Bittersweet Pro

FLUX:: Immersive

2023-02-06

Table of contents

1 BitterSweet Pro User Manual **4**
- 1.1 The Ultimate Frequency Dependent Transient Designer . . . 4
- 1.2 Frequency Dependent Transient Processing . . . 4

2 General Settings **6**
- 2.1 Bypass . . . 7
- 2.2 Speed . . . 7
- 2.3 Lookahead . . . 7
- 2.4 Dynamic . . . 7
- 2.5 Frequency Range . . . 8
- 2.6 Frequency Order . . . 8
- 2.7 Static Gain . . . 8
- 2.8 Period . . . 9
- 2.9 Mode . . . 9
- 2.10 Clip . . . 10
- 2.11 Output Gain . . . 10
- 2.12 Processing Display . . . 10

3 Geek **11**
- 3.1 Diff. . . . 12
- 3.2 Bandwidth . . . 12
- 3.3 Attack . . . 12
- 3.4 Hold . . . 12
- 3.5 Release . . . 13

4 Plugin Settings **14**
- 4.1 Main Setup . . . 15
- 4.2 I/O . . . 15
- 4.3 Processing . . . 15
- 4.4 Automation . . . 15
- 4.5 OSC . . . 15
- 4.6 Version Information . . . 16
- 4.7 User Manual / Credits . . . 16

5 Preset Management **17**
- 5.1 Preset Sections . . . 18

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

5.2 Save . . . 18
5.3 Recall . . . 18
5.4 Copy A / Copy B . . . 18
5.5 Morphing Slider . . . 18

6 Preset Manager **19**

7 Specifications **21**
7.1 Processing Specifications - BitterSweet Pro Essential . . . 21
7.2 Processing Specifications - BitterSweet Pro . . . 21
7.3 Compatibility . . . 21
7.4 Licence Requirements . . . 22
7.5 AAX DSP Specifications . . . 22

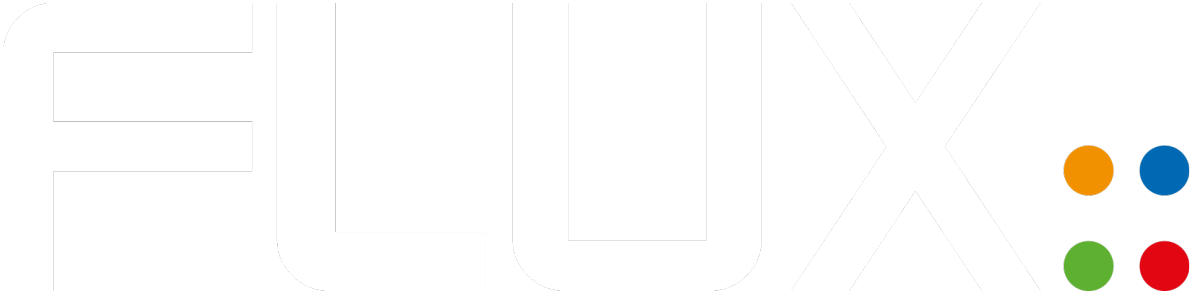
Appendices **23**

A Release Notes **23**
A.1 Build 23.07.50310 - All plugins . . . 23
A.1.1 New features . . . 23
A.1.2 Bugs fixes . . . 23
A.1.3 Known issues . . . 24
A.2 Build 23.1.0.50251 - All plugins . . . 24
A.2.1 New features . . . 24
A.2.2 Bugs fixes . . . 24
A.2.3 Known issues . . . 25
A.3 Build 21.12.0.50123 - All plugins except TRAX and StudioSession . . . 26
A.4 Build 21.11.0.50107 (HEar, IRCAM Verb) . . . 26
A.5 FLUX:: Immersive - Plugins (including IRCAM Tools) 21.09 . . . 27
A.5.1 Build 21.9.0.50083 . . . 27
A.6 FLUX:: Immersive - Plugins (including IRCAM Tools) 20.12 . . . 28
A.6.1 Build 20.12.0.49880 . . . 28
A.7 Known Issues . . . 29

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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 shelve dynamic

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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.

