

Soundtheory Kraftur Changelog

v1.2.6 (2025-11-04)

- [WIN] Fixed a freeze that could occur during loading of the plug-in.

v1.2.5 (2025-10-02)

- [MAC] Fixed a crash that could occur when exporting in Ableton Live using AU.
- Fixed a glitch that could occur in WaveLab when exporting an audio montage.
- Performance improvements.

v1.2.4 (2025-07-31)

- [MAC] Fixed GarageBand compatibility on Intel Macs.

v1.2.3 (2025-06-24)

- Performance improvements for the Kraftur Focus edition.

v1.2.2 (2025-06-19)

- Fixed a crash that could occur in WaveLab.

v1.2.1 (2025-06-18)

- [MAC] Fixed a crash on older macOS versions.

v1.2.0 (2025-06-14)

- Added Kraftur Focus edition.
- Added virtual single band shift.
- Added stats.
- Fixed the accuracy of the pre-clip peak-hold.

v1.1.4 (2025-02-12)

- Performance improvements.
- Info page and band link state are now remembered when re-opening the GUI.
- Added double-click and ALT-click interactions to the curves in the graph.
- Fixed the initial pre-clip peak-hold state.
- Better handling of preferences for multiple instances.

v1.1.3 (2024-11-25)

- Fixed another crash that could occur from an incomplete ICC profile.
- [MAC] Fixed a size issue on external non-retina displays.
- [MAC] Fixed an issue that could result in a blank window on older graphics hardware.
- [WIN] Fixed a freeze that occurred when using multiple displays.

v1.1.2 (2024-11-19)

- Fixed a crash that could occur from an incomplete ICC profile.
- [WIN] Changed scaling behavior for DAWs that apply the Windows display scale

v1.1.1 (2024-11-15)

- [WIN] Fixed a crash that could occur in Cubase.

v1.1.0 (2024-11-07)

- Added button to apply the match gain to the output gain.
- Added a pre-clip peak-hold indicator.
- Added a crest factor reduction meter.
- Rearranged the info page.
- Better processing accuracy.
- Better texture accuracy.

v1.0.8 (2024-10-21)

- Sanitized the channel transfer curves from the ICC profile.
- Fixed an issue that prevented the first frame to be rendered.
- [MAC] Sanitized the video refresh period.
- [WIN] Fixed a situation where the GUI could freeze.

v1.0.7 (2024-10-01)

- Improved accuracy for the band split.
- Improved accuracy for match.
- New preference for linking gain and ceil.
- New preference for refresh rate.
- Soloing a band is now level-matched when match is engaged.
- [WIN] Improved rendering performance.

v1.0.6 (2024-08-27)

- Fixed a possible crash that could occur under rare circumstances.
- [WIN] Fixed a graphical glitch that would slowly render the entire GUI black.

- [WIN] Fixed an issue that could leave the window empty in Reason.

v1.0.5 (2024-07-19)

- Added two items that were forgotten in the prior version:
 - [WIN] Fixed crash when the same window instance gets reutilized for different plug-ins.
 - [WIN] Switched to new font system.

v1.0.4 (2024-07-16)

- GUI gets set to minimum size if bounds exceed the available space.
- [WIN] Fixed crash when the same window instance gets reutilized for different plug-ins.
- [WIN] Switched to new font system.
- Performance optimizations.

v1.0.3 (2024-07-02)

- Reworked the ODE solver to get rid of spurious low frequency content. IMPORTANT: The sound of the multi-band processing changed slightly for extreme settings. Make sure to re-check existing projects.
- Fixed various visualization issues with the histogram.
- Introduced a glyph cache for better graphics performance.
- Fixed a bug in the shader code that prevented initialization of the renderer.

v1.0.2 (2024-06-18)

- [WIN] Fixed resizing.

v1.0.1 (2024-06-17)

- Diverse fixes for minor issues.

v1.0.0 (2024-06-16)

- First public release.