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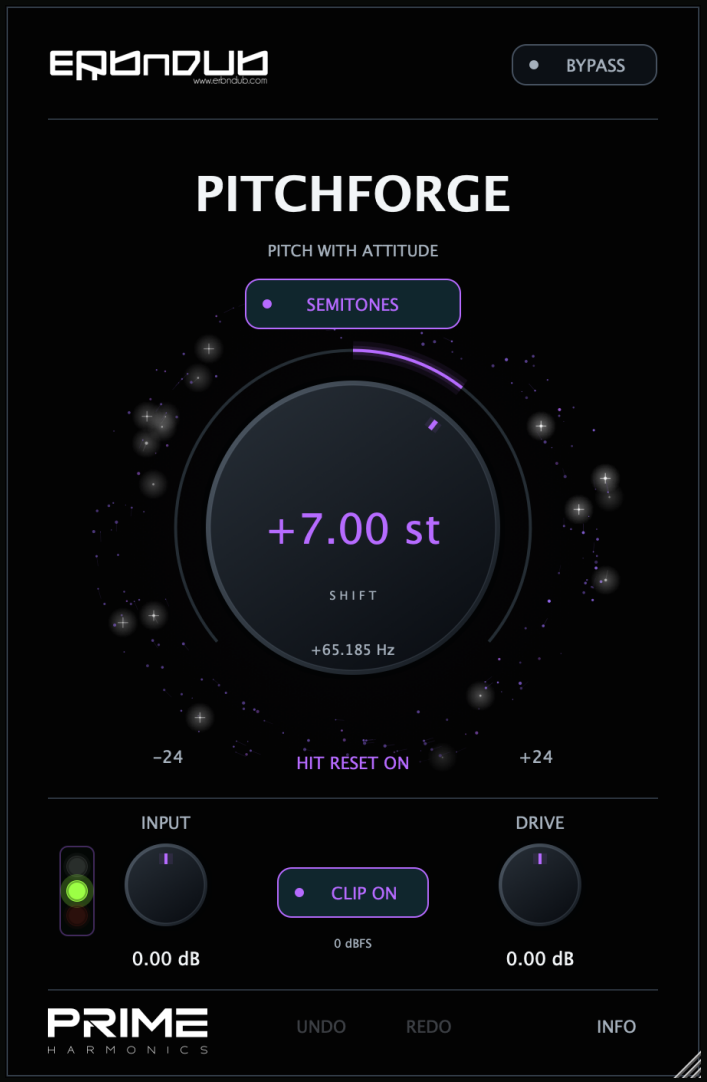
PRIME HARMONICS

AUDIO EFFECT

PITCHFORGE

PITCH WITH ATTITUDE

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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MEET PITCHFORGE

PITCH WITH ATTITUDE

PitchForge is a frequency-shifting audio effect for metallic snares, moving percussion and textured bass. It moves every frequency by the same number of hertz. Unlike a conventional pitch shifter, it changes the relationships between harmonics rather than transposing a whole sound by the same musical interval.

YOUR FIRST SOUND

Insert PitchForge after an instrument or on an audio track. Start with INPUT and DRIVE at 0 dB and a comfortable listening level. Move SHIFT from zero to +1, +5 or +7. New instances start in SEMITONES mode with CLIP and HIT RESET on. Compare the result using BYPASS.

TWO WAYS TO WORK

SEMITONES offers a musical stepping scale based on C3 (130.81 Hz). FREE Hz lets you choose the frequency offset directly. Switching modes keeps the sound unchanged. HIT RESET restarts the modulation phase at detected attacks without changing your chosen SHIFT amount.

