

# Syntona Release Notes

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## Known Issues

- After loading a patch, you may have to click in the window to see the connections.
- Audio input ports do not show connected values on mouseOver.
- Exporting mixer8x1 and mixer4x1 need unreleased JSyn.

## V0.5.2 - Build 29 - 9/29/14

- Added core/input/comment module for documenting patches.
- Fixed bug that caused some units, eg "double", to have wrong size when saved. If you see a big "double" unit, replace it with a new one and save the patch.
- Fixed bug of file save & open filter not seeing ".XML" vs ".xml". Now case insensitive.
- Audio input jacks now show instantaneous mixed input value when you hover over them with the mouse.
- Prevented saving patches with the same file name as a child or grandchild patch. That causes a deadly recursion.
- Added "Add Stock Ports" button to voice editor. Adds "frequency", "amplitude", "output" ports.
- Removed recent feature that copied name from connected jack to the alnput module name. Too much automation contradicted user action.

## V0.5.1 - Build 27 - 9/15/14

- Disable Play Keys when typing in red text field.
- Delete key now deletes selected modules. (tested on Mac)
- Connecting an alnput or a fader module to an input port copies the min, value and max from that port back to the source. Only happens on first connection.
- Close module editors before putting up "Do you want to SAVE" dialog to prevent Syntona from appearing to hang.

## V0.5.0 - Build 26 - 9/8/14

- Close module editors when a module is deleted.
- Added support for Copy/Paste.
- New module browser on left side of editor with drag and drop support.
- Capture 24-bit audio recording of a performance using JSyn toolbar.
- Transport with start/pause/rewind. Sends beat clock messages. Tempo control.
- Added "Detach File" item to File menu so that a subpatch can be dissociated from the file it was loaded from. Handy when modifying a subpatch for a specific use and you don't want to overwrite the original.

- Added some new JSyn unit generators:
  - phaseShifter - effects processor
  - delay1 - 1 second variable delay
  - mixer8x1 - 8 channel mono mixer with amplitude port
  - mixer4x1
- Use case insensitive match for "frequency" and "amplitude" ports when playing keys.
- Show Java version in logs
- File save dialog requires that the file have a ".xml" suffix.

## V0.4.1 - Build 25 - 12/5/13

- Fix bug that caused voices nested within other voices to turn on or off twice when played using the ASCII keyboard. This could cause the voice to make an extra sound when turned off.
- Added "examples/PlaySampleHold.xml" that plays pseudo-random notes and triggers sequenced envelopes using the K key.

## V0.4.0 - Build 24 - 12/3/13

- Add "on" and "off" jacks to "jsyn/voice" module so you can trigger notes using messages containing a frequency. Open "examples/SequenceFM.xml" for an example.
- The segEnv now uses "Immediate" mode when queued on. This involved a change to the queueOn() method in JSyn.
- ASCII Keyboard Input
  - The CapsLock keyboard player will only now work for "jsyn/voice" modules if the voice "on" port is not connected to anything. This allows the user to combine automatic note playing with keyboard playing.
  - Added "music/keyPitch" that outputs a MIDI pitch on/off over a 4 octave range when keys from the left side of the keyboard are pressed. This should be used for playing notes. Playing using the unconnected voice is a deprecated feature and will be removed soon.
  - Added checkbox for toggling on or off the PlayKeys mode. (CapsLock also still works.)
  - Added "core/input/key" module that outputs the value of any key pressed.
  - Added "core/input/keyMatch" module that outputs the value if a specific key is pressed. Select the matching key by double clicking the header to open the editor. Enter a letter or digit then close the module editor.
- Change ports on "music/keyboard" module to "on" and "off" to match the new voice jacks.
- Increased size of top header on scope and other modules to make them easier to drag.
- Offset connecting lines to reduce overlap.
- Fix spacing of jacks on "input/double" module.

## V0.3.9 - Build 23 - 11/27/13

- Add “Immediate” checkbox to segEnv envelope editor. If checked then the queue will be cleared when the envelope is queued. This prevents the queue from filling up with envelopes faster than they can be played.
- Envelope editor radio buttons now say “points”, “onLoop” and “offLoop”.

### V0.3.8 - Build 22 - 11/26/13

- Add “core/basic/modulo8” module that selects an output based on the input modulo 8. Modulo is the “remainder” after division.
- Add “core/basic/cascade8” that is like a “sequence8” but has a reset and an overflow allowing them to be cascaded. Connect one of its outputs to the reset to generate shorter sequence lengths.

### V0.3.7 Build 21 - 11/25/13

- Use smaller text for labels.
- Use wider generic modules.
- Right justify labels for output ports.

