RONE PLUGINS

USER MANUAL

ONE KNOB. THE WHOLE BUILD-UP.

RONE Rise

Turn one knob up over the phrase and the mix becomes a build-up - the lows leave, the reverb opens, the echoes climb. Snap it to zero and the drop hits, with the tail still spilling into it. Or press GO and let it land on the bar by itself.



VERSION **1.0.16** · VST3 · AU · STANDALONE

RONEAUDIO.COM

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1 Welcome to RONE Rise

RONE Rise turns whatever you put through it into a build-up. One knob, **INTENSITY**, drives a whole chain the way you would automate it by hand over eight bars: a steep high-pass takes the low end away, a big reverb opens up, echoes and noise climb in, and in the bigger modes a gate speeds up, the pitch rides upward and a barber-pole shimmer climbs forever. Pull the knob back to zero on the downbeat and the drop lands - with the reverb and the echoes still ringing under it instead of dying on the one.

The sun on the right is the knob made visible: it sleeps below the horizon at zero, rises and grins as you turn it up, and pulses on every beat while the host plays.

Where it shines

- **The last 8 bars before a drop** - on the mix bus, the drum bus or a music group.
- **Transitions** - a four-bar lift between two sections without touching a single filter.
- **Live and in the DJ set** - LAND ON BAR runs the rise for you and lands it on the bar.
- **The drop that breathes** - TAIL keeps the wash under the first bar of the drop.

The 10-second version

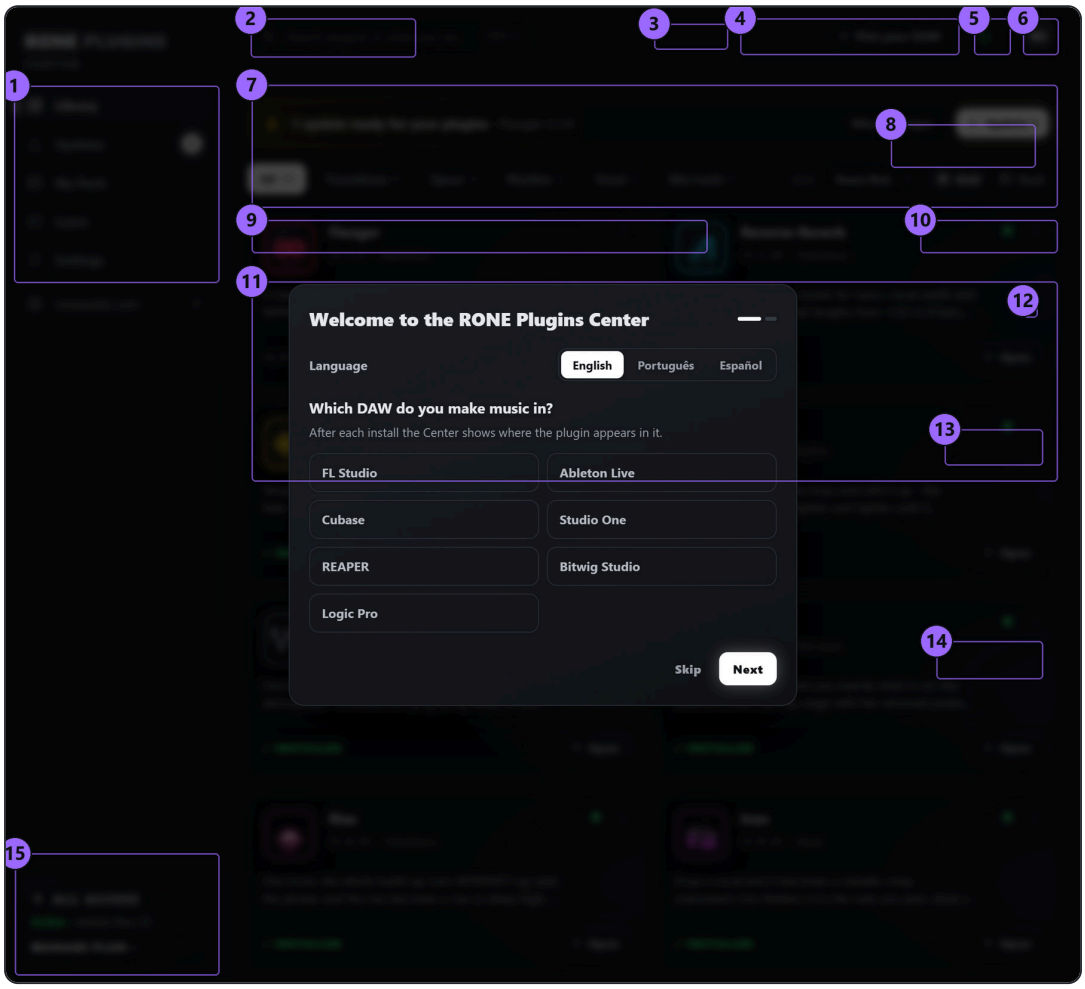
1. Insert Rise on your mix or drum bus.
2. Pick LIFTOFF.
3. Automate INTENSITY from 0 to 100 over the last 8 bars.
4. Snap it back to 0 on the drop.

