



A threat to crystal.

Five fixed-frequency bell bands, a five-position AIR band from 2.5 kHz to 40 kHz, and a BREAK switch that takes the EQ from glassy clarity to controlled aggression. Stereo or full Mid/Side routing, Auto Gain, zero added latency.



STEREO / MID-SIDE

BREAK MODE

ZERO ADDED LATENCY

VST3 / CLAP

01. FIRST MOVE

1 LINKED STEREO

Leave **LINK L/R** on for everyday stereo work. v1.1.0 collapses both strips into a single full-height STEREO lane with one set of band knobs.

2 MOVE A BAND

The five fixed bands are **SUB / 40 / 160 / 650 / 2.5K**. Each knob centred at 0 is neutral; small moves first. A half-dB on a master is usually enough.

3 ADD AIR

AIR GAIN lifts the top end; **AIR BAND** picks the corner: 2.5, 5, 10, 20, or 40 kHz. Use it for openness without thickening the upper-mids.

02. ANATOMY AT A GLANCE

HEADER

Title, presets, undo/redo, A/B compare, copy/paste, menu. Trial chip on the right of the title until activated.

UPPER STRIP

The L lane in L/R, or the MID lane in M/S. Spectrum view + 5 fixed bell bands + AIR (gain + band). Repaints to magenta in M/S MID.

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 can expand to full height.

GLOBAL

BREAK mode toggle, LINK L/R, M/S MODE, MASTER BYPASS. BREAK is the character switch from glassy to broken.

INPUT / OUTPUT

Pre and post gain with optional Link and lane-aware AUTO GAIN. Use OUTPUT, or Auto Gain where appropriate, to keep comparison levels honest.

FOOTER

Latency, sample rate, input/output meters, CPU, version.

03. THE FIVE FIXED BANDS + AIR

GlassBreaker EQ keeps the surface area small: five fixed-frequency bell bands plus one five-position AIR band. The shape is pre-tuned for fast, musical moves - there are no Q knobs. The fixed 2.5K band is a bell; AIR is a separate high-lift band with a selectable corner.

BAND	CENTRED AT	TYPICAL USE
SUB	~25 Hz	Weight, "felt" low end on kicks, sub-bass, masters.
40	40 Hz	Punch of kick, body of bass guitar, fundamental of low strings.
160	160 Hz	Warmth or mud cleanup; the "body vs boom" decision.
650	650 Hz	Body / boxiness on vocals, guitars, snare. Often cut.
2.5K	2.5 kHz	Presence; vocal forwardness; guitar bite.
AIR (band)	2.5 / 5 / 10 / 20 / 40 kHz	Selects the AIR corner. Lower settings add presence and shine; higher settings move the lift into the open top end.

04. USEFUL STARTING POINTS

GOAL	MOVE	TIP
Vocal air	2.5K +1 / AIR +4 @ 10K / 160 -1	Open up presence and shimmer; light cut at 160 reduces mud.
Drum bus punch	SUB +2 / 40 +2 / 650 -1	Weight and snap without honk. Check the kick fundamental.
Master polish	40 +0.5 / 2.5K +0.5 / AIR +2 @ 20K	Keep the fixed bands subtle; add AIR by ear.
Tame brittle highs	2.5K -1 / AIR -2 @ 10K	Soften edge and brightness without dulling the whole track.
Bass guitar clarity	40 +1 / 160 -2 / 650 +1	Body + low-mid cleanup + finger definition.

05. STEREO + MID/SIDE IN 30 SECONDS

Linked Stereo (default). LINK L/R on, M/S MODE off. Both strips collapse into a single full-height lane with one set of band knobs and one EQ graph.

Independent L/R. Turn LINK L/R off. Both strips appear with their own knobs — use it to correct a stereo imbalance or shape the channels asymmetrically.

Mid/Side. Turn LINK L/R off and M/S MODE on. The upper strip becomes **MID** (centre); the lower becomes **SIDE** (width). MID for vocal, kick, bass; SIDE for room, air, width.

