

# **Elixir V3 (Legacy)**

FLUX:: Immersive

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# 1 Elixir v3 - Real Multichannel True Peak Limiter

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

Thank you for using Elixir v3. We hope that you will get good use of the information found in this manual.



## 2 Introduction

Elixir v3 is a novel kind of program limiter carefully designed to accomplish a truly natural sounding result without changing the nature of the audio material and its timbre, presenting none, or effectively reduced, conventional limiting “pumping” effects even during heavy processing.

It’s a REAL True Peak Limiter, providing a guaranteed True Peak output level according to the ITU-R-BS 1770 and EBU R128 norms. The algorithm is using an oversampled representation of the audio sample as a reference when it defines the gain envelope; still, the processing is only applied to the original none oversampled data in order to reduce artifacts (like aliasing), and to achieve the most excellent sounding result.

Elixir v3 is incredibly easy to achieve great results with, simply set the input level, then adjust ‘Threshold’ according to the amount of limiting you want, and enable ‘Make Up’ to compensate the gain and to add loudness - That’s it! There is no need to care about release time or any other conventional limiter settings!

There’s an additional feature provided to increase the processing quality in Elixir v3 called ‘Stages’. Stages present the option to set the algorithm to perform the limiting processing in multi-stages.

## 3 About True Peak

All digital audio wave signal is ultimately converted back to analog at some point, and while it is often desirable to maximize the overall volume of a signal or a complete mix, care must be taken in order not to go above the digital scale zero decibel ceiling, or nasty distortion and clipping will occur. This common and widely used rule is however not entirely sufficient, as the digital and analog processing involved in a D/A converter does not guarantee that a 0dBfs peak signal will exactly translate to a 0dB peak in the analog domain.

Without getting into too much detail, this phenomenon can be attributed to the over-sampling and reconstruction filters present in D/A converters, whose role are to rebuild a continuous time signal from a set of discrete digital values sampled at regularly spaced time intervals. This interpolation process can therefore generate values, which lie above 0dB, and is known as overshoot.

Relying solely on the peak value of samples can lead to the following problems:

- Inconsistent readings between successive playbacks of the same material.
- Unexpected overloads of the D/A output converter.
- Under-readings and beating of pure tones.

Using True Peak value aims to overcome these limitations by mimicking parts of the D/A conversion process, effectively up-sampling the measured signal, in order to use the true value of peaks that occur in the analog domain.



## 4 Installation

First of all, make sure you have the latest version of the installer.

To download the latest installer, please go to:  
<http://www.flux.audio/download/>

From this page you will be able access the user download section by entering either your registered email address or your product reference.

Your product reference is the serial number of your Flux:: dongle (the serial number can be found using the Security Manager, see the “Authorization” section below), or your iLok.com user id if you use the iLok dongle for authorization.

When logged in to the user download section, download the latest installer according to your operating system, run the installer, and you should be up to date in a few minutes only.

# 5 Authorization

## 5.1 Using iLok

Unless you purchased your license in the fluxhome.com online store, you need to activate your license.

To activate your license, please go to:  
<https://www.flux.audio/activation/>

When your license is activated, you need to login with iLok.com and synchronize your iLok in order to download the new license to your iLok.

## 5.2 Using Flux:: dongle

If you have purchased the license together with a new Flux:: dongle, the license is already present on the dongle and no further action is needed.

If you already own a Flux:: dongle and purchased a new license, please login to the user download area, then follow the instructions in the Authorization Updates section at the top of the page. <http://www.flux.audio/download/>

When the corresponding authorization update is downloaded you need to install the license on your Flux:: dongle.

Run the security manager and the serial number of the dongle currently plugged in to your computer will be presented.

### 5.2.1 Windows

SecurityManager.exe located in: `C:\ProgramFiles\Flux\Plug-ins\Misc`

## 5.2.2 OS X

SecurityManager.app is found on the download section of fluxhome.com.

