Hadron Particle Synthesizer
version 1.24 VST/AU/MFL release notes

Hadron Particle Synthesizer has been extensively tested on a variety of plugin hosts. To the best of our knowledge, it should just work with all plugin hosts on both Windows and OSX. There are still some minor issues we've yet not ironed out, and these are listed below. Please don't waste your time investigating and reporting these problems. For any problems or issues not listed below, we're happy to be notified at support@partikkelaudio.com

1. Menus behind windows in Reaper

When using Hadron under Reaper, the source wave and states menu lists (those that appear when the menu is clicked) appear behind the Hadron GUI window. One must move the Hadron GUI windows to access the menu items (the menu list remains in place if the Hadron window is moved)

There is a quick workaround. Plugins have a "pinned-on-top" feature that prevents them from disappearing behind the application if one clicks outside the plugin GUI. This feature is on by default, but can be turned off by unpinning the GUI. Use the pin icon in upper right corner of the GUI. When unpinned the popup menus appear as expected.

2. Problem loading both AU and VST version in Bias Peak 5.2

When first inserting the VST version, removing it and inserting the AU version, the latter won't load. Removing the AU version and the re-inserting the VST version works. It's the same the other way around.

3. Cubase 6 64bit version will not open saved songs containing Hadron

There is a known issue with running 32-bit plugins in Cubase 64-bit. The internal VSTbridge from Steinberg is not working properly. There is a workaround, though. Use jBridge (http://jstuff.wordpress.com/jbridge/) instead. It is not free, but fairly cheap, and there is a demo download. We have tested it and it handles the saved songs fine.

One small issue: When editing the numbers of expressions controllers and xy-pad, the entire GUI disappears while editing so that only the number is visible. Editing still works, though. It is possible to get around this problem as well, by selecting "Switch to separate GUI mode" in the jBridge settings on the Hadron plugin

4. Hadron VST interface not responding properly in MULAB on OS X

User interface widgets can be controlled via midi and VST preset files can be loaded (*.fxp located in /Library/Audio/Plug-Ins/VST/Hadron). This can be used as a temporary workaround to control Hadron on this platform and host (no known problems in MULAB on Windows).

5. Hadron not compatible with 64bit version of Logic

You can either run Logic in 32bit or open Hadron through the 32bit AU bridge.

6. Hadron VST interface not responding properly in MULAB on OS X

User interface widgets can be controlled via midi and VST preset files can be loaded (*.fxp located in /Library/Audio/Plug-Ins/VST/Hadron). This can be used as a temporary workaround to control Hadron on this platform and host (no known problems in MULAB on Windows).

7. VST and AU plugins cannot be loaded in the same sessions

If you first load the Hadron VST and then the Hadron AU will not load and vice versa.

8. Ableton Live may need to be restarted after installtion

If you have trouble getting Hadron to work in Ableton Live after installation, you probably need to restart the program.