Falcon - Changelog

26.0.3

- Fix another possible crash with Markovian mode in Arpeggiator
- Fix possible crash on Windows

26.0.2

- Fix possible issue with Digital EQ
- Fix possible issue with PreDelay in Bloom
- Fix possible crash with Markovian mode in Arpeggiator
- Fix sustain pedal handling in Probability Arp

26.0.1

- Fix possible hang in Windows when removing plugin
- Fix grains oscillator presets

26.0.0

- Add 4 new oscillators: Phase Shaper, SupraSaw, 8o8 Bass Drum, Grains
- Add 3 new effects: Bloom Reverb, Tube Amp FX, Vowels filter
- Add 2 modulators: Voice Modulator, Flow Noise
- Add event: Chord Generator script
- Add 100 hand-crafted presets to the Falcon Factory
- Add Markovian mode to Arpeggiator
- Add visualizers for DiffuseDelay and VelvetDelay
- Add UI Improvements (knobs, wording, font and spacing work for better usability)

3.1.1

- Fix some issues and crashes related to the new Tag Browser
- UI tweaks in the new Tag Browser
- Can now use AND and OR operation for timbre tags

3.1.0

- Add new browser with preset tags, audio previews, improved search, favorites, and an optimized layout
- Add VCF-4023 FX: A virtual analog emulation of the ARP 4023 VCF circuit (as found in ARP Odyssey rev1) featuring OTA saturation and self-oscillation
- Fix double note issue in Cartesian sequencer
- Fix sustain pedal issue in mono mode
- Fix crash when trying to connect a sub modulation higher than on the Program level
- Add option to rewrite underscores as spaces in Open Sound Control addresses

3.0.3

- Support for upcoming product
- Other minor fixes



3.0.2

- Fix some display issue with automations on integer and bool parameters
- Fix possible clipping issue in Granulizer FX
- Fix monoization issue in TapeEcho FX
- Add support for more widget in script
- Fix issue in Noise Oscillator Rossler mode with very high pitch
- Fix some SFZ import issue

3.0.1

- Fix MIDI out support in StandAlone version
- Fix MIDI out channel handling
- Fix issue with MIDI Record script
- Fix mapper preset reloading issue
- Fix crash in some presets
- Fix issue with some presets not responding to MPE

3.0

[OSCILLATORS]
- Add VOSIM
- Add Bowed String
- Add Harmonic Resonator

[EFFECTS]
- Add Harmonic Resonator
- Add Dispersor
- Add Ladder
- Add Opal

[EVENTS]
- Add MIDI Out support
- Add MIDI CC Smoother script
- Add Node Arp script
- Add Motion Grid script
- Add Snowflakes script
- Improve Slice Remixer script
- Improve MPE script

[WORKFLOW]
- Add Workspaces, save and reload UI snapshots to quickly move between views
- Add 21 Program Templates, starting-point patches with optimized settings such as Analog Poly, Wavetable Static or Multi-Granular Strings.

- Add Mappers display to Program Editor
- Various UI improvements

[FACTORY]
- Refreshed Falcon Factory Presets of 1,500+ with improved macros and UIs
- Add 53 new presets

2.8.6

- Fix Scala import in some case
- Fix some crashes with Logic Pro in Rosetta Mode
- Fix Windows issue with Filechooser dialog

2.8.5

- Speedup loading time for some soundbank with heavy script usage
- Fix possible crash in Performance page
- Fix possible crash with Digital EQ

2.8.4

- Fix possible issue with alternate looping
- Add support for more customization in script
- Fix regression regarding Windows 7 support
- Fix slowdown issue in Augmented Orchestra and Quadra series when loading multiple part

2.8.3

- Add support for more widget in script
- Apple ARM (M1) support in AAX format
- Other minor fixes

2.8.2

- Fix sustain pedal handling in Ostinato Arp
- Fix possible crashes with VST3 version on some Windows

2.8.1

- Fix crash with Ableton Live
- Fix crash with Slice Remixer if there was no sample in Slice oscillator
- Fix truncated volume name in browser for UFS with very long name on Windows

