

MULTIBAND DYNAMICS

PUSHFORGE

Push It.

USER MANUAL / VERSION 1.0.0



NAVIGATION

FIND YOUR WAY

Start with the quick-start chapter, then use the reference sections as you work. Click a contents entry to jump to it.

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01 / MULTIBAND DYNAMICS

START WITH THE SOUND

**TWO STAGES. ONE PUSH.**

PushForge drives two fixed multiband compressors from one central gain dial. Use it on drums, bass, a group or a full mix, then judge the result in context.

QUICK START

In your digital audio workstation (DAW), insert PushForge after an instrument or on an audio track. New instances start with PUSH fully left at amount 0, Input and Drive at 0 dB, and Clip on. Raise PUSH gradually and use Bypass to compare at similar perceived loudness.

INPUT LEVEL GUIDE

The three LEDs beside Input show sample peaks after Input trim, before PUSH. White means below -6 dBFS; green is the -6 to 0 dBFS target range, including 0 dBFS; red means above 0 dBFS. Set Input first, then raise PUSH to taste.

LEVEL FIRST

Use Input for attenuation or extra pre-compressor gain. The LEDs hold peaks briefly so drum hits are readable and dim during silence or stopped playback. Red means above the input target, not necessarily clipping. Use Drive / Output for the level after compression; there is no automatic loudness matching.

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FORMATS AND REQUIREMENTS



YOUR COMPUTER AND DAW

PushForge is an audio effect for a compatible 64-bit Digital Audio Workstation (DAW). Choose the installer and plugin format for your operating system. VST3 is the format for macOS and Windows; Audio Unit is available on macOS only.

MACOS

The Mac installer contains universal Intel and Apple Silicon VST3 and Audio Unit plugins for macOS 11 or later. Your DAW must also support your operating system and processor architecture.

WINDOWS

The Windows edition uses 64-bit VST3. Check the download's system requirements for supported Windows versions and processor architecture. Audio Unit is not available on Windows.

AUDIO AND CONTENT

PushForge supports matching mono or stereo input and output. No MIDI, external sidechain or separate sample library is required. Compressor settings and filter resources are included in the plugin.

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INSTALL AND OPEN

BEFORE INSTALLATION

Close all DAWs and audio applications. Save a copy of important projects and DAW presets before updating. Use the installer for your operating system; keep one installed copy of each plugin format.

MACOS INSTALLATION

Open the supplied PKG installer in Finder. Select VST3, Audio Unit or both. The installer places PushForge.vst3 in /Library/Audio/Plug-Ins/VST3/ and PushForge.component in /Library/Audio/Plug-Ins/Components/. The manual and notices are installed in /Library/Application Support/ERB N DUB/PushForge/.

WINDOWS INSTALLATION

Open the Windows installer in File Explorer and follow its instructions. The standard VST3 location is C:\Program Files\Common Files\VST3. Use the installer's documentation for any additional choices. Keep the complete VST3 bundle intact.

PREVIOUSLY COPIED PLUGINS

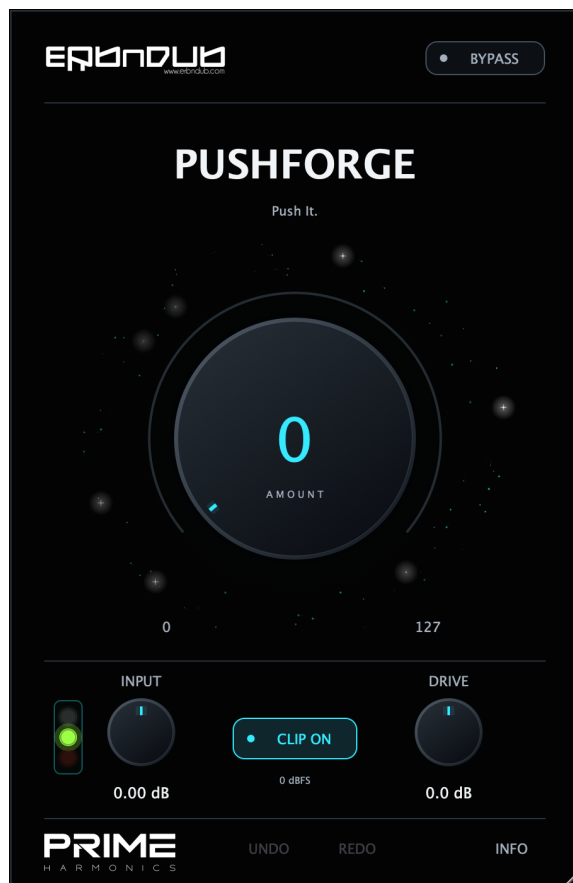
If you manually installed an older copy, preserve it outside your DAW's plugin scan folders before updating. On macOS, also check ~/Library/Audio/Plug-Ins/ for per-user copies. The installer does not remove your manually installed copies or user content.

