

Iridium / Quantum – Synthesizer

list of fixed bugs – new features

ATTENTION: Iridium OS versions are not compatible with the Iridium Keyboard or Quantum. Install only the intended version.

3.3.0 Release Candidate 1: October 2025

Bug Fixes:

FS#2638 – FX modulation is offset by one
FS#1866 – Matrix: FX1-FX5 destinations mixed up in 5 Serial
FS#2538 – Typos in Add Samples dialog
FS#2524 – Typo: Missing 't' in Resonator-Timbre-Select entry
FS#2622 – Menü FAVORITES wird in LOAD – Assign Favorites nicht korrekt angezeigt

- General stability fixes.
- Fixing pitch wheel having sometimes wrong pitch effect.

3.3.0 Beta 3 – September 2025

New Features:

- Number of favorite sets increased to 12
- Number of distinct bank and author names increased to 100

Bug Fixes:

- Fixing hanging midi out notes in layered mode
- Fixing midi out overloads

3.3.0 Beta 2:

New Features:

- Modulation Matrix
 - New source "Release Velocity"
- Macros
 - More screens to select from for "Show Screen"
- Global
 - Improved Support Log esp. for freeze errors

Bug Fixes:

- Fixing PolyAT Calibration
- Removing "Rec Level" from Global->Audio for Iridium instruments as it only is functional for Quantums
- Fixing situations when no MIDI is received on macOS Sonoma with "local off" and MIDI 2.0 mode for some applications like Live.
- FS#2503 – Typo 'nuber' in save patch 'please select a slot' popup

3.3.0 Beta 1:

New Features:

- PitchBend
 - "Per Note PitchBend" (e.g. from MPE or MIDI 2.0) is now independently handled from wheel ptch bend.
 - It has its own range setting in Osc->Pitch&Tools (for all 3 osc same)
 - It is a new source in the modulation matrix
- Samples
 - The "Load" button in Global->Audio has been renamed to "Browse"
 - In the file browser you can now copy whole directories between internal Flash and USB/SD storage.
- MIDI 2.0
 - High-resolution Velocity, Poly Aftertouch, Controller, Wheels and Channel Pressure
 - Supported e.g. by Logic and Cubase on macOS Sonoma or Sequoia.
 - All internal processing of these now with 32 bit floating point precision
 - Transformed and received to/from via USB Midi Host & Device (Controller & Computer ports)
 - MIDI 2.0 support can be deactivated on Global->MIDI->USB
 - Configuration page for USB Midi 2.0 in Global->Midi->2.0
 - Currently only Management CI is supported
 - MIDI 2.0 Support
 - Use macOS Sonoma or Sequoia, Microsoft is working on MIDI 2.0 support for Windows.
 - The fact wether MIDI 2.0 mode is actually used is decided by handshake with the partner device i.e. DAW oder controller.

Bug Fixes:

- Graphic glitch fixed when loading audio files longer than 2 minutes in Global->Audio editor
- FS#1909 - Boot Up Precess Crates a Midi Mapping - 119 OSC1 Type
- FS#2107 - Parameter sequencer will no longer advance. This has broken saved patches.

===== MIDI 2.0 =====

MIDI 2.0 is the future and it is starting now. It is a technology which enables a wide range of new features of which some are very interesting to us.

When a company talks about supporting MIDI 2.0 it is always important to understand what in detail is supported. It could be out of many things.

In the following I am describing what this means for Quantum / Iridium instruments.

1. New USB MIDI 2.0 Protocol

We implement MIDI 2.0 capabilities on both USB ports: Device ("Computer") and host („Controller“).

When connected to another MIDI 2.0 supporting gear, they can agree to use 2.0 otherwise they fall back to MIDI 1.0.

You can verify whether an 2.0 connection has actually established in Global->MIDI->USB

You can disable 2.0 support in Global->MIDI->USB individually for both ports.

The other side could be another musical device like a controller or a computer. Currently macOS Sonoma and Sequoia are supporting MIDI 2.0. Microsoft is eagerly testing MIDI 2.0 for Windows and I am expecting support some time later.

For the experts: We are implementing UMP message types 1 (MIDI 1UP), 2 (System), 3 (SysEx) , 4 (Channel Voice) and 15 (Streaming Messages: Endpoint & Function Block Discovery, Stream Config Request). We have also started with CI, but for now only Management CI is supported. You can enable CI support in Global->MIDI->2.0

2. High-Resolution Data

On the DAW side Logic Pro and Cubase on macOS are supporting MIDI 2.0 high resolution data like for velocity, aftertouch, pitch-bend, wheels and controllers.