<http://www.flux.audio/download/>

Then press the Update button, select the license update that you previously downloaded, then press Open.

The active licenses are listed in the security manager, and you are now ready to start using Elixir v3.

If you are upgrading from a version prior to version 1.2, your Flux:: dongle requires an update in order to work. If you haven't already received this update by e-mail, please contact Flux:: support, ([support@fluxhome.com](mailto:support@fluxhome.com)).

## 6 User interface

As you may notice, the controls are not the usual suspects found on a dynamics processor (I/O Gain and Threshold excepted).

Instead, the controls provided typically affect more than one parameter in the underlying algorithms, with everything carefully tweaked allowing for creative processing still ensuring the finest sound achievable.



### 6.1 Input / Output Section

#### 6.1.1 Input Gain (1)

Control the gain applied to the limiter input.

Unit: Decibel (dB)

Range: -12.000 to +12.

Min. Steps: 0.

Default Value: 0.

### **6.1.2 Output Gain (4)**

Control the gain at the output stage of the limiter.

Unit: Decibel (dB)

Range: -12.000 to +12.

Min. Steps: 0.

Default Value: 0.

### **6.1.3 Diff. (2)**

Allow to hear the difference only. Used to better understand the action and allow to easily tweak the parameters.

On/Off

Default Value: Off

### **6.1.4 Make Up (3)**

Apply Gain compensation. Add invert of the threshold gain to the output gain.

On/Off

Default Value: Off

### **6.1.5 Bypass (5)**

Bypasses the plug-in processing by routing the input direct to the output. The actual processing is still performed in the background allowing for a true and smooth transition between the processed and the actual incoming signal.

## **6.2 Processing Section**

### **6.2.1 Ch. Link (6)**

% of channels linkage

Unit: Percent (%)

Range: 0 to 100

Min. Steps: 1

Default Value: 0

### **6.2.2 Ch. Link Dynamic (6b)**

Make the channels linkage dynamic according to the signal. It means; when On, the Channel Link will automatically move from 0 when High Dynamic (High transient) are detected and the desired value when no dynamic (low transient) are detected.

Unit: On/Off

Default Value: Off

### **6.2.3 Stages (7)**

Number of stages (passes or steps) used by the algorithm. Because the algorithm adapt itself to the audio material, doing multi stages allow for the processing to be even more precise and provide an even more natural sounding result. For e.g. if the threshold is set to -3 dB and Stages set to 3: First stage will limit at -1dB, Second stage will limit at -2dB and third will limit at -3dB with analyzing done for each stages!

Range: 1 to 5

Min. Steps: 1

Default Value: 1

### **6.2.4 Speed (8)**

Allow to change how the algorithm will react regarding to the audio material. This will change the how the gain envelop will be generated with more or less look-ahead, release and curve smoothing. Leave it at 50% by default which will be optimal for most case. prefer increasing stages before trying to reduce it and remember that from 50% to 100 % it can generate more and more distortion...

Unit: Percent (%)

Range: 0.0 to 100.

Min. Steps: 0.

Default Value: 50.

### **6.2.5 Theshold dBTP (9)**

Control the threshold (or ceiling) used for limiting.

Unit: Decibel (dB)

Range: -12.000 to 0.

Min. Steps: 0.

Default Value: 0.

## 6.3 Metering Section

### 6.3.1 Signal Input dBTP True Peak Meter (10)

### 6.3.2 Signal Output dBFS True Peak Meter (11)

### 6.3.3 Comp. dBFS Meter (12)

All information is displayed at a refresh rate of 60 fps (if possible) and displaying the maximum action during the processing period.

## 6.4 Preset management

Elixir v3 , as well as all other FLUX:: plug-ins, provides two preset slots referred to as slot A and slot B, which means that you can have direct access to two sets of parameter settings simultaneously. In addition to just recall (33) the settings for each of the slots individually and alternate between their settings, a morphing slider (35) is provided offering the possibility to morph between the slots and their corresponding settings. When clicking on one of the preset slots (38), the built in preset manager appears.

