

# SAC64 Latest Release Info

## ***Introduction***

Welcome to SAC64. This 64 Bit environment offers an exciting new vision from Bob Lentini. The interface is built around the idea of a complete Live Virtual Front-Of-House Console and 24 Complete Virtual Monitor Consoles, all wrapped up in one program to offer an entirely new way of manipulating live audio in the virtual world.

Please take some time to explore the built-in HelpFile and also download the .pdf version of the manual, available at [www.RMLLabs.com](http://www.RMLLabs.com). The navigation capabilities are powerful and complex and will require some getting used to. Reading, exploring and practicing inside the environment will greatly enhance your experience of the interface. The rewards gained for the time invested, will be great. Have fun!

Version History Follows:

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## **Version 1.4**

### ***Enhancements***

### ***Bug Fixes***

- \* Fixed Channel Key trigger to properly key from any channel selection.

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## **Version 1.3**

### ***Enhancements***

- \* Added Soft-Clipping code into the Attenuator routines to prevent wrap-around clipping when recording in SAWStudio with the SACLink and adding gain to the channel input with the attenuator control.

### ***Bug Fixes***

- \* More work done to the main engine threads to compensate for current asio driver changes from various manufacturers that could break the asio driver compatibility with the previous engine thread modifications.

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## **Version 1.2**

## ***Enhancements***

- \* Modified the main engine threads to make the engine more immune to slipped buffers. The new design makes it harder for Windows background processes to step on the main engine threads, therefore making the code more stable and less susceptible to buffer slippage.

## ***Bug Fixes***

- \* Fixed the Browse For Folder dialog to correctly enable and disable the combobox options.

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## **Version 1.1b**

### ***Enhancements***

- \* Expanded the max Output Channels for VST Plugins to 64 which should help with compatibility for plugins like Kontakt 6 and others.

### ***Bug Fixes***

- \* Adjusted code to handle even larger sizes for VST plugins data storage.

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## **Version 1.1a**

### ***Enhancements***

### ***Bug Fixes***

- \* Fixed code to allow vst compatibility with plugins that depend on accurate vstTimeInfo data.
- \* Fixed code that caused Soft-Clipping to fail.
- \* Adjusted code to compensate for VST plugins that store very large amounts of data with their settings in edls and other file saves. This code should now fix some plugins ability to save settings with session and other template files.

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## **Version 1.1**

### ***Enhancements***

- \* The Touch View EQ section now displays the EQ graph curves. Each band is represented as well as a composite curve that displays the interaction between overlapping bands and shows the resulting curve.
- \* Changed code to drastically improve performance on Win 7, 8 and 10 for all shared

SACLink operations between SAC and SAWStudio. CPU loads when using the SACLink are no longer heavily increased as data is passed between the two programs during recording and playback. This now matches, or even exceeds the SACLink performance that was achieved in XP.

- \* The helpfile now includes specific Win 10 tweaks.

### ***Bug Fixes***

- \* Fixed code that could overrun a few array variables when Max Count input and output devices are used.

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## **Version 1.0d** ***Enhancements***

### ***Bug Fixes***

- \* Fixed code to correct Output Group Out Assignment to direct the audio output from the group to the proper Master Out.

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## **Version 1.0c** ***Enhancements***

### ***Bug Fixes***

- \* Fixed code to correct Soft Clipping.
- \* Fixed code to correct certain internal Data Structure Offsets.
- \* Fixed code in Remote to correctly display the current Load Percentage.
- \* Fixed code in Remote to correctly handle Meter Peak clearing.

### ***EQ Plugin Ver 1.0b***

- \* Fixed code to correct an asm string routine.

### ***Echo Plugin Ver 1.0a***

- \* Fixed code to correct an asm string routine.

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**Version 1.0b**  
*Enhancements*

***Bug Fixes***

- \* Fixed code which could prevent Monitor Mixer output under certain conditions.

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**Version 1.0a**  
*Enhancements*

***Bug Fixes***

*EQ Plugin Ver 1.0a*

- \* Fixed code to correct Band 7 from shifting audio data left.

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**Version 1.0**  
*Enhancements*

- \* This first release includes all features and fixes from the 32 bit version thru version 4.5.

***Bug Fixes***

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