

NEW FEATURES IN 2.6.0

Fixes

- OSX AAX 32-bit version would sometimes crash when the GUI was closed.
- After preset load, sometimes the first note played would cause an audible crackle/pop.
- Loading a preset while audio was playing would also sometimes cause an audible crackle/pop.
- Minor fixes and improvements.

NEW FEATURES IN 2.5.9

Changes

- Automatic Key-zone removal. When toggling layers and only one effective key-zone is left, it is expanded over the entire range.
- Display very obvious error-message when the output is muted, along with the reason why.

Fixes

- Much better performance on AMD CPUs (compiler problems).
- AU version was sometimes out of sync (compiler problems).
- Fixed crash when running out of memory during load.

NEW FEATURES IN 2.5.8

Fixes

- Fixed AAX automation parameter names to be identical to the RTAS version. This means that 2.5.8 AAX can now completely load and automate projects that have been created with the RTAS version with no changes. Unfortunately that means that all AAX-projects that have been created with 2.5.6 and 2.5.7 will lose their automation information. Sorry for the inconvenience. It's the lesser of both evils.

NEW FEATURES IN 2.5.7

Fixes

- Fixed RTAS to AAX compatibility. This means that projects saved with the 2.5.6 AAX-version will NOT remember their settings when loaded with 2.5.7. We're really sorry about that, but this fix was really necessary to make RTAS projects load correctly and we figured that Pro Tools customers are more likely to have dozens of RTAS projects that they need to be able to load into the AAX-version, than new AAX-projects that have been created since the release of 2.5.6.

NEW FEATURES IN 2.5.5

Fixes

- Fixed a catch-22 situation that didn't allow you to import, unless you imported the free Reverb Impulse Responses.

NEW FEATURES IN 2.5.4

Changes

- Added lock-feature for the 'mix'-page (locks the entire page, except layers and oscillators).
- Revised error-messages to be clearer and contain more useful information for support.
- Removed obsolete information from support-file.
- Windows 8.1 is now detected for support-file.
- OSX: Improved thread-synchronization performance.

Fixes

- OSX: Improved thread-synchronization performance.

NEW FEATURES IN 2.5.3

Changes

- Added warning in case the impulse-responses haven't been imported, yet.
- Added an error-message in case the master key file couldn't be imported.

Fixes

- Added ".mkf"-extension for the 'import-data' file-selector-dialog.

NEW FEATURES IN 2.5.2

Changes

- Removed “eLicenser Control Center” version detection as it caused more problems than it solved.
- The master key file is now deleted during the import.
- If multiple master key files are found during import, only the youngest one will be imported, all others will be deleted.
- Show current NEXUS2 version number on first start after update/downgrade.

Fixes

- OSX: Expansions larger than 2GB can now be imported.
- Minor bug-fixes and optimizations.

NEW FEATURES IN 2.5.0

Changes

- One master key file for expansion- and skin-licensing instead of separate licenses for each file.
- New 'Impulse'-response-reverb added to 'mix'-page.
- 'arp'-preview: if you modify/add an arpeggiator-step, the sound will be played immediately.
- 'mix'-page changed to accommodate the additional eight layers and eight oscillators (to a total of 16 each). The Hollywood 2 expansions use these.
- 'voice-limit' is now saved for each preset individually.
- Maximum 'voice-limit' increased to 128 (from 64).
- Added 'pb-speed' to 'mod'-page (changes pitch-bend interpolation speed).
- Re-implemented MIDI-CC#7 and CC#11.
- Lots of internal improvements (round-robin, tempo-to-pitch etc.) to allow expansion-designers more creative control.

NEW FEATURES IN 2.4.2

Changes

- Replaced the reFX logo with the new one.

Fixes

- When importing expansions that contained only skins and licenses, the licenses wouldn't be accepted automatically until the next restart.
- OSX: The "Manual"-option for locating the content wouldn't always work.
- OSX: The "live"-content wouldn't be displayed under specific circumstances.

NEW FEATURES IN 2.4.1

Fixes

- Nexus2 would quit unexpectedly when a project was loaded and the skin-files were outdated. Now it falls back to the default (white) skin.
- Fixed potential unresponsiveness when loading presets in rapid succession.
- The preset rating-display would not always refresh immediately after a new preset was loaded.

NEW FEATURES IN 2.3.8

Changes

- Minor bug fixes and preparation for future expansions.

Fixes

- Nexus2 attempted to move old license files to a new location (upgrade from Nexus1 -> Nexus2) thus deleting all ".key" files from the plug-in folder. This behavior has been removed.

NEW FEATURES IN 2.3.7

Changes

- Minor bugfixes and preparation for future expansions.

NEW FEATURES IN 2.3.6

Fixes

- Improved delay-FX reset (no more pitched delays).
- No crashes when incomplete samples are loaded.
- Minor bug-fixes and optimizations.

NEW FEATURES IN 2.3.5

Changes

- Added 16 new modulation-destinations. All eight internal LFOs can now be speed- and depth-modulated via the mod-matrix.

Fixes

- The delay-FX would sometimes be out of tune for the first note.
- Improved auto-bypass logic for the internal FX.
- Improved thread-synchronization (faster and more secure).

NEW FEATURES IN 2.3.4

Fixes

- The delay-FX would crackle very slightly when the tempo changed.
- The arpeggiator would leave notes hanging under very specific and rare circumstances.
- During the content-search, folder names that contain the word "backup" will be skipped.

NEW FEATURES IN 2.3.3

Fixes

- The mouse-wheel was not always working in Cubase.
- OSX: The AudioUnit version doesn't steal the keyboard anymore.
- OSX: Checkmarks for drop-down menus were missing for the 64-bit versions.
- OSX: Text-edit fields were not working correctly in 64-bit versions.
- Various minor fixes.

NEW FEATURES IN 2.3.2

Fixes

- Delay- and Reverb-types can now be selected directly again.
- OSX: Fixed the last remaining eLC issues. All projects load/save fine now.
- OSX: Text-edit fields were truncating input in 32-bit mode.
- OSX: Tempo wasn't followed in the AudioUnit version. All tempo-related FX used 120 BPM instead of the hosts tempo.

Thanks to Joker (<http://twitter.com/#!/Joker>) for helping me with testing new versions until we figured it out.

NEW FEATURES IN 2.3.1

Fixes

- Fixed a timing issue with the eLC, so all communication issues are now resolved and old projects load fine now.
- Always defaults to the white3 skin for now, since the other skins are not yet available in the new format.
- OSX: Disabled the zoom-feature. It was experimental and wasn't working right. The next update will probably have it re-enabled.

NEW FEATURES IN 2.3.0

Changes

- New photorealistic GUI. Same familiar layout. New look. All skins will be re-released in this new look free of charge to existing customers of the respective skins within the next few weeks. Old skins do not work anymore.
- Two new “master”-FX slots (post-master-reverb).
- New insert FX: Talkbox
- New insert FX: Limiter
- New limiter-slot.
- Internal features for the new expansions.
- New preset-format. Nexus 2.3.0 can read ALL Nexus presets/projects, but older versions can't read Nexus 2.3.0 presets/projects.
- 64-bit versions for Mac OS X and Windows.
- Performance optimizations.