SOUND PARTICLES

2.1.2 | Release Notes

Improvements

- Improved waveform drawing when rendering in real-time

Bug Fixes

- [Export] Fixed a crash when trying to export 500+ channels with a Bit Depth of 16-bit or 24-bit

- Fixed a bug where there would be silence gaps when Auto-Rendering new scenes

- [Audio Modifiers] Random EQ – Fixed a bug where noises and clicks would be present on the render

- Fixed a bug where Auto Renders would differ from Manual Renders

- [Audio Modifiers] Random Sub-Bands - Fixed a bug where the Dynamic Range would differ the higher the frequencies

- [Import] Fixed a bug where importing files through "Convert to Mono" would merge all the channels without compensating their volume, clipping the final Mono stream

- [Export] Fixed a bug where opening the Export window of 7.1 microphones, after closing it with Interleaved AIFF or FLAC selected, would export the files empty

- [VR] Fixed a bug where the Video reference would not be automatically uploaded when connecting to a VR Client device

- [macOS] Fixed some visual glitches happening when moving tracks

- [Random Distributions] Fixed a bug where certain Distribution conditions would place an unintended text on the textfields

- [Random Distributions] Fixed a bug where dragging the Seed label completely would get stuck on "100000"

- [VR] Fixed a bug where it would be possible to drag the IP label to edit it