FIND PUSHFORGE

Reopen your DAW and rescan plugins if required. Insert PushForge on an audio track or after an instrument. Open INFO to confirm version 1.0.0 and the running format. If operating-system security blocks the installer or plugin, contact support with the exact message; do not weaken security settings.

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ONE DIAL, PRECISE CONTROL



PUSH starts fully left at amount 0. The green input LED shows signal peaks in the target range.

PUSH / 0 TO 127

Drag the centre or accent ring vertically. Right-click, or focus the dial and press Return, to type a whole-number amount from 0 to 127. Double-click resets to 0. Amount 0 adds no gain; 127 adds +24 dB before the fixed compressors. The curve gives finer gain changes near zero. Both compressors keep their fixed settings.

INPUT / -24 TO +24 DB

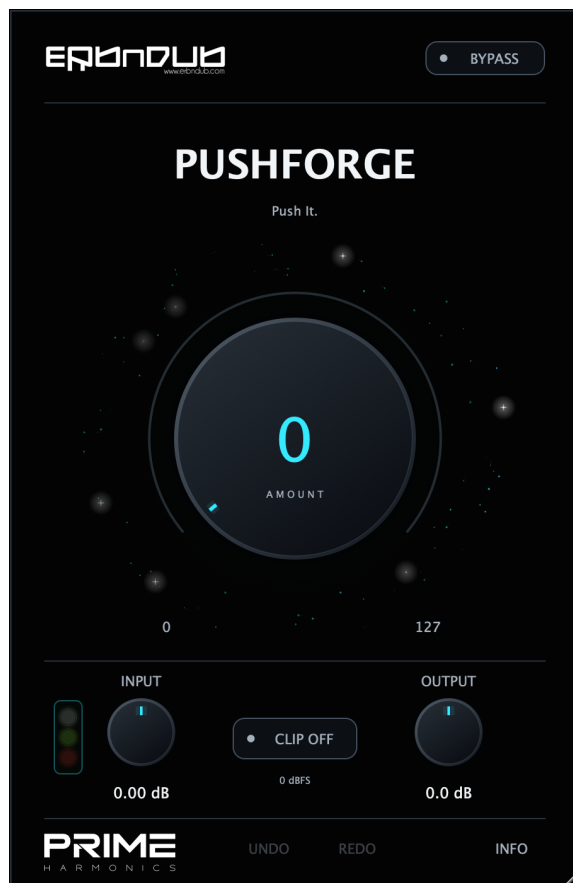
Input adds to the gain set by PUSH before compression. Use negative Input values to reduce drive. Typed Input values retain extra precision; its dB readout is rounded. The guide measures the louder channel after this trim; PUSH and Drive / Output do not change its reading.

DRIVE / OUTPUT / -24 TO +24 DB

This is one gain control after both compressors and before Clip. With Clip on it reads DRIVE; with it off it reads OUTPUT. Switching Clip keeps its gain value. Gain changes ramp over 20 ms.

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CLIPPING AND COMPARISON



With Clip off, the final gain control reads Output.

CLIP

The final symmetric hard clipper caps sample peaks at 0 dBFS (+1 / -1) and switches with a 5 ms blend. It is on initially and its saved setting is recalled. This stage has no oversampling or true-peak ceiling; intersample peaks remain possible.

BYPASS

Bypasses the entire effect, including Input, Output and Clip, with a 5 ms fade. BYPASSED is amber. The engine keeps running while bypassed.

MAKE A FAIR COMPARISON

Match perceived loudness before deciding whether the change helps. PUSH zero still passes through both compressors. Listen to transients, low-end weight and stereo balance in the complete mix.

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PRESETS, PROJECTS AND TRANSFER

SAVE THROUGH YOUR DAW

Use your DAW's plugin-preset or project commands to save PUSH, Input, Drive / Output, Clip, Bypass and window size. PushForge has no separate preset browser, Save or Load buttons, or plugin-managed preset files. There is no factory preset bank in this edition.

