

CONTACT

For review enquiries please e-mail:
jonathan@millermusicandmedia.com

For XILS-lab info contact:
contact@xils-lab.com



Chor'X

XILS-lab announces BBD chorus effects plug-in; plus x64 soft synth updates

GRENOBLE, FRANCE: music software company *XILS-lab* is proud to announce availability of its second effects plug-in as of March 27, 2012, as well as availability of all its soft synth plug-ins (XILS 3, PolyKB II, and Synthix) as 64-bit-compatible products...

Available in 64- and 32-bit versions, the **Chor'X Bucket Brigade Delay Chorus is a Mac-compatible** (OS X 10.5 and later; Audio Unit, VST, RTAS — Pro Tools 7.0 and later) **and PC-compatible** (Windows XP, Vista, and 7; VST, RTAS — Pro Tools 7.0 and later) **spacializer chorus, combining three types of vintage chorus effects**, each based on Bucket-Brigade Delay (BBD) emulations, **together with a sophisticated true stereo dynamic spatializer.**

Having analysed what makes them sound so unique, **Chor'X provides three standard chorus structures** (selected using the TYPE SY, TYPE DI, and TYPE CS 'buttons') — all meticulously **modelled on various vintage chorus units: TYPE SY** is based on two BBDs and two LFOs per channel, several filters, and an amplifier-based compander — compression-plus-expander — emulation; **TYPE DI** is based on one BBD per channel and only one LFO — dispatched in inverted phase to the left and right channels, plus several filters and a chip-based campander emulation; **and TYPE CS** is based on one BBD and two LFOs per channel, plus several filters, but no compander (though the left and right channels are also dependant on the LFOs). **Each of these chorus structures feature special filters and compander emulations to come closer than ever to the original analogue chorus units being modelled.**

Chor'X delivers up to four Bucket-Brigade Delay emulations, modulated in frequency and range. **Eight associated parameters can easily be tweaked via an advanced 2-D pad displaying four lights; moving a light around in the 2-D pad modulates the corresponding delay in frequency and amount according to its position.** And that's not all: **these lights can be made to move chaotically to produce an always-evolving chorus** — kiss goodbye to static-looping-type effects!

Chor'X also offers powerful stereo processing via its True Stereo Dynamic Engine, allowing audio signals to be positioned in a true stereo space in an easy, intuitive fashion: **MIC ANGLE sets the position of the microphones; WIDTH increases or decreases the width of the stereo space; and moving the associated lights around another 2-D pad perfects positioning of the sound.** Chaotic movement can also be added to the stereo position of the wet signal.

As is always the case with XILS-lab products, **Chor'X is packed full of useful musical features: a special Dry tool preserves transients** — treating percussive material while only adding chorus to the tail end of a sound, for example; **AMOUNT follows audio content to correspondingly increase the level of effect;** and **HISS increases the non-linearities of the BBD.**



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Chor’X is available — together with newly-released 64-bit versions of XILS-lab’s soft synth plug-ins (XILS 3, PolyKB II, and Synthix) — from the appropriate XILS-lab online Store (<http://www.xils-lab.com/products/Chor%27X.html>) for the special launch price of €39 EURO — rising to €59 EURO after April 30. (Note: this is a serial number-authorized product — no hardware dongle or challenge/response system required.)

Listen to examples of Chor’X here: http://www.xils-lab.com/pages/ChorX_Audio.html

Watch Chor’X in action here: http://www.xils-lab.com/pages/ChorX_Videos.html



About XILS-lab (www.xils-lab.com)

Based in Grenoble, France, **XILS-lab** is a new music software company, founded by Xavier Oudin. Having developed some of the best-known virtual instruments and effects plug-ins in the market for various companies over the last 20 years, Oudin believes that a virtual effect or instrument is not only a mathematical algorithm, designed by and for PhD engineers, but a musical machine for musicians. XILS-lab likes to make virtual instruments and effects that inspire its users!