RONE PLUGINS

USER MANUAL

TRANSITION RISER FLANGER

RONE Flanger

A flanger you play by hand. Sweep the comb yourself, or engage INFINITE for endless bar-locked rises and falls, with feedback, stereo offset and a rhythmic gate.



VERSION 2.1 · VST3 · AU · STANDALONE

RONEAUDIO.COM

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1 Welcome to RONE Flanger

Most flangers wobble on their own with an LFO. **RONE Flanger** puts the sweep in your hand: the SWEEP knob *is* the delay time, so a rise or a fall is one automation line drawn exactly the length you want. When you want the movement to never end, **INFINITE** mode runs a barberpole sweep that rises (or falls) forever, locked to bars of your song's tempo. A rhythmic **GATE** chops the effect in and out on a note grid.

The effect itself is a classic single-delay comb with positive or negative feedback, a stereo offset and automatic gain compensation, so the tone stays where you put it while everything above it moves.

Where it shines

- **Risers** - a 4- or 8-bar INFINITE rise on a pad, a white-noise layer or the whole drum bus.
- **Drop falls** - a 2-bar FALL that lands on the downbeat.
- **Jet flange** - the classic manual sweep on drums or guitars, drawn by hand.
- **Rhythmic texture** - GATE at 1/16 turns a lead or a pad into a pulsing sequence.

The 10-second version

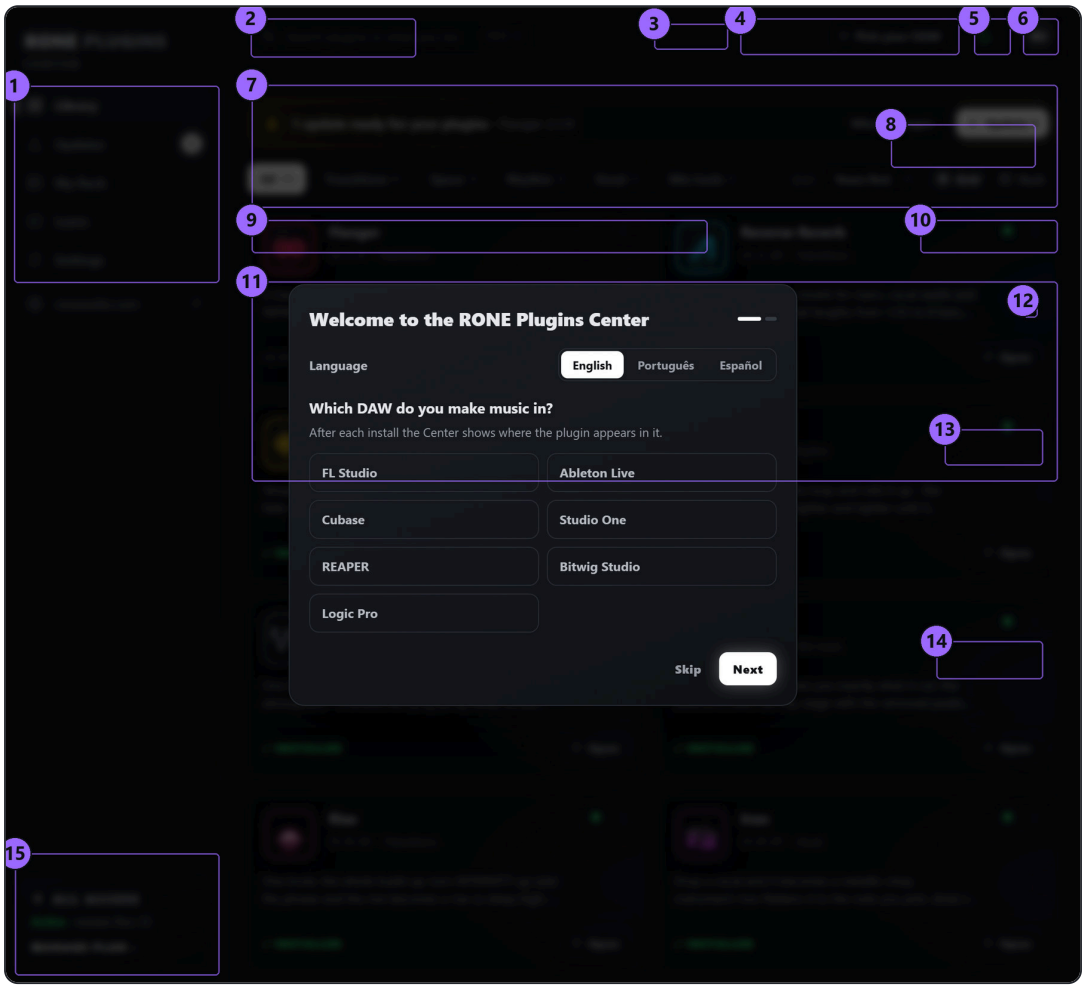
1. Insert on the channel; MIX around 25-50 %.
2. Drag SWEEP and listen to the notch move.
3. Turn INFINITE on, choose RISE and 4 BAR.
4. Add GATE if you want rhythm.

