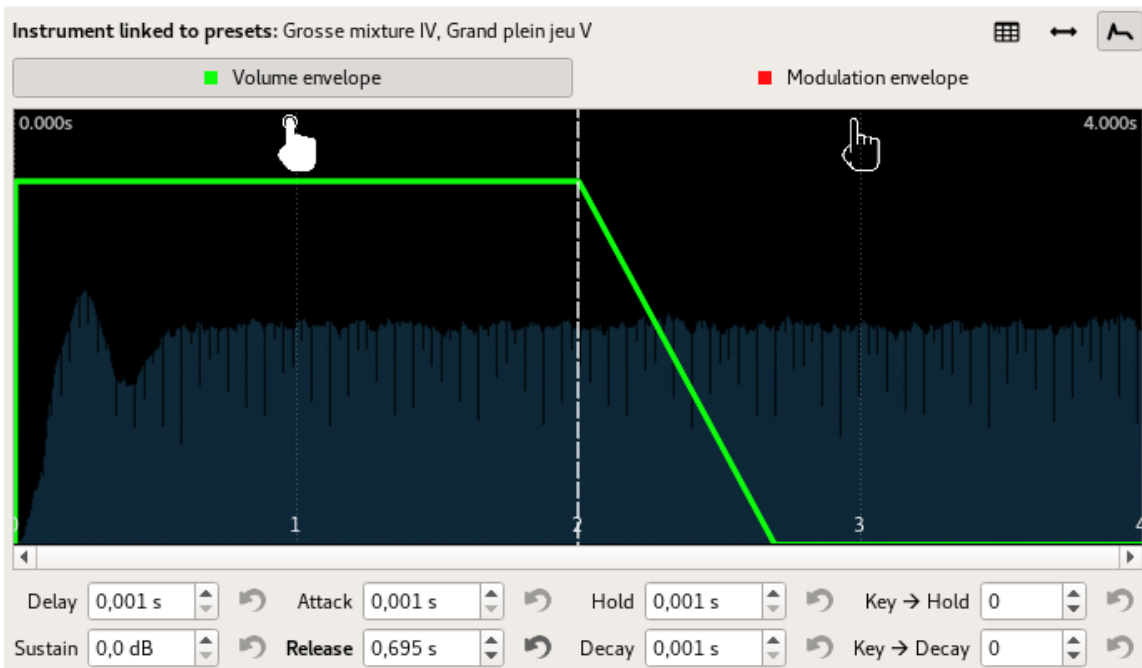


Version 1.9 brings a new view to edit key and velocity ranges. Minor bugs have been fixed and some improvements have been made for the ergonomics.

