RONE PLUGINS

USER MANUAL

ONE-KNOB ROLL-UP RISER

RONE Stucker

One knob grabs the loop and rolls it up: the captured slice shrinks tighter and tighter until it screams, then lets go right back into the beat.



VERSION 1.4 · VST3 · AU · STANDALONE

RONEAUDIO.COM

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1 Welcome to RONE Stucker

RONE Stucker is a live buffer-retrigger effect built around a single gesture: turn the big knob up and whatever plays from that moment gets *stuck*. The captured slice loops in place of the live signal, and as you keep turning, the loop gets shorter and shorter. Past a certain point the repeats are so fast they become a pitch, and that pitch climbs. Turn the knob back to zero and the live signal returns exactly where it should be.

Producers call this a "stutter riser", "roll-up" or "buffer freeze build". Stucker makes it a one-knob move so you can perform it, automate it with a single line, or map it to a controller.

Where it shines

- **Build-ups** - the last bar before a drop: set RIDE to 1 bar and press GO; the knob climbs by itself and releases exactly on the downbeat.
- **In key** - choose the song's KEY and the scream at the top lands on the root, stepping through the scale on the way.
- **Live performance** - map STUCK to a knob or a mod wheel and play the effect by hand.
- **Glitch accents** - short automation blips at 30-50 % give tight, in-time stutters without any editing.
- **Sound design** - park the knob high and the captured slice becomes a tempo-derived drone.

The 10-second version

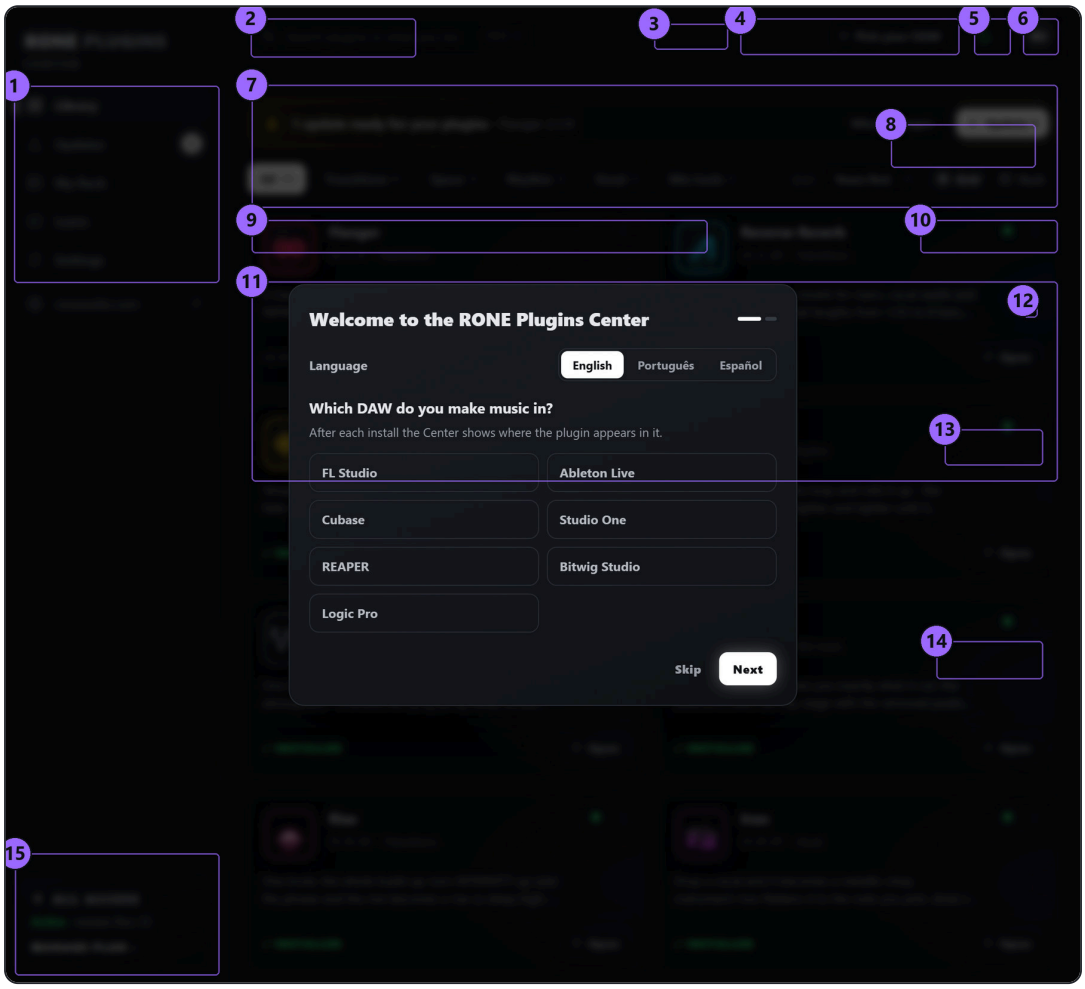
1. Insert Stucker on a drum bus, a loop, or the master of a stem.
2. Play the track.
3. Turn STUCK up - the beat freezes and rolls up.
4. Turn it back to OFF on the next downbeat.

