Build into the hit.

Turn continuous source audio into a timed rise, with a fixed landing and room to shape the movement.



START WITH AUDIO

Place Riser Maker on an audio track with continuous material. A sustained texture, guitar note or vocal layer works well. It processes the audio you supply; it does not generate a riser from silence.

SET THE START

For automatic triggering, leave AUDIO selected and play your source. For mixing from any point, place the playhead at the intended beginning and click SET START. This selects TIMELINE and remembers that song position. Choose LENGTH: 1, 2, 4, 8 or 16 bars (4 quarter notes each).

LISTEN AT A SAFE LEVEL

Factory settings are intentionally dramatic. Lower your monitoring level first. OUTPUT trims the result. The internal safety ceiling is sample based; it is not a true-peak limiter.

Choose how the rise starts.

Use AUDIO for an automatic rise. Use TIMELINE to lock it to your cue and audition from any point.

AUDIO: START WITH THE SOURCE

Leave AUDIO selected, turn BYPASS off and press Play before the source begins. The first detectable sound starts the full LENGTH. A silent clip opening does not start the timer. Once the rise ends, about 250 ms of source silence rearms it; a pause inside an unfinished rise does not restart it. Continuous sound does not repeat the rise.

TIMELINE: SET IT ONCE

Place the playhead at the intended beginning and click SET START. This automatically selects TIMELINE. Check the saved bar:beat below the graph. If the host is not processing while stopped, briefly press Play at that position to finish capture.

AUDITION FROM THE MIDDLE

The saved start stays fixed when you seek, stop/play or change LENGTH. Before it, the plugin waits. Inside the rise, it follows the correct progress. After its end, no new rise starts (an enabled reverb tail can continue). For example, START at bar 17 with LENGTH 4 lands at bar 21. Playing from bar 19 starts halfway through. Change LENGTH to 8 and it lands at bar 25.

GRID: REPEAT ON THE SONG GRID

Select GRID to repeat every chosen LENGTH, aligned to song start. A saved START becomes the repeating grid reference. To set that reference, click SET START at the desired position, then select GRID again. GRID also repeats before that reference; it does not wait for a single start. Use TIMELINE for 1 fixed rise.

AUTOMATE START FOR NEW POSITIONS

Select TIMELINE and automate the host parameter Set START position from off to on at the desired beginning. Return it to off before the next trigger. Holding it on does not retrigger. Each processed rising edge replaces the saved position. The plugin remembers 1 start per instance; it cannot read an automation point that playback has not reached.

SAVE, CLEAR AND REPLAY

The start saves with the project. Click SET START at another position to move it. Double-click or Alt/Option-click SET START to clear it. AUDIO starts a fresh rise from detected sound after a seek; use TIMELINE when mixing from midway through a fixed rise. Each LENGTH bar is 4 quarter notes, regardless of the host time signature.

The main controls.

Start with the four large dials, then add the supporting textures in smaller amounts.

COLOR	Moves a low-pass filter from a dark opening to an open finish. At zero the sweep is bypassed. DRIVE below it is a separate saturation amount.
PULSE	Sets the depth of rhythmic amplitude movement. START RATE and END RATE choose the pulse range in Hz. An end rate below the start rate slows the pulse.
PITCH	Raises the main source by up to 24 semitones. OCTAVE UP and OCTAVE DOWN add independent layers relative to that climb. Both still work when PITCH is zero.
REVERB	Adds damped space. TAIL lets reverb decay continue after the main cutoff, up to 8 seconds. A new rise clears the old tail. With TAIL off, the sound cuts at the landing.
DRIVE	Adds saturation that develops through the rise. Zero bypasses the creative drive stages.
DENSITY / FLANGE	DENSITY thickens the source with a cluster of short echoes. FLANGE adds a sweeping comb texture. Each can be used on its own.

CONTROL FEEL

Drag a dial or fader to adjust it. Click a fader track to move directly to that position. Hold Shift from the start of a drag for fine adjustment; Shift also slows wheel changes. Double-click or Alt/Option-click restores that control’s factory default.

DIMMED DOES NOT MEAN LOCKED

START RATE and END RATE dim at zero PULSE but remain editable. TAIL dims at zero REVERB. Hover for short explanations.

Shape each movement.

The graph has separate SWELL, PITCH, FILTER and PULSE views. Each stores its own curve adjustment.

BEND THE SELECTED CURVE

Choose a graph button, then drag the graph grip upward for earlier movement or downward for a later build. Only the selected curve changes. Start and landing remain fixed. Shift-drag makes smaller changes.