06. BREAK MODE

The **BREAK** toggle in the GLOBAL panel takes the EQ from clean (glass) to coloured (broken). In glass mode the bands sound like clean, modern bells. In BREAK mode, the same EQ moves interact with an added colour stage, giving boosts more harmonic weight and cuts a sharper edge.

Habit: dial in your EQ moves in glass mode first to get the balance right, then flip BREAK on to compare. If the BREAK character is too much, back the band gains off a touch - the colour stage emphasises the same moves.

07. AUTO GAIN

Each of INPUT and OUTPUT has an **AUTO GAIN** toggle (centred under the gain knob). When on, that stage 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.

Habit: turn **OUTPUT AUTO GAIN** on while comparing to bypass, so loudness is less likely to bias your tone decisions. Turn it off and reach for the OUTPUT knob when you want a deliberate level.

Auto Gain is for level-matched comparison, not loudness mastering or LUFS normalisation.

08. COMPARE HONESTLY

A / B

The header has an A / B toggle. A and B start as the same snapshot. Make a move on A, click B to start a fresh path; flip back and forth to compare.

MASTER BYPASS

BYPASS in the GLOBAL panel is for honest comparison. Match levels with OUTPUT before judging tone; louder almost always feels better.

09. RECIPES

Vocal up-front: 160 -1 / 650 -1 / 2.5K +1.5 / AIR +3 @ 10K. Slight BREAK for grit if the voice sits too smoothly.

Mastering glass: 40 +0.5 / 2.5K +0.5 / AIR +1.5 @ 20K. BREAK off. Keep the fixed bands subtle and add AIR gradually.

Aggressive bus colour: 40 +1 / 650 -1 / 2.5K +1 / BREAK on. Drive INPUT a touch hot for more saturation; OUTPUT AUTO GAIN to match.

Width tilt: M/S mode / SIDE AIR +1 @ 20K / SIDE 650 -1. Wider top, cleaner low-mid sides; MID untouched.

10. INSTALL

FORMAT	FILE	DEFAULT LOCATION
VST3	GlassBreakerEQ.vst3	Linux ~/.vst3/ / Windows C:\Program Files\Common Files\VST3\
CLAP	GlassBreakerEQ.clap	Linux ~/.clap/ / Windows C:\Program Files\Common Files\CLAP\

GlassBreaker EQ processes audio locally. It does not upload or transmit your audio and does not require an internet connection for normal use after activation. Visit mouseplugins.com/en/products/glassbreakereq for support, updates, the full User Manual, licence terms, and third party notices.

COPYRIGHT + CONTACT

© 2026 MousePlugins / MouseDSP. All rights reserved.

GlassBreaker EQ, MousePlugins, the MousePlugins logo, and related product names are trademarks or trade names of MousePlugins / MouseDSP.

WEBSITE

mouseplugins.com

SUPPORT

support@mouseplugins.com

PRODUCT PAGE

mouseplugins.com/en/products/glassbreakereq

LICENCE SUMMARY

This software, its documentation, graphics, presets, audio processing design, user interface, and related materials are protected by copyright and other applicable laws. You may install and use GlassBreaker EQ according to the licence supplied with the software. You may not redistribute, resell, sublicense, rent, lease, modify, republish, or make derivative works from the software or documentation without written permission from MousePlugins / MouseDSP.

You may not reverse engineer, decompile, disassemble, bypass licence checks, remove copy protection, or attempt to extract proprietary implementation details from the software, except where such restriction is not permitted by mandatory applicable law.

The full licence terms, third party notices, and governing-law clause are included with the software distribution and available on the product page above.

All third party trademarks, plugin formats, host names, and product names mentioned in this guide belong to their respective owners. MousePlugins is independent and is not affiliated with, endorsed by, or sponsored by any third party hardware or software manufacturer.