rate your DAW may run at. We recommend you install all the relevant sample rate files when you first run your installer, unless you are very concerned about disk space. If you try to run Reformer Pro at a sample rate you have not installed preference files, you will be greeted by an error message. You can run your installer again at any time and install the missing files if you need to use this particular sample rate.

During the install procedure for any Reformer Libraries you purchase, you can choose to the sample rates you require, and skip any others you do not intend to use. For example, if you are not intending to work at high sample rates (such as 176.4khz or 192khz), then you can ignore these from your installer procedure. For larger libraries, this can have a big impact on the disk space Reformer Libraries can take up.

These sound libraries can also be used like any other sound library you may already own. Once installed, you can access and use the audio files in your DAW for editing in the traditional manner, or importing and using in other software.

**By Default, all Reformer Libraries are installed in the following locations:**

- **On OS X:** /Applications/Krotos/Reformer/Reformer Sample Libraries/
- **On Windows:** C:\Program Files\Krotos\Reformer\Reformer Sample Libraries

By default, the plugin comes with one free library (Black Leopard). To use more libraries, you can head to krotosaudio.com (or click ‘Buy more libraries’ from within the plugin) and purchase additional content for a range of prices.

You can also install the audio files Reformer Pro uses to any custom location by using the procedure in the Reformer library installer.
Under ‘Location’, click on the folder and choose a new location to install to. This can be another location on your local disk, or an external hard drive (remember this drive will need to be connected when you use Reformer Pro).

Choose ‘Other’ and navigate to your chosen location. Reformer Pro will store this location, enabling you to use your library right away.

**Reformer Pro supports using your own custom libraries.** These can be created using the Analysis Tool, which is covered in section 6 of this document.

### 4.1 Selecting Libraries

Once you have installed additional libraries, simply click on any of the 4 grey library selection bars at the top and bottom of the XY Pad. This will take you to the Selection section of Reformer Pro and allow you to select an individual library for the selection bar you have currently selected.

From here you can choose from other libraries (if they are installed), or navigate to krotosaudio.com to explore the huge range of Reformer Compatible Libraries available. Each library is displayed with its name, provider, and list on tags to give you a quick idea of how the content could be used.

Simply click on the the library you would like to use, which will load it into the plugin. Depending on the size of the library, or your current sample rate, you may see a ‘Loading Library’ pop-up (loading times will be increased at higher sample rates).

Click on the grey arrow next to the library selection icons at the top of the library menu to return to the main controls.

At the top of the Library Selection bar, you will see a diagram with four buttons. This represents the four voices available in Reformer Pro. Clicking on any of these buttons will jump to that voice, matching the position of the voice in the X/Y pad. For example, voice 1 = top left, voice 2 = top right etc.

Selecting a different library will give you different results, even with the same input signal. Try using the same audio file into different libraries to see the huge variety of incredible-sounding results that can be achieved with incredible speed.
4.2 Search

You can use Reformer Pro’s quick search to find a library at speed. Simply hit the ‘Search’ button on the bottom of the Library Selection view, and start typing in the text box that appears. This becomes particularly useful when you have a large collection of libraries in your collection, and saves on scrolling time! This bottom bar also displays the number of libraries you currently have available.

Libraries will be immediately filtered by library name. Even by typing a few key characters, you will be able to track down the library you are looking for.

4.3 Extended Library View

Since v1.1.0, Reformer Pro features an ‘Extended Library View’, that allows you to dive deeper into both libraries purchased from Krotos, or your own custom libraries.

Once you have selected a library using the library view, it will become highlighted in blue, and a large arrow will appear on the right-hand side of the window.

Clicking on this arrow will take you to the Extended Library View. You will now be able to view all the samples contained in the library, and choose to mute any samples you don’t want Reformer’s algorithms to select. This allows you to refine and control the results you hear from any Reformer library. For example, you may want to to use our factory ‘Fruit Squash Pro’ library, but to ignore any ‘Apple’ samples, they may not fit with your vision for this particular sound effect.

To mute a sample from a library, click on the speaker icon for that sample.

The icon will then change to indicate you have chosen to mute this sample. This will apply to any samples you have muted in the library.

Reformer Pro will ignore this sample, and choose matches from the remaining samples. You can continue to mute as many samples as you like in your library, by bear in mind that reducing the number of samples will affect the output (e.g. using only one or two samples may result in a glitchy output, but feel free to use this functionality creatively!).

Click on the ‘<’ arrow at the top of this window to return to the main Library View.
You can use the Preview Bar to help you select which samples to mute in a library:

The speaker icon shows whether the auto-preview function is currently active (it will be by default). When active, you can click on any sample listed in the Extended Library View and hear it immediately. This is very useful for tracking down a particular sample which may ‘stick out’ to your ears. The ‘Stop’ button will stop this sample when it is playing back (very useful on long samples) and to ensure no previewing continues when you start sending audio back into Reformer Pro after editing the contents of a library.

**NB – You can still preview a sample when it is ‘muted’, since this mute only applies to Reformer Pro’s selection of samples when receiving an audio input.**

You can also select areas of samples using the Waveform Viewer

![Waveform Viewer](image.png)

You can easily the the handles at the start and end of the selected area to set new start and end points for playback per sample. Hold SHIFT to select the entire area and move to throughout the sample with the same start and end points.

By default, the entire length of the sample will be selected when you select a sample.

**NB – Reformer Pro requires a minimum of one second of usable audio material per selected sample.** The waveform viewer will ‘snap’ to this period, and will prevent you from selecting a smaller area. This will be more apparent when editing samples with shorter durations, as the waveform viewer will display the entire sample in the same space in the UI.

