Evo Touch

FLUX:: Immersive

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1 Introduction

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EVO Touch - The icing on the cake that brings out the magic !

The Final Touch module EVO Touch, also available in EVO Channel, is a polymorphic section offering a variety of different processors designed to adapt to the requirements of the material, with seven different processing modes including a frequency dependent DeEsser, Expander and a Transient and Sustain Designer.

2 General Settings

2.1 Bypass

Global bypass, when pressed, the signal is routed directly from the inputs to the outputs.

Value Range : Enabled/Disabled

Default Value : Disabled

2.2 Skin

The look of the EVO Touch user interface.

Value Range : Light/Dark

Default Value : Light

3 Module Settings

3.1 Input

3.1.1 Input Gain

The input gain control trims the level of the signal at the input of EVO Touch. The meter shows both RMS signal (VU-Meter, blue) and peak signal (peak meter, green), from -24 to +18 dB range, referenced at -18dB.

Value Range : -24.0 dB / +18.0 dB

Colors : - Blue : RMS Value - Green : Peak Value

Default Value : 0.0 dB

3.1.2 Drive

In EVO Touch a signal Drive is available direct at the input Gain for restoring and maintaining the vitality of the sound.

The drive module has been specially designed to add a soft saturation and warmth to your audio tracks.

Value Range : 0% / 100%

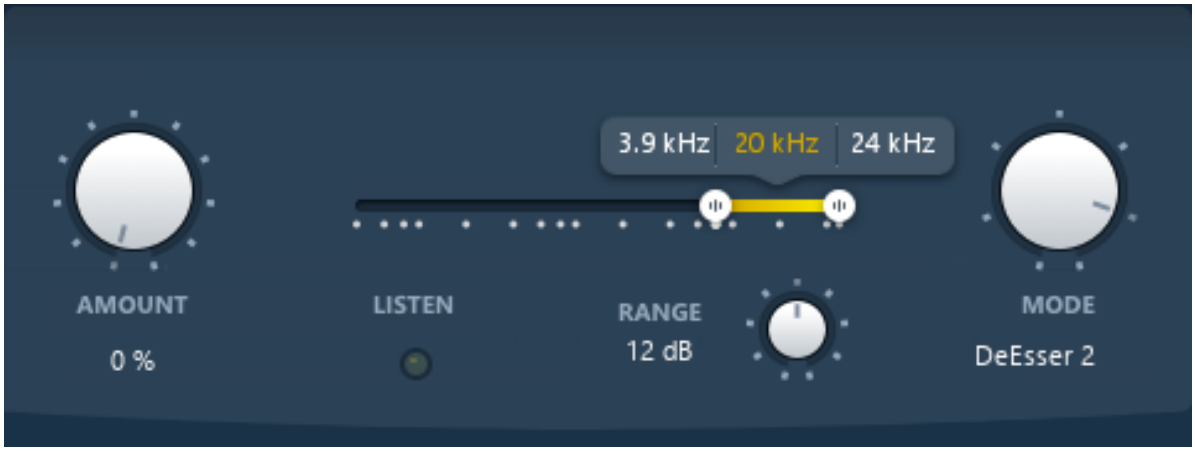
Default Value : 0%

3.2 Touch

Different types of material require different tools, whether it's a vocal cut, drums, guitar, piano or something else, it requires the accurate specific treatment for the material.

The Touch module in EVO Touch is a polymorphic section offering a variety of different processors designed to adapt to the requirements of the material, with seven different processing modes including a DeEsser, Expander and a Transient and Sustain Designer.

With the adjustable signal flow in EVO Touch the Touch module can be inserted where it's best doing its job, like having the DeEsser or Expander first in the flow, or the Transient designer after the compressor.



3.2.1 Mode

Mode parameter defines the processor used by the touch module. Seven different modes are provided.

Available modes :

- Transient Boost
- Transient Kill
- Sustain Boost
- Sustain Kill
- DeEsser 1
- DeEsser 2
- Expander

Default Value : DeEsser 2

3.2.2 Amount

The amount of signal processed by the Touch module.

Value Range : 0% / 100%

Default Value : 0%

3.2.3 Release/Range

There is a release parameter for the following modes :

- Transient Boost
- Transient Kill
- Sustain Boost
- Sustain Kill
- Expander

Value Range : 1ms / 1000ms

Default Value : 20ms

The two deesser modes offers a range parameter, to limit the maximum gain reduction.

