Your vocal, in one strip

GoldenVox 1.0.0 beta

GoldenVox combines six stages in a fixed signal chain: Preamp, Tape, Compressor, Tone EQ, De-esser and Air. Use the full strip to shape a lead vocal, or switch individual modules off. The controls and sound are original Cuekeeping designs with a hardware-inspired interface.

Start here

Insert GoldenVox on a vocal track. Start with Warm Lead, then adjust Input so the vocal reaches the strip at a useful level. Add compression until peaks settle, shape the EQ, and bring up De-essing until sibilance is controlled. Match Output to the bypassed loudness before judging the result.

The bottom controls

Input: -18 to +18 dB, default 0 dB. Output: -24 to +12 dB, default 0 dB. Mix: 0 to 100%, default 100%. A trim at 0 dB passes audio at unity gain; it is not a mute. Neither trim reaches silence at its minimum.

Mix and bypass

Mix blends the latency-aligned dry and processed signal. At 0%, Input and Output trims still apply to the dry signal. Global Bypass passes the aligned original signal without these trims. Turning all six modules off is different from global Bypass because the trims remain active.

Working level

There is no output limiter. Strong drive, EQ boosts and makeup can raise peaks substantially. Watch the output meter, reduce Output when needed, and compare at similar loudness. Use a 48 kHz session for the same workflow as the beta qualification.



Preamp and Tape

Preamp

Drive ranges from 0 to 100%, starting at 35%. Warm, Bite and Clean change the preamp character. Start with small increases, then match loudness with Output to judge texture rather than level.

Tape

Saturation ranges from 0 to 100%, starting at 35%. This stage adds nonlinear rounding and a tape-inspired character. It has one saturation flavor; there is no separate tape model or speed selector.

Choosing a character

Click a character key to select its labeled sound. Each module has its own metal on/off toggle. Switching a module off removes that stage from the processed path while leaving its settings stored.

Using the knobs

Drag a knob horizontally or vertically to adjust it. Double-click to restore its parameter default. The pointer and surrounding scale show its position. Host automation can address the parameters separately.

Keep your reference

Before changing a working vocal sound, save a preset or duplicate the host device. A more driven setting may sound louder even before compression and EQ. Level-match with Output as you compare.

Compressor

FET, Opto and Series

FET is the faster peak-controlling character. Opto gives a slower, smoother leveling character. Series runs fast peak control into optical-style leveling. Selecting a mode changes the compressor panel appearance and processing.

Compression

Compression ranges from 0 to 100%, starting at 30%. It increases the amount of dynamic control. It is not a threshold readout, and there are no separate attack, release or ratio controls.

Makeup

Makeup is a 0 to 12 dB compensation setting and starts at 0 dB. Its contribution follows the Compression amount: at zero Compression it has no effect, and full Compression applies the full makeup setting. Use Output for an independent final level adjustment.

Read the GR meter

The meter shows compressor attenuation in dB before makeup gain. Greater reduction means more compression. Makeup does not change the reduction reading. With the compressor switched off or global Bypass enabled, the reading returns to zero.

Choose by the vocal

Try FET when short peaks jump out, Opto when the vocal needs gentle leveling, and Series when both are useful. Listen to consonants and the start of each phrase as you increase Compression. The modes are original DSP characters, not certified replicas of named hardware.

Tone EQ

Body

Body gain ranges from -12 to +12 dB and starts at 0 dB. Select 100, 120, 200 or 400 Hz; the starting frequency is 120 Hz. Positive settings add weight and negative settings reduce low-frequency buildup.

Clarity

Clarity gain ranges from -12 to +12 dB and starts at 0 dB. Choose 800 Hz, 1.5, 2, 3, 4 or 5 kHz; the starting frequency is 3 kHz. This macro also has a linked low-mid shaping component, so it is not simply a single parametric EQ band.

Top

Top gain ranges from -12 to +18 dB and starts at 0 dB. Select 3, 4, 5, 8, 10, 12, 16 or 20 kHz; the starting frequency is 10 kHz. Use it for broad high-frequency balance before the De-esser and Air stages.

HPF

The high-pass filter ranges from 0 to 300 Hz and starts at 70 Hz. At 0, the filter is bypassed. Raise it to remove unwanted low-frequency energy while listening for loss of vocal body.

Frequency selectors

Click a small frequency selector to open its menu, or step it by dragging vertically or using the mouse wheel. Old sessions may recall legacy Body choices of 20, 30 or 60 Hz. These remain supported for recall but are omitted from the normal interface menu.

De-esser and Air

De-esser

Reduction ranges from 0 to 100%, starting at 35%. Frequency ranges from 3.5 to 9 kHz and starts at 5.5 kHz. Find the range where the vocal sounds harsh or sibilant, then increase Reduction only as much as the performance needs.

