



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

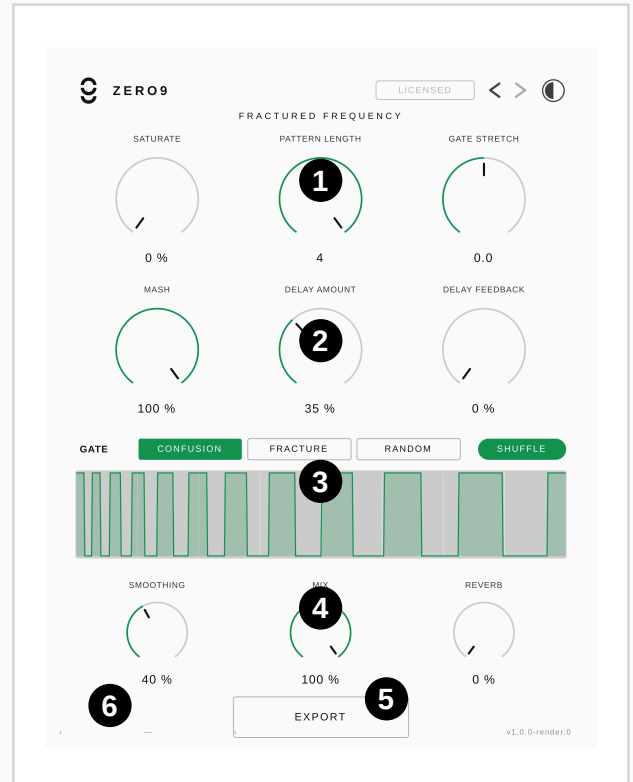
Four rhythmic stages, then a final analog finish.

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

QUICK START

- 1 Set the pattern window**
Choose PATTERN LENGTH.
- 2 Blend the loop stage**
Use MASH and the gate controls.
- 3 Add space**
Use DELAY AMOUNT / FEEDBACK and REVERB.
- 4 Finish the chain**
Set MIX, SMOOTHING and SATURATE.

INTERFACE MAP



- | | |
|---|--|
| 1 Macro row
Saturate / Pattern / Stretch. | 2 Loop + Delay
Mash and delay controls. |
| 3 Gate
Confusion / Fracture / Random / Shuffle. | 4 Output row
Smoothing / Mix / Reverb. |
| 5 Export
2x final Saturate processing. | 6 Presets
Preset name, previous/next and menu. |

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.

REPEAT / REARRANGE

3 • GATE

CONFUSION and FRACTURE provide two deliberately different rhythmic gate personalities.

TWO PERSONALITIES

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

Two designed gates plus a random alternative.

The selected gate remains Confusion or Fracture. Random Enable temporarily replaces its personality, while Shuffle creates a new variation without changing which designed gate is selected.

Session state

Your current pattern choices and shuffled state are restored with the project.

CONFUSION

A decelerating rhythmic pattern. GATE STRETCH changes its feel.

STRETCH ACTIVE

FRACTURE

A sharper descending rhythmic pattern. GATE STRETCH does not alter this design.

FIXED SHAPE

RANDOM ENABLE

Uses the current random gate personality; switch it off to return to the selected Confusion/Fracture design.

ON / OFF

SHUFFLE

Creates a new random gate variation and Loop Mash order without changing the selected gate button.

NEW VARIATION

SMOOTHING

Softens both gate transitions and Loop Mash repeat seams.

DEFAULT: 40 %

PATTERN LENGTH

1/4, 1/2, 1, 2 or 4. The default is 4.

WINDOW SIZE

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	Selects the designed gate personality.
Random Enable	On / Off	Off	Uses the current random gate personality.
Randomize / Shuffle	Momentary	Off	Creates a new random gate and Loop Mash variation.
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.
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

Smoothing and Export Mode are automatable.

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

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 interface is aspect-locked and resizable.

Dark Mode

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

Stage name

The first stage is always described publicly as Granular Splice.

Preset system.

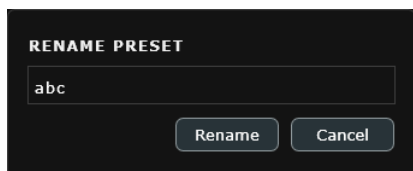
Every ZERO9 plugin includes the same built-in preset system. Load Factory or User presets, step through them with the arrow controls, and save or manage your own sounds directly in the plugin.

Load / Browse



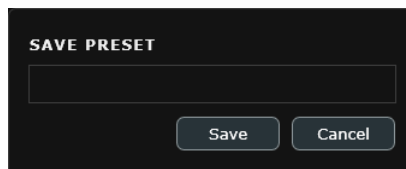
Click the preset name to open the menu. Factory and User presets are separated. Default restores the shipped settings; the arrows step through the combined list.

Rename



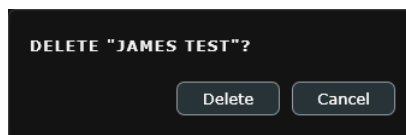
Rename changes the name of a User preset. Factory presets remain protected.

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.

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.

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**

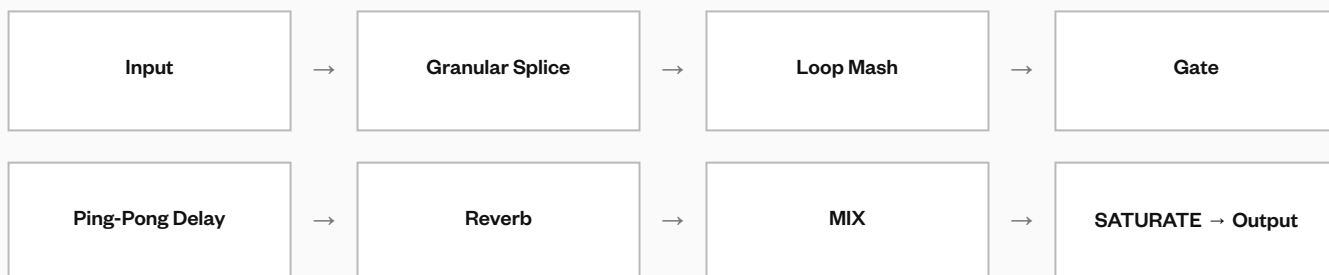
Current plugin information and licence management: **zero9.uk/plugins**

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



CONFUSION and FRACTURE are the two designed Gate Pattern choices; Random Enable temporarily substitutes the current random personality.

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

Shuffle

Creates a fresh random variation without changing the selected Confusion/Fracture gate button.