



GlassBreaker EQ

A fast tonal EQ that flips between glassy clarity and controlled aggression. Five fixed-frequency bell bands, a five-position AIR band from 2.5 kHz to 40 kHz, and a single BREAK switch that changes the character without changing the controls. Stereo or Mid/Side routing, A/B compare, and Auto Gain, all in an offline-first, zero added-latency plugin.



STEREO / MID-SIDE

BREAK MODE

ZERO ADDED LATENCY

VST3 / CLAP

This manual is practical: what each control does, why you would reach for it, and how to compare changes without being fooled by loudness. Pages are organised by panel - header, lane, GLOBAL, INPUT / OUTPUT, footer - and every band and global knob has its own dedicated section.

New in v1.1.0 - Linked Stereo collapses the two strips into a single full-height lane with one set of band knobs and one EQ graph. Full **Mid/Side** routing repaints MID (magenta) and SIDE (red) so the lanes are unmistakable. **Input Auto Gain** and **Output Auto Gain** target a consistent working level (around 0 VU / -18 dBFS RMS). Per-section Input/Output Link toggles and a header Copy / Paste pair. Every parameter gesture is its own undo step.

SYSTEM REQUIREMENTS

REQUIREMENT	SPECIFICATION
Operating system	Windows 10+ or Linux (glibc 2.35+)
Plugin formats	VST3, CLAP
Sample rates	44.1 kHz to 192 kHz
Latency reported to host	Zero added samples
Channel layout	Stereo in / stereo out

INSTALL LOCATIONS

PLATFORM	FORMAT	DEFAULT LOCATION
Windows	VST3	C:\Program Files\Common Files\VST3\
Windows	CLAP	C:\Program Files\Common Files\CLAP\
Linux	VST3	~/.vst3/ or /usr/local/lib/vst3/
Linux	CLAP	~/.clap/ or /usr/local/lib/clap/

PACKAGE FILES

FORMAT	FILE NAME
VST3	GlassBreakerEQ.vst3
CLAP	GlassBreakerEQ.clap

PRESET STORAGE

User presets live in:

Windows: %APPDATA%\MousePlugins\GlassBreakerEQ\presets\

Linux: ~/.config/MousePlugins/GlassBreakerEQ/presets/

Each preset is a single XML file containing the full APVTS state. You can copy these between machines to share settings.

ANATOMY OF THE WINDOW



FIG. 1 - GLASSBREAKER EQ IN MID/SIDE, MID STRIP ON TOP, SIDE STRIP ON BOTTOM.

AREA	PURPOSE
Header	Brand, plugin title, preset selector, undo/redo, A/B compare, copy/paste, hamburger menu.
Upper strip	The L lane in L/R, or the MID lane in M/S. Spectrum view + 5 fixed bell bands (SUB / 40 / 160 / 650 / 2.5K) + AIR (gain + five-position band).
Lower strip	The R lane in L/R, or the SIDE lane in M/S. Same controls. Hidden in linked Stereo so the upper strip expands to full height.
GLOBAL panel (top right)	BREAK mode toggle, LINK L/R, M/S MODE, MASTER BYPASS.
INPUT panel (bottom right, upper)	Pre-EQ gain with Link, plus INPUT AUTO GAIN .
OUTPUT panel (bottom right, lower)	Post-EQ gain with Link, plus OUTPUT AUTO GAIN .
Footer	Latency, sample rate, input/output meters, CPU, version.

HEADER TOOLBAR

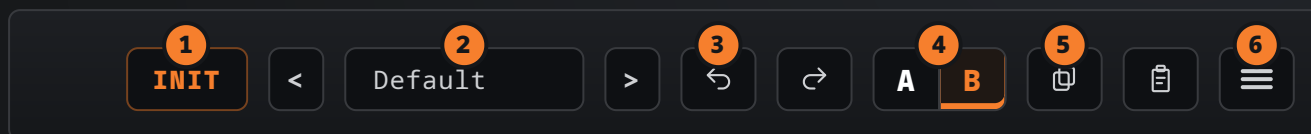


FIG. 2 - HEADER TOOLBAR (RIGHT OF THE CENTRED PLUGIN TITLE). NUMBERS MAP TO THE KEY BELOW.

- | | |
|--|--|
| 1 INIT - reset every DSP/control parameter to its default in one undoable step. | 2 Preset selector - current preset name with prev/next arrows; click to open browser popup. |
| 3 Undo / Redo - every parameter gesture is its own undo step, including preset loads. | 4 A / B compare - two snapshot slots; click the inactive slot to flip and save the live state into the previous slot. |
| 5 Copy / Paste - full plugin settings state to/from the system clipboard as XML. | 6 Menu - License (when in trial), Quick Start, User Manual, Support, About. |

PRESET SELECTOR

The dropdown showing the current preset name. The **INIT** button on its left resets every audio/control parameter to its declared default in a single undoable step. The arrows step through the list (factory then user). Click the name to open the browser popup with category, search, and per-row description.