WHAT IS BEING CAPTURED

The input is recorded continuously into a circular buffer. When STUCK leaves zero, a slice of one grid unit (LENGTH) is caught starting at that point: the first pass is the live sound itself, then it repeats. In SYNC mode the slice starts exactly on the grid line, so the loop always starts on a beat - even if you grabbed the knob a little late, or the automation reaches the plugin a few milliseconds early. To stutter a hit, draw the automation up where the hit starts. Returning to OFF releases the buffer with a short crossfade (SMOOTH) - no clicks, no gap.

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

MACOS

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

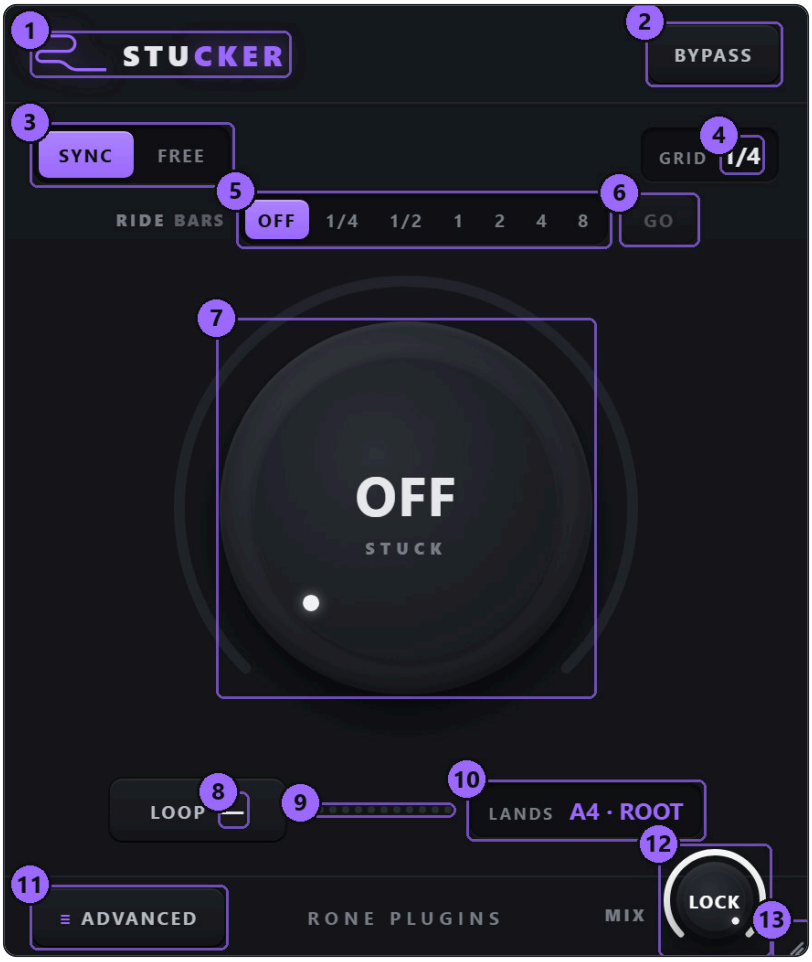
Licensing is tied to your account, not to a key. The plugin checks the licence file that the Center writes when you sign in. There are two ways to own it: an **ALL ACCESS** plan, which unlocks every RONE plugin for as long as it is active, or a **lifetime licence** for this plugin alone, which never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