LOCATIONS ON MACOS AND WINDOWS

Preset storage is managed by your DAW on both platforms. Use its preset browser or file-management command to locate and back up those files in Finder on macOS or File Explorer on Windows. PushForge does not create its own user preset folder or provide Show Presets Folder.

IMPORT, EXPORT AND BACKUP

Use your DAW's supported preset import, export, rename and delete functions. Back up its preset files and projects separately. Updating or removing PushForge does not intentionally delete these files. Check your DAW's documentation before moving them.

TRANSFER BETWEEN COMPUTERS

Transfer projects or presets using a format supported by the receiving DAW. For Mac-to-Windows transfer, use VST3 on both systems where your DAW supports compatible project or preset transfer. Audio Unit presets and projects are not automatically interchangeable with VST3. Retain the original files.

SAMPLES AND MIGRATION

PushForge presets contain settings, not samples or sample-library references. There is no separate PushForge preset migration. If a DAW requests missing audio when opening a project, restore that project's audio through the DAW.

RECALL

Reopening a project restores the exact saved gain and control values. The PUSH display shows the nearest whole amount without changing the saved gain until you edit the dial. Keep a project copy when updating software.

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AUTOMATION AND WINDOW

FIVE CONTROLS

Automate PUSH, Input, Output, Clipper and Effect Bypass through your DAW. PUSH displays an amount from 0 to 127, adding up to +24 dB. Use Input for attenuation. Incoming automation remains smooth and does not create plugin Undo steps.

RESIZE

Drag the lower-right corner. The readable range is 400 x 617 to 681 x 1050 logical points; normal is 454 x 700. Maximum size fits the current work area. Size is remembered per instance and in saved state. The DAW owns outer-window positioning.

TYPING AND FOCUS

Right-click a gain dial, or focus it and press Return, to enter a value. Confirm the value or press Escape to cancel. Keyboard shortcuts are handled by the plugin only when it has focus; DAWs may reserve some keys.

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UNDO AND REDO

ONE HISTORY FOR THE FIVE CONTROLS

UNDO and REDO in the footer cover PUSH, Input, Drive / Output, Clip and Bypass together. Each instance retains up to 64 completed edits. Unavailable actions are dimmed. With tooltips enabled, hover to see the control that will be restored.

A MEANINGFUL STEP

One drag, committed typed value or double-click reset is one step. A continuous wheel movement is grouped until you pause for about half a second. Cancelled text entry and unchanged values add no step. There is no Randomise, preset browser or structural editing in PushForge.

EXACT RESULTS

Undo restores the recorded previous values; Redo restores the recorded result. Only the controls changed by that operation are restored. A new completed edit after Undo clears the redo branch. At 64 edits, the oldest edit is discarded.

KEYBOARD

When the plugin owns keyboard focus, use Command-Z on macOS or Ctrl-Z on Windows to undo; add Shift to redo. While typing a value, these keys belong to the text editor. Other keyboard commands remain available to your DAW; host shortcut handling can vary.

INSTANCES AND SAVED PROJECTS

Closing and reopening this editor retains history while the instance lives. A project or host-preset restoration starts a clean history; history itself is not saved. Incoming DAW automation does not create entries. Undo can restore an automated control, but continuing host automation can then change it again.

WHAT STAYS OUTSIDE HISTORY

Window size, Info navigation, Show tooltips, playback and licensing are excluded. History stores only small parameter records; it does not copy audio assets.

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INFO AND TOOLTIPS

OPEN INFO

The information panel shows PushForge, its version and running format, with ERB N DUB and Prime Harmonics branding. Sound controls are blocked while it is open. Close with the top-right X or Escape. At smaller sizes, scroll inside the panel to reach the lower actions.

USER MANUAL

USER MANUAL opens this PDF in your computer's default PDF reader and works offline. The manual is supplied with the plugin. On macOS, it is also installed in /Library/Application Support/ERB N DUB/PushForge/. Keep complete plugin bundles together. If the manual is missing, reinstall the matching package.

WEBSITE, SUPPORT AND COPY VERSION INFO

The website and SUPPORT buttons open the official ERB N DUB pages when clicked. COPY VERSION INFO copies the product, version and running format for a support request.

TOOLTIPS OFF BY DEFAULT

Open INFO and enable Show tooltips for descriptive hints. Hints appear after approximately one second. Switching them off dismisses them immediately. Numerical values and units remain visible with tooltips off.

REMEMBERED PREFERENCE

PushForge remembers the tooltip preference across instances and sessions on your computer. Open instances synchronize within about one second. This application preference does not change sound, DAW presets, projects or musical Undo/Redo.

