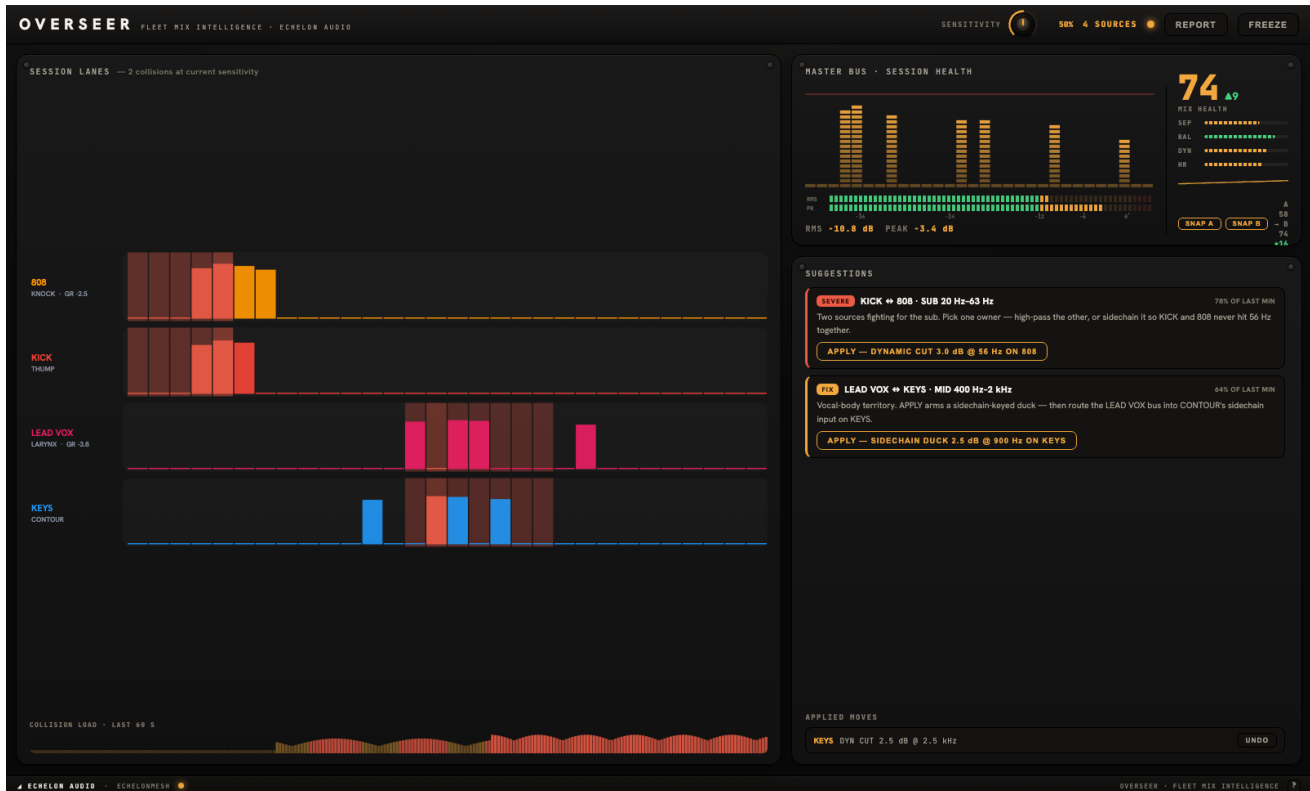


OVERSEER

FLEET MIX INTELLIGENCE — USER MANUAL · ECHELON AUDIO



What OVERSEER is

OVERSEER is the conductor of the Echelon Audio fleet. Place it on your master bus and every other Echelon plugin in the session — Contour, SCULPT, KNOCK, GRIP, GLUE, CREST, LARYNX, SUB, THUMP and more — automatically begins publishing its track's spectrum, level and gain reduction to a shared mesh. OVERSEER reads all of it and shows your session the way an engineer hears it: which tracks are fighting for the same frequencies, which levels are out of proportion, what is over-compressed, and how much headroom the master has left.