3 Quick start

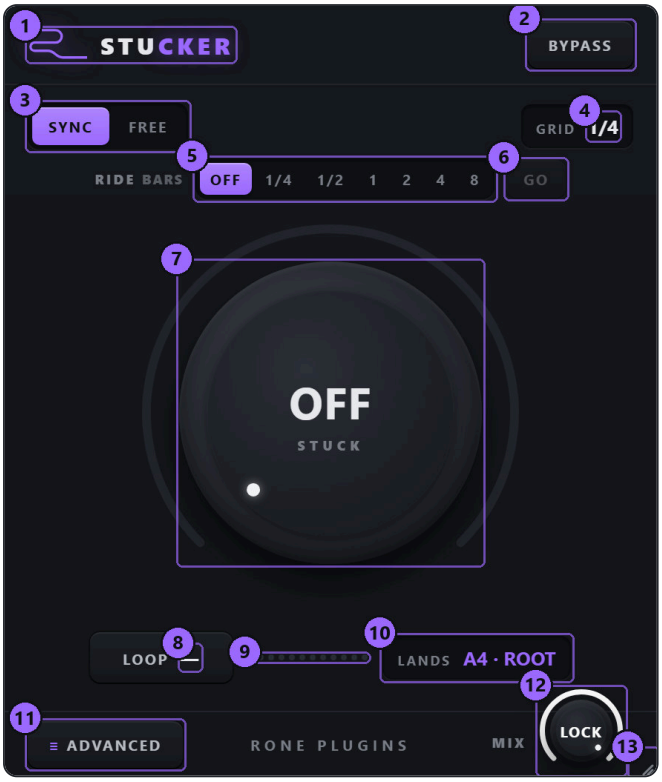


RONE Stucker. The big knob is the whole story; everything else supports it.

1. **Insert** Stucker on the channel you want to roll up - a drum loop is the classic choice, but it works on anything rhythmic, including a full mix bus.
2. **Leave SYNC on** (default) so the captured slice locks to the beat, and leave GRID at 1/4: one beat of audio is captured.
3. **Play** the track and turn STUCK slowly clockwise. The value display switches from OFF to a percentage, the LOOP chip shows the current loop length in milliseconds, and the LEDs light up as the loop shrinks.
4. **Keep turning.** Around 70-80 % the loop is a few milliseconds long and the repeats become a rising tone.
5. **Release** by turning back to OFF (double-click the knob to snap there). The live signal comes back on the beat.
6. **Automate it.** Draw an automation ramp from 0 to 100 % over the last bar of a build, then a vertical drop back to 0 exactly on the downbeat.

> **BYPASS VS. OFF**
> At OFF the plugin passes audio through untouched - you do not need BYPASS in normal use. BYPASS is there for A/B checks while the knob is up.

4 Interface tour



Main view.



ADVANCED panel open.

