The Glue by Cytomic

www.cytomic.com/glue

Updated: 16 Apr 2015

support@cytomic.com

If you have trouble with installing or using of Cytomic software please email support and include the following information:

- Operating system and version (eg Win XP SP2 / Mac OS 10.8)
- CPU type (eg Intel i7)
- Host and version (eg Logic 8.0.2 64-bit)
- The version and type of The Glue you are using (eg The Glue v1.3.8 Audio Unit 64-bit).
- If you have a repeatable issue in using The Glue then please give a brief list of steps to reproduce the problem from a blank project with no other plugins but those that come with your host

Known Issues

- On Mac hiding Digital Performer while plugin window is open still does not hide the plugin

Release Notes

For installation instruction please refer to the included document "TheGlue-Manual.pdf" which is included in every download.

v1.3.12 (16 Arp 2015)

- New: HiDPI support on Win
- Fixed: changed library calls so plugin loads on Win XP
- Fixed: more robust machine id generation on Mac

V1.3.11 (8 Arp 2015)

- Fixed: Mono SC (side-chain) oversampling working again

v1.3.10 (6 Arp 2015)

- Fixed: presets from older versions now recall properly in Cubase song files

v1.3.9 (3 Arp 2015)

- Fixed: Win plugin will now load on machines without Visual Studio 2012 redistributable installed
- Fixed: Mac VST plugin now gets keyboard focus when when entering text values

v1.3.8 (1 Arp 2015)

- Fixed: mono AU working in DP 7/8

v1.3.7 (30 Mar 2015)

- Fixed: mono VST version now working properly

- Fixed: redraw issues on resize of interface with VST version in Live on Mac
- Trying: removed PACE signing on VST builds to see if that helps with customers having issues getting Studio One v2 on Win 8 and Cubase 6.5 on Win 7 to be recognised.

v1.3.6 (26 Mar 2015)

- Fixed: better generation of auth machine ids on Windows to avoid clashes without salt

v1.3.5 (25 Mar 2015)

- Fixed: AAX mono plugin id so mono RTAS tracks translate over to the AAX plugin
- Fixed: Windows AAX library now built against XP SDK, so plugin loads on XP machines again
- Fixed: removed salt from machine id so reformat of machine won't trigger a new auth

v1.3.4 (23 Mar 2015)

- Fixed: transient behaviour returned to null with old version
- Fixed: added back shift key modifier for fine movement of drag and mouse wheel

v1.3.3 (21 Mar 2015)

- Fixed: saved Attack and Release settings now recall correctly
- Fixed: double clicking on ring labels of Attack, Ratio, and Release now working again

v1.3.2 (20 Mar 2015)

- Fixed: host bypass and plugin power button now work again

v1.3.1 (20 Mar 2015)

- New: fully scalable user interface
- New: retina display support on Mac
- New: AAX Native version
- New: password protected copy protection to support code signing and AAX

v1.2.9 (10 Sep 2013)

- New: can now click to reset the state of the I/O checking indicator
- Fixed: random crashes in re-sampler, mostly on 32-bit version
- Fixed: sometimes reporting incorrect oversampling latency when base sample rate higher than 48 khz

v1.2.8 (30 Jul 2013)

- New: optional checking of all input and output buffers for invalid numbers
- Fixed: re-connected host bypass button for VST version (was lost in Juce update)
- Fixed: re-connected latency reporting for AU version (was lost in Juce update)

v1.2.7 (15 Jul 2013)

