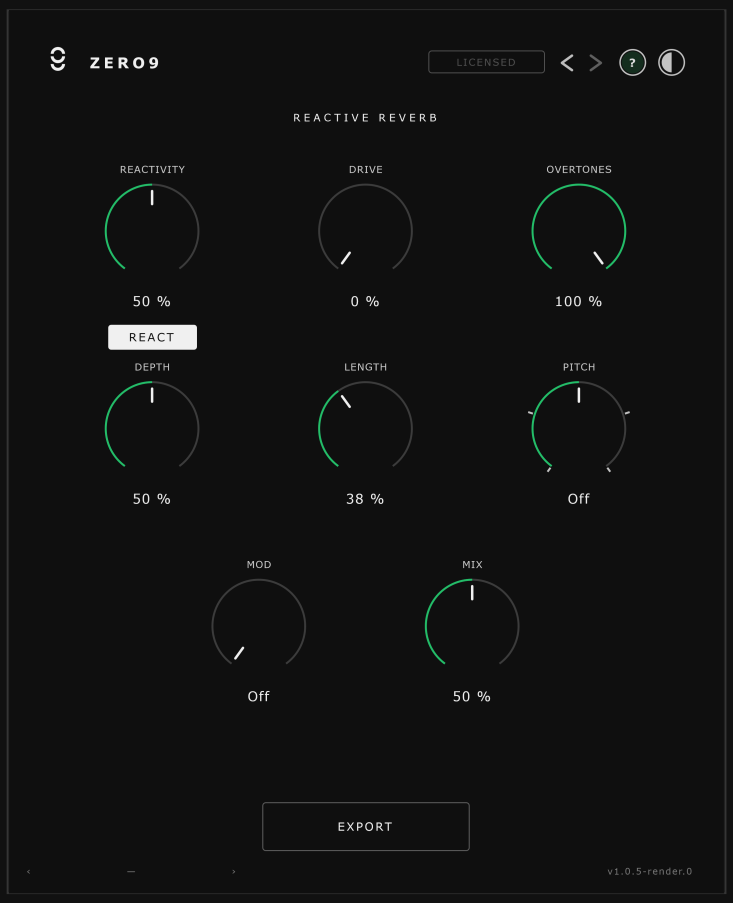
Reactive Reverb

An input-reactive algorithmic reverb with pitch, modulation, saturation and spectral declashing.



Feed it movement. Let the room react.

VERSION 1

A reverb that listens to the source.

With REACT on, Reactive Reverb lets the source influence the space. REACTIVITY sets the response, DEPTH sets room size and pre-delay, and LENGTH sets decay. Switch REACT off for a conventional static reverb.

QUICK START

1 **Set the room**

Start with DEPTH, LENGTH and MIX.

2 **Add reaction**

Leave REACT on; raise REACTIVITY to let the source drive the space.

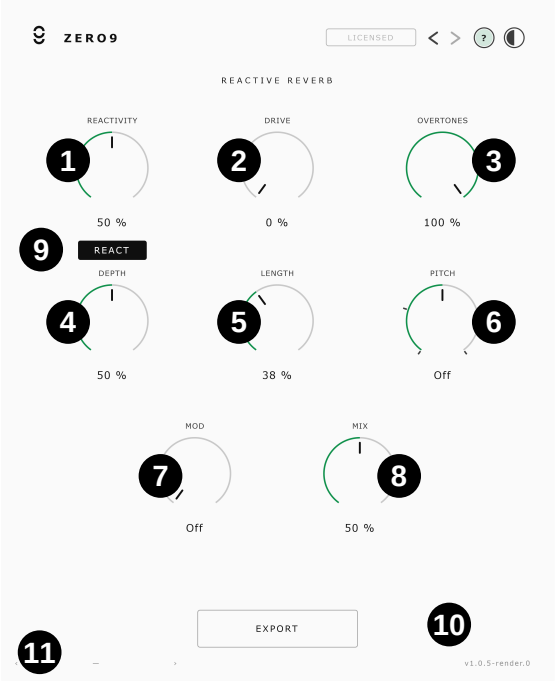
3 **Shape the send**

Use PITCH and MOD to change what enters the reverb.

4 **Finish the tone**

Use OVERTONES to declash resonances and DRIVE to add colour.

INTERFACE MAP



1 **Reactivity**
Source response.

2 **Drive**
Post-reverb colour.

3 **Overtones**
Spectral declashing.

4 **Depth**
Size and pre-delay.

5 **Length**
Decay and regeneration.

6 **Pitch**
Octave-send level.

7 **Mod**
Send modulation.

8 **Mix**
Dry/wet balance.

9 **React**
Reactive / static.

10 **Export**
4x Export Mode.

11 **Presets**
Name, previous/next and menu.

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REACTIVE REVERB

Movement comes from the material.

With REACT on, the reverb responds to the source. REACTIVITY sets how strongly it moves; DEPTH sets room size and pre-delay, while LENGTH controls decay. Switch REACT off to hold the dialled-in settings.

> **Overtones is subtractive**
> OVERTONES does not add harmonics. Lower settings remove more dominant resonant energy from the reverb.

