

# GVI Release Notes – Version 3.52

November 22, 2006

Please check <http://www.tascam.com> for the latest updates.

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## ***Manual Addendum***

### **Using GVI and the VSL Performance Tool**

1. Download the Maple MIDI Router – Free from <http://www.marblesound.com>
2. Open GVI as a plug-in in your host DAW
3. Set the Performance Tool input to “physical in” and output to Maple MIDI router
4. Set the DAW track's input to the Maple virtual MIDI cable and its output to GVI

### ***New Feature in 3.52***

#### **Bank / Patch Manager**

The following functionality has been added to the Loaded Instrument Viewer:

- Right-click an instrument to display the Bank/Patch Manager interface
  - Pressing “Resolve All Conflicts” will automatically assign new Bank/Patch values to loaded instruments to eliminate duplicates.
  - The bank and/or patch number of the selected instrument can be manually changed.

### ***New Features In 3.51***

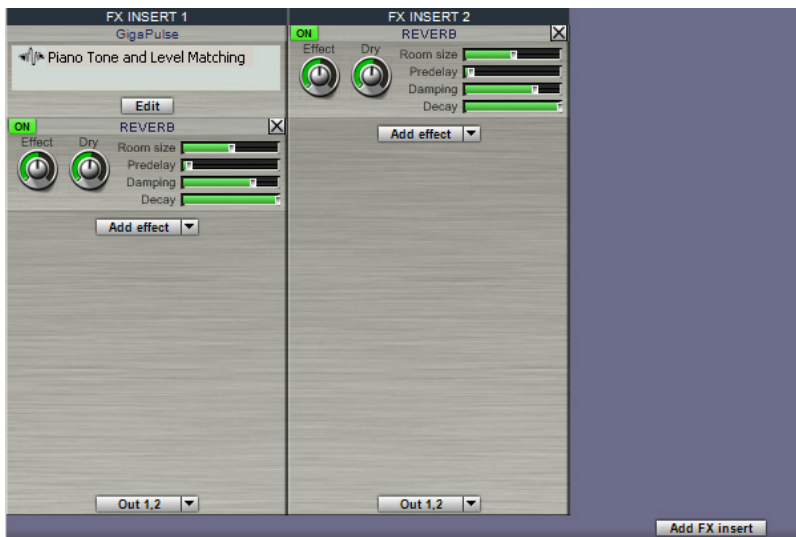
- GVI now supports multiple instances on multi-processor (dual core) computers for Steinberg’s Cubase, Steinberg’s Nuendo and Digidesign’s Pro Tools.
- GVI now includes a per instance memory usage meter when hosted in a VST or RTAS DAW application.
- GVI now supports access to instrument help documentation, when provided with a soundware library. This is accessed from the MIDI channel pulldown menu in the MIDI Mixer where the instrument is loaded. If no help file is present, this menu item will not be displayed.
- GVI now includes a link to the product registration web page under the Help menu. Registration gains the user access to informative newsletters, special deals & promotions and freebies.
- The Loaded Instrument Viewer can be brought up by either selecting “Loaded Instruments” from a MIDI Mixer channel pulldown or by pressing the Instrument Viewer toolbar icon. Once open, instruments can be loaded onto any MIDI channel by drag & drop.

## NFX

GVI now includes all four original NFX effect algorithms from GigaStudio. These effects can be applied to any loaded instrument via a flexible new FX buss insert architecture. These effects are:

- Chorus
- EQ
- Delay
- Reverb

To access these effects, click the FX toolbar button to bring up the FX tab.



- Click “Add FX Insert” to add a new FX Insert Buss. An FX Insert Buss creates a new output from GVI into which effects can be inserted.
- Effects are added using the “Add effect” pulldown.
- At the bottom of each FX Insert Buss is a pulldown allowing the output of that buss to be routed to a GVI output. When hosted as a plug-in, this would go to a DAW input. When running standalone this would go to an audio interface’s hardware output.
- Each effect can be enabled/disabled using the ON/OFF button in the upper left corner of the effect UI.
- The last effect can be removed using the X in the upper right of its UI.
- FX Insert Busses can be routed to in the output routing pulldown of the MIDI Mixer.

NOTE: When a GigaPulse instance is present from an encoded instrument, an FX Insert Buss is automatically created for that GigaPulse instance. Press the EDIT button to access the UI for that instance of GigaPulse. For instruments with more than one GigaPulse process encoded, both will appear in the grey list box. Highlight one and press EDIT to access the UI for that instance.

### ***Maintenance Items in 3.52***

- In 3.51, certain audio interfaces that use buffer latencies that are not multiples of 128 could cause garbled audio. This has been fixed in 3.52.
- Previously, when running in standalone mode, the output could become saturated under certain conditions. This has been fixed in 3.52.
- Previously, instruments within a GIG file could not be loaded when the Windows preference for hiding known file extensions was enabled (Windows default). This has been fixed in 3.52.
- Previously, GVI could become unstable if Mute or Solo was pressed on the MIDI Mixer while receiving MIDI. This has been fixed in 3.52.
- Previously, GVI could become unstable if the UI was closed while loading instruments. This has been fixed in 3.52.

### ***Maintenance Items In 3.51***

- An incompatibility with Sony's Acid 6 that caused no audio output from GVI when hosted in Acid 6 has been corrected.
- Rare instances of GVI crashing when exporting to GSI have been addressed.
- Previously, when running in standalone mode, it was not possible to change output channel selections after the sampler had been reset. This has been fixed.
- The filter Turbo Mode in the Quick Edit section of GVI is specific to the low-pass filter. Previously, it was possible for the UI to present Turbo Mode enabled with a different filter selected. Now, when Turbo Mode is enabled, the filter type is switched to low-pass automatically.
- The list of recently used files has been moved to below the list of factory content.
- Previously, using the Load menu to load a GSI file onto a MIDI channel was incorrectly performing a stack operation. This has been fixed in 3.51.
- The FX button in the MIDI Mixer has been renamed to GP. When illuminated, this indicates that a GigaPulse encoded instrument has been loaded on that channel. The associated pull down menu allows access to that GigaPulse UI. It is still possible to access the GigaPulse UI for an encoded instrument via the GigaPulse toolbar icon when that instrument's MIDI channel is selected in the MIDI Mixer.

### ***Known Issues In 3.52***

- GVI does not currently support Windows XP x64.
- For use with Ableton Live, GVI should be installed into the Steinberg VST directory instead of the default TASCAM directory.
- It is currently necessary to uncheck the Fast Bounce checkbox when bouncing a GVI track in SONAR.
- It is not currently possible to open the ASIO control panel of the Echo AudioFire 12 from within the GVI Configuration window.
- Patch changes do not work in SONAR 6. It is expected that a SONAR 6 update will fix this problem.
- Patch changes work in Steinberg hosts but are not currently reflected in the GVI UI.
- GVI can become unstable if GigaPulse presets are switched while MIDI is being received.