

Bittersweet Pro

FLUX:: Immersive

2023-02-06

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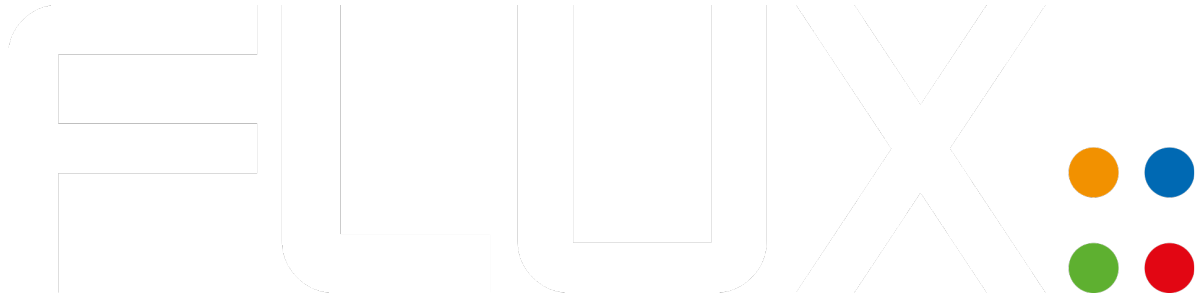
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1 BitterSweet Pro User Manual

[Product Page](#) | [Shop Page](#)



1.1 The Ultimate Frequency Dependent Transient Designer

BitterSweet Pro, Frequency Dependent Transient Designer, is built around a new improved design of the algorithm found in Flux:: acclaimed freeware transient processor, BitterSweet, used by hundreds of thousands of users all over the world, and the approach we had when designing BitterSweet Pro was to make it just as easy and straightforward to use.

With BitterSweet Pro, Transients and Sustain can be amplified or attenuated simultaneously or individually, and it can process either all components (Main) in one, or process the Mid (Center) or the Side (Stereo) parts of the sound independently by encoding the material with its internal MS encoder, process it, and then decode it back to stereo again. This fundamental design makes it really easy to perform powerful level-independent transparent shaping of the sound spectrum with BitterSweet Pro.

1.2 Frequency Dependent Transient Processing

In addition to this, BitterSweet Pro is designed with the option to process only a certain part of the frequency spectrum, turning the processing frequency dependent, acting just like a dynamic equalizer.

When Frequency Range is set from 20 Hz to 20 KHz the processing is performed on the full band, now changing the value of the low cut off frequency turns it into a High shelf dynamic

eq, setting the high cut off frequency turns it into a Low shelve dynamic eq, and setting both turns it into a peak dynamic eq, in any case the gain can be adjusted with the Static Gain parameter, and the slope can be set with the Frequency Order parameter, from 6dB per octave to 12, 18 and 24 dB, the higher the Frequency Order is the steeper the slope of the frequency response becomes.

The detector sidechain is filtered in accordance with the frequency range setting and its low cut, high cut and band pass filter, and the filtered sidechain source can be audited with a simple button click.

2 General Settings



Bypass	Static Gain
Speed	Period
Lookahead	Mode
Dynamic	Clip
Frequency Range	Output Gain
Frequency Order	Processing Display

2.1 Bypass

Global bypass, when pressed, the signal is routed directly from the inputs to the outputs.

Value Range: Enabled/Disabled

Default Value: Disabled

2.2 Speed

The Speed parameter alters the mode for the processing of the transients, controlling the envelope smoothing and generating a natural attack, when set to Medium or Slow this can be compensated using Lookahead.

Value Range: Fast/Medium/Slow

Default Value: Fast

2.3 Lookahead

Introduces a delay line to the processing path to re-sync the processing according to the speed mode, which is the interpolation time. When Lookahead is enabled a delay is introduced in the processing (not in the detection).

Value Range: Enabled/Disabled

Default Value: Disabled

2.4 Dynamic

A dynamic gain, that depending on the Mode setting dynamically adjusts the gain of the transients and/or the sustain.

The Sweet side reduces the transients, which typically decrease the perceived presence of percussive instruments in the mix. The Bitter side magnifies the transients, which typically increases the perceived presence of percussive instruments in the mix. If a Mode Ø setting is selected, Bitter is increasing the Transients and decreasing the Sustain, while Sweet is doing the opposite, increasing the Sustain and decreasing the Transients.

Value Range: -100,00% (Sweet) / 100,00% (Bitter)

Default Value: 0,00%

2.5 Frequency Range

Frequency Range sets the actual frequency range that is to be processed.

If neither of the Lower or Upper values are adjusted, the BitterSweet Pro operates in Full Band. By adjusting the Lower Value a high shelf filter is introduced, and by adjusting the Upper Value a low shelf filter is introduced, adjusting both introduces a peak filter. In any case, the filter slope can be adjusted with the Frequency Order parameter, and the gain can be adjusted with the Static Gain parameter.

The button above the slider is a key listener provided for listening to the extraction used for the analysis of the material.

Lower Value Range: 20 Hz / 20,0 kHz

Lower Default Value: 20 Hz

Upper Value Range: 40 Hz / 20,0 kHz

Upper Default Value: 20,0 kHz

2.6 Frequency Order

The Frequency Order sets the number of frequency-dependent components controlling the slope of the frequency response. One component, referred to as 1 (First-Order), gives a 6 dB/Octave slope, adding a second component, referred to as 2 (Second-Order), gives a 12 dB/Octave slope etc. The higher the Frequency Order is, the steeper the slope of the frequency response becomes.

Value Range: 6 / 12 / 18 / 24 - dB Per Octave

Default Value: 6 dB/o

2.7 Static Gain

Controls the actual gain of the Frequency Range filter envelope.

