

## Firmware Update history

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[November 2025]

- 1.7.16 - When adjusting a parameter value, an indication is now provided on the screen and the tempo LED when you reach the value that was saved in the current preset.
- Tempo of the engine running a delay algorithm, with its tempo mode set to "Free/Preset" will now be shown on the tap-tempo information scene.
  - Added an option in the tempo configuration menu to save the current global tempo, which will be used as the initial global tempo on power up.
  - Extended the Dynamics Threshold parameter lower limit to -44 dB.
  - Fixed an issue where Dynamics processing on DSP-Y can't be turned on/off using the SV Studio editor.

[October 2025]

- 1.7.15 - Fixed MIDI CC#7 bug.

[October 2025]

- 1.7.14 - Fixed expression pedal bug.

[October 2025]

- 1.7.13 - Fixed the pops/clicks artifacts in the Tape delay algorithm that appear when Crinkle parameter is non-zero.
- Further refined the compression characteristic of the Tape delay algorithm.
  - Fixed the LR balance issue in the Ping-Pong delay algorithm.
  - Fixed the Predelay issues in the reverb algorithms.
  - Expression pedal operation no longer affects the 'Previous Value' information of a parameter.
  - Fixed a minor issue where DSP does not immediately follow the global tempo after tempo mode is switched from Free to Synced.

[September 2025]

- 1.7.12 - Fixed looper instability when switching back and forth between normal speed and double speed mode.

[September 2025]

- 1.7.11 - Fixed a bug where delay presets not syncing to global tempo on preset call.
- Fixed delay time issue when loading a delay effect preset with delay time parameter set to minimum.
  - Refined the compression effect on Tape Delay algorithm.

[September 2025]

- 1.7.10 - Fixed tap tempo bug.
- Fixed delay time issue when loading a delay effect preset with delay time parameter set to minimum.

[August 2025]

1.7.9 - Improved system error handling and recovery.

[August 2025]

1.7.8 - Fixed inadvertent tempo glitch that can potentially occur when executing bank-up using the on-board footswitches.  
- Fixed an issue where turning off a DSP may cause that DSP to stay off in the following preset call.  
- Improved operational stability.

[August 2025]

1.7.7 - Fixed jumpy/jittery tap-tempo issue.  
- Fixed a bug in looper track erase operation.  
- Fixed a bug in looper Reverse mode operation.  
- Fixed a bug in looper Record operation when running certain algorithm combinations.  
- Tweaked the Shimmer algorithm for improved balance and gain staging.

[July 2025]

1.7.6 - Improved operational stability.

[July 2025]

1.7.5 - Improved operational stability.  
- Fixed glitching that could occur when hot-unplugging the Aux switches cable.

[July 2025]

1.7.4 - Fixed spurious glitches in Tape delay operation when the Crinkle parameter is set to a value greater than 0.  
- Fixed a bug with the Tape delay algorithm when run on DSP-Y.

[June 2025]

1.7.3 - Fixed a bug with auto-ramping operation.  
- Fixed intermittent crashing when loading an external preset.

[May 2025]

1.7.2 - Fixed a bug in the Infinity reverb algorithm.  
- Fixed an issue where loading the same preset after an algorithm change causes the pedal to lock up.

[May 2025]

1.7.1 - Added Nimbus Delay algorithm.  
- Added Swell and Infinity Reverb algorithms.  
- Improved the Tone control on the Tape Delay algorithm.  
- Lowered the minimum delay time of delay algorithms to 30 ms.  
- Added an Aux switch function to start/stop audio capture operation in the Infinity Reverb algorithm.  
- Added a MIDI function to start/stop audio capture operation

in the Infinity Reverb algorithm.

- Added an option in Global Settings to disable or enable Exp2 display update.

- Fixed intermittent loss of DSP-Y knobs function on power up.
- Fixed tempo data mis-interpretation issue between pedal/editor.

[Apr 2025]

1.6.1 - Fixed SV Studio communication issues when using Stompbox Mode.  
- Fixed looper parameters changed via SV Studio not received by the pedal.  
- Fixed looper PLAY function bug.

[Feb 2025]

1.6.0 - Added Input Level Trim control (in Options menu).  
- Fixed intermittent USB disconnection.  
- Calling the same preset as the one currently used will now restore the state as was saved in the preset.  
- Fixed crackling noises that appear in some algorithms when the input signal level is very hot.

[Jan 2025]

1.5.0 - Fixed tempo glitch during preset change with midi clock active.  
- Fixed tempo glitch when delay time is set close to 60ms for certain delay and reverb algorithms.  
- Fixed 'Predelay' parameter bug in Chamber algorithm.  
- Fixed 'Voice Intensity' parameter in Spatium algorithm.  
- Fixed Crinkle parameter bug in Tape Delay algorithm.  
- Fixed Dry Level control bug in Dual Mono routing.  
- Changed the wording for MIDI Out Pin selection from 'Tip Active' to 'Type-A (standard)', and 'Ring Active' to 'Type-B'.  
- Improved operational stability.

[Jan 2025]

1.4.0 - Added Bank-Change display option in Global settings.  
- Added Looper volume control via MIDI.  
- Added Sum-to-Mono control via MIDI.  
- Fixed 'Crinkle' parameter issue in Tape algorithm.  
- Fixed looper audio freezing issue.  
- Fixed an issue where certain global configurations are not working.

[Dec 2024]

1.3.1 - Fixed 'Crinkle' parameter behavior in Tape algorithm.

[Dec 2024]

1.3.0 - Fixed preset save issues.  
- Fixed incorrect tempo bug when switching presets.

[Dec 2024]

1.2.0 - Added interfacing with the SV Studio editor software.

- Added 'Auto Ramping' function.
- Added MIDI-CC commands for Auto Ramping functions.
- Added MIDI-CC commands for Bank Scroll function.
- Added Looper operation capability via Aux switches.
- Added Looper operation capability via MIDI.
- Added 'Aux Switch Theme' to Global Settings.
- Fixed MIDI clock reception issue.
- Fixed incorrect parameter labels for Dual D2D delay.
- Fixed incorrect LED update on X side when changing preset.
- Fixed tempo LED flashing bug.

[Nov 2024]

- 1.0.1 - Improved footswitches handling robustness.  
- Fixed bug with tap-tempo operation via Aux switch.  
- Fixed bug with CC#4 / CC#21 when used with reverbs.  
- Improved looper operation stability.

[Oct 2024]

- 1.0.0 - First release firmware.