

Version History

HALion Player

3.2.0 (pre-release)

Please note that this pre-release version isn't fully tested, may lead to unexpected problems and therefore isn't supported by Steinberg. Its purpose is to allow taking Users advantage of Fixes and new features without waiting for the final version.

New Features

- HALion Player now supports RAMsave, it's a technology to reduce the load time of Projects and memory consumption of Samples that aren't used. You can activate RAMsave by hitting the RAMsave button in the left bottom corner.
 - playback your Song from start to end – HALion Player will now go into "scan-mode" and marks internally all Samples used by incoming notes on all Slots
 - hit ok if you song ended – now HALion Player unloads any Samples that weren't in use by your Song (again for all Slots)

If you want to reload all Samples for a Program on a specific Slot, simply choose "Reload" from the Slot menu.

- Standalone version:
 - New Preferences Dialog
 - Multiple physical output assignment support
 - Improved Rewire support
 - New MIDI Reset button (Panic)
- Options Page:
 - Changing the output configuration is now possible
 - HALion now features ultra low preload time (down to 0,1 sec) and consumes less memory for same amount of samples. This will help to stay inside the 2GB memory barrier, even while accessing massive amounts of Samples.
 - New Mixdown mode for export (when not provided by Host, like in Logic)
- Various: FXP program files are compressed now for allowing smaller file sizes.

Fixes

- Standalone version:
 - MIDI input preferences were lost after re-loading standalone of HALion 3.1
- Options Page:
 - Better memory handling when changing preload time
 - Fixed text and help-menu for Voice Buffers
- Various:
 - Slots resetted their settings if a new program were loaded
 - Fixed a DC offset problem which could lead up to 300db output peaks after long usage time
 - Fixed conditions in which hanging notes could occur
 - CC66 Sostenuto could cause a crash
 - OSX: better AU support