C15 Firmware Update 2025 - What's New?

(version 25-04)

48-voice polyphony or sampling rate of 96 kHz

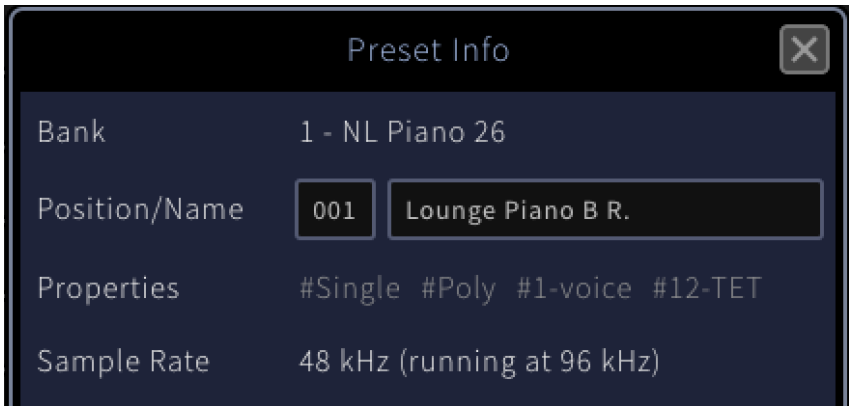
The polyphony increased from 24 voices up to 48 voices at a sampling rate of 48 kHz. In addition, there is a new option to double the sampling rate to 96 kHz with a polyphony of 24 voices. Independent from the audio engine configuration the maximum number of Unison Voices stays at 24 voices for single sounds and 12 voices for dual sounds.

You can switch between the two modes in **Setup > Device Settings > Audio Engine Configuration**.



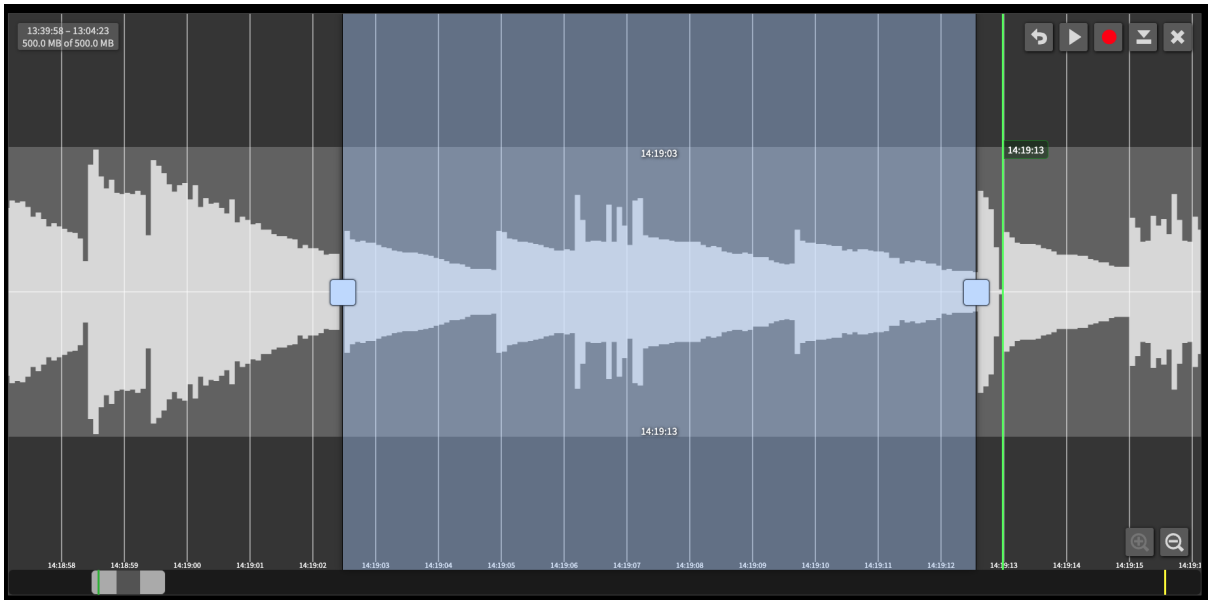
Preset Info

Since a preset can sound different at different sampling rates, the Preset Info now has an additional line showing the sampling rate at which the preset has been stored. It will also show at which sampling rate the engine is currently running.



