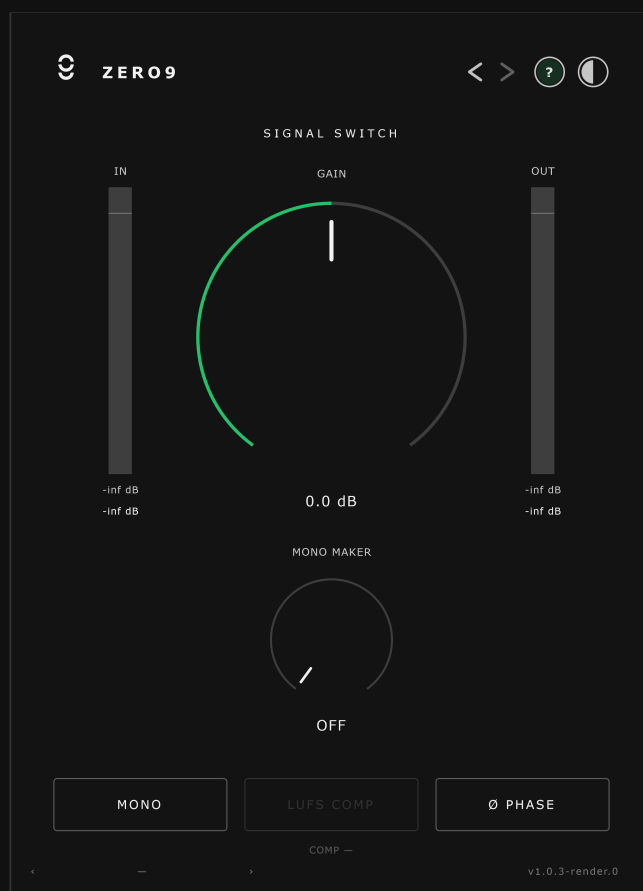




Signal Switch

A compact utility for level, mono control, phase inversion and low-frequency mono management.



Control gain. Collapse safely. Keep the low end centred.

VERSION 1

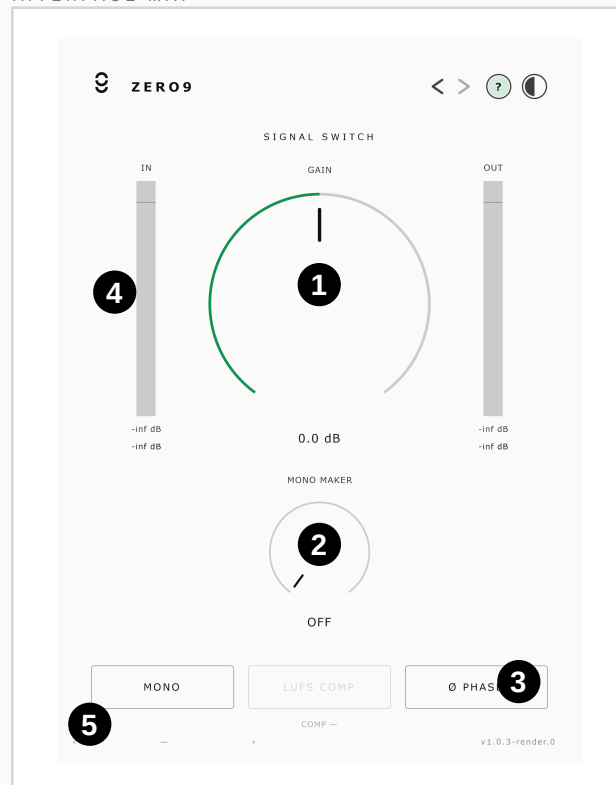
Simple controls. Useful decisions.

Signal Switch handles the utility moves that normally take several separate tools: gain, full mono, loudness-aware mono compensation, phase inversion and frequency-selective Mono Maker control.

QUICK START

- 1 Set the level**
Use GAIN for trim from -60 dB to +12 dB.
- 2 Choose your mono behaviour**
MONO sums the whole signal; MONO MAKER centres only the low end.
- 3 Compensate if needed**
LUFS COMP can restore perceived loudness after a full mono sum.
- 4 Check the meters**
IN and OUT meters show levels before and after processing.

INTERFACE MAP



- | | |
|--|---|
| 1 Gain
Main level trim. | 2 Mono Maker
Centres the low end. |
| 3 Utility buttons
Mono, LUFS Comp, Phase. | 4 Meters
Live input/output level. |
| 5 Presets
Preset name, previous/next and menu. | |

Mono without guesswork.

Full mono and low-frequency mono management are separate tools, and they are kept mutually exclusive so their jobs stay clear.

Mono and Mono Maker

When full MONO is on, Mono Maker is automatically inactive - there is no need to manage two mono processes at once.

MONO

Sums the full signal to mono. Use it for compatibility checks, mono sources or deliberate centre focus.

FULL-BAND SUM

LUFS COMP

When full MONO is active, the plugin compensates for the perceived loudness change caused by summing to mono.

LOUDNESS-AWARE

MONO MAKER

At 0% / OFF, Mono Maker is completely transparent. Raise it into the active range to centre frequencies below the selected cutoff while keeping the upper range stereo.

OFF = NO PROCESSING

Ø PHASE

Inverts polarity before the mono processing stages. Useful for phase checks, parallel processing and corrective routing.

POLARITY INVERT

See what the utility stage is doing.

The dedicated IN and OUT meters make gain and mono decisions easy to check at a glance. The interface also shows the current LUFS compensation amount when that feature is active.