You may want to build a library from scratch, one sample at a time, in order to have very precise control of the output of this voice. Our ‘Mute All’ button is ideal for this use-case. This is a quick shortcut to mute every sample in the library, and from there you can unmute samples individually. This is especially useful when your library contains a large quantity of samples. You can also use this control to ‘reset’ a library back to its default starting point after experimenting with muting many samples in a library.

**NB – Muting all samples will result in a silent output from this voice**

You can save and recall any edited library as a preset, or with your session when it is saved.

**NB - Muting samples in a library will be lost if you change library or reload it without saving your selections as presets.**

You can use the Search function at the bottom of the window to search for a specific sample in your library.
4.4 Deleting Libraries

If you delete any Reformer libraries purchased from our store, these will need to be re-installed if you decide to use them again in the future.

Clicking on the ‘X’ on the right-hand side of each library in the Library Selection view will delete a library

This will produce a popup asking you to confirm this. You will then see another popup when the deletion has been successful.

NB – You cannot delete factory libraries than come with Reformer Pro.

4.5 Purchasing More Libraries

There is a huge selection of Reformer Libraries available at krotosaudio.com, recorded and edited by both Krotos and selected third parties.

You can choose to buy more libraries to use in Reformer Pro whenever you like. You can do this by clicking on the ‘Buy More Libraries’ panel in the libraries section of the plugin. This will always be found at the bottom of your library list in the plugin. To access this, click on the grey panel with the name of the library.

You can also navigate to this page using your browser: https://www.krotosaudio.com/product-category/Reformer-libraries/

You can also use Reformer Pro’s menu in the top bar of the plugin window to find a link.
5  Understanding the UI

5.1 Visualiser

This is a multi-dimensional visualization of the audio coming in and from the plugin, that can be helpful when working with various types of material. It is sensitive to frequency and amplitude.

The outer-most (yellow) ring displays the frequency of the processed (wet) signal. This begins at 50hz roughly at 3 o’clock (thinking about the location of hour timings on a clock-face), and moves up the frequency spectrum anti-clockwise. For example, around 3khz will appear around 12 o’clock, 9khz around 9 o’clock and 15khz around 6 o’clock.

The inner-most (orange) ring represents the amplitude of the incoming (dry) signal.

The middle ring (red) represents the amplitude of the processed (wet) signal.

5.2 X/Y Pad

The XY pad allows you to mix the levels of the output of Reformer Pro’s four voices. This allows you to blend between the libraries you have chosen in the four library slots. In the centre, all libraries are balanced equally. Moving the marker around the X/Y Pad changes the balance of the four voices to focus more heavily on the library that is selected in the quarter that the marker occupies.

For example, moving the marker up and to the left, the top left library will become more prominent in the mix compared with the other libraries.

You can then balance this more discreetly by using the volume control on each of the libraries, to increase or decrease their prominence in the mix (using the volume control in the panel directly underneath the X/Y pad). This allows you the ability to focus on creating a main layer for a sound design and then blend in the other libraries volumes, producing a fully realised, multilayered sound effect in one control parameter.

5.3 Library Playback Speed & Volume

Playback Speed is a vari-speed playback control for the sample material controlled by Reformer Pro. It functions in the same way that an analog tape would (i.e. lowering the speed slows down playback and also affects frequency content). Most of our Reformer Compatible Libraries are recorded at high sample rates (96khz or 192khz) so the loss of high frequency content can be minimized by changing your sample rate to the original sample rate of the library and adjusting the playback speed.
Reformer Pro will still make selections of samples based on the original incoming frequency content of the signal, and then adjust playback speed after a selection has been made.

The **Volume** control allows you to adjust the volume level of the selected library. It also allows you to reduce or boost the level of a library to compensate for potentially lower levels in user-made libraries.

Each of the four library selections in Reformer Pro have their own playback speed and volume control, allowing you the flexibility to blend different libraries in unique ways.

### 5.4 Response Time

**Response Time** allows you to set how quickly Reformer Libraries are respond to incoming audio. A fast response time makes Reformer Pro more responsive. This is good for transient material, like impacts, or faster paced audio inputs. A slow response time will result in a less samples being matched by Reformer Pro and smoothly transitioning between samples. This is good for longer draw out inputs, like vocal growls or held musical notes. It creates a more evolving sound.

You may find this parameter can have a great affect on your audio, depending on the content of your library.

### 5.5 Master Dry/Wet & Master Volume

The **Master Dry/Wet** control allows you to balance the incoming signal with the output of Reformer Pro’s processing. This master dry/wet affects all of the libraries at once.

The **Master Volume** affects the overall output level of the whole plugin. This sums the output of all four voices into one gain stage which can be reduced or boosted.

### 5.6 Limiter

Reformer Pro includes a brick-wall limiter by default in it’s output. This has been included to protect systems from any unpredictable behaviour or levels generated by custom libraries. For example, if you analyse a library of full-scale or very loud audio signals with the Analysis Tool (for example, car engine recordings) these may be become very loud when played back in Reformer Pro. The limiter ensures the output does not exceed 0dbfs, and protects both your ears and hardware!
7 Transient Engine

This new feature is designed to improve Reformer Pro’s response to quick, sharp transient inputs, and also to add extra definition to the response of your Reformer libraries. This new feature is ideal for libraries such as impacts or sharp quick transient events, allowing you to perform and trigger these sections of your material in real-time using an audio input or MIDI, and add extra definition to your sounds. To make use of this feature, your content will need to contain sharper, more ‘transient-like’ sections. Libraries with only smooth, constant material may not be useful, or may not allow the Transient Engine to identify useful material.