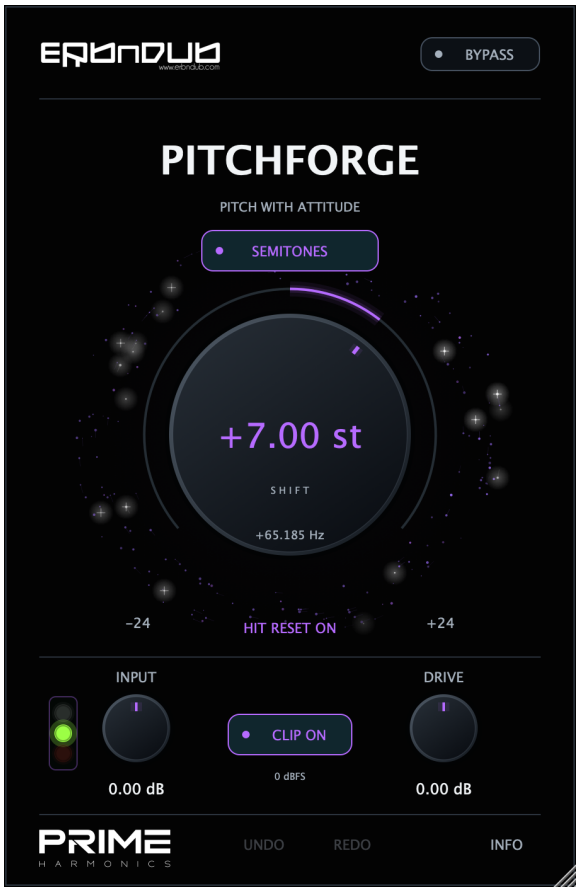
MAC AND WINDOWS

VST3 is the format for compatible macOS and Windows DAWs. Audio Unit (AU) is macOS-only. Use the download for your operating system and a compatible 64-bit host. This manual covers both platforms; check the requirements supplied with your download for supported operating-system and processor versions.

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

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CONTROL THE SHIFT DIAL



SEMITONES mode with SHIFT at +7, HIT RESET on and CLIP on.

WHOLE AND FINE STEPS

In SEMITONES mode, drag the dial vertically for whole steps from -24 to +24. Hold Shift while dragging for fine, fractional-semitone adjustment on either platform. Releasing Shift retains the value until your next deliberate stepped movement. Arrow keys and the mouse wheel move by whole semitones.

TYPE OR RESET

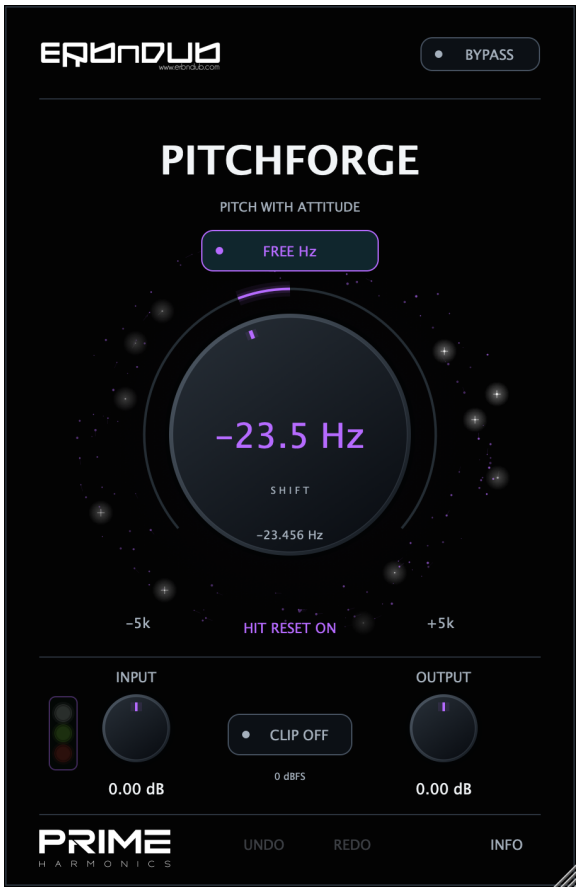
Right-click the dial, or focus it and press Return on Mac / Enter on Windows, to enter a value. Fractional semitones are accepted. Double-click the dial to return to zero. A click without movement does not change the setting.