- Disable Metal layer on OSX until proper fixes

2.8.0

- Add Texture oscillator
- Add Dual Delay X FX
- Add Shifter FX
- Add Harmonizer FX
- Add Granulizer FX
- Add Feedback Compressor FX
- Add Diffuse Delay FX
- Add Velvet Delay FX
- Add Balloons script
- Add Boids script
- Add Chip Arp script
- Add Ostinato Arp script
- Add Portamento Stepped script
- Add Slice remixer script
- Add Strum Wheel script
- Add Tape Mod script
- Add Waterfall script
- Add support for sample Drag'n'drop on multi envelope for pitch extraction
- Some M1 CPU optimization
- Fix possible crashes with Logic on M1
- Fix some issue with VST3 version
- Fix possible glitches in Analog Chorus
- Add KeyTracking support to some filters
- Update UI for some drive FX
- Add 100 new presets into a new ‘Organic Texture’ category

2.5.8

- Fix crash in offline WaveEditor effects
- Fix regression in AAX mono
- Fix bug in IReverb related to predelay
- Fix possible crash with Logic on M1

2.5.7

- Fix regression regarding multi envelope editing
- Fix crash when using Bluetooth MIDI devices
- Fix some issue with VST3 version
- Fix some issue with Logic on M1
- Other minor fixes

2.5.6

- Support for upcoming product
- Fix some visual glitch in volume mounting
- CPU optimization in Audio <-> UI communication

2.5.5

- Fix issue with VST3 version

2.5.4

- Add VST3 version
- Fix REX support on ARM
- Fix possible stuck note related to pedal handling in some sequencing script
- Some ARM based optimization
- Fix possible crash related to UI
- Fix song position trigger mode in Parametric LFO
- Other minor fixes

2.5.3

- Fix issue with Length parameter in Step Line script
- Fix audio device issue with Standalone version
- Fix possible crash when removing a modulated FX
- Fix issue with Strum script

2.5.2

- Fix regression regarding Wavetable oscillator
- Fix issue with Standalone version not updating routing panel when changing audio device
- Fix some popup menu scaling handling
- Fix beat count in MIDI record script

2.5.1

- Fix regression regarding automation reload
- Fix possible script error on prev/next
- Fix possible script error in Euclidean Keys
- Fix MIDI CC issue with some of the new sequencer scripts
- Fix issue with Standalone version not displaying sample rate and buffer size options

2.5.0

- Apple ARM (M1) support
- Add TS Overdrive FX
- Add VCF-20 FX
- Add Multi LFO module
- Add Smooth Random module
- Add Cartesian Sequencer script
- Add Euclidean Keys script
- Add Probability Arp script
- Add Rain Sequencer script
- Add Wave Sequencer script
- Add Warp Sequencer script
- Add MIDI Record script
- Add MIDI Pitch Delay script
- Add MIDI Monitor script
- Add Note Pan script
- Add Velocity Test script
- New UI for Chord Bank, Chorder, Chorder Extended, Scale, Mapper, Tonal Harmonizer, Step Line, Polyphonic Sequencer and MIDI CC LFO scripts
- Optimize Sallen Key filter
- Allow script UI only scaling
- Fix regression in standalone version regarding output selection

2.1.8

- Fix regression regarding number of output
- Fix audio configuration listed by Logic X
- Support for upcoming product
- Other minor fixes

2.1.7

- Support for upcoming product

2.1.6

- Fix more popup dialog scaling handling
- Fix possible crash with undo

2.1.5

- Now uses JUCE handling of plugin format (AU, VST, AAX and standalone)
- Fix possible UI refresh issue on OSX
- Fix popup dialog scaling handling



- Add Revert parameter in Sample oscillator
- Fix possible issue with touch automation
- Other minor fixes

2.1.4

- Fix some regression introduced in previous build

2.1.2

- Add global Undo/Redo feature (Kudos to Louis for taking up this complicated task)
- Allow to disable switch to info page for soundbank
- Fix some obscure crashes
- Fix regression regarding File dialog on system with UTF-8 folder name

2.1.1

- Script API enhancement
- Fix scaling handling in other popup UIs
- Add 175% scaling
- Other minor fixes

2.1.0

- Add Feedback Machine FX
- Add Magnetic Bass Shaper FX
- Add Step Arp script
- Add Gate Mod, Gate Mod Poly and Gate Mod Bernoulli scripts
- Add Chord Strum script
- Add record option to Arpeggiator
- Enhanced Tonal Euclidean script
- Fix scaling handling in popup UIs
- Enhanced Script API
- Better handling of octave setting in Arpeggiator mono bassline mode
- 40 new Wavetables
- 100 new factory Presets

2.0.9

- Fix regression regarding Mappers
- Fis possible issue with noise oscillator in case of very high pitch
- OSX Core Graphics renderer fixes
- Fix regression regarding Windows DPI

