ERB N DUB
www.erbndub.com

PRIME HARMONICS

SATURATION & DYNAMICS

PHATFORGE

Weight, density and character in one dial.

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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START WITH THE SOUND

PhatForge is built around a process Erb N Dub developed in his own productions. It combines calibrated saturation, multiband dynamics and phase and ambience processing behind one Amount dial. Use it on drums, bass, synths or a group, then judge the result in the complete mix.

QUICK START

In your digital audio workstation (DAW), insert PhatForge after an instrument or on an audio track. New instances start at Amount 30, Input and Drive 0.0 dB, with Clip on. Raise Amount gradually and compare using Bypass at similar perceived loudness. Amount zero is still active processing, not dry.

LEVEL FIRST

Use Input to change how the processing is driven, and the final Drive / Output control to balance it. There is no automatic loudness matching. Begin at a comfortable monitoring level. The input lights show the level after Input trim, before the FAT chain: white below -6 dBFS, green from -6 to 0 dBFS, red above 0 dBFS. All lights dim during silence. Red is an input-level warning, not proof of clipping or a required operating limit.

Installing or activating for the first time? See Install and Open, then Activate and Move Your Licence.

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ONE DIAL, PRECISE CONTROL



Amount controls the combined processing. Clip changes the final gain label.

AMOUNT / 0-127

Drag the centre or green ring vertically. Right-click the dial, or focus it and press Return, to type an exact value. Double-click resets to 30. High values can increase density and level substantially; this is not a wet/dry control.

INPUT / -24 TO +24 DB

Sets the level before the processing chain. Drag, edit the numerical value or double-click to reset to 0.0 dB. The adjacent lights hold peaks for about 350 ms and dim after playback stops. Amount, Output and Clip do not affect this reading.

DRIVE / OUTPUT / -24 TO +24 DB

This is one gain control, after processing and before Clip. With Clip on it reads DRIVE; with it off it reads OUTPUT. Switching Clip keeps the same gain value. Changes ramp over 20 ms. The host automation name remains Output.

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CLIPPING AND COMPARISON



With Clip off, the final level control reads Output.

CLIP

The final symmetric hard clipper caps sample peaks at 0 dBFS and switches with a 5 ms blend. It is on initially. This stage is not oversampled and is not a true-peak limiter; intersample peaks remain possible.

BYPASS

Bypasses the entire effect, including Input, Output and Clip, with a 5 ms fade. BYPASSED is amber. The dry path retains processing delay. The engine keeps running; bypass does not suspend its CPU use.

MAKE A FAIR COMPARISON

Match perceived loudness before deciding whether the change helps. Amount zero still passes through processing. Use Bypass for the original signal, and check transients and low-end weight in context.

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PRESETS AND PORTABLE PROJECTS

YOUR DAW MANAGES PRESETS

PhatForge stores Amount, Input, Drive / Output, Clip, Bypass and the editor size through your DAW. Use your DAW's Save Preset or plugin-settings command to save reusable settings, and its Load command to recall them. Command names vary between hosts. PhatForge has no separate factory bank, preset browser or preset-file menu.

STORAGE, NAMES AND BACKUPS

Preset folders, filename validation, import, export, renaming and deletion are managed by your DAW on both macOS and Windows. Consult its preset manager to find or open that folder in Finder on macOS or File Explorer on Windows. PhatForge does not create an ERB N DUB user-preset folder and has no Show Presets Folder action. Back up your DAW projects and any host preset files you create.

TRANSFER BETWEEN COMPUTERS

Transfer the project and host presets using your DAW's supported method. Use the same plugin format on both computers; VST3 is available on macOS and Windows. Audio Unit sessions cannot be assumed to convert to VST3 automatically. Cross-platform project and preset compatibility also depends on the host. PhatForge presets contain settings only and require no sample library.

EARLIER SETTINGS

Historical parameter names and plugin identities are retained. Earlier valid states are read directly; no separate preset-folder migration is required. Older states without newer controls receive compatibility defaults, including Clip off. Save a project copy before updating so the original session remains available.

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AUTOMATION AND WINDOW SIZE

AUTOMATION NAMES

Automate FAT for Amount. The other host parameter names are Input, Output, Clipper and Effect Bypass. Output controls the same final gain whether the interface reads DRIVE or OUTPUT. These names are retained for existing sessions.

SAVE AND REOPEN

Save your project in your DAW to preserve all five controls and the editor size. Reopen a copy after updating or transferring to another computer and confirm the sound, automation and settings before replacing the original. Host-preset or project recall starts a clean plugin Undo history.

RESIZE THE EDITOR

Drag the lower-right corner. The supported range is 400 x 617 to 681 x 1050 logical points; the normal size is 454 x 700. The maximum fits the available work area. Size is remembered for each instance and in saved state. Your DAW controls the outer window position.