READING THE DISPLAY

The comb display shows the frequency response you are hearing. NOTCH is the frequency of the first cancellation (1 divided by twice the delay time), COMB shows whether feedback is positive (+) or negative (-), and BPM is the tempo the bar-locked functions follow.

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 Flanger opens either way.
3. Find **RONE Flanger** 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 Flanger.vst3`
Standalone app	`C:\Program Files\RONE Plugins\RONE Flanger.exe`
This manual	`C:\Program Files\RONE Plugins\Manuals\`

MACOS

FILE	LOCATION
VST3	`/Library/Audio/Plug-Ins/VST3/RONE Flanger.vst3`
Audio Unit	`/Library/Audio/Plug-Ins/Components/RONE Flanger.component`
Standalone app	`/Applications/RONE Flanger.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 Flanger, and buying the lifetime licence later does not disturb a plan you already have.

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 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

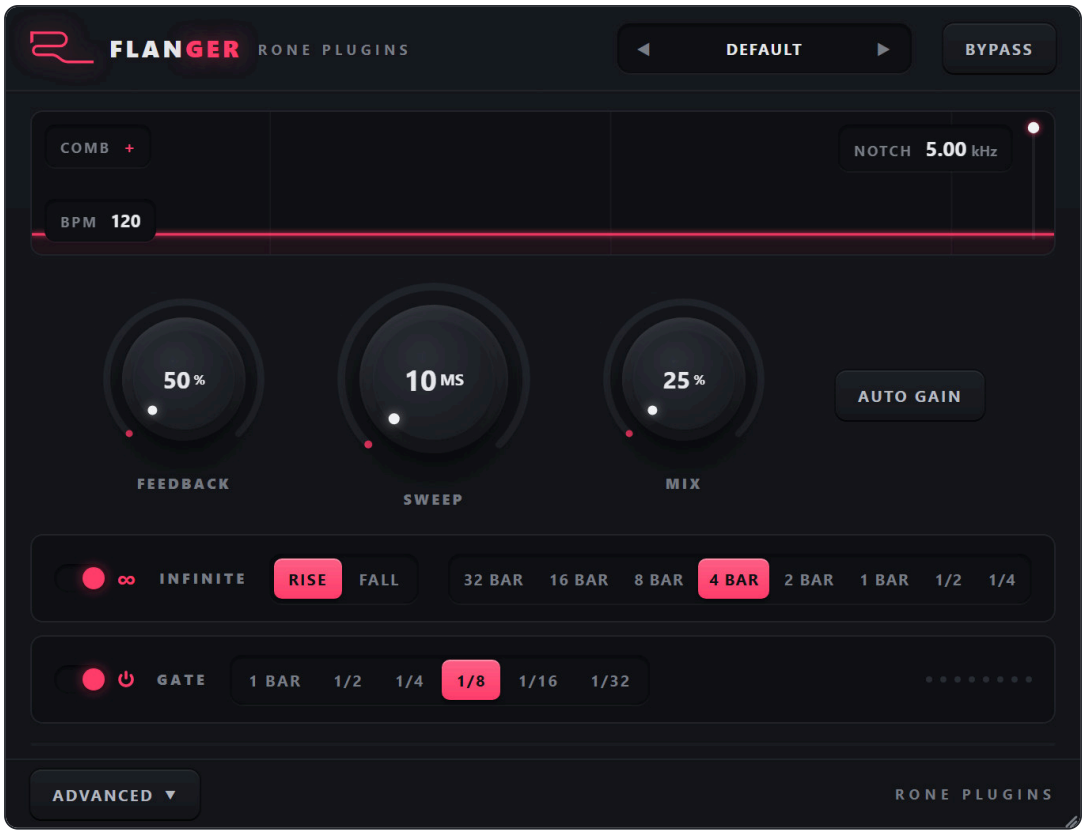
Windows: Settings → Apps → *RONE Flanger (RONE)*. macOS: delete the bundles listed above. Presets and settings in your user folder are kept.

