

GVI Release Notes – Version 3.63

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

Manual Addendum.....	1
Using GVI and the VSL Performance Tool.....	1
New Feature in 3.62.....	1
New Features in 3.60	2
Windows Vista 32.....	2
Misc.....	2
New Feature in 3.54.....	3
GSI Expansion Preference	3
New Feature in 3.53.....	3
Windows XP 64	3
New Feature in 3.52.....	3
Bank / Patch Manager.....	3
New Features In 3.51	3
NFX.....	4
Maintenance Item in 3.64	5
Maintenance Item in 3.63	5
Maintenance Items in 3.62.....	5
Maintenance Items in 3.60.....	5
Maintenance Items in 3.54.....	5
Maintenance Items in 3.53.....	5
Maintenance Items in 3.52.....	6
Maintenance Items In 3.51.....	6
Known Issues In 3.63.....	7

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 3.62

- It is now possible to Import and Export all user-created Presets via the Organize Presets window. This facilitates exchange of Presets between users and the backup/restore of Presets.

New Features in 3.60

Windows Vista 32

GVI is now compatible with Windows Vista 32 for plug-in operation. Standalone operation is not supported at this time. The full installer must be downloaded. It is not possible to install a pre 3.60 version of GVI onto Vista then apply a patch update.

NOTE: When installing from the downloaded full installer, only the plug-in application will be installed. The checkbox to install the factory content must be manually unchecked. It will be necessary to use normal navigation via the Load menus to access factory content. Factory content will have to be manually copied from the GVI DVDs to the computer's sample drive.

Windows Vista “Trusted Sites”

When running a file that has been downloaded from the internet, Vista will present an “Internet downloaded file” warning. The GVI installer or patch updater would cause this warning to appear. To suppress this warning:

1. Open the Internet Options control panel and click on the Security tab
2. Highlight the Trusted Sites icon and click the Sites button
3. Add www.tascamgiga.com as a trusted site.

Windows Vista “User Account Control”

Windows Vista includes security measures to warn the user when an application is about to make a system change, as is common with application installers. Under Vista default settings, the GVI installer will cause a confirmation dialog to be presented. Click “Allow” to install GVI. The GVI application itself will not present this dialog.

If you wish to disable the User Account Control warning:

1. Open the User Accounts control panel
2. Click on “Turn User Account Control on or off”
3. Click on “Continue” to grant Vista permission to proceed with your request
4. Uncheck the “Use User Account Control” checkbox and click OK then restart

Misc

- A *Reset All* command has been added to the Reset menu. Selecting this reset the entire GVI application (sampler, MIDI controllers, controller slider assignments).
- It is now possible to reset a Round Robin iMIDI sample series back to the beginning for repeatability of the series. There are three methods for this:
 1. Reset will occur on program change
 2. Reset will occur on instrument select
 3. Reset will occur when a note is received that is outside the valid range of the instrument
- There is now a Filter CC Messages buttons in the Stack Properties window for a stacked instrument. This defaults to OFF. Enabling it filters out any CC messages to any inactive stack member instruments.

New Feature in 3.54

GSI Expansion Preference

A check box has been added to the GVI System Configuration window in the General tab that when checked, forces stacked instruments to open in an expanded view state. Without this box checked, stacked instruments will open in a collapsed view state.

New Feature in 3.53

Windows XP 64

GVI has been tested on Windows XP 64 systems and found to be compatible.