Value Range: -24.00 dB / +24.00 dB

Default Value: 0.00 dB

2.8 Period

The Period parameter sets the range of the time window used for the detection of the transients that are to be processed which adjusts the extraction of the transient information. By using Period the extraction can be adjusted depending on the material that is to be processed, which in the end will affect the result differently depending on the setting.

Value Range: 20.0 ms / 120.0 ms

Default Value: 40.0 ms

2.9 Mode

The Mode setting adjusts how BitterSweet Pro is processing the material.

Component

- Main - processes using regular stereo signal scheme and it's the only available mode for multichannel operations.
- Center - engages the internal MS encoder and processes only the Mid channel. After processing, the sound is decoded back to stereo. This setting is very efficient for snare and kick drums.
- Stereo - engages the internal MS encoder and processes only the Side channel. After processing the sound is decoded back to stereo. This setting is very efficient for panned rhythmic instruments.

Processing

- Tr. - Transients only.
- Sust. - Sustain only.
- Tr+Sus - Both Transients and Sustain.
- Ø - Means that Dynamic/Bitter is increasing the Transients and decreasing the Sustain, while Dynamic/Sweet is doing the opposite, increasing the Sustain and decreasing the Transients.

Value Range:

Tr. Main / Tr. Center / Tr. Stereo

Sust. Main / Sust. Center / Sust. Stereo

Tr. + Sust. Main / Tr. + Sust. Center / Tr. + Sust. Stereo

Tr. + Sust. Ø Main / Tr. + Sust. Ø Center / Tr. + Sust. Ø Stereo

Default Value: Tr. Main

2.10 Clip

Enables the built in soft clipper, applied at the very last stage of the processing.

The soft clipper is carefully compressing and flattening the peaks in order to clip the level of the input signal. As the input signal reaches the clip threshold, the algorithm rounds the edges of the clipped peaks for a smoother clipping.

Cubic is a digital style symmetrical soft clipper (introducing odd-order harmonics).

Tube is a kind of analog style asymmetrical soft clipper (introducing even-order harmonics).

Value Range: Off / Cubic / Tube

Default Value: Cubic

2.11 Output Gain

Sets the global gain applied to the processing output before the soft clipper.

Value Range: -24.00 dB / +24.00 dB

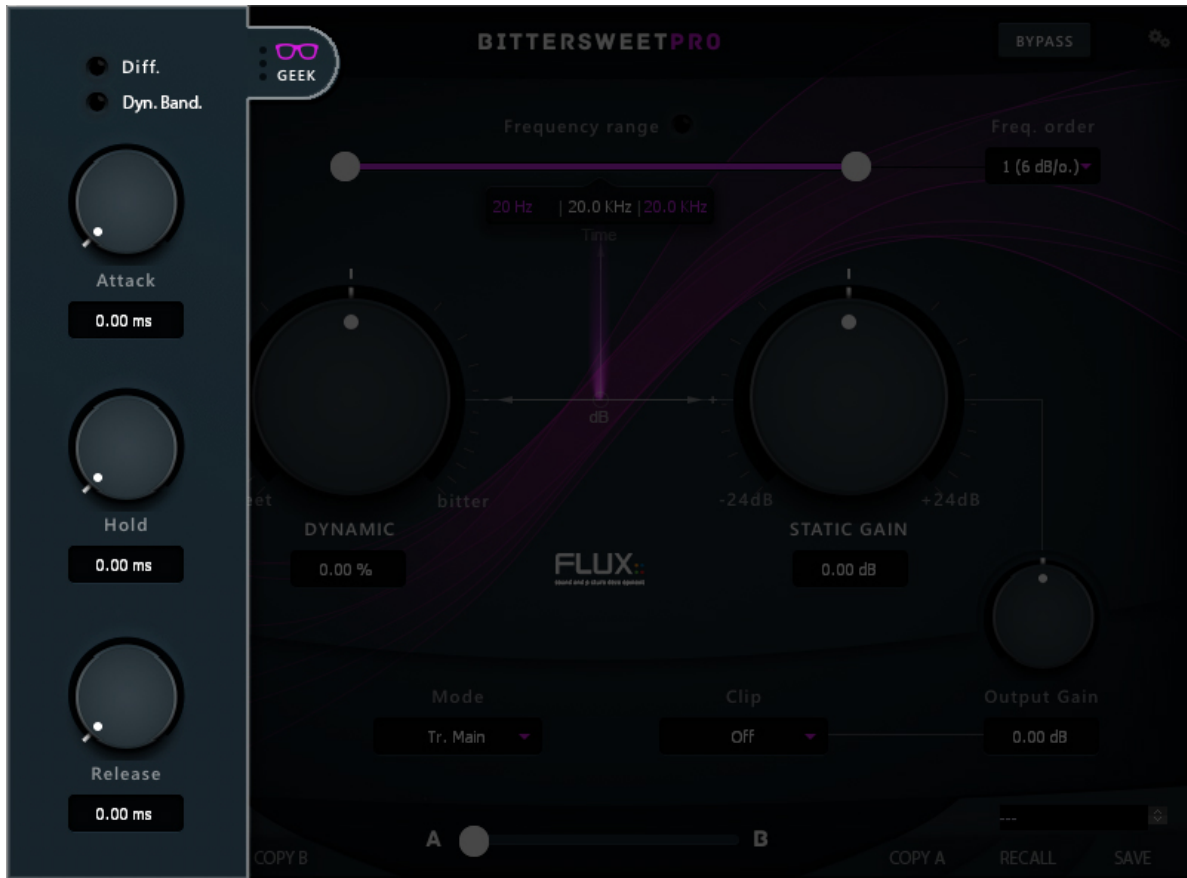
Default Value: 0.00 dB

2.12 Processing Display

Displays a graphical representation of the actual transient and sustain processing.