Value Range : 0dB / 24dB

Default Value : 12dB

3.2.4 Frequency Range

The Touch module works on a defined frequency range.

Value Range :

Minimal bound : 20Hz
Maximal bound : Sampling Rate / 2

Default Value :

Inferior bound : 3.9kHz
Superior bound : up to Sampling Rate / 2
Range width : Depends on the sampling rate.

3.2.5 Listen

When enabled, you can monitor the actual signal setup with the frequency range.

Value Range : Enabled / Disabled

Default Value : Disabled

3.3 Output

3.3.1 Output Gain

The output gain control trims the level of the signal at the output of EVO Touch. The meter shows both RMS signal (VU-Meter, blue) and peak signal (peak meter, green), from -24 to +18 dB range, referenced at -18dB.

Value Range : -24.0 dB / +18.0 dB

Colors : - Blue : RMS Value - Green : Peak Value

Default Value : 0.0 dB

4 Geek Settings

These settings are available by clicking on the "Yves Jaget" icon.

4.1 Slope

The Slope sets the number of frequency-dependent components controlling the slope of the frequency response. One component, referred to as 1 (First-Order), gives a 6 dB/Octave slope, adding a second component, referred to as 2 (Second-Order), gives a 12 dB/Octave slope etc. The higher the Frequency Order is, the steeper the slope of the frequency response becomes.

Value Range: 6 / 12 / 18 / 24 - dB Per Octave
Default Value: 6 dB/o

4.2 Release

Adjusts the release time for the transient processing envelope.

Value Range: 0.00 ms / 500.00 ms
Default Value: 0.00 ms

4.3 Bandwidth

Value Range: Static BW/Dynamic BW/Flat Sum
Default Value: Static BW

Static bandwidth provides a constant Q factor, no matter of the gain factor of the filter. It's computed by having a constant bandwidth at +- 3 dB from 0 dB.

Dynamic bandwidth provides a dynamic Q factor, dependent on the gain factor of the filter. It's computed by having a constant bandwidth at +- 3 dB from peak levels of the filter.

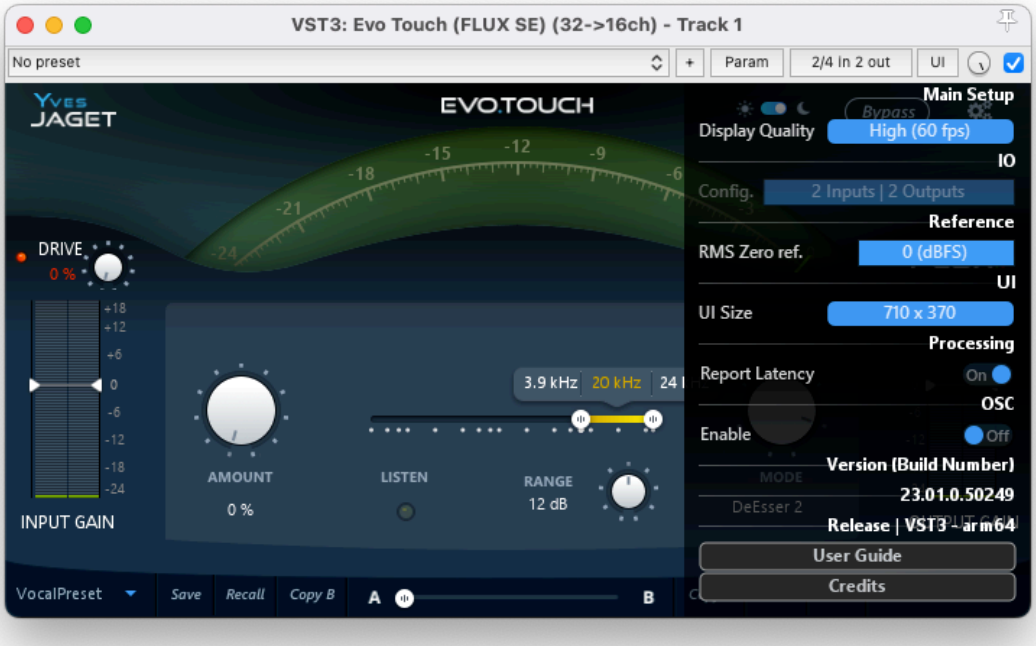
Flat Sum is a more traditional way of computing the Q factor. The bandwidth is constant for the gain factor divided by two.

