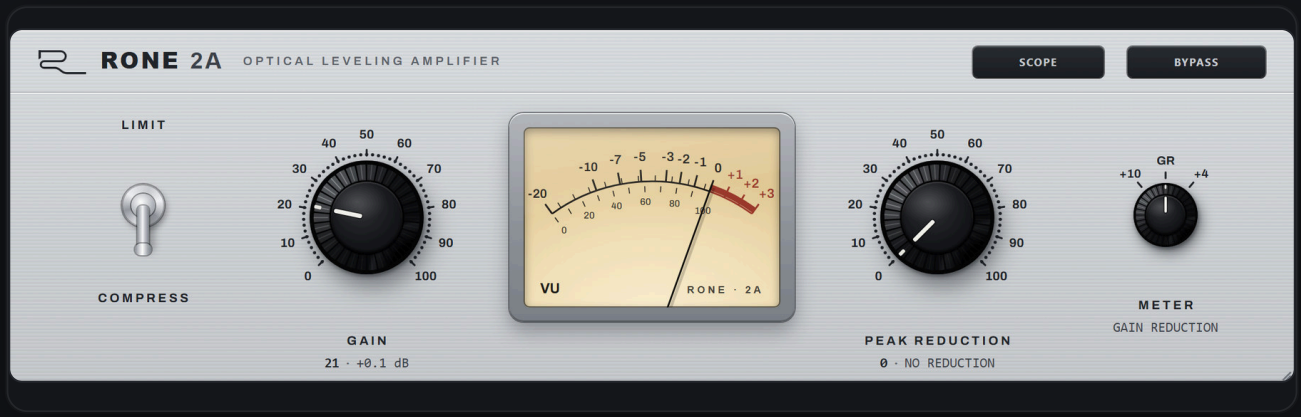
RONE PLUGINS

USER MANUAL

OPTICAL LEVELING AMPLIFIER

RONE 2A

The optical leveler behind a thousand vocals and bass tracks - two big knobs, a switch, and a smooth, program-dependent hand on the level. With a SCOPE that shows the wave and the gain reduction locked to the bar.



VERSION 0.9.12 · VST3 · AU · STANDALONE

RONEAUDIO.COM

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1 Welcome to RONE 2A

RONE 2A is a model of the classic tube optical leveling amplifier, fitted to measurements of the silver unit. In the original a light shines on a photocell; the louder the signal, the brighter the light and the more the cell turns the level down. That cell is slow and lazy in a musical way: it grabs gently, lets go in two stages and depends on what came before - which is why it levels a vocal or a bass without you hearing it work.

There are only two knobs. **PEAK REDUCTION** sets how hard the cell pulls down, **GAIN** sets the level that leaves. Press **SCOPE** and the window grows downwards: a scope draws the output wave and the gain reduction locked to the bars of your song.

Where it shines

- **Vocals** - smooth leveling that keeps the performance natural.
- **Bass** - an even, round low end.
- **Mix bus and groups** - a dB or two of glue.
- **Pads and strings** - slow, breathing control.