IN / OUT: live -20 dB, held peak -6 dB (example).

IN / OUT

Shows the incoming and outgoing peak level, including held peak values for quick comparison.

Click the lower PEAK dB readout under IN or OUT to clear its 1.5-second held peak. The live readout and bar are unaffected.

COMP READOUT

When LUFS COMP is working, the current compensation is shown directly in the interface.

GAIN

The main GAIN control is the final level trim, making it easy to correct the output after utility processing.

Control reference.

CONTROL	RANGE	DEFAULT	WHAT IT DOES
Gain	-60 dB to +12 dB	0 dB	Final level trim. The floor displays -inf dB.
Mono	On / Off	Off	Sums the complete signal to mono.
LUFS Comp	On / Off	Off	Compensates the loudness change caused by full mono.
Ø Phase	On / Off	Off	Inverts polarity before the mono stages.
Mono Maker	OFF / 40-500 Hz	OFF	At OFF it is transparent; when active, centres frequencies below the selected cutoff.
Dark Mode	On / Off	On	Changes interface theme only; not automatable.

Readout note

MONO MAKER displays OFF while it is inactive.

Automation

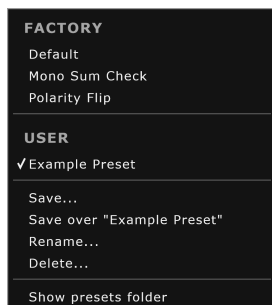
All audio controls are automatable. Dark Mode is not.

Preset system.

Every ZERO9 plugin includes the same built-in preset system. Load Factory or User presets, step through them with the arrow controls, and save or manage your own sounds directly in the plugin.

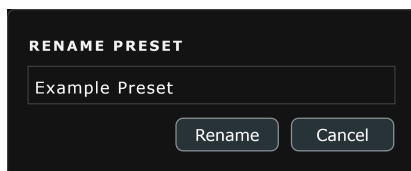
Shared preset controls shown in Signal Switch. Factory preset names vary by plugin.

Load / Browse



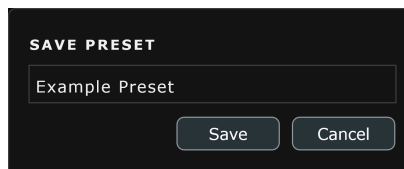
Click the preset name to open the menu. Factory and User presets are separated. Default restores the shipped settings; the arrows step through the combined list.

Rename



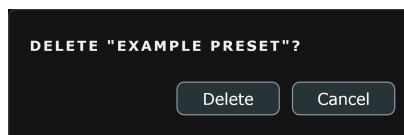
Rename changes the name of a User preset. Factory presets remain protected.

Save



Choose Save... to create a User preset. When a User preset is active, Save over updates it. Factory presets are read-only, so saving from one creates a new User preset.

Delete



Delete removes a User preset after confirmation. Show presets folder opens the User preset location.

Modified

An asterisk (*) after the preset name means the current settings differ from the loaded preset.

Factory / User

Factory presets are installed with ZERO9 and are read-only. User presets are stored separately and survive plugin updates.

What presets store

Presets capture the plugin sound state. Window size, Dark Mode and other UI preferences are not included.

Host presets

The ZERO9 system works the same in every compatible VST3 host. Cubase may also show its own preset strip; the two stores are separate in Version 1.

Interface and compatibility.

Window resizing

The interface is aspect-locked and resizable, so it can be scaled to suit your display while keeping the control layout intact.

Dark Mode

The half-filled header circle switches the UI theme only. It has no effect on audio and is not automatable.

The ? button beside it toggles hover tips, on by default. This choice is saved per instance with the project and is not included in presets.

Free utility

Signal Switch is the permanently free utility in the ZERO9 plugin suite and does not require online activation.

FORMAT / PLATFORM

VST3

64-bit Windows or macOS

Host

Works with any compatible VST3 host.

SUPPORT

For installation or technical support: support@zero9.uk

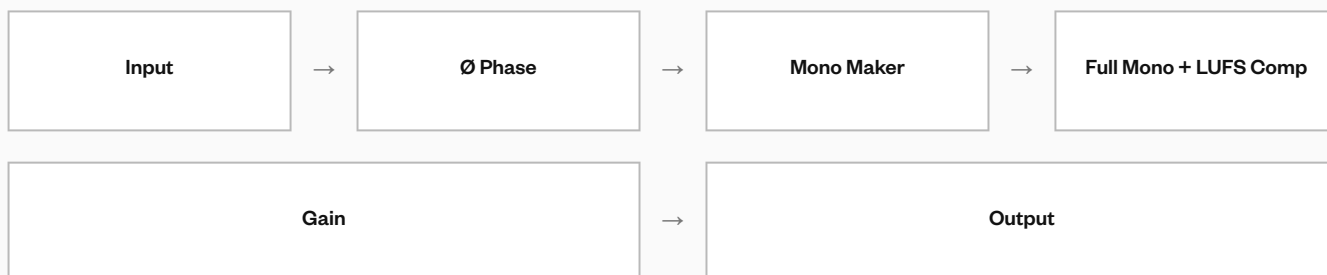
Current plugin information: zero9.uk/plugins

ZERO9 plugins are designed and developed by electronic music artist and producer James Harcourt.

Signal flow.

The diagram below shows the signal path and the order of the main processing stages.

AUDIO PATH



Mono Maker only runs when full MONO is off.

IN and OUT metering lets you compare the level around the utility processing.

Mono Maker

At OFF it leaves the signal completely unchanged; when active it centres only the frequencies below the selected cutoff.