WHY IT GETS QUIETER AT THE TOP

A build-up has to leave room for the drop. As INTENSITY rises the dry signal sinks (about -7 dB at 100 %, set by SINK in ADVANCED) while the reverb and echoes rise, so the moment you pull the knob down the full mix comes back louder than it left. That jump is the drop.

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

MACOS

FILE	LOCATION
VST3	`/Library/Audio/Plug-Ins/VST3/RONE Rise.vst3`
Audio Unit	`/Library/Audio/Plug-Ins/Components/RONE Rise.component`
Standalone app	`/Applications/RONE Rise.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

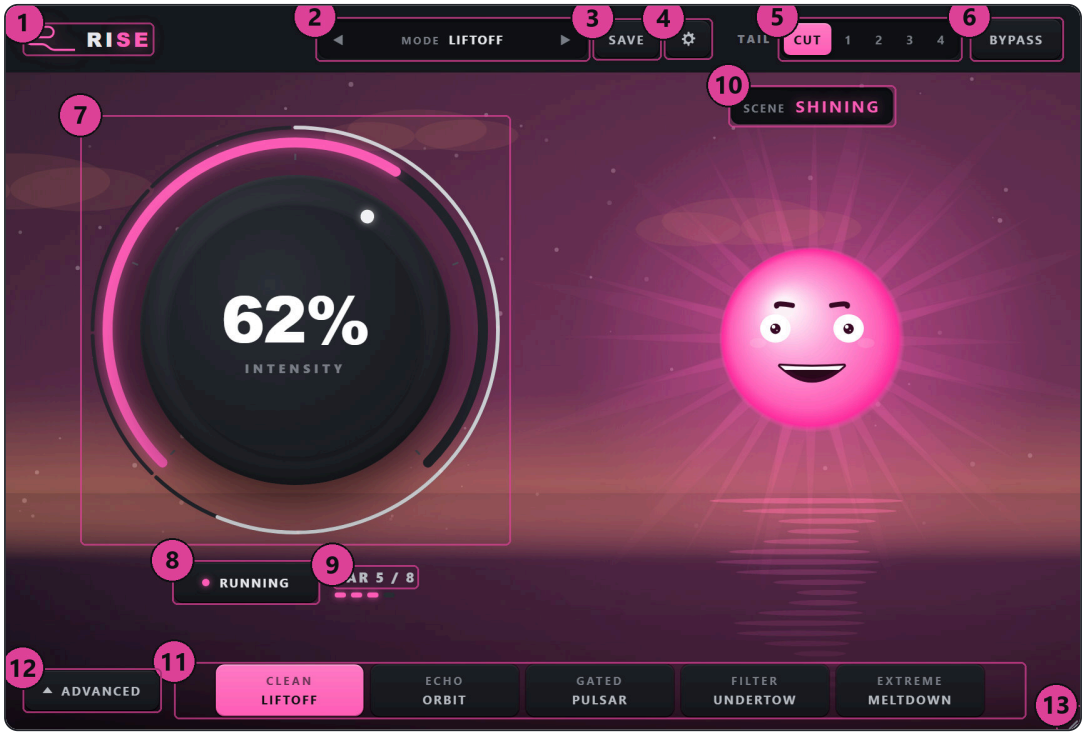
Licensing is tied to your account, not to a key. The plugin checks the licence file that the Center writes when you sign in. There are two ways to own it: an **ALL ACCESS** plan, which unlocks every RONE plugin for as long as it is active, or a **lifetime licence** for this plugin alone, which never expires. Either one opens RONE Rise, 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 Rise (RONE)*. macOS: delete the bundles listed above. Presets and settings in your user folder are kept.

