

FOLD EQ

the EQ that folds time



USER MANUAL

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1. Welcome

Fold EQ is a 20-band parametric equalizer with one idea at its core: every band has an extra axis you can fold into! A normal EQ decides how loud each frequency is. Fold EQ can decide WHEN each frequency arrives, how to SHIFT each frequency, FFT whatever, or Transient Shape individual bands! Fold a boosted bell to the right and that part of the spectrum processes the selected effect positively; fold it left and it processes the selected effect negatively. This is the “FOLD” and every band, from a gentle shelf to a screaming resonator, can do it.

Everything else in Fold EQ exists to make that idea playable: five LFOs, four macros, and three envelope followers that can grab any knob; a DRAW mode that turns sketches into curves and drawn loops into folds; and a set of band shapes to design your next art piece lol.

How to read this manual: chapters 2-4 get you running; chapters 5-8 are reference; chapter 11-13 misc. Words in CAPS name controls exactly as they appear in the plugin.



2. Installation & Licensing

2.1 Installing

Windows: run FoldEQ-Setup, it installs the VST3 to C:\Program Files\Common Files\VST3, factory presets to Documents\FoldEQ Presets, and (optionally) the standalone app. Restart your DAW and rescan plugins.

macOS: run the .pkg, it installs the VST3 to /Library/Audio/Plug-Ins/VST3 and presets to ~/Documents/FoldEQ Presets.

System requirements: [Windows 10+ / macOS 10.13+, 64-bit, VST3 host. Apple Silicon + Intel universal.]

2.2 Your license

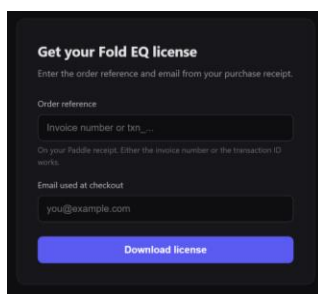
After purchase you are redirected to the Ridge Sound license portal, which downloads a license file made just for you. Two ways to install it:

- **In the plugin:** click LOAD LICENSE in the top bar (or the gear menu → Load license...) and pick the file. This unlocks instantly, without a restart.
- **Manually:** drop the license in %APPDATA%\RidgeSound\FoldEQ\ (Windows) or ~/Library/Application Support/RidgeSound/FoldEQ/ (macOS), then restart your DAW.

Use it on every machine you own, there are no activations, no dongles, and the plugin never connects to the internet (unlike other businesses, we don't ever want to inconvenience our customers). Lost the file? The portal re-downloads it forever: keep your receipt, the order reference plus your email is all it needs.

2.3 Demo mode

Without a license, Fold EQ runs fully featured but mutes its output for a bit every 25 seconds. Everything else works, sessions you build in demo mode open perfectly once licensed.

A dark-themed web form titled "Get your Fold EQ license". Below the title is a subtitle: "Enter the order reference and email from your purchase receipt." The form contains three input fields: "Order reference" with a placeholder "Invoice number or txn...", "Email used at checkout" with a placeholder "you@example.com", and a "Download license" button at the bottom.

<---- WOOOOO

3. Quick Start

Around 10 second to your first fold lmao:

- 1. Put Fold EQ on a drum loop or a synth, something with movement.
- 2. Click near the white curve around 1 kHz to add a band; drag it up ~6 dB.
- 3. Hold SHIFT and drag the node to the right. That curl is the fold, since each band starts by default in time mode the boosted region arrives late or early depending on which direction you drag. Drag further; listen to it smear.
- 4. Open the band's FDBK knob (floating bar) and push it to ~40%: the folded region echoes at its own spacing.
- 5. Drag the purple + chip from the footer onto the FOLD value, then drag the glowing ring for depth. The fold now breathes on its own.