WHAT A SEMITONE MEANS HERE

The scale uses C3 as its basis: +12 corresponds to +130.81 Hz and -12 to -65.41 Hz. That fixed offset is applied to every frequency in the input, so the effect does not preserve harmonic tuning like an ordinary transposer.

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FREE HZ AND HELD



FREE Hz preserves precise offsets, including small negative values.

CHOOSE THE OFFSET DIRECTLY

FREE Hz covers -5000 to +5000 Hz. Its dial has extra precision around zero. Hold Shift while dragging for finer movement, or use direct numerical entry. The displayed value may be rounded for readability; the stored value retains its precision.

SWITCH WITHOUT RETUNING

Changing between FREE Hz and SEMITONES keeps the current frequency offset and running phase. HELD means that the preserved offset sits between steps or outside the semitone scale. It stays there until you deliberately make a normal stepped edit.

RANGE BOUNDARIES

A stepped edit from an offset outside the musical range enters the nearest valid boundary. Invalid typed values are rejected. Existing saved stepping references are retained when a session is recalled; new instances use C3.

04 / AUDIO EFFECT

REPEATABLE ATTACKS

HIT RESET

HIT RESET is on by default. It detects attacks after INPUT gain and restarts the modulation phase from a consistent origin for both channels. SHIFT stays at your chosen value, so repeated hits can share a more consistent metallic attack.

SMOOTH TRANSITIONS

A short transition joins the continuing and restarted modulation. HIT RESET does not restart the pitch amount or cut off the source release. For continuous movement across sustained notes, switch HIT RESET off.

DETECTION IN CONTEXT

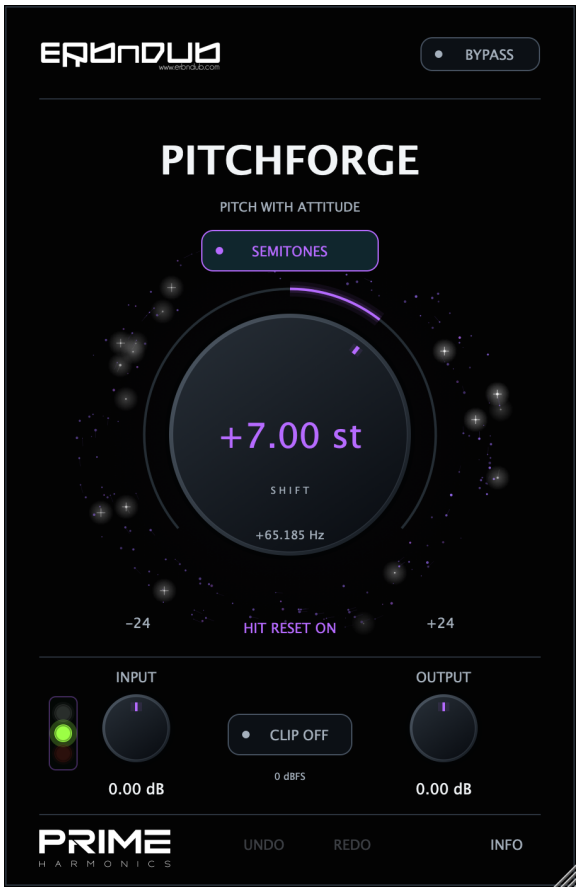
The detector responds to the audio that reaches the effect. Very weak hits, fast flams and attacks buried under louder tails may trigger differently. INPUT gain can affect detection. Identical starting phase does not guarantee identical sound when the source or preceding tail changes.

BASS AND NOTE ENDINGS

Your source envelope controls the musical release. PitchForge lets a nonzero release continue and smoothly settles its remaining filter response after the input becomes silent. Compare HIT RESET on and off when shaping bass attacks; neither setting adds lookahead latency.

05 / AUDIO EFFECT

LEVELS AND CLIPPING



With CLIP off, the final gain control is labelled OUTPUT.

SIGNAL FLOW

INPUT gain feeds the frequency shifter. DRIVE / OUTPUT then sets the processed level before the optional final clipper. Both gain controls range from -24 to +24 dB and start at 0 dB. There is no automatic loudness compensation.