The 10-second version

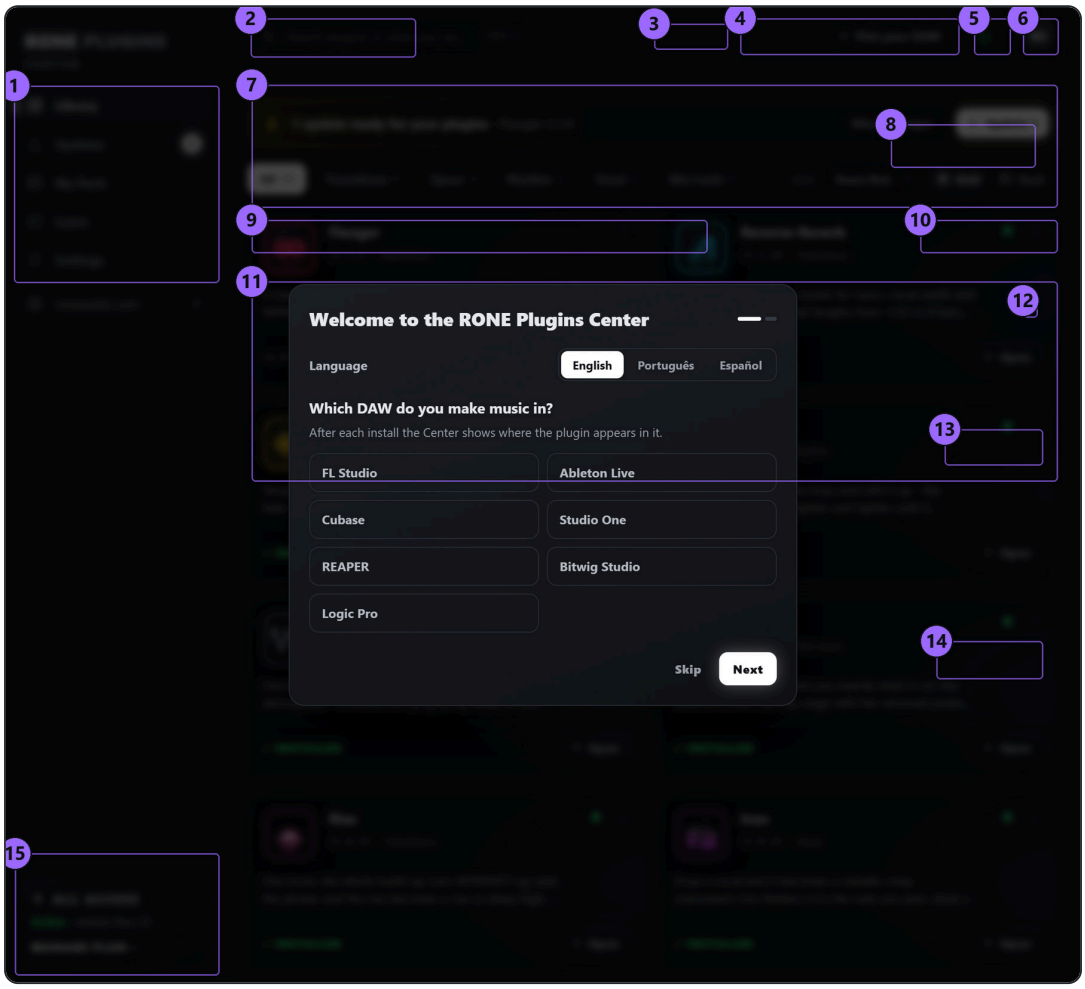
1. Insert RONE 2A on a vocal or bass.
2. Leave the switch on COMPRESS.
3. Turn PEAK REDUCTION up until GR moves 3-6 dB.
4. Bring the level back with GAIN.

INCLUDED IN ALL ACCESS

RONE 2A is part of the ALL ACCESS plan and opens with an active plan. It is not sold as a separate lifetime licence.

2 Installation with the RONE Plugins Center

Every RONE product is installed, updated and licensed through one application: the **RONE Plugins Center**. You never download individual installers by hand, and you never enter serial numbers into the plugin itself.



RONE Plugins Center. 1 Navigation · 2 Your account and licence · 3 Sync status · 4 Search · 5 Refresh · 6 Settings · 7 Updates summary · 8 UPDATE ALL · 9 Filters · 10 Sort · 11 A plugin card · 12 Card menu (Details, Open, Manual) · 13 OPEN the standalone app · 14 INSTALL · 15 Your plan

Step by step

1. Download the Center from roneaudio.com and run the installer (Windows: `RONE_Plugins_Center_Installer.exe`, macOS: `RONE_Plugins_Center.dmg`). On Windows the installer also adds the Microsoft WebView2 runtime if your PC does not have it yet; it is required for the plugin interfaces. On macOS (10.15 Catalina or later, Intel and Apple Silicon) open the .dmg and drag the Center onto Applications. It is signed and notarized by Apple, so macOS only asks once whether you want to open an app downloaded from the internet: press **Open**.
2. Open the Center and sign in with your **roneaudio.com account** (the same e-mail and password you used on the website). Your licences and device slots are checked automatically: an active **ALL ACCESS** plan unlocks every plugin. RONE 2A is included in **ALL ACCESS**, so an active plan opens it.
3. Find **RONE 2A** in the list and press **INSTALL**. The Center downloads the signed installer, verifies its checksum, installs it silently and registers the version.
4. When the card shows **INSTALLED**, start (or restart) your DAW and rescan plugins if it does not pick up new plugins automatically. All RONE plugins appear next to each other in your plugin list because every

name starts with **RONE**.

5. Updates appear on the same card. Press **UPDATE** on one plugin or **UPDATE ALL** at the top. Close the standalone version of a plugin before updating it.

