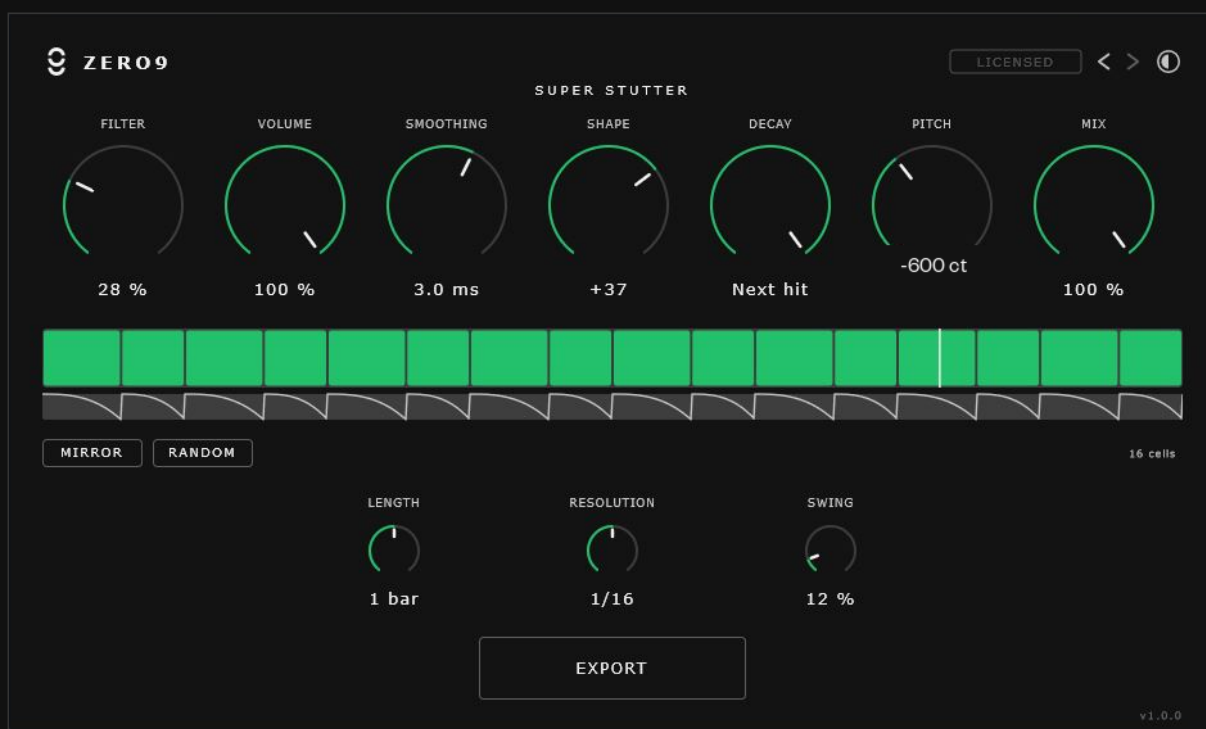


Super Stutter

A tempo-synchronised stutter and pattern processor with editable hits, ties, pitch, filtering and envelope shaping.



Draw the rhythm. Bend the repeats. Keep the edges clean.

VERSION 1

The grid is the instrument.

Super Stutter stores a dedicated pattern for each Resolution setting. Hits, ties and rests drive the tempo-locked stutter while pitch, filter and envelope controls reshape each repeat.