4.4 Zero Crossing Threshold

The Zero Crossing refers to the amount of time the signal crosses the point of an amplitude of zero. It gives an indication on transient detection, as they tend to produce bursts of zero crossing.

5 Plugin Settings

Clicking the cogwheel symbol opens a window with a range of general settings and a direct access button to the user manual.



5.1 Main Setup

5.1.1 UI Refresh Rate

Max refresh rate of the plug-in's UI.

5.2 I/O

5.2.1 Input / Output

I/O Config and Layout is not always available, though it is always displayed, it can only be edited in some configurations and formats.

5.2.2 Config

Current I/O configuration, is only available in certain VST hosts; typically hosts with limited capabilities for handling multichannel configurations.

5.2.3 Layout

Available I/O routings based on current I/O configuration. Layout is available for editing if more than two input channels are available. If the Layout is changed from the default value, an asterisk * is displayed next to the Layout information in the Input section.

5.3 Processing

5.3.1 Report Latency

Enables/Disables the latency reporting to the host.

5.4 Automation

5.4.1 Multithread

Enables/Disables Multithread Automation.

5.5 OSC

OSC is available in EVO Touch.

5.5.1 Enable

Enables/Disables OSC control and mapping of the plug-in's parameters.

5.6 Version Information

Plug-in version and build-number information.

5.7 User Manual / Credits

Quick link to the User Manual. Plug-in creation credits.

6 Preset Management

EVO Touch, as well as all other Flux:: plug-ins, provides two preset slots referred to as slot A and slot B, which provide access to two sets of parameter settings simultaneously. In addition to just recall the settings for each of the slots individually and alternate between their settings, a morphing slider is provided offering the possibility to morph between the slots and their corresponding settings. When clicking on one of the preset slots, the built in preset manager appears.

6.1 Preset Sections

EVO Touch provides two preset sections referred to as section A and section B, offering simultaneous access to two full sets of parameter settings. Clicking the A section (bottom left) or the B section (bottom right), or clicking the arrow in the Current Selected Preset display, opens a new window accessing the built-in preset manager.

6.2 Save

Save replaces the selected preset by a new one under the same name featuring the current settings. If you want to keep an existing preset without your new modifications, just select an empty place into the preset list, enter a new name for this modified preset featuring the current settings and press Save. Recall

Once a preset is selected from the preset list it must be explicitly loaded into section A or the section B by using the recall button. A preset is effective only after it has been recalled.

6.3 Copy A / Copy B

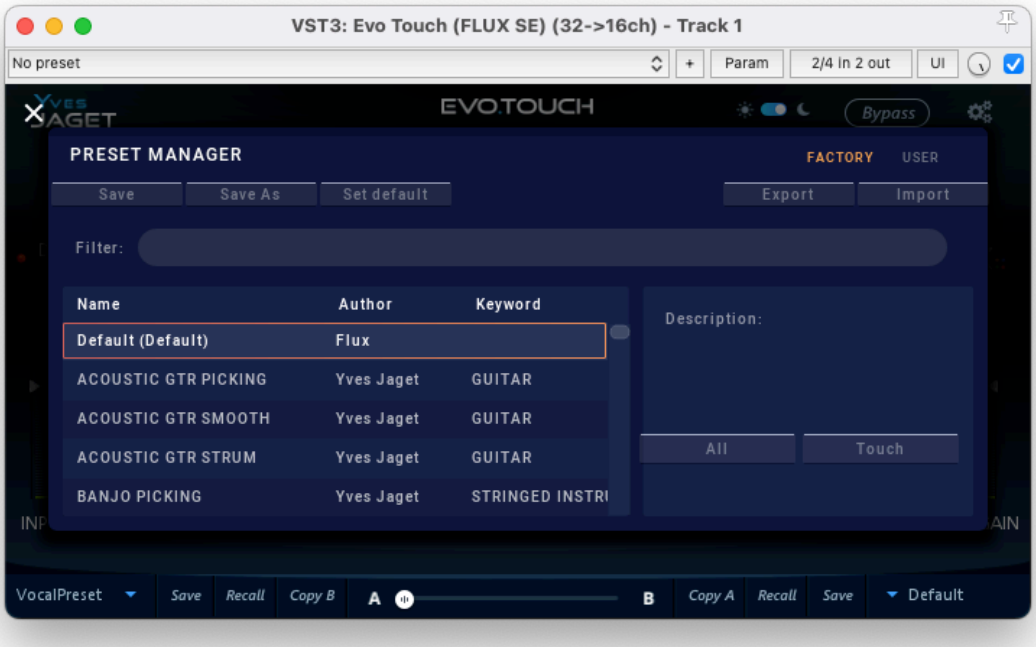
The current parameters of a section are copied to the other one. The section A or B is re-initialized with the current values and the morphing slider is parked at 100% of the corresponding section.