1. **Header logo** — click to flip to the back panel (About, version, licence)
2. **BYPASS** — hard bypass for A/B comparison
3. **SYNC / FREE** — lock the captured slice to the host grid, or capture freely from the moment you engage
4. **GRID** — shows the LENGTH setting: the size of the captured slice in bar fractions
5. **RIDE** — OFF / 1/4 / 1/2 / 1 / 2 / 4 / 8 BARS: how long the knob takes to ride itself to 100 %
6. **GO** — starts the ride from the downbeat of the bar you press it in; it lands N bars later (MIDI C2; a C2 during a ride restarts it, MIDI C#2 stops it)
7. **STUCK** — the one knob: OFF = live signal; higher = shorter loop, higher pitch
8. **LOOP** — current loop length in milliseconds while engaged
9. **Roll-up LEDs** — how far into the shrink you are
10. **LANDS** — with a KEY chosen: the note the scream lands on at the top of the knob
11. **ADVANCED** — opens the panel with SMOOTH, RANGE, LOW CUT, LENGTH, KEY, ON THE DROP and CURVE
12. **MIX** — 100 % = LOCK, the loop replaces the source; 99 % and below = the source at full level with the effect added at MIX
13. **Resize grip** — drag to resize the window

In the ADVANCED panel: 1 SMOOTH 2 RANGE 3 LOW CUT 4 LENGTH.

5 Controls reference



STUCK. The white dot shows the position, the violet arc shows how far the roll-up has gone.

STUCK

`0 to 100 %`
`default OFF (0 %)`
`automatable, smoothed`

The amount of roll-up. At 0 % the effect is off and the input passes through. The moment the knob leaves zero a grid slice is caught from that point and looped (the first pass is the live sound). As the value increases the loop length shrinks exponentially over the number of octaves set by RANGE; at the top the loop is only a few dozen samples long and reads as a rising pitch.

The knob is heavily smoothed, so fast automation and MIDI controllers never click.

Tip: Double-click the knob to snap back to OFF - the fastest way to release on the downbeat when performing by hand.

SYNC / FREE

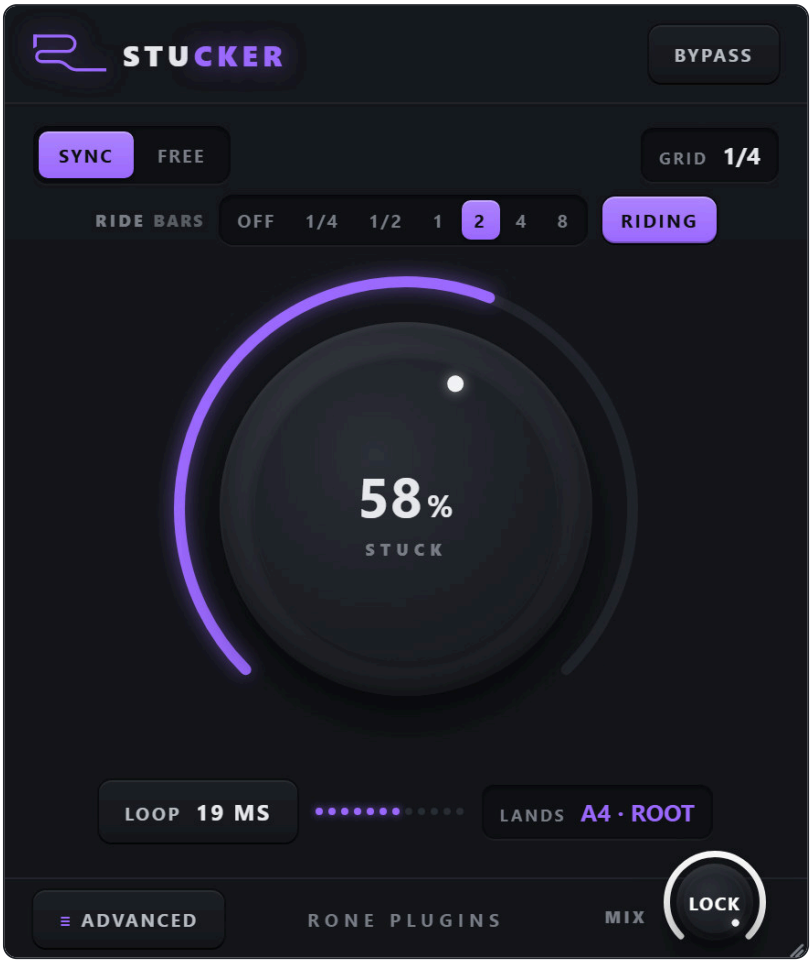
`default SYNC`

SYNC aligns the captured slice to the host's beat grid: the loop starts on the grid line of the LENGTH division the knob comes up in, so a slightly late grab still loops a full beat in time, and a knob (or automation) that arrives up to 50 ms before a line waits for the line. Automation drawn up on a beat therefore catches that beat every time, whatever the host's buffer size. **FREE** catches from the moment the plugin sees the knob move, which is what you want on material without a fixed tempo, or in the standalone app; with automation it can land up to one audio buffer early, so use SYNC for automation drawn on the grid.