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

2 General Settings



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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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%

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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.

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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
Attack
Hold
Release

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

3.5 Release

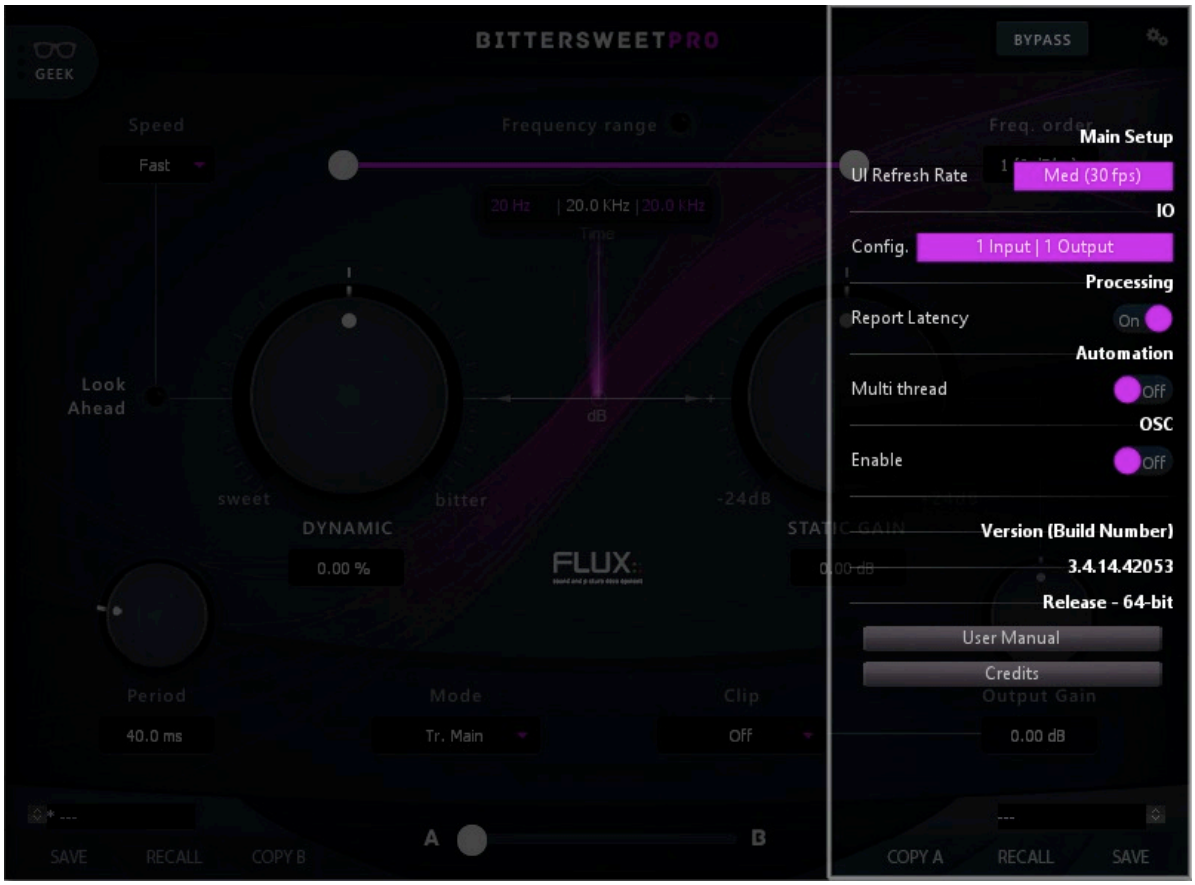
Adjusts the release time for the transient processing envelope.

Value Range: 0.00 ms / 500.00 ms
Default Value: 0.00 ms

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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	Automation
I/O	OSC
Processing	Version / User Manual / Credits

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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.

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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.

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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.

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

- 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.

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

- 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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

- 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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

- 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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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:

- BSPro - 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

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.

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 chrash will occur if you change/move FX insert slots

Copyright (c) 2023 FLUX:: SE, All Rights Reserved.