

Pulse Maker

Turn sustained sound into movement.
Shape the rhythm. Build the intensity.



Pulse Maker 1.0.0

AU + VST3 for Mac / VST3 for Windows

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[START HERE](#)

Install. Press play.

Pulse Maker is an audio effect. Give it a sustained sound, then start your DAW transport.

Mac

Quit your DAW and open the included .pkg installer. It installs AU and VST3 for Intel and Apple Silicon Macs running macOS 12 or later. Reopen your DAW and allow its plugin scan to finish.

In Logic, choose the AU version from Audio FX. In Ableton Live, look under Plug-Ins for Cuekeeping / Pulse Maker. AU and VST3 are alternative formats of the same effect; insert 1 of them.

Windows

Extract the ZIP, quit your DAW and run the included Setup.exe. The installer requires administrator approval and installs the VST3 for Intel/AMD 64-bit Windows 10/11. In Ableton, enable Use VST3 Plug-In System Folders in Settings / Plug-Ins, then rescan if needed.

The Windows installer is unsigned. If Windows or antivirus blocks it, send the exact message to support@cuekeeping.com. Keep your security protection enabled. Version 0.3.6 was tested on 1 Windows 11 Snapdragon / Cubase 14 setup. It is not a native ARM64 build; other ARM hosts are unverified. Pro Tools/AAX is not supported.

Your first pulse

Put Pulse Maker after a synth or on an audio track with a held chord, drone or sustained bass. Start playback. Choose 1/8, leave Depth at 100%, and adjust Length until the gaps feel right. Raise Attack for a softer entrance or shorten Release for a tighter ending.

PLAYBACK MATTERS

Stopped transport returns dry audio at unity gain. Start the DAW transport to hear the pulse, Build processing and Output trim. Pulse Maker does not generate sound by itself.

Updating? Save your session, fully quit the DAW, install, then reopen. Closing only the plugin window can leave the old version loaded.

OVERVIEW

Everything in reach.

The rhythm lives on the left. The tone and distortion live in the Build panel on the right.



Pulse Maker 1.0.0. The window resizes from its lower-right corner.

Rate and timing

The Rate knob selects every repeat interval, from 4 bars to 1/32, and starts at 1/8. The Straight menu sits below Rate and also offers Dotted and Triplet. Snap is above the envelope display.

Envelope and level

The blue display previews the gain envelope, not an audio waveform. Attack, Release, Length and Depth determine its shape. Output sets the playback level. Stereo opens the Pulse / Pan controls.

Build panel

The ON/OFF button enables the entire tone and Drive stage. Build sweeps the selected filter. Drive adds saturation, and the chain icon links its amount to Build. The 3 filter icons are Low-pass, High-pass and Peak. The 3 Drive icons are Warm, Grit and Heavy, from left to right.

CONTROL SHORTCUTS

Drag a knob vertically. Hold Shift for finer adjustment. Double-click a knob to reset it, or edit the number beneath it. Hover over a control for a short explanation.

TIMING

Choose when it hits.

Tempo comes from your DAW. There is no separate tempo control to keep in sync.

Choose a repeat interval

Turn Rate to select 4 bars, 2 bars, 1 bar, 1/2, 1/4, 1/8, 1/16 or 1/32. It moves in musical steps and defaults to 1/8. Double-click to return to 1/8. Bar lengths follow the time signature reported by the host.

Straight, Dotted or Triplet

Straight uses the displayed note value. Dotted makes each interval 1.5 times as long. Triplet makes it 2/3 as long. At 120 BPM, straight 1/8 repeats every 250 ms; dotted 1/8 repeats every 375 ms; triplet 1/8 repeats about every 167 ms.

Immediate changes, by default

With Snap rate changes off, selecting a new rate starts a new pulse as soon as the change reaches the plugin. You can deliberately place that restart between grid lines. The new pattern continues from that point. Your DAW automation timing and audio buffer affect when the change arrives.

Snap to the destination grid

Enable Snap above the envelope display to wait for the next grid line of the rate you are going to. A switch to 1/8 waits for the next eighth-note division; a switch to 1 bar can wait until the next bar grid line. The current rate keeps running while it waits. Grid positions follow the host musical timeline.

2-BAR AND 4-BAR PULSES

The repeats stay 2 or 4 bars apart, but each envelope closes within 1 host bar. Length can make the audible window shorter. At 100% Depth the remaining gap is silent; lower Depth leaves some signal between pulses.

For an immediate long pulse, leave Snap off. Long-rate playback starts a pulse when transport starts rather than waiting through an empty bar.

