

## ***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 2.3 Enhancements And Bug Fixes***

#### ***Enhancements***

#### ***Bug Fixes***

- \* Fixed code to allow proper parameter chasing across monitor mixers in SAC and keep each plugin patch from interfering with another on a different mixer. When opening previous version sessions that include the Reverb Plugin, chase to each chan that has the plugin patched and double-click the patch in the listbox to open the window, this will properly initialize the variables needed to fix the chase issue. When patching the reverb in on fresh sessions, it will automatically initialize the variables with no further action needed and save these settings with the new session save. Chasing between channels that have the plugin patched will keep the window open and change to the proper parameter set. When chasing to channels without the plugin patched, the window will close. You will need to open the plugin again to make adjustments by chasing to a patched channel and double-clicking the patch in the patch listbox. This insures that each patch will maintain its proper settings. The default F2 workspace view (or similar) with the patch windows visible make this a simple task.

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### ***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 AIPass Filter Delay Times while maintaining their relative positions to each other. Pressing the Shift Key while adjusting any Comb or AIPass Filter Delay Time will offset all other Comb or AIPass 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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