6.4 Morphing Slider

Morphs the parameter values of both parameter sections, it has no unity or specific value display; it provides morphing of the current values from both of the parameter sections (A & B). A double-click on one side of the slider area toggles between the two parameter sections. The actual result of the morphed parameter settings can be saved as a new preset.

7 Preset Manager

The preset manager contains two preset banks, the Factory bank contains factory presets, this bank is not available for saving of presets but any of the presets can be loaded into a preset slot and then saved into, the User bank, where all user presets are saved.

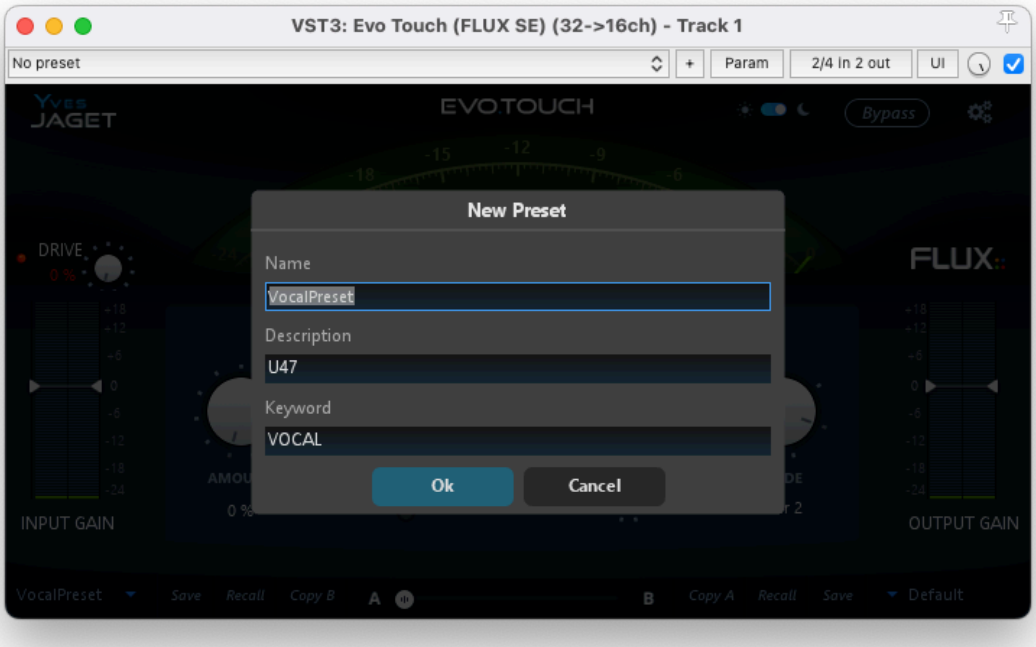


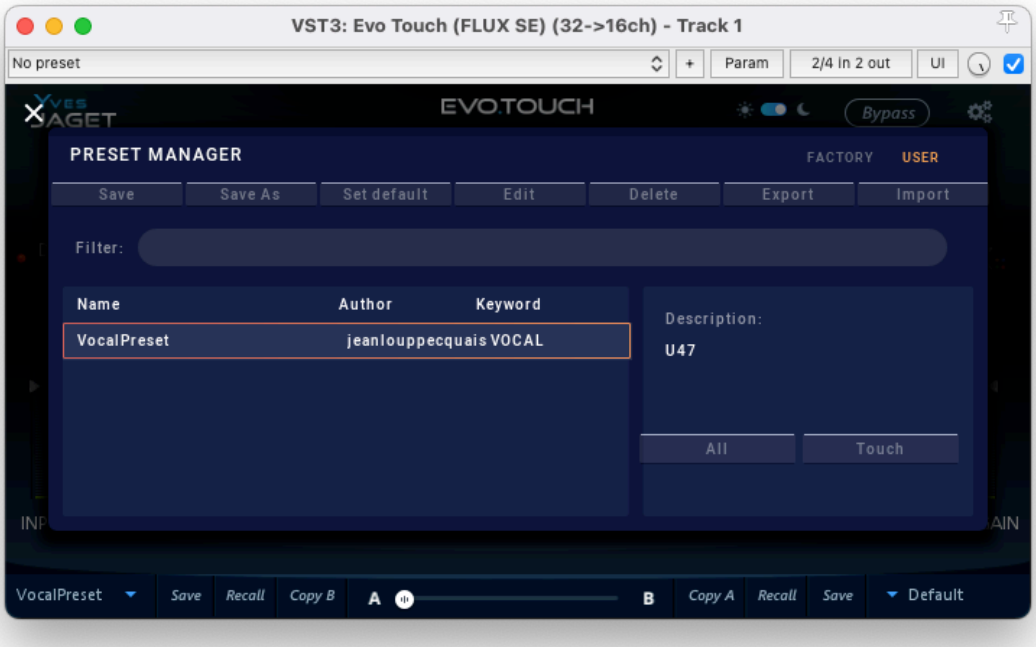
In the preset manager, any preset can be loaded into a preset slot by double clicking on the name of the desired preset in the actual preset list, the preset will then be loaded into the preset slot corresponding to the position of the morphing slider.

- Additional controls in the preset manager
- Recall A loads the selected preset into the corresponding slot.
- Recall B loads the selected preset into the corresponding slot.
- Update, saves the current settings into the selected preset. (Available in User Bank only)
- New, saves the current settings into a new preset. (Available in User Bank only)

- Duplicate creates a copy of the selected preset and saves it to the list.
- Edit allows for changes to the preset meta properties. (Available in User Bank only)
- Delete, removes the selected preset. (Available in User Bank only)
- Export, creates a file reflecting the content of the current preset bank.
- Import, allows for import of a preset bank file by adding the imported banks content to the content in the current preset bank.