2.0.8

- EXS handling fixes
- Optimization in Waveshaper in case of default knee
- Fix regression regarding Windows DPI
- Enable async drawing on OSX Core Graphics renderer
- Handle sustain pedal in Step Line and Polyphonic Seq
- Fix possible out of range note in MIDI Player
- SFZ handling fixes
- Fix position spread on boundaries in IRCAM multi granular
- Fix possible soundcard regression on Windows in standalone version

2.0.7

- fix possible issue in WaveShaper, Lowpass 12 and 24
- fix possible missing audio devices on OSX in Standalone version
- SFZ handling fixes
- EXS handling fixes
- UI fixes

2.0.6

- Mapper editor now includes a smoothing button that modifies the current shape
- fix Garage Band issue on OSX Catalina

2.0.5

- fix SFZ import issue
- better aliasing handling in wavetable oscillator
- DMG is now notarized for OSX Catalina support
- fix possible issue when using Best interpolation mode

2.0.3

- fix SFZ import issue
- fix possible script Retina assets issue
- fix possible Cubase 10 scanner hang issue

2.0.2

- fix possible issue with favorite presets and version 2.0.1

2.0.1

- fix possible click issue in Additive oscillator at low frequency
- fix issue with path sorting (visible with Pure Additive folder listed at the end)
- can now only search for 2.0 patches by entering 2.0 in the search field (dot is now a token character)
- fix SFZ import issue
- fix Rise and Delay behavior in non bipolar LFO
- fix Digital EQ multi selection editing
- fix background spectrum analyzer display in non 44.1 kHz sample rate

2.0.0

- add Additive oscillator
- add Tape Echo FX
- add Sallen Key Filter FX
- entirely redesigned Redux FX algorithm for Analog Bit-crushing
- add Formant Crusher FX
- add Track Delay FX
- enhanced 3-Band Compressor
- add Parametric LFO module
- add Drum Sequencer script
- add Euclidean Drum and Tonal Sequencers script
- add Chord Bank script
- add Range limiting script
- add Keygroup User Templates
- add Modulation Quick View
- various fixes
- add 160+ new wavetables
- add 150+ new handcrafted presets

1.6.6

- fix selection issue when using mouse wheel on a mod matrix slider
- fix Digital EQ UI issue
- fix possible stability issue in Digital Filter
- fix UI issue with non ascii directory in preferences panel
- fix issue with Bandlab Cakewalk

1.6.5

- fix Better error report when a soundbank cannot be mounted at session reload
- fix LFO speed issue in Phasor and CrossPhaser when changing sample rate

- fix issue in Vienna Ensemble Pro
- better HiDPI support on Windows

1.6.4

- fix issue with ProTools automation
- fix digital UI issue on OSX
- fix possible oscillator display order issue

1.6.3

- add remixing feature to IRCAM Scrub oscillator allowing to control volume of sine, noise and
transients
- fix possible issue when moving loop point in alternate loop while playing
- fix issue in Digital EQ when changing sample rate

1.6.2

- fix UI glitch in Digital Filter FX with 18 dB/oct slope
- fix regression regarding UI scaling on Windows
- fix possible interaction issue with Micro Tuner and some script
- fix issue with search reindexing when soundbank are updated

1.6.1

- fix glitch in Digital Filter FX

1.6.0

- add Digital Filter FX
- add Digital EQ FX
- add new presets including 50 exclusive presets from Expressive E, the
maker of Touché
- add 40 new wavetables
- fix regression regarding UI scaling



1.5.6

- fix Win7 compatibility issue

1.5.5

- fix sync issue with multipoint envelope
- fix custom DnD issue with lots of samples on Windows

1.5.4

- fix regression in 1.5.2 regarding empty slice oscillator DnD
- fix issue when playing an empty MIDI Player
- fix issue with Multi browser avoiding to close the plugin UI

1.5.3

- fix regression introduced in previous version with XpanderFilter

1.5.2

- add optional oversampling in Exciter, Fuzz, Overdrive and Analog Crunch FX
- fix oversampling in Wave Shaper
- fix possible crashes when changing oscillator type
- serialize slice oscillator markers when they differ from the one in the sample itself
- minor UI mods

1.5.1

- fix crash in Windows with CPU not supporting AVX
- fix crash with Freq Shifter FX

1.5.0

- add Freq Shifter FX
- add FM support in Wavetable oscillator
- add MIDI delay script
- add MIDI Controls and velocity remapper script
- add direct key tracking control in Comb filter



