GlitchShredder — User Manual

Plugin Version 1.0 — Developed by Diego Capoccitti

A zero-crossing chopper with probabilistic glitch, synchronized stutter, reverse, audio decimation and real-time visualization.

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1. Introduction

GlitchShredder is an audio effects processor that breaks down the input signal into fragments — called segments — and reassembles them in different order, backwards, at the wrong speed or randomly. The result is glitch, stutter, reverse and looping effects ranging from subtle rhythmic artifacts to complete deconstruction of the original sound.

The core engine is a stereo zero-crossing chopper: the signal is captured in a circular buffer of 16 segments per channel (L and R independent). Each segment starts and ends on a zero-crossing of the waveform, eliminating clicks and discontinuities. Playback can occur sequentially, in random order (Chaos), backwards (Reverse), at variable speed (Rate) or jumping in response to the project beat (Stutter Sync).

GlitchShredder v1.0 introduces five macro-sections: INPUT, CHOPPER, OUTPUT, DECIMATOR + MODULATION and STUTTER SYNC. Each section acts on a precise phase of the signal chain and can be used independently from the others.

The plugin supports VST3 and AU formats, processes stereo audio at any sample rate supported by the host, accepts MIDI input for freeze control and segment selection.

2. Installation and Activation

Installation

Run the installation package for your operating system and follow the on-screen instructions. The plugin will be installed in the standard folders:

- macOS: VST3 (.vst3) and AU (.component)
- Windows: VST3 (.vst3)

Activation

On first load of the plugin in your DAW, the license activation window will appear. Enter your 16-character license key received by email and click Activate. Internet connection is required only for this initial phase. Once activated, GlitchShredder works completely offline.

> **Warning:** If the license is not valid or has not been activated, the plugin will not produce any audio signal.

3. Quick Start

Produce your first glitch in less than 2 minutes.

Step 1 — Insert the plugin on an audio track

GlitchShredder is an audio effect — load it as an insert on a track with input signal (drum loop, vocals, synth, any source).

Step 2 — Load the Init preset

On opening, the plugin automatically loads the '00 - Init' preset, which sets all parameters to default values. The signal passes clean, with DryWet = 0.5.

Step 3 — Raise Glitch Prob

Bring the GLITCH PROB knob to 30-40%. You will start to hear the first random jumps between captured segments.

Step 4 — Add Chaos

Bring CHAOS to 40-50% to make the jumps even more unpredictable, drawing from any segment in the buffer instead of the last captured.

Step 5 — Try Stutter Sync

Enable SYNC ON and select 1/8 as subdivision. The plugin now jumps between segments exactly every 8th note, synchronized to the project BPM.

Step 6 — Explore Factory Presets

In the preset bar at the top of the interface, navigate through the 50 Factory presets using the < and > buttons. Each preset explores a different combination of parameters.

Tip: always start with DryWet at 0.5 and gradually increase towards 1.0 as you sculpt the sound. You can always hear the original signal as a reference.

4. Interface Overview

GlitchShredder presents all controls on a single panel (700×490 px) organized according to the signal flow, from input to output. Sections are visually distinguished by accent colors and tinted backgrounds.

The layout is organized in the following main areas, from top to bottom:

- Preset Bar (full-width at top): MENU, preset navigation (< >), current preset name, SAV / OVR / DEL / RST buttons.
- Waveform Viewer (full-width): dual-layer real-time oscilloscope. Gray layer = dry signal (pre-chopper). Colored layer = wet signal (post-chopper, colored by active slot). The opacity of each layer depends on the DryWet value.
- Row 1 — INPUT | CHOPPER | OUTPUT Sections: the main controls of the audio flow: input gain, glitch chopper parameters, dry/wet and output saturation.
- Row 2 — DECIMATOR + MODULATION | STUTTER SYNC Sections: bit/SR decimation, leveling, beat quantization, transient snap, and rhythmic stutter control.
- Row 3 — Behavior Controls: toggle buttons FREEZE, ZC-REV, 1-WIN with their special functions.

- Segment Grid (full-width at bottom): 2×8 matrix displaying the 16 segments per channel (top row = L/cyan, bottom row = R/orange). Shows active slot, capture slot and mini waveform for each slot.

5. Controls Reference

5.1 INPUT Section

The INPUT section controls the signal before it enters the chopper. It is identified by the amber color.