RESET AND KEYBOARD CONTROL

Double-click or Alt/Option-click the graph to restore its selected curve's default. With the graph focused, Left/Right adjusts the curve; hold Shift for smaller steps. Home resets it. The buttons select a curve without changing any sound settings.

SWELL	Controls when the volume crescendo develops. The VOLUME SWELL fader sets how much volume ramp you hear; zero keeps the gain steady.
PITCH	Controls when the main pitch climb develops. Relative octave layers follow the pitch trajectory.
FILTER	Controls when the COLOR sweep opens. COLOR still sets the filter blend.
PULSE	Controls when the rate moves from START RATE to END RATE. PULSE still sets modulation depth.

OTHER TIMING CONTROLS

PRE-HIT GAP ends the main sound early without moving the landing. Enabled reverb tail can ring into that gap, so turn TAIL off when the gap must be silent. WIDTH CHANGE is neutral at zero, mono at its minimum and wider above zero. OUTPUT is a static level trim.

WHAT THE GRAPH SHOWS

The line previews the selected effect trajectory, not a waveform or audio analysis. It offers a smooth early/late curve, rather than freehand drawing. Older prototype settings retain their shared timing bias as a compatibility baseline.

Install and activate.

Use the download matched to your system. Close your DAW before installing or replacing a plugin.

MAC: ONE INSTALLER, BOTH FORMATS

The Mac package contains Audio Unit and VST3 for Intel and Apple Silicon, for macOS 12 or later. Run the signed installer, reopen your DAW and rescan plugins if needed. Logic uses Audio Unit; hosts such as Ableton can use VST3.

WINDOWS X64

Use the x64 installer on an Intel or AMD Windows system. It installs the VST3 bundle in the standard Common Files/VST3 location. Reopen your host and rescan.

WINDOWS ARM

Use the ARM download on Windows 11 ARM. Its VST3 bundle includes native ARM64 and ARM64EC host variants. Choose the package for the computer, rather than assuming an x64 installer is native ARM software.

EARLIER PRIVATE PROTOTYPES

Back up any earlier Riser Maker Prototype bundle before removing it from your plugin scan folders. Avoid keeping an old private prototype and this beta in separate scanned folders at the same time. Preserve important Sets and presets before testing a beta.

YOUR TESTER EMAIL

Open ACTIVATE beside the Cuekeeping logo. Enter the email invited to the beta, request the verification code, then enter that code. Marketing consent is optional and separate from activation. Tester access is attached to that email; no purchase is needed for an invited beta entitlement.

ACCESS AND DEVICES

Use the account page at account.cuekeeping.com to manage access and devices. Do not send verification codes to other people. If access needs refreshing, reconnect to the internet and reopen the activation panel. Access changes wait for a safe playback boundary; an offline render keeps its starting access state.

Keep the test useful.

Beta 0.8.0 is for controlled testing. Keep a rollback copy of the last working version and preserve your main projects.

NO RISER OR WRONG TIMING

Check activation, source routing and BYPASS. In TIMELINE, check the saved bar:beat and whether playback is inside START plus LENGTH. In AUDIO, start playback before the source onset. For a silent clip opening or a fixed song position, use SET START. See page 2 for the full trigger workflow.

NOT HEARING A CONTROL

Test one effect at a time. A curve needs some amount of its effect to be audible. PULSE at zero removes rate modulation, REVERB at zero removes the tail, and VOLUME SWELL at zero removes the gain ramp. Small changes can be harder to hear on dense or very short sources.

THE PLUGIN DOES NOT APPEAR

Confirm the installed format and architecture match the host. Rescan after installation and remove duplicate private prototypes from scanned folders. Mac AU discovery and VST3 discovery are separate. On Windows, a native ARM host needs the ARM package.

OLDER PROJECTS

Projects saved before 0.8.0 have no remembered timeline start. Set it once in the updated plugin, then save your project. Sound settings, curves and trigger mode save with the host state. Activation credentials are stored separately.

SEND A USEFUL REPORT

Include your OS, processor type, DAW and version, plugin format and the version shown beneath the Cuekeeping logo. Tell us the source, what you changed, what you expected and what happened. Include a short screen recording or example if you can share it. Contact support@cuekeeping.com.

WHEN SEEKING

TIMELINE restores the correct rise position and landing. Delay, pitch and reverb still need incoming audio to refill their buffers after a seek. AUDIO cannot detect a completely silent clip beginning. Use SET START when the exact song position matters. Riser Maker processes your source; it does not generate audio from silence.