RISR

RISR · FLIGHT MANUAL

HOW TO FLY RISR

RISR captures the first moment of a sound in your song, turns it into a long reversed reverb and lands the swell exactly on the downbeat where the sound begins. This manual covers everything the plugin does.

Last updated 19 November 2026 · Plugin version 1.0 ·

1. Install

RISR runs as an effect on an audio track in any 64-bit DAW. Close your DAW before you install.

macOS

1. Open *RISR-1.0.0-macOS.zip* and double-click *Install RISR.pkg*.
2. If macOS says it can't check the installer for malicious software: click **Done**, open **System Settings → Privacy & Security**, scroll down and click **Open Anyway** next to "Install RISR.pkg", then confirm. You only need to do this once.
3. Follow the steps. **Customize** lets you pick formats (VST3, Audio Unit, CLAP); all three are installed by default.

Windows

1. Open *RISR-1.0.0-Windows.zip* and run *Install RISR.exe*.
2. If Windows shows "Windows protected your PC": click **More info → Run anyway**.
3. Follow the steps. VST3 and CLAP are installed by default. Uninstall later from **Settings → Apps**.

SYSTEM	FORMATS	INSTALLED TO

macOS 13 Ventura or later
Apple Silicon or Intel
	VST3, AU, CLAP	`/Library/Audio/Plug-Ins/VST3`
		`/Library/Audio/Plug-Ins/Components` (AU)
		`/Library/Audio/Plug-Ins/CLAP`

Windows 10 or 11, 64-bit	VST3, CLAP	`C:\Program Files\Common Files\VST3` `C:\Program Files\Common Files\CLAP`

Then restart your DAW or rescan plugins and look for **RISR** by **EASY Plugins** among the effects. AU is a Mac-only format.

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2. Quick start

T-3 Capture a sound

Put RISR on the track that has the sound you want to rise into. Press `Capture` and play your song from a little before that sound. RISR records the first moment of it.

T-2 Shape the riser

Turn **Length**, **Space**, **Tone** and **Curve**. Press `Preview` (or `Space`) to listen.

T-1 It plays in your song

Play the song: the riser starts by itself and lands exactly where the sound begins. Move it on the timeline, or drag it out to a track as audio.

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3. The interface

Rocket (top left)	Opens the RISR menu: *Manual* opens this manual as a PDF (it's built into the plugin, so it works offline) and *Website* opens the RISR site. It lights up when you hover it.
Sun / moon switch	Light and dark mode. RISR remembers your choice.
Preview · Capture	Listen to the selected riser, or record a new sound.
Level	Volume of the selected riser, −24 to +6 dB.
Riser name (under the rocket)	The riser the knobs are editing, with its colour dot. With several risers it also shows which one, e.g. *2 / 3*. Click the name to rename it.
The curve	The shape of the selected riser, ending on the *Downbeat* marker. Click it to listen. Its colour follows the Tone knob.
Song timeline	Where your risers sit in the song (shown when the sound was captured while the song played).
Length · Space · Tone · Curve	The four main knobs (see The knobs).
Grab (bottom left)	How much of the captured sound feeds the reverb.
Status line	Song tempo and what happens next: *Auto-plays in your song* or *Drag it into your song*.

Drag into song	Drag the riser onto a track as an audio file, or click to save it.

4. Capturing a sound

1. Insert RISR on the track that plays the sound you want to rise into (a vocal, a snare, a synth stab, a whole mix bus).
2. Press **Capture** (or **R**). The display says *Listening…* and shows the incoming level as a floating line.
3. Play your song from a bit before the sound. As soon as the signal goes above about −45 dB, RISR starts recording and the display says *Don't stop the recording*.
4. RISR records one bar of the sound (at most 4 seconds), or until you stop the song. Then it builds the riser.

Press **Capture** again while it's listening or recording to cancel.

Capture while the song plays. Then RISR knows where in the song the sound starts (to the nearest 1/16 note) and places the riser so it lands exactly there. Each new capture adds another riser. If the song is stopped while you capture, RISR has no song position: the new sound replaces what's there, and you drag the riser into your song yourself.

5. The knobs

The knobs always edit the **selected** riser (its name is shown under the rocket). Each riser keeps its own settings.

