

HALion 5

Version history

Known issues & solutions

July 2017

Steinberg Media Technologies GmbH



HALion 5.1.20

Improvements & issues resolved

The following list details resolved issues and improvements in this version.

ID #	Issue
H-6911	Common: An issue with when closing Logic has been resolved.
H-6867	Slice Player: An issue has been resolved where the Slice Player stopped working after deactivating/activating it.
H-6865	Pitch Bend: An issue has been resolved where Pitch Bend Range could not be set by sending MIDI controller messages (RPNs).
H-6849	Pitch Bend: An issue has been resolved where negative Pitchbend values turned into positive values when importing Kontakt files.
H-6732	Envelope: An issue has been resolved that could occur when removing envelope nodes via double-click.
H-6661	Slice Editor: An issue has been resolved that could occur when deleting slices in the Slice Editor.
H-6228	Program Changes: An issue has been resolved that could occur when receiving program changes.
H-6188	Cubase: An issue has been resolved that could occur when recording with MIDI in Cubase.
H-6124	Save dialog: An issue has been resolved that could occur when navigating into newly created subfolders in the Save dialog.
H-5977	Import: An issue has been resolved that could occur when importing third-party sampler formats.
H-5907	Loading: An issue has been resolved that could occur when renaming a program element while loading another program.
H-5807	File browser: An issue has been resolved regarding entries in the file browser context menus.
H-5762	Slice Editor: An issue has been resolved regarding missing Slice Aux page.
H-5538	Undo: An issue has been resolved that could occur with Undo.

H-5489	Common: An issue has been resolved that could occur when opening/closing the GUI very fast.
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H-5461	Key Switch: An issue has been resolved that could occur when inserting a "Key Switch Alternate" module, with "Individual MegaTrig Management" set to off.
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H-4640	MIDI Editor: An issue has been resolved regarding the sort mode of the MIDI Editor.
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HALion 5.1.0

New features

- **Sample Editor enhancements** with new features including trimming and normalizing samples
- **Alternate loop modes** for more creative sampling techniques
- **Vintage playback modes** which faithfully emulate the sound of 12-bit drum machines
- **Trigger Mode improvements** for better legato and glide behavior
- **8 new effects** including DJ-EQ, Tube Saturator, Brickwall Limiter, Maximizer, Tube Compressor, Vintage Compressor, Frequency Shifter and Stereo Enhancer
- **User icons for user-content libraries** can now be set up
- **FlexPhraser improvements** with optional velocity controllers for the notes played in the phrase
- **Load dialog improvements** with pre-defined filter settings
- **Outputs of zones and busses that are part of a program** can now be routed more freely
- **Expert mode for Disk Streaming Settings** allows fine adjustments to be made

All of the new features are described in detail in the manual.

Last minute changes

Flexphraser

Vel Mode: Two Velocity Mode options have been renamed from "As Played" to "Vel Controller" and from "Original + As Played" to "Original + Vel Ctrl". This reflects the fact that the input velocity now can also be generated using a different controller, which can be selected in the new Vel Controller option.

Vel Controller: When Velocity Mode is set to "Vel Controller" or "Original + Vel Ctrl", the input velocity is used to control the output velocity of the FlexPhraser. The Vel Controller parameter allows you to select a different

controller than velocity. You can choose between Aftertouch, Polypressure or one of the MIDI controllers.

If one of these alternative Velocity Controllers is selected, the incoming controller values are used to generate or modulate the step output velocities. The "Fetch" option allows you to define the controller value when used from the very first note on (Fetch = Off) or alternatively when the original input velocity should be used first and the controller values only once they have exceeded the original velocity (Fetch = On).

Example 1

1. Set Vel Mode to "Vel Controller"
2. Assign "Aftertouch" as Vel Controller
3. Turn Fetch on

In this setup, the velocity of the very first note you play defines the start velocity of the phrase steps. The following steps are played with this velocity as long as the aftertouch value doesn't exceed the initial velocity. Once passed, further steps use the current aftertouch values as velocity.

Example 2

1. Set Vel Mode to "Original + Vel Ctrl"
2. Assign MIDI Controller /1- Modulation as Vel Controller
3. Turn Fetch off

In this setup, the velocity values provided by the phrase are modulated by the current modwheel values from the very first step on.

Sample Editor

Show Gain in Sample: There is an option "Show Gain in Sample" in the left hand format toolbar. When active, the sample display shows the influence of the sample gain parameter on the sample, which can either be set manually or by using the normalize function. Turn the option off to see the original raw sample data.

Find Missing Samples: The Favorite Search Paths section of the Find Missing Samples dialog has a special default entry: \$(ProjectFolder). This is a placeholder for the project folder of the Cubase project you are currently working on. By copying or exporting the samples from HALion to the Cubase project folder all sample files will be together in one place. This makes it easier to create backups or to transfer projects to another system. When you load the

project on another system, HALion automatically searches the Cubase project folder and any subfolders of it. You don't have to locate the project folder manually, the placeholder \$(ProjectFolder) does this for you. If you don't want to search for samples in the project folder, uncheck \$(ProjectFolder) in the Favorite Search Paths section. The Find Missing Samples remembers if \$(ProjectFolder) is checked or not, the next time the dialog appears. This functionality is exclusively available for Cubase and Nuendo. Other hosts do not support this.

