Start here

Install

Mac: universal Audio Unit and VST3 for Apple Silicon and Intel.
Requires macOS 12 or later. Save your work and close your DAW first.
Open the signed installer, then reopen your DAW and rescan plugins.
Windows x64: use the x64 installer. Windows ARM: use the ARM installer.
The ARM package includes native ARM64 and ARM64EC VST3 variants.
Windows installers are unsigned. Download only from Cuekeeping.
Windows x64 requires Windows 10 or later; ARM requires Windows 11.

Activate or start a trial

Load GoldenFX on an audio track. Open ACTIVATE / TRIAL near Bypass.
Use the Cuekeeping account linked to your purchase, or start a trial.
An internet connection is needed to sign in and refresh activation.
Without access, an insert passes dry audio; a return stays silent.
Activation is kept on this computer, separate from your DAW project.

Your first sound

Start with INIT. Turn on a module and bring up the master Mix.
Use the module Level or delay Mix to balance each effect.
Master Mix blends your dry input with the patched effects output.
On a DAW send/return, enable Return mode for a fully wet output.
GoldenFX adds no reported processing latency. Work at 48 kHz.

Installed locations

Mac: /Library/Audio/Plug-Ins/Components and /VST3.
Windows: Common Files/VST3/GoldenFX.vst3.
The manual and notices are installed under Cuekeeping support files.

Six modules. Your routing.

Filter and Drive

Filter: move the high-pass and low-pass points to shape the band.
Drag horizontally for frequency and vertically for resonance.
Option/Alt-drag vertically changes slope. Double-click to type a value.
Drive: choose the character, then balance Drive and Level.
Level controls can boost the module output up to +6 dB.

Delay 1 and Delay 2

Both delays have the same Tape engine and independent controls.
Sync follows the DAW tempo; Time uses milliseconds.
Choose Straight, Dot or Triplet, then set Time and Feedback.
Mono sums the input channels. Stereo preserves a stereo input.
Pong alternates the repeats between left and right.
The bottom Mix fader sets the delay amount. See Return / Insert below.

Reverb and Doubler

Golden Room, Golden Hall and Golden Plate are custom algorithms.
Adjust decay and pre-delay, then low cut and high cut to shape the tail.
Drag the readouts to adjust them, or double-click to enter values.
Doubler has Tight, Wide and Chorus modes with independent voices.
Adjust the left and right voice readouts by dragging or typing.

Controls and presets

Drag knobs or use the mouse wheel. Option/Alt-click resets a parameter.
Click across a module power row to switch that module on or off.
PRESETS opens factory and user presets, with save and load controls.
Your DAW project also stores parameters, routing and module modes.

Patch with intention

INIT: parallel effects

INIT gives the modules their normal starting connections.
The effects feed the output in parallel, so a delay need not pass through another delay, reverb or doubler to reach the output.
This is a starting preset, not the same operation as clearing cables.

Series: one effect into another

Connect a source OUT jack to the next module IN jack.
For a pedal-style chain, select Insert for the time-based modules.
Insert blends dry audio with the effect and passes audio when off.
Return sends only the wet effect. When off, new excitation stops and the existing tail can decay. A Return chain can lose its dry path.
The routing menu includes a Series / insert starting setup.

Clear Patching and cable editing

CLEAR PATCHING removes every cable and keeps the control settings.
Right-click an input or output to clear its attached cables.
An empty graph has no effects output. The independent master dry path can still be audible. With Mix at 100% or global Return enabled, an empty graph is silent. Load INIT to restore normal routing.
Branches and merges are supported. Feedback loops are not in v1.0.0.

If something is silent or too loud

Check activation, module power, cables to Output and master Mix.
Use Insert when you need audio to pass through a series module.
Multiple branches can add level. Reduce module levels or Output.
Save a user preset before experimenting with a new patch.