Where the files go

WINDOWS

FILE	LOCATION
VST3	`C:\Program Files\Common Files\VST3\RONE\RONE 2A.vst3`
Standalone app	`C:\Program Files\RONE Plugins\RONE 2A.exe`
This manual	`C:\Program Files\RONE Plugins\Manuals\`

MACOS

FILE	LOCATION
VST3	`/Library/Audio/Plug-Ins/VST3/RONE 2A.vst3`
Audio Unit	`/Library/Audio/Plug-Ins/Components/RONE 2A.component`
Standalone app	`/Applications/RONE 2A.app`
This manual	`/Users/Shared/RONE Plugins/Manuals/`

MANUAL INSIDE THE CENTER

Every installed plugin has a **Manual** entry in its card menu (the three dots on the card). It opens this PDF from the install folder, or from roneaudio.com if the local copy is missing.

Licence and activation

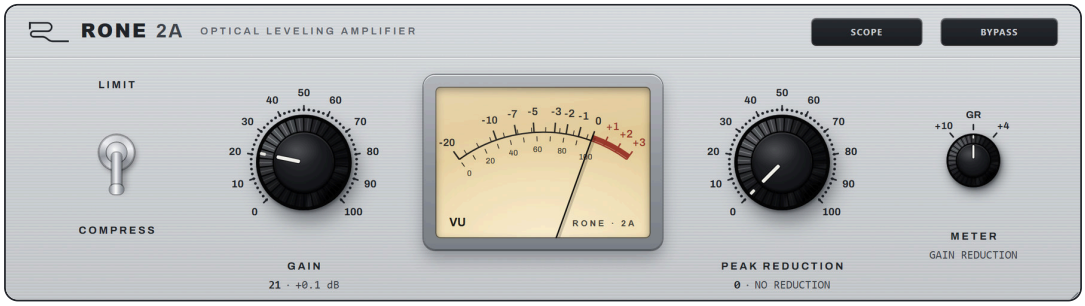
Licensing is tied to your account, not to a key. The plugin checks the licence file that the Center writes when you sign in. RONE 2A is included in an **ALL ACCESS** plan and opens for as long as the plan is active; it is not sold as a separate lifetime licence.

If a plugin ever shows a *RONE Bundle License Required* screen, open the Center, make sure you are signed in and the plugin shows as licensed, then reopen it. Two devices can be signed in at the same time; sign out on an old machine from the Center's Account page to free a slot. The Center needs to reach the internet now and then to confirm your plan.

Uninstalling

Windows: Settings → Apps → *RONE 2A (RONE)*. macOS: delete the bundles listed above. Presets and settings in your user folder are kept.

3 Quick start

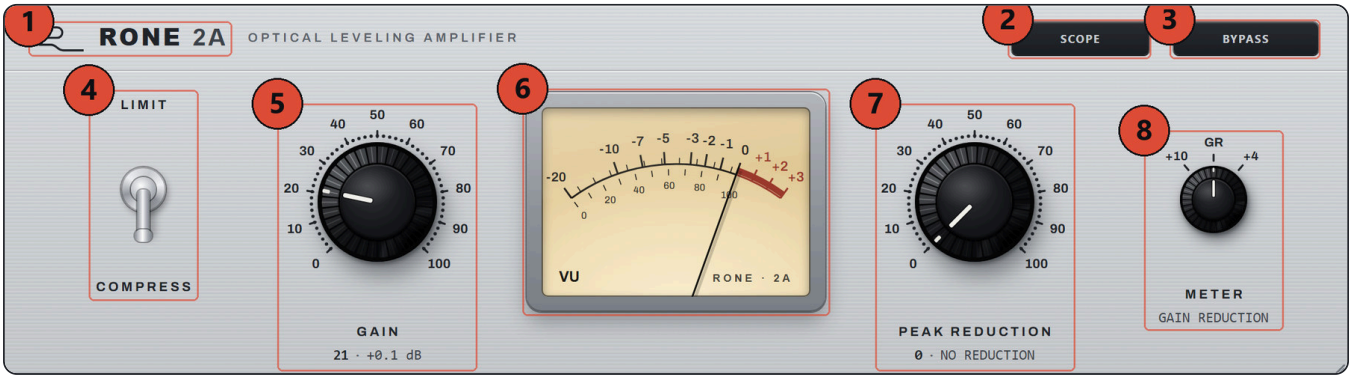


RONE 2A. The LIMIT / COMPRESS switch, GAIN, the VU meter, PEAK REDUCTION and the METER knob.

1. **Insert** RONE 2A on a track or bus. With PEAK REDUCTION at 0 it does not compress.
2. **Turn PEAK REDUCTION up** while the meter shows GR, until the loud parts come down 3-6 dB.
3. **Bring the level back with GAIN** so the bypassed and processed signal are about as loud, then compare with BYPASS.
4. **Flip to LIMIT** if you want it firmer: a higher ratio for the peaks, same smooth cell.