BYPASS

Hard bypass. Use it to compare with and without the effect while STUCK is engaged.

Ride



A ride in progress. RIDE set to 2 bars, GO reads RIDING, the knob climbs by itself and LANDS shows the note it is heading for.

RIDE and GO

`OFF · 1/4 · 1/2 · 1 · 2 · 4 · 8 BARS`
`default OFF`
`GO: momentary, automatable, MIDI C2`

The knob rides itself, on the bar. Pick a length and press **GO** anywhere in the bar the rise starts in: the ride is measured from that bar's downbeat, so the STUCK climbs from wherever the knob is to 100 % over that many bars and lands exactly N bars after the bar you marked - where it snaps straight back to the knob. The press is the mark; nothing waits for a next bar. With the knob at OFF that is the release, exactly on the drop, with whatever ON THE DROP says. The big knob follows on screen.

It is the snare roll-up automation of every build, without drawing it, and it cannot be late. The bar comes from the host's song position; in the standalone app, or while the transport is stopped, the clock free-runs at the tempo. Setting RIDE to OFF cancels a ride in progress.

1/4 and 1/2 are rides shorter than a bar: they start on the grid line of their own length (a 1/4-bar ride on the beat) and land one quarter or half a bar later. **Retrigger:** a MIDI C2 that arrives while a ride is still climbing restarts it from where the note lands (on the 1/16 grid), for the full length again - C2 on every beat with RIDE at 1/4 gives a chain of short roll-ups, a C2 half a bar into a 2-bar ride starts a fresh 2-bar ride there.

Stop: a MIDI C#2 (note 49, the key next to C2) ends a ride at once, before it lands: STUCK snaps back to the knob exactly as at a normal landing, so ON THE DROP plays. C2 starts, C#2 stops - side by side on a pad.

Tip: GO is also a parameter (Ride Go): automate one step at the top of the last phrase, or send MIDI C2 from a pad. The CURVE row in ADVANCED sets the shape.

MIX

`0 to 100 %`
`default 100 %`
`automatable, smoothed`

Two behaviours in one knob, in the bottom right corner. At 100 % the readout says **LOCK** and the knob turns white: the frozen loop replaces the source, exactly as the plugin has always sounded. The moment you leave 100 % the knob is purple again and the readout is a percentage: the source comes straight back to full level and the loop sits on top of it at the MIX level - a send, not a crossfade, so the original never gets quieter. At OFF the control does nothing at all - the effect only exists while STUCK is up.

The wet path keeps running underneath, so you can take MIX to zero in the middle of a roll and bring it back without a click or a jump in the loop.

Tip: Automate MIX down over the second half of a long build: the roll keeps rising but steps out of the way of the vocal. Double-click the knob to snap back to 100 %.

Advanced panel



SMOOTH, RANGE, LOW CUT and LENGTH.

SMOOTH

`0 to 100 %`
`default 35 %`

How gently the loop length follows the knob and how long the engage / release crossfades are. Low values are snappy and can sound grainy when the knob moves fast; high values glide between loop lengths and hide every seam.

Tip: 35 % is the sweet spot for drums; go to 60-70 % on sustained material like pads and vocals.

RANGE

`3 to 10 octaves`
`default 8`

How far the loop shrinks across the knob's travel. At 3 octaves the full turn only takes a one-beat loop down to 1/8 of its length - a rhythmic roll with no pitch rise. At 10 octaves it dives all the way to audio rate and the top of the knob screams.