KEYBOARD AND NUMERICAL VALUES

Click or focus a control before editing it. Use Return to commit a typed value and Escape to cancel. The Amount dial also accepts right-click numeric entry. Numerical values remain visible when tooltips are off. On macOS and Windows, the DAW may handle some keyboard commands before the plugin.

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UNDO AND REDO

ONE HISTORY FOR THE FIVE CONTROLS

UNDO and REDO in the footer cover Amount, 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 PhatForge.

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. Use Shift-Command-Z on macOS or Shift-Ctrl-Z on Windows to redo. While typing a value, these shortcuts 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, meters and playback are excluded. Undo history is independent for each plugin instance.

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TIMING AND AUDIO

AUDIO ROUTING

Mono in/out or stereo in/out. No MIDI input or external sidechain is required. Stereo texture is fixed internally. No separate rack, instrument, internet connection or sample library is required during use.

REPORTED DELAY

At 48 kHz, processing delay is 288 samples (6 ms). At other rates it is 3 x round(64 x sampleRate / 48000) + 96 samples. Enable the host's delay compensation. Tail metadata is 2.1 seconds.

PROCESSING LOAD

CPU use depends on rate, buffer and machine. If you hear dropouts, increase the buffer and compare with fewer active instances. Very small buffers at high rates can produce processing spikes.

EARLIER 44.1 KHZ SESSIONS

Version 0.3.1 corrected unintended treble loss at 44.1 kHz in earlier versions. Sessions saved before 0.3.1 retain their control values but can sound brighter. Version 1.0.0 preserves the processing and new-instance defaults of 0.3.3. Keep the original project and plugin available when revisiting earlier work.

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TROUBLESHOOTING

THE PLUGIN IS NOT LISTED

Confirm the installed operating-system edition and format. Enable VST3 in a compatible macOS or Windows host, or Audio Unit in a compatible macOS host, then restart or rescan. Check that the DAW architecture matches the installed plugin. Look for PhatForge under ERB N DUB and remove duplicate active copies only after preserving backups.

A PRESET OR PROJECT RECALLS DIFFERENTLY

Confirm the installed version in INFO and the format used in the original project. Use your DAW's supported preset format. Compare Amount, Input, Drive / Output, Clip and Bypass, then check host automation. Audio Unit and VST3 presets are not automatically interchangeable. Keep a copy of the original project and preset.

NO SOUND, EXCESSIVE LEVEL OR DROPOUTS

Check track routing, mute/solo, the five controls and mono/stereo configuration. Compare Bypass at a comfortable monitoring level. Raise the DAW buffer size, reduce active instances and try an empty project. Amount zero is not dry; Clip limits sample peaks but is not a true-peak limiter.

MISSING FILES OR MANUAL

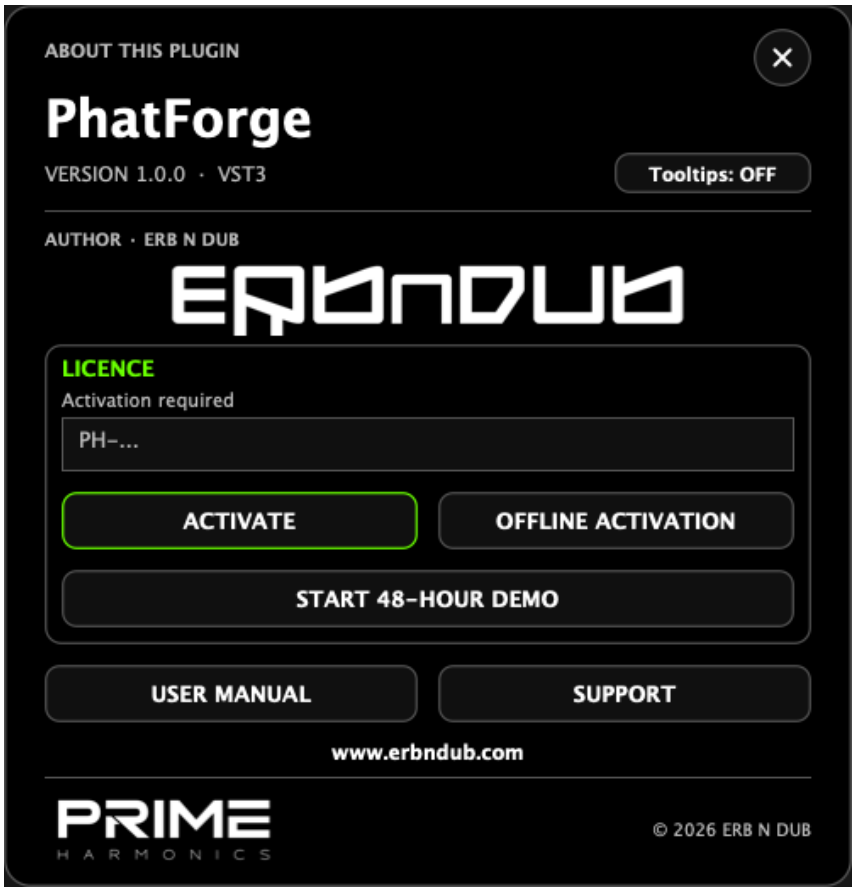
PhatForge requires no external sample library. Missing-sample messages normally belong to the project or another device; use your DAW's relink tools. If USER MANUAL is unavailable, reinstall the complete product. Do not extract just the plugin executable from its resources.