Right-click for the management menu: **Save, Save As..., Rename, Duplicate, Delete, Import, Export**. User presets are written as XML files in the presets directory and survive DAW restart.

UNDO / REDO

Standard arrows. Every parameter gesture is its own undo step - one click rolls back the last knob move, button toggle, or preset load. Buttons grey out when the stack is empty. Tooltip shows the next action's description.

A / B COMPARE

Two snapshot slots. Both start as the current state at plugin instantiation. Clicking the inactive slot saves the live state into the previously-active slot, then loads the inactive slot's snapshot. Use it to compare two settings without committing.

COPY / PASTE

Serialises the full plugin settings state to the system clipboard as XML, and reads it back. Paste only accepts a tree that looks like a GlassBreaker EQ state, so an unrelated clipboard payload cannot corrupt the plugin.

HAMBURGER MENU

Items depend on licence state. **In trial:** *License* (top - opens the activation dialog), *Quick Start*, *User Manual*, *Support*, *About*. **Once registered:** the License item is hidden and the *About* row shows your registered licence hash alongside the version. *Support* opens the diagnostics + self-rescue panel.

STRIP LAYOUT

Each strip carries the same layout: a live spectrum + EQ curve across the top, and six gain knobs across the bottom. Five fixed-frequency bell bands (SUB / 40 / 160 / 650 / 2.5K) and one AIR section with a separate gain knob and a five-position AIR BAND selector: 2.5 / 5 / 10 / 20 / 40 kHz. There are no Q knobs - the bell shape is pre-tuned for fast, musical moves.

Each strip also has an **ENABLED** toggle next to its lane label. When disabled, that lane's EQ and AIR processing are bypassed (the signal passes through unchanged); the rest of the plugin still runs, so MASTER BYPASS and per-strip ENABLED are independent gates.

SUB

RANGE -12 dB / +12 dB DEFAULT 0 dB CENTRE ~25 Hz DOUBLE-CLICK reset

The weight band. Pull positive for kicks, sub-bass and "felt" low end on a master; pull negative to clean a low-end smear. The bell is wide enough that small moves shape the overall low end without surgical effort.

40

RANGE -12 dB / +12 dB DEFAULT 0 dB CENTRE 40 Hz

Punch of the kick fundamental, body of bass guitar, fundamental of low strings. Positive adds weight; negative tightens.

160

RANGE -12 dB / +12 dB DEFAULT 0 dB CENTRE 160 Hz

Warmth vs mud. Cuts here clean up a thick mix; boosts add body to thin sources. The most common "minus one" move on busy material.

650

RANGE -12 dB / +12 dB DEFAULT 0 dB CENTRE 650 Hz

Body / boxiness on vocals, guitars, snare. Often cut to open up a track without losing weight; occasionally boosted for "vintage" mid-forward colour.

2.5K

RANGE -12 dB / +12 dB DEFAULT 0 dB CENTRE 2.5 kHz

Presence. Vocal forwardness, guitar bite, snare attack. Positive pushes the source up in the mix; negative softens. Be careful past +2 on already-bright material.

AIR GAIN

RANGE -12 dB / +12 dB DEFAULT 0 dB

Controls the amount of the AIR high-lift band. Positive settings open the top end; negative settings tame brightness or edge. Use with **AIR BAND** to pick where the lift sits.

AIR BAND

OPTIONS 2.5 kHz / 5 kHz / 10 kHz / 20 kHz / 40 kHz DEFAULT 10 kHz

Selects where the AIR lift sits. Lower corners (**2.5 / 5 kHz**) add upper-mid presence and shine; mid corners (**10 kHz**) sit in the "shine" range for brightness and definition; higher corners (**20 / 40 kHz**) move the lift into the open top end - air, openness, depth - useful when lower corners emphasise the wrong content. The fixed 2.5K bell band and the AIR 2.5 kHz position are separate controls: the bell is a peaking band; AIR is a high-lift band whose corner you select here. The selector is instantaneous and per-lane.

BREAK

The **BREAK** toggle in the GLOBAL panel is the character switch. In *glass* mode (default), the EQ is clean: modern, well-mannered bell bands and a clean EQ path; with all bands neutral, the response is flat. In *BREAK* mode, the same EQ moves interact with an added colour stage, giving boosts more harmonic weight and cuts a sharper edge.