Improvements & issues resolved

The following list details resolved issues and improvements in this version.

ID #	Issue
4030	Browser: Corrected file size display in browser
4637	Browser: Fixed issue with empty result list after double-clicking a sample
5358	Browser: A problem with loading samples from the browser being in "Search Location Content" mode was fixed
3668	Common: Fixed problem with restoring screensets for a maximized HALion window
3861	Common: Fixed problem that switched oscillators off while playing
4617	Common: Corrected GUI keyboard triggering on the right edge of the C2 key
5088	Common: Resolved an issue with the pending busses dialog that prevented the default routing to be applied
5194	Common: Fixed possible crash that occurred when opening and closing the HALion GUI quickly several times
5226	Common: Fixed crash that occurred when copying zone, and layer modules with names containing "%"
5230	Common: Fixed a possible crash that could occur when triggering different zones with MIDI follow active, while having a parameter popup menu open
5258	Common: Fixed problem where the key commands G + H in the Slice Editor were forwarded to Cubase
5272	Common: Fixed problem where the delay was rendered with wrong delay times in Cubase

5306	Common: Fixed a problem when playing samples recorded with a Zoom H2N recorder
5319	Common: Fixed the MIDI module only generating one undo entry
5370	Common: Fixed Redraw error when dragging samples to the Keyboard view to map them "stacked"
5394	Common: Fixed problem with popup menus of the sample import dialog under Logic Pro X
5095	Load & Import: Fixed a possible crash on importing a folder with samples to the mapping editor
5202	Load & Import: An output bus is automatically created when a sample is imported into a slot from the "Show Program Structure" section of the MediaBay
5208	Load & Import: Fixed Batch import problem, where the original patch name was not preserved
5302	Load & Import: Fixed a problem with multi-byte file names and folder names (Missing Samples dialog appeared)
5359	Load & Import: If a program is drag-and-dropped from the MediaBay program structure view, the program is inserted correctly
5360	Load & Import: A problem with loading programs from the browser being in "Search Location Content" mode was fixed
5368	Load & Import: The Waldorf filter correctly restores from loaded projects
5363	Mapping: When moving zones in the mapping with "Move Root Key with Zones" now works also in a free-floating mapping editor
5371	Mapping: Fixed problem with mapping command "Chromatic from last key"
5169	MediaBay: The position of the MediaBay splitter (Filter/Result List) is now memorized within the project
5281	MediaBay: Fixed problem with two program load dialogs opened in two plug-in instances simultaneously
5430	MediaBay: The splitter position in the Load Program dialog is now memorized with the project
4998	MIDI modules: Samples play correctly, when triggered by MIDI player with Transpose set to "Pitch" and "Follow Transport" activated

5102	MIDI modules: Quick Controls can now be assigned to the depth control of the FlexPhrasers' controller lane
5428	Mixer: The bus output selector always shows a warning sign if the destination output isn't available, even for empty programs or layers
5318	Sample Editor: Fixed a problem with displaying very short samples in the Sample Editor
5336	Sample Editor: Fixed possible crash when entering "Edit Loop" mode while playing back a sample with active Auto-Scroll
5339	Sample Editor: Fixed a drawing problem for very short loops in "Edit Loop" mode
5397	Sample Editor: The release loop now provides handles for loop crossfade adjustments
5398	Sample Editor: The waveform is correctly displayed when the Sample Editor is set to "Show Channel Sum" with "Edit Loop" on
5256	Slice Editor: Fixed play position marker for trimmed slices
5324	Slice Editor: Reverting slices of a loaded sample no longer removes the program bus
5412	Slice Editor: Bars and beats in Slice Editor are now correctly initialized
5433	Slice Editor: The AUX tab is always accessible when you switch between programs with sliced and non-sliced samples
5191	Zone Editor: Fixed a problem with broken selection in the Envelope Editor when releasing the mouse button outside the envelope view
5320	Zone Editor: Reversed samples are now displayed correctly in the sample oscillator section of the Zone Editor
5327	Zone Editor: Fixed a problem with small glitches when using the velocity parameter in the filter section
5375	Zone Editor: The bus output selector always shows a warning sign if the destination output isn't available
5407	The Sample Oscillator waveform display shows a waveform that is zoomed to the maximum level
4030	Browser: Corrected file size display in browser
4637	Browser: Fixed issue with empty result list after double-clicking a sample

HALion 5.0.0

June 2013

Initial release.

To get an overview of the new features that HALion 5 has to offer, please take a look here:

www.steinberg.net/

Known issues and solutions

Adding a layer with Key Switches to the B-Box – H-4966

B-Box not playing correctly when a second layer containing Key Switches is added to a program. There is no workaround for this issue.

Sudden stop of the B-Box and arpeggiator playback – H-4899

When "Hold" is activated in combination with the trigger mode "Next Beat" the playback of the B-Box or the arpeggiator can stop. There is no workaround for this issue.

Deactivating the arpeggiator in Auron – H-4799

In some of the presets of Auron there may be no sound after turning off the arpeggiator. This will occur when certain parameters like volume or grain position are modulated in the controller lane since deactivating the arpeggiator sets the modulated parameter to zero. Turning off the controller lane modulation before deactivating the arpeggiator can be used as a workaround.