Tip: Lower RANGE when you want a musical, rhythmic roll; raise it for the classic 'rising scream' build.

LOW CUT

`20 to 500 Hz`
`default 20 Hz`

A high-pass filter on the looped (wet) signal only. When the loop reaches audio rate a lot of low-end buzz appears; a LOW CUT around 120-200 Hz keeps the build clean under a kick that is still playing.

KEY

`OFF, C .. B`
`default OFF`

A scream at an arbitrary pitch fights the bass; on the root it is part of the music. Choose the song's root and the top of the knob lands exactly on it - in the octave nearest to where it would have landed anyway at this tempo and RANGE - and the LANDS chip on the main view shows the note. On the way up, once the loop is at audio rate, the pitch steps in semitones instead of sliding, each step glided by SMOOTH, so the roll-up becomes a run up to the root on the downbeat.

Tip: Psytrance in E: KEY E, RANGE 8. The scream resolves on E on the drop, over an E bass.

ON THE DROP

`CUT · TAIL · REVERSE`
`default CUT`

What happens at the release - when STUCK returns to OFF, or the ride lands. **CUT** is the classic: the loop stops and the source is back, click-free. **TAIL** lets the final loop ring on at its last pitch and fade over one beat on top of the returning source. **REVERSE** plays the captured slice backwards once, at its original length, fading out - the downlifter that the good transition guides ask for after the impact, without a second plugin.

Tip: REVERSE with LENGTH 1/4 on a drum bus is a reversed snare across the first beat of the drop.

CURVE

`LIN · EXP · S`
`default LIN`

The shape of the ride. LIN is the classic roll-up: the loop halves at even intervals, so the rate doubles like a snare roll (the shrink itself is already exponential). EXP holds back for the first half and does everything at the end; S is EXP with an extra push before it lands.

LENGTH

`1/1 · 1/2 · 1/4 · 1/8 of a bar`
`default 1/4`

The size of the slice that is captured when STUCK engages, and the grid it locks to in SYNC mode. 1/4 grabs one beat - a kick or a snare hit; 1/1 grabs a whole bar and rolls the phrase; 1/8 starts from an already tight loop.

Tip: The GRID readout in the header always shows this value.

Readouts

LOOP

`ms`

The current loop length while engaged. It falls as you turn the knob up. Below roughly 50 ms the repeats are faster than 20 per second and start to sound like a tone.

LEDs

Twelve LEDs show the roll-up depth; when they are all lit you are at the audio-rate end of the range.

6 Step-by-step workflows

The one-bar build

Any drop, any genre

1. Insert Stucker on the drum bus. SYNC on, LENGTH 1/4, RANGE 8, SMOOTH 35 %.
2. Set RIDE to 1 BAR. In the bar before the drop press GO (or send MIDI C2, or automate one step of Ride Go).
3. The knob climbs by itself from that bar's downbeat and releases exactly on the downbeat of the drop. Nothing to draw.
4. Optional: LOW CUT at 200 Hz so the roll-up stays out of the kick's way; ON THE DROP = REVERSE for a downlifter across the first beat.

In key

Psytrance, any melodic drop

1. Open ADVANCED. KEY = the song's root.
2. The LANDS chip on the main view shows the note the scream will resolve on. If it is an octave too high or low, change RANGE by one.
3. Ride or automate STUCK to 100 %: the run up steps in semitones and lands on the root on the downbeat.

Half-bar stab

Accents, fills

1. LENGTH 1/8, RANGE 5, SMOOTH 20 %.
2. Draw a short automation bump: 0 → 60 % → 0 over half a bar, ending on a beat.
3. The result is a tight, in-time stutter - no slicing required.

Drone from a chord

Pads, transitions, intros

1. Insert on a chord stab or a pad. FREE mode, LENGTH 1/1, SMOOTH 80 %.
2. Turn STUCK to about 40 % and leave it. The captured bar loops as a slowly shrinking texture.
3. Send the channel to a big reverb (RONE AFTERSPACE is a good partner) and automate STUCK slowly to change the texture over time.