Input Gain

Parameter	Value
Type	Rotary knob
Range	−72 dB to +36 dB
Default	0 dB

Gain applied to the input signal before any processing. The ramp-up is smoothed (0.5 seconds) to avoid clicks during automation. Positive values amplify the signal before the chopper, potentially increasing the density of transitions detected by the internal detectors.

- Negative values: useful for attenuating very hot sources before processing.
- Positive values (+6 dB, +12 dB): increase effective gain for weak sources or to emphasize Drive behavior at the output.

  Warning: Very high Gain (+24/+36 dB) combined with high Drive can produce intense peaks — always monitor the output level.

DC Offset

Parameter	Value
Type	Rotary knob (visually larger, amber color)
Range	0.000 to 0.500
Default	0.000

Adds a DC offset to the signal before zero-crossing detection. This operation shifts the reference point used by the chopper to identify transitions, modifying the frequency and position of segment capture/read points.

DC Offset is not a direct timbral coloring effect — it acts on the internal zero-crossing mechanics:

- 0 (default): ZC detection on pure signal — standard behavior.
- 0.1–0.2: increases segment cut frequency for signals with little low-frequency content. Creates shorter segments.
- 0.3–0.5: unpredictable behavior on complex signals — great for experimental textures.

  Tip: moderate DC Offset values combined with Glitch Prob produce irregular rhythmic patterns that vary depending on the signal content.

5.2 CHOPPER Section — The Glitch Engine

The CHOPPER is the heart of GlitchShredder. It captures the input signal in a circular buffer of 16 segments per channel (L and R independent) and controls playback according to the set parameters. Each segment starts and ends on a zero-crossing of the waveform.

Rate

Parameter	Value
Type	Rotary knob
Range	0.0 to 10.0
Default	1.0

Playback speed of the active segment. The multiplicative value relative to the original capture speed:

- 1.0 (default): playback at original speed — faithful sound to input.
- < 1.0 (e.g. 0.5): slowdown — the segment lasts twice as long, pitch-down effect without time-stretching.
- > 1.0 (e.g. 2.0–4.0): speed-up — the segment ends sooner, jumps occur more frequently.
- 0.0: the playhead does not advance — the segment freezes on the current position.

Tip: Very high Rate (6.0–10.0) combined with Glitch Prob creates extremely dense micro-glitches, almost noise. Low Rate (0.1–0.3) with Freeze produces extremely slowed-down texture loops.

Chaos

Parameter	Value
Type	Rotary knob
Range	0.0 to 1.0
Default	0.0

Probability that the next segment jump picks a random slot instead of the last captured (sequential behavior):

- 0.0: always the most recent segment — almost linear playback, predictable looping effects.
- 0.3–0.5: mix of sequential and random — glitch that breathes.
- 1.0: completely random selection from all 16 occupied slots — maximum chaos, every jump is an unknown.

Tip: Chaos at 0 with high Glitch Prob produces rhythmic stutters on the most recent material. High Chaos with low Glitch Prob produces rare but completely unpredictable jumps — ideal for live performance.

Glitch Prob

Parameter	Value
Type	Rotary knob
Range	0.0 to 1.0
Default	0.0

Probability per sample of a spontaneous jump between different segments. The value is scaled internally: at 1.0 the probability is approximately 1/1000 per sample, corresponding to approximately 44 jumps per second at 44.1 kHz.

- 0.0: no spontaneous jumps — only natural jumps at the end of the segment or via Stutter Sync.
- 0.1–0.3: rare and surprising glitches — preserve signal readability.
- 0.5–0.7: frequent glitches — the signal is clearly processed.
- 0.9–1.0: almost continuous jumps — fragmented and unpredictable texture.

  Warning: An internal cooldown (512 samples) prevents two consecutive glitches too close together. It is not possible to have two jumps within ~11ms at 44.1kHz.

Reverse Prob

Parameter	Value
Type	Rotary knob
Range	0.0 to 1.0
Default	0.0

Probability that the next segment is played backwards. Each jump (natural, glitch or stutter) draws a direction:

- 0.0: all segments forward — no reverse.
- 0.5: 50% forward, 50% backwards — mix of forward and reverse.
- 1.0: always backwards — the buffer is read in reverse order on every segment.

  Tip: Reverse Prob at 0.3–0.4 combined with Chaos creates textures that seem to 'breathe' — forward and backward alternate unpredictably. Particularly effective on signals with perceptible attacks and releases.