3 Quick start



RONE Flanger with the Default preset.

1. **Insert** the plugin on a pad, a noise riser or a drum bus.
2. **Set MIX** to about 50 % for a strong effect (25 % is the subtle default).
3. **Sweep by hand.** Drag SWEEP up and down. The NOTCH readout climbs as the delay shortens; the red marker on the display follows.
4. **Add feedback.** Push FEEDBACK to 70-85 % for a resonant jet; try negative values for a hollow, phase-like tone.
5. **Engage INFINITE.** Press the ∞ button, choose RISE and 4 BAR. The sweep now rises continuously, one full cycle every four bars of the host tempo, without ever reaching an end.
6. **Make it rhythmic.** Turn GATE on and pick 1/8. The effect switches on and off on eighth notes; the LEDs show the pattern.
7. **Save it.** Open the preset menu (click the preset name) and save a user preset, or step through the factory presets with ◀ ▶.



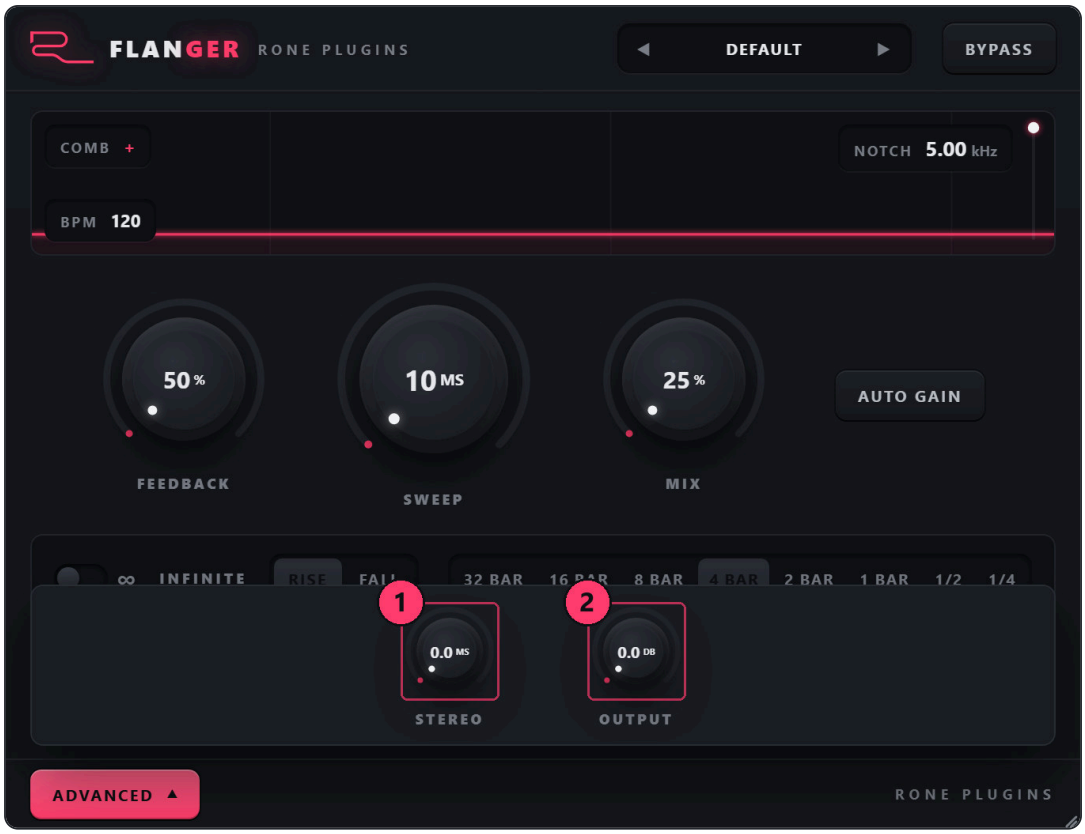
INFINITE and GATE engaged. Both rows light up in the accent colour when active.

