

The update 1.6 brings a better stability and several bug fixes. Polyphone is now available in a 64-bit version for Windows.

Changelog

- full screen mode
- visibility of all soundfonts or just a specific soundfont in the tree
- possibility to merge presets from different soundfonts to one sf2 via the export
- export of samples from different soundfonts is allowed
- in the virtual keyboard, using "shift" with an arrow makes a quicker move
- option to move (or not) keyrange in the transposition tool for instruments
- mutations available for 64' resultant in the organ mixture creation tool
- tolerance for opcodes comprising no underscore (sfz opcodes v1)
- several libraries updated (including portaudio, stk)
- (fix) sfArk import generated noise
- (fix) repetition is ignored when using arrow keys in the virtual keyboard
- (fix) "0" was not selected when a new value is inserted in the table
- (fix) forbidden characters are replaced by an underscore when exporting files
- (fix) selection in the tree now updates the virtual keyboard
- (fix) copy / paste of elements
- (fix) GUI fix for mac
- (fix) loop_mode one-shot caused sometimes a wrong envelop release in the sfz import