5.3 OUTPUT Section — Dry/Wet and Drive

The OUTPUT section controls the balance between the original and processed signal and the final saturation of the wet signal.

Dry/Wet

Parameter	Value
Type	Rotary knob
Range	0.0 to 1.0
Default	0.5

Balances the dry signal (original, pre-chopper) with the wet signal (post-chopper + Drive). The mix is equal-power:

- 0.0: dry only — no audible effect.
- 0.5 (default): 50/50 equal-power balance.
- 1.0: wet only — maximum glitch effect.

The Waveform Viewer reflects DryWet by modifying the opacity of the two layers: dry becomes more invisible as wet increases and vice versa.

Tip: DryWet at 0.7–0.85 is often the ideal balance point — preserves enough of the original signal to maintain musical readability while making the glitch clearly audible.

Drive

Parameter	Value
Type	Rotary knob
Range	1.0 to 8.0
Default	1.0

Soft-clip saturation applied to the wet signal before mixing with the dry. The algorithm is tanh(x·drive)/tanh(drive) — transparent at Drive=1, progressive saturation at higher values:

- 1.0: transparent — no saturation.
- 2.0–3.0: light harmonics, warmer and more present sound.
- 4.0–6.0: evident saturation — more aggressive and dense glitches.
- 7.0–8.0: intense distortion — ideal for noise and industrial textures.

A soft limiter tanh (active at levels above ±0.8) protects the output from excessive peaks regardless of the Drive setting.

Tip: High Drive with high Glitch Prob or Chaos produces effects similar to a saturated bitcrusher — very different from the digital decimator. Try Drive=5 with Glitch Prob=0.6 and Chaos=0.5.

5.4 DECIMATOR + MODULATION Section

The DECIMATOR section manages the digital degradation of the signal and the three musical modulation parameters. It is identified by the purple color.

Bit Depth

Parameter	Value
Type	Rotary knob (integer values)
Range	1 to 24
Default	24

Reduces the bit depth of the wet signal after the chopper, applying uniform quantization. 24 bits = full bypass.

24 bit	Bypass — full quality (default)
16 bit	CD quality — no perceptible degradation
12 bit	Subtle lo-fi — audible granularity on transients
8 bit	8-bit retro — evident quantization artifacts
4 bit	4-bit harsh — heavily degraded texture
1 bit	1-bit — pure square wave, extreme noise

SR Reduction

Parameter	Value
Type	Rotary knob (integer values)
Range	1 to 64
Default	1

Reduces the effective sample rate by applying a zero-order hold (sample hold). SR Reduction = N means that every N samples the value is updated, producing the characteristic 'staircase' sound typical of old low-sample-rate digital systems.

- 1: bypass — full quality (default).
- 2–4: effective frequency halved/quartered — mild lo-fi.
- 8–16: ~5.5–2.75 kHz effective — strong aliasing and frequency reduction.
- 32–64: ~1.4–0.7 kHz effective — robotic/alien texture.

Tip: SR Reduction and Bit Depth act in cascade. Combine both for complete 8-bit/lo-fi sounds. SR Reduction alone is 'softer' (aliasing without quantization noise) compared to Bit Depth alone.

Leveler

Parameter	Value
Type	Rotary knob
Range	0.0 to 1.0
Default	0.0

Normalizes the RMS of each captured segment before playback, reducing sudden volume jumps between silent segments and loud segments. The internal RMS target is −12 dBFS, with gain limited between 0.1× and 5×. The transition is smoothed to avoid clicks.

- 0.0: bypass — segments are played with their original volume.
- 0.5: partial leveling — reduces the most extreme differences.
- 1.0: maximum leveling — all segments tend towards a similar volume.

Tip: the Leveler is particularly useful with very dynamic material (drums, vocals with strong variations) where glitch otherwise produces unpleasant volume jumps. Leave it at 0 for extreme effects where dynamics are part of the sound.

Quant

Parameter	Value
Type	Rotary knob
Range	0.0 to 1.0
Default	0.0

Quantizes the probabilistic jumps of Glitch Prob to the beat grid. When Quant > 0, the random jumps of Glitch Prob are only enabled in a 256-sample window around each tick of the subdivision (the same one used by Stutter Sync). Jumps outside this window are suppressed.