READ THE INPUT LEDS

The LEDs show input sample peaks after INPUT gain: white below -6 dBFS, green from -6 to 0 dBFS, and red above 0 dBFS. Their brief peak hold helps you see transients. They do not automatically adjust gain or measure final output clipping.

CLIP AND DRIVE

CLIP is on initially. DRIVE pushes the processed sound into a hard sample-peak clipper with a settled ceiling of 0 dBFS. Turn CLIP off for unclipped output and the label changes to OUTPUT. This is not a true-peak limiter; allow suitable headroom later in your signal chain.

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TIMING AND BYPASS

ZERO REPORTED LATENCY

PitchForge adds no buffering or lookahead delay and reports zero latency to the DAW. Frequency-shifting filters still change phase, so zero reported latency does not mean phase-neutral audio. Your audio-interface buffer, other plugins and DAW routing determine the rest of the system delay.

NEUTRAL VERSUS BYPASS

At a settled SHIFT value of zero, frequency shifting is neutral, but INPUT, DRIVE / OUTPUT and CLIP still apply. BYPASS skips the entire effect, including these level stages. Switching uses a short transition to avoid an abrupt change.

LARGE SHIFTS

Strong upward shifts can soften high frequencies because the engine reduces foldover near the top of the audio range. Negative shifts can fold frequencies through zero. These effects are part of frequency shifting; use moderate offsets if you want a subtler texture.

AUDIO CONFIGURATIONS

PitchForge accepts matching mono or stereo input and output at sample rates from 32 to 192 kHz. Stereo channels share the modulation timing. SHIFT changes glide over approximately 20 ms to keep edits smooth.

07 / AUDIO EFFECT

SAVE AND RECALL SOUNDS

USE YOUR DAW

Save a sound with your DAW's plugin-preset facility where available, or save the DAW project. PitchForge has no independent preset-file browser, factory preset bank or Show Presets Folder command. The DAW controls the location, naming and management of its preset files.

WHAT IS REMEMBERED

Saved sound state includes precise SHIFT, display mode, HIT RESET, INPUT, DRIVE / OUTPUT, CLIP, BYPASS and editor size. Reopening the editor does not reset those settings. Loading a saved state starts a fresh plugin Undo/Redo history.

KEEP A RELIABLE COPY

Save the project after editing and use the DAW's backup or collect-project function for audio and instruments elsewhere in the session. PitchForge itself contains no sample library and needs no external sample files. Keep copies of important DAW presets alongside your project backups.

MOVE BETWEEN COMPUTERS

Install a compatible PitchForge version and format on the receiving computer. Transfer the project and any DAW-managed presets or other assets. Cross-platform projects normally need VST3 on both systems; AU is Mac-only. Preset and project interchange depends on your DAW. Verify a copied project before relying on it.

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HISTORY AND WINDOW CONTROLS

UNDO AND REDO

PitchForge remembers up to 64 user-edit steps. A continuous drag counts as one edit. Use Command-Z / Command-Shift-Z on macOS or Ctrl-Z / Ctrl-Shift-Z on Windows while a plugin control has focus. Text fields keep their own editing shortcuts. A new edit after Undo clears the previous Redo branch.

AUTOMATION

Use your DAW to automate controls. SHIFT is stored as a precise mapped frequency offset; changing the display mode does not retune it. DAW automation does not fill the plugin's user-edit history. Undo restores values without rewinding the audio already played.

RESIZE AND REOPEN

Drag the resize corner to scale the interface. PitchForge remembers each instance's size when the editor is reopened and when sound state is recalled. The layout fits within the available display area.

TYPING AND FOCUS

Click the intended control before using a shortcut. Return on Mac / Enter on Windows opens numerical entry for the focused dial. Escape dismisses an open entry or Info panel. Host keyboard routing can affect shortcuts; if a key reaches the DAW instead, click the plugin and retry.