**NB** – *Our definition of a ‘Transient’ here is rather liberal! Rather than the initial very sharp onset or attack of a complex sound, we refer to ‘transient events’ which occur over an amplitude threshold, and sustain over a short period of time.*

When you analyse a folder of samples using the Analysis Tool, sections of audio with a sharp attack, followed by a steady decay, will now be automatically identified and made available to the transient engine. This is ideal for content such as the audio file shown below:

Each separate ‘transient event’ will be made available and can be triggered based on its individual frequency and amplitude character.
In another example, the red section of the following audio file would be identified as a ‘transient’, while the white section would not. This allows Reformer Pro to handle different segments of audio files differently, by the main and Transient Engines, and in a more controllable way. We will allow this ‘transient’ to have as adequate a decay period as possible after the initial attack of the sound, to help it gel with the main Reformer Pro engine, and to maintain the naturalistic character of the original audio file.

Switch to the controls for the Transient Engine by using the tabs in the lower left-hand side of the UI. Each voice now has two tabs; one for ‘Voice Controls’ and one for ‘Transient Controls’, for the Transient Engine. These can be used to tightly control transient playback using threshold, attack and release, per voice.

Activate the Transient Engine in each voice by clicking on the ‘power’ button on the left-hand side.

‘Threshold’ sets the level at which a transient will be triggered from the Transient Engine. Any audio signal with an amplitude peak which crosses this threshold (in db) will trigger a transient. Reformer Pro will attempt to match to a transient in the library, based on the amplitude and frequency content of the incoming signal (as in the main engine). Lowering this threshold will produce more transients to be played. Setting it to 0 (max threshold) may prevent any transients from being triggered (depending on your library and source material). Tweaking this based on our material, or level of incoming audio is crucial to get the best results.

Use ‘Decay’ and ‘Attack’ to shape the playback of the transient. Shorter decay values will produce a tighter, sharper response, but may remove the subtle aspects of the decay in certain use cases (e.g. Glass Impacts/Smashes). Shorter decay values may be ideal for matching to a drum beat, for example.

Blend between the classic Reformer engine and the transient engine using the ‘Main/Trans’ blend control. Depending on your Reformer library, you may find this produces more favourable results, or you can get creative by balancing the two. ‘Variation’ will select similar results based around the analysis of the incoming audio. This is ideal to help bring more life to a small library, to liven up a performance or add unpredictable behaviour to the transient selection. It can also help ensure a more natural response is heard when using a limited input, or a library with limited frequency content.

**NB - For repeatable results, we recommend you set Variation to 0.**

The Transient Engine also connects to the **Playback speed** per voice (in the ‘Voice Controls’ tab). The same value will be applied to the main engine and Transient Engine, allowing you to get creative with the sound and response of your transients. For example, try slowing down or speeding up your impact sounds, triggered in real-time!
NB - You can also use Extended View to select/deselect transient material from a library. Any files muted in Extended View will not be selected by the Transient Engine.
8 Dynamic Input

Dynamic Input is a feature which allows you to create dynamic sound design without an audio input. The best way to get to grips with the functionality is to think of Dynamic Input as a ‘Virtual Audio Input’. Now you can not only use audio as an input for Reformer Pro, but also automation data and midi can be used directly to produce audio in real-time.

When dynamic input is not activated, Reformer Pro analyses the incoming audio and finds matches in the currently selected library, and plays these back in real-time. When active, Dynamic Input blocks audio signals from the DAW, and allows you to interact directly with Reformer’s selection from the UI, producing audio results from the values set with the sliders. This feature really brings a whole new way of interacting with your libraries, by allowing you to perform them as instruments using the UI, automation, or MIDI.

To activate Dynamic Input, simply click on the ‘jack’ icon on the left-hand side of the UI, next to the Analysis Tool button. The Dynamic Input panel will now open. Clicking on the icon again will close the panel, and allow audio to follow back into the plugin. Switch between audio input and Dynamic Input for different ways of interacting with your own libraries by opening and closing this panel.

In the Dynamic Input panel, you will see a number of sliders and toggle switches.

**Amplitude** is the main ‘driver’ of the Dynamic Input. Moving this slider will instantly produce an output, based on the values currently set in the other three sliders (Frequency, Bandwidth and Variation). Use the **Frequency** and **Bandwidth** controls to select an area of the library, and then use the Amplitude slider to produce an amplitude value from the system. You can use the amplitude slider alone to produce results, or move all sliders simultaneously via automation or midi for extremely precise results in real-time.

The amplitude slider is very dynamic. It will reset automatically when you stop using it, so you do not have to return the slider to 0 for audio to stop. This is ideal for ‘picking up’ a gesture from a medium or high resting point, or for very fast start/stops, or for very expressive material, like foley.

The values you set in the Dynamic Input panel will be fed into all four voices of Reformer Pro (just like an audio signal would be). You can then set response times, playback speeds and volumes per voice (again, exactly as you would when using an audio input).

**NB – If you do not move the Amplitude slider, the Dynamic Input will not produce audio!**

We have designed this system to behave in a similar way to a ‘virtual audio signal’. Remember that any audio signal will have both frequency and amplitude content, and the amplitude value of a signal will define how loudly you hear it.
When using automation to automate Dynamic Input amplitude in your DAW, we recommend setting back to 0 when the gesture you are automating has finished (e.g. foley). Depending on your DAW and automation drawing method very subtle changes in automation values may be picked up by the Dynamic Input and result in unwanted audio output, unless you draw an automation curve returning to 0.

**Frequency** and **Bandwidth** select the frequency content of a library. These controls work in partnership with one another. The easiest way to think about these parameters is like using a bandpass filter to select a certain selection of the frequency content of a signal (although Dynamic Input does not filter an audio signal as such).

**Frequency** can be thought of as the ‘center’ frequency of the selection within a library, and **Bandwidth** as the width, or sensitivity of the selection.

An example of a bandpass filter, with a low bandwidth (on the left) and high bandwidth (on the right).

