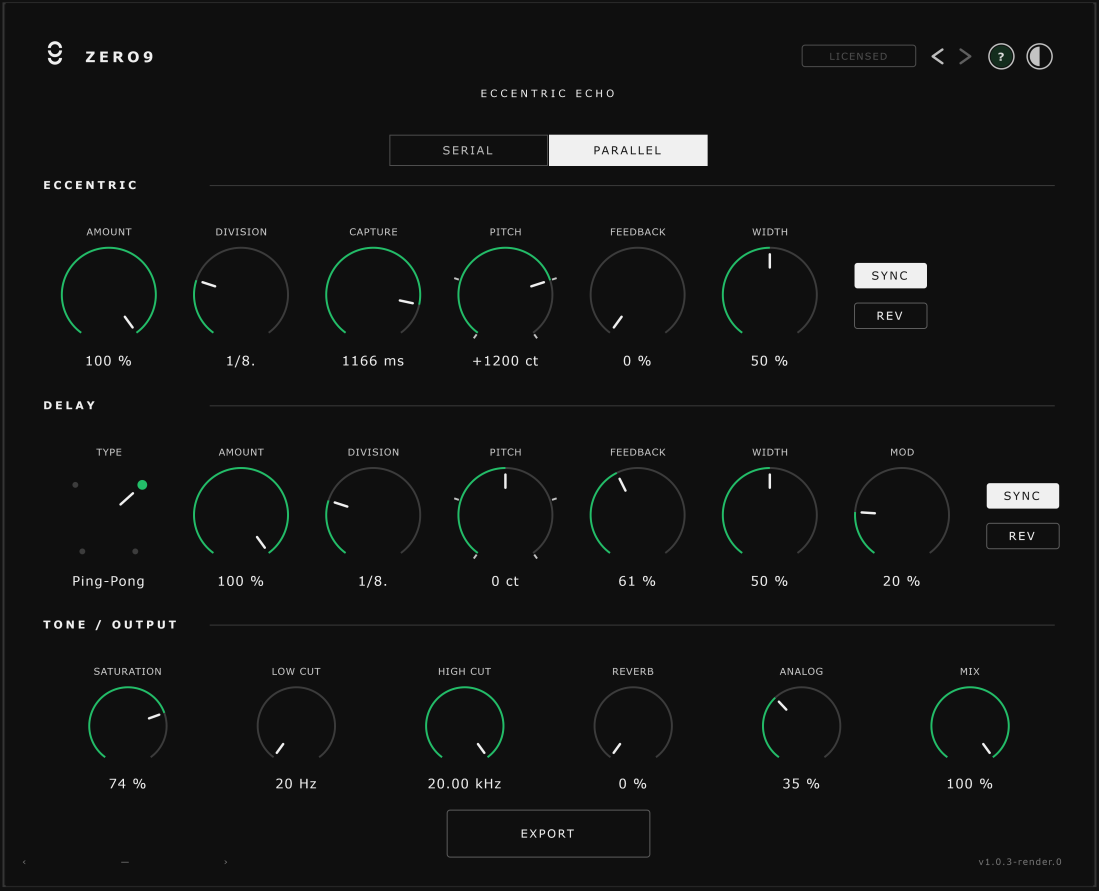
Eccentric Echo

Two related echo engines - one continuous, one granular - with serial/parallel routing, pitch, reverse, tone, reverb and analog movement.



Repeat it. Splice it. Route it somewhere unexpected.

VERSION 1

Two engines, one feedback playground.

DELAY is a conventional repeat-interval echo engine. ECCENTRIC captures and replays fixed-length slices. Both can sync to tempo or run freely, then feed a shared tone/output stage.

QUICK START

1 **Choose the route**

PARALLEL is the default: both engines receive the input. SERIAL feeds Eccentric into Delay.

2 **Set each engine**

Both engines start in Sync at a dotted eighth (1/8.). Adjust timing, pitch, feedback, reverse and width.

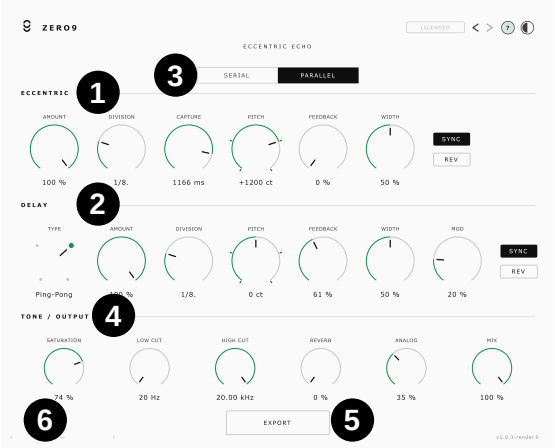
3 **Balance the engines**

Use ECCENTRIC AMOUNT and DELAY AMOUNT.

4 **Finish the chain**

Shape tone, Reverb, Mix and Analog.

INTERFACE MAP



1 **Eccentric**
Granular splice engine.

2 **Delay**
Continuous echo engine.