3 Geek

Clicking the Geek glasses opens a window with an additional range of parameters providing extended control of the transient processing envelope.



Diff. / Dyn. Band	Hold
Attack	Release

3.1 Diff.

Diff. is a key listener for the Difference between input and output signal (at the final output, after the clipper).

Value Range: Enabled/Disabled

Default Value: Disabled

3.2 Bandwidth

Value Range: Static BW/Dynamic BW/Flat Sum

Default Value: Static BW

Static bandwidth provides a constant Q factor, no matter of the gain factor of the filter. It's computed by having a constant bandwidth at ± 3 dB from 0 dB.

Dynamic bandwidth provides a dynamic Q factor, dependent on the gain factor of the filter. It's computed by having a constant bandwidth at ± 3 dB from peak levels of the filter.

Flat Sum is a more traditional way of computing the Q factor. The bandwidth is constant for the gain factor divided by two.

3.3 Attack

Adjusts the attack time for the transient processing envelope.

Value Range: 0.00 ms / 200.00 ms

Default Value: 0.00 ms

3.4 Hold

Adjusts the hold time for the transient processing envelope.

Value Range: 0.00 ms / 200.00 ms

Default Value: 0.00 ms

3.5 Release

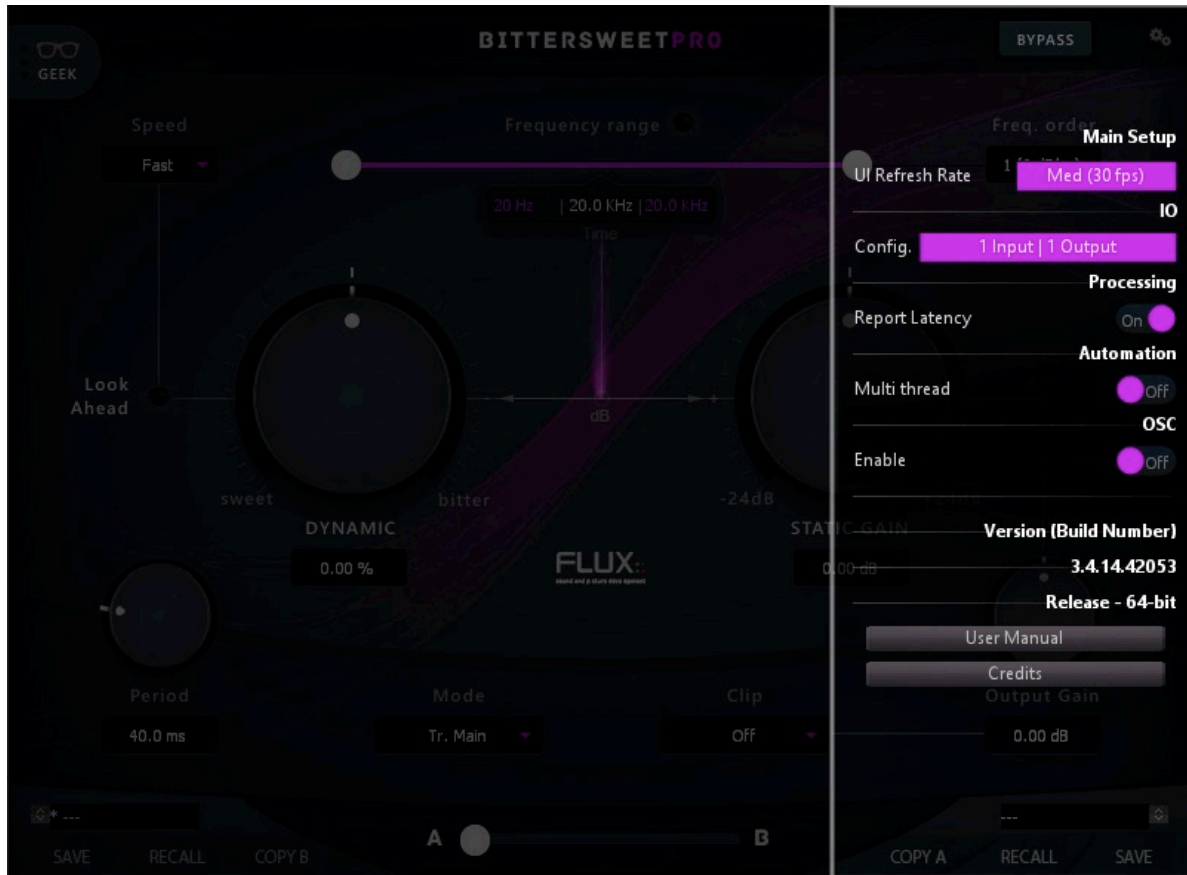
Adjusts the release time for the transient processing envelope.

Value Range: 0.00 ms / 500.00 ms

Default Value: 0.00 ms

4 Plugin Settings

Clicking the cogwheel symbol opens a window with a range of general settings and a direct access button to the user manual.



[Main Setup](#)
[I/O](#)
[Processing](#)

[Automation](#)
[OSC](#)
[Version / User Manual / Credits](#)

4.1 Main Setup

UI Refresh Rate

Max refresh rate of the plug-in's UI.

4.2 I/O

Input / Output

I/O Config and Layout is not always available, though it is always displayed, it can only be edited in some configurations and formats.

Config

Current I/O configuration, is only available in certain VST hosts; typically hosts with limited capabilities for handling multichannel configurations.

