XILS-lab Ring'X

Audio software company XILS-lab releases Ring'X - readily representing the latest addition to its lengthening line of virtual effects as an inspiring and musical multi-effect plug-in par excellence. Duly developed as an inspiring and musical multi-effect plug-in for seriously satisfying anyone's needs, Ring'X is certainly worthy of the oft- overused French phrase par excellence - literally translated into English as 'by excellence' - as evidenced by its feature-packed GUI (Graphical User Interface) that is as easy on the eye as it is easy to use.

Ultimately, it is anchored around a six-slot so-called 'Effect Ring' that allows anyone to insert the effects they need in the order they want, choosing from a selection of deeply-modifiable classic analogue effect emulations: ANALOG FILTER - modelled from the CMS 3320 chip, used in the exciting-sounding (early-Eighties-era) Elka Synthex subtractive synthesis-based polytimbral powerhouse (much loved by the likes of famous French electronic music pioneer Jean-Michel Jarre, who still uses it to this day to create the distinctive sound of his onstage laser harp), providing five (LP24 - 24db Low-Pass, LP12 - 12db Low-Pass, HP12 -12db High-Pass, BP12 - 12db Band-Pass, or BP6 - 6db Band-Pass) self- oscillating filter types; ANALOG 18db FILTER - modelling the specific sound and behaviour of an 18db self-oscillating filter from the breakthrough British EMS VCS3, which made musical history upon its

introduction in 1969 by being the first commercially portable synthesiser available anywhere in the world, thanks to its innovative modular matrix-based patchboard dispensing with the telephone exchange-like cabling of other (much larger) modular systems in favour of making space-saving connections with (removable) coloured pegs; CHORUS (BUCKET BRIGADE DELAY); DELAY - stereo delay that copies the input signal to the left and right channel; DISTORTION; PARAMETRIC EQ - a three-band affair with each band type selectable from six standard filter types; PHASER; and REVERB - with three (L - Large, M - Medium, and S - Small) algorithms. Each effect provides four MODULATION points with a SOURCE and DESTINATION menu associated with an AMOUNT knob.

Standard STEP and specific LOC locator sequencers for modulating effects are also available - the loop goes through a defined number of steps and each time the internal clock is fired the next step is triggered, in the case of the former, while the latter is designed to be synchronised to the DAW (Digital Audio Workstation) with the loop being synchronised to the DAW bar (or a multiple of the bar).

But that's not all. Another area well worth highlighting here features four input followers; a TRANSIENT tracker 'module' - detects the transients present in the input sound, each transient triggering a simple envelope without attack and release controlled by the RELEASE knob; S- DETECTION 'module' - detects sibilance present in the input sound, and also useful for separating high-frequency parts from those with more middle and bass frequencies; GATE 'module' - removes all the parts from the input sound that are below a specified threshold; and a STEREO SPACE 'module' - powerful stereo processing that allows users to dynamically position their audio signal into a true stereo space.

By being so flexible in both operation and resulting effects, it stands to reason, therefore, that Ring'X should come complete with a raft of presets. All are accessible via an integrated (single-window) Preset Manager, making it easy to find the right patch in seconds, manage presets, sound banks, and create custom tags. That being said, then, inspiring and musical multi-effects are only a click away, but those wishing to dig deeper to seriously satisfy their needs are always free to do just that! After all, as the latest addition to XILS-lab's lengthening line of virtual effects, Ring'X is, indeed, an inspiring and musical multi-effect plug-in par excellence - in the literal sense of those (French- originating) words.

Who better, then, to put Ring'X in its rightful place than the Frenchman primarily responsible for bringing it into existence - namely, XILS-lab CEO Xavier Oudin (credited in the multi-effect plug-in in question's user manual with: Concept of Ring'X and original UI design; Digital Signal Processing and plug-in coding; [and] the graphical user interface). "For a number of years, customers have been regularly asking me to create an effect featuring filters extracted from our synthesizers," he begins, before adding: "This idea grew into providing a sort of Swiss army knife-style tool capable of sculpting audio with modulation fully independent of its content, and also able to create any kind of de-esser and transient shaper with far more possibilities than standard such effects. Eventually, Ring'X was born."

XILS-lab releases the musical multi-effect plug-in Ring'X

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Ring'X is downloadable in 64-bit AAX (native)-, AU-, VST2.4-, and VST3-compatible formats for macOS (10.9+) and 64-bit AAX (native)-, VST2.4-, and VST3-compatible formats for Windows (7/8/10) directly from XILS-lab. Ring'X is available to purchase as an iLok-protected virtual effect plug-in (installable in up to two independent locations) at an introductory promo price of only €69.00 EUR until October 31, 2023 - rising thereafter to a price of €179.00 EUR - directly from XILS-lab via its dedicated webpage, which also includes more in-depth information and several must-see video demonstrations.

www.xils-lab.com