> **HOLD SHIFT FOR FINE MOVES**
> Drag a knob with Shift held for fine steps, double-click it to return to the default, and right-click it for the host's automation menu.

4 Interface tour



The unit as it opens, without the scope.

1. **Header logo** — click to flip to the back panel (About, version, licence)
2. **SCOPE** — opens the scope under the unit; the window grows down
3. **BYPASS** — lit = the unit is out of the path
4. **LIMIT / COMPRESS** — the mode switch
5. **GAIN** — the output; the readout shows the dial and the gain in dB
6. **VU meter** — gain reduction or output level, chosen with METER
7. **PEAK REDUCTION** — how hard the cell pulls down
8. **METER** — +10, GR or +4 - click to step, wheel to turn



SCOPE on, with the ADVANCED row open under it.

1. **BARS** — how much of the song the scope shows: 1/4, 1/2, 1, 2 or 4 bars
2. **MATCH / IN** — draw the output at the input level, and the original as an outline

3. **HOLD** — freeze the display to look closer
4. **Scope** — the output wave on top, the gain reduction lane under it
5. **ADVANCED** — MORE opens the row of extra controls
6. **EMPHASIS** — makes the cell react more to the highs
7. **MIX** — parallel compression: dry against processed
8. **IN TRIM** — ±24 dB before the unit
9. **OUT TRIM** — -24 to +12 dB after the unit
10. **CELL** — SLOW, CLASSIC or FAST photocell

5 Controls reference

PEAK REDUCTION

```
0 to 100
default 0
automatable
```

How much the signal drives the light, and so how hard the cell pulls the level down. At 0 there is no reduction. Like on the hardware there is no threshold, attack or release: the cell's own timing follows the material.

Tip: Shift = fine, double-click = default.

GAIN

```
0 to 100 on the dial
default 21
automatable
```

The output amplifier - the make-up gain. It does not change how much the unit compresses. The readout shows the dial position and the real gain in dB.

LIMIT / COMPRESS

```
COMPRESS / LIMIT
default COMPRESS
automatable
```

COMPRESS is the gentle, low-ratio leveling the unit is known for. **LIMIT** raises the ratio so the peaks are held more firmly.

METER

```
+10 / GR / +4
default GR
```

What the VU meter shows. **GR**: gain reduction in dB. **+10** and **+4**: the output level, with 0 VU at +10 or +4 dBu as on the hardware.

Tip: Click to step, or turn it with the mouse wheel. The meter is not a sound parameter and is not automated.

BYPASS

```
on / off
```

Takes the whole unit out of the path. Lit = bypassed.

SCOPE

SCOPE

```
on / off
```

Opens the scope under the unit; the window grows down and remembers it with the project.

BARS

```
1/4, 1/2, 1, 2, 4 bars
default 1
```

The width of the scope, locked to the song's bars while the host plays.

MATCH

```
on / off
```

Draws the output at the input level - the make-up gain removed - so you see only what the leveling changed.

IN

```
on / off
```

Draws the original signal as an outline behind the output.

HOLD

`on / off`

Freezes the display. On the frozen screen the mouse wheel zooms, dragging scrolls and a double-click shows the whole window again. Hover the scope to read the position in the bar and the input, output and gain reduction there.

ADVANCED

EMPHASIS

`FLAT to 100 %`
`default FLAT`

Tilts the cell's detection towards the high frequencies, so bright, sibilant parts are reduced more and the low end drives it less. FLAT is the unit's standard response.

MIX

`0 to 100 %`
`default 100 %`

Dry against processed: lower it for parallel compression inside the plugin.

IN TRIM / OUT TRIM

`IN -24 to +24 dB,`
`OUT -24 to +12 dB`
`default 0 dB`

Level trims before and after the unit. IN TRIM sets how hard your track hits the cell without moving PEAK REDUCTION; OUT TRIM sets the final level.

CELL

`SLOW / CLASSIC / FAST`
`default CLASSIC`

The photocell's timing. CLASSIC is the measured silver unit. SLOW is the older, lazier cell (it grabs in about 150 ms and takes seconds to let go), for long, smooth leveling; FAST is CLASSIC letting go sooner, for parts that move quickly.

6 Step-by-step workflows

The natural vocal

COMPRESS, CLASSIC

1. COMPRESS, CELL CLASSIC.
2. PEAK REDUCTION up until the loud lines read 3-6 dB of GR.
3. GAIN to match the bypassed level. Open SCOPE to see the phrases come out even.