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

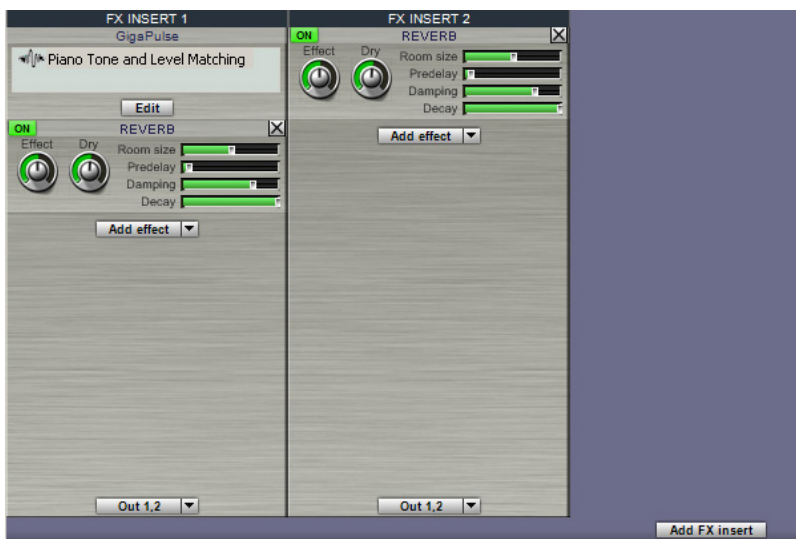
- GVI now supports multiple instances on multi-processor (dual core) computers for Steinberg’s Cubase, Steinberg’s Nuendo and Digidesign’s Pro Tools.
- GVI now includes a per instance memory usage meter when hosted in a VST or RTAS DAW application.
- GVI now supports access to instrument help documentation, 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 Item in 3.64

- Previously, if two instances of GVI were loaded into a DAW on a Hyper-Threading or multi-processor computer, and each instance utilized GVI's filtering DSP, the audio output from GVI could become corrupted. This has been fixed in 3.64.

Maintenance Item in 3.63

- Previously, the plug-in host, Plogue Bidule, would recognize simultaneous instances of GVI and/or Powered by GVI instruments as duplicates and disallow the load. This has been fixed in 3.63.

Maintenance Items in 3.62

- Previously, if a keyswitched instrument was loaded onto a stack, those keyswitch regions would not be properly displayed on the virtual keyboard when the stack master was selected. This has been fixed in 3.62.
- Previously, after detaching an instrument from a stack, the remaining instruments could play back incorrectly. This has been fixed in 3.62.
- Previously, sending the MIDI message CC91 to GVI could cause incorrect playback. This has been fixed in 3.62.

Maintenance Items in 3.60

- Previously, Release Trigger Tracking was not working correctly, resulting in notes incorrectly sustaining on sample libraries that use Release Trigger Tracking. This has been fixed in 3.60.

Maintenance Items in 3.54

- Previously, when hosted in Pro Tools as an RTAS plug-in, GVI would not run at the correct rate in non 44.1k sessions. This has been corrected in 3.54.
- Version 3.53 incorrectly showed "3.52" in the About GVI window. Version 3.54 correctly shows "3.54".

Maintenance Items in 3.53

- The cause of rare cases of GVI instability on dual core systems at high polyphonies has been fixed in 3.53.
- Previously, GVI could become unstable if switching GigaPulse encoded instrument presets while audio was being played. This has been fixed in 3.53.
- Patch changes in Steinberg hosts are now reflected in the GVI UI.
- In GVI 3.52 the Unload All and Unload Unused functions in the Loaded Instruments Viewer did not work. This has been fixed in 3.53.

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 3.63

- For use with Ableton Live, GVI should be installed into the Steinberg VST directory instead of the default TASCAM directory.
- The GVI UI does not completely appear in Ableton Live 5.x when UIs for two instances of GVI are opened. This problem does not occur in Live 6.x.
- 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.
- The SONAR 6.2 update is required to fix a problem with patch changes working in that application.
- At this time GVI is untested in Windows Vista 64.
- It may be necessary to re-run a host application's VST utility for GVI to display the correct version number after a patch update.
- The GVI .dll file should not be manually moved. If it is desired to be in another location, uninstall then reinstall to the new location.
- Due to the fix for the Plogue Bidule problem, DAW projects saved with 3.62 or earlier versions of GVI loaded will not restore the settings of GVI after updating to 3.63 or higher. The workaround is:
 - Open the GVI window in your DAW and save a GVI preset under the previous version
 - Update to GVI 3.63 (or higher)
 - Re-scan your plug-ins using your DAW's plug-in utilities
 - Open the DAW project, load the saved GVI preset, then re-save the DAW project