

Quantum – Synthesizer – list of fixed bugs – new features

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

2.8.0 – 2022 – april

Version 2.8.0 includes all changes and improvements of the 3.0 BETA versions. See the list below for details.

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

former changes

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

2.0.1 - 2021 november

Due to a necessary hardware revision, which is purely production-related, it was necessary to adapt the Quantum OS to this change.

The new version does not bring any new content and is fully compatible with older Quantum hardware revisions.

It is not necessary for users with OS version 2.0 to update to OS version 2.0.1 as the newer version does not provide any new functional features.

2.0 - 2020 - march

the main feature of version 2.0 is kernel synthesis (FM) in addition to: Wavetable, classic waveform, sampling & granular, resonator, there is now another impressive sound synthesis available.

- New Kernel Osc Type
- Each of the 3 oscillators can be turned into 6 Kernel Operators with a five-stage envelope each
- Two edit modes
- Innovative template mode for intuitive sound design without need of diving into FM-internals

- Full scale editing of kernels with all their parameters including an internal modulation matrix
- Template Mode
- 14 factory templates for design from classic FM sounds to forward looking inharmonic textures and abstract sound
- Each template has 5 individual meaningful sound parameters
- 5 macro parameters available in main modulation matrix
- Creation and exchange of user templates possible

- Full Edit Mode
- Each kernel could be an individual wavetable, classic waveform or noise
 - Individual audio rate modulations between kernels
 - Classic Phase FM
 - True FM
 - Wavetable Position (in audio rate which allows for novel structures)
 - Amplitude Modulation
 - Ring Modulation
 - Kernel self-feedback
 - Free patching of kernels into algorithms with up to three modulation inputs for each kernel
 - Classic FM algorithm presets
 - Each kernel with individual dual decay stage envelope
 - Three segment individual level scaling over keyrange for each kernel
 - Five macro parameters for each kernel osc
 - Each macro parameters controlled by 6 slot modulation matrix

- inside each kernel osc
 - Modulation destinations for each kernel:
 - Level
 - Pan
 - Pitch
 - Freq Offset
 - Feedback
 - Wavetable Position
 - Wavetable (this allows for cross-wavetable modulations)
 - Attack
 - Decay
 - Six pitch modes for each kernel:
 - Ratio
 - Sub-ratio
 - Ratio + offset
 - Semitones
 - Fixed
 - LFO

- Individual phase control for each kernel including free running
- Import of legacy FM format

- Wavetable
 - New UI Display modes: 3D, Wave, Spectrum
 - Wave & Spectrum will reflect phase, position, stepped, limit, spectrum and brilliance params

- Particle
 - Maximum grain length increased to 1 sec

- Sampling (Particle non-granular mode & Resonator)
 - New "Direction" parameter
 - "Forward" and "Backward"
 - Respects Loop Modes
 - Loops
 - New loop mode "PingPong"
 - Cross-fade for loops
 - Sample start position as modulation destination in mod matrix
 - New "Edit" screen in Particle & Resonator
 - All settings individual for each sample entry in sample map (Tap on "Edit")
 - Various zooming options
 - Various selection options
 - Fine-grained control for sample start & end as well as loop start & end
- Analog Filter & Digital Former
 - Default Filter Stereo Mode changed to "neutral"
 - New output level and pan parameters for analog filter and digital former
- Routing Display
 - Shows now FX type names & state
- Envelope
 - Auto-scaling envelope curve in display
- Modulation Matrix
 - Push Destination encoder for flip through groups of destinations
- Sequencer
 - New Parameter-only Sequencer mode
 - With up to 8 param tracks
 - Arp & Seq screens are now merged into a common screen
- Sync
 - Now showing musical values for sync ratios
- Editing
 - Pushing display encoder will toggle between normal, fine and super modes
 - Pushing display encoder while a selection list is opened in the Mod Matrix will jump forward to the next category
 - If a parameter from the bottom row is edited and in focus (with popup control and marked with colored frame), this parameter can be then also changed with main encoder while in focus.
- File browser
 - Reacts on main encoder for scrolling and when pressing performing open/save
 - Better adaption of column widths
- Menues
 - MainEncoder scrolls through menus, push will select
- Support of USB Storage Devices
 - Drive must be formatted in FAT or exFAT

- After the installation of OS 2.0 and higher, future firmware updates can be installed using a USB storage device

- Settings

- Default Screen for Perf Button in Global->Settings->Edit

- AudioFile Editor Extended in Global->Audio

- Zooming

- Scrolling

- Selection

- Edits

- Various Normalize

- Trim

- Cut

- Fade In/Out

- Reverse

- Silence

- Undo/Redo (1 level)

- Recording

- Record Trigger

- Manual

- Note

- Signal Threshold

- Input VU

- Input Monitor Level

- Physical Recording Level

- Patch Management

- New feature filter for Arp, Seq, Mono, Layered sounds etc.

- New bulk delete action in Load screen action menu

- Export

- You can now select to export patches also with samples

- All related samples will be put into a subdir 'samples' within

- the export directory

- Import

- If in the import directory there's a samples subdir with the samples matching the patches, they will be imported too.

- If a sample is already existing on the internal flash memory, it won't be copied.

- Screen Saver

- Will run after minutes set in Global->Settings->General

- Will disappear when playing note, turning pot, encoder or pressing button

- Quantum is always ready to play even when in screen saver mode.

- It's NOT a sleep mode, just to protect the screen from burn-in if left running for hours.