



HALION SONIC

Premier VST Workstation

1.6 Version History

Issues resolved & improvements

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Table of contents

About	3
HALion Sonic 1.6.....	4
Improvements.....	4
Issues resolved.....	5
HALion Sonic 1.5.1.....	7
Improvements.....	7
Issues resolved.....	7

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About

About this document

Congratulations and thank you for using HALion Sonic!

This document lists all update changes, fixes and improvements as well as known issues and solutions for HALion Sonic.

We wish you creativity and success using HALion Sonic!

Your Steinberg team



HALion Sonic 1.6

Improvements

Multi-core support

This update introduces true multi-core support. A single HALion Sonic instance can now access all CPU cores and make perfect use of the power available inside your computer.

A new preference on the options page allows you to choose how many cores can be employed by HALion Sonic. This is helpful to control the performance available to HALion Sonic in order to properly share cores with other applications, such as Cubase and Nuendo.

Multi-loading option

The new multi-program loading option lets you specify whether a multi-program is to be cleared before loading a new multi-program or if it is to be kept in RAM.

Miscellaneous improvements

- Slot numbers are now available for automation channels.
- A new key command window has been added.
- Phrase selector dialog in FlexPhraser has been improved.
- Morph Filter audio effect has been added.
- A customized "Start-up" program can be saved.

Issues resolved

The following table lists all issues that have been resolved and the improvements in this version.

ID #	Issue
4247	MIDI: NoteOff timing has been improved with larger buffer sizes.
4245	MIDI: Velo 0 is now interpreted as NoteOff.
4187	MIDI: An issue has been resolved where sometimes not all necessary notes got triggered after starting a MIDI file.
4243	Layer: "Save as Layer" issue has been resolved.
4242	MediaBay: "Reset Search" key command function no longer depends on current focus.
4200	MediaBay: The cursor now snaps by default to the text box that appears when clicking on the input text field.
4127	MediaBay: An issue has been resolved that appeared after canceling the load process in the floating MediaBay window.
4065	MediaBay: An issue has been resolved where loading a program via double-click in the floating MediaBay window only worked if "Keep Dialog open" was unchecked.
4238	Program: Issue with enabling (multi-)program after loading has been resolved.
4216	GUI: Drawing errors (gray areas) that appeared after loading programs no longer occur.
4184	Slot rack: An issue has been solved where occasionally the pan control in Slot Rack grayed out after loading a program.
4168	Slot rack: An issue has been resolved where the slot rack was empty the next time the previously saved project was loaded.
4173	Standalone: An issue has been resolved where the metronome-click was not audible after loading a MIDI file.
4156	Pitch-bend wheel: An issue has been resolved where the pitch-bend wheel was not in middle position after loading a preset (Windows 32-bit only).
4145	Ableton Live 8.2.6: An issue has been resolved where only the first loaded HAL plug-in GUI was displayed.

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| 4138 | Import: Search for hyphenated items has been improved. |
| 4129 | Trigger pads: An issue has been resolved where NoteOff signals were missing due to retriggered events. |
| 4128 | Quick Controls: An issue has been resolved that appeared on moving the first Quick Control while playing the "Hihat Select" program. |
| 4090 | Quick Controls: Now Quick Control names directly show up after loading in the Inspector in Cubase. |
| 4105 | Note Expression: Automatic naming when combining multiple Note Expression parameters has been improved. |
| 3990 | Logic: An issue has been resolved where sudden noise appeared. |
| 2993 | FlexPhraser: An issue has been resolved that appeared when a phrase was changed during playback to an arp sequence. |

HALion Sonic 1.5.2

Improvements

- HALion Sonic supports VST 3.5 context menu (from the host).
- HALion Sonic / HALion Sonic SE sub presets now share a folder location with common sub presets.

Issues resolved

The following table lists all issues that have been resolved in this version.

Issue
Reducing voices to 1 in Logic is no longer rendered instable
Loading certain presets with compressor is no longer rendered instable.
MIDI CC assignments in Logic now remain intact.
Issue with FlexPhraser using control keys has been resolved.
Undesired behavior if no protection key is connected has been resolved.
Missing key command functionality has been added.
Issue with multiple key switch layers playing simultaneously has been resolved.
Issue with hanging notes for retriggered notes that went out of range has been resolved.
Issue with hanging notes for notes triggered before the initialization of MIDI modules has been resolved
Issue with hanging notes on project loading due to key range instead of a key switch messages sent by Cubase has been resolved.
Issue with removed Mute/Solo automatism when triggered through automation has been resolved.
Sphere arrows are now disabled when sphere-QCs control layer-QCs without assignments.
Enhanced handling of sustain NoteOff events to avoid missing transposed events.

Cross-platform compatibility of multi-chain presets remains intact.

Issue with double NoteOffs in certain HSO programs no longer occurs.

Playing high notes that have been transposed is no longer rendered instable.

Mono LFO synced rate works now with sample rates other than 44.1 kHz.

The color of result counter of the MediaBay text now remains intact.

Issue with updating a sub category in MediaBay has been resolved.

Expression programs (Guitar Layers) after 1.5 update now work correctly.

Pressing the transport "Stop" button of the standalone via MIDI file playback no longer causes a performance overflow.

Program change messages are now executed when received from external MIDI device in GM mode (standalone).

MIDI CCs are now correctly received in GM mode (standalone, depending on buffer size).

Loading of programs after saving and followed by a rename is now possible.