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, which is a bit special, 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.

## 6.5 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.
- New, saves the current settings into a new preset.
- Duplicate creates a copy of the selected preset and saves it to the list.
- Edit allows for changes to the preset meta properties.
- Delete, removes the selected preset.
- 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.

## **6.6 Elixir v3 Preset Controls**

### **6.6.1 Save (13)**

To save a new preset using the built in preset manager, simply click Save in the corresponding preset slot (A/B), and to save changes to your preset, simply click Save again.

If you want to resave your preset under a new name, open the preset manager by clicking the corresponding (A/B) preset slot (38), select New, enter a name for your preset, and press Save.

### **6.6.2 Recall (14)**

Recalls the settings of the corresponding slot.

### **6.6.3 Copy A/B (15)**

To copy all parameters between the preset slots (A to B or B to A), press the Copy A or Copy B button, and the parameters from the corresponding preset slot will be copied into the current preset slot. When copying parameters from one slot to another, the preset morph slider will automatically slide to the slot the parameters where copied to.

### **6.6.4 Morphing Slider (16)**

The morphing slider provides mixing between the settings of slot A and B and allows for some very creative tweaking.

The result of the morphing can be saved as a global preset containing the actual settings of both preset slots as well as the morphing slider position.



To save a Global preset, open the preset manager by clicking the corresponding (A/B) preset slot (38), then click Global, select New and enter a name for your global preset, then press Save.

### **6.6.5 Automation (Morphing Slider) (17)**

When enabling the Automation control button, the morphing slider will be exposed and available for both automation read and write.

Though with the button engaged, only the morphing slider value is applied when reading automation.

The Automation control button must be engaged if the morphing slider needs to be mapped on a control surface.

### **6.6.6 Preset Name (18)**

Displays the name of the current preset.

### **6.6.7 Preset Slot (19)**

By pressing the little arrows in the preset slot, the built in preset manager appears

## 7 Technical Details

Elixir v3 can manage up to 8 channels and works with 64 bits floating point and a maximum sample rate of 384kHz. depending of the configurations. Please see below.

## 8 Plug-in formats and platforms supported

Windows XP, Vista, Windows 7, Windows 8 : All 32 / 64 bit

- AAX : 32 / 64 bit (ProTools 10 or later required)
- VST : 32 / 64 bit

OS X 10.7 (Lion), 10.8 (Mountain Lion)

- AAX : 32 / 64 bit (ProTools 10 or later required)
- VST : 32 / 64 bit
- AU : 32 / 64 bit

Due to AVID ProTools changing to AAX, from Version 3 (v3) RTAS for AVID ProTools is no longer supported.

# 9 Specifications

## 9.1 Elixir v3 AAX DSP Specifications:

Elixir v3: takes 100 % of 1 DSP \* Support up to 4 stages \* Support up to 48 KHz \* Support up to 2 channels

Elixir v3 1 Stage: takes around 25 % of 1 DSP \* Support only 1 stage \* Support up to 192 KHz \* Support up to 8 channels

## 9.2 Elixir v3 AAX Native Specifications:

Elixir v3 \* Support up to 4 stages \* Support up to 192 KHz \* Support up to 8 channels

Elixir v3 1 Stage: has been added for session compatibility reason with the DSP versions \* Support up to 1 stages \* Support up to 192 KHz \* Support up to 8 channels

## 9.3 Elixir v3 AU & VST Native Specifications:

- Support up to 4 stages
- Support up to 384 KHz
- Support up to 8 channels

# 10 Credits

## 10.1 Software development

### 10.1.1 Project Manager and Designer:

Gaël Martinet

### 10.1.2 Application Development:

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

### 10.1.3 FLUX:: DSP Design and Development:

Gaël Martinet, Maxence Grandidier and Lorcan Mc Donagh

### 10.1.4 Graphic design:

Nicolas Philippot

### 10.1.5 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

### 10.1.6 FLUX:: Framework graphic engine:

Emmanuel Julien (GS lib) and Gaël Martinet

### 10.1.7 And

thanks to all fantastic testers...