Layout

Available I/O routings based on current I/O configuration. Layout is available for editing if more than two input channels are available. If the Layout is changed from the default value, an asterisk * is displayed next to the Layout information in the Input section.

4.3 Processing

Report Latency

Enables/Disables the latency reporting to the host.

4.4 Automation

Multithread

Enables/Disables Multithread Automation.

4.5 OSC

OSC is available in BitterSweet Pro only, and is not supported in BitterSweet Pro Studio Session.

Enable

Enables/Disables OSC control and mapping of the plug-in's parameters.

4.6 Version Information

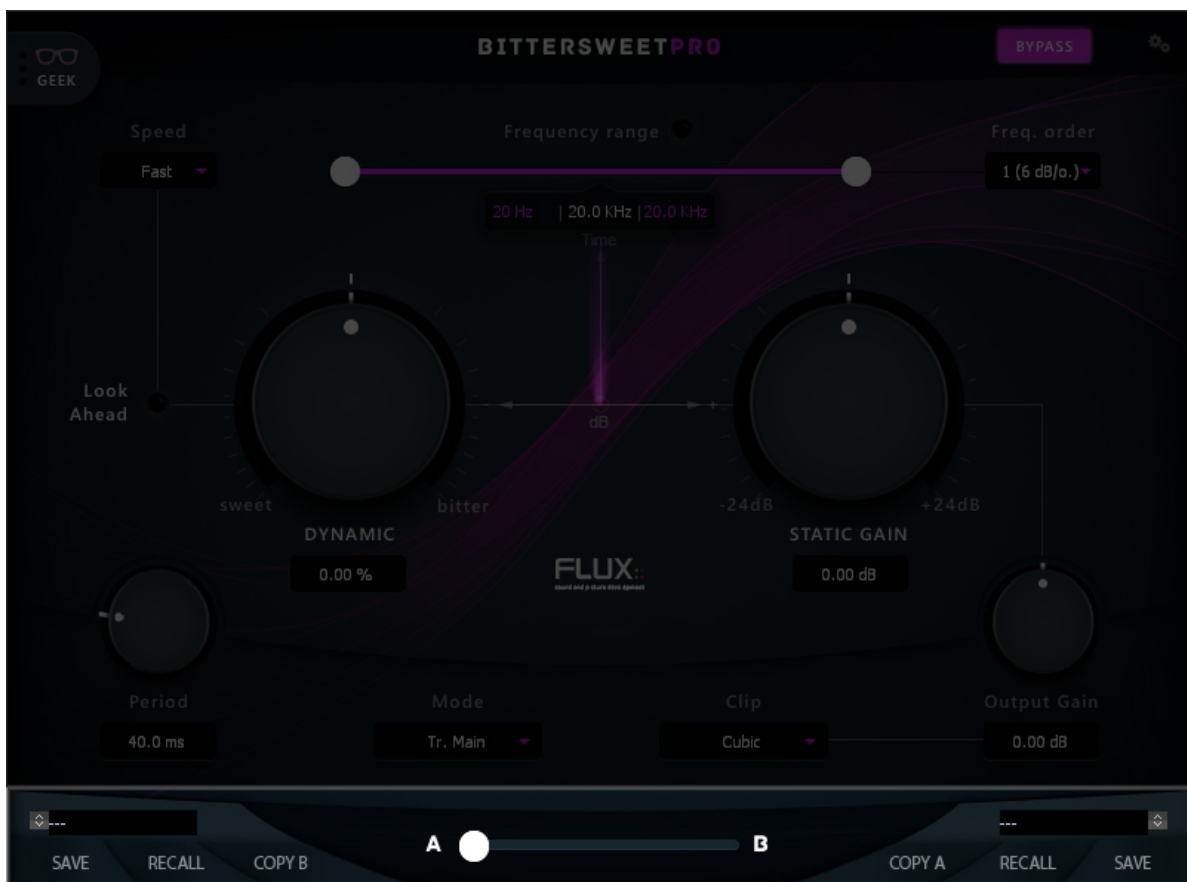
Plug-in version and build-number information.

4.7 User Manual / Credits

Quick link to the User Manual. Plug-in creation credits.

5 Preset Management

BitterSweet Pro, as well as all other FLUX:: plug-ins, provides two preset slots referred to as slot A and slot B, which provide access to two sets of parameter settings simultaneously. In addition to just recall the settings for each of the slots individually and alternate between their settings, a morphing slider is provided offering the possibility to morph between the slots and their corresponding settings. When clicking on one of the preset slots, the built in preset manager appears.



- [Preset Sections / Save / Recall / Copy A/B](#)
- [Morphing Slider](#)

5.1 Preset Sections

BitterSweet Pro provides two preset sections referred to as section A and section B, offering simultaneous access to two full sets of parameter settings. Clicking the A section (bottom left) or the B section (bottom right), or clicking the arrow in the Current Selected Preset display, opens a new window accessing the built-in preset manager.

5.2 Save

Save replaces the selected preset by a new one under the same name featuring the current settings. If you want to keep an existing preset without your new modifications, just select an empty place into the preset list, enter a new name for this modified preset featuring the current settings and press Save.

5.3 Recall

Once a preset is selected from the preset list it must be explicitly loaded into section A or the section B by using the recall button. A preset is effective only after it has been recalled.

5.4 Copy A / Copy B

The current parameters of a section are copied to the other one. The section A or B is re-initialized with the current values and the morphing slider is parked at 100% of the corresponding section.

5.5 Morphing Slider

Morphs the parameter values of both parameter sections, it has no unity or specific value display; it provides morphing of the current values from both of the parameter sections (A & B). A double-click on one side of the slider area toggles between the two parameter sections. The actual result of the morphed parameter settings can be saved as a new preset.