REACTIVITY

Sets how strongly the source influences the reverb behaviour. Lower values stay steadier; higher values respond more assertively.

SOURCE RESPONSE

DEPTH

Controls room size and pre-delay only. Use LENGTH to set the decay.

ROOM SIZE / PRE-DELAY

OVERTONES

100% is neutral. Turn it down to suppress dominant resonant bands that can clash with the dry source.

100% = NEUTRAL

MIX

Balances the dry source against the complete reactive reverb path.

DRY / WET

LENGTH

From 0-75% of its travel, LENGTH sets decay from 4 ms to 12 s. The default 37.5% gives approximately 2.2 s. Above 75%, the tail regenerates and builds on itself, automatically held no louder than the input.

DECAY / REGENERATION

REACT

On by default. Switch off for a conventional static reverb at the dialled-in settings; REACTIVITY dims. OVERTONES remains fully active in either mode.

REACTIVE / STATIC

> **Existing sessions and presets**
> Sessions and presets saved before v1.0.5 load sounding the same as before: LENGTH is set to 75% of the saved DEPTH value, exactly preserving the old decay, and REACT is on.

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Change what enters the room - and what leaves it.

PITCH and MOD reshape the reverb send, while DRIVE colours the reverb after the space has been created.

PITCH

This is an octave-send level, not a pitch-interval control. Dragging is continuous from -100% to +100%. On release, values close to -50%, +50%, -100% or +100% snap to the marked positions; 0 is not a snap point.

CONTINUOUS · RELEASE SNAP AT ±50 / ±100

MOD

Adds amplitude movement to the reverb send. The control ranges from very slow motion into fast, effect-style modulation.

OFF TO FAST MODULATION

DRIVE

Adds post-reverb saturation and density, making the tail feel warmer, harder or more forward as it rises.

POST-REVERB

WORKFLOW

Set DEPTH, LENGTH and MIX for the ambience. Leave REACT on and raise REACTIVITY for movement; switch REACT off for a static room.

SUBTLE → EXTREME

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Control reference.

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Mix	0-100%	50%	Dry/wet balance.
Drive	0-100%	0%	Post-reverb saturation and colour.
Reactivity	0-100%	50%	How strongly the source drives the reverb movement.
Depth	0-100%	50%	Room size and pre-delay only.
Length	0-100%	37.5%	4 ms-12 s over 0-75%; regenerative above 75%.
React	On / Off	On	Off holds the reverb at the dialled-in settings.
Mod	Off / ~0.05-100 Hz	Off	Amplitude modulation applied to the reverb send.
Pitch	-100% to +100%	0% / Off	Level of the octave-shifted reverb send; sign sets direction.
Overtones	0-100%	100%	Spectral declashing. 100% is neutral; lower values suppress more.
Export Mode	On / Off	Off	Runs the reverb processing in 4x oversampling.
Dark Mode	On / Off	On	Interface theme only; not automatable.

Automation

LENGTH, REACT and Export Mode are automatable.

Starting point

Switch REACT off for a conventional static reverb. Set DEPTH and LENGTH, with OVERTONES near 100%.

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Export Mode and interface.

EXPORT MODE

4x

Export Mode runs the reverb processing at 4x oversampling for higher-quality rendering at increased CPU cost.

Latency / host behaviour

Export Mode can add processing latency while active; compatible hosts compensate for the reported latency.

Window resizing

The interface is aspect-locked and resizable to suit different displays.

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.

Placement

PITCH and MOD shape the reverb send; DRIVE colours the reverb after the main space is created.

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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.

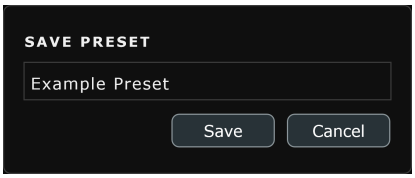
Shared preset controls shown in Signal Switch. Factory preset names vary by plugin.

Load / Browse



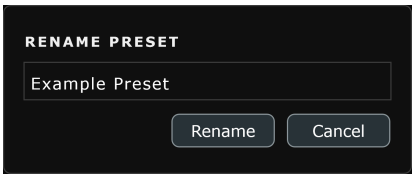
Click the preset name to open the menu. Factory and User presets are separated. Default restores the shipped settings; the arrows step through the combined list.

Save



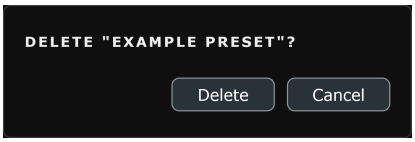
Choose Save... to create a User preset. When a User preset is active, Save over updates it. Factory presets are read-only, so saving from one creates a new User preset.

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 sound state. Window size, Dark Mode and other UI preferences 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.

Reactive Reverb 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



With REACT on, REACTIVITY controls how strongly the source influences the reverb.

DEPTH sets room size and pre-delay; LENGTH sets decay and, above 75%, regenerative tails.

> **Export Mode**
> Runs the reverb processing at 4x for higher-quality rendering.

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