

What's New in Version 20-52

The big update in the Summer of 2020 was followed by a number of bugfix updates. Now in version 20-52 we bring some new features and functional improvements especially for the Split and Layer modes. Therefore please check this list of changes, and also see the full description in the updated Manual Addendum, that you can download from the "Software Updates" page.

Split Sounds: Key Ranges Can Overlap

In earlier versions, the C15 only provided one Split Point parameter in a Split Sound, determining the inner edges of both fully separated Parts, so no overlap was possible.

The described behavior is still available by default and referred to as "linked" Split Points. Now, "unlinked" Split Points are available as well, providing separate Split Points for each Part (but still sharing one unique Macro Control assignment).

When unlinked, an overlapping range of shared keys can be defined, in which both Parts will sound. A negative overlap (a key range with no Part association) will be prevented.

Editors (Graphical UI only):

- Split Point Editor (Split Sounds): In the Sound Tab, the rightmost icon redirects to the Split Point Editor, providing the two parameters and an interactive visual representation. Split Points can be set by clicking or dragging on the corresponding values or by dragging the indicators on the shown keybed. The linking behavior can be set as well.
- Key Fade Editor (Layer Sounds): In the Sound Tab, the rightmost icon redirects to the Key Fade Editor, providing all related aspects and an interactive visual representation. For each Part, Fade From and Fade Range can be adjusted by clicking or dragging on the corresponding values or by dragging the indicators shown on the keybed.

Indicators (Hardware UI and Graphical UI):

- Cross-Feedback: "FB" arrows are shown in the Sound Screen/Tab of Layer Sounds, when the "A/B I/II" and "From I/II" parameters of the Feedback Mixer create a connection between a voice of Part I and a voice of Part II.
- Cross-Send: "FX" arrows are shown in the Sound Screen/Tab of Split and Layer Sounds, when the "To FX I/II" parameters create a signal flow to the effects of the other Part.
- Macro Control Targets: In the Macro Control parameter screens of the Hardware UI up to four literal symbols are shown to indicate target parameters that cannot be indicated by Selection Panel LEDs. (**M** - Master Volume/Tune, **u** - Unison Detune, **m** - Mono Glide, **P** - Part Volume/Tune or Split Point)
- Key Fades: When a Part of a Layer Sound is affected by a Key Fade, this will be indicated in the Sound Screen/Tab by a small fade graph next to the Part Volume.

Settings (Setup Menu):

- Sync Parts across UIs (Device Settings): For Split and Layer Sounds, different Parts can be shown on the C15's Panel Unit Display and on one or multiple instances of the Graphical UI. This can be useful but in many cases it was confusing. Therefore the normal behaviour is now that the Part selection is applied once to all UIs, corresponding to "Sync Parts across UIs" being on. When the option is set off the Parts can be selected separately.
- Screensaver Timeout (Hardware UI): An optional timeout setting has been added in order to prevent possible pixel deterioration in the two displays, which can occur when the C15 is running for longer periods of time without any interaction.

Part Mute Will Not Mute Additional Signal Paths

Unlike in earlier versions, the muting of a Part of a Layer Sound, will only affect the final Part Volume stage. So any signal flow across Parts will be maintained regardless.

Extended Internal Key Range

In earlier versions, the C15 only operated on its physical key range of 61 keys (C1 ... C6). In this version, a virtual key range of 128 keys (C-2 ... G8) was added. The physical key range of 61 keys is now projected onto the virtual key range, depending on the Note Shift, which is now a real key shift and not a tuning anymore.

Shortcuts for Part Selection on the Graphical UI

The keys "1" and "2" of the computer keyboard can be used to select Part I or II.

Bug Fixes and Performance Improvements

We constantly strive to improve the quality and efficiency of the C15's software.