Round, even bass

LIMIT

1. LIMIT, CELL CLASSIC or FAST.
2. PEAK REDUCTION until every note reads about the same on the scope.
3. MIX 100 %; GAIN to taste.

A touch of glue

the mix bus

1. COMPRESS, CELL SLOW.
2. PEAK REDUCTION for 1-2 dB of GR at most.
3. Pull MIX to 50-70 % if the transients soften too much.

7 Interface conventions

All RONE plugins share the same graphite interface language, so once you know one, you know them all.

GESTURE	WHAT IT DOES
Drag a knob up/down	Changes the value. The lit arc shows where you are in the range; the value is printed inside the knob.
Hold `Shift` while dragging	Fine adjustment.
Double-click a knob	Resets it to the default value.
Right-click a control (VST3)	Opens your DAW's automation / parameter menu for that control (for example FL Studio's *Create automation clip*, *Link to controller*). RONE never shows a browser context menu.
Mouse wheel	Steps through segmented switches and lists where the plugin offers them.
Drag the triangle in the bottom-right corner	Resizes the window. The interface scales proportionally and keeps its aspect ratio.
Click the R logo / plugin name in the header	Flips the plugin over to its **back panel**: version, format, licence holder, a link to roneaudio.com and a DEACTIVATE button for this device.



The back panel. Click the header brand to open it; click CLOSE (or the panel edge) to flip back.

AUTOMATION

Every knob and switch is a host parameter. Automate it from the DAW's automation lane or by right-clicking the control inside the plugin (VST3). Values shown in the plugin always match the DAW's.

PRESETS AND STATE

The plugin's full state is saved with your DAW project, so a project reopens exactly as you left it. Where the plugin has its own preset browser (the name field with ◀ ▶ arrows), factory presets are built in and your own presets are stored in your user folder.

STANDALONE VERSION

The standalone app is the same plugin in its own window, useful for auditioning and exporting without a DAW. It uses your system's default audio device; when there is no DAW clock, tempo-synced controls follow the plugin's own BPM setting.

8 Troubleshooting, specifications and support

Troubleshooting

SYMPTOM	WHAT TO DO
No gain reduction	PEAK REDUCTION is at 0, or the track arrives too quietly - turn PEAK REDUCTION up or raise IN TRIM.
Esses jump out	Raise EMPHASIS in ADVANCED so the highs drive the cell harder.
The scope stays empty	It draws while the host plays. Press play; HOLD may be on.
Too much pumping on the bass	Use CELL SLOW, or lower PEAK REDUCTION.
The plugin does not appear in the DAW	Rescan plugins. On Windows the VST3 lives in `C:\Program Files\Common Files\VST3\RONE`; make sure that folder (or its parent) is in the DAW's VST3 search path. On macOS restart the DAW after installing; Logic and GarageBand may need a full AU rescan.
The window is blank or shows an error page (Windows)	The Microsoft WebView2 runtime is missing or damaged. Reinstall the RONE Plugins Center; it repairs WebView2. Also check that `WebView2Loader.dll` sits next to the standalone executable.
The window is white in Ableton Live but the standalone works (Windows)	Turn off Live's auto-scaling for this plugin: in Live's browser open **Plug-Ins**, right-click the plugin and untick **Auto-Scale Plug-In Window**, then delete the plugin from the track and insert it again. Seen with Windows display scaling at values such as 110 %.
A licence screen appears	Open the RONE Plugins Center, sign in, confirm your plan is active, then reopen the plugin. Check that you have not exceeded your device limit.
The plugin shows an older version than the Center	Close every DAW and standalone RONE app, then press UPDATE again. A running standalone keeps the old executable locked.
Crash	RONE plugins write a crash report to your user folder; the Center uploads it the next time it runs. Please also tell us what you did right before the crash.

Specifications

Product	RONE 2A
Version	0.9.12 `(manual revised November 2026)`
Formats	VST3 · AU · Standalone (Windows: VST3 + Standalone; macOS: VST3 + AU + Standalone)
Systems	Windows 10 / 11 (64-bit) · macOS 11 or newer (Intel and Apple silicon, universal)
Channels	Stereo in / stereo out
Sample rates	44.1 kHz to 192 kHz
Latency	None added by the plugin
Engine	JUCE 8, WebView interface (WebView2 on Windows, WebKit on macOS)

Support

Website, presets, updates and support: roneaudio.com. When writing to us, include the plugin version (shown on the back panel), your DAW and operating system, and the steps to reproduce.

RONE 2A is designed and coded in Israel by Liran “RONE” Kalifa. © 2024–2026 RONE PLUGINS. All rights reserved. All product names are trademarks of their respective owners.