

LYDTROLD AUDIO

HVÆLV

ALGORITHMIC STEREO SPACE



5 CHARACTERS

10 MACRO SIZES

TRUE STEREO

INFINITE FREEZE

User Manual

Version 1.0.0 | English

Clear controls. Musical decisions. Built in Denmark.

LYDTROLD

WHAT IT IS

What Hvælv does

Hvælv is an algorithmic stereo space processor with five characters, ten macro sizes, direct control of density and tone, and an infinite Freeze mode. It is designed for send/return work but can also be blended directly on a source.

SIGNAL FLOW



Start here

- 1 Insert the plug-in on the track, bus, or return that matches its role.
- 2 Choose the main character, mode, or operating level before fine detail.
- 3 Make the smallest useful control move, then listen in the complete arrangement.
- 4 Match output level and compare with Bypass before saving the setting.

THE FRONT PANEL

See the complete signal path



Interface principles

READOUTS

Use visible values or host parameter lanes for repeatable settings.

RESET

Double-click a control to restore its factory default where supported.

RESIZE

Drag the window edge or corner. Double-click empty panel space to restore the factory size where supported.

AUTOMATION

User controls are stored with the session and are host-automatable unless the host or format limits them.

PARAMETERS

Controls at a glance

CONTROL	RANGE / OPTIONS	WHAT IT DOES
Character	Live Hall, Soft Hall, Bright Plate, Vintage Concert, Studio 5000 Hall	Selects the core spatial personality.
Macro	01 Tight to 10 Immense	Changes several internal scale and motion settings together.
Pre-delay	0 to 250 ms	Sets time before the reverb begins.
Decay	0.15 to 20 s	Sets tail length.
Size	0 to 100%	Controls apparent room scale.
Damping	800 Hz to 20 kHz	Sets high-frequency absorption in the tail.
Low Cut	20 Hz to 1 kHz	Removes low-frequency energy from the wet signal.
Diffusion / Width	0-100% / 0-150%	Sets density and stereo spread.
Mix / Output / Freeze	0-100% / -24 to +12 dB / On-Off	Balances the effect, trims level, and holds the current field.

CORE IDEAS

How to shape the result

01 CHARACTER FIRST

Choose the spatial family before fine-tuning Decay and Damping. This keeps later adjustments purposeful.

02 MACRO AND SIZE

Macro changes a coordinated group of internal qualities; Size is the direct apparent-scale control.

03 FREEZE

Freeze sustains the current field. Establish a useful tail first, then engage Freeze for pads or transitions.

04 AUX OR INSERT

Use Mix at 100% on an aux. Lower Mix for direct inserts and sound design.

STARTING POINTS

Four practical recipes

RECIPE 01

NATURAL ROOM

Live Hall, Macro 04-05, Decay 0.8-1.8 s, moderate Diffusion, and a suitable Low Cut.

FINAL CHECK

Level-match, listen in context, and save the result as a host preset if it is worth recalling.

RECIPE 02

SOFT VOCAL HALL

Soft Hall, 30-70 ms Pre-delay, Decay 2-4 s, darker Damping, and 100% wet on an aux.

FINAL CHECK

Level-match, listen in context, and save the result as a host preset if it is worth recalling.

RECIPE 03

BRIGHT PLATE

Bright Plate, moderate Size, higher Damping frequency, strong Diffusion, and controlled Width.

FINAL CHECK

Level-match, listen in context, and save the result as a host preset if it is worth recalling.

RECIPE 04

FROZEN BED

Create a long, dark field, engage Freeze after a useful chord, then automate the return fader.

FINAL CHECK

Level-match, listen in context, and save the result as a host preset if it is worth recalling.

SETUP AND SESSIONS

Installation, recall, and automation

INSTALLATION AND FIRST LAUNCH

- Run the supplied installer and select the formats used by your host.
- Restart the host or run its plug-in rescan after installation.
- Insert Hvælv on a mono or stereo track, bus, return, or master path appropriate to its role.
- If prompted, complete the supplied licence activation workflow before processing audio.

SESSION BEHAVIOUR

- All user settings are stored with the host session.
- User controls can be automated from host parameter lanes unless a format marks them as meters or display-only values.
- Avoid abrupt algorithm, quality, or model changes during exposed audio when the plug-in contains those choices.
- Use the host preset system to store personal starting points.

FORMAT NOTES

- Available formats depend on the supplied installer and licence.
- Native editions normally include Audio Unit, VST3, and Standalone on supported macOS systems.
- AAX Native and AAX DSP availability is product- and installer-specific.
- AAX DSP requires compatible Pro Tools HDX hardware and an included DSP build.

GOOD DECISIONS

Listening and troubleshooting

THREE RELIABLE HABITS

- 1 Choose Character and Macro before detailed controls.
- 2 Use Low Cut to protect kick and bass space.
- 3 Automate the return around Freeze transitions.

If something is wrong

SYMPTOM	CHECK
No sound or processing	Confirm routing, plug-in bypass, licence state, and that the correct format is loaded.
Plug-in is not listed	Restart or rescan the host and confirm that the installer placed the required format for this computer.
Processed sound is much louder	Reduce the final output, master, or return level before judging tone or dynamics.
Settings recall unexpectedly	Check host automation mode, active snapshots, presets, and duplicated plug-in instances.
CPU use is high	Use a lower quality mode where available, fewer real-time instances, or the appropriate DSP edition.
Stereo result changes in mono	Reduce width or modulation, stabilise low frequencies, and listen for phase cancellation.

SPECIFICATIONS

Technical summary

ITEM	DETAIL
Product	Hvælv 1.0.0
Type	Algorithmic reverb
Channels	Mono and stereo where supported by the host format
Sample rates	Up to 192 kHz where supported by the supplied build
Native formats	Audio Unit, VST3, and Standalone when supplied
Pro Tools	AAX Native and/or AAX DSP when supplied
Manufacturer	Lydtrold, Denmark
Website	lydtrold.com

SUPPORT CHECKLIST

When requesting support, include the Hvælv version, operating system, host and host version, plug-in format, sample rate, mono/stereo configuration, and repeatable steps. A screenshot and a short before/after audio example are especially helpful.

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