4 Interface tour



Main view.

1. **Header logo** — click to flip to the back panel (About, version, licence)
2. **Preset browser** — previous / next factory or user preset; click the name for the menu
3. **BYPASS** — hard bypass
4. **Comb display** — live frequency response with the notch position
5. **COMB +/-** — feedback polarity readout
6. **NOTCH** — frequency of the first notch
7. **BPM** — the host tempo (120 in the standalone app)
8. **FEEDBACK** — -100 to +100 %
9. **SWEEP** — the delay time, 10 ms to 0.1 ms
10. **MIX** — dry / wet balance
11. **AUTO GAIN** — keeps the level steady across feedback and mix changes
12. **INFINITE on/off** — barberpole (endless) sweep
13. **RISE / FALL** — direction of the endless sweep
14. **Sweep length** — 8, 4, 2, 1 or 1/2 bar per cycle
15. **GATE on/off** — rhythmic bypass
16. **Gate rate** — 1 bar to 1/32
17. **Gate LEDs** — position inside the gate pattern
18. **ADVANCED** — opens the drawer with STEREO and OUTPUT
19. **Resize grip** — drag to resize the window



ADVANCED drawer. 1 STEREO offset · 2 OUTPUT gain.

5 Controls reference

Main knobs



FEEDBACK, SWEEP, MIX and AUTO GAIN.

SWEEP

`10 ms to 0.1 ms`
`default 10 ms (fully left)`
`skewed for precision at short times`

The delay time of the comb, and the heart of the plugin. Turning clockwise *shortens* the delay and moves the notches up in frequency - that is the 'rise'. The knob is scaled so that the short, dramatic end of the range gets most of the travel. In INFINITE mode the knob is driven automatically and shows the sweep position.

Tip: Automate SWEEP with a curve, not a straight line: a rise that accelerates at the end sounds much more like a real jet.

FEEDBACK

`-100 to +100 %`
`default +50 %`

How much of the delayed signal is fed back into the delay. Positive values emphasise the peaks between the notches - the resonant 'tube' sound. Negative values invert the comb, which sounds hollower and more like a phaser. Near the extremes the comb rings; AUTO GAIN keeps that in check.

Tip: The COMB chip shows + or - so you always know which side you are on.

