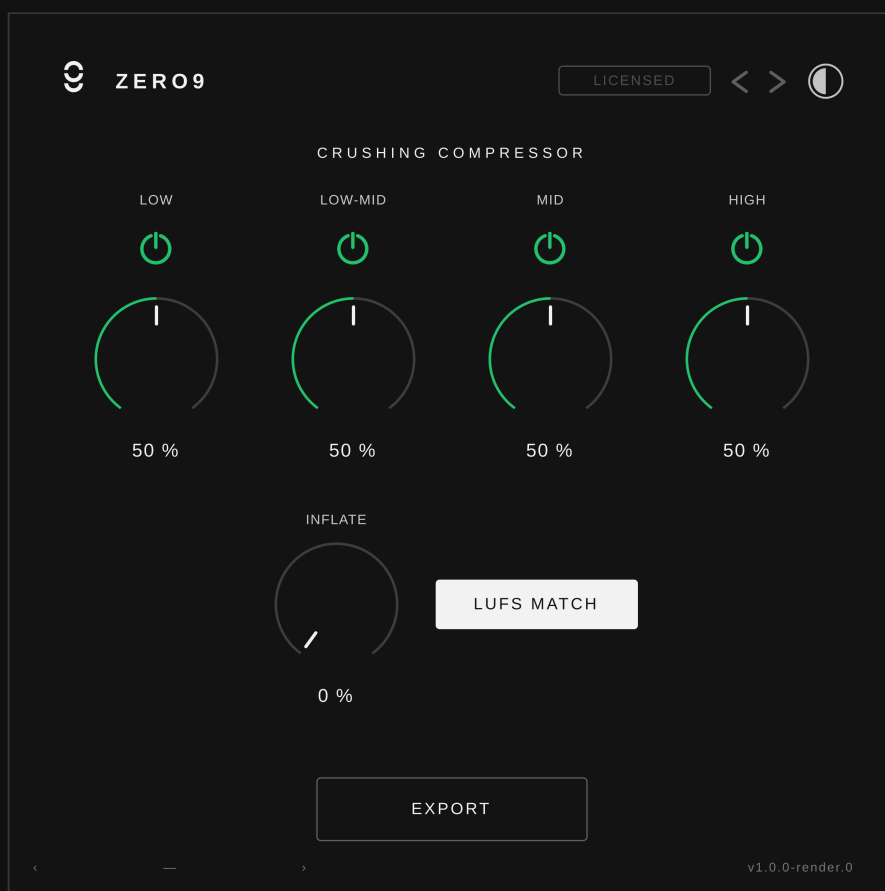




Crushing Compressor

A four-band upward/downward compressor with per-band blend, loudness matching and final density shaping.



Crush the bands. Match the level. Keep the impact.

VERSION 1

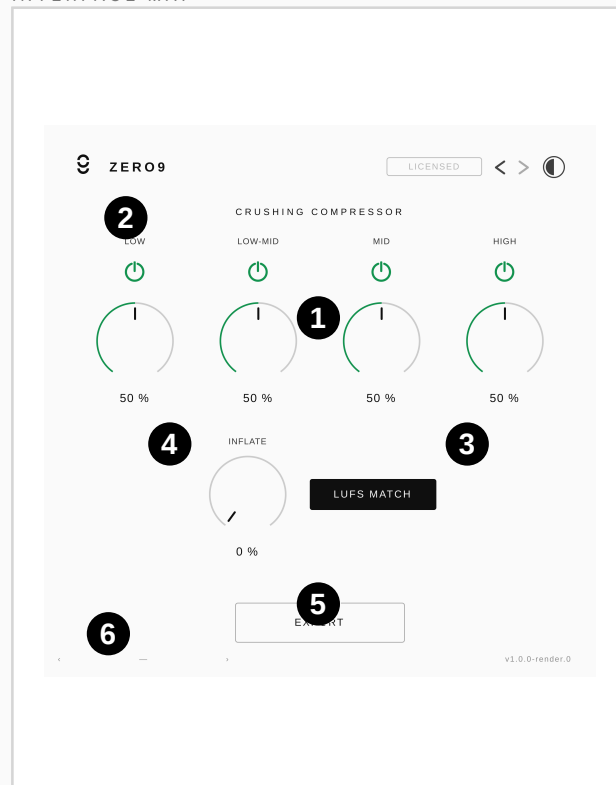
Four bands. One deliberately extreme profile.

Crushing Compressor splits the signal into four bands. Each band has an on/off switch and its own Amount blend, then the complete result can be loudness-matched before final Inflate shaping.

QUICK START

- 1 Set each band**
Use LOW, LOW-MID, MID and HIGH Amount.
- 2 Bypass selectively**
Turn any band off to leave that frequency area effectively dry.
- 3 Keep comparisons fair**
LUFS MATCH is on by default.
- 4 Add final density**
Use INFLATE after the multiband compression.

INTERFACE MAP



- | | |
|---|--|
| 1 Bands
Four Amount controls. | 2 Band switches
Independent on/off. |
| 3 LUFS Match
Loudness correction. | 4 Inflate
Final density shaping. |
| 5 Export
4x Export Mode. | 6 Presets
Preset name, previous/next and menu. |

Push different parts of the spectrum by different amounts.

The signal is divided at 250 Hz, 800 Hz and 4 kHz, giving independent control over Low, Low-Mid, Mid and High areas.

