

GLUE

Console-Style Bus Compressor — User Manual



The GLUE interface. Hover any knob, ratio or button in the plugin for a quick tip; this manual covers every control in full.

GLUE is a console-style bus compressor for bonding a mix or bus together. A stereo-linked detector with 2:1 / 4:1 / 10:1 ratios, program-dependent ballistics, a tanh Glue stage and parallel Mix give that classic master-bus cohesion. Auto Makeup, Auto Release and Auto Gain keep it easy, and the VU needle shows gain reduction at a glance.

Global & Header Controls

Control	What it does
Auto MU	Automatically set makeup gain to compensate for compression.
Auto Rel	Adapt release time to the program material.
Auto Gain	Match output loudness to input so you judge tone, not level.
Delta	Solo only what the compressor is removing.
Bypass	Bypass the whole plugin to compare against the dry signal.
Preset	Choose a factory preset from the menu.
GR Meter	Live VU-style needle showing how much gain reduction the compressor is applying.

Controls

Compression

The console-style bus glue controls.

Control	Range	What it does
Threshold	-48 ... 0 dB	Level above which compression begins. Lower = more of the mix is compressed (more glue).
Attack	0.1 ... 100 ms	How fast compression engages. Slower lets transients through for punch; faster clamps them.
Release	20 ... 1200 ms	How fast compression recovers. Auto Rel adapts it to the program for natural pumping.
Knee	0 ... 18 dB	Softness of the transition into compression. Wider = gentler, more transparent.
Makeup	-12 ... +24 dB	Output gain to compensate for the level lost to compression.
Glue	0 ... 100%	Adds program-dependent character/saturation that bonds the mix together.
Mix	0 ... 100%	Dry/wet blend for parallel bus compression.
Output	-12 ... +12 dB	Final output trim to match levels against bypass.
Ratio	2:1 / 4:1 / 10:1	How hard signal above threshold is compressed — gentle glue to firm control.

Echelon Audio · GLUE · double-click any knob to reset it to default.