

HALion Sonic 2

Version history

Known issues & solutions

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Steinberg Media Technologies GmbH



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About

Congratulations and thank you for using HALion Sonic!

This document lists all update changes, fixes and improvements as well as known issues and solutions for HALion Sonic 2.

Please note that the known issues and solutions section contains issues that might concern specific HALion Sonic versions only. Please make sure to read through this section before contacting Steinberg support.

Enjoy using HALion Sonic!

Your Steinberg team

HALion Sonic 2.0.0

June 2013

Initial release.

To get an overview of the new features that HALion Sonic 2 has to offer, please take a look here:

www.steinberg.net



Known issues and solutions

Adding a layer with Key Switches to the B-Box – H-4966

B-Box does not play correctly when a second layer containing Key Switches is added to a program. There is no workaround for this issue.

Sudden stop of the B-Box and arpeggiator playback – H-4899

When “Hold” is activated in combination with the trigger mode “Next Beat” the playback of the B-Box or the arpeggiator may stop. There is no workaround for this issue.

Deactivating the arpeggiator in Auron – H-4799

In some of the presets of Auron there may be no sound after turning off the arpeggiator. This will occur when certain parameters like volume or grain position are modulated in the controller lane since deactivating the arpeggiator sets the modulated parameter to zero. Turning off the controller lane modulation before deactivating the arpeggiator can be used as a workaround.