Improved Recorder

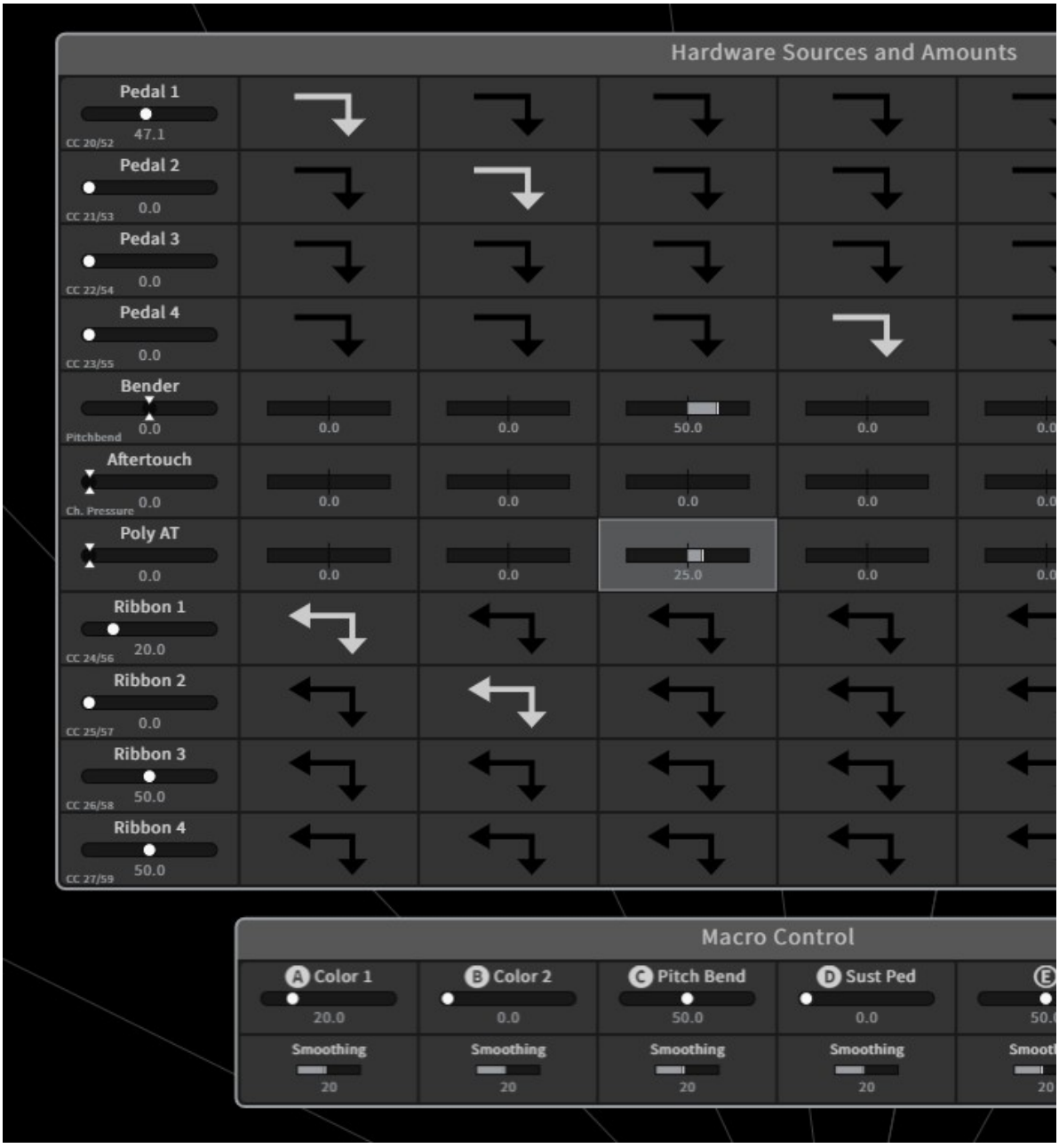
The recorder now features persistent memory, enabling the storage of recordings even after the system is shut down. Additionally, the recorder has been enhanced with an extended zoom range, allowing for better precision when handling recordings.



