

Reverie 1.14

2026-08-24 · Parallel Minds · Lyon, France

Lyon, France, 2026-08-24. Reverie turns a recording you already have into long-form ambient. Drop in an audio file, pick a style, and the app stretches and reprocesses it into a soundscape of up to thirty minutes. Two renders of the same file are never the same, and any render comes back from its seed. Nothing is generated by a model and nothing leaves the machine: the engine is native DSP, running locally, offline after activation.

What is new in 1.14

You can now choose which part of a source file gets stretched, instead of handing the engine a four minute take and hoping the interesting three seconds survive. That works on every platform. On iPad the app also becomes two audio units, so it plays inside your DAW and can record a bus straight into its own inbox, and it records from a microphone or a USB interface on its own. One mastering change alters what the engine produces, and it is spelled out under Compatibility.

Product	Reverie
Version	1.14 (released 2026-08-24)
Category	Ambient soundscape generator, standalone desktop and iPad app
Platforms	macOS 13+ (Ventura), Windows 10+, Linux (x86_64), iPadOS 16.4+
Price	EUR 29, one-time payment, lifetime 1.x updates · Free tier available
Modules	37 native DSP modules
Presets	20 Pro presets + 5 Lite presets across 22 style families
Developer	Parallel Minds, Lyon, France
Website	https://reverie.parallel-minds.studio
iPad app	https://apps.apple.com/app/id6761535147
Contact	William Garrido, Founder · info@parallel-minds.studio

Headline changes

SAMPLE REGION

Choose the part that gets stretched. Drag two handles across the source waveform and only that region feeds the chain. The room tone before the vocal comes in, the tail of a cymbal, one breath in the middle of a field recording. It plays back as you set it, so you hear the boundaries before you commit. Extreme time stretch is very good at finding what is inside a sound and very bad at ignoring what you do not want, so a clean eleven seconds usually beats four minutes of mixed material. Same editor on macOS, Windows, Linux and iPad.

IPAD

Two audio units, and a recorder. Parallel Minds: Reverie is an instrument you load in AUM, Logic or GarageBand and play from a keyboard, with note gating, host transport sync, user presets and parameter automation. Parallel Minds: Reverie Capture is a pass-through effect you drop on any bus: arm it and it records what goes through, punching in when the host plays and out on the tail, straight into Reverie's Sources inbox. And with no DAW at all, the app now records from the iPad microphone or a USB interface, handing the take to the trim editor when you stop.

Changelog

Added · Everywhere

- Sample region selection: two handles on the source waveform pick the part that gets stretched, on macOS, Windows, Linux and iPad
- Loop toggle on every result card, on by default, so playback restarts seamlessly instead of stopping at the end

Added · iPad

- Parallel Minds: Reverie, an AUv3 instrument: play generated textures from a keyboard in any AUv3 host, with note gating, host transport sync, library search and sort, favourites, user presets and parameter automation
- Parallel Minds: Reverie Capture, an AUv3 effect: bit-perfect pass-through that records the bus it sits on into the Sources inbox, with MIDI-mappable arm and host-synced punch in and out
- In-app recording from the microphone or a class-compliant USB interface, with input picker, stereo meter, clip indicator and remaining time. A finished take hands off straight into the trim editor
- Sources inbox: everything recorded in the app or captured from a DAW, in one place, with a badge when something new arrives
- Rename entries in the library

Improved · Everywhere

- A polish pass over the whole interface. The most useful part of it: result cards now carry the colour of the preset that produced them, so a library of thirty takes is readable at a glance instead of thirty identical grey rectangles
- Free tier: each Lite preset now matches its Pro counterpart on style, variation and brightness, so the free sound is the real sound. Only length and stretch stay capped. Dreamy Voice Lite gets the actual choral chain instead of an approximation
- The final ceiling is a soft peak limiter instead of a global scale to ceiling, so one stray transient no longer sets the level of an entire render

Improved · iPad

- Storage moved to a shared App Group container, which is what lets the plugins and the app see the same library

Fixed · Everywhere

- A heap overflow in the spectral balance FFT buffer

Fixed · macOS, Windows and Linux

- Linux: startup crash on Wayland with the proprietary NVIDIA driver. We were bundling Wayland client libraries older than a symbol the NVIDIA driver needs, so the app died before drawing a frame. The WAYLAND_DISPLAY workaround is no longer needed
- macOS: the generation stall and the window freeze, both traced to the AppKit 26 update cycle rather than to Reverie
- A saved take can be exported again, to a different location
- Playback no longer cuts out when a save completes mid listen
- The generation thread is joined on quit instead of being left running

Fixed · iPad

- A crash when quitting or reloading while a generation was running: the engine could be destroyed with its DSP threads still going
- Deleting a saved take no longer strands its session card, and reaching the end of a take resets the transport
- Better output buffer memory handling on long renders

Compatibility

macOS, Windows, Linux and iPadOS. The two audio units are iPad only for now. Same licenses as 1.13, no re-purchase needed. Output duration unchanged: 30 minutes on Pro, 3 minutes on Free. Reproducibility: the soft peak limiter changes what the engine produces, so a seed from 1.13 will restore the same chain and the same parameters but will not render a bit-identical file. Renders you have already exported are untouched.

Key features

The product as a whole, independent of this release.

- 37 native DSP modules, browsable by category and combinable in any order in the Pro Chain Builder
- 22 style families, with 20 Pro presets and 5 Lite presets
- Time stretch up to 100x, output up to 30 minutes (20x and 3 minutes on the free tier)
- Sample region: two handles on the source waveform pick the part that gets stretched
- Seed control: one number restores a render, its chain and all of its parameters
- Export to WAV, FLAC, OGG and AIFF, 16 or 24-bit (WAV 16-bit on the free tier)
- On iPad: two AUv3 plug-ins, an instrument and a bus recorder, plus recording from the microphone or a USB interface
- Runs offline after activation. No account and no email for the free version, and no audio is uploaded anywhere

Availability and pricing

Reverie 1.14 is available now. The free version needs no account and no email address: it downloads straight from reverie.parallel-minds.studio for macOS 13 or later, Windows 10 or later, and Linux (x86_64). A Pro license costs EUR 29, once, and covers every 1.x update. The iPad app runs on iPadOS 16.4 or later

and is free on the App Store, with Pro as an in-app purchase:

<https://apps.apple.com/app/id6761535147>

Reviewers can have a Pro license key on request: write to info@parallel-minds.studio.

Audio samples

Five before/after pairs (original source recordings and their Reverie outputs) are available on the homepage demo section, playable inline:

<https://reverie.parallel-minds.studio/en#demo>

Resources

- Product screenshots: see the [screenshots/](#) folder in this press kit, at Retina resolution
- Press page: <https://reverie.parallel-minds.studio/en/press>
- Full changelog: <https://reverie.parallel-minds.studio/en/changelog>
- Release updates (RSS): [reverie.parallel-minds.studio/changelog.rss](https://reverie.parallel-minds.studio/en/changelog.rss)
- Download for macOS, Windows and Linux (free to try): <https://reverie.parallel-minds.studio/en#download>
- iPad app on the App Store (free, Pro as an in-app purchase): <https://apps.apple.com/app/id6761535147>

About Parallel Minds

Parallel Minds is a one-person studio in Lyon, France, founded by William Garrido. It builds Reverie, and sells it as a one-time purchase rather than a subscription.

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