

RVRSE 1.1.0 USER GUIDE

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RVRSE is a free, open-source rise-and-hit designer. It turns one loaded hit sample into a tempo-synced reverse-reverb riser and plays the original hit at the Beat Anchor.

SUPPORTED FORMATS AND SYSTEMS

Audio input: uncompressed WAV or AIFF, mono or stereo, up to 30 seconds.

Plugin formats: VST3, AU (macOS), CLAP, and standalone.

macOS is the primary supported platform. The universal installer supports Intel Macs on macOS 10.15 or newer and Apple Silicon on macOS 11 or newer. Windows x64 is supported but smoke-tested only for this release. Linux, AAX, AUv3/iPadOS, ARA, external reverb input, and convolution IR loading are not supported.

INSTALLATION

macOS:

Open the signed and notarized RVRSE .pkg and follow the prompts. It installs VST3, AU, CLAP, the standalone app, and two example WAV files. The examples are placed in:

/Library/Application Support/RVRSE/Examples/

Windows:

Extract RVRSE-1.1.0-Windows.zip. Copy RVRSE.vst3 to:

C:\Program Files\Common Files\VST3\

Copy RVRSE.clap to:

C:\Program Files\Common Files\CLAP\

RVRSE.exe may run from any writable folder. Administrator access is normally required for the system plugin folders. Windows binaries are unsigned in v1.1.0, and example samples are not bundled in the Windows ZIP.

QUICK START

1. Add RVRSE to an instrument or MIDI track.
2. Click LOAD SAMPLE, or drag an uncompressed WAV/AIFF onto the header, footer, or either waveform.
3. Use the lower waveform's left and right handles to trim the source.
4. Click Play or trigger a MIDI note.
5. Adjust the riser and hit controls.
6. Click Export to save the committed sequence as a stereo 24-bit WAV.

SAMPLE LOADING AND TRIM

The lower waveform always shows the original sample. Drag either trim handle to preview a non-destructive edit; excluded regions are dimmed. Release the handle to commit the trim and start one offline rebuild. Double-click a handle to reset that edge. The same trimmed region feeds both the dry hit and the riser pipeline.

While a replacement is rendering, the upper waveform and Play/MIDI continue to use the last complete playable sequence. Export is disabled until the new sequence commits. Unsupported or compressed files produce a clear error.

PLAYBACK AND TRANSITION

Play starts the riser immediately. The dry hit fires at the Beat Anchor after the selected Riser Length. Stop or MIDI note-off applies a short anti-click fade.

Riser Release controls the riser's post-anchor decay from 0 to 500 ms. It allows the riser to continue beneath the dry hit, but never fades the hit itself. This is an additive riser-only release, not a two-sided crossfade.

CONTROLS

Master Volume	Overall output level.
Lush	Reverb blend; changing it triggers an offline rebuild.
Riser Length	1/4 to 16 beats; sets the pre-anchor duration.
Fade In	Portion of the riser used for its linear fade-in.
Riser Release	0-500 ms post-anchor riser-only decay. Commits on gesture end and rebuilds from the cached stretch stage.
Riser Volume	Independent riser gain, -60 to +6 dB.
Hit Volume	Independent dry-hit gain, -60 to +6 dB.
Stutter Rate	Real-time gate rate, 0-30 Hz.
Stutter Depth	Real-time gate depth, 0-1.
Stretch Quality	High for quality; Low for faster offline rendering.

MIDI CONTROL

CC1 (Mod Wheel) controls Stutter Rate.
CC11 (Expression) controls Stutter Depth.

These mappings update the DSP and visible knobs in real time. They are fixed in v1.1.0; user-assignable CC mappings are planned for v1.2.0.

EXPORT

Export writes the current normal riser-and-hit sequence as a stereo 24-bit WAV through the system save dialog. It uses the committed offline render, ignores Master Volume, and can run while playback is active. It is unavailable while a replacement offline render is pending.

SUPPORT AND SOURCE

Homepage: <https://samufl.com>
Issues: <https://github.com/SamuFL/rverse/issues>
Source: <https://github.com/SamuFL/rverse>

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