- New: preset menu now contains a list of available presets sorted by categories
- New: optional dc blocking in the main signal path
- New: updated to latest Juce framework for greater compatibility
- Fixed: bug in oversampling that could cause silence or crashes under certain conditions

v1.2.1

- New: Mac OS 10.7 (Lion) officially supported
- New: ProTools 10 officially supported for RTAS plugins (AAX still to come)
- New: latency for oversampling has fixed length for better support of various hosts
- New: now uses operating system standard dialog boxes for better accessibility
- Fixed: all keystrokes now passed through to all hosts in AU version
- Fixed: RTAS not loading on Windows 7 machines
- Fixed: bug that prevented preset “Load...” from working
- Fixed: mouse over values for knobs now display correctly

v1.1.6

- New: Mac 64-bit VST plugin type
- New: improved smoothing algorithm now uses a 2 pole low pass filter on parameter changes
- New: slightly improved cpu performance
- Fixed: crash when creating a new instance of The Glue with oversampling enabled by default
- Fixed: slow redraws on P4 machines
- Fixed: auto release working again, was broken in v1.1.5
- Known issue: no presets included in this build. If you don't have presets then please install v1.1.3 and load a single copy in any host and the presets will be installed. You may then use v1.1.5 as normal

v1.1.5

- Fixed: controls now re-drawn in correct position after loading a preset
- Fixed: you can now use both the AU and VST version at the same time in hosts that support both (eg: Ableton Live or Studio One)

v1.1.4

- New: smoothed Threshold, Makeup, Range, Mix, and Sidechain HP controls so no pops, clicks, or zipper noise when adjusted from gui or automated
- Fixed: removed CPU spikes when drawing the graphical user interface on Mac
- Fixed: removed CPU spikes on first play, and when switching oversampling amounts
- Fixed: preset menu not showing with some hosts on PPC
- Fixed: reduced memory footprint with large oversampling amounts with large host buffer sizes
- Known issue: you cannot use both the AU and VST version at the same time in hosts that support both (eg: Ableton Live or Studio One)

v1.1.3

- Fixed: mono oversampling now working that was broken in v1.1.2
- Fixed: hang on render in Cubase and Nuendo by not reporting latency change during render. Until Steinberg fix the issue at their end renders will not have correct automatic latency correction

v1.1.2

- New: updated linear phase high quality oversampling to support up to 12 MHz (x256) – note that x2 is recommended for Realtime and x8 is recommended for Render
- New: slightly improved preset handling with next and previous buttons

- Fixed: unwanted smoothing of Mix and Makeup Gain on first process block
- Fixed: needle is now reset of when not processing audio
- Fixed: detection of offline rendering in Reaper and Sonar
- Fixed: reporting of dynamic latency in VST version in Live and possibly other hosts

v1.1.1

- Fixed: bug in RTAS version only that disabled the external sidechain in v1.1.0

v1.1.0

- New: linear phase high quality oversampling up to 768 kHz
- Fixed: freeze on render in Wavelab 7
- Fixed: denormal bug causing extra cpu usage with long sections of silence
- Fixed: improved Pro Tools HD compatibility

v1.0.18

- Fixed: stopped writing of debugging file "LastLoadedXml.txt" to desktop

v1.0.17

- Fixed: bug in new auto release algorithm that caused wasted cpu
- Fixed: support for OS 10.4 for non 64-bit builds on Mac (wasn't working in v1.0.16)
- Fixed: now correctly loads Cubase settings that were saved with v1.0.15 or earlier

v1.0.16

- New: improved auto release with lower cpu and lower aliasing
- New: Improved analog modeling for analog sounding attacks
- New: Optimised analog modeling for greater efficiency
- New: 64-bit Mac Au
- New: 64-bit Win Vst
- New: Double click on outer notches of controls to jump to that value
- New: Double click in the centre of controls to enter text values
- New: Peak needle, optional, click on the VU to toggle
- New: Needle drawing with more accurate motion blur
- New: Logic 5.x support on Win (no ext sidechain)
- New: Adobe Premiere support (no ext sidechain)
- New: Wavelab 5.x support (no ext sidechain)
- Fixed: Wavelab 6 no longer hangs on startup
- Fixed: Keystrokes are passed to host more reliably
- Fixed: auto update of settings from v1.0.15 and before and match the threshold

Thanks for using Cytomic stuff in your productions, and for the continued helpful feedback :-)

All the best,

Andrew Simper

--