Depending on the data type, MIDI 2.0 transmits those data in 16 oder 36 bit resolution. All internal processing in quantum / Iridium is in 32.bit floating point.

In Logic you have to enable 2.0 support in Setting->MIDI as well as display of high-resolution values in Settings->View. You can edit and view high-resolution data in the event list as well as in some places in the piano roll editor.

In Cubase it is similarly visible and editable.

We are also working on increasing our keybed scanning resolution for quantum MK2 and Iridium Keyboard. But it is not included in beta 1 since it needs further internal testing.

3. Per-Note Messages

We are supporting in beta 1 receiving per-note pitch bend messages in a similar way like in MPE mode. It has its own range setting in Osc->Pitch&Tools (for all 3 osc same) and is a new source in the modulation matrix.

We plan to support per-note controller messages in upcoming betas.

It has to be remarked though that at the time being, none of the DAWs support sending per-note messages. Cubase would have already with Note Expressions already the UI part done, but it is not sending them as MIDI 2.0 per-note messages to external devices.

You can of course use polyphonic pitch-bend with Ableton's MPE capabilities.

4. CI Property Exchange

We have looked into this and started testing our implementation. But it is not included in beta 1. Please stay tuned.

5. ... more to come, we have some ideas.

Change Log 3.2.0 Beta 1 – November 2023

- Digital Former
 - New "Formant Filter" in 3 variations
 - New "Tilt" parameter to detune amount parameter between left & right channel
 - Can be modulated
 - Level Parameter now with positive gain upto +12 dB
- LFO & Delay
 - More Sync rates
- ARP / StepSequencer
 - Step Length with Triplets and Dotted options

Bug Fixes:

- Fixing randomly switching screens within first seconds after power on

3.0 Beta 16: April 16th 2023

New Features:

- Wavetable Osc
- Reorganizing some parameters into new "Mode" sub-screen
- Now all parameters from hardware pots also available at display
- Resonator Osc
- Reorganizing some parameters into new "Exciter" sub-screen
- Now all parameters from hardware pots also available at display
- Oscs
- New "Mix" Screen providing levels, pans and destinations for all 3 oscs – "Control" renamed to "Pitch & Tools"
- Sequencer
- New popup selector styles for quick access
- Increased maximum step count from 32 to 64

- Samples
- "Mods only" option for "Track Pitch" in sample map - "Track Pitch" sample options also for Particle Osc
- LFOs
- New "polarity" parameter for unipolar option
- Gain Staging
- The Quantum gain staging has been adjusted to new increased polyphony of 16
- Encoder Menu
- New popup selector styles for quick access

Bug Fixes:

- FS#1700 - Missing wavetable from patch with high waveform counts
- FS#1802 - Quantum-specific gain staging issue with more voices
- FS#1829 - export patches incl. samples - samples are not in the designated folder
- FS#1591 - Export all Patches with samples doesn't work
- Step sequencer step-recording with external MIDI devices has been fixed when those devices send Note On with velocity 0 instead of Note Off messages

3.0 Beta 14, Nov. 1st, 2022:

New Features:

- Quantum
- Added 8 additional digital-only voices to increase polyphony up to 16.
- New "Voice Allocation" mode on Layer-Voices page to choose from various analog, digital and mixed modes.
- Osc "Control" page
- New "Min Note" and "Max Note" parameters.
- For Mono Mode: New "Mono Retrigger" parameter to force osc to retrigger when previous note is still in release.
- Samples
- Increasing maximum samples per round robin zone from 8 to 128
- Resonator
- "Track Pitch" option for samples to disable pitch tracking (in Samples->Edit)
- Mod Matrix
- New mod matrix presets
- Drive
- New drive type "Cuff" for FX and DigiFormer
- MIDI
- "Apply Split to Inputs" option in Global->MIDI->Inputs
- Will use keyed split ranges for incoming external midi instead of channels.
- Split points are interpreted from untransposed keyed setting i.e. middle C3 is note 60.
- "Send NRPN" option in Global->MIDI->Outputs
- Will send NRPNs for physical panel elements.
- For parameter automation please use CC as before. - No receiving of NRPN.
- Sustain & Control Pedal now adhere to local off & MIDI Out

