

OUTLAW

Outlaw is a gain-rider plugin that mimics the movement of an audio engineer that moves a volume fader while listening to for example a live recorded vocal or bass track and compensating for volume changes. The nice thing about Outlaw is that user can quickly set it with the main features:

MIX: mixes in the gain riding.

TARGET: sets the rms target of the gain-rider.

GATE: allows user to set a gate level that is relative to the TARGET level, to have the gain-rider ignore softer sounds.

User can finetune the algorithm with the advanced settings:

HPF/LPF/SLOPE: let user filter away the highs and lows in the detection signal with variable slopes so you can for example ignore the low rumble in a speech or vocal recording, or ignore the high attack and finger noises of a bass recording.

ATTACK/RELEASE/DIRECTION: Let user apply additional attack and release to the gain-riding so you can let through the signals peaks or smooth out the signals tails. With the DIRECTION control user can set the direction of the ATTACK and RELEASE which is helpful depending on if the general gain produced is upwards, downwards or goes in two directions.

MAX UP/MAX DOWN/INSTANT/ZERO/RMS: The MAX UP and MAX DOWN let user set the maximum gain that is applied up and down, which gives you more control over how extreme the gain-riding is allowed to be. Low values sound subtle. High values sound erratic. The RMS control lets user pick between slow, medium or fast rms-detection, which determines how quickly the plugin reacts to the incoming signal. INSTANT option is very fast and ZERO has 0ms RMS time.

In addition, there is a metering section that shows peak and rms volume, as well as the actual gain that is produced by the gain-riding in the middle. Good practice is to set the TARGET control so the gain-riding up and down are equal, and then use the output GAIN volume to set the output level. This way user ensure the gain-rider will behave subtle. Setting the GATE and MAX UP and MAX DOWN to low values, also helps create a smoother result.