QUICK START

- 1

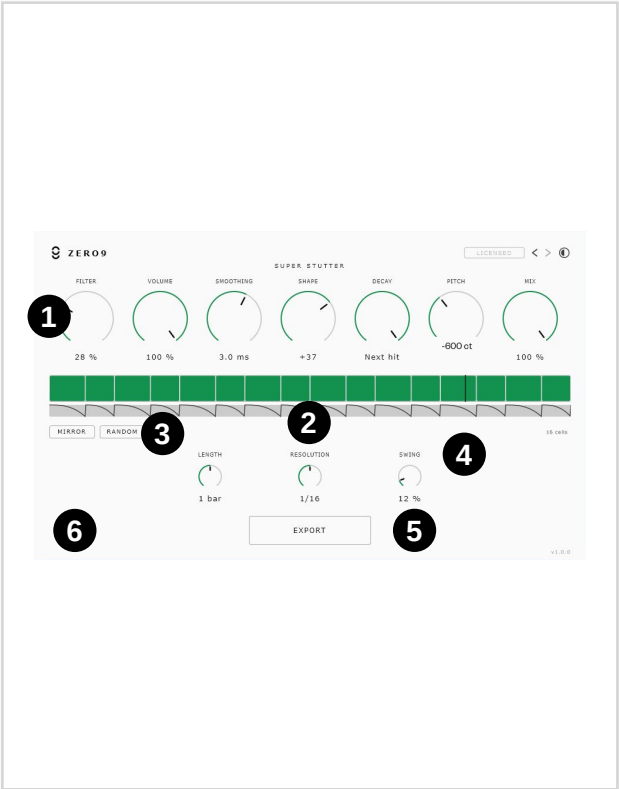
Draw a pattern
Click cells for hits; drag across cells to paint a run.
- 2

Choose timing
Set Length, Resolution and Swing.
- 3

Shape each hit
Use Decay, Shape, Smoothing and Volume.
- 4

Transform the audio
Add Filter and Pitch, then set MIX.

INTERFACE MAP



- 1

Main controls
Filter through Mix.
- 2

Pattern grid
Hits, ties and rests.
- 3

Utilities
Mirror / Random.
- 4

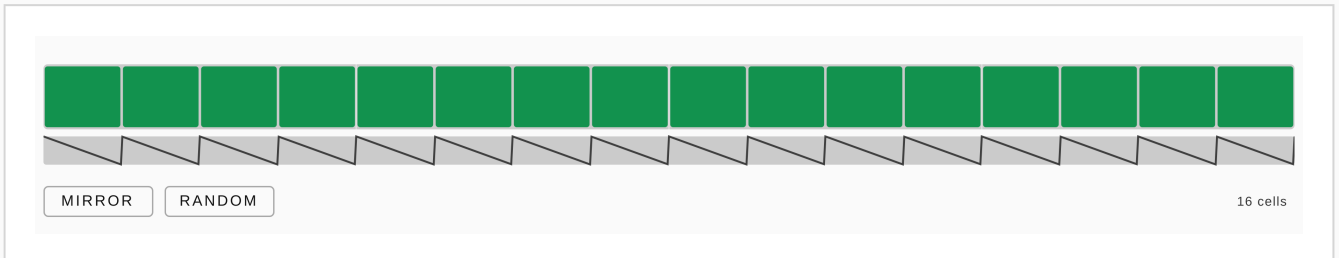
Timing
Length, Resolution, Swing.
- 5

Export
4x Export Mode.
- 6

Presets
Preset name, previous/next and menu.

Build notes, not just on/off steps.

Each grid cell can be a rest, a new hit, or a tie that extends the previous hit. This makes the pattern editor useful for both hard chops and longer joined notes.



The pattern grid, envelope lane and Mirror / Random tools.

CLICK / DRAG

Click a rest to create a hit. Drag across cells to paint or clear a run quickly.

FAST PATTERN ENTRY

JOIN / TIES

Joined cells behave as one longer note: the first cell starts it and tied cells continue it.

LONGER NOTES

MIRROR

Flips the musical pattern left to right while preserving joined-note lengths.

REVERSE THE RHYTHM

RANDOM

Creates a fresh hit pattern across the current grid.

NEW HIT MAP

Pattern memory

Each of the nine Resolution settings has its own stored pattern, so changing Resolution can recall a different rhythm rather than simply resizing one pattern.

Make the pattern sharp, soft, pitched or filtered.

The hit controls change the shape and character of each stutter without turning the grid into a complicated sequencer.

DECAY

At one end the envelope follows the current cell; at the other it stretches toward the next hit. Intermediate settings move between those behaviours.

CELL → NEXT HIT

VOLUME

Controls how deeply the signal ducks through each hit - it is not an output-level knob. Lower values make the pattern sustain more.

DUCK DEPTH

SHAPE

Linear at 0. Negative and positive values bend the decay curve in opposite directions.

-100 TO +100

FILTER

Adds progressively stronger moving low-pass shaping and resonance to each hit.

tone / movement

SMOOTHING

Displayed in milliseconds, approximately 0.05-50 ms. Higher values soften edges while keeping attacks responsive.

