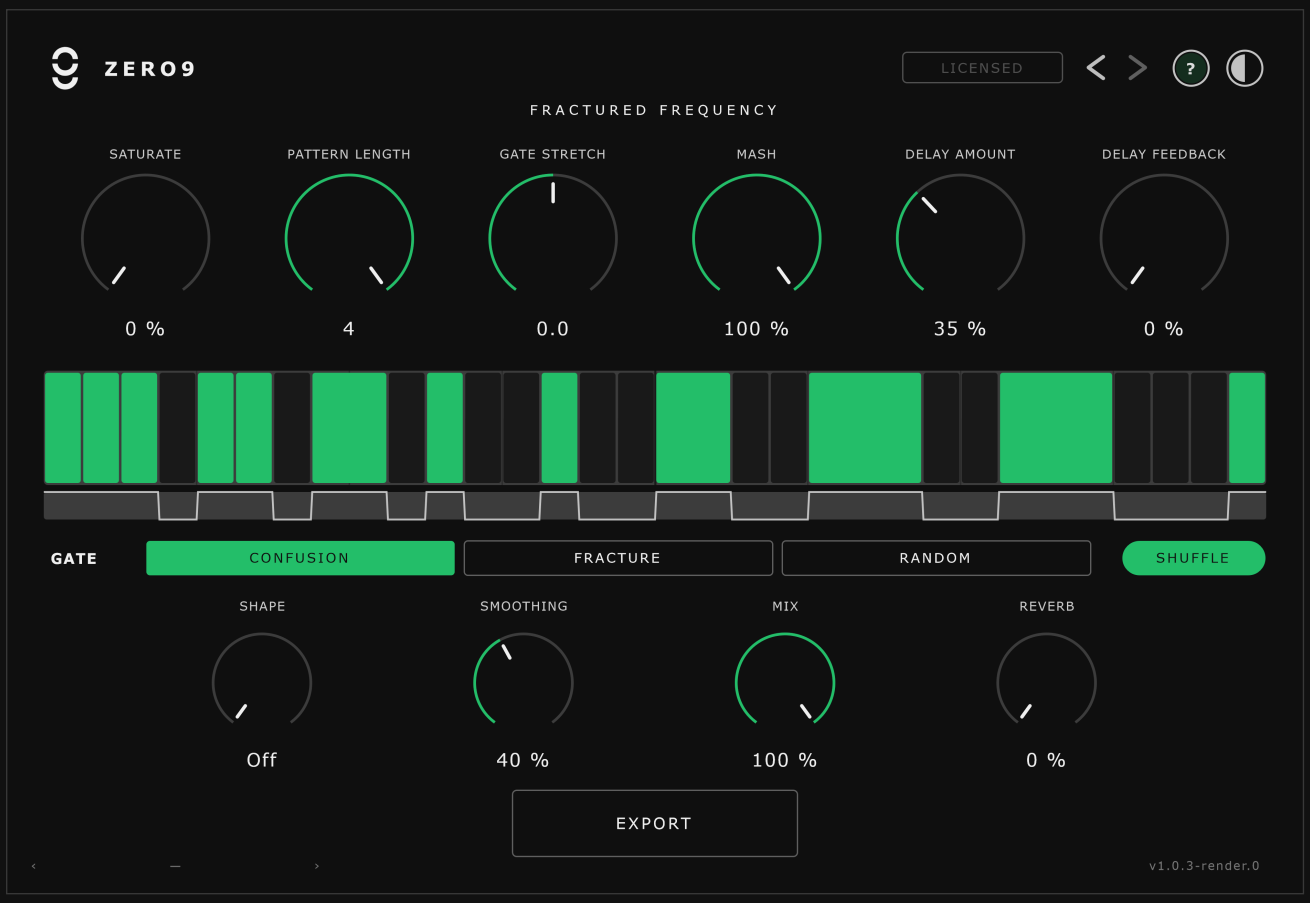
Fractured Frequency

A staged vocal and sound-design processor combining Granular Splice, loop mash, gating, delay, reverb and final saturation.



Splice it. Mash it. Fracture the rhythm.

VERSION 1

FRACTURED FREQUENCY

Four rhythmic stages, then a final analog finish.

Fractured Frequency starts with a locked Granular Splice voicing, feeds a Loop Mash stage, shapes the result with one of three gate personalities, then adds delay and reverb before the final Saturate stage.

