



2.1.0 | Release Notes

New Features

- Now it's possible to export audio in the **FLAC** format
- Sound Particles 2 is now compatible with **Soundminer**

Improvements

- Improved the Master Gain calculations for both Auto and Manual renders
- Improved the memory management for projects with multichannel mics
- [Project Settings] Improved the Distance Attenuation calculation mechanism
- Improved the Video Import system
- [Import Panel] Connected external drives can now be listed and accessed through the panel
- Improved the canceling time while manually rendering
- [CGI Import] Updated the import system so that it's consistent when importing the same file between macOS and Windows
- [Binaural] Changing the Channel Mapping does not stop the Playback anymore
- [VR] Improved the mobile device's motion detection accuracy
- [Batch Processing] "All Renders" file is now always exported interleaved
- [Batch Processing] Non-Audio Files are now excluded from being Input Audio Sets
- Projects cannot start the Manual render if no Microphone Stems are enabled
- [Speaker Setup] Elevation now ranges between -90° and 90°
- [Import Panel] Search engine now considers files with "+", "()" and "[]" on their names
- [Import Panel] Improved the "Kind" sorting to conglomerate same-type files that are written with different-cased characters

- Audio Tracks now have a new look
- Export window now has a “Reset” button, allowing for a full reset of the available parameters
- Improved the Inspectors vertical position when adding modifiers
- Enabling/Disabling audio files does not auto-scroll the list up anymore
- Improved the muted Microphone tracks layout
- [CGI Import] The 3D View scale unit now updates according to the selected FBX Unit
- Unpinning negative values now correctly preserves their absolute value
- Quick Help windows now are displayed when open through a Secondary Screen
- Improved Sliders’ drag performance
- [CGI Import] Improved the “Offset” slider range
- Updated the warning message for when trying to open a non-existent “Recent file”
- It’s now possible to duplicate tracks using the keyboard shortcut while Auto-Rendering
- [Speaker Setup] “Use as Preset” button now is “Save as Preset”
- The “About Sound Particles” section was updated

Bug Fixes

- Fixed a crash when opening multi-track projects from Sound Particles 1.x
- Fixed a crash when opening a project with an Audio Track with an imported Ambisonics file
- Fixed a crash when previewing Impulses
- Fixed a crash when pausing the Auto-Render while moving the 3D Views Manipulator
- Fixed a crash when canceling a New Project creation while a template audio preview was active
- [Audio Modifiers] Random Time/Pitch – Fixed a crash when only placing +36 dB on the Discrete/Custom distributions
- Fixed a crash, on Windows, when rendering multiple mics where at least one was Multichannel
- Fixed a crash when applying a Track Preset to a single Microphone
- Fixed a crash when duplicating tracks with Offline Files

- [Batch Processing] Fixed a crash when processing batches with “Use only Right channel”
- [Binaural] Fixed a crash when selecting the “Google” dataset after having “SADIE” active
- Fixed a crash when creating a Particle Group after deleting one with Audio and/or Movement modifiers
- [Audio Modifiers] Random Time/Pitch – Fixed a crash, on Windows, when auto-rendering a scene with a Discrete Random Distribution only with +36 dB
- Fixed a crash when importing MKV@4K video files
- Ambisonic microphones are now rendering their Channel Orders correctly
- [Audio Modifiers] Random Time/Pitch – Fixed a bug where rendering a scene with a Discrete Random Distribution at -36 semitones would produce audio clicks
- Fixed a bug where automating a Microphone’s “Position” parameters, while the project’s Doppler Effect was Off, would induce audio clicks
- [Particle Emitters / Audio Modifiers] Granular Synthesis – Fixed a bug where having Distribute in Sequence and Play in Sync enabled would induce silence between particles
- Fixed a bug where there would be additional silence regions to new renders corresponding to the extension of any larger previous render
- [Particle Emitters] Fixed a bug where no more particles would be created after the Emitter had created 5000 particles
- "Granular Synthesis" Template – Fixed a bug where the template’s render was not correctly finished
- [Audio Modifiers] Random Time/Pitch – Fixed a bug where it was not possible to input negative values on the Pitch Distribution parameters
- Fixed a bug where opening Sound Particles 1.x files would unrender any saved renders
- [Microphones] Fixed a bug where loading a project would not properly load the Microphone Stems On/Off state
- Fixed a bug where exported AIFF files were in reality WAV files
- Fixed a bug where the active account would log out when Internet or Sound Particles server connection were down
- [Audio Modifiers] Random EQ – The “Dynamic Range” value is now saved properly
- [Audio Modifiers] Random EQ – Fixed a bug where the “Dynamic Range” parameter would not unrender the scene
- [Particle Emitters] Fixed a bug where “Total Particles” would add an additional particle to the counter when using the parameter slider