New Hardware Source: Polyphonic Aftertouch

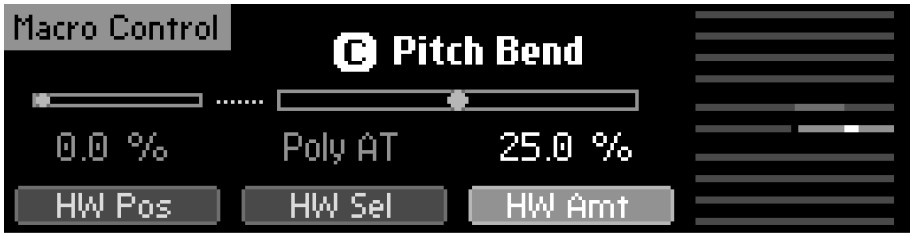
The C15 can now respond to Polyphonic Aftertouch (Poly AT) that it receives via MIDI. This is a 7-bit channel message that is sent individually per key. The C15 can only receive this type of message, but not send.

The modulation architecture has been extended to support polyphonic modulation of parameters by the Macro Controls, providing more expressive control over individual notes. Like with the other modulation sources the Poly AT-driven changes are shown in the user interfaces.



HW Source Position

Since it is not possible to show the MC-driven movements for each voice separately, the parameter position shows the maximum of the polyphonic modulations that are applied to the voices at that moment.

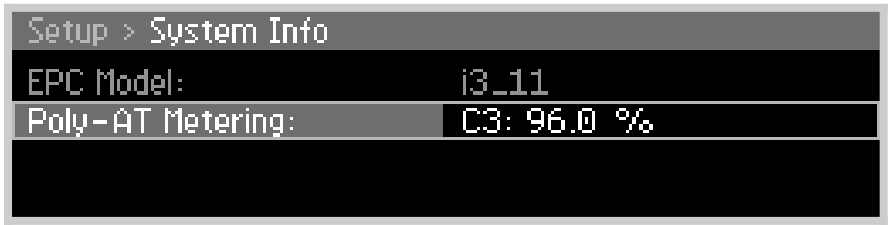


Assignment of Polyphonic Aftertouch

To receive Polyphonic Aftertouch and map it to an additional Hardware Source, navigate to **Setup > MIDI Settings > Assignments**, and enable '*Polyphonic Aftertouch'*. Once enabled, you can assign Polyphonic Aftertouch to Macro Controls.

The only assignment is MIDI Polyphonic Aftertouch (Polyphonic Key Pressure), which has a resolution of 7 bit. By selecting "None", Polyphonic Aftertouch messages will not be received.

Incoming Polyphonic AftertouchI messages can also be monitored on the Hardware UI. To see the last received Poly-AT value and its corresponding note navigate to **Setup > System Info > Poly AT Metering**



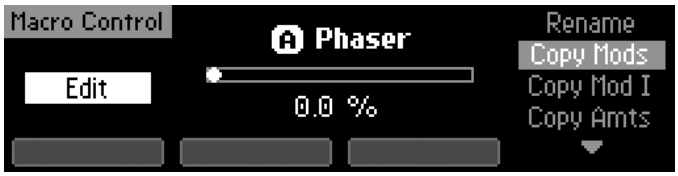
Move Modulation Assignments

Modulation assignments can now be easily moved from one Macro Control to another. In order to move the Modulation Assignments onto another Macro Control within the same preset:

Hardware Unit:
Press the button of the **Macro Control** with the assignments you want to move.



Then press the **Edit** button to focus on the Macro Control's properties and select 'Copy Mods' by pressing **Soft Button 4**.