QUICK START

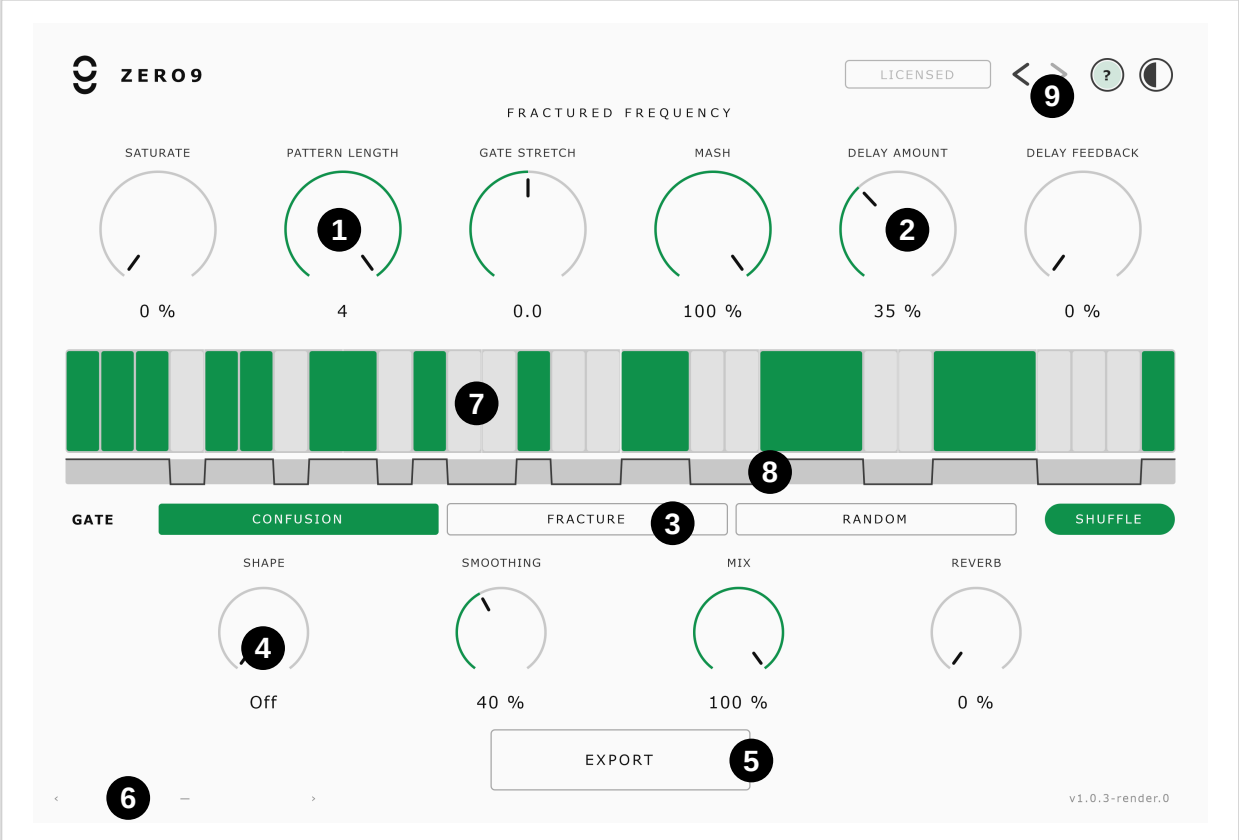
1 Set the pattern window
Choose PATTERN LENGTH.

2 Blend and edit
Set MASH; choose a gate mode and edit its grid.

3 Add space
Use DELAY AMOUNT / FEEDBACK and REVERB.

4 Finish the chain
Set SHAPE, SMOOTHING, MIX and SATURATE.

INTERFACE MAP



1 Macro row
Saturate / Pattern / Stretch.

2 Loop + Delay
Mash and delay controls.

3 Gate mode
Confusion / Fracture / Random; Shuffle.

4 Shaping + output
Shape / Smoothing / Mix / Reverb.

5 Export
2x final Saturate processing.

6 Presets
Preset name, previous/next and menu.

7 Pattern grid
Click hits; join or paint cells.

8 Waveform lane
Click or drag to set Reverse.

9 Header controls
Undo / Redo, ? tips and theme.

© 2026 ZERO9 MUSIC LTD · Co. No. 15072507 · 20 Wenlock Road, London, England, N1 7GU

The order is fixed - the controls decide how much each stage speaks.

The chain is deliberately serial: Granular Splice creates the fragmented starting texture, then later stages impose repetition, gating and space.

1 · GRANULAR SPLICE

Creates the first fragmented, reversed-splice layer. Its core character is intentionally fixed so the later stages have a consistent source to work with.

FOUNDATION

2 · LOOP MASH

Fragments and repeats slices. MASH blends this stage against the Granular Splice output.

Captures lock to detected note onsets, so repeats land on notes rather than gaps. Silent steps pass the input through.

REPEAT / REARRANGE

3 · GATE

CONFUSION, FRACTURE and RANDOM provide three gate personalities, with an editable grid, SHAPE and per-note Reverse.

EDITABLE RHYTHM

4 · DELAY + REVERB

Ping-Pong delay and reverb add space after the rhythmic processing.