KNOB	WHAT IT DOES	RANGE	DEFAULT
Length	How long the build-up is.	1 beat, 2 beats, 1 bar, 2 bars, 4 bars	1 bar
Space	Size and tail of the reverb.	0–100 %	60 %
Tone	Darker or brighter sound. Also colours the riser.	0–100 %	65 %
Curve	How fast it rises toward the downbeat.	0–100 %	50 %
Grab	How much of the captured sound feeds the reverb.	1/32, 1/16, 1/8, 1/4, 1/2 note	1/8

Level	Volume of the riser.	−24 to +6 dB	0 dB

Lengths follow your song's tempo, so a riser of "2 bars" is always exactly two bars long.

6. The song timeline

Under the curve, the timeline shows your song with every riser as a small copy of its curve, ending on its downbeat. Above it you see where each riser lands, as bar and time in the song, e.g. *Bar 17 · 0:32*. The white line is your DAW's playhead, with its position (*15.3 · 0:29* means bar 15, beat 3, 29 seconds in).

- **Select:** click a riser. The curve, the name and the knobs switch to it. The selected riser has a glowing frame.
- **Move:** drag a riser. It snaps to bars; hold `Shift` to snap to beats.
- **Duplicate / remove:** hover a riser and click the copy icon or the trash can next to it.
- **Zoom:** scroll or pinch over the timeline, or drag either end (the cursor turns into ↔).
- **Fit everything:** double-click the timeline.
- **Undo:** `Cmd` + `Z` (Mac) or `Ctrl` + `Z` (Windows) undoes moves, duplicates, removals and new captures.

A glowing arrow at either end means there are risers outside the visible part. Times are worked out from the current tempo; if your song changes tempo, times after the change are approximate.

7. Several risers

One RISR can hold many risers in the same song. Capture again at another place in the song, or duplicate a riser and move the copy.

- Every riser has its own sound, knob settings, colour and name (*Riser 1*, *Riser 2*…). Click the name under the rocket to rename it.
- A duplicate gets the same settings as the original and lands at least one bar after it.
- Risers that overlap in the song get their own row in the timeline (up to three rows).
- All risers play in the song; Preview, the curve and *Drag into song* use the selected one.

8. Getting the riser into your song

Automatically: when you captured while the song played, the risers play by themselves at the right place every time the song plays. Nothing else to do.

As audio: drag the green **Drag into song** button onto a track in your DAW. You get a WAV file of the selected riser that ends on the downbeat. Clicking the button instead saves the file to `Music/RISR` (Mac) or `Music\RISR` (Windows); the file name includes the length, tempo and time.

9. Using an audio file

Drop a WAV or AIFF file on the curve to build a riser from it. RISR uses the file from its first sound, up to 4 seconds. A dropped file replaces what's there and has no song position, so drag the result into your song.

10. Shortcuts

Space	Preview / stop
R	Capture / cancel
Cmd / **Ctrl** + **Z**	Undo the last timeline change
Shift while dragging a riser	Snap to beats instead of bars
Double-click the timeline	Fit all risers
Click the curve	Preview

Some DAWs keep the Space key for their own transport. Click RISR's window first if Space starts your song instead.

11. Saving and automation

Everything is saved with your DAW project: the captured sounds, where each riser lands, their settings and names. Projects made with earlier versions of RISR still open.

All six knobs can be automated from your DAW like any plugin parameter. Automation changes the **selected** riser.

12. Troubleshooting

Capture never starts recording	The signal on the track is too quiet (below about −45 dB) or the track is muted. Put RISR where the sound is audible and play the song.

The riser doesn't play in my song	It was captured while the song was stopped (the status line says *Drag it into your song*). Capture again while the song plays, or use *Drag into song*.
The riser lands slightly off	Move it on the timeline, or hold Shift while dragging for beat steps.
The knobs jumped when I clicked a riser	That's on purpose: they show that riser's own settings.

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13. What's new

19 Nov 2026

Rocket menu → Website opens risrplugin.com. Need help? Email support@risrplugin.com.

18 Nov 2026

Installers for macOS (.pkg) and Windows (Setup).

The manual is built into the plugin as a PDF: rocket menu → Manual opens it, even offline. The menu also opens the RISR website.

Every riser has its own knob settings and level; click a riser to edit it.

Risers have names, shown under the rocket. Click to rename.

The timeline shows the time in the song next to bars.

Several risers per song: captures add a riser, duplicate button, overlapping risers get their own row.