



**CRUSHSTATION®**

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# User Guide

**Eventide®**

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P/N: 141337, Rev 2

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## 1.1 About This Product

Thank you for your purchase of the Eventide CrushStation® plug-in. Eventide CrushStation is an overdrive/distortion command center with controls that drive your tone anywhere from a creamy saturation to a brutal sonic assault, with everything in between. For over 40 years, innovative effects like these have made Eventide an industry leader, and we are proud that they continue to be in demand today.

Thank you for your purchase, and before you forget, please take a few minutes to register online. This helps us keep you informed of any important software updates, and any special offers that may only be available to registered users.

CrushStation is an octave distortion algorithm capable of everything from pleasing saturation to massively destructive tones. Taking inspiration from popular overdrive and distortion circuits, CrushStation is ideal not just for overdriving guitar and bass, but also destroying drums, compressing vocals, and warming up keys and synths. Enjoy, and don't be afraid to turn the knobs. CrushStation can be used in Mono-In Mono-Out or Stereo-In Stereo-Out.

## 2.1 Navigating the Plug-In

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The CrushStation user interface is designed with an emphasis on user control and playability. Specifically, the large knobs are easily adjusted with an up-and-down motion of the mouse/finger, and all controls produce a smooth change in the audio, allowing you to glitchlessly shape the effect as you desire. Additionally, each number box can be double-clicked in order to type in parameter values. Furthermore, the Ribbon allows you to program two settings for any combination of the controls and seamlessly morph to any sound between them. Finally, a programmable Hotswitch allows you to instantly jump to an alternate sound at the push of a button. This combination of controls is intended to bring you as close to the experience of manipulating real hardware as is possible in a virtual environment.

## 2.2 Levels and Monitoring

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<b>IN</b>	Controls the input level to the plug-in, between -60 dBfs and +12 dBfs. This parameter sets the input level for both the wet and dry signals.
<b>OUT</b>	Controls the output level of the plug-in, between -60 dBfs and +12 dBfs. This parameter sets the signal level after the mix control.
<b>IN/OUT METERS</b>	Indicates the audio level before and after the distortion algorithm. These meters are after the IN control and OUT control, respectively, to aid in level adjustment.
<b>GATE METER</b>	Indicates the amount of gating being applied to the signal (set through the GATE parameters).

## 2.3 CrushStation Parameters

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<b>MIX</b>	The clean/dirty mix, all the way left is clean, all the way right is dirty.
<b>DRIVE</b>	The overdrive amount. Ranges from subtle boost/overdrive to full on distortion with GRIT and SUSTAIN controls pushing it into fuzz territory.
<b>SUSTAIN</b>	Compression/Sustain which is Pre (turn left) distortion, or Post (turn right) distortion. The sustainer is specially designed to vary the numerous parameters of a typical compressor such as the ratio, attack, release, and the makeup gain to keep the over-all loudness consistent. Note that typed-in values can be either a number (control will stay in the same Pre or Post area of the knob as the current position), or the full value can be typed in.
<b>SAG</b>	Turn it up to get increasingly sputtery, crushed, and broken sounds. Inspired by power rail sag of poorly designed tube amps and the dead and dying gear of times past.
<b>OCTAVES</b>	Mixes in/out lower and higher pitch-shifted octaves before the distortion and compression. Note that typed-in values should be entered as two numbers (first number for Down, second for Up) when typing parameter values in the number box.
<b>GRIT</b>	Adds more low end before the distortion for a gritty chugging sound.
<b>GATE</b>	Toggles the noise gate of the plug-in from ON to OFF and back. Any amount of noise that enters CrushStation will be amplified as you turn up the DRIVE control. The noise gate will try to mitigate the amount of noise heard by cutting all output when the input is below a threshold set by the THRESHOLD parameter. The noise gate is the last block in the signal path but is triggered by the input signal to the plug-in for the highest degree of sensitivity and noise rejection.
<b>GATE ATTACK</b>	Sets the speed of the GATE, SLOW or FAST.
<b>THRESHOLD</b>	The signal level (in dBfs) at which the GATE will be applied.

<b>BASS</b>	Cut and boost of the lower frequencies to hollow out the sound or add some thud.
<b>MIDS</b>	Cut and boost of the mid range frequencies (frequency selectable with MIDS FREQUENCY control) to scoop some muddiness or punch through a mix.
<b>MIDS FREQUENCY</b>	Tunable center frequency of the MIDS Control.
<b>TREBLE</b>	Cut and Boost of the higher frequencies to mellow out the sound or emphasize higher harmonics.