4. The Interface

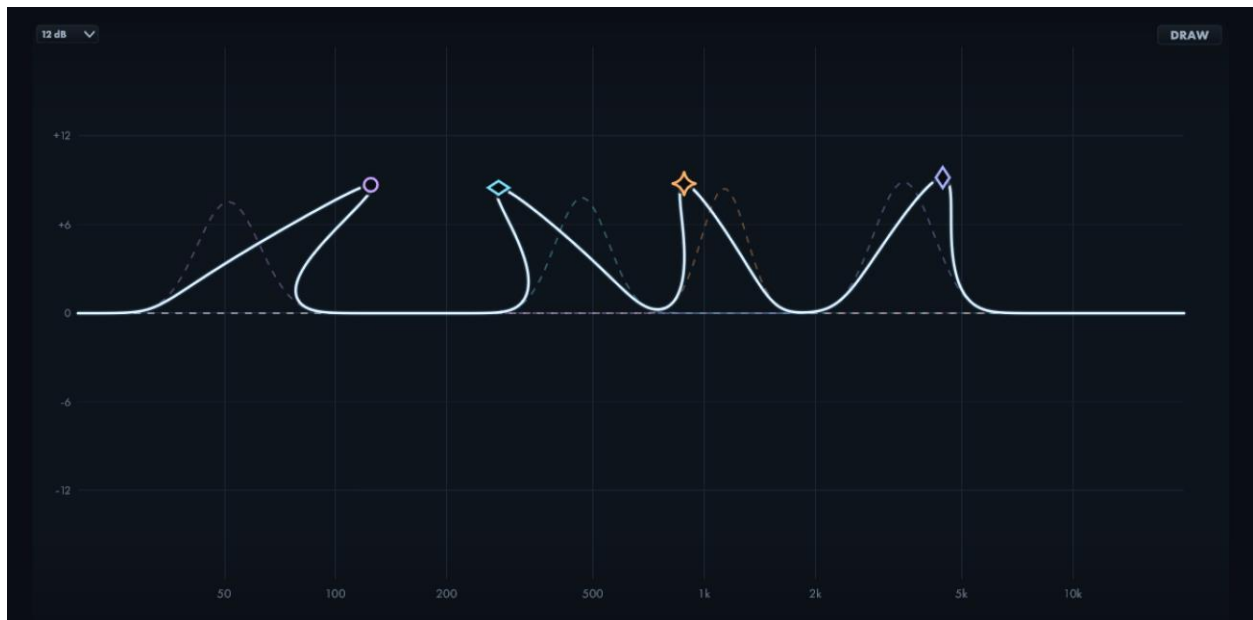
4.1 Header

Logo (click for credits) • LOAD LICENSE (demo only) • undo / redo • preset browser with prev/next arrows • SAVE (to current or new preset) • HELP (tooltips toggle + built-in crash course) • gear (settings: initialize preset, window size 75-200%, skins, licensing).

4.2 The spectrum display

The white curve is your EQ. Dashed coloured curves are each folded band's ghost, where that region sits in time. The dark silhouette is the live analyzer. dB scale selector top-left (± 6 , ± 12 , ± 30 view; saved per preset). DRAW button on the top-right.

Node shapes tell you the fold mode at a glance: ring - Time, horizontal diamond - Freq Shift, vertical diamond - Transient, four-point sparkle = FFT.



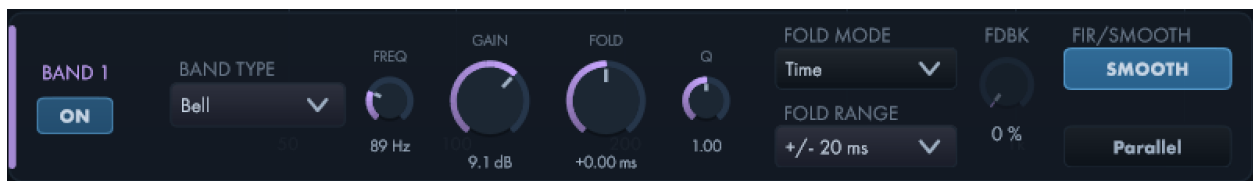
4.3 The floating band bar

Appears under the selected band, band number and ON, BAND TYPE and FOLD RANGE menus, FREQ / GAIN / FOLD / Q value cells (drag vertically, double-click to type), FDBK knob, engine selector (SMOOTH / FIR), Parallel toggle.