- FS#1639 - XY pad send midi CCs
 - Iridium Desktop
 - New option in Global->MIDI->Inputs:
 - "Latch" button will also latch incoming notes from external controller
- Bug Fixes:
- System Info: Show keybed firmware info only when having poly AT keybed
 - USB Midi Computer fixes esp. missing messages
 - Kernel Osc retrigger kernel envelopes from release tails fixed
 - VCA modulation is now applied before VCA envelope is applied
- FS#1596 - not playing all notes over usb midi FS#1592 - USB Midi Sustaining Notes
- FS#1306 - Note off not processed
- FS#1701 - USB dropped MIDI notes (monophonic midi note reception)
- FS#1691 - When Iridium receives note data and midi clock over usb there are note drop outs FS#1653 - Arpeggiator screen leaves artifacts
- FS#1669 - Patch export doesn't work with colon patch names
- FS#1422 - blank screen on power up - controls still working
- FS#945 - Blank screen but still operating
- FS#1341 - [Q] Extra notes on are send

3.0 beta 12 - 2022 - february

Bug Fixes:

- FS#1431 - Folder disappears after renaming
- FS#1470 - System error with usb sample
- FS#1414 - Iridium patch import uses analog filter
- FS#1194 - Random Blast of Noise still happens in v2.0

3.0 beta 11 - 2021 - october

Bug Fixes:

- FS#1578 - Compressor CC.6
- FS#1577 - System Had Fatal Error - USB memory
- FS#1560 - Boot Error
- FS#1565 - midi over usb stopped working
- FS#1479 - Spelling of word "minutes"

3.0 beta 10 - 2021 - september

Bug Fixes:

- FS#1559 - local off doesn't send midi out
- FS#1552 - patch export - samples not being exported
- FS#1555 - external samples are missing from backup export of patches

Sound problems fixed for first notes played after Quantum startup.

3.0 beta 9 - 2021 - september

Bug Fixes:

- Fixing loading Iridium created sounds into Quantum: Digital filter modes are now respected.

FS#1485 - Low Pass only on Dual Filter 1?
FS#1548 - Wav extension problem
FS#1230 - Positioning in list filter
FS#1119 - Global Audio Load Play Cutting Short
FS#1483 - Preview in global audio browser not working
FS#1551 - Ticket 17285 MIDI Mapping couldn't be saved

3.0 beta 8 - 2021 - march

New Features:

- MPE Compatibility
 - Activate manually in Global->MIDI->Inputs
 - Or if MPE controller sends MCM messages it will be activated automatically
 - If a second MPE zone is provided by controller, this can be used in Split mode
- Modulation Matrix
 - Copy & Paste for single modulation slots

Bug Fixes:

FS#1397 - Screen encoders stopped working
FS#1440 - BETA 3 [29 oct] all hardware buttons dead.
FS#1410 - Encoders and buttons stop working
Various stability fixes.

3.0 beta 7 - 2021 - february

New Features:

- New digital Filter Model "Raiser"
- Samples
 - "Add" & "Import" action now merged
 - Option to leave samples on external disk
- Screen Pads
 - To keep compatible with Iridium patches using pads in Performance we have now on-screen pads

Bug Fixes:

FS#1444 - New Filter Types Vanish
FS#1438 - Touching Master Volume kicks you out of the file browser
FS#1436 - Pad Trigger Mode
FS#1433 - Pad Trigger Sequencer mode Stopping even Running is ON
FS#1432 - Digital Former not displaying Correct Graphic
FS#1421 - wavetable analyze audio freeze with silent sample
FS#1050 - Sometimes the Digital Former data, is not Displayed on the screen

2.5.4 – 2021 – march

New Features:

Reverb new parameter:

- Mod Freq
- Mod Depth
- LR Xfade

Bug Fixes:

- Improving detection of large USB drives
- Fixing initial master volume when pot mode is not immediate.

FS#1379 – Modulation assignment leading to empty MOD MATRIX row

FS#1402 – Modulation of warp not working for noise

FS#1398 – Modulation of Filter level not ok

2.5.3 – 2021 – january

New Features:

CV Clock divider setting in Global->MIDI->Sync

Bug Fixes:

Plop noise on audio output for some devices.

FS#1356 – CV Clock In Not Working

2.5.2 – 2020 – october

Bug Fixes:

FS#1356 – CV Clock In Not Working

FS#1347 – Global>Audio>Rec Source=Aux Redundant

FS#1346 – Panel LFO Speed control does not follow Sync setting

FS#1304 – Load – highlighted patch not clickable on revert

FS#1222 – USB detection failed