How to use BREAK. Dial in the EQ moves in glass mode first to get the balance right. Then flip BREAK on and listen. If the character is too much for the material, back the band gains off a touch - the colour stage emphasises the same moves you made. Compare with MASTER BYPASS to A/B against the dry source.

WHEN TO LEAVE BREAK OFF

- Mastering or final-mix EQ where you want strictly tonal moves without colour.
- Already-saturated material where adding more harmonic content would muddy the top.
- Surgical correction passes (notches, narrow cuts) - though GlassBreaker has no narrow filters by design.

WHEN TO TURN BREAK ON

- Drum bus or aggressive mix bus colour - 40 Hz + 2.5 kHz boosts in BREAK mode give punch + bite together.
- Lead vocal that needs "in the room" energy - 2.5 kHz lift with BREAK adds presence + a touch of grit.
- Bass guitar or synth bass that needs visible top - AIR gain + BREAK gives finger noise without HF sandpaper.
- Anywhere you want EQ moves to feel "more alive" without reaching for a second plugin.

DRIVING THE SATURATOR

The amount of saturation in BREAK mode tracks band gain and INPUT gain. Larger boosts produce more colour. Drive **INPUT** a touch hot if you want more BREAK character for the same EQ shape; use **OUTPUT AUTO GAIN** to keep comparison levels honest while you experiment.

GLOBAL CONTROLS

The GLOBAL panel sits in the top right and controls how the two strips relate to each other plus the BREAK character switch.

BREAK

Toggles between *glass mode* (clean EQ path) and *BREAK mode* (coloured EQ path). See page 6 for the full character explanation.

LINK L/R

The orange chain icon. When on (default), GlassBreaker enters **linked Stereo** mode: the two strips collapse into a single full-height strip with one set of band knobs and one EQ graph. Every parameter on the visible lane is silently mirrored to the hidden second-lane state, so turning LINK off resumes editing both channels from the same starting point.

M/S MODE

Toggles between L/R and Mid/Side processing. With LINK *off*, the upper strip becomes **MID** (mono sum, magenta accent) and the lower strip becomes **SIDE** (stereo difference, red accent); the GAIN knob titles in INPUT and OUTPUT flip L->M and R->S. With LINK *on*, the editor stays in the single linked strip regardless of the M/S MODE state.

Three visible states. *Linked Stereo* (LINK on) = one strip / *Independent L/R* (LINK off, M/S off) = LEFT + RIGHT / *Independent M/S* (LINK off, M/S on) = MID + SIDE.

MASTER BYPASS

Hard-bypass the entire plugin. The dry input passes through unchanged. Match levels with **OUTPUT** before judging tone; louder almost always feels better.

PRE AND POST EQ GAIN

Two panels stacked under GLOBAL. **INPUT** is before the EQ (and before BREAK saturation); **OUTPUT** is after. Each has a **LINK** toggle (orange chain), one or two **GAIN** knobs, and an **AUTO GAIN** toggle centred below the gain knob(s).

INPUT - LINK

The orange chain under INPUT mirrors lane-A and lane-B input gain when on. Useful in L/R or M/S workflows when you want both lanes to track each other. In linked Stereo there is only one GAIN knob and the LINK toggle is hidden.

INPUT - GAIN (L / R, M / S, OR SINGLE)

RANGE -24 dB / +24 dB **DEFAULT** 0 dB **DOUBLE-CLICK** reset

Pre-EQ gain. Drive INPUT a touch hot to feed more energy into BREAK mode's saturator. The knob title flips between **GAIN** (linked Stereo), **GAIN L / R** (L/R), and **GAIN M / S** (M/S) depending on the visible state.

INPUT - AUTO GAIN

When on, INPUT targets a consistent working level (around 0 VU / -18 dBFS RMS) and the manual GAIN knob is hidden so the section has one clear gain mode. Available in linked Stereo, L/R, and M/S workflows.

POST-EQ OUTPUT GAIN

OUTPUT - LINK

The orange chain under OUTPUT mirrors lane-A and lane-B output gain when on. Hidden in linked Stereo.

OUTPUT - GAIN (L / R, M / S, OR SINGLE)

RANGE -24 dB / +24 dB **DEFAULT** 0 dB **DOUBLE-CLICK** reset

Post-EQ gain. Use OUTPUT to match levels with bypass before judging tone, and to land at the level you want for the next plugin in the chain.

OUTPUT - AUTO GAIN

When on, OUTPUT targets a consistent working level (around 0 VU / -18 dBFS RMS) and the manual GAIN knob is hidden. **Habit:** turn OUTPUT AUTO GAIN on while comparing to bypass so loudness is less likely to bias your tone decisions; turn it off and use the OUTPUT knob when you want a deliberate level.