Copy the Modulations by pressing **Enter**, which will immediately move the focus to 'Paste Mods'. Press the button of the destination **Macro Control**, without leaving the Macro Control properties menu.



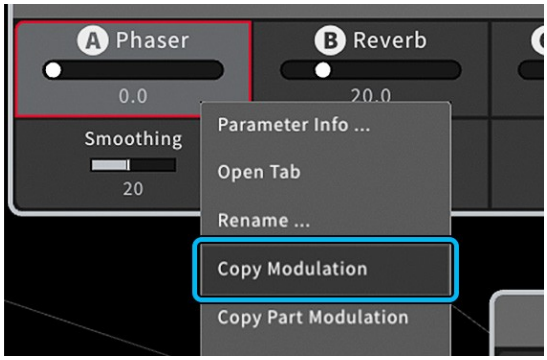
Then press **Enter** again to paste the assignments to that Macro Control.

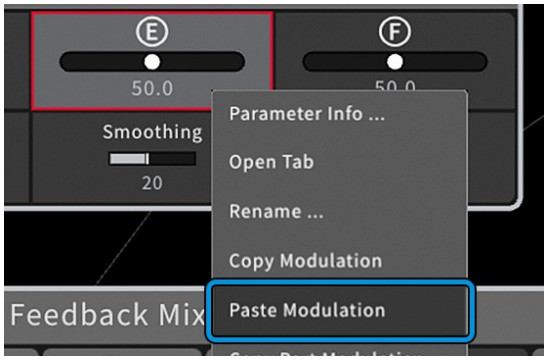
In order to copy the Modulation Assignments onto a Macro Control of another preset:

Select the other preset in the preset screen and press the destination Macro Control button. Then press the **Edit** button to focus on the Macro Control's properties and select 'Paste Mods'. Press **Enter** to confirm.

Please note:
Modulation Assignments are copied into the clipboard, which lets you paste them onto Macro Controls of several presets. Copying anything else will override the clipboard. Within the same preset, Modulation Assignments are not copied but moved (cut and pasted) as each parameter can only be modulated by one Macro Control.

Graphical UI:
Right-click on the Macro Control from which you want to copy the Modulation Assignments. Select ‘Copy Modulation’ from the drop-down menu. Then right-click the Macro Control which you want to paste the assignments to and select ‘Paste Modulation’ to apply.





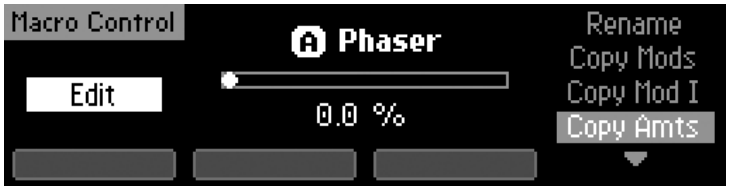
Copy Hardware Amounts

You can now transfer Hardware Amounts from one macro to another. In order to move the Hardware Amounts onto another Macro Control within the same preset:

Hardware Unit:
Press the button of the **Macro Control** with the assignments you want to copy.



Then press the **Edit** button to focus on the Macro Control’s properties and select ‘Copy Amts’ by pressing **Soft Button 4**.



Copy the Amounts by pressing **Enter**, which will immediately move the focus to ‘Paste Amts’.

Press the button of the destination **Macro Control**, without leaving the Macro Control properties menu.



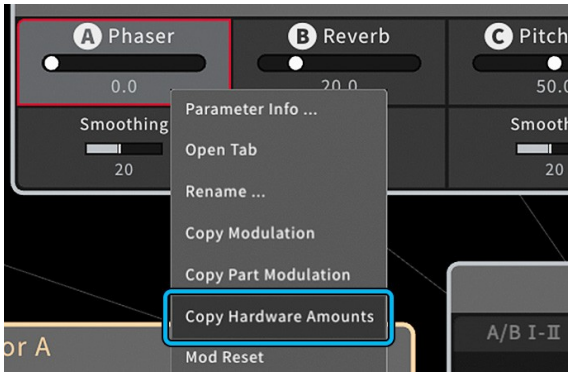
Press **Enter** again to paste the amounts to that Macro Control.