- add UI scaling in preferences
- add favorite support in browser
- add preview support in Search tab
- fix issue with Mapper selection not being taken into account if one was already selected

1.4.1

- maintain current trigger mode when loading envelope preset
- add length property for each step in Step line script. Gate can now go up to 110% which allows
overlap for monophonic glide
- add "Center Root Note" command in mapping editor
- fix reload issue introduced in 1.4.0 following an Edition connection fix
- fix possible issue with loop in Stretch oscillator

1.4.0

- add support for MIDI and sample Drag'n'drop on multi envelope for features extraction
- add search tab in right panel
- add Scale script
- add Polyphonic Seq script
- add new Chorder script
- add MIDI CC redirect script
- add scale support in Step Line script
- enhance Strum script

1.3.2

- fix reload issue when using Vintage Vault 2 soundbanks with Vintage Vault 1 sessions
- fix issue with non-latin character sets
- minor UI fixes introduced in previous version

1.3.1

- fix Wavetable SymForm mode when phase distortion is at 0
- fix possible crash on Windows when drag'n'dropping samples from internal browser
- multi-point envelope can now have up to 128 steps

1.3.0

- add new Rotary FX
- fix first transient handling in IRCAM Stretch
- fix per voice Boost init in Xpander Filter
- fix rise time in LFO with non zero phase
- fix issue with bipolar multiEnvelope in some cases
- add basic AnaMark tuning (.tun) support
- fix possible click when modulating Analog ADSR sustain

1.2.1

- fix regression regarding display of oscillator actually played when using MIDI Select and Round
Robin trigger modes
- add Layer Portamento curve (in Inspector)
- add basic EXS file format support
- fix possible crash when multi editing some FX
- fix display of continuous parameters in AU
- fix oscillator UI height which could be smaller than it should be
- fix possible UI issue on OSX in plugin mode

1.2.0

- add Phasor: A new Phaser FX up to 12 orders
- add Phasor Filter: Similar to Phasor FX but with manual frequency control
- add Diode Clipper: A new Distortion FX
- add remixing feature to IRCAM Stretch oscillator allowing to control volume of sine, noise and
transients
- new Dual Delay parameters
- new Xpander filter parameters
- new Rotary FX parameters
- new UVI Wide parameters
- fix Legato behavior in Stretch and IRCAM Stretch oscillator
- fix memory leak
- allow to set start/end markers using the current mouse selection
- fix regression regarding IRCAM Stretch oscillator offline rendering

1.1.4

- fix possible unison detune issue with very small value in Analog oscillator
- fix possible crash in Wavetable oscillator
- fix issue with Song position Trigger mode in Arpeggiator
- fix possible issue in streaming code

- fix issue with empty multi envelope loop
- fix possible issue when loading serialized mapper
- fix potential crash in Logic with smart controls

1.1.3

- allow resizable UI in plugin version (bottom right corner inside the plugin)
- add input and output gain in Exciter FX
- fixes in MPE script with overlapping note on the same midi channel
- improvements in Sparkverb and Dual Delay regarding CPU usage when silent
- fix possible issue when saving Effect Rack presets

1.1.2

- fix issue in streaming with stop marker
- improve tilt filter UI
- fix possible issue with some script
- rotary FX improvements

1.1.1

- fix Effect Rack custom background display when used in Layer/Keygroup level
- fix regression introduced in 1.1 in IRCAM Stretch with non looped samples
- fix IRCAM Stretch issue with very large stretching in some cases
- support for vst-xml DnD
- add "Song" Trigger Mode in LFO (synced with host song position)
- fix regression regarding markers missing reset when changing samples in an oscillator
- fix song trigger mode in Arpeggiator
- better Chord mode behavior in Arpeggiator

1.1.0

- add Thorus: A new Chorus FX with up to 8 voices
- add Sample controls (start, detune, key follow), Noise sustain and Stereo control to Pluck
oscillator
- add phase and different oscillator tuning controls in FM oscillator
- add M/S Maximizer in Effect Rack presets
- add Fuzz4 in Effect Rack presets
- add script for MPE devices (LinnStrument, Roli Seabord, ...)
- add Copy/paste from clipboard for module preset in module menu to easily copy FX settings
among instances
- CPU improvements in some FXs
- fix regression with Double Drive and UVI Drive introduced in 1.0.7



- fix possible crash when loading IR in Convolver or IR Reverb
- fixes in MicroTuner
- fix issue related to sample markers when changing oscillator type
- Effect Rack is now featured in its own folder in Modules tree
- fix crash when receiving a very large amount of MIDI events
- allow to disable label or macro value display by right clicking on it in Edit mode
- fix Offset reload in Edition mode matrix mod connections
- other minor fixes