- [Particle Tracks / Movement Modifiers] Parameters now are reset to their correct default value
- [Project Templates] "The Ring" – Template's microphone now has a new position for a more precise effect
- Fixed a bug where, when Auto-Rendering, the microphone waveform would end at the first track even when there were posterior tracks
- Fixed a bug where, when Auto-Rendering, the rendered sections' progress and waveform were not being correctly shown
- [Random Distributions] Fixed a bug where, when with Sequence Values, particles would disappear if Step was equal to 1 and/or Per Step was equal to its max
- [User Project Templates] Fixed a bug where the project rendered audio was saved into the created User Project Template
- Fixed a bug where the imported video's audio would be played back at a different Time/Pitch when the Hardware and Project Sample Rates were different
- [Automation] Fixed a bug where the vertical range of certain automation tracks would not be in accordance to their respective parameters [\pm] range
- [Microphones] Fixed a bug where certain Microphone Options parameters would inherit the automation from their equivalent parameters
- [I/O] Fixed a bug where the VU's clipping marks would instantly disappear after being triggered
- Fixed a bug where Yaw/Pitch/Roll would affect the positioning of single-point objects (Mono Audio Tracks and Point Particle Tracks)
- Fixed a bug where certain Random Distributions buttons would not become purple edged
- Fixed a bug where certain Random Distributions would turn other Distribution buttons purple
- [Export] Metadata – Fixed a bug where "Date" would be one month ahead
- [Export] Metadata – Fixed a bug where the "Software" text was initially displayed white while being disabled
- [Batch Processing] Fixed a bug where the "Invalid Address" message would appear misplaced
- [Batch Processing] Fixed a bug where it was not possible to edit the "Number of runs" value with its label
- [Batch Processing] Fixed a bug where the Input/Output Folder fields would not always display an "Invalid Path" warning message

- [Batch Processing] Fixed a bug where the "Browse" buttons would not always open the path inscribed on the Input/Output fields
- Fixed a bug where all Normal Random Distributions were being applied incorrectly
- [Audio Modifiers] Random Filters – Fixed a bug where having the Dry/Wet at 0% reduced the render gain too much
- [Audio Modifiers] Random Gain – The Dynamic Range's automation is now working as expected
- Fixed a bug where the Start Zone automation would not merge Zones correctly
- [Particle Emitters] Fixed a bug where automating the Particle Rate would not render every created particle
- [Microphones] Fixed a bug where Stereo mics would not render the pan correctly when Roll was higher than 90°
- Fixed a bug where playing back behind a Video region would play back faintly eerie audio
- Fixed a bug where moving one of many tracks after a complete render would not display the waveform correctly
- Fixed a bug where deleting solo'd Video Tracks would not unmute the rest of the tracks
- [VR] Fixed a bug that caused shortcuts to be activated when editing the IP/Port textfields
- [Welcome Screens] Fixed a bug where, on the Offline Activation window, a new validation process would begin even after the invalidated code was still written down
- [Welcome Screens] Register – Fixed a bug where the "Both passwords not the same" warning label would not appear when reediting the "Password" field
- [3D Views] Fixed a bug where the Maximize buttons' arrows wouldn't return to the correct sprite after restoring the 3D View size
- Fixed a bug where certain "±" parameters wouldn't be reset to their proper values
- [Microphones] Fixed a bug where the Mic Type would maintain the same when changing between Stereo microphones
- [Batch Processing] Fixed a bug where only one file from a sub-folder was being picked for the Batch
- [CGI Import] Fixed a bug that caused the visual representation of toggled/pressed buttons to be incoherent
- [Batch Processing] Fixed a bug that caused audio files and folders with the same name to override each other when processing the batch