ENVELOPE

Shape the space between hits.

Start with Length and Depth. Then use Attack and Release to refine the edges.



The displayed envelope updates as you change the pulse shape.

Attack / 0.5-250 ms

Controls the fade into each pulse. Low values give a defined front edge. Longer values soften a pad or let a texture swell into the beat.

Release / 0.5-500 ms

Controls the fade out inside the audible window. It does not add a tail after Length. If Attack and Release together need more space than Length allows, they shrink proportionally to fit.

Length / 5-100%

Sets the audible window as a percentage of the repeat interval. At 120 BPM, a straight 1/4 lasts 500 ms; Length at 50% gives a 250 ms window. The window includes both fades. Long intervals are capped at 1 bar.

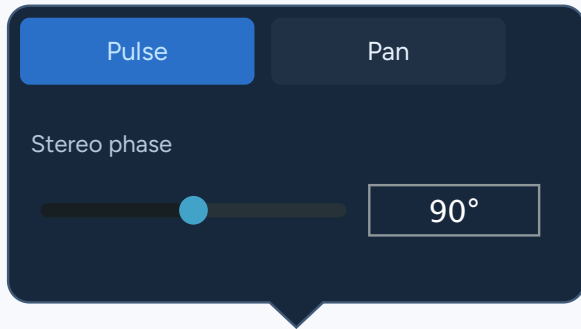
Depth / 0-100%

Sets how far the envelope closes. At 100%, gaps close fully. Click Depth to turn the pulse OFF at 0%; click again to restore its previous value. The knob dims and turns red. Dragging still adjusts Depth. In Pan mode, Depth also controls side-to-side movement. Build and Output remain active at 0%.

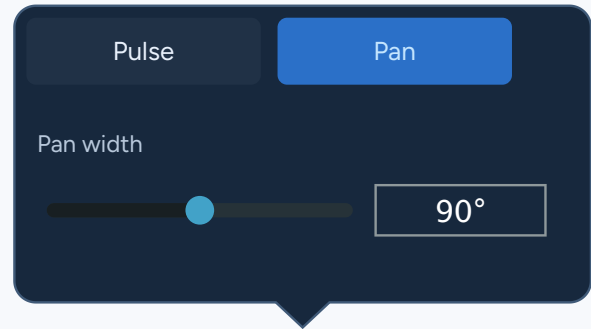
STEREO

Motion with a clear pulse.

Open Stereo beneath the envelope controls. Choose Pulse or Pan, then set the amount in degrees.



Pulse selected: Stereo phase at 90 degrees.



Pan selected: Pan width at 90 degrees.

Pulse: offset the two envelopes

Pulse mode shifts the right-channel envelope relative to the left. At 0 degrees, both channels open together. At 180 degrees, the right envelope is half a pulse cycle ahead. Intermediate settings add width without a full left/right alternation.

Because the channels open at different times, the combined stereo signal can feel more continuous. Choose Pan if you want side-to-side movement while keeping the pulse gaps together.

Pan: move the sound through the pulse

Pan uses a shared pulse envelope and changes the left/right balance. At 0 degrees the balance stays centered. Raising the amount widens the motion; 180 degrees gives the full sweep. A complete left-right cycle spans 2 pulse intervals.

START SMALL

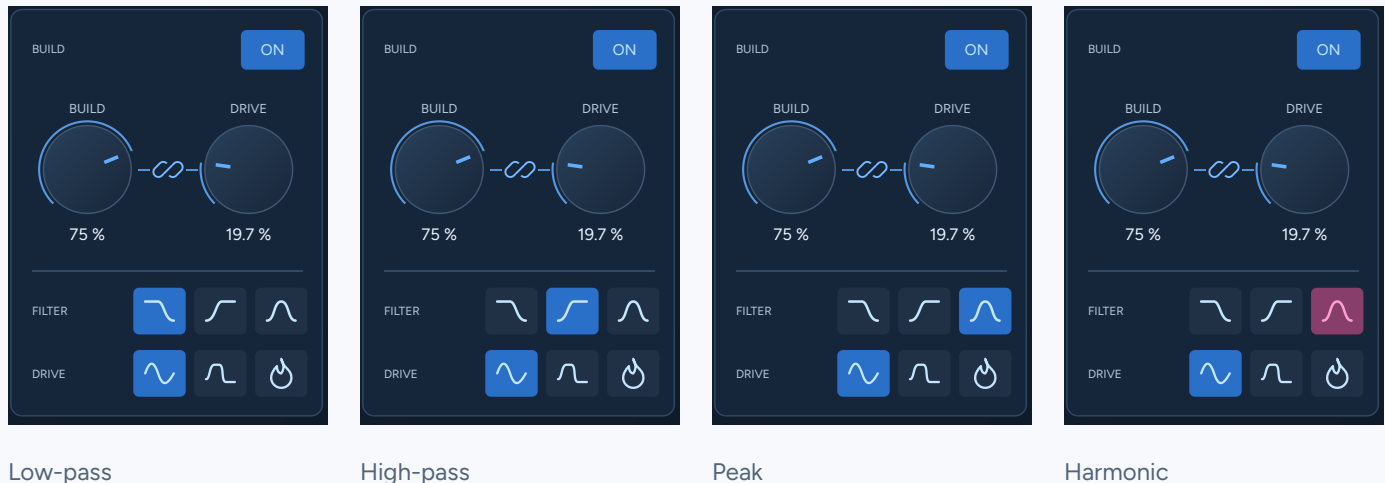
Try Pan around 45-90 degrees on a stereo texture. Keep a bass centered, or check the mix in mono before committing to wide motion. Pan balances the existing channels; it does not swap or sum their content.