SPACE

MIX

Blends the staged effect against the original input.

DEFAULT: 100%

SATURATE

Final Analog-family colour stage after Mix.

LAST IN CHAIN

© 2026 ZERO9 MUSIC LTD · Co. No. 15072507 · 20 Wenlock Road, London, England, N1 7GU

Choose a gate. Shape every note.

Select CONFUSION, FRACTURE or RANDOM, then edit the 32-cell grid above the waveform lane. SHAPE curves every envelope; the lane sets each note's direction.

CONFUSION

A decelerating rhythmic gate. GATE STRETCH changes its feel.

DEFAULT GATE

FRACTURE

26 separate descending gate events. GATE STRETCH is inactive.

26 EVENTS

RANDOM

Uses the current random personality. Choose another mode to leave it. GATE STRETCH is inactive.

CURRENT VARIATION

CLICK / JOIN

Click toggles a cell. On a manual note, click its hit to clear the note or a tie to shorten it. Plain drag joins a span into one longer note.

PAINT CELLS

Hold Ctrl (Windows) / Cmd (macOS) and drag to paint independent one-cell hits or rests. The first cell fixes the action for the whole drag.

SHAPE

Global, 0-100%: Off leaves the base envelope unchanged; 50% is Linear; higher values sharpen the decay. Double-click returns to Off.

WAVEFORM REVERSE

Click a note's waveform to reverse its complete envelope; click again to restore it. A joined group reverses as one note. Drag through the lane to paint the first note's new direction across other notes; rests do nothing.

Reverse works at every SHAPE value, including Off. It changes envelope direction, not sample playback or note timing.
A flat manual note remains flat at Off; raise SHAPE to give it a reversible contour.

FORWARD



REVERSED



Example: centre FRACTURE envelope at SHAPE Off, before and after Reverse. Neighbours stay forward.

Starting again and saving

Clicking any mode button, including the selected one, or SHUFFLE clears manual edits and reverse flags. SHUFFLE also rerolls the random gate and Loop Mash order without changing mode. Undo restores cleared edits, but does not undo the seed reroll. Projects and presets store the edited grid, ties, reverse directions and random state.

PATTERN LENGTH changes the window; it keeps manual edits, as do tempo and GATE STRETCH changes. SMOOTHING softens both gate transitions and Loop Mash seams (default 40%).

© 2026 ZERO9 MUSIC LTD · Co. No. 15072507 · 20 Wenlock Road, London, England, N1 7GU

Control reference.

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Mix	0-100%	100%	Blend staged processing against original input.
Saturate	0-100%	0%	Final Analog-family colour stage.
Pattern Length	1/4 / 1/2 / 1 / 2 / 4	4	Sets the rhythmic pattern window.
Gate Stretch	-100 to +100	0	Changes the Confusion gate shape only.
Gate Pattern	Confusion / Fracture	Confusion	Host choice for the two designed gate modes.
Random Enable	On / Off	Off	Host switch selecting the RANDOM mode.
Randomize / Shuffle	Momentary	Off	Rerolls gate and Loop Mash; SHUFFLE also clears edits.
Mash	0-100%	100%	Blend amount for the Loop Mash stage.
Delay Amount	0-100%	35%	Ping-Pong delay level.
Delay Feedback	0-100%	0%	Delay feedback.
Shape	0-100%	Off (0%)	Global decay curve; 50% is Linear. Reverse is in the lane.
Smoothing	0-100%	40%	Softens gate edges and repeat seams.
Reverb	0-100%	0%	Reverb amount after delay.
Export Mode	On / Off	Off	2x oversampling on the final Saturate/Analog stage only.
Dark Mode	On / Off	On	Interface theme only; not automatable.

Terminology

The first stage is Granular Splice throughout ZERO9 public documentation.

Automation

Every host parameter except Dark Mode is automatable. Automating Gate Pattern, Random Enable or Randomize keeps manual edits; the on-screen mode buttons and SHUFFLE clear them.

© 2026 ZERO9 MUSIC LTD · Co. No. 15072507 · 20 Wenlock Road, London, England, N1 7GU

Space comes after the gate.

Delay and reverb build ambience from the already-fragmented, already-gated signal. MIX then balances the complete effect against the original input, and SATURATE adds the final colour.

> **Export Mode scope**
>
> Fractured Frequency is the suite exception: Export Mode is 2x and applies to the final Saturate/Analog stage only.

DELAY AMOUNT

Controls the ping-pong delay level.

DEFAULT: 35%

DELAY FEEDBACK

Controls repeat regeneration.

DEFAULT: 0%

REVERB

Adds space after the delay stage.

DEFAULT: 0%

MIX

Final blend against the original input before saturation.

DEFAULT: 100%

SATURATE

Final Analog-family colour stage. Export Mode applies higher-quality 2x processing here only.