Setting the **Bandwidth** control to a low value will allow you to select a very small section of a library, based on the value set with the Frequency slider. Sections of the library which fall within this area will then be selected and played back by the Dynamic Input engine. **To be very surgical in your selection of material from your library, we recommend you set Bandwidth to 0.**

Use these controls to ‘scan through a library’, to find particular types of content, or restrict the search for results to within this area. For example, using the ‘Electronic Pro’ library, set bandwidth and variation to 0, and move amplitude and frequency to produce different sections of the library (or activate ‘Continuous’ mode to auto-generate an amplitude, and move frequency alone). This feature really highlights libraries with a wide frequency range, and although very sensitive, will be more or less successful based on the contents of the library.

You will notice that both these controls are displayed with a range of either 0 – 1. or -1. 1., and not in Hz (the normal method of displaying frequency values). This is because the Dynamic Input section recalculates the range based on the contents of each individual library. Because you can analyse and use any audio content with Reformer Pro, you may find that some libraries have a very different range of frequency content. For example, a library of analog synth recordings may contain frequency content from 20-40hz all the way up to 18khz or above, while a library of rattling stones may be much more limited, and focus entirely on mid-range, for example between 300hz and 7500hz. We get around this difference in material by scaling the library when it is loaded into Reformer Pro, so the same range in the sliders in the UI can be used in any library. This also allows more intuitive control over your content, without having to worry about certain libraries feeling unresponsive or out of range.
It also means that the same values will not apply to each Reformer library! We recommend you experiment and explore each library with Dynamic Input when you load it to a voice. Treat these libraries as instruments, with their own strengths, weaknesses and idiosyncrasies.

**Variation** will add a degree of variety to the output of the Dynamic Input. This is not a random variation, but is always based on the values of the other parameters (amplitude, frequency and bandwidth), so a section of the library will be chosen which is a close relation of the main result Reformer Pro has picked. This is an excellent way to avoid repetition, glitches or unnatural responses in certain libraries, and also for interesting creative results. Variation is also very powerful when used in ‘Continuous’ mode, where a constantly shifting texture or sound can be produced (excellent on environmental recordings like fire or water). For repeatable results, we recommend you set Variation to 0.

Activate ‘Continuous’ mode by clicking on the icon on in UI. This will set Dynamic Input’s amplitude to ‘auto-generate’ and send a continuous signal based on the value set with the amplitude slider (which can still be increased and decreased when this mode is active). This is a useful feature for creating continuously changing or evolving sounds at a fixed amplitude, or to ‘scan’ through a library to explore the range of content. It also works very well when combined with the Variation slider and Response Time switch in the main ‘Voice Controls’ tab per voice.

Remember that Dynamic Input can also be combined with Extended View for a massive range of results from a single library!

**NB** - When engaged, the Dynamic Input section can also be used to trigger transients in the Transient Engine directly, based on frequency content via velocity-sensitive midi input. If you have the Transient Engine active in a voice, it will be triggered by a midi note when midi mode is activated in the Dynamic Input panel.

**MIDI** can also be used with Dynamic Input. Activate MIDI input by clicking on the MIDI switch in the UI.

You will notice that both Amplitude and Frequency sliders will ‘grey-out’ and will be inaccessible when MIDI input is active. Bandwidth and Variation remain active. This is to avoid confusion, and doubling of an input. Amplitude will now be received via MIDI, and is velocity sensitive (0 – 127), allowing you to perform the input from a midi keyboard or controller. Frequency will now be mapped to MIDI note values, over the range C3 – C6, with lower notes producing lower frequency results from the Dynamic Input, and vice-versa.

**NB –** When MIDI is active, this is also connected to the Transient Engines in each voice, and will trigger transients in each active Transient Engine based on MIDI note and velocity.

**NB – In Logic,** to use Dynamic Input, you will need to press play before the plugin can output audio. This is due to the way that Logic handles this type of audio plugin. If you use Reformer Pro as an AU MIDI-controlled Effect, Dynamic Input will run immediately (see below for setup information)

**MIDI SETUP**
Using MIDI in your DAW with Dynamic Input will differ between applications.

Because Reformer Pro is a unique plugin which functions both as an audio effect, and an instrument, some DAWs will not allow MIDI input to Dynamic Input.

Unfortunately, as of v1.1.0 Nuendo and Cubase cannot be used to send MIDI input to Dynamic Input.

**Pro Tools**

Add Reformer Pro to an audio track in Pro Tools, and activate Dynamic Input and MIDI.

Create an instrument track and on the instrument tab choose the top (All option) dropdown and change this to your MIDI device.
On the bottom (none option) dropdown, choose Audio 1 Reformer Pro or the track that contains Reformer Pro.

Record enable the instrument track to allow MIDI triggering and send in a MIDI input to produce audio from Reformer Pro.

**Logic**

Create an instrument track, on which you will see the dropdown menu ‘Instrument’. Go to the bottom of this dropdown list and choose the AU MIDI-controlled Effects option > Krotos > Reformer Pro > Mono.
Once the plugin is on your instrument track, Record enable, then open the Dynamic Input tab and enable the MIDI input. This should allow you to trigger RFP with MIDI input.

**Reaper**

In Reaper’s preferences, make sure your midi device is recognised and enabled.
Create a new track and add Reformer Pro. In the input selection dropdown, select Input: Midi, then your device, and the correct midi channel.

Turn on input monitoring, and arm the track. Activate Dynamic Input and MIDI, and Reformer Pro should now receive midi and produce audio.

Live

Create a new MIDI track. Add Reformer Pro to this track, and activate MIDI in the Dynamic Input panel. Arm the track and send in a midi signal.
11 Master Dynamics Section

Reformer Pro includes a Master Dynamics section to control the dynamics of signals generated by the plugin, or to simply gel the output of different voices and libraries together more intuitively. This offers control over the classic parameters for dynamics processing, allowing quick control and re-shaping of audio signals.

