

QUICK START / 1.0.0

Build the rise

One dial, six effects



Vapor Riser FX turns any track into a build-up. Switch on the effects you want, then turn the big TAKE OFF dial: every switched-on effect grows together, each along its own curve, until the track lifts off. Pull TAKE OFF back to 0 on the drop and the track is exactly dry again.

Start in five steps

1. Close your DAW and install. Open a session and insert Vapor Riser FX on a track, a group or a bus: drums, synths, vocals or a whole mix.
2. Activate it with your AudioNode licence key in the licence footer, or import your licence file (see page 6).
3. Choose a preset from the menu at the top, or switch effects on and off with their power buttons.
4. Automate TAKE OFF from 0 to 100 % over the bars before your drop, then back to 0 on the downbeat.
5. Set each effect's POWER dial to decide how far it goes at full TAKE OFF.

Formats and latency

macOS 11 or later: Apple Silicon and Intel, AU and VST3. Windows 10 or later: 64-bit VST3. Vapor Riser FX reports about 45 ms of latency, which your DAW compensates on playback, so everything stays in time. Monitoring live input through it is about 45 ms late, so use it for arranging and mixing rather than live tracking.

 THE MACRO / 1.0.0

How TAKE OFF works

TAKE OFF, POWER and the switches

TAKE OFF (0-100 %) is the one dial you automate. Each effect follows it only while its power button is lit, and only as far as its POWER dial allows: an effect at POWER 50 % reaches half its full strength when TAKE OFF is at 100 %. For Detune the dial is called SPREAD.

Each effect has its own curve. HPF and Pitch move evenly. Reverb, Echo and Detune start gently and grow fastest near the top. Noise rises exponentially: barely there for the first half, then it grows quickly into the top. So one automation lane gives a natural, layered build.

At zero it is exactly dry

With TAKE OFF at 0, INPUT and OUTPUT at 0 dB and every tail finished, the output is your input, sample for sample, just delayed by the reported latency. You can leave Vapor Riser FX on a track for the whole song.

Level keeper and limiter

Cutting lows and washing the track into reverb removes energy, so Vapor Riser FX keeps the level up as the rise builds. It only ever boosts, by up to 12 dB, and returns to exactly unity the moment TAKE OFF drops. A safety limiter keeps the effects below -0.3 dBFS before the OUTPUT dial. Both are inactive at TAKE OFF 0.

The screen

IN and OUT show the level entering and leaving the plugin. Each effect's bar shows how strongly it is working right now, with its current value underneath: cutoff, decay time, echo feedback, noise level, pitch in semitones and detune in cents. ALTITUDE shows TAKE OFF.

 EFFECTS / 1.0.0

The six effects (1)

HPF

A resonant high-pass filter that sweeps from 20 Hz up to 2.5 kHz, with a small resonant peak for the classic whoosh. It comes after the echo and reverb, so the whole wash thins out as the track takes off. Option: 12 dB or 24 dB per octave. The steeper slope removes more low end.

REVERB

A large, bright reverb whose decay grows from 1.5 s to about 12 s as it rises, while the dry signal sinks into it (down 6 dB at full). Nothing below 200 Hz reaches it, so the tail stays clear of kick and bass. Option: TAILS CUT or TAILS RING. CUT stops the reverb and echo within about 20 ms when TAKE OFF snaps to 0, for a tight drop. RING stops feeding them at the drop and lets their tails ring out over the downbeat. TAILS applies to Reverb and Echo together.

ECHO

A tempo-synced ping-pong echo: the first repeat is on the left, the next on the right. Its feedback rises to 85 % at full, with darker, softly saturated repeats that never run away. Nothing below 200 Hz reaches it, so repeats never muddy your low end. Option: the note length (1/64 to 1/1) and the feel (straight, dotted or triplet), for example 1/8D for a dotted eighth. Changing tempo or note crossfades to the new time rather than bending the pitch.

 EFFECTS / 1.0.0

The six effects (2)

NOISE

Rising noise that sweeps from 800 Hz up to 12 kHz. Its level follows your track, so it blends in. It rises exponentially from TAKE OFF 0: about 25 dB under the music halfway, 12 dB under at three quarters, and level with it at full (with POWER at 100 %). It goes in before the echo and reverb, so it shares their space and the filter sweep. It plays even over silence or with the transport stopped, at a fixed quiet level, as long as TAKE OFF is above 0. Option: WHITE (bright) or PINK (softer).

PITCH

A clean pitch shifter that glides the whole signal upwards as TAKE OFF rises. Option: the range at full TAKE OFF, +5, +7, +12 or +24 semitones. Echoes and reverb come after it, so they rise with the source. Pitch is responsible for the plugin's constant latency.

DETUNE

Adds detuned copies of the signal, spread across the stereo field, for a wider, thicker sound. Its dial, SPREAD, sets how far apart the voices go, up to +/-50 cents at full TAKE OFF. Option: 2, 3, 5, 7 or 9 voices. With an odd number the centre voice is the original signal, which keeps drums punchy.

INPUT, OUTPUT and bypass

INPUT sets the level into the effects (+/-24 dB). OUTPUT sets the final level (+/-24 dB). Your DAW's bypass fades to the exactly delayed dry signal.

 PRESETS / 1.0.0

Presets and technique

12 factory presets

01 Classic Rise, 02 Wash Out, 03 Noise Sweep, 04 Pitch Lift, 05 Octave Launch, 06 Dub Throw, 07 Stutter Climb, 08 Vocal Air, 09 Drum Build, 10 Tape Up, 11 Space Launch and 12 Subtle Lift. Choose them from the menu at the top of the plugin or from your DAW's preset menu. A preset sets the six effects only. It never moves TAKE OFF, INPUT or OUTPUT, so loading one mid-song does not jump an automated rise. A * after the name means you have changed it.

Building a rise

Automate TAKE OFF with a straight or slightly curved line over 4, 8 or 16 bars. End the rise exactly on the drop, snapping back to 0 on the downbeat. Vapor Riser FX lines its response up with its own latency, so the drop lands on the beat.

Sources and routing

On a whole mix or a group bus, start with Classic Rise or Space Launch. On vocals, try Vocal Air or Pitch Lift. On drums, try Drum Build or Stutter Climb. On a send bus, pull TAKE OFF up for transitions while the dry track carries on.

 LICENSING / 1.0.0

Activation, updates and support

Activate

Open Vapor Riser FX. In the licence footer, paste your AN- licence key and select Activate, or choose Import licence file and select the file from <https://audionode.io/licences>. The first activation needs an internet connection. Until it is activated, audio passes through without Vapor Riser FX processing.

Your licence

One licence holder can use Vapor Riser FX on up to three computers. After a successful check it keeps working offline for up to 30 days. Manage your computers at <https://audionode.io/licences>.

Updates

Click the Fletcher Audio logo in the plugin to check for updates or turn automatic checks off. A lime dot next to the logo means an update is available. Downloads open the Vapor Riser FX page on audionode.io; the plugin never replaces itself inside a running DAW.

Troubleshooting

No effect: check the licence footer, that TAKE OFF is above 0 and that at least one power button is lit. Echo out of time: check your DAW's tempo; without a host tempo the echo follows 120 BPM. Clicks on the drop: use TAILS CUT, or end the automation exactly on the downbeat. Too loud: lower OUTPUT.

Support

Email hello@audionode.io with your order details, your operating system, DAW and plugin version.