

## RZ062 Equalizer Release Notes

### 2.1.0

- Brand new graphic user interface.
- New licencing system.
- Windows VST3 32bit plug-in format no longer included.

### 2.0.1

- macOS 12 and newest DAWs compatibility improved. macOS plug-ins are now delivered as universal binaries for both Intel64 and arm64 platform - plug-ins are Apple Silicon native.
- 32bit VST3 plug-in is no longer delivered for Windows platform.
- VST3 snapshot capture ability improved for specific DAWs.
- Installers of version 2.0.1 and newer always uninstall any older version, including 32bit VST3 plug-in on Windows platform.

### 2.0.0

- Tubes simulation part of DSP optimized and improved – avoid artifaccts in sound that could happen with low level signal. CPU consumption reduced as well.
- Calibration is now available as an audioparameter instead of an internal settings. Default calibration value mechanism kept.
- UI performance optimized – refresh rate of meters and indicators improved while reducing UI thread consumption especially in macOS.
- UI zoom ability added.
- Audified news channel added.
- Internal built-in presets handling improved.
- macOS 11 and newest DAWs compatibility improved. 32bit builds are no longer included for macOS platform so older 32bit DAWs are now not supported.
- VST2 plug-in format no longer delivered.
- Compatibility with host presets and stored plugin state made with RZ062 version 1.0.1 is not guaranteed.

# AUDIFIED

## 1.0.1

- First release.

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