Evo In

FLUX:: Immersive

2/6/23

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1 Introduction

FLUX::
sound and picture development

Manual
EVO.IN V 1.0

Product Page | Shop Page

EVO In - Stay In Phase – Maintain The Vitality

Unique, Precise, Arbitrary and Linear Phase Rotation, Phase Group to enable and disable Phase for all of the included tracks at the same time. Electrical polarity inverter. Soft saturation to attain roundness and warmth, restoring and maintaining the vitality of the sound!

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 In user interface.

Value Range : Light/Dark

Default Value : Light

3 Module Settings

3.1 Drive

In EVO In a signal Drive is available for restoring and maintaining the vitality of the sound.

The EVO IN Drive adds a soft saturation to attain roundness and warmth, restoring and maintaining the vitality of the sound, by generating harmonics important for the constancy of the sound without any audible distortion, on all types of sounds and instruments.

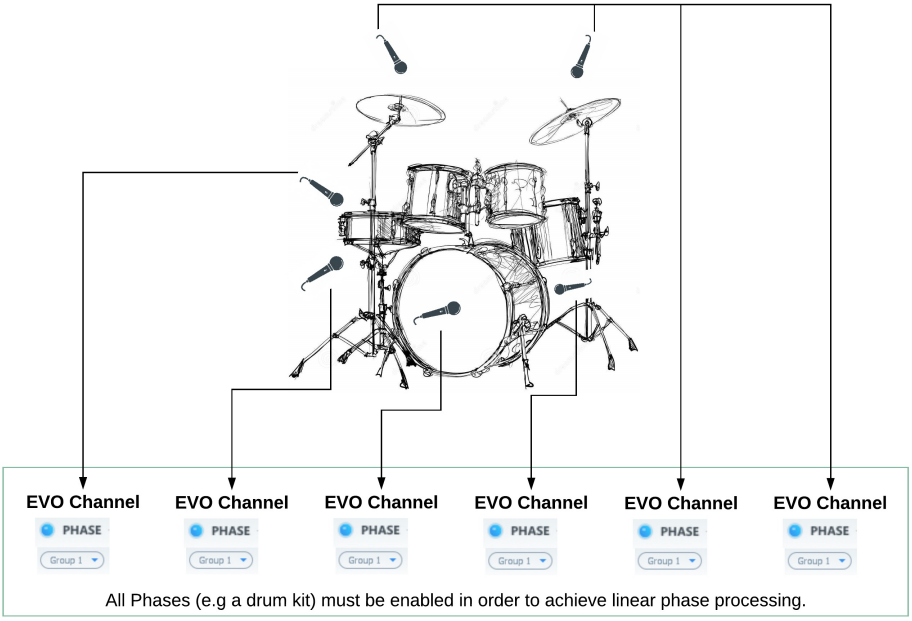
Value Range : 0% / 100%

Default Value : 0%

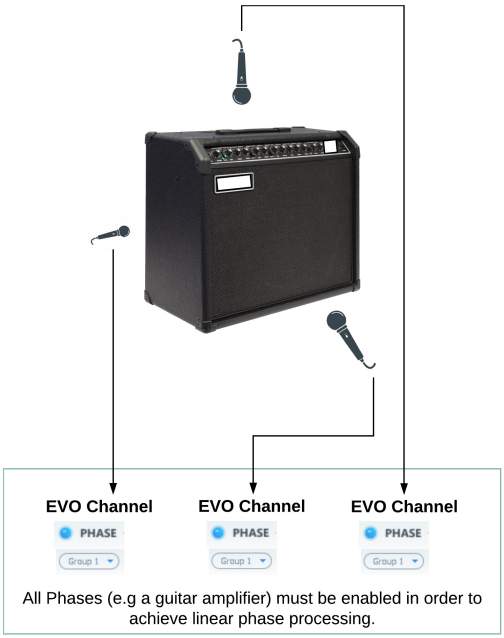
3.2 Phase

One of the most crucial parameters to take into account; Phase, or "The art of using multiple microphones on one and the same sound source", a classic example is when setting up the sound for a drumkit.

Controlling the Phase of microphones is universal and relevant both for studio and live use. In EVO In an Arbitrary and Linear Phase Rotation throughout the spectrum is provided, to accomplish the same natural thing as when physically moving a microphone, of course without adding any latency.



The phase must be enabled for all the drum tracks. Then set the same group number for all these tracks. It allows to enable and disable the phase for all the drums in one click (simply switch on/off for the phase in one of the tracks).



3.2.1 Phase Switch

The Phase is the result of Flux:: proprietary research, this unique algorithm allows linear phase correction with zero latency.

Activate the phase module on all of the tracks that were recorded at the same time and in the same room (multi- microphones tracking or live recording in exemple), and then use the slider on the different tracks until you get full control over the phase and everything sounds correct.

When enabled, the phase correction is turned on.

Value Range : Enabled/Disabled

Default Value : Disabled

3.2.2 Phase Group

Add an EVO In instance to a Phase Group. You can add an instance of EVO In to a group, all the members of the same group can then have their Phase enabled or disabled at one and the same time. To do so, add the instance to a group by selecting the group number for the desired group. Now when you then turn the phase switch on or off in any of the instances in the group, this will affect all instances that are members of the same group.

Value Range : None/Group number

Number of groups : 8 groups

Default Value : Disabled

3.2.3 Phase Correction

Set the shift value used to correct the phase.

Value Range : -180° / 180°

Default Value : 0°

3.2.4 Polarity Invert

When enabled, polarity inversion is applied to the signal.

Value Range : Enabled / Disabled

Default Value : Disabled

4 Plugin Settings

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

4.1 Main Setup

4.1.1 UI Refresh Rate

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

4.2 I/O

4.2.1 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.

4.2.2 Config

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

4.2.3 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.

4.3 Processing

4.3.1 Report Latency

Enables/Disables the latency reporting to the host.

4.4 Automation

4.4.1 Multithread

Enables/Disables Multithread Automation.

4.5 OSC

OSC is available in EVO In.

4.5.1 Enable

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

4.6 Version Information

Plug-in version and build-number information.

4.7 User Manual / Credits

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

5 Specifications

5.1 Availability

EVO In is available in:

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

* In Pro Tools 11 and later

5.2 Processing

EVO In 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.

5.3 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.

5.4 Software License Requirements

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

5.5 Compatibility

All major native formats are supported

5.5.1 Windows – 10, in 64 bits only.

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

5.5.2 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*