- 0.0: glitches happen at any time (standard behavior).
- 0.5: partially quantized glitches — some on time, some free.
- 1.0: completely on-beat glitches — random but musically in time.

Tip: Quant requires Stutter Sync to be configured correctly (BPM + subdivision) even if SYNC ON is not active — it uses the same internal clock. Combined with Glitch Prob=0.4 and Chaos=0.6 produces chaotic but rhythmically correct glitches.

Trans (Transient Snap)

Parameter	Value
Type	Rotary knob
Range	0.0 to 1.0
Default	0.0

Triggers a segment jump every time a transient is detected in the input signal. The detection uses two envelope followers (fast ~1ms, slow ~150ms): when the fast/slow ratio exceeds a threshold, the jump is triggered.

- 0.0: bypass — no transient detection.
- 0.3–0.5: medium sensitivity — responds to clear transients (kick, snare, piano attacks).
- 0.8–1.0: high sensitivity — responds even to weak and ambient transients.

The detection threshold scales with the Trans value: at Trans=0 it is 1.5 (very sensitive), at Trans=1 it is 4.5 (only strong hits). A cooldown of 80ms prevents re-triggering on the same transient. The L and R channels have independent detectors.

> *Tip: Trans is very powerful on percussive material. Every kick, every snare, every sharp attack causes a segment jump. Combined with Chaos=1.0 produces glitches that 'follow' the rhythm without being synchronized to the BPM.*

5.5 STUTTER SYNC Section

The STUTTER SYNC section synchronizes segment jumps to the project beat, transforming glitches into precise rhythmic events. It is identified by the blue color.

Sync On

Parameter	Value
Type	Toggle button
Default	Off

Activates or deactivates synchronized stutter. When active, the plugin sends a jump trigger to the chopper at each tick of the selected subdivision. The BPM is automatically read from the host (via AudioPlayHead); if the host does not provide the BPM (e.g. stopped playback), the manual BPM is used.

Subdivision

Parameter	Value
Type	Dropdown menu (9 choices)
Default	1/8

Selects the rhythmic subdivision of the stutter trigger:

Value	Description	Notes
1/4	Quarter note	Jump every beat
1/8	Eighth note	Default — 2 jumps per beat
1/16	Sixteenth note	4 jumps per beat
1/8T	Triplet eighth	Triplet feel

1/16T	Triplet sixteenth	Shuffle groove
1/32	Thirty-second note	Micro-stutter
1/64	Sixty-fourth note	Extreme stutter
1/8.	Dotted eighth	Slower feel
1/16.	Dotted sixteenth	Off-beat groove

BPM

Parameter	Value
Type	Numeric display (read-only when host BPM available)
Range	40 to 240 BPM
Default	120 BPM

Manual BPM used when the host does not provide tempo information (e.g. stopped playback, or plugin loaded in a host without playhead). When the host provides the BPM, this value is automatically ignored and the display shows the host BPM.

TAP Tempo

Parameter	Value
Type	Button
Default	—

Calculates the manual BPM from the interval between consecutive taps. Tap the button at least 2 times at a constant rhythm to set the BPM. TAP Tempo updates the BPM parameter and redraws the subdivision period. An interval greater than 3 seconds between two taps resets the calculation.

5.6 Behavior Controls

The three toggle buttons in the bottom row control special modes that modify the fundamental behavior of the chopper.

FREEZE

Parameter	Value
Type	Toggle button
Default	Off (inactive)

Freezes signal capture: the buffer of 16 segments stops updating with new material. Already captured segments continue to play normally according to all other parameters (Chaos, Glitch Prob, Stutter Sync, etc.). The input signal is no longer written to the buffer.

- Off (default): the buffer updates in real time — the chopper always captures new material.
- On: the buffer is locked — loops and glitches use only the material already captured at the time of activation.

FREEZE can be controlled via MIDI: any Note On on keys C3–D#4 (MIDI notes 48–63) toggles Freeze on/off.

Tip: to create a freeze on a specific moment, press FREEZE exactly on the beat you want to capture. Then use Chaos and Glitch Prob to create internal variations in the frozen material. The result is a glitched loop of that specific sonic instant.

ZC-REV (Zero-Crossing Reverse)

Parameter	Value
Type	Toggle button
Default	Off

Activates ping-pong zero-crossing mode: instead of jumping to the next segment at the end of each segment, the chopper reverses the read direction. The segment is read forward, then backwards, then forward, indefinitely — until another type of jump occurs (glitch, stutter).

