RONE PLUGINS

USER MANUAL

THE GRANULAR INSTRUMENT

RONE DMT

Drop a sample, play it from MIDI, and see every grain: the classic granular engine rebuilt with values you can set exactly and a recording of everything you hear.



VERSION 1.0.0 · VST3 · AU · STANDALONE

RONEAUDIO.COM

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1 Welcome to RONE DMT

RONE DMT cuts a sample into small overlapping pieces - *grains* - and plays them back with their own timing. Slow a vocal down without changing its pitch, freeze one syllable into a pad, run a phrase backwards word by word, or chop it into rhythmic stutters.

The engine is a classic granular model, rebuilt with exact control - with the parts that are usually hard to use fixed:

- **Every value is exact** - ATTACK, HOLD, SPACING, SPEED and PAN show real milliseconds and percentages, and the ONE GRAIN card spells out what they add up to.
- **You see what happens** - the SOURCE view marks every grain on the sample as it plays; the OUTPUT view records everything RONE DMT outputs, on the host grid.
- **Drag the result into your DAW** - the recording is a WAV you can drop straight onto a track.
- **ONE KNOB** - six ready-made directions (BLOOM, FREEZE, REVERSE, WIDE, SHATTER, TUNNEL) on one big knob.
- **NOTE** - a small piano turns the whole sample into one musical note, or lets your MIDI keyboard choose it.

Where it shines

- **Vocal textures** - half-time and frozen vocals, reversed words, whispers into pads.
- **Psytrance and techno FX** - grain stutters on the grid, sweeps, risers out of any sound.
- **Sound design** - turn a one-shot into an evolving cloud.
- **Resampling** - play, drag the take out, keep going.

The 10-second version

1. Insert RONE DMT on an instrument track.
2. Drop a sample on the SOURCE view.
3. Press PLAY (or any MIDI note).
4. Pick a preset, then turn the knobs.

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, and a **lifetime licence** unlocks the plugin it was bought for — so RONE DMT opens either way.
3. Find **RONE DMT** 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 DMT.vst3`
Standalone app	`C:\Program Files\RONE Plugins\RONE DMT.exe`
This manual	`C:\Program Files\RONE Plugins\Manuals\`

MACOS

FILE	LOCATION
VST3	`/Library/Audio/Plug-Ins/VST3/RONE DMT.vst3`
Audio Unit	`/Library/Audio/Plug-Ins/Components/RONE DMT.component`
Standalone app	`/Applications/RONE DMT.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. There are two ways to own it: an **ALL ACCESS** plan, which unlocks every RONE plugin for as long as it is active, or a **lifetime licence** for this plugin alone, which never expires. Either one opens RONE DMT, and buying the lifetime licence later does not disturb a plan you already have.

If a plugin ever shows the *A RONE DMT licence or RONE ALL ACCESS is 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 on either kind of licence; sign out on an old machine from the Center's Account page to free a slot. A lifetime licence keeps working offline for far longer than a plan does — there is nothing for it to expire against — but the Center still needs to reach the internet occasionally to confirm it.

Uninstalling

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

3 Quick start



RONE DMT playing a vocal hook on SLOW MOTION: the grains on the sample above, the recording of what you hear below.

1. **Insert** RONE DMT on an **instrument** track (in FL Studio: a channel in the Channel Rack). It is an instrument: it plays when it gets a MIDI note or when you press PLAY.
2. **Load a sample** - drop a WAV, AIFF, FLAC, OGG or MP3 on the SOURCE view, or double-click the SOURCE to choose one. A fresh instance starts empty.
3. **Press PLAY** or play any MIDI note. Every note starts the sample from the top; the pitch of the note does not change the sound (unless MIDI is on, see NOTE).
4. **Pick a preset** - click the name for the list. Start with **HALF TIME** or **SLOW MOTION** on a vocal.
5. **Turn SPEED down** to slow the sample without changing its pitch, then shape the grains with ATTACK.
6. **Drag the take out** - when the note ends, the chip at the bottom reads *DRAG TO DAW*: drag it onto an audio track.

> **THE SAMPLE TRAVELS WITH THE PROJECT**
> RONE DMT stores the sample inside your DAW project (as FLAC). A project opens with its sound even if the original file was moved or deleted.

4 Interface tour



The main page with a vocal loaded and a 2-bar take recorded.