3 Quick start

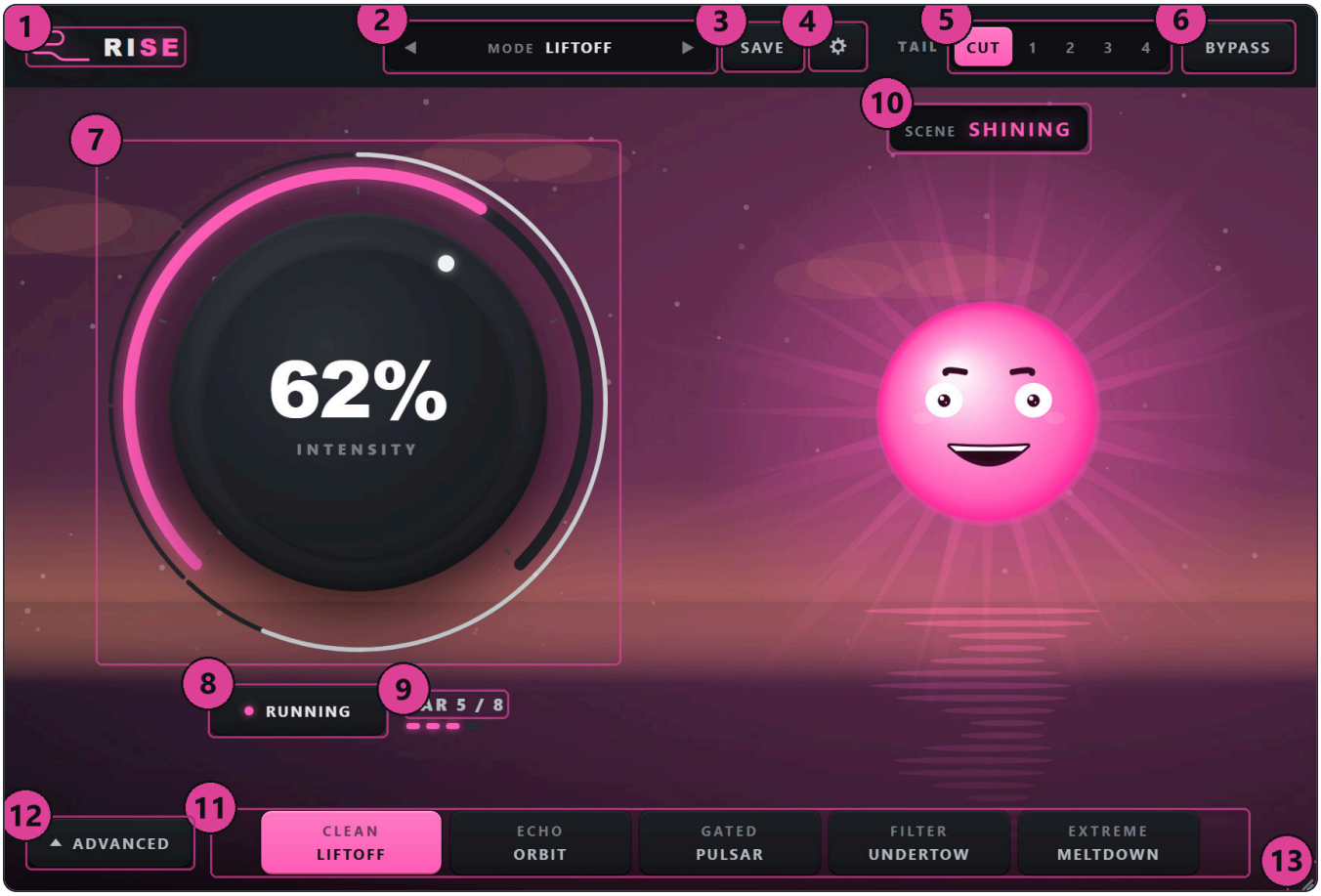


RONE Rise. INTENSITY on the left, the sun on the right, the presets on top, the five modes along the bottom.

1. **Insert** Rise on the mix bus or a group bus. At 0 % it does nothing at all.
2. **Pick a mode** along the bottom - LIFTOFF is the clean, classic lift - or a preset from the bar on top (17 of them, from CLEAN LIFT to CHAOS).
3. **Automate** INTENSITY from 0 to 100 % over the bars before the drop. A curve that stays low and rises late sounds most natural.
4. **Pull it back to 0 on the drop.** With TAIL on CUT (the default) the drop is a hard stop; set TAIL to 1-4 bars in the header and the reverb and echoes keep ringing into the drop.
5. **Or let it run itself:** open ADVANCED, set LAND ON BAR to 8 and press GO. The rise starts from the bar you pressed it in and lands exactly eight bars later.

> **RIGHT-CLICK THE KNOB**
> Right-click any control for the host's own menu - in FL Studio that is where you create the automation clip or link it to a controller.

4 Interface tour



A LAND ON BAR run in progress: bar 5 of 8, the outer ring counting the bars.

1. **Header logo** — click to flip to the back panel (About, version, licence)
2. **Preset bar** — the loaded preset (or MODE and the card); click the name for the list, the arrows step through it
3. **SAVE** — save the macros as your own preset, or as the mode card's own macros
4. **Settings** — RESET TO FACTORY MACROS, and DELETE a preset of yours