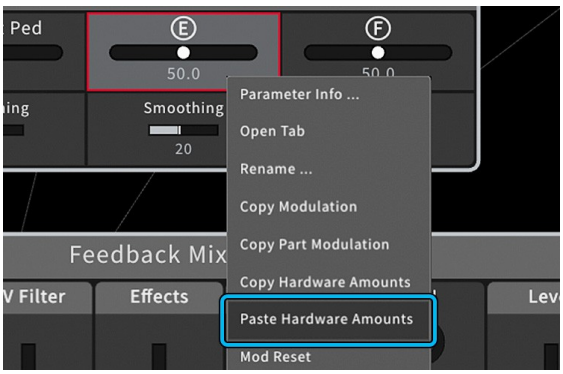
To copy the Hardware Amounts onto a Macro Control of another preset:

Select the other preset in the preset screen and press the destination Macro Control button. Then press the **Edit** button to focus on the Macro Control's properties menu and select 'Paste Mods'. Press **Enter** to confirm the paste.

Please note:
As with Modulation Assignments, Hardware Amounts are copied into the clipboard, which lets you paste them onto Macro Controls of several presets. Hardware Amounts will not be copied but moved (cut and paste) when pasted onto another Macro Control of the same preset

<u>Graphical UI</u>:
Right-click on the Macro Control from which you want to copy the Hardware Amounts. Select 'Copy Hardware Amounts' from the drop-down menu. Then right-click the Macro Control which you want to paste the assignments to and select 'Paste Hardware Amounts' to apply.

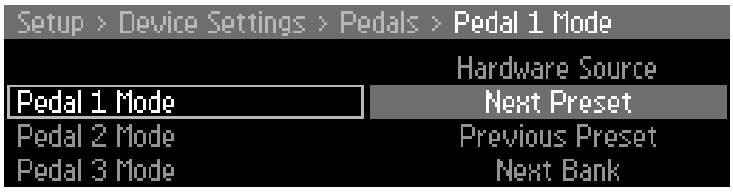




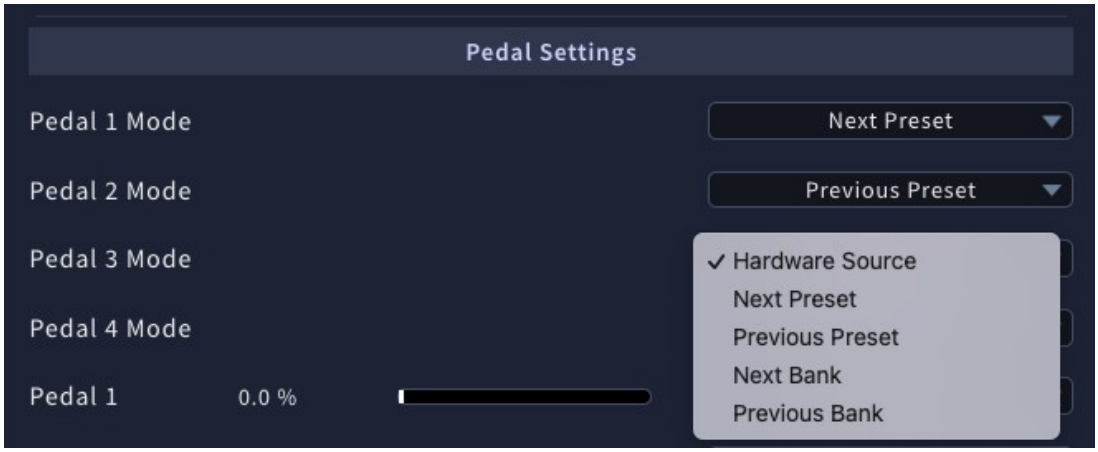
Step Through Presets and Banks via Foot Switch

It is now possible to use a foot switch to step through presets and banks.