1. **Header logo** — click to flip to the back panel (About, version, licence)
2. **PRESET** — the name opens the factory list by category; the arrows step through it
3. **MY SLOTS** — six keys for your own settings: tap = recall, hold = store
4. **ONE KNOB** — switches the five knobs over to one big macro knob
5. **SYNC / FREE** — HOLD as a note value of the host tempo, or in milliseconds
6. **RESET** — everything back to the start: the sample plays exactly as it is
7. **SOURCE** — the loaded sample; every grain is drawn on it as it plays. Drop a file here or double-click
8. **OUTPUT** — everything RONE DMT outputs, recorded on the host grid, with each grain on the lane above
9. **View length** — how much of the recording the OUTPUT view shows: 1, 2 or 4 bars, or the whole take
10. **The five knobs** — ATTACK, HOLD, SPACING, SPEED and PAN around the ONE GRAIN card
11. **PLAY / STOP** — plays the sample from the top without MIDI; press again to stop
12. **Host tempo** — the tempo SYNC and the OUTPUT grid follow
13. **NOTE piano** — turns the whole sample into one note; click the lit key again for the sample as it is
14. **MIDI** — your MIDI keyboard picks the note instead of the piano
15. **Octave** — the octave of the note
16. **OUTPUT level** — -24 to +12 dB after everything else
17. **DRAG TO DAW** — drag the recorded take onto a track
18. **SAVE** — writes the take as a WAV to Documents / RONE Plugins / Exports / DMT
19. **Resize grip** — drag to scale the whole window

5 The grain controls



The five knobs around the ONE GRAIN card, which draws one grain after another with the values you set.

A grain is a short piece of the sample with a fade in and a fade out. The grain is **ATTACK + HOLD + ATTACK** long; a new grain starts every **(HOLD + ATTACK) x SPACING**; and each grain reads the sample **(HOLD + ATTACK) x SPEED** further on. At SPACING 100 % and SPEED 100 % the grains stitch back into the original sample.

ATTACK

`5 - 500 ms · default 40 ms`

The linear fade in and fade out of every grain. Short = clicky, gritty, rhythmic; long = soft, smeared, pad-like. It is added to HOLD twice, so long ATTACK values make long grains that overlap.

HOLD

`0 - 500 ms (FREE) · 1/64 - 1 BAR (SYNC) · default 5 ms`

How long each grain stays at full level. In SYNC the step HOLD + ATTACK is a note value of the host tempo - grains land on the grid, so rhythmic chops stay in time.

SPACING

`11 - 300 % · default 100 %`

The distance between grains in what you *hear*, in % of HOLD + ATTACK. Lower = grains closer together and overlapping, a denser sound; higher = gaps between grains, a choppy, sparse sound.

SPEED

`-300 - 300 % · default 100 %`

How far each grain moves on in the *sample*. 100 % reads at normal speed; 50 % takes twice as long through the sample (half time) with the pitch unchanged; 0 % freezes on one spot; negative values walk backwards through the sample - each grain still plays forward, so words come in reverse order but stay readable.

PAN

`0 - 100 % · default 0 %`

Grains 1, 3, 5... go left and grains 2, 4, 6... go right. 100 % = hard left / hard right, the widest ping-pong of grains.

The ONE GRAIN card

The card draws the grains with the values on the knobs and prints what they add up to: **GRAIN** (the length of one grain), **OVERLAP** (how much two grains share), **EVERY** (a new grain every ... ms) and **READ SPEED** (how fast the sample is read compared with the original - 0.25x = four times slower).

SLOW READS START AT THE SOUND

When SPEED reads slower than 3/4 of the original, a note starts at the first audible part of the sample instead of the silence before it - otherwise a slow preset could spend the whole note in the breath before the first word.

6 SOURCE and OUTPUT

SOURCE

The sample you loaded, with its name and length. While a note plays every grain appears on it as a shape - its fade in, hold and fade out - with a line running through it, so you see which part of the sample each grain reads and in which order. Odd and even grains have two colours (left and right with PAN).

- **Drop** an audio file on it, or **double-click** it to choose one.
- WAV, AIFF, FLAC, OGG and MP3; any sample rate (it is converted to the host rate).

OUTPUT

Everything RONE DMT outputs is recorded, from the first note until about 1.5 s after the sound stops, and drawn on the host's bar grid. The lane above the waveform shows every grain as a short line, so you can read the rhythm of the grains. Clipped parts are drawn red.

The view buttons show the last 1, 2 or 4 bars while it records, or the **WHOLE TAKE**.



PLAY / STOP, the NOTE piano with MIDI and octave, OUTPUT level, DRAG TO DAW and SAVE.

Taking the sound out

1. Play a note (or PLAY) and let it end.
2. The chip changes from *RECORDING* to *DRAG TO DAW 3.14 s*.
3. Drag the chip onto an audio track - or press **SAVE** to write the WAV to `Documents / RONE Plugins / Exports / DMT`.

The next note starts a new take.

7 ONE KNOB



ONE KNOB on, mode BLOOM, turned to SLOW 50.

1. **ONE KNOB** — the macro: left = SLOW, right = FAST, centre = the sample as it is
2. **Modes** — six directions for the same knob
3. **What the mode does** — a line that says what left and right do in this mode

Switch **ONE KNOB** on and the five knobs lock; one big knob in the middle moves all of them together. The centre is the sample as it is; turn left towards **SLOW** and right towards **FAST**. The small knobs keep showing what the macro made of them.