Stereo movement requires a stereo instance. A mono instance processes the pulse without creating a second output channel.

TONE

Build toward the moment.

Turn the Build section ON. Move Build manually or automate it in your DAW.



Choose the filter

Low-pass opens from 180 Hz to 18 kHz (17.64 kHz at a 44.1 kHz sample rate). High-pass moves from 12 kHz down to 60 Hz, bringing the low end back as Build rises. The final 25% adds brightness with Low-pass, or body and a smaller high lift with High-pass.

Peak sweeps 1 broad bell boost from 100 Hz to 9 kHz. Click Peak again for harmonic mode: the button turns pink and 6 narrow peaks follow a harmonic series. Build raises the fundamental from 60 Hz to 9 kHz; higher peaks fade near the sample-rate limit. Click again to return to the broad bell.

Try harmonic mode on noise or a bright texture. Dark audio may lack the upper harmonics needed to excite the high bands. This processes incoming audio; silence stays silent.

ON/OFF IS FOR THIS SECTION

Build OFF bypasses both tone processing and Drive. The rhythmic pulse keeps running. The Build knob starts at 75%, but that is not bypass. Peak and harmonic modes still color the sound there. Use Build OFF to bypass tone and Drive.

SATURATION

Drive that follows the build.

Choose the character by ear, then compare at a similar listening level.

Warm, Grit and Heavy

Warm rounds the sound with asymmetric saturation. Grit adds a firmer edge and extra upper-frequency bite. Heavy is the most aggressive character. Each responds to the incoming level and tone, so the same Drive value can feel different on a bass, pad or full mix.

Link: one gesture, a controlled ceiling

With the chain connected, Build controls the applied Drive. The knob and number move with it. The default ceiling is 35%: full Build reaches 35% Drive. The response rises gradually, then gets stronger near the top, leaving room for the final push.

BUILD 0%

DRIVE 0%

BUILD 50%

DRIVE 8.8%

BUILD 100%

DRIVE 35%

To set the ceiling clearly, turn Build to 100%, then adjust Drive. Lower Build afterward and the dial follows the applied amount. Dragging Drive while linked changes the ceiling, even when the displayed amount is lower.

Unlink for a fixed amount

Click the chain so it appears broken. Drive now sets its amount independently of Build. The Build section must still be ON. Use this when you want steady distortion while automating a filter sweep.

Output / -24 to +6 dB

Drive includes level compensation to reduce large loudness jumps. The filter boosts are intentional and are not canceled by that compensation. Strong settings can still exceed 0 dBFS. Lower Output and watch your DAW meter; there is no output limiter.

WORKFLOW

Save the sound. Move the controls.

Factory presets are starting points. Your source and the tempo will change how they feel.

Preset menu

Factory contains Default and 10 sounds created by Dallas Dwight. Choose a name to load it. Default sets Build to 75% with the Build section OFF. The selected preset name stays visible in the menu. Use the left/right arrows to step through Factory and User sounds without opening it. The arrows wrap at either end.

Choose Save preset, enter a name and press Save. It appears under User immediately. No folder picker is needed. Saving a duplicate name creates a numbered copy instead of replacing your original. Import preset adds an existing .pulsemaker file to User. Open user folder takes you directly to your files for backup or sharing. Your DAW also saves the current settings.

