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DS404 RELEASE NOTES

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Installation Instructions

1. Copy the DS404 file to your vstplugins folder (on the PC platform the program file will be a .DLL file, called "DS404.dll"). Be aware that Windows may not show DLL files as it thinks that they are system files. You can change this behaviour in Folder Options in Windows Explorer.
2. On the Mac the file will be called "DS404" and should have a VST-style icon.

Bugs Fixed in version 1.11

The following reported issues are resolved in v1.11:-

1. Plugin could leak memory during song save/load. **Fixed.**
2. Mac version not responding correctly to sustain pedal. **Fixed.**
3. Editor not fully zooming in on large samples. **Fixed.**
4. Sometimes difficult to accurately set loop points by double-clicking. **Fixed.**
5. Low Pass filter could overload too much at low frequencies. **Fixed.**

Bugs Fixed in version 1.1

The following reported issues are resolved in v1.1:-

1. Closing the editor with the mixer screen open will cause a non-fatal exception after re-opening the editor when the OK button is clicked. Do not close the editor with the mixer screen open to counteract this problem. **Fixed.**
2. Patches that use LFO RMOD (like TEGAdditivik) will cause idle CPU usage to rise if loaded onto all 16 of DS404's timbres. Change the patch on other timbres or load from disk into a patch slot other than #1 to counteract this problem. **Fixed.**
3. In some screens using the Alpha dial when there is no sample loaded can cause a crash. **Fixed.**
4. When creating a new zone in the keymap editor it is possible to make a zone with a high velocity of >127 when dragging upwards with the mouse. This appears to be harmless. **Fixed.**
5. ** Mac version only ** When saving a bank some multi settings are lost (patch/channel assignments and mixer settings). **Fixed.**
6. Some WAV files containing Root Note information but no Loop point information can import into DS404 with corrupted/strange Loop Points. Playing one of these samples in a looped mode could cause DS404 to crash. **Fixed.**
7. ** Mac version only ** Loop points saved in AIFF files from Bias Peak may not always load correctly. **Fixed.**
8. WAV files exported from Sonar cannot be loaded into DS404, it thinks the format chunk is corrupted. **Fixed.**
9. Samples less than 6ms (@44.1khz) may cause the sample editor display to crash. **Fixed.**
10. ** Mac version only ** MIDI CC controllers start at 40, not at 75 as stated in the manual. **Fixed.**
11. Sample editor screen may not always display the very last few samples in a wave at certain zoom positions. The Loop End marker may also appear a couple of pixels to the right of the display when fully zoomed out. **Fixed.**
12. DS404 doesn't support sustain pedal messages. **Fixed.**
13. Current sample doesn't change when a new sample is loaded. **Fixed.**
14. Envelopes re-trigger awkwardly if tweaking parameters during playback. **Fixed.**
15. ** Mac version only ** Out-of-memory conditions not correctly detected. **Fixed.**
16. Start and end trim points not handled correctly at all, in specific cases, certain settings can lead to a crash. **Fixed.**
17. Synch'd LFOs not tracking dynamic tempo changes. **Fixed.**

New Features from v1.1 onwards – Improved Patch Management

The default patch assignments in DS404 v1.01 were confusing to users trying to create multi-timbral settings. Since each timbre in a blank multi was assigned to patch 1/keymap 1 it was difficult to understand what effect changing the timbre selection control had.

DS404 v1.1 now assigns keymaps 1-16 to patches 1-16 respectively. Patches 1-16 are then assigned to Timbres 1-16 automatically also. Finally, timbres 1-16 are assigned to MIDI channels 1-16 respectively.

During patch loading, DS404 now also distinguishes the difference between empty patches and ones that are in use. To do this it examines the keymap of the current patch to see if it contains any samples. If you load data into patch slot #1, and then attempt to load a patch over the top of that data DS404 will notice and ask if you wish to erase the patch. If you choose "yes" DS404 will erase the keymap and samples associated with the currently edited patch, and replace them with data from the file. If you choose "No" DS404 will find the first empty patch and keymap that it can and load the file there.

These two features make the creation of multi-timbral setups very easy. To begin, make sure you have a brand new, empty instance of DS404 loaded. Then, load in the patch you wish to play on channel 1. Once loading is complete change to timbre 2, click the patch load icon again, and answer "No" when the erase dialog appears. The file you load will automatically be assigned to patch #2, timbre 2 MIDI channel 2. If you wish to load another patch, switch to timbre 3 and carry on loading files, answering "No" each time when the erase dialog appears. If you wish to change a patch assigned to a timbre, select the appropriate timbre and load the new file, answering "Yes" when the erase dialog appears.

New Features from v1.1 onwards – Improved Memory Management

When working with DS404, you should make sure that you have enough free memory to load patches. With v1.01. DS404 was unable to detect when memory was exhausted, which could lead to crashes or instability on certain machines. Now, DS404 continually monitors memory use – should an allocation of memory fail during a file operation (loading a patch or bank, saving a patch or bank, loading or saving the song in the host sequencer), DS404 will display an out of memory error message. Macintosh users should remember to increase the amount of RAM allocated to their host sequencer program if they receive out-of-memory errors.

Please be aware also that DS404 requires memory to create disk buffers during all file I/O operations. As a rule, you should have free RAM equivalent to the total size of the patches you have loaded at any one time. So if you have a total of 100mb free RAM once your sequencer is loaded, you will be able to load 50mb of patches quite safely. If you go over this level it may not be possible to save your song file.

New Features from v1.1 onwards – Sustain Pedal response

DS404 now responds to Sustain Pedal (CC64) messages. When the sustain pedal is pushed down, DS404 will not process any Note Off messages. When the sustain pedal is released, any "held" voices will be released. Please note that this can cause the number of voices used by DS404 to rise dramatically, with a consequent impact on CPU. Users with slow computers should adjust the voices allocated to the patch to avoid CPU dropouts.

v1.11 Known Issues

1. Background graphics do not update whilst a knob is being turned in many hosts (Logic Audio, Orion, Fruity Loops). This is not a bug in the DS404 but the host software itself, and is not harmful.
2. Certain host software have limitations which mean that the full functionality of DS404 may not be available:

Host Program	Issue
Cubase prior to v5 Cubasis prior to v3	Cannot save sample data along with song
Logic Audio (all versions prior to v5) Logic Audio (all versions prior to v5.2)	Cannot save sample data along with song Does not support multiple outputs
Magix Music Maker G6/7	Cannot save sample data along with song Does not support multiple outputs
Fruity Loops Buzz/Psycle	Does not support multiple outputs Does not support multiple outputs

Credits

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Programming/GFX by the Muon Team