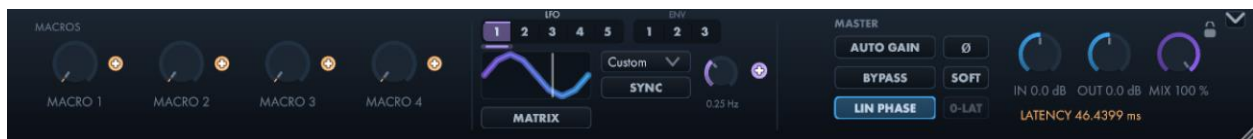
4.4 The band panel

Left-click a node for the full per-band menu: shape, fold mode and range (including custom ms/Hz values, press Enter to apply), LFO per band, aux controls for the current shape, and the FDBK row.



4.5 The footer

MACROS (four amber knobs, double-click names to rename) • LFO tabs 1-5 (purple) and ENV tabs 1-3 (green) with the wave display, shape menu, SYNC, and rate • MATRIX (every assignment in one list) • MASTER. Collapse with the x; reopen with the chevron.



5. Bands & Shapes

Add bands by clicking near the curve (up to 20). Drag - frequency and gain. SHIFT-drag = fold. Wheel = Q (on cuts: slope). ALT-click = bypass. DELETE removes. Drag on empty space lassoes a multi-selection; CTRL/CMD-click adds to it. Multi-selected bands move, fold, and take modulation assignments together.

Shape	What it is	Aux controls
Bell	Classic Gaussian bell	-
Flat Bell	Plateau with steep skirts	SLOPE: round ↔ square
Ripple	Bell with sign-flipping sidelobes	RINGS: 1–6
Low/High Shelf	Everything below/above the corner	-
Tilt	Cut below, boost above (hinged)	-
Notch	Deep surgical cut; fold re-adds the removed slice later in time	-
Low/High Cut	Resonant filters, 6–96 dB/oct	SLOPE menu; Q = resonance
Brownian	The band wanders on its own	WANDER (octaves), RATE
Runaway Res	A resonator pushed past stability	BITE (drive), PAIN (amount - it actually hurts)

Shelves, tilt, and cuts fold too: a folded low shelf sends your entire low end through time. In SMOOTH mode a folded cut relocates the removed region - your rumble, arriving fashionably late.

6. Fold Modes

6.1 Time (the classic)

The band's frequencies arrive early (fold left, negative ms) or late (fold right). FOLD RANGE sets the span: ± 5 to ± 1000 ms, default ± 20 ms, custom values allowed. Small folds are phasey and dispersive; big folds are audible pre-echo and smear.

SMOOTH vs FIR: each Time band picks its engine. SMOOTH (default) glides per-sample, sweep anything and it stays silky. FIR renders the mathematically exact snapshot curve, crispest possible rendering, and moving it mid-flight steps rather than glides. Automate freely in SMOOTH; print surgical moves in FIR.

FDBK: feeds the folded band back into its own fold, repeats at the fold spacing, like a delay's feedback but inside one EQ band. Only late (rightward) folds can feed back. The value turns red when you're in runaway territory.

Parallel: runs the fold 50/50 against the unfolded band for hollow, phasey combs.

6.2 Freq Shift

The fold amount becomes a single-sideband frequency shift of the band region, in Hz. Detunes inharmonically, bells become gongs.

6.3 FFT

Spectral processing of the region. Fold right = spectral gate (only strong partials survive); fold left = spectral freeze/blur. The range menu picks FFT resolution.

6.4 Transient

The band region gets a transient shaper: fold right = punchier, left = softer. The range menu chooses the post stage: unlimited, hard clip, soft clip, or Dispersed (a resonant allpass smear).



7. DRAW

Click DRAW and sketch directly on the spectrum. On release, Fold EQ fits your line with up to 20 bands.

Loops become folds. Anywhere your stroke doubles back over itself, a circle, a scribbled knot, a deep U, Fold EQ reads it as a fold: same frequencies, two moments in time. The loop's width sets the band's width, its height sets the gain, its depth sets the fold amount, and the direction it leans sets early versus late. Draw a lone circle on empty air and you get a pure fold from nothing.

Click outside the spectrum to cancel. Everything DRAW creates is ordinary bands afterwards, edit, re-fold, modulate.