MODE	LEFT (SLOW)	RIGHT (FAST)
BLOOM	almost stands still, every grain swells in	short, tight, racing
FREEZE	slows to a dead stop, a soft pad	chopped hard, big gaps
REVERSE	slows, freezes, then runs backwards fast	rushes forward
WIDE	a huge slow cloud, spread left / right	a hard, wide doubler
SHATTER	falls apart into sparks	packs into a machine buzz
TUNNEL	sucked backwards, wide	thrown forward in waves

Switch ONE KNOB off and the five knobs keep the values the macro had - the sound does not jump - so you can fine-tune from there. Double-click the big knob to go back to the centre.

8 NOTE and MIDI



NOTE on G: the whole sample is flattened to G before the grains read it.

The small piano turns the whole sample into **one musical note** - a sung phrase becomes a phrase on G, for example - before the grains read it. The flatten is RONE Iron's pitch engine. Click a key to choose the note, the **-** / **+** buttons for the octave, and the lit key again to go back to the sample as it is.

- The first time NOTE is used on a sample, RONE DMT analyses it and prepares all twelve notes in the background (about a second for a short vocal). A key that is still being prepared blinks.
- Turn **MIDI** on and the keys you play choose the note. A key played over a sound that is already running only changes the note, without starting the sample again (legato); a key played on silence starts from the top.
- Presets and RESET never change NOTE on their own - except RESET, which also clears the note.

> **RENDERING**
> When the DAW renders offline, RONE DMT waits for the note's buffer before it starts, so a bounce never starts on the unflattened sample.

9 Presets and MY SLOTS



The factory list, by category.

Click the preset name for the list; the arrows step through it. A * after the name means you changed something since loading it.

CATEGORY	WHAT IS INSIDE
CLEAN	INIT (the sample as it is) and a wide ping-pong
SLOW	half time, slow motion, stretches and frozen pads
FAST	double time and tight rushes
RHYTHM	grain gates and stutters on the host grid (SYNC)
TEXTURE	reversed words, clouds, sprays, buzz, dust
PSYCHEDELIC	long, wide, strange textures for psytrance and sound design
ONE KNOB	one preset per ONE KNOB mode

MY SLOTS

Six keys next to the preset name hold your own settings, shared by every RONE DMT in every project:

ACTION	RESULT
Hold a key (about 0.7 s)	Stores the current settings in it.
Tap a key	Recalls it.
The small x or a right-click	Clears it.

A slot keeps the five knobs, SYNC, ONE KNOB and OUTPUT - never the sample or the NOTE.

10 Step-by-step workflows

Half-time vocal

slower, same pitch

1. Load the vocal, preset HALF TIME (SPEED 50 %).
2. Raise ATTACK for a smoother, more blurred sound, lower it for a grittier one.
3. Add PAN 20-40 % for width.
4. Drag the take onto an audio track.

A pad from one word

freeze

1. Preset FROZEN PAD, or ONE KNOB in FREEZE turned left.
2. SPEED near 0 % holds one spot of the sample; long ATTACK keeps it soft.
3. Use NOTE to put the pad on the key of the track.

Grain stutter on the grid

rhythm

1. Switch SYNC on and pick a HOLD value: 1/16 or 1/32.
2. Short ATTACK (5-10 ms) for hard edges; SPACING 150-200 % for gaps.
3. Program the MIDI notes where the stutter should start - every note restarts the sample.

Backwards words

readable reverse

1. Preset BACKWARDS WORDS (SPEED -100 %).
2. Each grain still plays forward, so syllables stay readable while the phrase runs backwards.
3. Longer HOLD keeps whole syllables; shorter HOLD turns it into texture.

A riser from any sound

ONE KNOB automation

1. Switch ONE KNOB on, mode BLOOM or TUNNEL.
2. Automate the big knob from left to right over 4-8 bars.
3. Ride OUTPUT up a few dB at the end.

11 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: ATTACK 40 ms, HOLD 5 ms, SPACING 100 %, SPEED 100 %, PAN 0 %, OUTPUT 0 dB.
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; with no DAW clock RONE DMT runs at 120 BPM (SYNC values and the OUTPUT grid follow it). Play it from PLAY or a MIDI keyboard.

12 Troubleshooting, specifications and support

Troubleshooting

SYMPTOM	WHAT TO DO
No sound	Load a sample first (a new instance is empty), then play a MIDI note or press PLAY. RONE DMT is an instrument: put it on an instrument track, not on an audio track's effects.
Every note sounds the same	That is the design: a note starts the sample from the top, the key does not change the pitch. To play the sample on different notes, turn on NOTE and MIDI.
The drop does nothing	Drop on the SOURCE view, or double-click it to choose the file. Very large files (over 64 MB) must be opened by double-click.
NOTE does not change the sound yet	The first use analyses the sample in the background; the key blinks until its note is ready. Samples over the analysis limit show a message instead.
It gets loud with long, dense grains	Many overlapping grains add up. Raise SPACING, shorten ATTACK / HOLD, or lower OUTPUT.
A preset name has a * after it	You changed something since loading it. Load it again to go back, or store your version in MY SLOTS.
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

SYMPTOM	WHAT TO DO
	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 DMT
Version	1.0.0 `(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	Instrument: MIDI in, stereo or mono 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 DMT 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.