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SIGNAL FLOW AND TIMING

SIGNAL PATH

Input trim > PUSH gain > fixed multiband compressor 1 > fixed multiband compressor 2 > Output / Drive gain > optional hard clipper. Mono or stereo in/out. No MIDI, external sidechain, separate rack or sample library is needed during use.

FIXED MULTIBAND PROCESSING

Both compressor stages use fixed crossovers, gain curves and timing. PUSH changes the level entering them, and the stereo detector links the channels within each band. There are no independent band controls or dry/wet dial.

TIMING AND PROCESSING LOAD

PushForge reports zero processing latency and a 0.5-second tail to your DAW. Gain changes are smoothed. If audio breaks up, increase the DAW buffer size or reduce the number of active instances, particularly at high sample rates.

UPDATES AND REMOVAL

UPDATE SAFELY

Close your DAWs, keep backups of projects and presets, then run the newer installer for your operating system. Reopen or rescan your DAW and confirm the version in INFO. Save and reopen a copy of an important project before replacing its original.

MACOS REMOVAL

Close your DAWs. In Finder, remove only PushForge.vst3 from /Library/Audio/Plug-Ins/VST3/ and PushForge.component from /Library/Audio/Plug-Ins/Components/. The documentation folder is /Library/Application Support/ERB N DUB/PushForge/. Leave your DAW presets, projects, audio and personal preferences intact.

WINDOWS REMOVAL

Close your DAWs. Use the product's uninstaller when supplied, or remove only the PushForge VST3 bundle from C:\Program Files\Common Files\VST3. Preserve DAW presets, projects, audio and personal preferences. Follow the Windows installer's documentation for additional installed files.

REINSTALLING

Reinstall the matching package to restore missing plugin resources or the manual. Reinstalling the plugin does not require deleting your DAW presets or projects. Restore any manually preserved older version only after removing the newer copy from scan locations.

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TROUBLESHOOTING

PLUGIN NOT APPEARING

Confirm the installer matches macOS or Windows, the DAW is 64-bit and supports the installed format and processor architecture, then restart or rescan. Audio Unit is macOS-only. Remove duplicate plugin copies from scan paths after preserving a backup.

PRESET OR PROJECT NOT LOADING

Use the DAW's preset and project tools. Check that the expected PushForge format is installed; VST3 and Audio Unit are not interchangeable in every DAW. Retain the original preset or project and reproduce the issue in an empty project. PushForge has no separate preset-folder command.

MISSING AUDIO

Check track routing, Bypass and the Input and Output levels. PushForge does not load external samples; missing audio or libraries belong to the DAW project or another instrument. Restore those files through the owning application.

HIGH LEVELS OR UNEXPECTED TONE

The green input guide marks -6 to 0 dBFS after Input trim. Reduce Input or PUSH for less compression, or Drive / Output for a lower final level. Check Clip and compare at similar perceived loudness. Use matching mono or stereo input and output.

DROPOUTS OR HIGH CPU

Increase your DAW's buffer size, reduce active instances or sample rate, and close unnecessary applications. Confirm whether the problem occurs in an empty project. Very small buffers at high sample rates demand more from your computer.

MANUAL OR INTERFACE ISSUE

Use INFO to confirm the version. Reinstall missing resources without deleting your presets. If the interface does not fit, reduce its size and reopen it. Report the display scaling, operating system and DAW versions to support.

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ABOUT AND SUPPORT

CREATED BY ERB N DUB

Peter Chapman / ERB N DUB brings his experience as a producer, drummer, DJ and mixing and mastering engineer to these tools. Prime Harmonics is the product-range mark.

WEBSITE

<https://www.erbdub.com>

SUPPORT

<https://erbdub.com/contact/>

INCLUDE THE ESSENTIALS

Send the product name and version; macOS or Windows and its version; computer model and processor architecture; DAW and version; VST3 or Audio Unit; sample rate and buffer size. Include steps to reproduce the problem and whether it occurs in an empty project.

USEFUL EVIDENCE

Include the relevant DAW preset or a small project, a screenshot or screen recording, and a crash report or DAW log where available. If the project references external audio, describe its location without sending unrelated personal files. Never send passwords, full licence secrets or payment details.

THIRD-PARTY NOTICES

Required JUCE and font licence acknowledgements accompany the software in ThirdParty. On macOS, these notices are also installed with the product documentation. ERB N DUB and Prime Harmonics logos use the supplied brand assets.