MIX

`0 to 100 %`
`default 25 %`

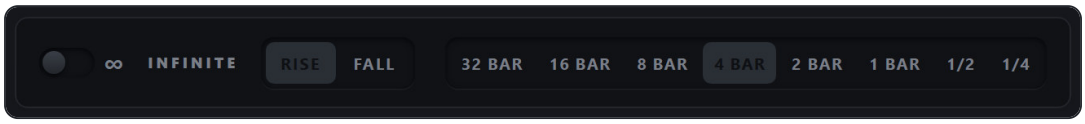
Dry / wet balance. 50 % is the deepest comb (equal dry and delayed signal). Above 50 % the notches fill in again and the effect becomes more of a delayed, resonant copy.

AUTO GAIN

`on / off`
`default off`

Compensates the level changes caused by FEEDBACK and MIX so that sweeping does not also mean pumping. Leave it on while designing, decide at the end whether you prefer the raw version.

INFINITE – barberpole sweep



The INFINITE row.

∞ INFINITE
`on / off`

Turns on the endless sweep. Two comb voices are cross-faded so that when one reaches the end of its travel the other has already taken over at the start - the ear hears a sweep that never stops rising (or falling), like a barberpole. SWEEP is driven automatically while INFINITE is on.

Every switch-on starts the sweep from the same point - by hand, by automation, or when you press play with INFINITE already on. Automate it on the bar where the riser should begin and it climbs the same way every time; the start lands on the nearest 1/16, so automation drawn on the bar line starts exactly there.

RISE / FALL
`default RISE`

Direction of the endless sweep. RISE for builds, FALL for post-drop releases and comedowns.

32 BAR / 16 BAR / 8 BAR / 4 BAR / 2 BAR / 1 BAR / 1/2 / 1/4
`default 4 BAR`

How long one full cycle takes, in bars of the host tempo. The cycle counts from the moment INFINITE goes on, so a 4 BAR rise switched on at the start of a 4-bar phrase peaks exactly when the phrase ends. Use 1/2 or 1/4 (one beat) for a fast, nervous shimmer.

Tip: Match the value to the length of your build: a 16-bar build gets 16 BAR, an 8-bar build 8 BAR, a 2-bar fill 2 BAR.

GATE – rhythmic bypass



The GATE row.

⏻ GATE
`on / off`

Switches the effect in and out on a note grid, with a 5 ms crossfade on each grid line so nothing clicks. The dry signal is untouched while the gate is closed, so the result is a rhythmic 'flange pulse' rather than a volume gate.

1 BAR · 1/2 · 1/4 · 1/8 · 1/16 · 1/32
`default 1/8`

Gate rate. The LED row shows where you are in the pattern; the gate follows the host transport so it stays aligned to the bar.

ADVANCED drawer



STEREO and OUTPUT.

STEREO

`0 to 3 ms`
`default 0`

Offsets the delay time of the right channel from the left. Even 0.5 ms puts the notches at different frequencies in each channel, which reads as width; 2-3 ms gives a wide, swirling image. On a mono track with a stereo output both sides start from the one input, so STEREO still adds width; on a fully mono track it has no effect.

Tip: Check mono compatibility above 1.5 ms - the two combs partly cancel when summed.

OUTPUT

`-12 to +12 dB`
`default 0 dB`

Output trim after the effect, for matching levels between presets or against the bypassed signal.

Presets

Fifteen factory presets are built in, in four groups: **Risers** (Riser 4 Bars, Riser 8 Bars, Drop Fall 2 Bars), **Classic** (Classic Jet, Subtle Shimmer, Deep Sweep, Metallic), **Character** (Wide Stereo, Negative Flange, Hollow Tube, Resonant Peak) and **Gated** (Gate Pulse 1/8, Gate Chop 1/16, Slow Gate), plus Default. Click the preset name to open the menu, save your own presets there, and delete user presets you no longer need. User presets are stored in your user folder and survive updates.