### What is new

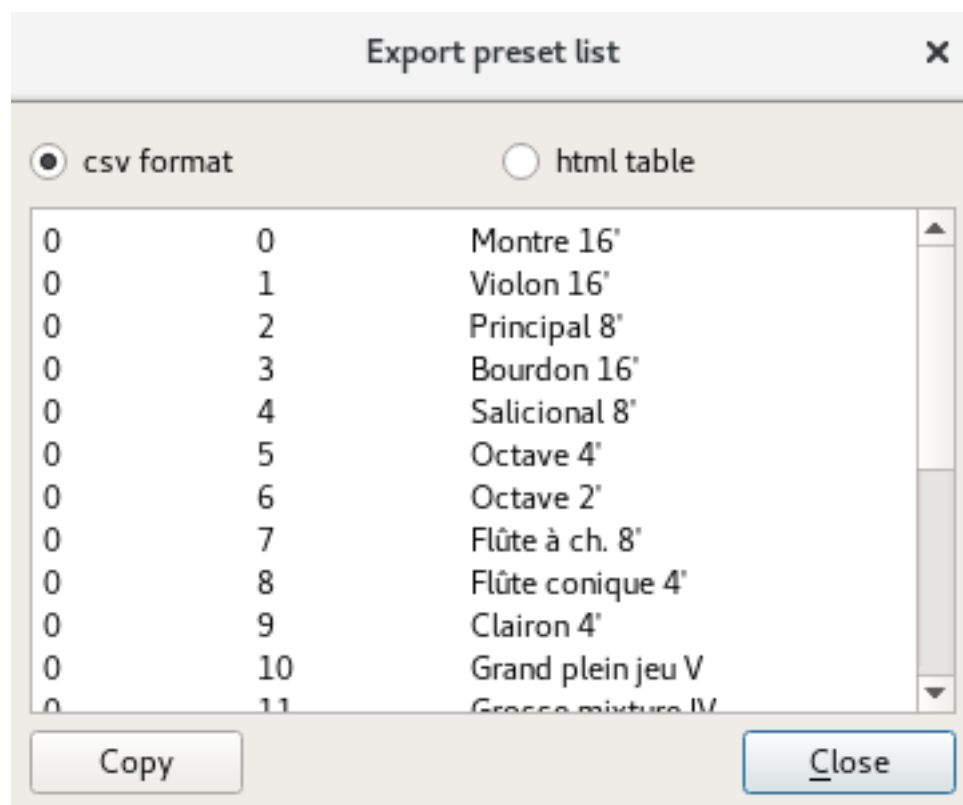
#### Graphical envelop editor

A graphical preview can now help in the editing of envelopes for the volume and the modulation. 16 parameters are thus easier to understand.



#### Tool to export the preset list in a text format

A global tool can format the list of presets in a CSV style or as a HTML table.



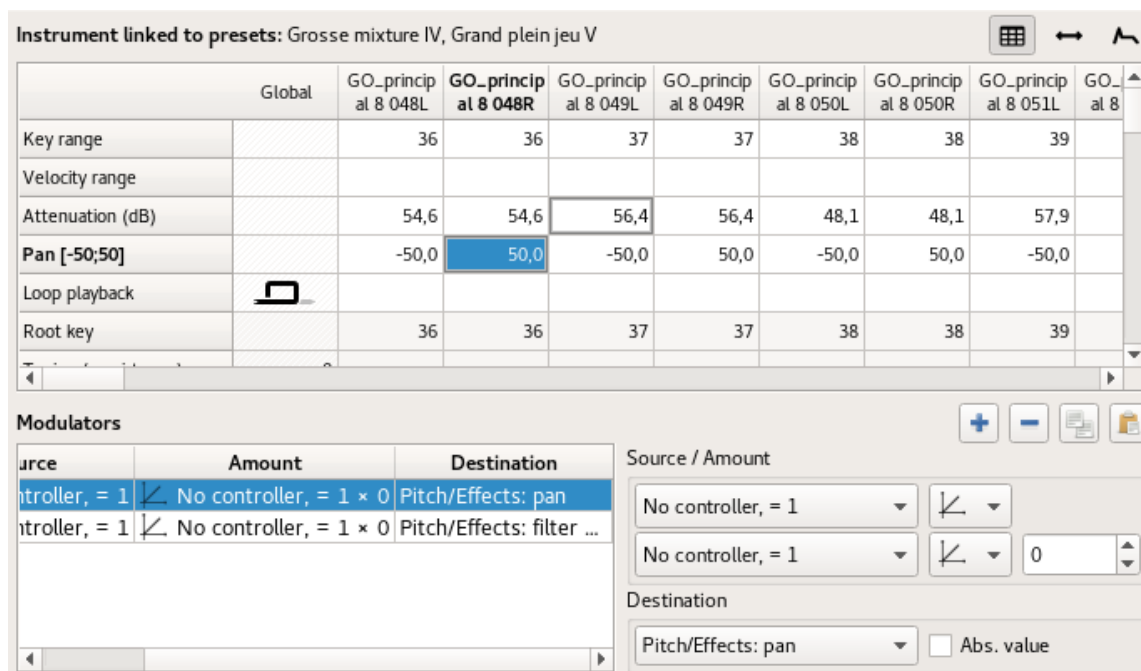
## Portuguese & Chinese translations

Special thanks to Joel Gomes for providing a Portuguese translation and to Magsom for providing a Chinese translation.

## What has been improved

### Ergonomics with modulators

Table cells linked to a modulator have a thicker border so that at a glance we know where they are set. Moreover, the selection of a modulator and the selection of a cell comprising a modulator are linked: selecting one will select the other.



## Various interface improvements

A glow effect has been added when the virtual keyboard is focused with the combination of keys CTRL+K.

EQ values at the sample level are automatically stored and loaded on Polyphone startup.

The displayed period limits are written in the sample graph.

## What has been fixed

### Sample management

Uncommon sample rates are correctly displayed at the sample level.

8-bit samples are now correctly imported.

The release of a sample was wrong when using the loop + end mode.

### Tree

Sometimes a crash occurred during a drag & drop in the tree: this is now fixed.

Expanding or collapsing the tree with a double-click is restored.

Wrong modulators were sometimes displayed after a selection in the tree.

### **Editing**

Sometimes the loop cell couldn't be edited with the mouse: it is fixed.

The last edit was sometimes not saved if the focus remained in a field.

### **Miscellaneous**

The progress bar sometimes remained when loading a small soundfont.

A same file could be loaded twice on windows.