5. **TAIL** — CUT or 1-4 bars of reverb and echo after the knob falls
6. **BYPASS** — the untouched input, 10 ms crossfade
7. **INTENSITY** — the one knob, 0 to 100 %; the outer ring counts the bars of a LAND run
8. **GO** — appears when LAND ON BAR is set: runs the rise and lands it
9. **Bar counter** — which bar of the run you are in, and the beat
10. **Mood** — what the sun is feeling - NIGHT to HIGH NOON
11. **Modes** — five chains: LIFTOFF, ORBIT, PULSAR, UNDERTOW, MELTDOWN
12. **ADVANCED** — slides up LAND ON BAR, TAIL, the macros and the chain strip
13. **Resize grip** — drag to resize the window



ADVANCED open over the lower half of the window.

1. **LAND ON BAR** — MANUAL, or 4 / 8 / 16 / 32 bars for GO
2. **CURVE** — how a LAND run climbs: LIN, SOFT, EXP, S
3. **TAIL** — the same TAIL as in the header, as a bar
4. **Macros** — RISE, NOISE, REVERB, DELAY, KILL LOW, DIVE, GATE, SINK, PITCH
5. **Chain strip** — every stage with its live value

5 Controls reference



INTENSITY. The pink arc is where the knob is; during a LAND run the white outer ring fills bar by bar.

INTENSITY

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

The whole build-up on one knob. At 0 % the plugin passes the signal untouched (it nulls). As it rises every stage of the chain follows its own curve: the high-pass sweeps up faster near the top, the reverb and echoes open steadily, the noise comes in late. A fast pull back to zero is a drop: the tail keeps ringing (see TAIL).