6 Step-by-step workflows

8-bar riser on a noise layer

Builds, intros

1. Put white noise or a filtered noise loop on its own channel and insert Flanger. Load *Riser 8 Bars* (or: MIX 50 %, FEEDBACK 85 %, STEREO 0.5 ms, AUTO GAIN on).
2. Turn INFINITE on, RISE, 8 BAR. Start the noise at the beginning of the 8-bar build.
3. Automate MIX from 25 % to 60 % across the build so the effect intensifies as the sweep rises.
4. On the drop, mute the channel or automate MIX to 0.

Drop fall that lands on the one

Post-drop release

1. Insert on the lead or the drum bus. INFINITE on, FALL, 2 BAR.
2. Turn INFINITE on exactly two bars before the section change; turn it off on the downbeat. The cycle starts where you switch it on, so the fall completes exactly on the one.

Hand-played jet flange on drums

Rock, breakbeat, drum edits

1. Load *Classic Jet*. INFINITE off.
2. Draw SWEEP automation: hold at 10 ms for a bar, sweep to 0.3 ms over the next two bars with an exponential curve, then back down over one bar.
3. Add STEREO 1 ms for width and turn AUTO GAIN on so the drums do not jump in level.

Pulsing pad

Trance, techno, ambient

1. Load *Gate Chop 1/16* on a sustained pad.
2. Set INFINITE on, RISE, 4 BAR so the pulses also drift upward.
3. Adjust MIX to taste - around 40 % keeps the pad recognisable underneath the rhythm.

7 Recommendations

DO

- Use INFINITE for anything that has to line up with bars; use hand-drawn SWEEP automation for one-off jet sweeps.
- Keep AUTO GAIN on while you tweak FEEDBACK; decide at the end.
- Use negative FEEDBACK on bright sources (hats, noise) - it thins them out instead of making them ring.
- Put Flanger before a reverb or delay when the sweep should be part of the space, after it when the whole space should sweep.
- Save your go-to settings as user presets; they are stored per machine and survive updates.

AVOID

- FEEDBACK above 90 % with MIX at 50 % on bass-heavy material; the comb peaks at low frequencies can overload. Lower MIX or add a high-pass before the plugin.
- Large STEREO offsets on material that must stay mono compatible.
- Using GATE at 1/32 with a slow tempo; the gate becomes a buzz. 1/16 is the practical limit below about 100 BPM.

Sound tips

- The notch frequency is 1/(2 × delay). At 10 ms the first notch sits at 50 Hz (barely audible as a notch, but the comb above it is dense); at 0.1 ms it sits at 5 kHz with a single wide notch. That is why the top end of SWEEP sounds so different from the bottom.
- INFINITE + GATE + FALL on a snare bus is an instant "reverse-feeling" fill without any reversed audio.
- Two instances in series, one at 8 BAR RISE and one at 2 BAR FALL, create a complex, evolving movement for long ambient sections.

8 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.

> **STANDALONE TEMPO**
> The standalone app has no DAW clock, and RONE Flanger has no tempo setting of its own: INFINITE and GATE run at 120 BPM, the tempo shown on the display. When the effect has to follow a song's tempo, use the plugin inside your DAW.

9 Troubleshooting, specifications and support

Troubleshooting

SYMPTOM	WHAT TO DO
INFINITE does not move	The sweep follows the host transport - press play in the DAW. In the standalone app it runs continuously at the displayed BPM.
GATE is out of time	The gate is aligned to the host's bar position, so it needs a running transport. If your DAW does not send position data (rare), use INFINITE without GATE or gate with automation.
The effect pumps in level	Turn AUTO GAIN on, or reduce FEEDBACK. Very high feedback with MIX near 50 % naturally changes loudness as the notches sweep through the energy of your source.
No sound at the top of the sweep with negative feedback	That is the comb cancelling most of a mono source. Add STEREO offset or reduce MIX below 50 %.
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

SYMPTOM	WHAT TO DO
	time it runs. Please also tell us what you did right before the crash.

Specifications

Product	RONE Flanger
Version	2.1 `(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 Flanger 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.