The Studio Reverb Latest Release Info

Thank you for purchasing the FX Reverberator Plug-In. This file contains the latest enhancements and bug fixes.

Studio Version 2.2 Enhancements And Bug Fixes

Enhancements

Bug Fixes

* Fixed code to allow proper plugin display in SAC 2.8 and higher.

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Studio Version 2.1 Enhancements And Bug Fixes

Enhancements

Bug Fixes

* Fixed code to stop possible parameter set corruption, which could cause system crashes, when changing scenes in SAC with active reverb parameter changes while the engine is live.

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Studio Version 2.0 Enhancements And Bug Fixes

Enhancements

Bug Fixes

* Fixed code to stop possible parameter set corruption, which could cause system crashes, when manipulating the plugin parameters or when saving the session (and plugin parameters) while the engine is live in either SAC or SAWStudio.

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Studio Version 1.9 Enhancements And Bug Fixes

Enhancements

Bug Fixes

* Code modified slightly to help more with stabilizing the plugin from crashes in the SAC environment when patching multiple instances and removing some and adding others while the engine is live.

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Studio Version 1.8 Enhancements And Bug Fixes

Enhancements

Bug Fixes

* Code modified to eliminate possible crashes when patching while the processing engine is live. This fix also applies to scene recalls in SAC which involve reverb plugin patch and param set modifications and keeps them from crashing or blocking the buffer process thread which could cause slipped buffers.

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SAWStudio Version 1.7 Enhancements And Bug Fixes

Enhancements

Bug Fixes

* Code modified to stabilize sending and receiving parameter set data for preset saves and loads while the processing engine is live.

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SAWStudio Version 1.6 Enhancements And Bug Fixes

Enhancements

* The plugin will now detect your screen size and reposition itself onscreen if a session was saved using a higher resolution and the plugin's position would now be offscreen.

* Modifications made to properly update settings display on an open plugin

altered by a SAC Scene change.

Bug Fixes

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SAWStudio Version 1.5 Enhancements And Bug Fixes

Enhancements

* Chambers can now be loaded, updated and saved while the engine is live.

* New Aux versions of many chambers have been added with the wet/dry controls set accordingly.

* New Installer recognizes the SAC_FX_Native.ini file.

Bug Fixes

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SAWStudio Version 1.4 Enhancements And Bug Fixes

Enhancements

Bug Fixes

* Short Decay Times under 1.00 are now correctly saved and restored with the edl.

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SAWStudio Version 1.3 Enhancements And Bug Fixes

Enhancements

Bug Fixes

* Cleaned up all internal resource and API function errors.

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SAWStudio Version 1.2 Enhancements And Bug Fixes

Enhancements
* The plugin now conforms to the SAWStudio 1.2 FX API spec.

Bug Fixes

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SAWStudio Version 1.1 Enhancements And Bug Fixes

Enhancements

Bug Fixes
* The plugin now correctly follows samplerate changes.

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SAWStudio Version 1.0 Enhancements And Bug Fixes

Enhancements
* Ported over to the SAWStudio FX API.

Bug Fixes

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Version 1.8 Enhancements And Bug Fixes

Enhancements
* Updated to the version 1.4 API.

Bug Fixes

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Version 1.7 Enhancements And Bug Fixes

Enhancements

* Ten new High Density Chamber Templates have been added. These result in much smoother reverb trails, but because of the denser filters used, also consume a little more CPU power.

Bug Fixes

* Another fix was made to correct the floating point slow down in calculation speed when buffer data approaches zero. This fix corrects the problem when multiple Reverbs are patched using different parameter sets. The Reverb will free up CPU time after trails decay to zero.

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Version 1.6 Enhancements And Bug Fixes

Enhancements

* Modifications for SAWPro compatibility.

Bug Fixes

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Version 1.5 Enhancements And Bug Fixes

Enhancements

* An enhancement has been included to allow a Global Change of all Comb and AlPass Filter Delay Times while maintaining their relative positions to each other. Pressing the Shift Key while adjusting any Comb or AlPass Filter Delay Time will offset all other Comb or AlPass delay times the same amount, keeping the relationship between them intact. This is a very handy way to add in some Pre-Delay to the overall chamber design, although be aware it is not quite the same as pre-delaying the actual incoming data. Sliding the filter group to earlier or later times can truly affect the overall chamber sound and this global adjustment feature can make it easy to create many chambers that are spinoffs of some other template.

  NOTE: If any one of the filter delay times reaches max or min values, the group will stop moving as a whole and the individual filter you are adjusting will then continue to move out of relationship to the rest.

Bug Fixes

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Version 1.4 Enhancements And Bug Fixes

Enhancements

Bug Fixes

* Fix made to properly clear buffers after a Pre-Scan.

* Fix made to correct a floating point slow down in calculation speed when buffer data approaches zero. Reverb will free up CPU time after trails decay to zero.

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Version 1.3 Enhancements And Bug Fixes

Enhancements

* New Improved Chamber Presets.

* New Improved HelpFile.

Bug Fixes

* Push Button down now displays properly.

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Version 1.2 Enhancements And Bug Fixes

Enhancements

* Dry, Wet and Decay settings now save with the EDL. Any changes to presets, however, still need to be saved as a different preset.

Bug Fixes

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Version 1.1 Enhancements And Bug Fixes

Enhancements

Bug Fixes

* Long Filenames now save correctly when creating your own chambers.

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Version 1.0 Enhancements And Bug Fixes

Enhancements

Bug Fixes

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