

V1.1.3r :

Bug fixes

- We've reviewed the real time system, which led us to find many ways to improve it. Mono should now be able to handle high load (high USB throughput + lots of automation for exemple) without ever crashing.
- We have reworked our threading mechanisms, which will prevent very rare race conditions leading to freezes from happening.
- Fixed an issue with our undo backup system that could lead to freezes
- Ratcheted note was generating high load, this has been fixed
- Recording ratchet, probability and microshift was slowing down the unit, this has been fixed.
- Pot modes have been entirely reviewed and fixed, (mod note included)
- Swing : now working properly with every clock source
- Added back selected Mod Note pitch midi channel (with midi channel + 2), can be disabled with the mod note channel setting
- Negative expressivity assignment now working properly
- Fixed all the UI bugs we could find
- Added back the Midi Program Change to select a Pattern

V1.1.2r :

New feature:

- Added clear step automation for XMod and XEnv ([DELETE] + [SEQ] + [Pot])

Bug fixes:

- Curve update on any XMod/XEnv is fixed
- Fixed issue when deleting automation, it would not save
- Huge fix on settings (playmodes, duonotes, ...) now working properly
- Fixed UI glitches (particularly on Curve Mode and Microshift/Probability/Ratchet)
- Fixed step mute
- Fixed Copy/Paste pattern (it now paste the patch too, as intended)
- Fixed UI issue when changing ModNote pitch

V1.1.1r :

Bug fixes

- Fixed a calibration issue (Freq Knob would go all the way up at 12 O'clock on some machine)
- Fixed a sensor issue where the Bottom C sensor would become unresponsive
- Fixed a few UI issue (LED colors not resetting properly)
- Fixed Play Mode

- Fixed MIDI Clock

V1.1.0r :

New feature:

- Slide rate parameter : Hold slide and turn X-Mod pot to set the pattern's slide rate, center value is half a step, saved in pattern.
- Added pattern color parameter: (hold active pattern [SEQ] + XModAmount), the pattern needs to be active. Saved in the project.
- Added color feedback when touching [SEQ] or [PAGE] strips
- Added Mod Note colors (purple)
- Added a setting to prevent automation from affecting modNotes (Setting->Clock->Page1(off)/Page2(on))
- Added a setting to disable incoming midi recording (Setting->Midi->C(off)/C#(on)), when enabled, only direct inputs (on Mono) will be recorded
- Added a sensitivity setting for the touch sensors (Setting->PotMode->Page1(high) to Page4(low))
- Added ability to leave Curve Mode when pressing [UP]
- Added a UI feedback on modulated params, params with some modulation active will turn purple.
- Live mode now ignores mod note edits as it should (when leaving live mode, your mod notes will revert back to their saved state)

Bug fixes

- Fixed issue where X/Y/Z expressivity would not reset properly when releasing a note
- Fixed issues when recording via midi
- Player morphing now working properly
- Improved sensibility on touch pads, added a dynamic threshold system.
- Fine tuned volume curves and Drive curve, which improves the overall sound.
- Delete in Curve Mode now only deletes the automation, not the entire step data
- Fixed UI modulation feedback on FilterEnv and the main envelope
- Fixed USB Host (was freezing the unit in previous versions)
- Calibration system improvement, slightly increases filter range
- Countless stability improvements

V1.0.6r

- Optimization on curve mode, and fixed crash when using curve mode on an empty SynthParam
- Fixed the rare crash when recording from step 64 to step 1
- Added the ability to control ModNotes via midi
- Made the randoms notes more "musical"
- Added the ability to change the Default Patch
- Fixed the Patchless mode

V1.0.5r

- Trying to add modulation to Volume (which doesn't have modulation control) could result in a crash, this was fixed
- Fixed an issue where Negative XMod was sometimes not working properly.

V1.0.4r

- Fixed crash while morphing to/from a pattern going backward
- Fixed infinite loop when doing [TEMPO] + [FUNC] -> [PAGE] in Modnote while not having any Modnote saved

V1.0.3r

- Heavily automated projects saved prior to 1.0.2 could likely contain corrupted data from a previous fatal bug, so we've added security measures to detect and discard it.
- Clearing a pattern with DELETE + STEP would not clear the automation, this has been fixed
- Fixed an issue with USB slave clock
- Pattern Morph now works correctly on page B C and D.

V1.0.2r

- Added parameter step led feedback
- Step randomize now working properly
- Added ability to morph with [MORPH] pressed, [FUNC] still works too
- Fixed LED feedback on [PAGE] when in pattern mode
- Added color for Mod Notes (purple)
- Fixed two big crash issue
- Fix version printing issue ([FUNC] + [FOLLOW])
- Added SLIDE and ACCENT Midi CC (CC85 and CC86)
- Added LED feedback when heap crash (bright red)
- Added ability to use Curve Mode on X/Y/Z
- Little Ui tweaks on Settings
- Fixed issue when Backward Playing where automations could not proc

V1.0.1r

- Fixed multiple issue leading to crashes while recording automation
- Fixed an issue leading to crash while morphing
- Automation curve now properly resets back to normal on un-automated steps
- Fixed multiple issue with MIDI clocking (in and out)
- Fixed CV clock
- Fixed UI bugs in curve mode

- Pot mode now works correctly
- Fixed a bug causing the audio to click while morphing
- Sometime the UP switch would cease to work, fixed now
- Step dice and Paste step range would sometime freeze or stall, this has been fixed
- Undo/Redo greatly improved for large patterns
- X/Y/Z automation was improved
- Curve mode was not showing modulation automation properly, now works properly,
- Tons of overall stability improvement
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