WINDOW OR SHORTCUT TROUBLE

Use the resize corner and your DAW's window controls to bring the editor into view. Click the plugin before using shortcuts. While editing text, Undo belongs to that text field. Enable hover hints using INFO › Show tooltips if you need control descriptions.

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INFO AND TOOLTIPS



The PhatForge Info panel before activation.

INFO AND LOCAL MANUAL

Open Info (i) for the product name, version and running format. Choose User Manual to open the included PDF offline.

SHOW TOOLTIPS

Descriptive tooltips start off when no preference is saved. Open Info and use the tooltips control to switch hints on or off. The plugin remembers your choice. Numerical control-value readouts remain available with tooltips off.

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INSTALL AND OPEN

SYSTEM REQUIREMENTS

Use a compatible 64-bit DAW and check the product download page for supported operating-system versions. VST3 is available for macOS and Windows where supplied. Audio Unit is macOS only.

MACOS

Save your work and close your DAW. Open the downloaded .pkg installer and choose VST3, Audio Unit (AU) or both, depending on what your DAW supports. Both formats contain Intel and Apple Silicon code. Keep one active copy per format.

WINDOWS

Save your work and close your DAW. Extract the downloaded ZIP. Copy the entire PhatForge.vst3 bundle into C:\Program Files\Common Files\VST3. Keep all files inside the bundle together. Windows may ask for administrator permission to copy it.

OPEN IN YOUR DAW

Reopen your DAW and find PhatForge in its plugin browser. Rescan plugins in your DAW if it does not appear. Load it on an audio track or after an instrument.

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ACTIVATE AND MOVE YOUR LICENCE

YOUR LICENCE

Your PhatForge perpetual licence lets you activate up to two computers. Once activated, you can use the plugin offline.

FIND YOUR LICENCE CODE

Sign in to My Account at https://erbndub.com/my-account/ using the account you used to get the plugin. Open the licence area and select the product to view or recover your code. If you receive a licence email, you can also use the code it contains.

ONLINE ACTIVATION

With an internet connection, open Info (i), enter your licence code in the Licence section, then select Activate. If your edition opens a separate Activate licence form, enter the code there and select Activate this computer.

48-HOUR DEMO

If offered, select Start 48-hour demo in Info > Licence and confirm when you are ready. The 48 hours run continuously from the time you start, including while your DAW is closed.

OFFLINE ACTIVATION

On the computer you want to authorise, open Info and choose Offline Activation, then Save Computer Request. Transfer the request to a computer with internet access and follow Offline Activation Help to obtain a signed licence file. Transfer the file back and choose Import Licence File in the Offline Activation panel.

MOVE OR RECOVER YOUR LICENCE

On your old computer, choose Info > Manage Licence > Deactivate This Computer and follow the prompts to free a slot. Install and activate on the new computer with the same code. If you lost your code or cannot access the old computer, use My Account / Recovery or contact ERB N DUB support.

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UPDATE, REMOVE AND REINSTALL

UPDATE OR REINSTALL

Back up your projects, presets and any content folders before updating. Close the DAW and follow the installation instructions for your platform. After updating, confirm the version in Info and open a copy of an existing project before saving over it.

REMOVE ON MACOS

Close the DAW and remove only PhatForge.vst3 and/or PhatForge.component from /Library/Audio/Plug-Ins/VST3 and /Library/Audio/Plug-Ins/Components respectively. If you installed a user-only copy, check the equivalent folders inside your home Library.

REMOVE ON WINDOWS

Close the DAW and remove only the PhatForge.vst3 bundle from the folder where you installed it. Keep your projects, presets and any separate sample libraries.

ACTIVATION AND REMOVAL

Removing plugin files does not free an activation slot. Use the deactivation steps in this guide before moving your licence.

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ABOUT AND SUPPORT

SUPPORT

Visit https://erbndub.com/contact/ and include the plugin version, operating system, DAW, plugin format and steps to reproduce the problem. Keep your licence code private.

ERB N DUB CONTACT

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THIRD-PARTY NOTICES

See the notices supplied with your download.

DESIGNED AND DEVELOPED BY ERB N DUB (PETER CHAPMAN)

Drawing on over 20 years of experience as an artist, producer, DJ, and drummer, Erb N Dub brings his expertise in sound design, synthesis, and audio processing to the development of innovative audio software.

Combining his creative vision with augmented technology, Peter translates his tried-and-tested production techniques into intuitive tools that help producers create music with greater sonic weight, clarity, and impact.