3 **Routing**
Serial / Parallel.

4 **Tone / Output**
Filters, Reverb, Mix, Analog.

5 **Export**
4x Export Mode.

6 **Presets**
Preset name, previous/next and menu.

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Continuous repeats versus captured slices.

The two sections are designed to feel related while doing different jobs: DELAY builds conventional repeats; ECCENTRIC turns captured slices into a more fragmented echo texture.

ECCENTRIC

Runs in TIME/DIVISION windows. Each window replays material from the previous window. CAPTURE sets slice length, capped by the current window.

CAPTURED SLICES

DELAY

Runs as a regular repeat-interval delay and includes Single, Dual, Ping-Pong and Ratio types.

CONTINUOUS REPEATS

PITCH

Both pitch dials cover ±2400 cents (±2 octaves). In ECCENTRIC, pitch changes replay speed: down lengthens playback; up shortens it.

STEPPED / FREE · ±2 OCTAVES

FEEDBACK

Both engines reach 150%. ECCENTRIC feedback uses its own continuous tap, so CAPTURE does not limit its sustain.

0-150%

WIDTH

Spreads repeats or captured slices across the stereo field.

0-100%

REVERSE

ECCENTRIC REVERSE plays the captured slice backwards. The engines can be reversed independently.

INDEPENDENT

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Serial and parallel create genuinely different results.

Routing changes what the Delay engine receives and how the two AMOUNT controls behave. Timing can be free in milliseconds or locked to the host grid.



SERIAL

ECCENTRIC AMOUNT blends the splice stage feeding Delay. DELAY AMOUNT then blends the Delay stage.

CHAINED

PARALLEL

Both engines receive the original input. Each AMOUNT becomes that engine's wet level before the final Mix.

SIDE BY SIDE

FREE

Delay Time and Eccentric Length each cover 25-4000 ms.

INDEPENDENT FREE TIME

SYNC

Both engines share 13 musical divisions from short dotted/ triplet values through multi-bar repeats.

HOST TEMPO

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Shape both engines after the repeats are built.

The shared tone/output section controls filtering, saturation, reverb, overall Mix and the final Analog stage.

LOW CUT / HIGH CUT

Shared filtering around the echo engines. Low Cut covers 20-2000 Hz; High Cut covers 200-20000 Hz.

TONE SHAPING

SATURATION

Adds colour inside the echo tone stage.

DEFAULT: 74.4%

REVERB

Adds a shared reverb send around the echo texture.

SPACE

MIX

Balances the complete processed path against the original input.

DEFAULT: 100%

ANALOG

Adds final tape-style movement, colour and texture after the main effect blend.

LAST IN CHAIN

DELAY TYPE

Single, Dual, Ping-Pong or Ratio for DELAY. In Ratio, left uses the selected TIME/DIVISION; right runs at exactly 0.75× that value (3:4). Left and right retain separate input and feedback paths. The ratio follows TIME/DIVISION and tempo changes automatically.

DEFAULT: PING-PONG

Automatic loudness follow

Output loudness automatically follows the input at every setting. This is always on, with no control and a ±12 dB correction range. It settles over a few seconds, so brief moves are not instantly levelled.

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Engine controls.

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Delay Mode	Sync / Free	Sync	Selects tempo or millisecond timing.
Delay Time	25-4000 ms	300 ms	Free-mode delay time.
Delay Division	13 divisions	1/8.	Tempo-synced delay division.
Delay Pitch	-2400 to +2400 ct	0 ct	Delay pitch shift.
Delay Feedback	0-150%	61.2%	Delay feedback amount.
Delay Reverse	On / Off	Off	Reverses the delay.
Delay Width	0-100%	50%	Stereo repeat spread.
Delay Type	Single / Dual / Ping-Pong / Ratio	Ping-Pong	Delay routing mode.
Delay Mod	0-100%	20%	DELAY-only tape wow: fixed 0.4 Hz, up to ±6 ms.
Eccentric Mode	Sync / Free	Sync	Selects host-grid or millisecond splice scheduling.
Eccentric Length	25-4000 ms	300 ms	Free-mode repeat interval.
Eccentric Division	13 divisions	1/8.	Tempo-synced interval.
Eccentric Pitch	-2400 to +2400 ct	+1200 ct	Changes slice replay speed (down longer, up shorter).
Eccentric Feedback	0-150%	0%	Splice feedback amount.

Pitch dial behaviour

Default drag uses 100-cent steps. Ctrl-click / Cmd-click toggles each pitch dial independently into FREE mode; the octave marks dim while free and the mode is remembered with the session. Double-click resets to 0. Typed values, mouse-wheel and arrow-key adjustments remain unstepped, and automation playback reproduces recorded values exactly.

MOD

MOD affects the DELAY section only. It applies tape-style wow to the delay read position; the right channel runs in quadrature for stereo movement. Because the modulated tap feeds the delay feedback path, the drift accumulates through successive repeats. ECCENTRIC is unaffected.

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Capture, routing and output.