EDGE CONTROL

PITCH

Shifts each hit by ± 2400 cents (± 2 octaves). Dragging steps in 100-cent intervals by default. Ctrl-click (Windows) / Cmd-click (macOS) toggles the dial into FREE mode for smooth fine adjustment.

CENTS · STEPPED / FREE

Length, resolution and swing.

Length defines the pattern window. Resolution defines the cell size, and each Resolution recalls its own stored pattern.

1/1	1/2	1/4	1/8	1/16	1/32	1/4t	1/8t	1/16t
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LENGTH

1/4 bar, 1/2 bar, 1 bar, 2 bars or 4 bars. Longer patterns can wrap across two rows.

DEFAULT: 1 BAR

RESOLUTION

1/1, 1/2, 1/4, 1/8, 1/16, 1/32, 1/4t, 1/8t or 1/16t.

DEFAULT: 1/16

SWING

Offsets the step timing for a looser rhythmic feel while keeping the pattern anchored to host tempo.

0-100%

MIX

Blends the processed stutter against the dry source.

DEFAULT: 100% WET

Control reference.

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Filter	0-100%	0%	Moving low-pass character and resonance.
Volume	0-100%	100%	Hit duck-depth; lower values sustain more.
Smoothing	~0.05-50 ms	50% position	Softens hit transitions.
Shape	-100 to +100	Linear	Bends the hit-decay curve.
Decay	Cell → Next hit	Next hit	Sets how the hit envelope relates to the grid.
Pitch	-2400 to +2400 ct	Off	Per-hit pitch shift.
Mix	0-100%	100%	Dry/wet balance.
Length	1/4 to 4 bars	1 bar	Pattern window length.
Resolution	9 divisions	1/16	Cell subdivision; each value recalls its own pattern.
Swing	0-100%	0%	Timing swing.
Export Mode	On / Off	Off	Runs the processing path at 4x oversampling.
Dark Mode	On / Off	On	Interface theme only; not automatable.

Volume

VOLUME controls the amount of decay ducking - reducing it makes hits sustain rather than simply making the output quieter.

Pitch dial

Default drag uses 100-cent steps. Ctrl-click / Cmd-click toggles FREE mode; the octave marks dim while free and the mode is remembered with the session. Double-click resets to Off (0 ct). Typed values and wheel/arrow adjustments are unstepped; automation playback follows the recorded values exactly.

Export Mode and interface.

EXPORT MODE

4x

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

Latency / host behaviour

The plugin reports its processing latency to compatible hosts so timing remains aligned.

Window resizing

Super Stutter has a wide, resizable interface designed around the pattern grid. The minimum width adapts to the current grid size.

Dark Mode

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

Pattern-first workflow

Build the rhythm in the grid first, then use Filter, Volume, Smoothing, Shape, Decay and Pitch to give those hits character.

Preset system.

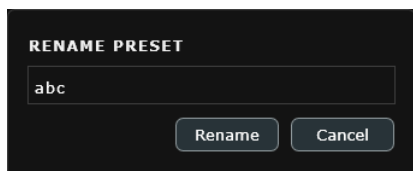
Every ZERO9 plugin includes the same built-in preset system. Load Factory or User presets, step through them with the arrow controls, and save or manage your own sounds directly in the plugin.

Load / Browse



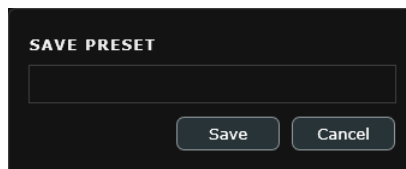
Click the preset name to open the menu. Factory and User presets are separated. Default restores the shipped settings; the arrows step through the combined list.

Rename



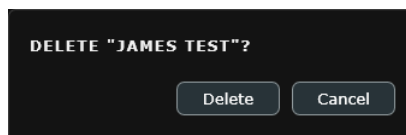
Rename changes the name of a User preset. Factory presets remain protected.

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's normal sound state. Window size, Dark Mode and PITCH stepped/free mode 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.

Super Stutter 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



Length, Resolution and Swing define the rhythm.

Volume controls hit duck-depth rather than overall output level.

Pattern state

Nine independent patterns are stored - one for each Resolution value.