Automate a build

Enable the Build section, choose a filter and set the linked Drive ceiling at full Build. Draw a Build ramp in your DAW. Leave enough Output headroom for the ending, especially when the final-quarter shelf lift arrives. Play the full transition before exporting.

Automate the rhythm

Automate Rate for all 8 note and bar values. Timing selects Straight, Dotted or Triplet. Choose whether Snap should be enabled before recording or drawing changes. Rate is the first plugin automation control. The 2 legacy rate lanes have been removed.

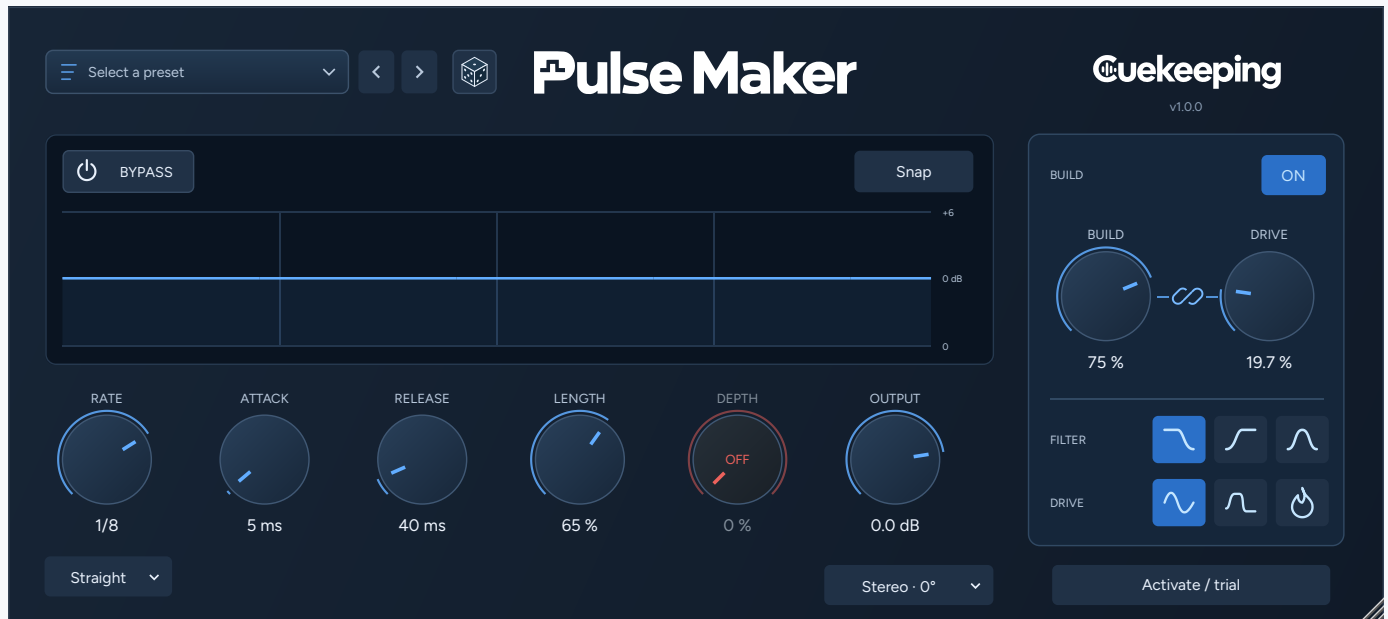
WHEN REOPENING AN OLDER SESSION

The display name is now Pulse Maker. Version 0.3.8 reorganized automation for release. Rebuild automation lanes from earlier beta versions; their ordering is no longer guaranteed. Older saved settings and presets migrate to the single Rate control. High-pass and harmonic sweeps now use the updated ranges.

NEW CONTROLS

Try a different direction.

Bypass the full effect, leave Build running on its own, or roll a new set of settings.



Depth OFF: the red, dimmed knob reads 0%. Build can keep processing.

Bypass or turn off just the pulse

Bypass above the envelope returns the full plugin to dry audio, including Build and Output trim. Click Depth to set it to 0% without disabling Build. Click again to restore the previous Depth, even after reopening the project. Double-click resets it to 100%.

Roll the die

The dice button randomizes 16 sound and timing settings, including the Build switch. Output stays where you set it (0 dB by default), and whole-plugin bypass stays unchanged. Random settings can be loud. Save a sound you like before rolling again.

Open the manual

Click the Cuekeeping logo, then Open manual. The bundled PDF opens in your default PDF reader without an internet connection. No support website is required.

TRY IT

Four useful starting points.

Treat these as recipes to adapt, not targets you have to hit.