8. Modulation

8.1 The three sources

Source	Colour	Character
Grand LFOs ×5	Purple	Waveform or hand-drawn curve, free (0.02-20 Hz) or beat-synced (4 bars→1/128)
Macros ×4	Amber	Hand knobs - rename them, automate them from the DAW, sweep many targets at once
Env Followers ×3	Green	Ride the input or the SIDECHAIN bus; envelope mode follows level, transient mode fires on hits; A/R knobs

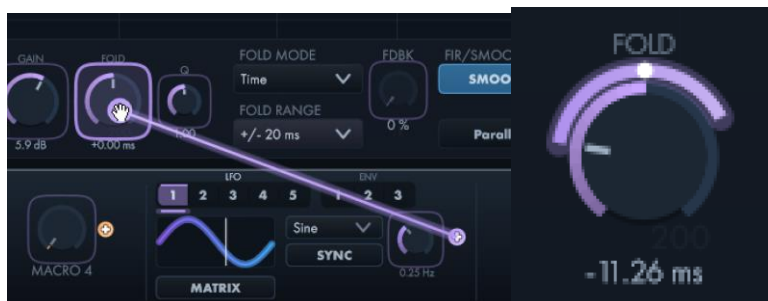
8.2 Assigning

- Drag the + chip (or a numbered tab) from the footer onto any knob, slider, or value cell.
- Or right-click a control and pick a source from the menu.
- Multi-selected bands: assigning to one assigns to all their matching controls, relative to each one's position.

Depth shows as a glowing ring or arc around the target - drag the ring itself to change the amount, negative or positive. MATRIX lists every assignment for overview and removal. Macro names light up when assigned.

8.3 Cross-modulation

Sources can modulate each other: a macro can drive an LFO's speed across its whole range (sync mode steps through the divisions), an LFO can push a macro, an env can duck an LFO's depth ring. Feedback loops are safe — sources read each other one tick late.



9. Master Section

Control	What it does
IN / OUT	Input and output trim, ± 12 dB
MIX	Latency-aligned dry/wet. The little lock keeps it fixed across preset changes
AUTO GAIN	Continuous RMS matching between input and output
Parallel / Serial	Toggles between parallel vs serial mode (serial mode lets you edit band order in serial under the settings menu option “reorder serial bands...”
SOFT / HARD	Output clipper flavour (with clipper enabled)
LIN PHASE	Linear-phase FIR rendering
0-LAT	Zero latency mode - disables pre-lay (leftward Time folds); unavailable while an FFT band runs
LATENCY	Current plugin latency readout - grows with the largest fold range in use

Latency: ± 20 ms range ≈ 30 ms. A ± 1000 ms custom range means seconds of lookahead - glorious for sound design, unkind to live tracking. Use 0-LAT when tracking.

10. Presets

Factory presets install to Documents\FoldEQ Presets in category folders (Art, Drums, Effect, Synth...). Subfolders you create become submenus automatically. Your saves live in the User folder - the installer never touches it.

SAVE offers “save to current” or “save as new”. Macro names travel with presets. The dB view scale is saved per preset too.

11. Troubleshooting

Symptom	Fix
Says DEMO but I bought it	Click LOAD LICENSE and pick the file (it's probably in Downloads). Re-download any time at the license portal with your order reference + email.
Output mutes briefly sometimes	That is demo mode, install your license.
Plugin not in my DAW	Rescan plugins; check the DAW sees C:\Program Files\Common Files\VST3 (Win) or /Library/Audio/Plug-Ins/VST3 (macOS).
Sounds delayed vs other tracks	That's the fold lookahead, your DAW compensates on playback but not live input. Use 0-LAT when tracking.
CPU high with many bands	Prefer SMOOTH engines while sweeping; large FFT bands and ± 1000 ms ranges cost the most.
Runaway Res hurts	It says so on the knob. Lower PAIN.

Support: support@ridgesound.com - include your DAW, OS, and Fold EQ version (click the logo).

12. Specifications

- Formats: VST3 (Windows, macOS), Standalone.
- 64-bit only. Universal binary on macOS (Apple Silicon + Intel).
- Up to 20 bands, 11 shapes, 4 fold modes, fold ranges ± 5 ms to ± 1000 ms (custom).
- 12 modulation sources (5 LFO + 4 macro + 3 env), unlimited targets.
- Sidechain input (stereo) for the envelope followers.
- Licensing: offline, no activation, no network access, unlimited personal installs.

13. Credits

Fold EQ is a Ridge Sound production.

Built with JUCE. Ed25519 verification by Monocypher (BSD-2-Clause / CC0).

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