6 Preset Manager

The preset manager contains three preset banks, the Factory bank contains factory presets, this bank is not available for saving of presets but any of the presets can be loaded into a preset slot and then saved into, the User bank, where all user presets are saved. Finally, the Global bank, here you can save a complete snapshot with all the settings from both preset slots, as well as the position of the morphing slider.



In the preset manager, any preset can be loaded into a preset slot by double clicking on the name of the desired preset in the actual preset list, the preset will then be loaded into the preset slot corresponding to the position of the morphing slider.

- Additional controls in the preset manager

- Recall A loads the selected preset into the corresponding slot.
- Recall B loads the selected preset into the corresponding slot.
- Update, saves the current settings into the selected preset. (Available in User/Global Banks only)
- New, saves the current settings into a new preset. (Available in User/Global Banks only)
- Duplicate creates a copy of the selected preset and saves it to the list.
- Edit allows for changes to the preset meta properties. (Available in User/Global Banks only)
- Delete, removes the selected preset. (Available in User/Global Banks only)
- Export, creates a file reflecting the content of the current preset bank.
- Import, allows for import of a preset bank file by adding the imported banks content to the content in the current preset bank.

When saving or editing a preset, an option to protect the preset is presented. The preset protection, if engaged, only allows the original preset author to uncheck and edit the preset. This means that you can protect your presets in a multi-user configuration. Protected presets can only be modified using the session used for their creation. If used in another user session they can only be imported or deleted.

7 Specifications

7.1 Processing Specifications - BitterSweet Pro Essential

- Up to 16 channels Input/Output for Essential version.
- 64-bits internal floating point processing.
- Sampling rate up to 384 kHz DXD (Pyramix and Ovation MassCore/Native).
- Sampling rate up to 192 kHz for Native (AU/VST/VST3/AAX/AAX AudioSuite).

7.2 Processing Specifications - BitterSweet Pro

- Mono/Stereo Input/Output.
- 64-bits internal floating-point processing.
- Sampling rate up to 96 kHz.

7.3 Compatibility

BitterSweet Pro

- **Windows - 10 64 bits.**
 - VST (2.4) in 64 bit
 - VST (3.1) in 64 bit
 - AAX Native/DSP* in 64 bit
 - AAX AudioSuite* in 64 bit
 - Waves WPAPI Native/Soundgrid in 64 bit
 - VS3** Pyramix 10 and more in 64 bit and Ovation 6 and more
 - Avid Venue Systems
- **macOS (Intel and ARM) - 10.12 and more, 11 and 12.**
 - VST (2.4) in 64 bit
 - VST3 (3.1) in 64 bit
 - AU in 64 bit
 - AAX Native/DSP* in 64 bit

- AAX AudioSuite* in 64 bit
- Waves WPAPI Native/Soundgrid in 64 bit
- Avid Venue Systems

** VS3 for Pyramix & Ovation Native/MassCore sold only through Merging Technologies and authorized dealers.

7.4 Licence Requirements

In order to use BitterSweet Pro or BitterSweet Pro Studio Session, an iLok.com user account is required (the iLok USB Smart Key is not required).

7.5 AAX DSP Specifications

AAX DSP - Number of BitterSweet Pro instances per DSP.

	44.1 - 48 khz (1 FS)	88.2 - 96 khz (2 FS)	176.4 - 192 khz (4 FS)
1 Channel	9	4	1
2 Channels	4	2	0
3 Channels	3	1	0
4 Channels	2	1	0
5 Channels	1	0	0
6 Channels	1	0	0
7 Channels	1	0	0
8 Channels	1	0	0

8 Credits

8.1 Software development

8.1.1 Project Manager and Designer:

Gaël Martinet

8.1.2 Application Development:

Gaël Martinet, Alexis Gentil, Bastien Prevosto, Anthony Belard, Maxence Grandidier, Siegfried Hand and Antoine Lorence.

8.1.3 FLUX:: DSP Design and Development:

Gaël Martinet, Maxence Grandidier and Lorcan Mc Donagh

8.1.4 Graphic design:

Nicolas Philippot

8.1.5 FLUX:: Framework development:

Gaël Martinet, Florie-Anne Lafaye, Alexis Gentil, Lorcan Mc Donagh, Bastien Prevosto, Anthony Belard, Siegfried Hand and Antoine Lorence

Additional contributions: Vincent Carlier, Jean-Loup Pecquais, Nicolas Erard, Jean Cruypenynck, Pablo Arias, Samuel Tracol

8.1.6 FLUX:: Framework graphic engine:

Emmanuel Julien (GS lib) and Gaël Martinet

8.1.7 And

thanks to all fantastic testers...

8.1.8 FLUX:: Special Thanks to:

Alain, Yves, Bruno and Claude for helping to shape our minds over the years.

8.2 FLUX::

www.flux.audio Copyright 2024, Harman Professional, Inc. ALL RIGHTS RESERVED.

