

# NebulaMan version history

## **2.0** (July 1<sup>st</sup>, 2018)

What is new?

- VST 2.x plug-in support (including Nebula 4)
- redesigned main window with waveform display including left and right locators
- FX browser dock
- new rendering window and options
- "Instant Preview" (integrated with Project Pool)
- improved playback & rendering engine
- new skin
- CPU meter
- updated Acustica ACQUA library and QT framework

## **1.5.2** (December 8<sup>th</sup>, 2013)

What is new?

- OSX 64 bit version
- issues with side chain programs loading hopefully fixed. Note, that NebulaMan still doesn't support sidechaining. Regardless, sidechain programs can now be loaded.

## **1.5.1** (November 2<sup>nd</sup>, 2013)

What is new?

- the latest ACQUA library 1.3.602
- new category/program browsing mode („Settings dock/Show programs from subcategories“) will show/filter all programs from the currently selected category, including its sub categories.
- support for 192 kHz sample rate
- true 64 bit installer for Windows x64 version
- EULA attached
- fixed crashing on OSX 10.8.x
- minor improvements and optimizations

## **1.5** (12.4.2013)

You can have both 1.2 and 1.5 version installed at the same time. Just install 1.5 into a different directory. It will run completely independent of any older version installed (version 1.2 or less).

What is new?

- preview sources (A, B, C, D, E)
- rendering items with their own FX chain

- Multi-config mode
- Nebula category tree (with searching capabilities)
- „True Peak“ input normalizing
- „FX Chain“ files
- „Project Pool Template“ files
- Advanced Nebula program parameter/slider editing
- Copy/paste support for Nebula FX
- “Reset current FX” option
- faster rendering initialization with less resources used
- improved metering with peak value
- sample rate handling simplified
- additional drag and drop support
- additional keyboard shortcuts
- license installation/removal within NebulaMan
- „Check for Update“ option
- „Zabukowski Software Webpage“ option
- common folder for settings, screen layout, etc.
- improvements, optimizations and bugfixes

## 1.2 (8.8.2012)

- **Project Pool** designed from scratch, completely replaces previous *Rendering Plan dock*. The central place of each NebulaMan project with a customizable tree structure of nodes (groups, directories and files) makes rendering more easy and fun. Project pool also allows each node to have its own, local values of properties (normalising etc.)
- audio file's **File statistics** option (peak, average RMS and min/max RMS values) – accessible through Project pool
- audio file's broadcast information (**Broadcast Wave Chunk**) support (retained through the whole rendering process)
- audio file's **EBU R128 loudness information** (integrated loudness, loudness range and true peak values), multichannel audio files are supported – accessible through Project pool
- **EBU R128 loudness post FX normalization of audio files (-23 LUFS)** - accessible through Project pool
- **foreground rendering** (*Settings/Reload FX when rendering*) – no more duplicated resources and increased waiting time when rendering; very efficient with larger FX chains!
- support for the industry standard **FLAC** format (both rendering and preview)
- quick preview file selection: drag and drop an audio file from the operating system file system to the preview button

### 1.1.002 (12.2.2012)

- FLAC files preview
- “About” window icon
- CPU optimizations

### 1.1.001 (12.1.2012)

- fixed: when adding new folder to the rendering plan, previously selected item was unchecked

- additional preview engine bugfixes/optimizations/tweaks for more stable playback
- "About NebulaMan/Versions" tab
- PortAudio library updated to the last stable release
- rendering plan last used folder remembered (saved in the settings file)
- license file unicode support
- Quick Guide updated to 1.1

## 1.1 (23.12.2011)

- simple peak meters with a clip indicator: main, FX in/out
- "Pause playback" option – keyboard shortcut: **Return**
- "Go to start" option – keyboard shortcut: **[Command]/[Ctrl]+[Left]**
- new shortcuts for an existing options in the Master FX dock:
  - **[Command]/[Ctrl]+[D]** duplicate an FX
  - **[Command]/[Ctrl]+[Up]** move current FX up
  - **[Command]/[Ctrl]+[Down]** move current FX down
- recent preview files list located on:
  - "Preview audio file" button - context menu (right-click)
  - preview menu
- single program interactive description update
- context menu (right-click) in the Nebula repository window
- messages about project loading progress shown in the status bar
- support for loading a project file specified as a command line parameter (for example „NebulaMan.exe myproject.nm“)
- installation associates NebulaMan with the ".nmproject" files (win)
- revised playback/preview engine
- normalization is now active even when no FX is loaded (A/B comparisons are now easy and much safer using "Global bypass" option)
- normalizing options moved from the "Rendering plan" dock to the main window, because they are always used with a preview and a rendering at the same time
- "Replace files" option is now a button in a rendering plan toolbar (checkbox has been removed)
- non-existing most recent files/projects are now removed from the menu
- main volume slider value label (%)
- FX output fader is now located at the right side of the FX dock
- rendering plan "processing" message now displays currently processed filename
- warning about missing files and folders when loading/analyzing rendering plan
- improved FX duplicating (includes FX parameters)
- max number of "recent file/project" entries increased to 10
- if no audio device is available, program now shows an error message
- slightly darker color scheme

## 1.0 initial release (23.11.2011)