Split band and Broadband

Split band reduces the detected sibilant band. Broadband reduces the whole vocal when the detector responds. Compare both at a similar amount of control; Broadband can change the apparent level of consonants more broadly.

Delta

Delta auditions the signal removed by the De-esser, taken before Air. Use it to hear what the detector is removing, then switch it off to return to the vocal. While Delta is engaged it overrides the global Mix blend. Global Bypass still takes priority.

Air

Air ranges from 0 to 300% and starts at 100%, with Silk selected. Open and Silk provide different high-frequency characters. The lift responds to signal level, with more lift on quieter passages. The percentage is the amount of this effect, not a dry/wet control.

Check the combination

Air follows de-essing. If the finished vocal becomes too bright, compare less Air, a different Air character or less Top boost. Leaving Delta active is a common reason to hear only a thin residual signal.

Presets and session recall

Factory sounds

The library includes Warm Lead, Clean Detail, Forward Lead and Crush / Stress. Factory presets are starting points and can deliberately differ from the individual parameter defaults. Crush / Stress is an intense demonstration, not a neutral vocal setting.

Create and save

New resets to the starting sound and names it Untitled. Adjust the controls, click Save, choose a name and save the .gvpreset file. Save writes the current parameters and preset metadata. An asterisk marks changes since the loaded or saved baseline.

Load and browse

Choose a factory or saved user preset from the library, or click Load to open a .gvpreset file. The previous and next controls browse presets. A malformed or unsupported preset is rejected without replacing the current sound.

Where presets live

macOS: ~/Library/Application Support/Cuekeeping/GoldenVox/Presets
Windows: %APPDATA%/Cuekeeping/GoldenVox/Presets
You can also save a preset elsewhere using the file dialog. Copy .gvpreset files to move settings between machines.

Your DAW saves the sound

Saving the DAW project stores the plugin state, including module switches, modes, frequencies and preset metadata. Save the host project as well as any reusable presets. Keep a copy of older projects before a beta update and test recall before committing important work.

Activation and trial

Activate by email

Click ACTIVATE below Cuekeeping, enter your email and request an activation code. Enter the eight-digit code from your email to finish. Use your purchase email if you own a license. The button then shows TRIAL or LICENSED.

Your 14-day trial

The trial begins after email verification and lasts 14 days. Reinstalling or changing computers does not restart the same product trial. When access ends, the strip passes dry audio rather than silencing the track. Current playback is allowed to reach a safe transport boundary before access changes.

Two computers

A license or trial can activate on two computers. To move an activation, open the account panel and choose Deactivate this computer, then activate on the new machine. Your DAW project and .gvpreset files contain settings, not activation credentials.

Offline use

Activation requires an internet connection. A valid cached trial works offline until its original expiry; a purchase receipt has no time expiry. An active offline render retains the access snapshot with which it started. The plugin can refresh access online when the plugin interface enables the licensing connection.

Email preferences

The release-news checkbox is optional and separate from activation. Leave it unchecked if you only want the code and license access. Do not share verification codes or cached license files with other people.

Installation and support

Choose the correct package

The release is intended for macOS Intel and Apple Silicon (AU and VST3), Windows x64 (VST3), and Windows ARM64 (VST3). A requested platform is not evidence of a tested build. Consult the release manifest and the supplied installer label for the architectures actually included and qualified. Match the Windows VST3 architecture to your host, not only the operating system.

Install

Close the DAW before installation. On macOS, the installer places AU in /Library/Audio/Plug-Ins/Components and VST3 in /Library/Audio/Plug-Ins/VST3. On Windows, the x64 VST3 location is C:/Program Files/Common Files/VST3; follow the architecture-specific installer for ARM. Reopen your DAW and rescan if GoldenVox does not appear. Load it as an audio effect, not an instrument.

Update or remove

Back up your projects and presets before updating. Do not replace a plugin while the DAW has it loaded. To remove a manual Mac installation, close the DAW and remove the GoldenVox bundle from each installed plugin folder. For Windows, use the supplied uninstaller when included. Preserve your preset folder if you want to keep your sounds.

If something sounds wrong

Check global Bypass, module switches, Mix, Input, Output and Delta first. A 0 dB Input setting is normal and passes audio. Check the host track routing and mute status. If a preset sounds much louder, level-match Output before comparing.

Report a beta issue

Contact support@cuekeeping.com. Include GoldenVox version, operating system, computer/CPU, plugin format and architecture, DAW version, sample rate, buffer size, and steps to reproduce. Include a screenshot or short example only when you have permission to share it. This processor does not include vocal tuning, delay or reverb.