In terms of signal flow, the compressor is applied before the other Master Controls (i.e. Master Volume and Master Dry/wet), allowing you to balance your sound easily.

‘Attack’, ‘Release’, ‘Knee’, ‘Threshold’, ‘Ratio’, ‘Makeup Gain’ behave as in any classic compressor. ‘Dry/Wet’ mix allows you to mix both compressed and uncompressed signals together, for parallel processing. Activating the ‘Autogain’ button will engage our auto-make up gain circuit, where the output of the compressor will automatically compensate for any gain reduction produced by the settings of the other parameters. Use the threshold and ratio controls to hear the gain being automatically compensated.

12 Presets

Reformer Pro allows you to save and recall presets, including library selection, dry/wet, volume and playback speed. Click on the name of the preset in the top bar to load, save or alter a preset.

Choose your preset name, and press ok.
You can also use the ‘Load’ and ‘Save’ buttons to work with presets.

You can manage your preset folder structure, move and delete presets from the ‘Manage’ option.

Clicking on ‘Menu’ will reveal other options. Here you can view the software license by clicking on ‘License’, contact support by clicking on ‘Support’, or check if there are any updates available.
13 Analysis Tool

The Reformer Analysis Tool is a partner tool for Reformer Pro. This is a powerful standalone application that allows users to create their own libraries for use in Reformer Pro.

**NB** - These libraries will not load in Reformer (only Reformer Pro)
13.1 Installation and Setup

Installing Reformer Pro will also install the Reformer Analysis Tool. If you cannot load or find the Analysis Tool, please re-run your installer or contact support@krotosaudio.com

No other additional setup is required.

13.2 Licensing

You need a license for Reformer Pro to use the Analysis Tool. If you license is not activated, you will not be able to use the Analysis Tool. If you do not have an active license, you will need to purchase one, or activate a limited time demo of the plugin. This can be done from the ‘Try’ option on the iLok screen which you will see the first time you open the plugin.

NB – You cannot activate the plugin from the Analysis Tool. Activating a license can only be done from Reformer Pro, and not vice-versa.

13.3 Getting Started with the Analysis Tool

You can open the Analysis Tool directly from inside Reformer Pro.

Click on this icon to open the Analysis Tool. This will open the tool as a standalone application, outside of your DAW.

The icon can be found on the Library Selection bar in the plugin UI.

To close it, simply click on the ‘X button (if on Windows) or on the Red button in the title bar (on OS X).

You can also open the Analysis Tool from a specific location on your machine. It will have been placed there when you installed Reformer Pro.

You can find it in the following location:

**OS X**
/Applications/Krotos/Reformer Pro

**Windows**
C:\Program Files\Krotos\Reformer Pro
Once you have located the Analysis Tool, simply double-click it to open.

### 13.4 Creating your own Libraries

Creating libraries for Reformer Pro is a simple process.

Drag and drop a folder of audio files into the Analysis Tool, or click on 'Choose Folder' to select a folder manually.

**NB** – Only folders of audio files are supported in the current version.

The path to this folder will now be displayed in the UI, for reference.

Select the sample rates at which you want to analyse the library. Reformer Pro requires you to analyse your library at every sample rate you are intending to work at. Each sample rate requires specific 'preferences' files to run. These are created by the Analysis Tool. For example, if you only intend to work at 48kHz, simply select this option.

Next, choose your **thumbnail** option.

If you don’t have an image you’d like to use for your library, don’t worry, the Analysis Tool will add a default thumbnail for you. If you don’t select an option when creating a library, the default thumbnail will be selected.
Your library will appear like this in Reformer Pro:

If you have an image in mind that you’d like to use, you can add it by selecting ‘Custom’ in the ‘Thumbnail’ section. A popup will appear giving you the choice to add a thumbnail of your choice.

You can add your own thumbnail, but the image must be 56x56 pixels to display correctly in Reformer Pro.

Your library will now be ready to analyse. Hit ‘Create’

You will now be prompted to choose a name for your library. Pick something you are happy to have displayed in Reformer Pro, preferably something related to your recorded content (e.g. ‘Chains’ or ‘Small Rocks’). These names will need to be fairly short as they may ‘fall off’ the edge of the Reformer Pro UI if too long.

Press ‘Start’ to begin the analysis. You will see a progress bar increasing as the analysis progresses. Depending on the size of your folder of audio files, this may take some time.

When the analysis is complete, you see this screen. Press ‘Close’ to start the procedure again and analyse a new library.
To view your new library in Reformer Pro, you may need to close and open the plugin window to refresh the library list.
13.5 Guidelines for creating libraries

Experimentation is key to finding the best sound and response from your material. However, to get the best results from your libraries, we recommend you follow these general guidelines.

- **Normalize your files** if possible before analyzing. However, this is not a ‘golden rule’ and may not be appropriate for all types of content; we’ve found that normalizing foley or ambiances creates a very artificial feel from the content when used in Reformer Pro (unless this is what you’re looking for!). You can also add gain to libraries from within Reformer Pro (per voice) to compensate for any level discrepancies.

- **Variety** – Libraries are most successful when they include a range of takes or gestures, with a large dynamic range. The most important consideration is the variety included in the set of audio files. 10 lengthy, varied files with usable audio regions of different length can be more effective than better than 50 very short files, or a collection of transients-only material.

- Recordings should all be from the same perspective (a variety of recordings from differing distances do not work effectively).

- Recordings should be **close-mic’ed** if possible.

- **The Sample rate of your content** should be as high as possible, preferably 96khz or 192khz. This allows you more possibilities when changing playback speed in real-time from within Reformer Pro (as the high-frequency content will be maintained when pitching down, as long as you are currently working at a high sample rate in your DAW). Reformer Pro will dynamically re-sample on the fly, so if you are working at 48khz, and your content is at a higher sample-rate, it will sound as intended when played back at the default playback speed per voice.