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Eccentric Reverse	On / Off	Off	Plays the captured slice backwards.
Eccentric Width	0-100%	50%	Stereo placement of slices.
Capture	25-2000 ms	1165.7 ms	Replay slice length; capped by current window, with short edge fades.
Low Cut	20-2000 Hz	20 Hz	High-pass tone control.
High Cut	200-20000 Hz	20000 Hz	Low-pass tone control.
Saturation	0-100%	74.4%	Colour in the echo tone stage.
Reverb	0-100%	0%	Shared reverb amount.
Routing	Serial / Parallel	Parallel	Changes how the two engines feed each other.
Eccentric Amount	0-100%	100%	Blend / wet level depending on Routing.
Delay Amount	0-100%	100%	Blend / wet level depending on Routing.
Mix	0-100%	100%	Overall dry/wet blend.
Analog	0-100%	35%	Final tape-style movement and colour.
Export Mode	On / Off	Off	4x oversampling on the wet processing path.
Dark Mode	On / Off	On	Interface theme only; not automatable.

Export Mode

The plugin keeps a consistent host-latency footprint when Export Mode is switched, helping projects remain aligned.

Window

The interface is aspect-locked and resizable.

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Export Mode and interface.

EXPORT MODE

4x

Export Mode applies 4x oversampling to Eccentric Echo's wet processing path for higher-quality rendering.

Manual render control

Export Mode is fully manual: Eccentric Echo does not detect offline DAW renders or enable itself. Turn it on before starting a bounce if you want the oversampled result.

Window resizing

The interface is aspect-locked and resizable.

Dark Mode

The half-filled header circle changes the interface theme only. Dark Mode is not an audio parameter.

The ? button toggles hover tips, on by default. This choice is saved per instance with the project and is not included in presets.

Switching modes

Changing Export Mode clears the current delay buffer/tail, although the transition is fade-managed.
Do not switch it during an active render or while preserving a tail. Reported plugin latency remains constant.

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Preset system.

Every ZERO9 plugin includes the same built-in preset system. Load Factory or User presets, step through them with the arrow controls, and save or manage your own sounds directly in the plugin.

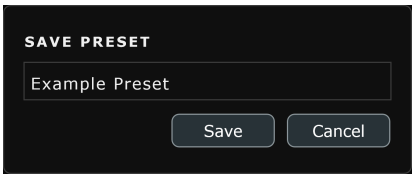
Shared preset controls shown in Signal Switch. Factory preset names vary by plugin.

Load / Browse



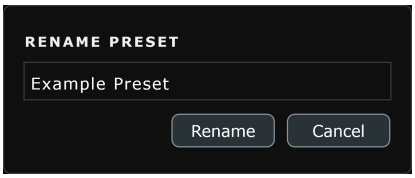
Click the preset name to open the menu. Factory and User presets are separated. Default restores the shipped settings; the arrows step through the combined list.

Save



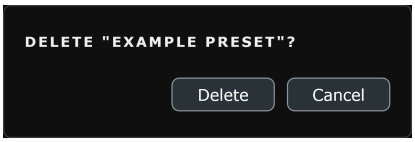
Choose Save... to create a User preset. When a User preset is active, Save over updates it. Factory presets are read-only, so saving from one creates a new User preset.

Rename



Rename changes the name of a User preset. Factory presets remain protected.

Delete



Delete removes a User preset after confirmation. Show presets folder opens the User preset location.

Modified

An asterisk (*) after the preset name means the current settings differ from the loaded preset.

What presets store

Presets capture the plugin's normal sound state. Window size, Dark Mode and pitch-dial stepped/free modes are not included.

Factory / User

Factory presets are installed with ZERO9 and are read-only. User presets are stored separately and survive plugin updates.

Host presets

The ZERO9 system works the same in every compatible VST3 host. Cubase may also show its own preset strip; the two stores are separate in Version 1.

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Licence and compatibility.

Eccentric Echo installs as a fully working VST3 plugin with no account required.

> **Demo mode**
> Without a licence file loaded, the plugin periodically bypasses its processing so you can evaluate it before purchase.

LOAD A LICENCE

Drag your **.zero9lic** file onto the licence panel in the plugin UI, or click the panel to browse for the file.

Licenses do not require online activation.

Manage licences: **zero9.uk/plugins**

SYSTEM REQUIREMENTS

Format
VST3

Platforms
64-bit Windows or macOS

Host
Works with any compatible VST3 host.

Installers
Use the current ZERO9 installer for your platform.

SUPPORT / CURRENT INFORMATION

For installation, licence or technical support: **support@zero9.uk**
Current plugin information and licence management: **zero9.uk/plugins**

ZERO9 plugins are designed and developed by electronic music artist and producer James Harcourt.

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Signal flow.

The diagram below shows the signal path and the order of the main processing stages.

AUDIO PATH



Low Cut, High Cut and Saturation shape the echo texture before the final output stage.

Export Mode applies 4x oversampling to the wet processing path for higher-quality rendering.

> **Routing**
> SERIAL chains the engines; PARALLEL lets both work from the original input.

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