

# VIVE 3DSP Unity Plugin Release notes

## VIVE 3DSP Unity Plugin v0.10.0

Release date: 2018.12.07

Based on native code version: 0.10.0

- New feature
  - Parametric equalizer (UI included)
  - Export audio file
  - Record audio file
- Bug fixes
  - Fixed CPU burst problem when the set sample rate is not 48Hz.
  - Fixed quaternion value error when Y rotation is 180 degrees.
  - Fixed issue where changes/edits are not applied to all selected objects.
  - Fixed issue where changes/edits are not applied to the background audio and volume.

## VIVE 3DSP Unity Plugin v0.9.2.12

Release date: 2018.08.24

Based on native code version: 0.9.2.12

- New feature
  - Customizable linear decay feature for sound decay mode.
- Bug fixes
  - VIVE 3DSP no longer crashes when room size is huge.
  - Fixed sound clipping issue.
  - Prevent CPU burst when one audio source is released and other sources are still being processed.
- Change logs
  - Renamed Quadratic Decay to Point Source Decay.
  - Renamed Linear Decay to Line Source Decay.

## VIVE 3DSP Unity Plugin v0.9.1.8

Release date: 2018.07.20

Based on native code version: 0.9.1.8

- Bug fixes
  - Fixed noise issue when phi is set to 90 or -90 on the ambisonic decoder.
  - Fixed geometric occlusion issue when the listener, occlusion object, and source are lined up in a straight line.

## VIVE 3DSP Unity Plugin v0.9.1.6

Release date: 2018.07.06

Based on native code version: 0.9.1.6

- New feature
  - Graphic Equalizer
  - Ambisonic channel (Unity version 2017.1 or later)
  - Binaural reverb
- Bug fixes
  - Fixed geometric occlusion corner case.
  - Minimum decay now works when distance is over 500 meters.
  - Raycast occlusion now works in x64 platform.
  - Fixed Quasi Doppler free crash issue.
  - Changed ambisonic initial distance.
- Change logs
  - Fixed missing audio when the application comes back to the foreground.
  - Fine tune Ambisonic performance.
  - Real world decay rate.
  - Support 32-bit and 64-bit libraries.
  - Changed 3DSP component path.

## VIVE 3DSP Unity Plugin v0.9.0.2

Release date: 2018.04.20

Based on native code version: 0.9.0.1

- Bug fixes
  - Background audio volume slider bar not work.
  - Minimum decay volume not work.
  - Minimum decay volume sound smooth issue.

- Change logs
  - Changed default raycast number from 1 to 12.
  - Changed example scene music files.

## VIVE 3DSP Unity Plugin v0.9.0.0

Release date: 2018.04.10

Based on native code version: 0.9.0.0

- Bug fixes
  - Fixed sound distortions with reverb effect at the beginning.
  - Fixed Memory leak in Ambisonic.
  - Fixed null reference when audio listener is not attached.
- Change logs
  - When object is covered by multiple rooms, set the smallest room as default.
  - Split occlusion effect into Geometric Occlusion and Raycast Occlusion.
  - Moved most of occlusion calculations into the native library.

## VIVE 3DSP Unity Plugin v0.8.6.0

Release date: 2018.02.27

Based on native code version: 0.8.6.0

- New feature
  - Basic 3D sound effect without effector.
  - Raycast quality settings.
  - Room preset.
- Bug fixes
  - Fixed reverb effect smooth issue.
  - Fixed Raycast occlusion ratio smooth issue.
- Change logs
  - Occlusion engine settings move to occlusion script.
  - Removed basic occlusion size settings.
  - Gizmo display only when occlusion engine set to basic occlusion.



## VIVE 3DSP Unity Plugin v0.8.5.0

Release date: 2018.02.09

Based on native code version: 0.8.5.0

- New feature
  - Add 2 Occlusion Engines: Advanced and Raycast.

## VIVE 3DSP Unity Plugin v0.8.4.2

Release date: 2018.02.01

Based on native code version: 0.8.4.2

- New feature
  - Add audio source spatializer 3D switch.
  - Add audio source room switch.
  - Add audio source occlusion switch.
  - Add audio room component.
  - Add room background audio effect.
  - Add headset model option for optimization.
- Bug fixes
  - Fixed sound distortion.
  - Fixed sound source sometimes get cut.
- Change logs
  - Changed to Audio source effect mode.
  - Computing performance enhancement.
  - Occlusion ratio UI string changed to Occlusion Intensity (Range: 1~2).
  - Occlusion calculation method enhancement.

## VIVE 3DSP Unity Plugin v0.8.1.0

Release date: 2017.12.22

Based on native code version: 0.8.1.0

- New feature
  - Version information.
- Bug fixes

- Fixed crash issue when using an audio source without attaching the VIVE 3DSP script.
- Fixed CPU loading issue when using audio source without attaching the VIVE 3DSP script.
- Fixed crash issue when audio source is frequently opened and closed.
- Fixed create audio source CPU burst issue.
- Audio source smooth mode update.

## VIVE 3DSP Unity Plugin v0.8.0.2

Release date: 2017.12.08

- New feature
  - Add Listener reflection gain.
  - Add Listener reverb gain.
  - Add Occlusion material preset.
  - Add Reverb material preset.
  - Add Spatial blend setting.
  - Add Audio mixer.
- Bug fixes
  - Fixed null exception issue.
  - Fixed CPU computing issue.
  - Fixed occlusion issue when using multiple sources.
  - Fixed update function issue.
  - Fixed sound distortion issue.

## VIVE 3DSP Unity Plugin v0.2.0.0

Release date: 2017.11.24

- New feature
  - Add source distance mode.
  - Add custom settings for occlusion material.
  - Add custom settings for listener material.
- Change logs
  - Updated occlusion description.

## VIVE 3DSP Unity Plugin v0.1.0.0

Release date: 2017.11.08

- First version release.