## 2.4 Performance Controls

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### USING THE RIBBON

The RIBBON allows the dynamic modification of several knobs at once, emulating what you would be able to do with real hardware in front of you. By programming left and right ranges for any knob, the RIBBON lets you morph between settings by clicking anywhere on the RIBBON and moving the electric arc back and forth.

To program the settings for the RIBBON, click on the white dot at the tip of any knob and drag it to the desired setting for the left hand side of the RIBBON. This will program the knob and draw a blue arc from the initial knob position to the new, programmed knob position. Now to adjust the knob position for the right side of the RIBBON, click on the blue dot at the opposite side of the arc and adjust it to the desired position for the right side of the RIBBON. If you wish to adjust the RIBBON programming for any knob, simply grab the dots at either end of the mark and adjust them to the desired position. To clear the RIBBON programming for any knob, simply right click on the dot at either end of its arc, or move the dots to be on top of each other.

Alternatively, the RIBBON can be programmed by pressing the button on the left or right side of the RIBBON, and then moving any knob to its desired RIBBON position for that side. The RIBBON programming can be cleared for all knobs by right clicking the button on either side of the RIBBON.

Additionally, the RIBBON is programmed to follow MIDI Continuous Control (CC) #1 messages (a.k.a. Modulation Wheel). This enables you to use the Modulation Wheel on a MIDI device to move many knobs at once.

### ACTIVE

Turns the effect On or Off.

The ACTIVE can be toggled via MIDI Continuous Control (CC) #2 messages. It will toggle when the CC goes from low (value < 64) to high (value >= 64).

## **HOTSWITCH**

Allows you to instantaneously toggle between two settings for any combination of knobs and gain controls, allowing you to quickly jump between two different sounds.

To program settings for the HOTSWITCH, click and hold the HOTSWITCH until the light ring around it begins to blink. While the light ring is blinking, set the controls to the desired setting. When you are done, press the HOTSWITCH button again to exit programming mode. Now, pressing the HOTSWITCH toggles between the off-state and programmed values. To clear the programmed settings, simply right-click the HOTSWITCH. The light ring around it will quickly blink to confirm that the settings have been cleared.

The HOTSWITCH can be toggled via MIDI Continuous Control (CC) #3 messages. It will toggle when the CC goes from low (value < 64) to high (value >= 64).

## 2.5 Preset Bar

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Located at the top of the CrushStation Plug-In, the Preset Bar lets you load and save presets, along with several other features.

When CrushStation is installed, a library of settings is placed into the `<user>/Music/Eventide/CrushStation/Presets` folder (Mac) or the `<user>/Documents/Eventide/CrushStation/Presets` folder (Windows). These presets have a `.tide` extension and can be saved or loaded from the CrushStation preset bar in any supported DAW.

In many DAWs there is an additional generic preset bar that saves DAW-specific presets to a separate location. We recommend saving your presets using the Eventide preset bar to ensure that your presets will be accessible from any DAW. You can also create sub-folders inside the preset folders, if you wish.

### LOAD AND SAVE

The **LOAD** button allows you to load a `.tide` preset that is stored anywhere on your computer. **SAVE** allows you to save a new preset to anywhere on your computer, but it is recommended that you place it somewhere in the `<user>/Music/Eventide/CrushStation/Presets` folder (if on Mac) or `<user>/Documents/Eventide/CrushStation/Presets` folder (if on Windows), so that it is accessible from the Preset Dropdown. Note that you can create subfolders for your presets, for easier navigation and organization.

### COMPARE

The **COMPARE** button allows you to toggle between the current settings and the last saved or loaded preset. This allows you to save or load settings that you like, tweak as you please, and return to the original settings for comparison.

### Mix Lock

Enables a global mix value that will be the same on every preset that is loaded. This is especially useful on an effect return track where the mix should always be set to 100.

### INFO

Opens this User Guide, for quick access from the CrushStation plug-in.

### SETTINGS

Opens a drop-down menu with scaling settings for changing the overall size of the plugin.

We hope you enjoy the CrushStation plug-in and put it to good use in all of your mixes. Please be sure to check out Eventide's other native plug-in offerings for more unique and interesting effects.

For further questions or support, head over to the [user forums](#).