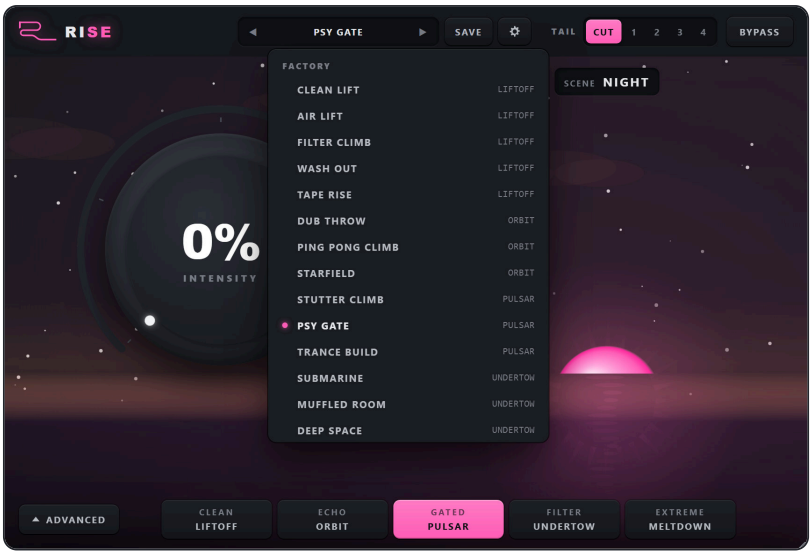
Tip: Drag, or use the mouse wheel (Shift = fine). Double-click = 0. During a LAND run the knob shows the run; touching it cancels the run.

Modes

`LIFTOFF / ORBIT / PULSAR / UNDERTOW / MELTDOWN`
`default LIFTOFF`
`automatable`

A mode chooses the fixed parts of the chain (the drive, and the Shepard speed-up in MELTDOWN) and loads the nine macros. **LIFTOFF**: a 24 dB/oct high-pass up to about 340 Hz and a 45 % reverb - the clean lift. **ORBIT**: LIFTOFF with a dotted-8th ping-pong echo and a breath of noise. **PULSAR**: the high-pass sweep to about 1.7 kHz, a tempo gate that speeds up, noise, a hint of the Shepard climb and the pitch rising 100 Hz. **UNDERTOW**: the opposite build-up - a low-pass closes the mix down to about 500 Hz under a huge reverb, and the drop opens the sky. **MELTDOWN**: everything at once, the pitch rising 200 Hz and the Shepard climb racing with the knob.

Tip: Move a macro and a dot appears on the mode card. Automating the mode from the host loads its macros too - your own, if you saved them for that card. Before 1.0.15 the modes were called SUNRISE, HORIZON, UPLIFT, DEEP DIVE and SUPERNOVA; older projects open on the same mode.



The preset list. 17 factory presets, each a mode with its own macros, and below them the presets you saved.

Presets

`17 factory + your own`

The bar on top loads a whole preset: a mode and all nine macros. The factory set: CLEAN LIFT, AIR LIFT, FILTER CLIMB, WASH OUT, TAPE RISE (LIFTOFF); DUB THROW, PING PONG CLIMB, STARFIELD (ORBIT); STUTTER CLIMB, PSY GATE, TRANCE BUILD (PULSAR); SUBMARINE, MUFFLED ROOM, DEEP SPACE (UNDERTOW); BLAST OFF, WARP DRIVE, CHAOS (MELTDOWN). Click the name for the list; the arrows step through factory and user presets in turn. A * after the name means a macro was moved since it loaded.

Tip: Presets never touch INTENSITY, TAIL or LAND ON BAR.

SAVE

SAVE PRESET keeps the current mode and macros under a name of your choice (the same name again replaces it). **SAVE AS ‹MODE› MACROS** makes them the mode card's own: from then on a click on that card, or the host switching to that mode, loads your macros, and the bar shows the mode with (MINE).

Tip: Saved on your computer, for you, in every project and every DAW - not inside the song. On Windows: %APPDATA%\RonePlugins\RoneRise\user-presets.json.