When saving or editing a preset, an option to protect the preset is presented. The preset protection, if engaged, only allows the original preset author to uncheck and edit the preset. This means that you can protect your presets in a multi-user configuration. Protected presets can only be modified using the session used for their creation. If used in another user session they can only be imported or deleted.




VST3: Evo Touch (FLUX SE) (32->16ch) - Track 1
No preset
Param
2/4 In 2 out
UI
EVO.TOUCH
Bypass
PRESET MANAGER
FACTORY
USER
Save
Save As
Set default
Edit
Delete
Export
Import
Filter:
Name
Author
Keyword
VocalPreset
jeanlouppecquais
VOCAL
Description:
U47
All
Touch
VocalPreset
Save
Recall
Copy B
A
B
Copy A
Recall
Save
Default

8 Specifications

8.1 Availability

EVO Touch is available in:

AU / VST / VST3 / AAX Native/ *AAX AudioSuite* / Waves WPAPI

* *AAX Native & AAX AudioSuite in Pro Tools 11 and later*

8.2 Processing

EVO Touch provides :

- Up to 16 channels Input/Output in VST/VST3/AU/AAX.
- Up to 8 channels in WPAPI for Waves Soundgrid.
- 64-bits internal floating point processing.
- Sampling rate up to 384 kHz.

8.3 Hardware Requirements

A graphic card fully supporting OpenGL 2.0 is required.

- macOS : OpenGL 2.0 required – Mac Pro 1.1 & Mac Pro 2.1 are not supported.
- Windows : If your computer has an ATi or NVidia graphics card, please assure the latest graphic drivers from the ATi or NVidia website are installed.

8.4 Software License Requirements

In order to use the software an iLok.com user account is required (the iLok USB Smart Key is not required).

8.5 Compatibility

All major native formats are supported

8.5.1 Windows – 10, in 64 bits only.

- VST (2.4)
- VST3 (3.1)
- AAX Native*
- AAX AudioSuite*
- Waves WPAPI

8.5.2 macOS (Intel and ARM)

All versions from Sierra (10.12) to latest. (Compatible with previous versions but not supported)

- VST (2.4)
- VST3 (3.1)
- AU
- AAX Native*
- AAX AudioSuite*
- Waves WPAPI

* *AAX Native & AAX AudioSuite in Pro Tools 11 and later*