VIVE 3DSP Unity Plugin Release notes

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.