Performing it live

Controllers, DJ-style sets

1. Map STUCK to a physical knob or the mod wheel (right-click the knob in VST3 and use your DAW's controller link).
2. Practice the release: the knob must reach OFF on the downbeat. Double-clicking releases instantly if your controller cannot get there in time.

7 Recommendations

DO

- Put Stucker **after** your drum processing and **before** reverb sends; the reverb tail then follows the roll-up naturally.
- Use SYNC in the DAW. It forgives late knob moves and keeps loops on the grid.
- Match LENGTH to the material: 1/4 for drums, 1/1 for chords and vocals, 1/8 for already busy loops.
- Draw the release as a vertical line in the automation lane. The crossfade is handled for you.
- Use RIDE for every build. It lands on the bar; a hand on the knob usually does not.
- Set KEY whenever the drop has a bass note. A scream that resolves on the root is a musical event; one that does not is noise.
- Try RANGE 4-5 on melodic material; it produces musical rhythmic subdivisions rather than a scream.

AVOID

- Leaving STUCK at a low value by accident - even 2 % engages the loop. Double-click to be sure it is OFF.
- Very low SMOOTH with fast automation; you will hear zipper-like grain.
- Rolling up a channel that also carries the sub bass without LOW CUT; the audio-rate end of the range piles up low-mid energy.

Sound tips

- The pitch you reach at the top of the knob is set by the loop length, not by the note in the audio. It therefore rises smoothly through the octaves, which is what makes it feel like a riser.
- Two instances on two stems with different RANGE values (say 5 and 9) give a build that thickens in stages.
- Automating LENGTH mid-build is legal: switching from 1/4 to 1/8 halves the loop instantly for a "gear change".

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

Without a DAW clock there is no grid to sync to. Use FREE mode in the standalone app - or feed it a fixed tempo source and switch to SYNC once the host provides a clock.

MIDI IN LOGIC PRO

Logic sends no MIDI to a plugin in an Audio FX slot. To reach the RIDE notes (C2 starts it, C#2 stops it), load it on an **instrument track**: Instrument slot → **AU MIDI-controlled Effects** → RonePlugins → RONE Stucker. 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 Stucker works as usual, only without MIDI.

9 Troubleshooting, specifications and support

Troubleshooting

SYMPTOM	WHAT TO DO
The loop does not start on the beat	Switch to SYNC and make sure the DAW is playing (the grid comes from the host transport). In FREE mode the loop starts exactly when you engage.
Automation on a hit catches silence, or only sometimes catches	Since 1.3.0 the slice starts where the knob comes up, so draw the rise where the hit starts (not after it), and use SYNC: the slice then starts exactly on the grid line every time. Versions before 1.3.0 caught the slice that had played before the knob came up - update through the RONE Plugins Center.
I hear a click when releasing	Raise SMOOTH. Also check that the automation actually reaches 0 % - a value of 1-2 % keeps the loop engaged.
The top of the knob is a low buzz instead of a scream	Raise RANGE towards 10 and raise LOW CUT to remove the low-frequency component of the very short loop.
GO is greyed out	RIDE is OFF. Pick a length (1/4, 1/2, 1, 2, 4 or 8 bars) first.
The ride landed early or late	GO measures from the downbeat of the bar you pressed it in. Press it inside the bar the rise should start in; a press just after a downbeat and one just before the next both count for the same bar.
LANDS shows a note but the scream lands elsewhere	The landing note is exact at the top of the knob; if your automation stops at 90 % the run has not finished. Ride, or automate all the way to 100 %.
MIDI C2 does nothing	Route a MIDI track (or a pad) to the plugin; C2 (note 48) arms the ride, with a RIDE length set. A second C2 during a ride restarts it from that note; C#2 (note 49) stops it. In Logic: see MIDI in Logic Pro in Interface conventions.
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.

SYMPTOM	WHAT TO DO
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 Stucker
Version	1.4 `(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.

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