8.3 Additional libs

- GS lib Emmanuel Julien, Gael Martinet (Copyright 2013 Emmanuel Julien)
- ThorVG, Copyright (c) 2020 - 2023 notice for the ThorVG Project (see AUTHORS)
- r8brain free - Copyright (c) 2013-2023 Aleksey Vaneev
- LibJpeg - Copyright (c) 1991-2016, Thomas G. Lane, Guido Vollbeding
- libpng :
 - Copyright (c) 1995-2023 The PNG Reference Library Authors.
 - Copyright (c) 2018-2023 Cosmin Truta.
 - Copyright (c) 2000-2002, 2004, 2006-2018 Glenn Randers-Pehrson.
 - Copyright (c) 1996-1997 Andreas Dilger.
 - Copyright (c) 1995-1996 Guy Eric Schalnat, Group 42, Inc.
- Freetype 2 - Copyright (c) 2006-2023 by David Turner, Robert Wilhelm, and Werner Lemberg.
- Zlib - Copyright (c) 1995-2022 Jean-loup Gailly and Mark Adler
- bzip2 - Copyright (c) 1996-2010 Julian Seward jseward@bzip.org
- Boost - BSL-1.0
- ni-media - Copyright (c) 2022 Native Instruments
- pfft:
 - Copyright (c) 2004 the University Corporation for Atmospheric Research (“UCAR”)
 - Copyright (c) 2013 Julien Pommier (pommier@modartt.com)
 - Copyright (c) 2019 Hayati Ayguen (h_ayguen@web.de)
 - Copyright (c) 2020 Dario Mambro (dario.mambro@gmail.com)
- pybind11 - Copyright (c) 2016 Wenzel Jakob wenzel.jakob@epfl.ch
- rtaudio - Copyright (c) 2001-2021 Gary P. Scavone

- rtmidi - Copyright (c) 2003-2021 Gary P. Scavone
- concurrentqueue - Copyright (c) 2013-2016, Cameron Desrochers.
- readerwriterqueue - Copyright (c) 2013-2021, Cameron Desrochers.
- assimp - Copyright (c) 2006-2021, assimp team
- enet - Copyright (c) 2002-2020 Lee Salzman
- fmt - Copyright (c) 2012 - present, Victor Zverovich and {fmt} contributors
- functions (Erik Rigtorp) - Copyright (c) 2015 Erik Rigtorp erik@rigtorp.se
- inplace_function - BSL-1.0
- gtest - Copyright 2008, Google Inc.
- jsoncpp - Copyright (c) 2007-2010 Baptiste Lepilleur and The JsonCpp Authors
- libcurl - Copyright (c) 1996 - 2023, Daniel Stenberg, daniel@haxx.se, and many contributors
- magic_enum - Copyright (c) 2019 - 2023 Daniil Goncharov
- nanobench - Copyright (c) 2019-2023 Martin Leitner-Ankerl
- nlohmann_json - Copyright (c) 2013-2022 Niels Lohmann
- openddl - Copyright (c) 1999-2022 Eric Lengyel
- openvr - Copyright (c) 2015, Valve Corporation
- poly2tri - Copyright (c) 2009-2018, Poly2Tri Contributors
- pugixml - Copyright (c) 2006-2022 Arseny Kapoulkine
- rapidjson - Copyright (c) 2015 THL A29 Limited, a Tencent company, and Milo Yip.
- shared_recursive_mutex - Copyright (c) 2019 konanM
- sentry-native - Copyright (c) 2019 Sentry (<https://sentry.io>) and individual contributors.
- sqlite3 - Public Domain License
- sqlite_orm - Copyright (c) 2012-2023 Eugene Zakharov and others
- stb - Copyright (c) 2017 Sean Barrett
- utfcpp - Copyright 2006 Nemanja Trifunovic
- unqlite - Copyright (c) 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019 Symisc Systems, S.U.A.R.L [M.I.A.G + Mrad Chems Eddine chm@symisc.net].

8.4 Open source libraries

8.4.1 RTTrPM SDK (Blacktraxx)

Copyright (c) 2019 CAST Group of Companies Inc

8.4.2 ThorVG (replaces crossed-out libraries above) - MIT

<https://github.com/thorvg/thorvg/blob/main/LICENSE> Copyright (c) 2020 - 2024 notice for the ThorVG Project (see AUTHORS) Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the “Software”),

to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions: The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE."

8.4.3 r8brain free - MIT

<https://github.com/avaneev/r8brain-free-src/blob/master/LICENSE>

8.4.4 ooura fft from lmdsp - MIT (or MIT-like)

<https://www.kurims.kyoto-u.ac.jp/~ooura/fft.html> Copyright Takuya OOURA, 1996-2001

8.4.5 LibJpeg - Custom (BSD-like)

<https://jpegclub.org/reference/> Copyright (C) 1991-2016, Thomas G. Lane, Guido Vollbeding

8.4.6 libpng - PNG Reference Library License version 2

<https://sourceforge.net/p/libpng/code/ci/master/tree/LICENSE> Copyright (c) 1995-2023 The PNG Reference Library Authors. Copyright (c) 2018-2023 Cosmin Truta. - Copyright (c) 2000-2002, 2004, 2006-2018 Glenn Randers-Pehrson. Copyright (c) 1996-1997 Andreas Dilger. Copyright (c) 1995-1996 Guy Eric Schalnat, Group 42, Inc.

8.4.7 Freetype 2 - FreeType License

<https://github.com/freetype/freetype/blob/master/LICENSE.TXT> Copyright (C) 2006-2023 by David Turner, Robert Wilhelm, and Werner Lemberg

8.4.8 Zlib - zlib

https://zlib.net/zlib_license.html Copyright (C) 1995-2022 Jean-loup Gailly and Mark Adler

8.4.9 bzip2 - Modified zlib

Copyright (C) 1996-2010 Julian Seward jseward@bzip.org

8.4.10 Boost - BSL-1.0

https://github.com/boostorg/boost/blob/master/LICENSE_1_0.txt

8.4.11 mimalloc - MIT

<https://github.com/microsoft/mimalloc/blob/master/LICENSE>

8.4.12 ni-media - MIT

<https://github.com/NativeInstruments/ni-media/blob/master/LICENSE>

8.4.13 pfft

<https://github.com/marton78/pfft/blob/master/LICENSE.txt>

8.4.14 pybind11

<https://github.com/pybind/pybind11/blob/master/LICENSE>

8.4.15 rtaudio

<https://github.com/thestk/rtaudio/blob/master/LICENSE>

8.4.16 rtmidi

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8.4.17 concurrentqueue - Simplified BSD