- Off (default): the segment ends and jumps to the next.
- On: at the end of the segment the direction reverses — continuous ping-pong effect.

Tip: ZC-REV on a short segment with Rate=1.0 creates an effect similar to reverse-reverb — the segment seems to go back and forth without ever ending. Combined with Reverse Prob you get additional reversals on explicit jumps.

1-WIN (Single Window Mode)

Parameter	Value
Type	Toggle button
Default	Off

Reduces the buffer from 16 segments to 1 single segment. The chopper continuously captures into segment 0 and reads it back in immediate loop, replicating the behavior of the original GlitchShredder prototype.

- Off (default): 16 segments — maximum variability, the chopper can jump between material captured at different times.
- On: 1 single segment — direct looping of current material. Chaos and Glitch Prob have no effect (there is only one available slot). Rate and Reverse work normally.

Tip: 1-WIN with Rate < 1.0 creates a downward pitch-shift without altering duration (it is not a true pitch-shifter, but produces the illusion of slowing down). Freeze + 1-WIN creates a loop of a single audio fragment at any desired Rate.

5.7 MIDI

GlitchShredder accepts MIDI input. The DAW must route MIDI to the plugin for it to work (see your DAW documentation).

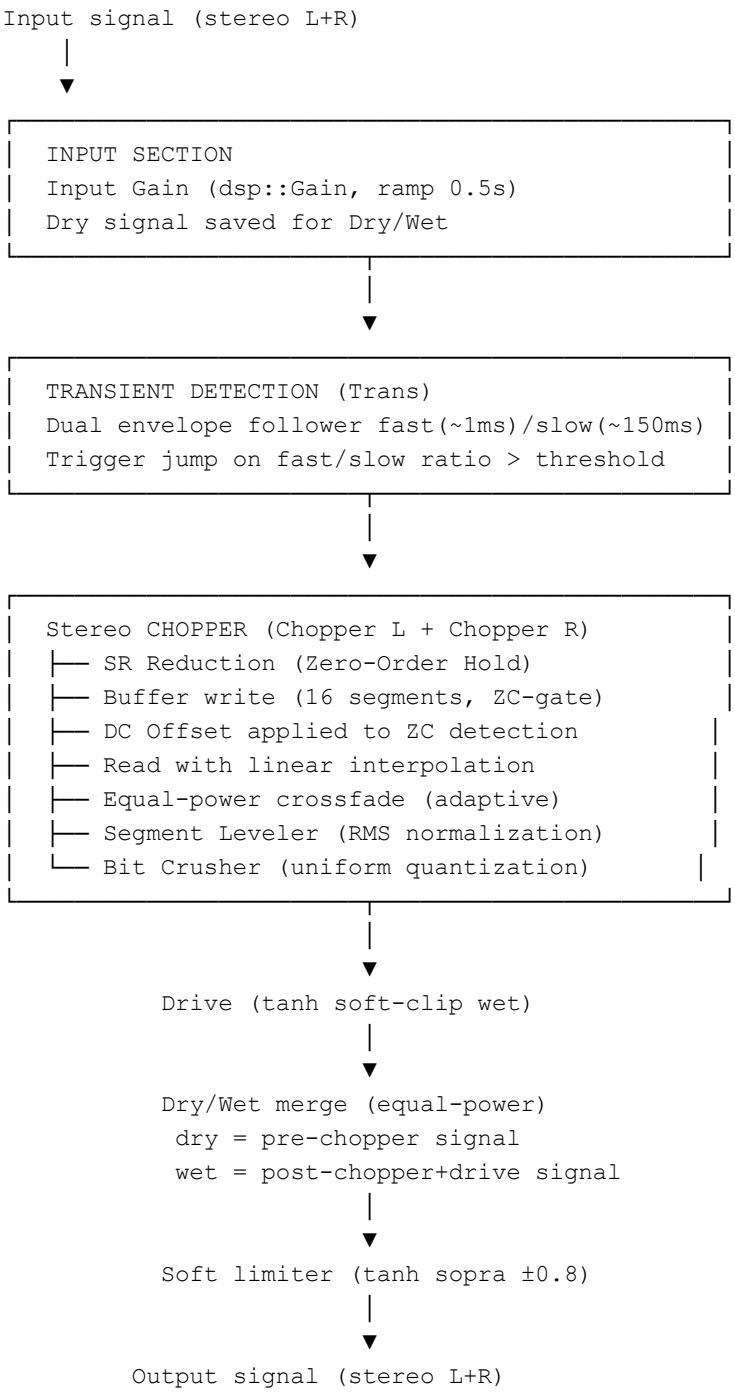
Implemented MIDI mapping:

MIDI Event	Note / CC	Effect
Note On	C3–D#4 (48–63)	Toggle FREEZE on/off
All other Note On	—	Ignored

Note: MIDI support is expandable in future versions. Currently only Freeze responds to Note On. All parameters are automatable via DAW automation.

6. Signal Chain

The following diagram shows the signal path from input to output:



Technical notes on the chain:

- L and R channels have independent Chopper instances. This produces a natural stereo width from diverging glitches: the two channels can be on different segments at any time.
- The dry signal is saved before gain and then remixed after processing — the dry is therefore the original pre-gain signal, not the complete pre-chain signal.
- The Waveform Viewer displays the WET signal (colored by slot) and the DRY signal (gray) in overlay, with opacity modulated by DryWet.

7. Automation and MIDI

GlitchShredder fully supports DAW automation and MIDI control.

DAW Automation

All parameters are automatable. You can draw automation curves for any control to create evolving performances over time. Particularly effective use cases:

- Glitch Prob automation: enter and exit glitch at the precise moment.
- DryWet automation: gradual fade-in of the effect over a bar.
- Chaos automation: increase randomness in a breakdown.
- Sync On automation: activate stutter only on the chorus.
- Rate automation: slow down or speed up buffer reading over time.

MIDI Learn

GlitchShredder supports standard MIDI Learn from your DAW. Consult your DAW documentation for specific instructions. All knobs and buttons can be mapped to physical controllers.

Latency

GlitchShredder introduces zero latency in the signal chain. The plugin does not use look-ahead and processes the signal in real time. No latency compensation is needed in the DAW.

8. Preset Management

GlitchShredder presets are XML files with the .shd extension, saved in:

~/Library/Audio/Presets/34Audiovisuals/GlitchShredder/

Presets are organized in subfolders. The Factory folder contains the 50 factory presets. The User folder contains presets saved by the user.

Preset Bar

The preset bar is always visible at the top of the interface:

Button	Function
MENU	Opens menu with additional options and About
<	Previous preset (wrap-around)
>	Next preset (wrap-around)
Preset name	Dropdown menu — select any preset by name
SAV	Save a new preset with name in the User folder
OVR	Overwrite the current preset with current values
DEL	Delete the current preset (User folder only)
RST	Reset all parameters to default values (Init)

An asterisk (*) in the preset name indicates that the current parameters differ from the saved preset ('dirty' state). Dirty tracking is preserved even after closing and reopening the plugin.

9. Sound Recipes

Recipe 1 — Rhythmic Stutter on Drum Loop

Beat-synchronized stutter — the drum loop is broken into sixteenths.

Parameter	Value
Input Gain	0 dB
DryWet	0.85
Drive	1.0
Rate	1.0
Chaos	0.2
Glitch Prob	0.0
Reverse Prob	0.0
Sync On	ON
Subdivision	1/16
Bit Depth	24 (bypass)
SR Reduction	1 (bypass)

Jumps happen every exact sixteenth. Bring Chaos to 0.5 to make jumps unpredictable while staying in time.

Recipe 2 — Chaotic Glitch on Vocals

Random fragmentation of vocals — every repetition is different.

Parameter	Value
Input Gain	0 dB
DryWet	0.75
Drive	2.5
Rate	1.5
Chaos	0.8
Glitch Prob	0.5
Reverse Prob	0.3
ZC-REV	OFF
Sync On	OFF
Bit Depth	24 (bypass)
SR Reduction	1 (bypass)

The vocal signal is continuously fragmented. Chaos=0.8 ensures that each fragment comes from a different moment of the vocals.

Recipe 3 — 8-bit Lo-Fi on Synth

Retro digital degradation — 8-bit texture with subtle glitch.