Full signal flow is shown on page 9.

SIGNAL FLOW

L/R mode (or linked Stereo): input -> (INPUT AUTO GAIN if on, otherwise INPUT GAIN L/R) -> EQ + AIR (per lane) -> BREAK saturator (if on) -> (OUTPUT AUTO GAIN if on, otherwise OUTPUT GAIN L/R) -> output

M/S mode: input -> (INPUT AUTO GAIN if on) -> M/S encode -> (INPUT GAIN M/S if INPUT AUTO GAIN is off) -> EQ + AIR per lane -> BREAK saturator per lane (if on) -> (OUTPUT GAIN M/S if OUTPUT AUTO GAIN is off) -> M/S decode -> (OUTPUT AUTO GAIN if on) -> output

Only one input-gain stage and one output-gain stage are active at a time; the visible knob is the active one. In linked Stereo the L/R flow is used and the two lanes share the same parameter values. INPUT AUTO GAIN runs on the stereo program before any L/R or M/S split. OUTPUT AUTO GAIN runs after the lanes are summed back to stereo. Both auto-gain stages are skipped when MASTER BYPASS is on.

STAGE ORDER AT A GLANCE

STAGE	WHERE	ACTIVE WHEN...
INPUT AUTO GAIN	Plugin input, before any L/R or M/S split.	INPUT AUTO GAIN on and MASTER BYPASS off
INPUT GAIN	After INPUT AUTO GAIN's point in linked Stereo / L/R; after M/S encode in M/S mode.	INPUT AUTO GAIN off (the knob is visible)
EQ + AIR	Per lane (LEFT/RIGHT or MID/SIDE; linked in linked Stereo).	Strip ENABLED on and MASTER BYPASS off
BREAK saturator	After the EQ, per lane.	BREAK on and MASTER BYPASS off
OUTPUT GAIN	After BREAK. In M/S mode, before M/S decode (per lane).	OUTPUT AUTO GAIN off (the knob is visible)
OUTPUT AUTO GAIN	After stereo sum (linked Stereo / L/R) or after M/S decode (M/S).	OUTPUT AUTO GAIN on and MASTER BYPASS off

TRIAL MODE

GlassBreaker EQ runs in trial mode until activated. In trial mode GlassBreaker EQ inserts a brief silence into the output on a fixed schedule. The trial chip sits in the header next to the plugin title and shows the current state at a glance:

TRIAL normal trial state / **SILENCE** during a silence burst

ACTIVATION

Click the trial chip, or open the menu and pick **License**, to open the activation panel:

GlassBreaker EQ - License

In trial mode GlassBreaker EQ inserts a brief silence into the output on a fixed schedule. Activate to remove the silence inserts.

XXXX-XXXX-XXXX-XXXX-...

Waiting for licence key...

CANCEL **ACTIVATE**

OFFLINE ACTIVATION - NO DATA LEAVES YOUR MACHINE

FIG. 3 - ACTIVATION PANEL. PASTE THE LICENCE KEY YOU RECEIVED AT PURCHASE AND CLICK ACTIVATE.

1. Purchase a licence at mouseplugins.com/en/products/glassbreakereq.
2. You will receive a key of the form XXXX-XXXX-XXXX-XXXX-...
3. Open the activation panel from the trial chip or the menu.
4. Paste the key and click **Activate**.

Activation is verified locally. No internet connection is required. Once activated the trial chip disappears, the silence inserts stop, and the menu's About row shows your registered licence hash next to the version string.

The trial does not limit features, presets, or settings persistence in this release. The silence inserts are the only difference from the activated build.

DIAGNOSTICS AND SELF-RESCUE

Open the menu and pick **Support** to bring up the diagnostics + self-rescue panel. It shows the plugin and host info MousePlugins support would ask for, and exposes local rescue actions you can run without leaving the DAW.



FIG. 4 - SUPPORT PANEL. LOCAL ACTIONS ONLY; NOTHING IS UPLOADED.

1. **Copy report** - copies a plain-text diagnostics block to the clipboard. Paste it into an email to support@mouseplugins.com if you need help.
2. **Save report** - writes the same block to a file you can attach.
3. **Reset DSP** - reset every audio/control parameter to its default in one undoable step. Use when a setting has gone weird and you want a clean slate.
4. **Open config** - opens the GlassBreaker EQ config folder in the system file browser (presets, settings, licence cache).

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WEBSITE

mouseplugins.com

SUPPORT

support@mouseplugins.com

PRODUCT PAGE

mouseplugins.com/en/products/glassbreakereq

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