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8.4.21 fmt

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8.4.22 functions (Erik Rigtorp) - MIT

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8.4.23 inplace_function - BSL-1.0

8.4.24 gtest - ” BSD 3-Clause “New” or “Revised” ”

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8.4.25 jsoncpp - MIT

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8.4.26 libcurl - MIT like

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8.4.27 magic_enum - MIT

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8.4.28 nanobench - MIT

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8.4.29 nlohmann_json - MIT

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8.4.37 sqlite3 - Public Domain

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8.4.38 sqlite_orm - MIT

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8.4.43 chardet (Mark Pilgrim, Daniel Blanchard) - LGPL v2.1

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8.4.44 charset_normalizer - MIT

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A Release Notes

A.1 Build 23.07.50310 - All plugins

A.1.1 New features

- Support Pro Tools new track formats

A.1.2 Bugs fixes

- All plugins - Nuendo - VST3 - crash when stereo plugins are instantiated on multichannel tracks (StereoTools, ...)
- All plugins - Pace protected plugins fail to scan on Da Vinci Resolve mac
- All plugins - Popups wrong metrics when changing screen
- All plugins - Presets not imported
- All plugins - VST3 - Nuendo - WIN (UHD360) - Wrong window size init
- All plugins - VST3 - WIN (UHD630) - REAPER - GUI refresh issue when in single window mode
- All plugins - GUI issue with AMD graphics on windows - flickering issue
- All plugins - AU - Plugins parameters are reset when bouncing in Reaper
- All plugins - VST2 - no multichannel with the plugins 23.X in Reaper
- All plugins - VST - Resizing the GUI does not update the floating window size in Nuendo on Windows with UHD630 graphics
- Bittersweet - VST3 - crashes on Pyramix on instantiation
- StereoTool / EVO Channel - VST3 - No goniometer / analyzer in Wavelab
- Elixir - Not available as 32 channels in Reaper
- EVO series - AAX - Dark Mode wrong GUI init
- EVO series - remove unused and duplicated presets
- EVO Channel - VST3 - spectrum smoothing slider crashes Studio one
- EVO Channel / EVO Eq - VST3 - Analyzer not working in Ableton Live
- EVO Channel / EVO Eq - scale eq control always reload on auto mode
- EVO Eq - weird release on meter
- EVO In - GUI refresh issue when toggling night/day mode
- EVO Touch - Zero Crossing Threshold label missing in the geek panel

- EVO Touch - frequency band selector does not always recall the good settings on session reload
- EVO Touch/ EVO Channel - Frequency range slider is hard to handle
- Pure Serie - VST3 - Attack value max 80ms
- Pure Comp - Crash when loading “Bass guitar” preset
- Pure Limiter - VST3 - advanced mode does not turn on advanced settings
- StereoTool - VST3 - vector scope not working in Ableton Live on Windows
- StereoTool - Not working in Final Cut Pro
- TRAX - Crash using oversampling with sessions set at 2FS or higher
- TRAX Tr - not usable in Protools anymore (build 50123)

A.1.3 Known issues

- All plugins - VST - GUI issue in Izotope Ozone and RX
- All plugins - AAX - Preset manager - Default preset is not applied to parameters at plugin instantiation
- Elixir - Latency not properly compensated after changing stage parameters value in VST and AudioUnit
- TRAX tr - Learn function returning wrong values
- VerbV3 - HOA 3rd order not working properly

A.2 Build 23.1.0.50251 - All plugins

A.2.1 New features

- New plugins Evo Compressor, Evo Touch and Evo EQ.
- VST3 support
- ARM support for AAX, AU and VST3
- Plugins are now resizable
- Elixir now supports 32 channels
- Alchemist, BitterSweet, Epure, Pure Compressor, Pure DCompressor, Pure Expander, Pure DExpander, PureLimiter, Solera, Syrah now support 16 channels

A.2.2 Bugs fixes

- All plugins - Preset Manager - Update user preset do not work
- All plugins - Preset manager - Crash or freeze when saving a preset
- All plugins - UI may be black on Intel UHD 630 graphical cards

- All plugins - AU/VST3 - Preset manager - Default preset is not applied to parameters at plugin instantiation
- All plugins - AAX - Crash with OSC when changing fx slot in Pro Tools
- All plugins - AU - Logic Pro - Automation of boolean/integer parameters broken
- All plugins - AU - Plugins crash in Da Vinci Resolve
- All plugins - DaVinci Resolve - VST - UI is truncated
- All plugins - Streamlabs - Plugins do not work
- All plugins - Licensing issue in DaVinci Resolve and GarageBand
- Alchemist - The range parameter works only for the 1st band
- BitterSweet - Not possible to tweak the Output gain after unlinking it
- BitterSweet - Output gain not reloaded properly when the link is disabled
- BSPro - some modes are not accessible due to GUI issue
- Epure - macOS - Bad graphic scale initialization at 2&4FS
- Evo Channel - Meter reference is not saved
- Syrah - Crash when selecting preset “Static fast compression”
- TRAX Tr - When the link is activated, the Formant slider does not have the expected audio effect
- TRAX Tr - ProTools - Issue in AudioStudio when the modulation is enabled
- VerbSession/VerbSession Studio Session and BSPro StudioSession - Pyramix - VST crash when instantiated
- Verb/Verb Studio Session - Crash when reloading session having 2 instances