To enable this, go to **Setup > Device Settings > Pedals**, and select the Mode Menu for the desired pedal by pressing **Enter** or clicking on the drop-down menu.



[Graphical UI]. Go to **Setup > Device Settings > Pedals** You can choose between four modes: *'Next Preset', 'Previous Preset', 'Next Bank'* and *'Previous Bank'.*



Assign Global Pitchbend Directly to the Bender or Aftertouch

A global Pitchbend parameter can now be directly assigned to the Bender or Aftertouch, freeing up the Macro Control previously used for this task.

The Bender allows for independent control of pitch modulation amounts for moving it to the left and for moving it to the right. Aftertouch has a single amount parameter, as it can only move in one direction.

Hardware unit: press any **Macro Control** button twice to enter the Hardware Source screen. Then, press **Soft Button 2** [Select] and use the **Encoder** or **Dec/Inc** buttons to navigate to the Bender or Aftertouch. Once selected, press **Soft Button 3** [Global PB] to access the Global Pitchbend parameters. Use the **Encoder** or the **Dec/Inc** buttons to dial in the amount of pitch modulation. For the Bender you can press **Soft Button 4** to change between the modulation amounts for the upward and downward movement. Press **Soft Button 3** again to return to the default focus.



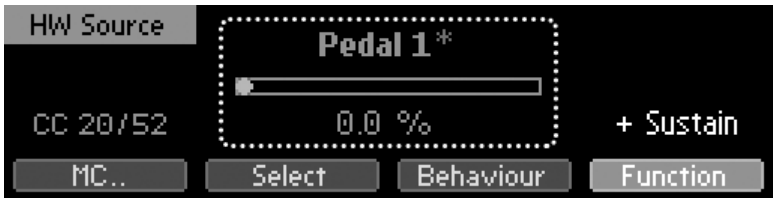
Graphical UI: navigate to the Bender/Aftertouch in the Modulation Matrix, just below the Function buttons you can find the global pitch parameters. Click/tap and hold the value box and move the cursor/finger up or down to adjust the modulation amounts.



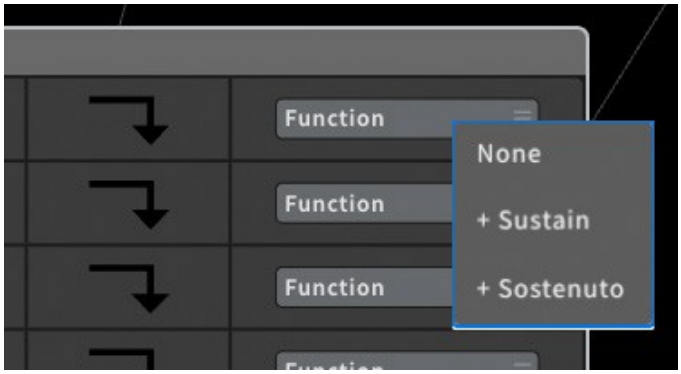
Sustain and Sostenuto

Similar to the global Pitch Bend functionality, Pedals can now also be assigned to a global Sustain or Sostenuto function, freeing up another macro control.

Hardware unit: press any **Macro Control** button twice to enter the hardware source screen, then press **Soft Button 2** [Select] and use the **Encoder** or **Dec/Inc** buttons to navigate to the desired pedal. Press **Soft Button 4** [Function] and select the desired function. To select a function for one of the pedals, press **Soft Button 4** [Function] and use the **Encoder** or the **Dec/Inc** buttons to select the desired function. Press **Soft Button 4** again to return to the default focus.



Graphical UI: On the right side of the Hardware Source Section, click or tap on the Function button of the desired pedal and select the function from the drop-down menu.



Zoom Buttons in the Graphical UI

The new “+” and “-” buttons in the right lower corner can be used to zoom in and out without using the mouse wheel or touch gestures.



Other Improvements

+ Bugfixes
+ Performance enhancements
+ Usability improvements