



Reactive Reverb

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



Feed it movement. Let the room react.

VERSION 1

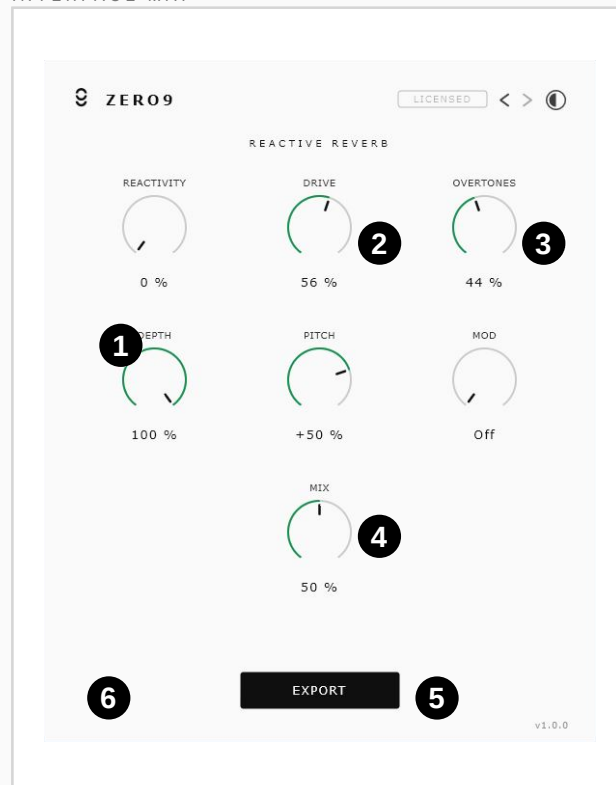
A reverb that listens to the source.

Reactive Reverb analyses the processed send and lets the source influence the space. REACTIVITY controls how strongly the material drives the behaviour; DEPTH controls how far the room is allowed to move.

QUICK START

- 1 Set the room**
Start with DEPTH and MIX.
- 2 Add reaction**
Raise REACTIVITY so the source starts driving 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 Reaction
Reactivity / Depth. | 2 Drive
Post-reverb colour. |
| 3 Overtones
Spectral declashing. | 4 Mix
Final dry/wet balance. |
| 5 Export
4x Export Mode. | 6 Presets
Preset name, previous/next and menu. |

Movement comes from the material.

The reverb responds to the source rather than behaving like a completely static room. The controls let you decide how reactive that movement should be and how much space it has to work with.

Overtone 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 the overall room-size and decay range available to the reactive movement.

ROOM / DECAY RANGE

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

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

DRIVE

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

POST-REVERB

MOD

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

OFF TO FAST MODULATION

WORKFLOW

For subtle ambience, set the room first and add reaction last. For obvious movement, push REACTIVITY before refining DEPTH and MIX.

SUBTLE → EXTREME

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%	Overall room-size and decay range.
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

Export Mode is automatable.

Starting point

For a conventional reverb sound, keep REACTIVITY moderate and OVERTONES near 100%, then shape from there.

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

Placement

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

Preset system.

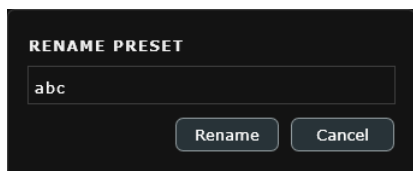
Every ZERO9 plugin includes the same built-in preset system. Load Factory or User presets, step through them with the arrow controls, and save or manage your own sounds directly in the plugin.

Load / Browse



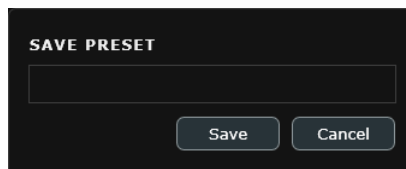
Click the preset name to open the menu. Factory and User presets are separated. Default restores the shipped settings; the arrows step through the combined list.

Rename



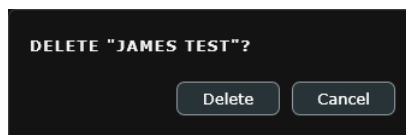
Rename changes the name of a User preset. Factory presets remain protected.

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.

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.

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**

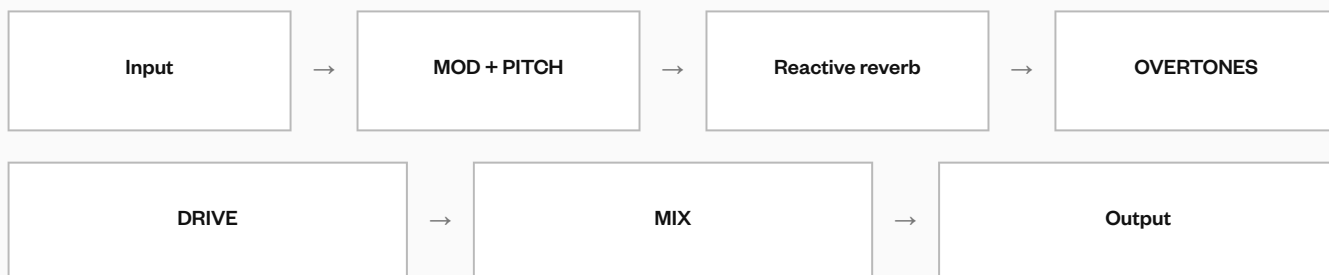
Current plugin information and licence management: **zero9.uk/plugins**

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



REACTIVITY controls how strongly the source influences the reverb.

DEPTH controls the available room-size and decay range.

Export Mode

Runs the reverb processing at 4x for higher-quality rendering.