A.2.3 Known issues

- All plugins - VST - GUI issue in Izotope Ozone and RX
- All plugins - AAX - Preset manager - Default preset is not applied to parameters at plugin instantiation
- Elixir - Latency not properly compensated after changing stage parameters value in VST and AudioUnit
- TRAX tr - Learn function returning wrong values
- VerbV3 - HOA 3rd order not working properly

A.3 Build 21.12.0.50123 - All plugins except TRAX and StudioSession

Bug fixes

- All plugins AudioUnit - GUI issue with Hdpi displays on macOS Monterey
- All plugins VST - Plugin scan freeze in Wavelab 11 on Mac M1 machines
- All plugins VST - Crash in Adobe Audition on macOS
- All plugins VST macOS - Fix crashes with Ableton live
- Elixir - Automation is not read for toggle parameters.
- Elixir - Crash when clicking on the settings button on Session version
- Elixir - Several fixes on the UI
- Elixir - Windows AAX - Refresh issue with two instances in ProTools
- HEar - Bypass is working in AAX
- HEar AAX - Crash when doing offline bounce on macOS
- HEar AAX - Crash when editing the matrix on macOS
- HEar AAX - Stereo - Change on Matrix are not applied until we change the preset
- HEar AudioUnit - Ableton crashes when inserting a second instance

A.4 Build 21.11.0.50107 (HEar, IRCAM Verb)

NOTE: CURRENTLY NOT COMPLIANT WITH ABLETON LIVE MACOS

Improvement

- HEar - 5.1.4 & 5.0.4 now available

Bug fixes

- HEar - Fix meters refresh issue
- HEar - No verb on some presets
- HEar - Protools crashes when doing offline bounce on macOS

A.5 FLUX:: Immersive - Plugins (including IRCAM Tools) 21.09

This release includes updates for all FLUX::Immersive plugin processing products with the exception of EVO Channel, Epure, IRCAM Trax, Studio Session.

NOTE: CURRENTLY NOT COMPLIANT WITH ABLETON LIVE MACOS

Major optimizations

- Apple computers Big Sur (new M1 chips) AU validation
- Important updates to the Ircam Verb + Session
- Overall better handling of multichannel track setups such for Atmos. (Ircam Hear, Verb and more)
- Automatic detection of track format / channel order for DAWs when possible.

A.5.1 Build 21.9.0.50083

Bug fixes

- Apple computers Big Sur (new M1 chips) AU validation failing
- Empty GUI when close/reopen plugin - Windows 10 - UHD630 graphics
- AudioUnit in Reaper - do not process audio when offline bounce
- Default preset not loaded correctly on instantiation of Verb + Verb Session
- Evo.Channel on Retina - Input and Output Sliders badly scaled
- Incompatible AudioUnit issue in Apple Final Cut Pro
- Plugins: Recall Preset Flags (e.g. “All but setup”) recall always everything
- Preset Manager - UI issue with small plugins when a preset has been created
- Ircam Verb Session reload in VST with audio interruption
- VST Plugins Session not correctly reloaded if it integrate an IO configuration change
- Verb session - Dry/wet not applied in offline render
- Verb v3 Atmos crash on AAX
- Verb: AU validation failed on Apple M1
- Verb: LFE not disabled by default on ProTools
- Verb: Recall Preset may be not correct with double click inside the preset manager
- Verb: disabled channel is not re-injected according to dry/wet parameter (100 % wet means muted)
- Verb: init issue with Nuendo
- AAX - Some plugins - Crash on Mac / No GUI on Windows
- Overall reliability / stability fixes.
- Plugin size not correct
- Potential plugins crash when opening UI

A.6 FLUX:: Immersive - Plugins (including IRCAM Tools) 20.12

This major release includes updates for all **FLUX::Immersive** products with the exception of IRCAM Spat V3 legacy product. Please refer to Spat V3 - Spat Revolution crossgrade options.

Major optimizations

- HiDPI / Retina support + display enhancements and fixes
- Page Table unification for **Avid Control**, S1, S3, S4, S6 and S6L.
- OSC Control for plugins.
- **IRCAM Verb** support for Dolby Atmos, Multichannel support up to 16 channels
- **IRCAM Hear** - Multichannel stability improvement, Now up to 10 channels. (Dolby Atmos 7.1.2)
- **IRCAM Tools** - Audio I/O Matrix and Multichannel enhancement
- Most plugins support of 8 channel.
- 16 channel support for **Bittersweet Pro**, **Evo In** and **Evo Channel**

A.6.1 Build 20.12.0.49880

Bug fixes

Core:

- BPro - Latency report issue (AAX)
- IRCAM TRAX Tr - Latency report issue
- IRCAM Verb - Wrong initialization value for Reverb density
- IRCAM Verb -Dry signal still goes out in disabled channels when wet is 100%
- All Pure Dynamics PI + Alchemist - Wrong Thresholds initialization values
- AAX “monolithic” are broken like Hear, TRAX etc...
- Almost all AAX plugins don't reload parameters from 47856 version session.
- Pure Limiter - Diff feature bypassed the input gain.
- Pure Limiter - Inverted sidechain filters.
- Any plugin except Evo Channel - Research Presets resets when click on a preset.
- Evo channel - Wrong values when reloading touch section.

UI:

- Current preset name disappear on re-opening GUI or session

A.7 Known Issues

- Wavelab “Sample rate not supported” when a plugin is inserted on a clip, track or output section.
- TRAX Tr - Learn frequencies display wrong values (AAX only).
- Hear - Internal config labels change when modify LFE input config from routing matrix.
- When using OSC on a plugin in Pro Tools, a crash will occur if you change/move FX insert slots