- [Batch Processing] Fixed a bug where the Export Settings and Metadata wouldn't have any effect in most cases when processing the batch
- Fixed a bug where, after opening a Quick Help window, an extra outside click would be needed to fully focus the project window
- [Batch Processing] Fixed a bug where canceling the Export Settings would not return the Export Format to its previous selected state
- [Binaural] Datasets/Subjects are now correctly displayed
- [Export] Fixed a bug where the Channel Mapping would be reset after changing the selected mic or closing the Metadata window
- [Batch Processing] Fixed a bug where canceling the Metadata Settings would not return certain data items to their previous selected states
- Fixed a bug where certain projects would not display nor allow the completed render to be exported
- Fixed a bug where Impulses would have wrong samples
- Fixed a bug where the Video channel mapping would be non-existent when loading projects
- [VR] Fixed a bug where the Video frames between the mobile VR client were not in sync with the ones from Sound Particles
- Fixed a bug where Muting/Soloing while Manual Render would not affect the audio accordingly
- Fixed a bug where connecting a Bluetooth output would indefinitely loop the Playback
- [Automation] Random Distributions – Fixed a bug where canceling the changes done to a Random Distribution would not remove the initially created keyframe
- Fixed a bug where rendering custom Multichannel microphones would not always correctly render the scene
- [Batch Processing] Fixed a bug where the Preference's "Normalize Level" would not affect the normalization of the processed batch.
- [Batch Processing] Fixed a bug where the Project Sample Rate would not be applied to the processed batch.
- Fixed a bug where changing an Ambisonics microphone's Channel Order would stop the playback
- Fixed a bug where users could not set Sound Particles 2.x as their default while having Sound Particles 1.x installed simultaneously
- [CGI Import] Fixed a bug where the FBX Unit would always be "Meter" instead of the one from the original source

- Fixed a bug where “Position (rotation)” type automations were rendering the audio incorrectly
- Fixed a bug where waveforms would have their size affected when changing the Project Sample Rate
- Fixed a bug where, when importing audio files “As Separate Streams”, each stream’s preview would playback all channels instead of the singular stream
- Fixed a bug where LFE channels on Custom Speaker Setups would be named incorrectly when exporting
- Fixed a bug where importing audio files “As Separate Streams” would not correctly import each individual stream
- Fixed a bug where duplicating tracks with disabled Modifiers would reenable them on the new track
- [Project Settings] Fixed a bug where resetting the Project Sample Rate while the Playback was active would not stop it
- Fixed a bug where horizontally shrinking the VR View would display it incorrectly
- [I/O] Fixed a bug where changing the Preview Audio’s Volume would stop the playback
- [Project Settings] Fixed a bug where Speed of Sound would not adapt its value when changing the Preference’s “Speed” unit
- Fixed a bug where “Importing Left channel only” from a Multichannel audio file would in reality import its last channel
- [Audio Modifiers] Random EQ – Fixed a bug where altering the Dynamic Range while Auto-Rendering would produce loud audio
- [Automation / Audio Modifiers] Random Time/Pitch – “(Set)” automation is now working properly
- Fixed a bug where canceling or finishing a Manual Render would not redisplay the I/O and VR Inspectors when opened before the render
- Fixed a bug where strange audio would play back at the beginning of WMV Video tracks
- [Account Management] Fixed a bug where newly added licenses would not automatically appear on the respective list after a voucher was claimed
- [Windows] Fixed a bug where the Menu Bar’s headers would not highlight after resuming a minimized project window after closing another one
- Fixed a bug where a single red pixel would appear at the left side of the Time Editor when changing Random Distributions
- [User Project Templates] Fixed a bug where saving templates with certain characters would not save them properly

- Fixed a bug where rendered waveforms would not appear when loading a project
- [Automation] Fixed a bug where adding Volume keyframes while Auto-Rendering would not update the waveform accordingly
- [Microphones] Fixed a bug where the Ambisonics SoundField Microphone (A Format)'s Capsule Distance would inherit the "Distance" value from certain Stereo microphones
- [Project Settings] Fixed a bug where changing the physics-based parameters while Auto-Rendering annuls the real-time rendering effect.
- [Menu Bar] Track - Fixed a bug where the "Duplicate" button would become permanently disabled after the first playback.
- [Audio Tracks] Fixed a bug where only the Left channel would be played back when previewing an imported Stereo Audio File.
- [Particle Tracks] Fixed a bug where importing files through "Convert to Mono" would not work when at least one of the file's channels had been already imported.
- [Import Window] Fixed a bug where the displayed number of selected files would not be reset when the window was reopened.
- [Export window] Fixed a bug where two microphones with the same name would become checked at the same time when one was selected.
- [Time Editor] Fixed a bug where it would be possible to drag tracks while their region was overlapped by their headers
- [Windows] Menu Bar – Fixed a bug where closing a menu by clicking outside of it would leave its header highlighted
- Fixed a bug where it would be possible to initiate Render while a pop-up button was opened
- Fixed a bug where auto-rendering the project would not turn the project as unsaved
- Fixed a bug where Offline audio files wouldn't display their original duration
- Fixed a bug where Video Tracks would have their "tape" stripe overlaid with its region