1.0.7

- fix regression with legato multi point envelope introduced in 1.0.4
- fix issue with Guitar Boxes under Reaper
- allow edit of oscillators in multi selection
- fix possible crash when deleting mapper
- fix noise when activating filters in UVI Drive and Double Drive
- fix crash when adding Granular oscillator using Tree view
- fix crash when adding MIDI player in Edit view
- fix sample start handling in Sample oscillator
- allows right click on module tab to change their type (similar to long press behavior)
- fix potential crash in script processor when launching lots (100000+) of asynchronous commands
- fix possible issue with Mono Retrigger mode
- rotary FX improvements
- fix for scala keyboard mapping (.kbm) with 0 size

1.0.6

- fix crash in script in case of script errors
- add free running option for each oscillator in Analog Stack (see Inspector)
- fix possible crash with selection and edit all oscillator function
- smoothed random LFO do not smooth the first outputed random value
- fix modulation handling on Drunk initial value
- fix regression in forward xfaded loop introduced in previous build
- fix possible stucked notes with scripted instrument in Digital Performer
- fix possible issue in Analog ADSR with very small attack time

1.0.5

- fix regression introduced in 1.0.4 with some scripts
- fix potential crash in xfade + alternate sample loops
- optimize patch encoding

1.0.4

- fix speed modulation on multi point envelope
- allow to duplicate Oscillators, FX and EventProcessors by pressing Alt key when Drag'n'droping
their module name
- fix S&H LFO with null speed

1.0.3

- allow to set omni on only one MIDI port
- fix batch oscillator type changes with custom start/stop markers
- fix regression regarding sample loading/purge in scripts
- add Pre/Post insert flag on auxes
- fix graphic issue on OSX pre 10.11

1.0.2

- fix possible issue with cross-faded alternate looping in Sample oscillator
- WaveEditor sample auditioning now work like a play/stop toggle
- add Reveal in Explorer/Finder in Treeview browser
- remember last Audio Config in Standalone app
- allow to change the default VST AudioConfig for VST Hosts that don't implement setSpeakerArrangement
- allow using return key to go back to parent folder in right-panel browser
- fix potential crash when dragging stuff on the keygroup mapping view when collapsed.
- fix issue with non Latin character in MIDI panel on OSX
- fix possible crashes in rare cases when connecting modulation
- allow to duplicate a Part using right click menu on it
- add new Script Event Modulation module which allows polyphonic script driven modulation source
- improve randomness in noise oscillator
- allow to modulate Layer glide time
- add an offset to connection in edition mode (Macro and MIDI learn) as well as support for mappers
- add sorting to key and velocity columns in Keygroups list
- Chaos LFO waveforms now handle Phase parameter
- add Stereo switch in Noise Oscillator
- fix brown noise volume issue
- toggling shift key while moving loop points will move both points accordingly to the loop length



- fix automation names in AAX when assigning automations
- fix tempo update in Slice oscillator when changing bar/beat settings

1.0.1

- fix right-column file browser scrollbar visibility when the tree width becomes larger than the available size
- better auto naming behavior when binding macros to host automation slots: the host automation name now uses the macro display name
- allow manual renaming of host automation slots
- add Legato mode in IRCAM Stretch allowing to start new voices at the position of currently playing voices. Similar to Legato in regular stretch.
- fix tie mode in arpeggiator in special case
- added master gain parameter to Big PI Tone
- fix issue with Places
- improved support for different kinds of ".wt" file import
- display connected MIDI modulation source in TreeView
- fix potential crash in Multipoint envelope while deleting loop points while the envelope is running and the loop point is being played.
- added selection indicator in Xpander Filter mode menu
- fix potential crash in IRCAM Multi Granular when using reversed grains
- fix parameter automation display names in AU
- fix TreeView browser state serialization
- fix ratio modulation display
- added support for browsing user wavetables folder located in $(documents)/UVI/Falcon/UserData/Wavetable/
- added support for browsing pluck user excitations folder located in $(documents)/UVI/Falcon/User Data/Pluck/
- added support for browsing user Impulse Responses folder located in $(documents)/UVI/Falcon/User Data/IR/
- allow '.' as note name separator in automatic sample import
- fix issue when trying to modulate Organ Harmonic parameter
- fix potential errors in script processor when using midi port D

1.0.0

- Initial release