Settings

`the gear`

RESET TO FACTORY MACROS brings every mode card back to its factory macros and reloads the card in use. **DELETE** removes the preset of yours that is loaded. Your saved presets stay until you delete them.

TAIL

`CUT / 1 / 2 / 3 / 4 bars`
`default CUT`

What the reverb and echoes do when the knob falls. On **CUT** (the default) they stop dead on the drop - the hard stop. With 1-4 bars they are fed by the knob, but their level only follows it down slowly; once the knob reaches zero they hold for the first third of the TAIL, then fade out over the rest, in the room they had at the top. So a snap to zero and a quick fade both leave a real tail under the drop.

Tip: The switch sits in the header, next to BYPASS; ADVANCED shows the same TAIL as a bar.

BYPASS

`on / off`

The untouched input with a 10 ms crossfade. While bypassed nothing runs, so the next un-bypass starts clean.

ADVANCED



LAND ON BAR, CURVE, TAIL, the nine macros and the chain strip.

LAND ON BAR

`MANUAL / 4 / 8 / 16 / 32 bars`
`default MANUAL`

MANUAL: you move or automate INTENSITY yourself. With a bar count set, a **GO** button appears under the knob. GO starts the rise from the beginning of the bar you pressed it in and runs it to 100 % so that it lands exactly on the downbeat that many bars later; the outer ring of the knob counts the bars. After the landing the plugin stays at zero until you touch the knob again. GO while running cancels, and so does moving the knob.

Tip: MIDI note C1 is GO too, and so is the Go parameter - automate a single step on it in the arrangement.

CURVE

`LIN / SOFT / EXP / S`
`default SOFT`

How a LAND run climbs. LIN is a straight line; SOFT (default) stays a little lower and speeds up; EXP stays almost silent for the first half and puts everything in the last bars; S pushes once more at the very end.

RISE

`0 to 100 %`

The Shepard climb: a barber-pole frequency shifter that seems to rise forever, cycling every two bars (faster with the knob in MELTDOWN).

NOISE

`0 to 100 %`

White noise through a resonant high-pass that sweeps from 150 Hz to about 5 kHz as the knob rises. It also feeds the reverb, so it arrives as a washed riser, not as hiss.

REVERB

`0 to 100 %`

How much reverb the chain adds. 0 turns the reverb off.

DELAY

`0 to 100 %`

The dotted-8th ping-pong echo: its level, and how much it feeds back. 0 turns it off.

KILL LOW

`0 to 100 %`

How far the high-pass goes at the top of the knob: 35 % reaches about 340 Hz, 80 % about 1.7 kHz, 100 % about 3 kHz - the same in every mode (since 1.0.15; older projects were moved over so they sound exactly as before).

DIVE

`0 to 100 %`

A 24 dB/oct low-pass that closes the top down to about 500 Hz as the knob rises - the underwater build.

GATE `0 to 100 %`	A tempo-synced gate on the dry signal. Its division halves as the knob rises: quarter notes, eighths, sixteenths, thirty-seconds. The amount sets how deep it chops.

SINK
`0 to 100 %`
`default 55 %`
	How far the dry signal sinks at 100 %: 55 % is about -7 dB. At 0 the dry never gets quieter and the plugin only adds.

PITCH `0 to +200 Hz`	Frequency-shifts the dry signal up as the knob rises, up to +200 Hz at 100 %. Every partial moves by the same number of hertz, so it reads as a tape-like lift with a metallic edge rather than a clean transposition.
Chain strip `read-only`	Every stage with what it is doing right now: HPF and DIVE in hertz, the GATE division, the PITCH shift, REVERB and DELAY levels, the NOISE level, the SHEPARD range and DRIVE.

Double-click a macro to return it to the loaded preset's value (or the mode card's).

6 Step-by-step workflows

The classic 8-bar build

LIFTOFF, automated

1. Insert Rise on the mix bus (or on everything except the kick if you want the kick to keep pumping).
2. LIFTOFF, TAIL 1 bar (the switch next to BYPASS).
3. Draw INTENSITY from 0 at the start of the 8 bars to 100 % at the end, with a curve that stays low and rises late.
4. Draw it straight back to 0 on the drop. The reverb rings under the first bar of the drop.