A tight rhythmic bass

Choose Default, set Rate to 1/16 and leave Stereo at 0 degrees. Use a held bass note, then shorten Length if the groove needs more space. Enable Build only if you want tone shaping; start with Warm and a modest Drive ceiling. Compare with the kick playing.

A pad that breathes

Choose Default at 1/8 and raise Attack for a softer entrance. Start with Pulse stereo at 0 degrees, then try Pan around 60 degrees. Lower Depth if complete silence makes the pad feel too chopped. Raise Attack until the entrance blends into the rest of the track.

An opening riser

Enable Build and choose Low-pass. Set the linked Drive ceiling to 35%, then automate Build from low to high over the phrase. The last quarter adds brightness. Try moving from 1/8 to 1/16 near the end; enable Snap if that change should wait for the destination grid.

A harmonic texture sweep

Feed in noise or a dense sustained texture. Select Peak, then click it again for the pink harmonic mode. Sweep Build slowly. Try a low Drive ceiling first so you can hear the resonant bands clearly, then add distortion if the source needs more density.

MAKE ROOM FOR THE ENDING

Set levels while listening to the strongest part of the sweep. A comfortable starting level does not guarantee headroom when Build reaches 100%. Keep the full mix playing while you decide.

[HELP](#)

If something feels wrong.

Send sound feedback as well as errors. Both help shape the next version.

No pulse, or the sound keeps playing

Start the transport and check that audio is entering the plugin. Raise Depth above 0%. A lower Depth leaves signal between pulses. Build OFF only bypasses the tone stage; use Bypass above the envelope to compare the whole effect, including Output trim.

A rate change waits, or the rhythm moves off-grid

A wait is expected with Snap enabled, especially when changing to a long value. Disable Snap for an immediate restart. With Snap off, a change between grid lines intentionally starts a new pattern from that point.

Plugin missing after installation

Fully quit and reopen the DAW, then run its plugin rescan. On Windows, check that VST3 system folders are enabled. On Mac, avoid duplicate Pulse Maker or Pulse Maker Native copies in your personal and system plugin folders. Keep the current system-installed copy.

Installation locations and removal

Mac AU: /Library/Audio/Plug-Ins/Components

Mac VST3: /Library/Audio/Plug-Ins/VST3

Windows VST3: C:\Program Files\Common Files\VST3\Cuekeeping

To remove it on Mac, quit your DAW and remove only Pulse Maker.component and Pulse Maker.vst3 from those folders. On Windows, uninstall Cuekeeping Pulse Maker in Settings / Apps. Saved projects and separately saved presets remain.

Manual and support

Click the Cuekeeping logo, then Open manual, for the bundled offline PDF. For support, email support@cuekeeping.com. Include the version shown beneath the Cuekeeping logo, OS, DAW, processor and the steps that reproduce the problem. For audio issues, include your interface, sample rate and buffer size. Screenshots, short videos and before/after audio are welcome. Full-mix examples help show how you use it.

Back up important sessions and test in a spare project first. Keep your usual interface settings; avoid changing hardware sample rate or buffer size during playback.

Third-party license notices are included in the installer. Installed documents: /Library/Application Support/Cuekeeping/Pulse Maker on Mac; C:\Program Files\Cuekeeping\Pulse Maker on Windows. This manual covers Pulse Maker 1.0.0.

ACTIVATION

Your trial and purchase.

Use the same installation for your trial and permanent access.

Start your trial

Open Pulse Maker, click Activate / trial, and enter your email address in the activation panel. Enter the verification code from your inbox. Your fully functional 14-day trial starts at the first verified activation. You do not need a card or a newsletter subscription.

Activate a purchase or beta access

Verify the email associated with your purchase or approved beta invitation. A purchase unlocks the same installation without changing your presets or project settings. Approved Pulse Maker beta testers retain permanent Pulse Maker access, including future Pulse Maker versions.

Working offline

Activation needs an internet connection. After activation, permanent access works offline on that computer. A trial keeps its original expiry when you work offline. Updating the plugin or activating another computer does not restart the trial.

Changing computers

You can activate up to 2 computers for Pulse Maker. Deactivate an old computer from your customer account before adding another if both slots are in use. A permanent offline activation remains available until it checks in again.

If activation needs help

Check that you entered the email used for your purchase or beta invitation. If the code does not arrive, check Spam. Contact support@cuekeeping.com if you still cannot activate.

KEEP YOUR SESSION SAFE

Stop playback before changing activation. If the host does not apply the change, reload the plugin. Save your project before restarting your DAW.