### 10.1.8 FLUX:: Special Thanks to:

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

## 10.2 FLUX::

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

## 10.3 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](mailto: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](mailto:pommier@modartt.com) )
  - Copyright (c) 2019 Hayati Ayguen ( [h\\_ayguen@web.de](mailto:h_ayguen@web.de) )
  - Copyright (c) 2020 Dario Mambro ( [dario.mambro@gmail.com](mailto:dario.mambro@gmail.com) )
- pybind11 - Copyright (c) 2016 Wenzel Jakob [wenzel.jakob@epfl.ch](mailto: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](mailto: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](mailto: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](mailto:chm@symisc.net)].

## 10.4 Open source libraries

### 10.4.1 RTTrPM SDK (Blacktraxx)

Copyright (c) 2019 CAST Group of Companies Inc

### 10.4.2 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”),

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#### **10.4.3 r8brain free - MIT**

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

#### **10.4.4 ooura fft from lmdsp - MIT (or MIT-like)**

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

#### **10.4.5 LibJpeg - Custom (BSD-like)**

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

#### **10.4.6 libpng - PNG Reference Library License version 2**

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# A Release Notes

## A.1 Build 24.07.0.50393 - All plugins

### A.1.1 New Features

- VST3 automation state on UI

### A.1.2 Improvements

- EVO EQ - Dark mode update

### A.1.3 Bugs

- All plugins - VST3 - GUI freeze when reloading a session in Studio One
- All plugins - VST3 - Wrong parameters frequencies when reloading session at 44.1KHz
- All plugins - crash when loading a StudioOne session
- All plugins AAX - Crash protocols when using the protocols plugin preset manager on Windows
- EVO Channel/Touch and BS Pro - Presets have to be loaded twice to apply the filter values from the Touch section properly
- Elixir - Latency not properly compensated after changing stage parameters value in VST and AudioUnit
- Elixir - VST - May crash or bypass the audio when reloading a previous session in Nuendo
- Evo Channel - GUI issues on Geek panel
- Evo Channel/Evo EQ - Bad init on the lowpass filter cut off frequency
- HEar - Failed to load HRTF message in Logic until audio playback
- Verb and VerbSession - VST3 - Freeze during Steinberg TestHost on Windows

### A.1.4 Known Issues

#### Important

- All plugins - AU - Crash in Logic 10.5 on MacOS Mojave



- All plugins - AU - Sidechain not available
- All plugins - VST versions - GUI issue in Izotope Ozone and Davinci Resolve
- Elixir - VST3 - Elixir is not available as 32 channels (24 max) in Reaper
- HEar - AU - Crashes Ableton
- HEar - Do not work properly with Ambisonic streams
- Trax - Ran out of CPU error and playback issue in Protools
- Verb - AAX - Moving any temporal parameter mute audio and generate noisy artefacts
- Verb - HOA 3rd order not working properly

### Host Specific

- All plugins - VST2 - GUI cropped in TwistedWave
- All plugins - VST3 - Do not process the audio in TwistedWave
- EVO EQ - AAX-DSP - Not listed in DSP plugins list
- EVO Series - AAX DSP - No metering
- Evo Channel/Evo EQ - AudioUnit - LPF cut off frequency badly initialized when samplerate is 2FS or more
- StereoTool - AAX DSP - No metering

## A.2 Build 24.06.0.50386 - All plugins

### A.2.1 Improvements

- All plugins - Preset manager filter options updated
- All plugins - Preset recall button improved
- All plugins - Preset save button improved

