

eleVAta changes since 1.04

v.1.05
Reduced encoder acceleration.
Arpegiator MIDI channel is now set to the current program midi channel when in program mode.
Edit mode is activated when midi channel e.t.c is changed while in program mode.
Changed on/off encoder menus to non-circular mode.

v1.06:
Uses master midi channel in program mode
In prog mode, channel in part menu now controls master midi chan, in perf mode, controls part channel
Prevented from master channel from being restored as “off”, will set it to 1 if previously off. Removed prog/perf select timeout. Pressing encoder or changing any parameter will exit select mode.
Removed off option from master midi channel menu
When in program mode, now Responds to prg changes on master midi channel

v1.07:
Audition pattern plays on master chan when in prog mode
Now transmits knob movements on correct midi channel. Globals saved when master midi chan is changed via part menu
Arp plays on master channel when in prog mode
Unit boots up with arp on when powered down in prog mode – fixed

1.08:
Changed audition led into Midi Rx Activity led
Changing midi ch via util menu when in prog mode wasn't being actioned - wasn't responding to midi cc's

1.09
Only shows midi activity for channels being 'listened to'
Clears tx running status when sending sysex - controllers were being corrupted after sending a dump (been there since 1.05)

1.10
Applying sound wizard now activates edit led.

FX & Arp Settings are only saved with performances. Changing these when in perf mode now activates the edit led
FX and arp settings were getting lost when going into compare mode - fixed.

1.11
Fixed LFO1 speed midi controller response.
Fixed LFO response when delay = 0, no glitching at start of note, before current lfo output takes effect.
Arpegiator notes are cleared when arp is switched off.
When arp latch is enabled, timing is not reset every time a key is pressed - will keep fixed tempo sync - makes it a lot more playable.
Added ARP1 & ARP2 audition patterns & made ARP1 default & replaced bass1 pattern. Removed need to press Encoder to change programs
Stopped one of the initial output clicks at SOD

1.12
Changed audition patterns.
Only shows audition menu when no other menu selected.
Fixed audition channel when in multi mode & part channel different from master chan.
Fixed midi controller operation in multi mode
Added envelope attack shape parameter (lin/exp)
Changed display test to run when audition & sound wizard btns held down
Pressing any menu or wizard button now clears any active mod source menu.
Changing audition pattern flags up edit mode
Changing part clears active mod source menu
Fixed test mode button id's
Fixed encoder response in mod menu's
Added +6dB output boost in prog mode.
When glide is active, velocity of last note is now used instead of keeping velocity of 1st note. - makes for more expressive playing
Fixed end of attack phase detection when using exp attack

V1.13
Added resonance gain compensation to run filter hotter & get better SNR
Fixed incorrect #ifndef - demo was missing from release build
Doesn't show audition name when in perf - prog select mode. Fixed arp name numbering.
Reduced size of rom file array, removing redundant copied multi’s from code image.
Set better fx defaults
Had to 'unfix' the clearing mod sw bug because it was causing problems when loading a new program into a part in multi mode & playing audition at the same time