No master Mix

The four Amount controls are the wet/dry system; there is intentionally no extra overall Mix knob.

LOW

Below 250 Hz.

LOW BAND

LOW-MID

250-800 Hz.

LOW-MID

MID

800 Hz-4 kHz.

MID

HIGH

Above 4 kHz.

HIGH

AMOUNT

Each band blends its extreme compressed character with that band's dry signal.

0-100% PER BAND

BYPASS

Disabling a band leaves that frequency area uncompressed.

INDEPENDENT

Extreme dynamics, then controlled level.

The compression character itself is deliberately fixed and aggressive. The workflow is about deciding how much each band receives, then using LUFS Match to make the result easier to judge fairly.

UPWARD + DOWNWARD

The processor combines strong downward control with upward compression, bringing both peaks and quieter detail into a denser range.

EXTREME PROFILE

INFLATE

Adds final density and weight after the multiband compression.

0-100%

PER-BAND AMOUNT

The four Amount controls let you keep one region subtle while crushing another.

PARALLEL BLEND

MATCH OFF

Turn LUFS MATCH off when you specifically want to hear the raw level increase as part of the effect.

RAW A/B

LUFS MATCH

Automatically corrects the perceived level of the processed result so louder does not automatically sound better.

DEFAULT: ON

OUTPUT PROTECTION

The final stage keeps extreme settings controlled at the output.

SAFETY

Control reference.

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Low	On + 0-100%	On / 50%	Compression blend for the Low band.
Low-Mid	On + 0-100%	On / 50%	Compression blend for the Low-Mid band.
Mid	On + 0-100%	On / 50%	Compression blend for the Mid band.
High	On + 0-100%	On / 50%	Compression blend for the High band.
Inflate	0-100%	0%	Final density shaping.
LUFS Match	On / Off	On	Automatically loudness-matches the processed result.
Export Mode	On / Off	Off	Runs the whole processing chain at 4x oversampling.
Dark Mode	On / Off	On	Interface theme only; not automatable.

Bands

Fixed crossover points are 250 Hz, 800 Hz and 4 kHz.

Automation

Export Mode is automatable.

Export Mode and interface.

EXPORT MODE

4x

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

Latency / host behaviour

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

Window resizing

The interface is square, aspect-locked and resizable.

Dark Mode

The circular header toggle changes the interface theme only. Dark Mode is not an audio parameter.

LUFS Match

Use LUFS MATCH when comparing settings so the tonal and dynamic change is easier to judge independently of loudness.

Preset system.

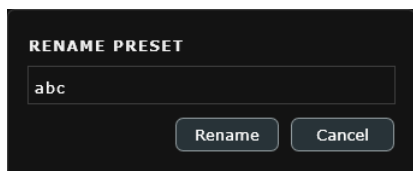
Every ZERO9 plugin includes the same built-in preset system. Load Factory or User presets, step through them with the arrow controls, and save or manage your own sounds directly in the plugin.

Load / Browse



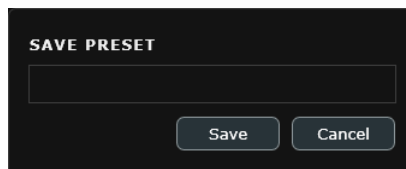
Click the preset name to open the menu. Factory and User presets are separated. Default restores the shipped settings; the arrows step through the combined list.

Rename



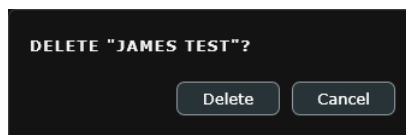
Rename changes the name of a User preset. Factory presets remain protected.

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.

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 capture the plugin sound state. Window size, Dark Mode and other UI 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.

Licence and compatibility.

Crushing Compressor 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.

Licence files 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**

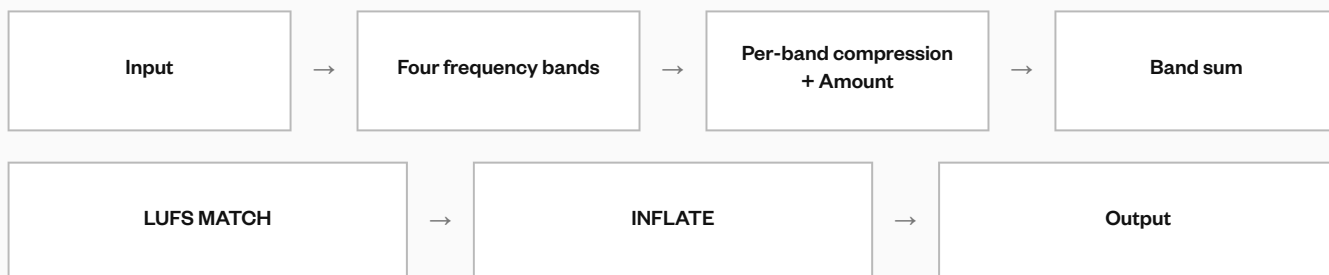
Current plugin information and licence management: **zero9.uk/plugins**

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

Signal flow.

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

AUDIO PATH



The four band Amount controls provide the parallel dry/compressed balance.

Export Mode runs the complete chain at 4x for higher-quality rendering.

Loudness A/B

Switch LUFS MATCH off only when you want to hear the uncorrected level change as part of the effect.