Release notes - Sound Particles (SP) - Version 2.0.1

New Features

- Audio Stream Input/Output (ASIO) support
- Improved audio file import panel

Fixes

- Standard Deviation of a normal distribution no longer crashes the software (Mac)
- Changing between hardware devices no longer crashes the software
- Virtual Reality (VR) View now changes audio orientation on Binaural Mode with head-tracking
- Buying/Redeeming a license/voucher now makes it the active license
- Paste option on Welcome Screen's text fields now registers changes
- Render no longer starts over when there is an already rendered section
- Changing computer volume no longer stops playback (Windows)
- Template window now supports automatic scroll
- Video player no longer starts black
- Re-rendering no longer causes overlap with previously rendered audio
- Playhead reaching a point where the render is not yet done, while playing back the audio, no longer freezes the software
- Changing between multichannel mics and re-rendering with Binaural Mode active no longer freezes the software
- Opening SP after registering and having accepted an Academic License no longer crashes the software (Mac)
- Waveform is now drawn in its entirety when render is stopped and resumed with the playhead placed on a non-zero position
- SP no longer lets the user duplicate mics or tracks while rendering
- Input/Output (I/O) and VR buttons are now disabled during manual render
- "Random Delay" label no longer displays time in milliseconds while time unit preferences are set to seconds
- Importing Computer-Generated Imagery (CGI) to a project which already contains audio items no longer freezes the software
- SP now lets the user navigate through audio files list using the arrow keys
- Real-time now renders if the user previously did a manual render
- Zooming in/out while rendering no longer affects waveform drawing
- Opening a saved project while real-time rendering no longer crashes the software
- Rendering a scene with "Random Delay" no longer crashes the software
- Particles from some templates are no longer placed on the same position
- Images from installers no longer have the wrong resolutions and colors (Windows)
- Fonts from the CGI import panel are now consistent
- Normalizing mics with silence no longer makes its waveform disappear
- "About" buttons are now clickable (Mac)
- Moving the top track down no longer freezes the software

- "Audio Hardware" panel is now visible when importing videos to a session without mics
- OpenPanel no longer imports more audio files than requested
- CGI import table column now has the correct width
- Removing tracks is now disabled while rendering
- Adding an Audio Track / Microphone / Particle Group / Particle Emitter no longer has a chance of crashing the software
- Removing an Audio Track / Microphone / Particle Group / Particle Emitter no longer has a chance of crashing the software
- Waveform no longer has update issues while rendering
- Disabling the 3D Manipulator no longer crashes the software
- Rendering a scene in which one of the tracks has a non-zero "Start Time" no longer crashes the software
- Exporting audio by file replacing is now properly working
- Audio distortion (clipping) is now visible in the waveform
- "Buy Subscription" screen's text is now visible in its entirety
- Rendering an audio track with volume automation points no longer crashes the software
- Randomly generated values from legacy projects are now fully loaded
- On CGI import, the length unit is no longer ignored by multiple points particle groups
- The context menu options "Cut", "Paste" and "Copy" of text fields is now fully operational
- Loading a legacy project with an impulse no longer results in a silenced audio stream
- Section distribution (angles) for torus no longer behaves incoherently
- Rendering an audio track with volume automation no longer increases overall render volume
- Automation points drag is now fully functional
- Real-time now renders even if tracks have a start time greater than zero (Windows)
- Real-time render no longer renders a small piece of "non-audio" when there are no imported audio files
- Render no longer becomes unrendered if user clicks on the 3D manipulator without moving it (Mac)
- Opening legacy projects is now fully operational
- Playing *ProRes* videos no longer crashes the software
- Removing an automation track that wasn't the last one to be added no longer crashes the software
- Real-time rendering a project which has offline audio files no longer crashes the software
- Drag and dropping a *ProRes* video file (.mpg) onto SP is now working
- Updating the name of imported CGI objects that are already on the table is now working
- Adding/updating an imported CGI object with an empty name is no longer possible
- Binaural audio decoded from a mono mic now outputs to the left and right channels
- Degree units are no longer automatically converted into radians and vice-versa
- Legacy projects' renders are now fully functional
- Closing a project window while rendering no longer crashes the software (Mac)

- Waveform view no longer lags with high zoom in
- Connecting/disconnecting an interface no longer disables playback (Mac)
- Connecting an audio interface now automatically changes the selected hardware
- File table on the OpenPanel no longer loses last sorted state after toggling left or bottom files
- Left/bottom panels from the OpenPanel now reload their state after reappearing
- The application no longer crashes when opening a project with no included rendered audio
- Histogram View no longer shows the values normalized between -1 and 1
- Projects with the "Include rendered audio" option enabled no longer save the unrendered audio on the project file
- OpenPanel no longer freezes when opening through a Network URL
- It is no longer possible to preview offline audio files
- Multichannel Hardware channel mapping is now being properly imported when software is launched