Parameter	Value
Input Gain	0 dB
DryWet	0.80
Drive	1.5
Rate	1.0
Chaos	0.1
Glitch Prob	0.15
Bit Depth	8
SR Reduction	4
Leveler	0.0
Quant	0.0
Trans	0.0

Bit Depth=8 and SR Reduction=4 combined reproduce the texture of a vintage '80s sampler. The light Glitch adds variation without distorting the material too much.

Recipe 4 — Freeze Glitch on Pad

Freeze a pad moment and fragment it into chaos.

Parameter	Value
Input Gain	0 dB
DryWet	1.0
Drive	1.0
Rate	1.0
Chaos	0.7
Glitch Prob	0.4
Reverse Prob	0.5
FREEZE	ON — activated on the desired beat

ZC-REV	ON
Bit Depth	24
SR Reduction	1

Press FREEZE at the moment you want to capture the pad. The frozen material is fragmented, reversed and recombined in an ever-changing way. Perfect for ambient intro/outro.

Recipe 5 — Transient Slicer on Drums

Every drum hit triggers a jump — the result follows the groove.

Parameter	Value
Input Gain	0 dB
DryWet	0.90
Drive	2.0
Rate	1.0
Chaos	0.5
Glitch Prob	0.0
Trans	0.6
Quant	0.0
Sync On	OFF
Bit Depth	24
SR Reduction	1

With Trans=0.6, every kick and snare triggers a segment jump. The glitch 'follows' the drums without being quantized to the BPM. Raise Chaos to make every hit a jump towards a different segment.

Recipe 6 — Reverse Ping-Pong on Guitar

The guitar goes back and forth in continuous loop.

Parameter	Value
Input Gain	0 dB
DryWet	0.70
Drive	1.5
Rate	1.0
Chaos	0.0
Glitch Prob	0.0
Reverse Prob	0.0
ZC-REV	ON
Leveler	0.6
Bit Depth	24
SR Reduction	1

ZC-REV=ON with Chaos=0 creates a ping-pong loop on the current segment. Leveler at 0.6 balances the volume between segments of different intensity. Try Rate=0.7 for a slowed-down tape-reverse effect.

Recipe 7 — Obliterate

Maximum destruction — all destructive parameters at maximum.

Parameter	Value
Input Gain	0 dB
DryWet	1.0
Drive	5.0
Rate	3.0
Chaos	1.0
Glitch Prob	1.0
Reverse Prob	0.7
ZC-REV	ON
Trans	0.5
Quant	0.3
Bit Depth	6
SR Reduction	4

Warning: listen at moderate volume. The original signal is unrecognizable. Ideal for noise/industrial track intros, transitions, or as texture on a more stable sound layer.

10. Troubleshooting — Unexpected Silence

GlitchShredder can appear silent in some parameter combinations. Here are the most common causes and their solutions:

1. Plugin not activated. Without a valid license the plugin produces silence. Verify that the license has been entered correctly and that the activation was successful.

2. DryWet = 0.0. With Dry/Wet at zero no effect is heard. Bring DryWet to at least 0.3 to hear the processed signal.

3. Freeze active without captured material. If FREEZE is activated before the plugin has captured any signal (e.g. at startup on a silent track), the buffer is empty and nothing is heard. Deactivate Freeze, send audio signal, then reactivate Freeze.

4. Rate = 0. With Rate at zero the playhead does not advance — the segment is frozen on a single sample. Bring Rate to at least 0.1.

5. Very low Input Gain + Drive=1. A very low input signal combined with Drive=1 (no saturation) can produce an almost inaudible output. Increase Input Gain or bring the signal to an adequate level.

6. Silence detection active. The chopper includes an internal silence detector: if the input signal is below 1e-6 for more than 2000 consecutive samples (~45ms at 44.1kHz), the chopper outputs silence to prevent noise loops. Check that the audio source is actually active.

7. Extreme SR Reduction. SR Reduction=64 reduces the effective frequency to ~689 Hz at 44.1kHz — the signal can appear silent on speakers if it predominantly contains high frequencies. Reduce SR Reduction.

8. Host does not provide MIDI and Sync On is active with BPM=0. If Sync On is active but the playhead does not provide a valid BPM and the manual BPM is at 0 (impossible to set but verifiable), stutter triggers are not generated. Use TAP to set a valid manual BPM.

11. Support

For technical support, license questions, bug reports or additional information, visit:

www.diegocapoccitti.it

When reporting a bug, always include: DAW name and version, operating system, plugin format (VST3 / AU), and a description of the input signal and parameters set.