### V0.3.6 Build 20 - 11/25/13

- Fix sizing for “code/view/show” module.
- Added segmented envelope data module under “jsyn/data/segEnv”. Envelope has “On/Off/Queue” buttons. You can connect to the button ports.
- Added segmented envelope player module under “jsyn/data/monoRd”.
- Added “core/basic/clock” module that outputs increasing values, 0,1,2,3, etc. It has Start, Stop and Reset buttons. You can connect to the button ports.
- Added “core/basic/sequence8” module that can be used like an analog sequencer. Input gets routed to outputs sequentially.
- Added “core/basic/toggle” which is basically a sequence2 module.
- Added “core/basic/order4” that pass incoming messages to each of its outputs in order. Used for explicitly determining order of operations in Syntona.
- Added example for envelopes called “SequencedSaw.xml”.

### V0.3.5 Build 19 - 11/9/13

- Add scroll bars to patch windows.
- Save and restore main window position and size.
- Write log messages and exceptions to a Log window in Syntona.
- Allow editing of alnput or input ports from inside the patch.

### V0.3.4 Build 18 - 11/9/13

- Warn user if exported file name does not end in “.java”.
- Ask user to find a missing subpatch file when loading patches.
- Fix crash when deleting a subpatch with connections to it inputs.

- Support Export of Java Source for voices that contain sub-voices. Sub-voices will be declared as inner classes with unique names.
- Save last loaded file and use that as the default to load from next time.
- Disable “LoadSubPatch...” menu item when there is no front patch to load it into.

### V0.3.1 Build 14 - 10/29/13

- Use CAPS\_LOCK to toggle playing notes on the keyboard. Now you can play while wiggling faders.
- Fixed bug with units working when some ports were set() but not when driven from a connection. These include:
  - LinearRamp: input and time
  - ExponentialRamp: input and time
  - AsymptoticRamp: halfLife
  - ContinuousRamp: time
  - PeakFollower: halfLife

### V0.3.0 Build 12 - 10/27/13

- Add saving and loading of subpatches using linked files.
- Ask user if they want to save modified patches when closing.
- Open module editor by double clicking on header.
- Added Delete to Module popup menu.
- Added menu to open parents of a patch.
- Drag select modules if touching instead of surrounding.
- Assigning modules unique names by index is now on a per-patch basis instead of global.
- Output ports are now marked with a triangle in the top right corner.
- Patch windows now show patch name or file.
- Menu item "Save" only enabled when there is a frontpatch window.
- Added “Load Subpatch” menu item to load a file as a subpatch.

### V0.2.8 Build 11 - 10/8/13

- Added more JSyn modules:
  - control/select = Select
  - control/latch = Latch
  - control/latchZC = LatchZeroCrossing
  - control/rampExp = ExponentialRamp
  - analysis/schmidtTrigger = SchmidtTrigger
  - math/adivide = Audio Divide
- Fixed behavior of rampCon. Now follows S curve.
- Fixed NotePlayer clock bug that caused notes to be delayed for a very long time.
- Fixed misnaming of “a\*+” module. Note that if you load an old patch with an a\*+ then it

might load as an "a/" module.

### V0.2.7 Build 10 - 10/1/13

- Fixed bug that required user to click in patch window before modules could be added.
- Save menu item is now only enabled after SaveAs is used and not canceled.

### V0.2.6 Build 9 - 9/30/13

- Implement New and Open... in File menu.
- Fix Random module.

### V0.2.5 Build 8 - 9/29/13

- Fix bug that caused the patch editor to not respond when opened more than once.
- Removed MODE buttons.

### V0.2.4 Build 7 - 9/27/13

- Prevent connections between 2 output ports.
- Fixed bug that prevented connecting to both inputs of a stereo LineOut. Note that old patches that used LineOut will need to be reconnected because the names changed!
- Show filename in frame titlebar after SaveAs...
- Min and Max in Module editor can no longer cross.
- Save will now save to last file opened using Open...

### V0.2.3 Build 6 - 9/22/13

- Fixed problem with saving and reloading port min/default/max values for alnput modules.

### V0.2.2 Build 4 - 9/10/13

- Fixed problem with using exported instruments in SoundTweaker. External ports on exported UnitVoices now have names so they show up in SoundTweaker.

```
addPort( modIndex = modIndexPassThrough.input, "modIndex");
```

### V0.2.1 Build 3 - 9/9/13

- After double clicking a patch header, open patch editor down and to the right of front window.
- Use mouseOver on the header to show the object type. For example, it will flip from "frequency" to "alnput".
- Export Java source setup(min,value,max) for alnput ports.
- Use red instead of orange for selected connections.
- Remove jack from patch module in parent when an alnput or aOutput module is deleted.

### V0.2 Build 2 - 9/8/13

First alpha version.