The mesh, in one paragraph

The EchelonMesh costs nothing when OVERSEER is not in the session — publishers stay asleep until they see its heartbeat. There is no routing to configure: add OVERSEER to the master, press play, and lanes appear within a couple of seconds. Name your tracks in the DAW (KICK, 808, LEAD VOX...) — the names and track colours flow through, and the vocal-protection logic keys off words like VOX, LEAD and HOOK.

APPLY — one-click fixes

Suggestion cards that carry an APPLY button can fix themselves. The fix lands on a plugin already sitting on that track: a dynamic EQ cut in Contour or SCULPT (it only dips while the colliding energy is present), a

sidechain-keyed duck (Contour ducks the masker only while your vocal is singing — the card tells you the one routing step), or a level trim on the plugin's own Output knob (capped at ± 3 dB per apply). Every move is recorded in the Applied Moves ledger with an UNDO button, both of which survive saving and reloading the session. The over-compression watchdog is advice-only by design: thresholds are taste, levels are arithmetic.

Control Reference

Header

Global controls.

Control	Range	What it does
Sensitivity	0 ... 100%	How small an overlap counts as a collision. Higher flags subtler masking; lower shows only serious pile-ups.
Sources	readout	How many Echelon plugins are publishing to the mesh right now.
REPORT	button	Exports a session report (self-contained HTML, print to PDF) to Documents/Echelon Audio/Reports: health, before/after, applied moves, lanes, open suggestions.
FREEZE	toggle	Holds the analysis still so you can read it while the track plays. Audio is never affected — OVERSEER is always a clean passthrough.

Session Lanes

The session map — one row per publishing plugin, loudest first, in your DAW's track colours.

Control	Range	What it does
Spectrum bars	display	That track's 30-band spectrum (20 Hz – 20 kHz, log-spaced).
Red tint	display	Frequency regions where this track is colliding with another.
GR readout	display	Live gain reduction reported by dynamics plugins (GRIP, GLUE, CREST, SIFT, GUARD, LARYNX...).
Collision load	display	60-second heat ribbon of total masking — see which song section piles up.

Master Bus · Session Health

The verdict.

Control	Range	What it does
Mix Health	0 ... 100	Weighted score: Separation 35% · Balance 30% · Dynamics 20% · Headroom 15%. Arrow = movement over the last 30 s; the sparkline shows the last minute.
SEP	0 ... 100	Frequency separation — persistent collisions and low-mid buildup pull it down.
BAL	0 ... 100	Level relationships — buried vocal, kick/808 spread over 6 dB, runaway lanes.
DYN	0 ... 100	Penalised when a lane holds more than ~8 dB of sustained gain reduction.
HR	0 ... 100	Master peak headroom. Full marks at –6 dBFS or lower.

SNAP A / B	buttons	Capture the verdict before and after a run of fixes — the delta (with per-category detail on hover) is your receipt. Survives session reload.
-------------------	---------	---

Suggestions

Stabilized problem cards — a problem must persist about a second to appear and stay gone seven to leave, so nothing flickers.

Control	Range	What it does
% chip	display	How much of the last minute this problem was present.
APPLY	button	Executes the fix on the plugin named in the card. DYNAMIC CUT and SIDECHAIN DUCK arm dynamic EQ bands; TRIM/RAISE nudge output gain (± 3 dB cap).
States	display	SENDING... → APPLIED ✓, or NO RECEIVER if nothing on that track is listening (retry enabled after a few seconds).

Applied Moves

The undo ledger.

Control	Range	What it does
UNDO	button	Reverses the exact move: EQ bands switch back off; trims apply in reverse. In-flight state shows REVERTING... then REVERTED ✓.
Persistence	—	The ledger and the receivers' band maps ride the plugin state — undo still works after closing the window or reloading the session.

OVERSEER never touches audio — it is a bit-transparent passthrough on the master. All fixes are executed by the plugins on your tracks, as ordinary parameter moves your DAW records for automation and undo. © Echelon Audio.