EXPORT TARGET

SMOOTHING

Also softens Loop Mash seams, so it affects more than the gate alone.

SHARED EDGE CONTROL

© 2026 ZERO9 MUSIC LTD · Co. No. 15072507 · 20 Wenlock Road, London, England, N1 7GU

Export Mode and interface.

EXPORT MODE

2x

Export Mode applies 2x oversampling to the final Saturate/Analog stage only. The earlier Granular Splice, Loop Mash, gate, delay and reverb stages are unchanged.

Latency / host behaviour

Export Mode is automatable and may add reported processing latency while active.

Window resizing

The landscape interface opens at 940 x 640 and resizes with its aspect ratio locked. Its size is saved with the project.

Dark Mode

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

Stage name

The first stage is always described publicly as Granular Splice.

Helper tips

The ? button beside the theme toggle shows or hides hover tips. Tips are on by default; this choice is saved per instance with the project and is not included in presets.

Undo / Redo

Use the header arrows to undo or redo control changes, grid edits and per-note Reverse. Each grid or lane drag is one step. Mode changes and clearing edits with SHUFFLE are undoable; the SHUFFLE seed reroll itself is not.

© 2026 ZERO9 MUSIC LTD · Co. No. 15072507 · 20 Wenlock Road, London, England, N1 7GU

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.

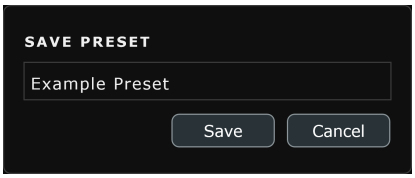
Shared preset controls shown in Signal Switch. Factory preset names vary by plugin.

Load / Browse



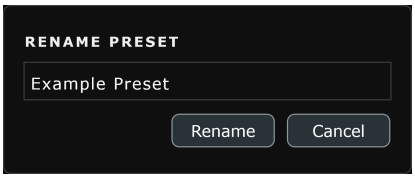
Click the preset name to open the menu. Factory and User presets are separated. Default restores the shipped settings; the arrows step through the combined list.

Save



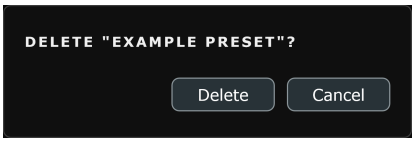
Choose Save... to create a User preset. When a User preset is active, Save over updates it. Factory presets are read-only, so saving from one creates a new User preset.

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.

Factory / User

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

What presets store

Presets store manual grid edits, ties, reverse directions and the random state. Window size, Dark Mode and helper-tip preferences are not included.

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.

© 2026 ZERO9 MUSIC LTD · Co. No. 15072507 · 20 Wenlock Road, London, England, N1 7GU

Licence and compatibility.

Fractured Frequency 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**

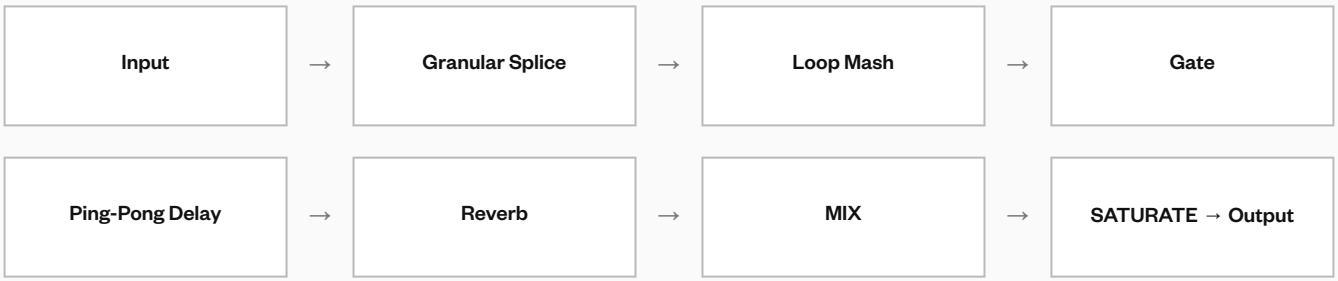
ZERO9 plugins are designed and developed by electronic music artist and producer James Harcourt.

© 2026 ZERO9 MUSIC LTD · Co. No. 15072507 · 20 Wenlock Road, London, England, N1 7GU

Signal flow.

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

AUDIO PATH



CONFUSION, FRACTURE and RANDOM feed the editable gate; the grid, SHAPE and waveform-lane Reverse shape its envelopes.

Export Mode applies only to the final Saturate/Analog stage at 2x.

> **Shuffle**
> Rerolls the random gate and Loop Mash order without changing mode; clears manual grid edits and reverse flags.

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.

© 2026 ZERO9 MUSIC LTD · Co. No. 15072507 · 20 Wenlock Road, London, England, N1 7GU