Thank you for purchasing the Lexicon Native PCM plugins

This document contains important information for users. Please read the information before you install and use the plugins.

Notes for all users

- Make sure you have an iLok key (Intel Mac users must have a second-generation iLok, often called iLok2) which you have designated to hold the license for the plugin bundle. This may be a new key or a key that already holds other licenses. Follow the directions provided with the plugin CD to enable your iLok for use. This must be done before attempting to run the plugins. If you don't own an iLok, you may purchase one at any professional music retailer or from the iLok website.
- Make sure your iLok driver and client software are up to date. Go to the iLok website for downloads and account management.
- Check the Lexicon Website for the newest version of plugin code.

If you have a problem

You can contact our customer service department through the Lexicon Website. You should have the following information before you contact us:

- The type of platform you're running (Mac/PC).
- Information about the computer (manufacturer, processor speed, amount of memory, etc).
- The version of the operating system you're using.
- The DAW application and version in which you're running the plugins.
- The information from the plugin's *About Box*. You can bring up the *About Box* by clicking on the name of the plugin at the upper left corner.

Major Changes for this release

64-bit plugins are now provided for AU and RTAS on the Intel Macintosh. Those plugins will work in both 64 and 32 bit DAWs.

Other things to know about this release

There is no update of PowerPC code. While an installer is provided, there will be no further support of the PowerPC architecture.

Release History

1.3.4– Bug Fixes and changes
- Individual licenses now fully supported.

1.3.3– Bug Fixes and changes
- Alternate build allows plugins to be sold separately under individual licenses
- Internal changes in preparation for new formats.

1.3.2– Bug Fixes and changes
- Some text-editing changes that should improve compatibility across DAWs.

1.3.1– Bug Fixes and changes
- Dialog window for missing iLok should now appear even if User Interface not present.
- Dialog window for missing iLok now shows the name of the offending plugin.

1.3.0– Bug Fixes and changes
- Fixed a problem that occasionally showed up in ProTools 8. This caused the plugin window to be drawn incorrectly
- Improved efficiency of plugin. iLok authorization issues under heavy load should be resolved.
- If the iLok is removed after instantiating a plugin, instantiation of a second will cause an immediate check and error message.

1.2.13– Bug Fixes and changes
- Increased size of activation area for about box
- A build error was corrected. This caused the plugin to think it was cracked. This would result in erroneous state data being stored, causing the soft row (and other parameters) to be incorrect.
- A caution was added not to save data if an iLok was not detected.

1.2.11 – Release Candidate 2
- Addressed an issue in which an extremely loaded computer might report a missing iLok.

1.2.9 – Release Candidate
- Lowered iLok processing load. Preset level balancing

1.2.8 – Bug Fixes and changes
- A number of small fixes
- Added a bank of presets to Room, with sounds reminiscent of 480L Wild Spaces.

1.2.2 – Bug Fixes and changes
- Compatible with OSX 10.7 Lion
- 64/32-bit AU and VST (Intel Macs only)
- In some cases in ProTools, the plugin window could freeze or be mis-drawn. That has been corrected.
- Some ProTools users prefer to move plugins to subfolders. That is now allowed.
- iLok2 (Intel Macs only)
- Echo 2 (L and R) were not properly working in Vintage Plate. This has been repaired.
- A bug was fixed that could cause the RTAS version of ConcertHall to crash on PowerPC Macs.
- Multiple instantiations of a plugin will now have a slightly smaller resource requirement.
- A number of small bug fixes.

1.1.3 – Bug fixes
- Room Pattern parameter could reset to first pattern in the list on compare cancel.

1.1.2 – Bug fixes
- ConcertHall produced white noise under some circumstances at higher sample rates.
- ConcertHall had subtle crackling noise in chorus.
- Hall, RandomHall and Chamber could build up feedback under Cubase at higher sample rates when instantiated for the first time in a project.
- Room Pattern parameter could reset to first pattern in the list during the first navigation to Room edit page.

1.1 – Bug fixes
- Minor fix to Real Time Visualization.

1.0.9 - Bug Fixes
- The removal of the redundant Tail Width parameter (in Room) caused an unforeseen problem when loading a session stored with V1.04 plugins. While the plugin would load, the stored values would not be loaded and the plugin would revert to default values. This has been fixed. The problem only affected Beta users.

Other Changes
- Some new Tempo-sensitive presets have been added to Vintage Plate.

1.0.8 – Bug fixes
- Upgraded framework to fix Wavelab 6 crash.
- Fixed a few drawing issues on Windows systems.

1.0.7 – Bug fixes
- Fixed a bug that caused the plugins not to be able to find the user presets.
- Factory presets for Concert Hall needed to be updated in 1.05 and they weren't. They should now sound identical (minus artifacts) to the V1.04 presets.

1.0.6– internal release

1.0.5 – Bug fixes
- There was occasionally a loud blast of noise when loading the Room algorithm. We believe that has now been corrected.
- There was a redundant copy of the Tail Width parameter on the Room page of the Room algorithm. That has been removed.
- The Store dialog has been corrected so that illegal characters can no longer be entered in file names.
- The ConcertHall algorithm caused clicks and pops when changing size (which could result from changing presets). That has been repaired.
- In some DAWs (for instance, Logic) a plugin instantiated in mono-in/stereo-out form would only have dry signal on the left side. That has been corrected.

Changes
- In 64-bit applications on the Mac, the plugins now recognize the name of their 32-bit shell. This is informational only.
- A new parameter has been added to ConcertHall. It is named "Chorus Type" and it can be used to modify the way in which pitch is affected by Chorus. Additional presets have been added using new settings. There are further details on this parameter in an appendix at the end of this document.

1.0.4 – Bug fixes:
- Bug fix to address CPU usage spikes in some situations. This was most noticeable when virtual instruments were in use.
- Bug fix to eliminate ticks in ConcertHall algorithm.
- Bug fix to eliminate a minor ring in Plate and also to repair a shape/spread issue.
- Bug fix to fix a problem that occasionally caused something like white noise when some plugins were instantiated. This was most common in RandomHall, but could occur on others.
- Bug fix to repair an obscure problem in RandomHall that occurred after size change. RandomHall now has more of its characteristic motion.

1.0.2-1.0.3 – internal releases.
1.0.1 – Original release

Appendix: Concert Hall

The new *Chorus Type* parameter appears on the Reverb page of the ConcertHall algorithm. You will see it as a button above *Chorus Rate*. The *Standard* setting provides Chorus identical to earlier versions of the plugin. The new settings change the way chorus works. The best way to hear the effect is with slow, pitched material.

Any presets that you have developed for *ConcertHall* are fine. When you load them, they should default to the Standard setting. It is a good idea to resave them (with the same name, of course). Then, the *Chorus Type* value will be explicitly saved in the user preset.   Presets saved with this new parameter will work fine in older versions of the plugin as well: they will simply default to *Standard*.