

Release notes - Sound Particles (SP) - Version 2.0.5

Fixes

- Renders using Mid-side and Decca Tree mics no longer contain clicks
- Renders including Granular modifiers (normal window) no longer contain clicks
- Renders including Pitch and Granular modifiers simultaneously no longer contain clicks
- The initial positioning of imported CGI objects without position animation/automations was fixed
- The OpenPanel sort files mechanism was improved (with and without selected rows)
- Sheet resize and animation performance was improved
- Scroll tables mechanism was improved
- Sound Particles now shows a loading screen was load a larger amount of files
- It is now possible to select files on table using cmd/ctrl + mouse click