- You cannot use a folder of **audio files larger than 1GB** in this version. Using multiple versions of libraries this size will also have a serious impact on your memory and CPU, so be careful!

- There is **no limit on the number of files** that can be used in a library. Depending on the type of material and the content of the files, some Reformer libraries are only 50MB, so are 500MB. A successful library relies on the content, rather than file size or quantity.

- Each audio file should contain **a minimum of 1 second** of useable material (not including silence at the end of a file). Anything under this duration will be automatically ignored by the system, and you will be greeted with a popup from the Analysis Tool.

- Libraries work best when separated into ‘**micro libraries**’ of similar material, separated into individual folders.

If you have recordings of one type of object, device or animal, make these available as individual, labelled folders. For example, our Electro Mechanical Reformer Library, from Soundbits, was originally one large folder containing a large range of recordings of various devices. We then broke this down into smaller sections, per device, which were turned
into individual Reformer libraries. We have separate Reformer libraries for ‘Electric Drill’, ‘Document Shredder, ‘CD drive’ etc.

We find that this approach allows you more precise control over the layers of your sound design.

- Mono files are preferred (Reformer Pro’s output is currently mono, so all stereo information will be summed if you include stereo files). If using M/S (mid-side) recordings please only provide the mono channel for maximum effect

- If using material with clear, sharp transients, these often work better as edited together, with multiple transients into one file, following one another once the decay such faded out, rather than one hit/transient sound per file

- **Formats** - Audio files can be either WAV, AIFF, or OGG, at 16/24-bit. MP3 is not supported

- **Output Location** - Analysed libraries will be placed in the following location:
  
  On OS X:
  /Library/Application Support/Krotos/Reformer/Library/Reformer Libraries

  On Windows:
  C:\ProgramData\Krotos\Reformer\Reformer Sample Libraries

  **NB** - This location cannot be changed in this version, and will cause major issues with the behaviour of Reformer Pro if changed. We do not recommend you make any changes to these files or folders.

- To minimise disk space, only analyse libraries at the sample rates you are likely to work at. A library needs to be analysed for every sample rate you will work at in your DAW (48khz, 96khz, etc). For example, if you know you are not likely to work at 176.4khz, you do not need at analyse for this sample rate. If you find you are missing a sample rate for a library, you can simply run the Analysis Tool again to create it. These files are proportional to the size of your folder of samples. A larger folder of samples creates a larger set of preference files, and these increase in size with sample rate (i.e. a library only analysed at 44.1khz will have a lower footprint than one at 192khz)

  If you are not concerned about disk space, feel free to analyse at all sample rates to prevent any issues down the line.

### 13.6 Getting Started using your Libraries

You will need to ‘refresh’ Reformer Pro to use your new libraries inside the plugin. Simply close the Reformer Pro UI in your DAW, and open it again (you do not need to remove the plugin from your track, only re-open the UI). Your new libraries should now appear in the library list. Click on one of the four voices to display this view, and choose one of your new libraries.
13.7 Sharing Libraries

**The Reformer Analysis Tool is an open platform.** You can share these licenses between friends, colleagues and the Reformer Pro community. As long as you have a valid Reformer Pro license, you can use libraries created by other users.

**NB** – You will need to share both the preference files created by the Analysis Tool and the audio files used to create it to share the library with another Reformer Pro user.

**You will need the rights to share/re-distribute the audio files used to create a library to share it with other users as well as full user privileges to some areas of your hard drive**

You will first need to locate the preferences files on your hard drive.

By Default, all Libraries created with the Analysis Tool are placed in the following locations:

**On OS X:** `/Library/Application Support/Krotos/Reformer/Reformer Sample Libraries/`

**On Windows:** `C:\ProgramData\Krotos\Reformer\Reformer Sample Libraries`
(These files are hidden by default on Windows, and you may need to change your settings to view them)

For example, on OS X, to share my custom ‘Whoosh’ folder, I will need to copy this folder from the default location.

Create a new folder on your desktop. Call it ‘Reformer Whoosh Library’. Inside this, create another folder called ‘Preferences’, and paste this the ‘Whoosh’ folder inside it.

Inside your ‘Reformer Whoosh Library’, create another folder, and call it ‘Audio Files’. Paste in the audio files you used to create your Whoosh library.

Compress this folder (e.g. .zip) and share it.

The receiver will need to unzip the folder, and place the ‘Preferences’ folder from inside the ‘Reformer Whoosh Library’ folder inside the preferences folder listed below, on their machine.

**On OS X:** `~/Applications/Krotos/Reformer/Reformer Sample Libraries/`

**On Windows:** `C:\Program Files\Krotos\Reformer\Reformer Sample Libraries`

They will also need to copy the audio files, and place them somewhere appropriate. Bear in mind that this location is likely to be different to the location on your machine, where the library was created.
The receiver can now open Reformer Pro, and should see the ‘Whoosh’ library appear in the library list. When they select the library, they will need to re-link to the audio files used in the library. This location will be saved for future use.
**FAQ**

**What is Reformer Pro?**

Reformer Pro is a unique plugin that allows you to perform pre-recorded audio instantly and intuitively. This means you can produce dynamic, responsive, highly realistic sound design in real-time by using an audio input or pre-recorded file to ‘drive’ the plugin’s processing. Based on our patent-pending technology, we believe Reformer Pro will open up a huge range of creative possibilities for sound designers and musicians.