Hands-free: LAND ON BAR

Let the plugin do the automation

1. ADVANCED: LAND ON BAR 8, CURVE SOFT.
2. Press GO (or send MIDI C1, or step the Go parameter) anywhere in the bar where the build starts.
3. The rise runs from that bar and lands exactly eight bars later. The plugin stays at zero until you touch the knob.

The underwater drop

UNDERTOW

1. UNDERTOW (or the SUBMARINE preset), TAIL 2 bars.
2. Rise over 8 bars: the mix closes down under a huge reverb.
3. On the drop the full-range mix comes back all at once, with the wash still fading behind it.

Festival build

PULSAR or MELTDOWN

1. PULSAR (or PSY GATE, TRANCE BUILD): the gate speeds up bar by bar, the pitch rises 100 Hz, noise sweeps in.
2. For more, MELTDOWN (or BLAST OFF, CHAOS): +200 Hz, the Shepard climb racing, full noise.
3. Turn PITCH down in ADVANCED if the lift sounds too metallic on your material.

Your own build, every time

SAVE

1. Load the preset or mode closest to what you want and move the macros in ADVANCED until it is yours.
2. SAVE › type a name › SAVE PRESET. It is in the preset list of every project from now on.
3. Or SAVE AS ‹MODE› MACROS to make it what that mode card loads; Settings › RESET TO FACTORY MACROS undoes it.

7 Tips, tricks and troubleshooting

Tips

- **Late is better.** Most of the change should happen in the last two or three bars - use CURVE EXP for LAND runs, or draw the automation that way.
- **Keep the kick out** of the bus Rise sits on if you want the groove to keep driving through the build.
- **SINK 0** turns Rise into a pure add-on: nothing ever gets quieter.
- **Stop means quiet.** When the song stops, Rise lets its tail go and rests at zero until you press play or touch the knob, so a build left half-way never colours what you audition next.
- **Presets are starting points.** Every macro works in every mode: add DIVE to ORBIT, a GATE to LIFTOFF - then SAVE it.

> **MIDI IN LOGIC PRO**
> Logic sends no MIDI to a plugin in an Audio FX slot. To reach GO on MIDI C1, load it on an **instrument track**: Instrument slot → **AU MIDI-controlled Effects** → RonePlugins → RONE Rise. In the plugin window set **Side Chain** to the track with the sound, then set that track's output to **No Output** so you hear it only once. Play or draw the notes on the instrument track. In a normal Audio FX slot RONE Rise works as usual, only without MIDI.

Troubleshooting

SYMPTOM	CAUSE	FIX
Nothing happens	INTENSITY is at 0 (the plugin nulls there)	Turn it up, or press GO with LAND ON BAR set
No GO button	LAND ON BAR is MANUAL	Set 4, 8, 16 or 32 bars in ADVANCED
The knob went back to 0 after a GO run	That is the landing - the plugin stays at zero until the knob moves	Move the knob to take over again
The build gets quieter	SINK lowers the dry so the drop can jump	Lower SINK in ADVANCED, 0 = never quieter
The tail stops dead on the drop	TAIL is CUT (the default since 1.0.15)	Set TAIL to 1-4 bars with the switch next to BYPASS
A mode card loads different macros than before	You saved your own macros for that card	Settings (the gear) › RESET TO FACTORY MACROS
The effect switched off when I stopped the song	REST ON STOP: when the host stops, Rise fades its tail and rests at zero, whatever the automation left INTENSITY at - it never keeps building or ringing into a stopped project	Press play again, or touch the knob
The lift sounds metallic	PITCH is a frequency shift, not a transposition	Lower PITCH in ADVANCED
The window is white in Ableton Live, the standalone works (Windows)	Live's **Auto-Scale Plug-In Window** (seen with Windows display scaling such as 110 %)	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