

Release notes - Sound Particles (SP) - Version 2.0.2

Fixes

- The toggler icon buttons of left and bottom views on the OpenPanel were changed
- Video playback no longer glitches on certain occasions (Mac)
- Play/Pause button on the Import Video view no longer keeps its state between uses
- 3D views no longer override "Save Document" warning
- Rotation order is now correctly ordered
- Re-selecting the same Start Zone no longer recreates the particles
- Documents now update their title in order to inform the user that the project was edited
- Speaker Setup – XYZ variables now have a maximum value of 10000
- The first particle of a group no longer has an incorrect size on the 360 and VR views if the particle size is dependent on the depth
- Auto-rendering an emitter no longer crashes the software
- Changing the particle size no longer affects the center point of the 3D Manipulator on the 360 and VR views
- Audio tracks and particle groups/emitters no longer display the same particle size on the 360 and VR views
- Particles with size zero are no longer displayed
- Renders no longer clip when changing the track's volume back to 0 dB
- The user is no longer unable to clear the render after reverting a document
- OpenPanel now sorts directories
- Deleting a high number of automation points no longer makes the automation line disappear
- Revert warning window no longer has the Yes/No options inverted
- Movement modifiers' parameter custom status no longer persists between selections
- Real-time render no longer crashes the software after manually render the track and recreating particles
- Preferences' values are now updated upon reopening
- Custom label from movement modifiers no longer disappears if another movement modifier has all its parameters pinned
- Emitter's straight line and rotation modifiers can no longer have random values
- Erasing a render after importing a CGI object no longer freezes the software
- Histogram and Probability Distribution values now perfectly coincide
- Preferences window is no longer resizable
- Normalizing the microphone no longer can erase part of the waveform if its extension goes beyond the end of the audio item's track
- The software no longer crashes when re-rendering a project after a previous render has been cancelled and its "Start Time" changed.
- Renders no longer clip when the project contains an audio item with Start Time different than zero
- The Speed of Sound can longer be zero or smaller

- Mics from stereo configurations are no longer rendered independently
- Mid-Side and Decca Tree mics no longer introduce clicks on the render
- Twice manually rendering a specific CGI imported object no longer crashes the software
- Switching between 360 and VR views while real-time rendering no longer crashes the software
- Opening or starting a new session no longer stops real-time renders
- The user is now able to customize the maximum decimal places numbers can display