

AJANSS RECORDS

ARGLUE

CHARACTER COMPRESSOR



VERSION

1.0.0

FORMATS

AU • VST3

PLATFORMS

macOS • WINDOWS

DOCUMENT

USER GUIDE

01 WHAT IT DOES

ARGLUE is a bus compressor. It does one job: pulling a drum bus, a stack or a whole mix together with a few decibels of slow, single-minded compression. The controls are stepped the way classic bus units are, the detector pre-smooths with a five millisecond RMS window, one gain is applied to both channels so the stereo image never leans, and an optional high pass in the sidechain stops the kick from pumping everything above it. AUTO release follows the programme – measured: after a fifty millisecond peak the gain recovers in 72 ms, after two seconds of sustained level it takes 600 ms. Below the knee the output is bit identical to the input. There is no latency.

02 INSTALLING

macOS

Run ARGLUE Installer.pkg and follow the steps. You can choose which formats to install, and whether to install for every user or only for yourself. The package is signed and notarised by Apple, so it opens normally.

Windows

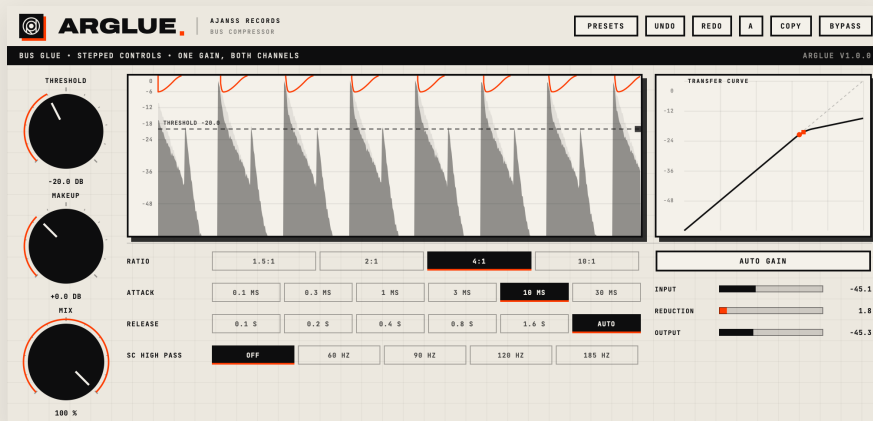
Run ARGLUE Installer.exe and follow the steps. The plugin is placed in the shared VST3 folder. The installer is not codesigned yet, so SmartScreen may warn you: click More info, then Run anyway. This is only needed once.

After installing

Rescan the plugin list in your DAW. ARGLUE appears under AjanSS Records > ARGLUE.

Requirements – macOS 10.13 or newer, Intel or Apple Silicon (universal binary). Windows 10 or newer, 64-bit. Formats: Audio Unit and VST3 on macOS, VST3 on Windows.

03 THE INTERFACE



SCROLLING WAVEFORM

The incoming signal with the threshold drawn across it. Drag the line to set the threshold – whatever pokes above it is what gets compressed.

TRANSFER CURVE

Input against output with the fixed six decibel knee, drawn from the same formula the engine runs, and the current operating point riding it.

STEP ROWS

RATIO, ATTACK, RELEASE and the sidechain high pass – stepped, bus style. The right setting is one of a few, and steps make it findable.

METERS

Input, gain reduction and output.

04 PARAMETERS

CONTROL	RANGE	DEFAULT	WHAT IT DOES
THRESHOLD	-40.0 ... +10.0 dB	-10.0 dB	Where compression starts, against the RMS of the bus. Draggable directly on the waveform.
RATIO	1.5:1 / 2:1 / 4:1 / 10:1	2:1	How much of what passes the threshold is held back. 2:1 is the glue setting; 10:1 is for parallel smashing.
ATTACK	0.1 ... 30 MS (6 steps)	10 MS	How fast it clamps down. The slow settings are the point on a bus – they let the transient breathe and compress what is behind it.
RELEASE	0.1 ... 1.6 S / AUTO	AUTO	How fast the gain recovers. AUTO follows the programme: quick after a peak, slow after sustained level, so the bus does not breathe audibly.
SC HIGH PASS	OFF / 60 / 90 / 120 / 185 HZ	OFF	The detector stops hearing below this. The audio path is untouched – only the decision changes. This is what stops a kick from ducking the whole mix.
MAKEUP	-6.0 ... +12.0 dB	0.0 dB	Gain after compression, applied to the wet path before MIX.
AUTO GAIN	on / off	off	Estimates the make-up from threshold and ratio.
MIX	0 ... 100 %	100 %	Parallel compression. At 0 % the output is bit identical to the input.
BYPASS	on / off	off	Passes the input through untouched.

05 PRESETS

Open the browser with PRESETS. It has two categories: FACTORY, which ships with the plugin, and USER, which is yours. Click a preset to load it, or browse with the keyboard.

↑ ↓	Move through the list. The highlighted preset loads as you go, so you can audition the whole bank without clicking.
← →	Switch between FACTORY and USER.
ESC	Close the browser.
SAVE	Type a name in the field and press SAVE to store the current settings as a user preset.
RENAME • DELETE	Act on the selected user preset. Factory presets cannot be changed or removed.

Factory bank — 12 presets

MIX BUS GLUE	BASS EVEN
MIX BUS TIGHT	SYNTH STACK
DRUM BUS GLUE	VOCAL BUS
DRUM BUS SLAM	ACOUSTIC GENTLE
PARALLEL DRUMS	MASTER TOUCH
KICK SAFE BUS	PUMP ON PURPOSE

06 STARTING POINTS

Rough settings to work from, not destinations.

Mix bus glue

2:1, ATTACK 30 MS, RELEASE AUTO, SC HIGH PASS 90, threshold for one to two decibels on the meter. It should be more felt than heard.

Drum bus

4:1, ATTACK 10 MS, RELEASE 0.2 S, threshold for three to four decibels. Slower attack for more punch.

Parallel smash

10:1, ATTACK 0.3 MS, RELEASE 0.1 S, threshold deep, MIX around forty percent.

Kick pumps the pad

If every kick dents the whole bus, raise SC HIGH PASS until it stops. Measured: a 40 Hz tone that alone drew over eight decibels of reduction draws none with the high pass at 120.

Measured behaviour

STATIC CURVE	Reduction matches the transfer formula within a third of a decibel at all four ratios.
AUTO RELEASE	72 ms recovery after a 50 ms peak; 600 ms after two seconds of sustained level.
DISTORTION	0.026 % THD at 1 kHz with four decibels of reduction.
STEREO IMAGE	One gain, both channels: the level ratio between channels is preserved exactly.
BELOW THE KNEE	Output bit identical to the input; the same at MIX 0 and in BYPASS.

07 SUPPORT

For questions, bug reports and feature requests, please reach us on Instagram at @ajanssrecords. Please include your operating system, your DAW and its version, the plugin format you are using, and the plugin version shown in the top right of the window.