HALion Sonic

Version 1.5.2

New features and fixes

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This document lists all update changes, fixes and improvements for HALion Sonic version 1.5.2.

New features and improvements	- HALion Sonic supports VST3.5 context menu (from host)
	- HALion Sonic / HALion Sonic SE sub presets are now sharing a folder location with common sub presets.

Fixes	- Instability when reducing voices to 1 in Logic
	- Instability when loading a certain presets with compressor.
	- Lost MIDI CC assignments in Logic
	- Problem with FlexPhraser using control keys
	- Undesired behaviour if no protection key is connected
	- Missing key commands functionality
	- Multiple key switch layers could play at the same time
	- Hanging notes for retriggered notes that went out of range
	- Hanging notes for notes triggered before the initialization of MIDI modules
	- Hanging notes on project loading due to key range instead of a key switch messages sent by Cubase.
	- Removed Mute/Solo automatisms when triggered through automation.
	- Sphere arrows are now disabled if the sphere-QCs control layer-QCs without assignments
	- Enhanced handling of sustain note off events to avoid missing transposed events.
	- Cross-platform compatibility of multi chain presets.
	- Problem with double note offs in certain HSO programs
	- Instability when playing high notes that have been transposed.
	- Mono LFO synced rate works now with sample rates other than 44.1kHz
	- The colour of result counter of the MediaBay text turns black.
	- Sub category in MediaBay does not correctly update.
	- After the 1.5 update some expression programs (Guitar Layers) didn't work correctly.
	- Pressing the transport "Stop" button of the standalone via MIDI file playback can cause a performance overflow
	- Program change messages are not executed when received from external MIDI device in GM mode

(standalone).

- Not all MIDI CC´s were correctly received in GM mode. (standalone, depending on buffer size)

- Loading of programs after saving, followed by a rename wasn't possible.