### A.2.2 Bugs

- AAX - Preset manager - Default preset is not applied to parameters at plugin instantiation
- All plugins - AAX bad GUI recall with user scale x2 and display scale x2
- All plugins - AU - auval real time safety checks
- All plugins - All parameters are reset when reloading a session when using presets
- All plugins - GUI issue on Windows
- All plugins - GUI issue with Retina in FLStudio
- All plugins - Mouse wheel not working anymore on knobs
- All plugins - Parameters are reset when deactivating/reactivating the plugin in Protools
- All plugins - Parameters are reset when loading a session if a preset is used
- All plugins - Preset manager font issues
- All plugins - VST3 - Keys not working in Pyramix

- All plugins - VST3 - Meters not working in Adobe premiere Pro, Adobe audition, Isotope RX10 and Waves Studio Rack
- All plugins - VST3 - preset name back reset to default when loading a session
- All plugins - VST3 - Can't edit values using keyboard on Windows
- All plugins - mouse wheel + shift key increase controls value when scroll down
- All plugins - AAX - Crash protocols when using the protocols plugin preset manager on Windows
- All plugins - VST3 - crash plugin scan when OSC enabled in prefs
- EVO Channel - Dark mode display issue when closing/opening the plugin
- EVO Channel - custom preset does not load some parameters
- EVO In - Phase shift amount automation line display issue in Logic
- EVO Series - Display issues on some parameters values
- EVO Series - Missing controls text
- EVO Series - Save button from preset manager not working
- EVO Series - save/recall/copy A & B preset buttons from main window not working
- EVO Series - wrong RMS reference value initialisation
- Elixir 1-Stage - GUI broken
- EvoEq - very low noise generated when offline rendering (32bit FP)
- HEar - AudioUnit - Crashes validation in Logic
- Preset Manager - Refresh missing - Preset name still displayed as current preset after being deleted.
- Solera - VST3 on Windows - DExp tab selected as default
- StereoTool - Correlation phase meter is wrong when quality setting set at 60fps
- StudioSession Plugins - May fail to scan in logic
- StudioSession Plugins - loads without the limitations
- Trax - VST3 - Learn feature not working
- VST3 - Some plugins are blacklisted in Cubase 13 on Windows
- VST3 - Conformity report
- VST3 - Display quality (15/30/60Hz) always reverts to initialized value
- VST3 - Verb & VerbSession - Crash in VST3 test host unit test
- VST3 - presets slots values are not correctly recalled when a session is saved after using morphing
- Verb - AAX - Matrix not reloaded on atmos 9.1.4 tracks
- Verb - Does not load the saved multichannel layout
- Verb - Multichannel layout not automatically set in Logic
- Verb - When in High Density, the dry signal is output
- Verb Session - AAX - GUI issue in HiDPI on Windows

### **A.2.3 Known Issues**

#### **Important**

- All plugins - AU - Crash in Logic 10.5 on MacOS Mojave
- All plugins - VST2 - GUI cropped in TwistedWave
- All plugins - VST3 - Do not process the audio in TwistedWave
- All plugins VST versions- GUI issue in Izotope Ozone and Davinci Resolve
- Elixir - Latency not properly compensated after changing stage parameters value in VST and AudioUnit
- Elixir - Reaper - VST3 - Elixir is not available as 32 channels (24 max)
- Evo Channel/Evo EQ - All formats -Bad init on the lowpass filter cut off frequency
- HEar - AU - Crashes Ableton
- HEar - Do not work properly with Ambisonic streams
- HEar - Failed to load HRTF message in Logic until audio playback
- Trax - Ran out of CPU error and playback issue in Protools
- Verb - AAX - Moving any temporal parameter mute audio and generate noisy artefacts
- Verb - HOA 3rd order not working properly

## **A.3 Build 23.07.50310 - All plugins**

### **A.3.1 New features**

- Support Pro Tools new track formats

### **A.3.2 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.3.3 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.4 Build 23.1.0.50251 - All plugins**

### **A.4.1 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.4.2 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.4.3 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.5 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.6 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.7 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.7.1 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.8 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.8.1 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.9 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