**How do I use it?**

Reformer Pro always needs an input (this can be either a live audio signal from a microphone or instrument) or a pre-recorded audio file placed in the timeline of your DAW. The plugin will use this input to produce a unique composite of pre-recorded audio, all the while maintaining the amplitude and frequency content of the input. Different inputs will produce different results, which is one of the reasons Reformer Pro is such an exciting and flexible audio tool. Think of the plugin as a mix between a real-time sound editor and a performable instrument.

**What are ‘Reformer Libraries’, and how can I make my own?**

Reformer Pro works with a certain collection of audio at a time. We call these ‘Reformer Libraries’. These are sound libraries especially configured to work with Reformer’s unique processing. The output from the plugin is sourced entirely from these audio files. By using the plugin, you are directing how the technology selects and recompiles the audio files in real-time to create a unique result.

Selecting a different library will give you different results, even with the same input signal. Try using the same audio file into different libraries to see the huge variety of incredible-sounding results that can be achieved with incredible speed.

By default, the plugin comes with a collection of libraries (Black Leopard Pro, Fruit and Veg Squash Pro, Leather Foley Pro and Electronic Pro). To use more libraries, you can head to krotosaudio.com (or click ‘Buy more libraries’ from within the plugin) and purchase additional content for a range of prices.

You can use the Reformer Pro Analysis Tool to create your own libraries that are compatible with Reformer Pro. By analyzing a folder of your own pre-recorded samples, you can create your own completely unique sound design content and design sounds like never before.

**How is it different to other plugins?**

Reformer Pro completely changes the way you work with recorded content. For the first time, you can truly perform your existing catalogue of audio files and sound libraries, in a highly responsive, intuitive manner.

This is rather different to other plugins, which transform an input using digital-signal processing or simply playback an audio file when triggered. Instead, Reformer Pro uses an input signal to control and select segments of pre-recorded audio automatically, and recompiles them in real-time, based on the characteristics of the incoming signal. In this way, you can perform foley, sound effects and other sounds as if you were performing an instrument. This is a complex process and may feel a little strange at first, but is an excitingly, new and powerful method of working with audio.
Can I get a demo?

Yes! Reformer Pro can be used for 10 days as a fully-functional demo without a license.

You will need an iLok account to activate the demo.
You do not need a physical iLok to evaluate the plugin.

You will only be able to evaluate the demo once on your iLok account. To start the demo, add Reformer Pro to a track in your DAW. When the iLok popup appears, choose ‘Try’, and follow the procedure on-screen.

Log into your iLok account and choose a location. Your demo will now be active.

You will see a popup window again in 10 day’s time, when your demo will expire. To continue to use the plugin and Analysis Tool, you will need to purchase a license from https://www.krotosaudio.com/products/reformer-pro/

If you have any issues getting started, please contact support@krotosaudio.com

Are there any limitations on which audio files I can use to create a library to use in Reformer Pro?

The Analysis Tool supports WAV, AIF and OGG files, at 16 and 24-bit, up to 192khz.

You will need to select a folder of files to analyse, as individual files are not currently supported.

A folder must be under 1GB, and should not include audio files less than one second in duration.

Why is the output from one of my custom Reformer Libraries is very low?

We advise that you manage your content in a certain way to get the most of it in Reformer Pro. Our guidelines for making the best libraries using the Analysis Tool are described in the Reformer Pro manual.

Generally, we recommend you normalize your audio files, and use a range of content, with a larger dynamic and frequency range. For example, libraries made purely of very short, high energy transients may not be so pleasing to the ear in Reformer Pro.

Also experiment with different types of input signal, and settings using Reformer Pro’s ‘Response’ control. Different types of content will behave differently to inputs and settings, which is what makes Reformer Pro so flexible and powerful.

We recommend you take a look at our Factory Libraries as a blueprint for the type of content which will make a great-sounding, flexible custom library. The audio files for these are freely available and accessible, and can be found in the following locations:

On OS X: /Applications/Krotos/Reformer/Reformer Sample Libraries/

On Windows: C:\Program Files\Krotos\Reformer\Reformer Sample Libraries

Can I customise my Reformer Libraries?
Unfortunately, once a library has been created, it cannot be edited. You can add your own custom thumbnail for each library you create, which will personalize how your libraries appear in Reformer Pro.

**Can I share my Reformer Libraries I make with the Analysis Tool with my colleagues or friends?**

**The Reformer Analysis Tool is an open platform.** You can share these licenses between friends, colleagues and the Reformer Pro community. As long as you have a valid Reformer Pro license, you can use libraries created by other users.

You will need to share both the preference files created by the Analysis Tool and the audio files used to create it to share the library with another Reformer Pro user. This is covered in the Reformer Pro manual.

You will need the rights to share/re-distribute the audio files used to create a library to share it with other users as well as full user privileges to some areas of your hard drive.

**Can I install my Reformer Libraries in a custom location or on an external drive?**

Yes! This is now supported via Reformer Library installers, downloaded when you purchase a Reformer Library from krotosaudio.com.
**Can I get access to the audio files used in the ‘Reformer Libraries’?**

Any Reformer Library that you purchase or make can also be used as a traditional sound library, and can be edited and used in a project in your DAW like any normal sound library. When you use the Reformer Pro plugin, the software will access these files and run it’s processing.

The advantage of purchasing a Reformer-compatible version of a sound library is that you can ALSO perform the library using the software, greatly expanding the use of the content.

**NB:** Removing or altering the original audio files used in the Reformer Library is NOT recommended. This may cause issues with the plugin, and make the Reformer Compatible functionality unusable.

**How do I get more libraries?**

There is a huge selection of Reformer Compatible Libraries available at krotosaudio.com. You can choose to buy more libraries to use in Reformer Pro whenever you like. You can do this by clicking on the ‘Buy More Libraries’ panel in the libraries section of the plugin. This will be found at the bottom of your library list in the plugin. To access this, click on the grey panel with the name of the library.

