

## Release notes – Sound Particles (SP) – Version 2.1.0 beta

### New Features

- SP now features a new rendering engine with higher efficiency
- Users can now save tracks and microphones as presets
- SP now supports Batch Processing
- Users are now able to save projects as templates
- Users can now able to enable/disable modifiers and audio files
- It is now possible to customize and save the channel order of the exports
- Automation features were enhanced

### Fixes

- Cancelling the Metadata sheet view no longer cancels the exporting process
- 360 View mouse drag no longer goes beyond the wall-limits
- It is now possible to navigate the templates using the keyboard arrows
- Users can now select the whole text of a text-field by double mouse clicking on top of the text-field
- OpenPanel now remembers the last "If Stereo" option the user chose
- Binaural Playbacks no longer make the output clip
- SP now displays the correct font on Windows 8 and 10
- It is now possible to navigate the templates using the keyboard arrows
- When saving a former legacy project, SP2 now warns the users that they are going to replace the SP1 for a SP2 project file
- Changing the Sample Rate no longer changes the output of the mic
- It is no longer possible to delete a mic while rendering a scene
- The "Open Recent" button is now set to be disable when save files don't exist.
- It is now possible to drag multiple keyframes without having to lock the position of one coordinate
- The "Clear Render" option is no longer enabled when there's mics on the scene
- The "Video Tutorials" option on the top menu bar now correctly redirects to SP's YouTube channel
- All parameters are now being reset to the correct default value
- Loading a project containing an Ambisonics audio track with a file loaded no longer crashes the software
- It is no longer possible to check the "Pitch, Yaw, Roll" checkbox on a mono audio track
- "Select next/previous" automation points buttons now become disabled when the first/last automation point is selected
- Probability Distribution graphs now respond to unit preferences changes
- "Window" parameter of a granular modifier is now saved when the project is saved
- The "Order" parameter of a mic is now saved and loaded
- Changing a mic parameter no longer resets its outputs
- It is no longer possible to open the same save file on a different window
- Applying changes now activates the "Edited" mode of the project
- The Time Editor's horizontal scroller doesn't consider keyframes
- Distance Attenuation's "Within" option is now being applied, saved and loaded

- Project templates no longer start as "Edited"
- The orientation of stereo mics is now working properly
- Selecting higher order Ambisonics no longer freezes the software when running and when loading
- The "Enable" checkbox and parameters states of the Binaural Monitoring are now being correctly saved and loaded
- Changing the binaural parameters now immediately synchronizes the changes with other opened documents
- Changing a document window size no longer resets the vertical scroll of the time editor
- Duplicated tracks' audio files are now fully independent
- Duplicating a track with audio files now duplicates the audio files contained within that track
- Duplicating a track will no longer make the duplicated track's random distributions to have wrong values.
- Sheet views performance is now enhanced
- The "Audio Hardware" outputs of a mic are now being distributed based on the user's preferences and not on the engine
- The back button on the Welcome Trial or Academic screens is now redirecting the user to the "Start Welcome Screen"
- Duplicating rendered tracks is now updating the waveform
- Creating two academic accounts in a row no longer prevents the user from accepting the terms on the second time
- Resampling on legacy projects no longer changes the pitch of the audio files
- Exporting two different mic formats one after the other no longer makes the export window display the wrong number of channels on the second export
- The CGI Import Sheet View now fully adjusts to the minimum window size
- Application no longer crashes if the user selects a node with no mesh that has children with meshes and then checks the option "Include Children"
- The "Import CGI" and "Speaker Setup" tree views now start as selected
- Users are now able to horizontally scroll the list of items when SP window is made small enough making the part of the text of be hidden
- When exporting, SP no longer assumes that interleaved exports are non-interleaved exports
- Horizontal scroll of the audio file list no longer hides the last audio file on the list
- Deleting an automation track now deletes its automation points
- Automation replacing warning when changing mic types no longer has its buttons (Cancel/OK) switched between each other
- Automations on mics' "Microphone Options" are now represented as all the other automations inside SP
- It is no longer possible to create automation points while a scene is rendering
- Play/Pause no longer de-selects automation points which are selected
- Automations from movement modifiers are now represented as the other automations inside SP
- Erasing an audio modifier now deletes its corresponding automation track
- It is now possible to pin movement modifiers parameter values while the scene is being played back
- The automation of "Position (Rotation)" is now working properly
- Rendering a new track after one other track has already been rendered, no longer re-renders the first track

- Microphones are now normalizing according to Track's volume
- Zoom in/out on the timeline while the particle system is being played back no longer has the chance of freezing the software
- Adding an Impulse to an Audio Track with one audio file now replaces that same file
- SP now differentiates between movement modifiers of particles and movement of modifiers of emitters on the automation menu
- It is now possible to scroll help/info windows with the scroll handle
- It is now possible to set the "volume (dB)" text-field to minus infinity
- The 3D Manipulator no longer lags
- The "Point of View" options of the 3D Views are now functioning properly
- Modifier's panels no longer close after leaving one of its parameters Random Distribution inspectors
- Random EQ's "Dynamic Range" is now working properly
- Changing the "Description" no longer changes the "Modifier" name
- It is now possible to close/open the tabs of the Import CGI by clicking on the arrows
- Preferred brightness is no longer ignored on application start
- Multichannel files are now being well decoded when imported onto multichannel audio tracks
- Movement Modifiers' parameters now become symmetric when the source is not mono
- The "History" option of the OpenPanel now considers the first opened page
- The preview section of the Openpanel now includes the "LFE" option for 5.1/7.1 Audio Tracks
- The preview section of the Openpanel now includes the "Normalization" and "Format" options for Ambisonics audio tracks
- It is now possible to open and close the tabs by clicking on the arrows
- Importing AVI format videos no longer crashes the software
- Cancelling a Random Distribution no longer applies changes
- Updating multiple CGI objects no longer changes their names
- Deselecting a CGI object from the import table now updates the other views
- Switching from multiple selection to single selection is always updating the 3D view
- It is now possible render a project with offline audio files
- It is now possible to add more than one movement modifier automation of the same type
- Opening pop-up buttons on a Secondary Screen no longer opens them on the Primary Screen
- Tooltips now appear on a connected Secondary Screen
- Mono audio track's movement modifier's no longer have the +/- sign on each parameter
- It is no longer possible to change project settings while a scene is being auto-rendered
- Opening the I/O & VR inspectors now deselects tracks
- Offline audio files now have their duration displayed in the "Preview" section
- Preview of an audio file now stops when changing between Inspectors
- Rotations' "Azimuth" is no longer rotating the object in the opposite direction
- Preview now stops after deleting the streaming audio
- Rendered audio is now the same as the exported audio
- Offset percentage sliders of the CGI Import sheet view are now linear
- It is no longer possible to slide the "Total Number of Vertices" and "Total Number of Particles" labels

- It is now possible to write down values on "From/To/Duration" within the Video Import window
- Opening a project with an offline video no longer crashes the software
- Non-interleaved exported files no longer have to be named individually
- Clearing a render while the audio preview is playing, no longer stops the playback of the preview
- OpenPanel layout was improved
- Duplicating a track now automatically selects the duplicated track
- Many new shortcuts were included