09 / AUDIO EFFECT

TROUBLESHOOTING

PLUGIN NOT FOUND

On Mac, check whether the DAW expects AU or VST3 and confirm the system Library location. On Windows, check VST3 support and the standard Common Files VST3 folder. On either platform, confirm the correct download and architecture, restart the DAW and rescan. Record any validation error and check for duplicate copies.

DRY, SILENT OR UNEXPECTED SOUND

Check the track routing and source first, then BYPASS, SHIFT and the gain controls. Zero SHIFT can sound dry while the gain and CLIP stages still operate. Reduce INPUT or DRIVE if the sound is too distorted. Try an empty project with one source and one PitchForge instance.

BASS TAILS AND CLICKS

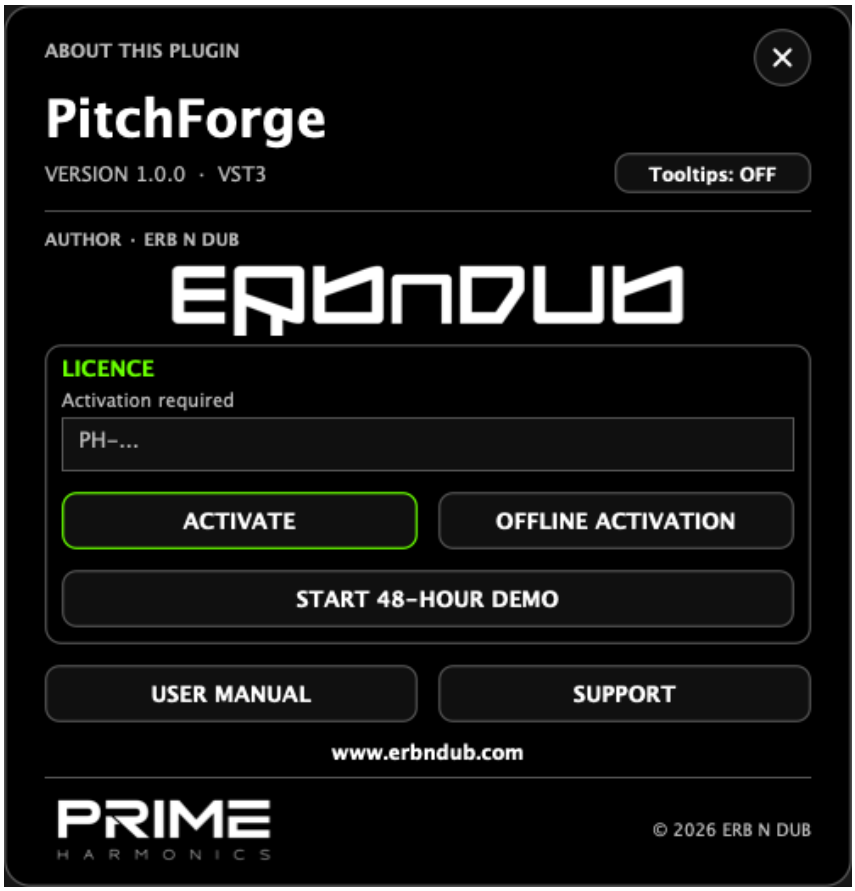
Listen with PitchForge bypassed to check the source envelope. Compare HIT RESET on and off at the same SHIFT. If an unexpected repeat or pop occurs, note whether the source ends abruptly or fades out, and save a short example with the settings and sample rate.

RECALL AND WINDOW PROBLEMS

Confirm that the same product and format used when saving is available. Save and reopen a copy of the project. For window or keyboard problems, note your display scaling and whether the plugin has focus. Keep the exact error text; do not change operating-system security settings.

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INFO AND TOOLTIPS



The PitchForge 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 PitchForge.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 PitchForge 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 PitchForge 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 PitchForge.vst3 and/or PitchForge.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 PitchForge.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

studio@erbndub.com | https://www.erbndub.com

PRIME HARMONICS CONTACT

info@primeharmonics.audio | https://www.primeharmonics.audio/

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.