**Can I use my own Sounds/Libraries?**

Yes! The Reformer Pro Analysis Tool can be used to create Reformer Compatible Libraries of your own. Just click the Reformer Pro Analysis Tool option in the Reformer Pro plugin. In the Analysis Tool choose a folder with your own sound files you want to analyse and select the sample rates you want to use the library at. Then create the library. Once the Analysis Tool is finished you will be able to use the library in Reformer Pro.

**Why does Reformer Pro sound different at different sample rates?**

Reformer Pro’s processing is a new method of working with audio, and has certain caveats. One of these is that working at different sample rates will produce different results. This is because the audio input is different.

**How can I use Reformer Pro in Adobe Audition?**

We recommend you use the ‘Effects’ panel at the top of the screen in Audition to use Reformer Pro. Once the plugin is open you can preview and render the results.

**I sometimes get different results from Reformer Pro, using the same audio file. Why?**

To achieve the same result from the plugin in your DAW, we recommend leaving a break of one second between pressing stop and re-pressing play. This allows for the plugin’s advanced systems to reset before receiving an input again.

Under certain circumstances you may also find it useful to leave a one second gap between regions of audio in your timeline, if you are using the same section of audio to feed into the plugin.

**What is Dynamic Input?**

Dynamic Input is a new feature in Reformer Pro, which allows you to create dynamic sound design without an audio input. The best way to get to grips with the functionality is to think of Dynamic Input
as a ‘Virtual Audio Input’ which is fed into the plugin. Now you can not only use audio as an input for Reformer Pro, but now automation data and midi can be used directly and intuitively to produce audio in real-time.

**Can I use MIDI with Dynamic Input?**

Yes! However, using MIDI in your DAW with Dynamic Input will differ between applications. Because Reformer Pro is a unique plugin which functions both as an audio effect, and an instrument, some DAWs will not allow MIDI input to Dynamic Input.

Unfortunately, as of v1.1.0 Nuendo and Cubase cannot be used to send MIDI input to Dynamic Input. Please refer to the Reformer Pro manual for information about configuring MIDI and Dynamic Input for you DAW.

**What is the Transient Engine?**

This new feature is designed to improve Reformer Pro’s response to quick, sharp transient inputs, and also to add extra definition to the response of your Reformer libraries. This new feature is ideal for libraries such as impacts or sharp quick transient events, allowing you to perform and trigger these sections of your material in real-time using an audio input or MIDI, and add extra definition to your sounds.

When you analyse a folder of samples using the Analysis Tool, sections of audio with a sharp attack, followed by a steady decay, will now be automatically identified and made available to the transient engine.

To make use of this feature, your content will need to contain sharper, more ‘transient-like’ sections. Libraries with only smooth, constant material may not be useful, or may not allow the Transient Engine to identify useful material.

**Can I use my older Reformer libraries with the Extended View and Transient Engine?**

Yes! We have updated all Reformer libraries to be compatible with the Transient Engine. IF you are a Reformer Pro user, and own Reformer libraries, simply log in to your account at Krotosaudio.com and download the latest versions, and get started.

Extended View is available to use in every Reformer library, and every library made with the Analysis Tool.

**Will my older Reformer Pro libraries, made with the Analysis Tool, work with the Transient Engine?**

Unfortunately, not. You will need to reanalyse older Reformer Pro libraries using the latest version of the Analysis Tool. Everything you analyse from now on will include the analysis and detection of transients.

**Is the Transient Engine and Dynamic Input available in Reformer or just Reformer Pro?**

Unfortunately, the Transient Engine and Dynamic Input are only included in Reformer Pro.

**I can’t select a small section of an audio file in Extended View, or reduce the area selection at all for some audio files. Why is this?**
Reformer Pro requires a minimum of one second of usable audio material per selected sample. The waveform viewer in Extended View will ‘snap’ to this period, and will prevent you from selecting a smaller area. This will be more apparent when editing samples with shorter durations, as the waveform viewer will display the entire sample in the same space in the UI.

I have been editing a library in Extended View. I loaded a new library into this voice, and I lost my changes. Why did this happen?

You can save and recall any edited library using Extended View as a preset, or with your session when it is saved. Bear in mind that changes to a library will not be saved automatically, and have to be saved as a preset! When you load a new library into the voice you’ve been using, and editing, your changes in Extended View will be lost, unless you have saved your preset.

Help! I can’t get an audio output from Reformer Pro!

Check that you have an audio file in the timeline of your DAW and that the plugin is inserted on this track. If using a live audio input, make sure your microphone or instrument is connected, and the track is armed.

If you are using an audio input to Reformer Pro (either a pre-recorded audio file in your DAW, or using Dynamic Input, check that the Dynamic Input panel is closed...

If Dynamic Input is active, make sure you are moving the amplitude slider. If you do not move the amplitude slider, the Dynamic Input will not produce audio!

15 End User License

This License agreement (“License”) is a legal agreement between you (“Licensee” or “you”) and Krotos Ltd a company incorporated in Scotland (with company number SC458616) whose registered office is situated at Citypoint, 65 Haymarket Terrace, Edinburgh, EH12 5HD. (“Licensor, us” or “we”) for the Reformer Pro, (“Software”); and documents relating to the Software (“Documents”).

We License use of the Software and Documents to you on the basis of this License. We do not sell the Software or Documents to you. We remain the owners of the Software and Documents at all times.

Mac Operating System Requirements: this software requires a Mac Intel computer with a minimum of 2.4 GHz Intel Dual Core Processor, 4 GB of RAM and the operating system OS X 10.10, or later.

Windows Operating System Requirements: this software requires a computer with a minimum of 2.4 GHz Intel Dual Core Processor, 4 GB of RAM, and the operating system Windows 7 or later.

An internet connection is required at the time of activation.

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