

Version History

HALion Player

3.3.2 pre-release

This Pre-Release version offers improvements which we would like to make available to our customers as soon as possible. While preliminary testing carried out with this version indicates that it is stable and reliable, it has not gone through our full QA testing cycle. Therefore, this pre-release version is not officially supported.

Fixes

- Standalone: Tempo settings in preferences are now recalled on next start.
- Fixed an issue where the Nuendo Key Editor and the Transport bar could be affected by HALion Player.
- The Help Menu now works when Halion Player is a Rewire slave.
- Under AU the wrong protection license were required.
- Fixed an issue with Content location.

3.3.0

Improvements

- Support for Mac Intel platform. To install 3.3 there are two options:
 - 1) Install HALion Player from original DVD like usual and afterwards run the 3.3 web updater application.
 - 2) Run the Web Updater application and afterwards copy and locate the content files manually (Options page -> locate content).
- Hybrid Rewire Mode: new option in preferences for standalone. It allows receiving MIDI from selected port instead from Rewire connection. Audio will still stream over Rewire. This can be useful for plugging in MIDI manipulation applications in the MIDI chain between Sequencer output and HALion Player (use a virtual MIDI loopback driver like "MIDI Yoke NT" to do this).
- New global-menu entry: "Save as Default Bank". It allows saving the current bank as default bank. This bank will be used the next time you reload the plug-in.
- The disk-streaming LED has a peak function now. If a disk-streaming error occurs, the ring around the LED will turn red and stay red until you click on it.
- Standalone PC: you can now avoid "emulated Direct Music Ports" by putting a file called "ignoreportfilter" next to the HALionPlayer.dll (exe). Afterwards all MIDI ports show up in "preferences".

Fixes

- Fixed a possible crash when opening instrument-chooser on any slot and sending Cubase to background.
- Overlap mode is working like expected now.
- Standalone: tempo and time signature settings in preferences are stored now.
- Standalone PC: fixed a possible crash when the hardware audio / MIDI device set in preferences changed.

3.2.2.1400 pre-release

Install note for OSX users

Please manually install the included Syncrosoft LCC 5.0.8.4 after installation of HALion Player. This step is only necessary under OSX.

Improvements

- Keyboard: visualisation of used Key Ranges (Megatrigger)
- Categories are now filtered on HSB level: if using the category filters on Slot, HSB files which don't include any matching programs (fxp) aren't displayed anymore
- Instantiation of HALion Player has been improved regarding the loading time.

Fixes

- Mapping Chromatic of imported samples failed when activating "Use included Root Keys"
- Send FXs were not correctly load in projects and in banks (fxb)
- Crash could occur when loading a program (fxp) where velocity crossfade were used
- Crash could occur when loading a bank (fxb) which uses FX and a different output configuration than the current one
- OSX: a crash could occur sometimes while replacing an existing with a new program or by using Clear All
- OSX: output handling with Logic 7.2 works correctly now
- OSX: improved compatibility with Digital Performer (AU & Rewire)

3.2.1

Improvements

- Improved speed of loading lots of Samples, Programs and Banks with better memory management:
 - less memory move (less reallocation)
 - change double volume to float volume

Fixes

- 3.2 requested more memory when sample with loop and start loop equals start offset
- The loading time of HALion has been reduced when HALion is instantiated
- OSX: sporadic crashes on start-up as result of corrupted preference data has been fixed

3.2.0

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:
 - HALion now features ultra low preload time (down to 0,1 sec) and consumes less memory for same amount 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
- Options Page:
 - Better memory handling when changing preload time
 - Fixed text and help-menu for Voice Buffers
- Various:
 - Slots would reset their settings if a new program were loaded. Fixed.
 - 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 (AU): leaving the Program List opened and closing HALion Player could lead to a crash
 - OSX: better AU support
 - OSX: sometimes the AU plugin could loose disk-streaming ability. Fixed.

HALion Player Notes

General:

- If you installed the product together with, for example, Cubase SX 3 or any other older Steinberg product. Please always make sure to install the latest Syncrosoft drivers afterwards.
- Available outputs per HALion Player instance may be limited, depending on the host application and plug-in interface you use.
- On PC the HALion Player standalone version stops receiving MIDI after changing the buffer size in device control panels. Solution: Restart the stand alone version of HALion Player after changing the buffer size in device control panels.
- On PC you can avoid “emulated Direct Music Ports” by putting a file called "ignorefilter" next to the HALionPlayer.dll (exe). Afterwards all MIDI ports show up in "preferences".
- Incoming MIDI controller data is not smoothed (ramping) by HALion Player. When using a controller keyboard which for example sends out MIDI pitch data coarsely a zipper noise will be audible.
- Avoid accessing the Explorer during Auto Browse scanning!
- Performance on multi-core/multi-cpu machines maybe worse with Hyperthreading on. We suggest you turn Hyperthreading OFF on multi-core/multi-cpu machines. Hyperthreading may actually bring a performance benefit but only on single-core machines.
- For best performance in OSX, set the “Processor Performance” to “Highest” in the System Preferences / Energy Saver.

Cubase:

- To avoid hanging notes in Cubase you need to activate the Option “Reset on Stop” in the Cubase Preferences dialog, on the MIDI page.
- Cubase SX, Cubase SL and Nuendo do not receive the program assignments from the HALion Player program list and the global page. Solution: Set the program changes in the inspector of the host application prior to set the assignments in HALion Player.

DXi-version:

- Deactivating the “Fast Bounce” option when using “Bounce to Tracks” in Sonar is recommended if you experience cut off or missing notes. Please also make sure to ENABLE Options / Audio / Advanced / “Play effect tails after stop”. If not, dropped and cutoff notes may occur.

Also make sure you connect all audio outputs from HALion Player to an audio track. If you want to use only one mixed output, connect only the first HALion Player output and reassign each HALion Player slot from “PRG” (default) to the first output.

AU / Logic:

- Mac Audio Unit Host: HALion Player does not work properly with Logic 5.5.1. Solution: Use Logic 7.x
- If you insert the AU HALion Player plug-in in Logic in stereo output mode, you have to reassign the output for each slot from "PRG" (default) to the first output pair to hear audio output.