ERB N DUB
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PRIME HARMONICS

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.

Erb N Dub developed PushForge to help bring an uneven mix into balance at the mastering stage. One Push dial drives two stages of multiband compression, letting you add density and bring the mix together. Use it while mastering, put it on your mix bus early and mix into it, or reach for it on individual tracks and groups when you want a more controlled, compressed sound.

QUICK START

In your digital audio workstation (DAW), insert PushForge after an instrument or on an audio track. Open INFO > Licence to activate your licence or start the demo. 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.

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



Neutral controls: PUSH 0, Input and Drive 0 dB, Clip on. Input LEDs dim when playback stops.

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. CLIP ON is cyan normally and turns red when active clipping is detected. This is a sample-peak ceiling, 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 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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READING THE LEVEL INDICATORS



A green input LED and red CLIP ON can appear together: they measure different points in the signal path.

INPUT GUIDE

The LEDs beside Input measure sample peaks after Input trim and before PUSH. White is below -6 dBFS; green is -6 to 0 dBFS, including exactly 0 dBFS; red is above 0 dBFS. The louder channel controls the guide. The LEDs dim when the signal stops.

CLIP INDICATION

CLIP ON turns red when the enabled clipper receives a sample above its ceiling after Output / Drive. The indication holds for about 200 ms and returns to cyan when clipping stops. Repeated clipping renews the hold. The text stays in the same position.

ADJUST THE RIGHT CONTROL

Reduce Input to bring the input guide into range. Adjust PUSH for compression and Drive for the final level into the clipper. A green input guide does not guarantee that later processing will stay below the clipper ceiling. Bypassed or inactive processing does not show active clipping.

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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.

FIND YOUR PRESETS

Preset storage is managed by your DAW. Use its preset browser or file-management command to locate and back up those files in Finder. 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. Install the same PushForge format on the receiving computer. Audio Unit presets and projects are not automatically interchangeable with VST3. Retain the original files and confirm recall before replacing them.

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 to undo and Command-Shift-Z 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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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.

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TROUBLESHOOTING

PLUGIN NOT APPEARING

Confirm the DAW is 64-bit and supports the installed format and processor architecture, then restart or rescan. Logic Pro uses Audio Unit. Preserve a backup before removing duplicate plugin copies from scan paths.

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.

CONTROLS MOVE BUT AUDIO IS UNCHANGED

Check Bypass and INFO > Licence. An inactive or expired licence passes dry audio through and keeps your settings. After activating, reopen any other instances that were already inactive. PUSH 0 adds no gain, but an active, unbypassed instance still runs both compressors.

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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INFO AND TOOLTIPS



The PushForge 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 PushForge.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 PushForge 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 PushForge 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 PushForge.vst3 and/or PushForge.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 PushForge.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.