

MixChecker LE Release Notes

1.4.0

- Stability & compatibility improvements.
- Replaced "HiFi 35 B" headphone simulation with "Studio HD56".
- Minimum macOS version changed to 10.15.
- Minimum Windows version changed to Windows 10.

1.3.5

- Fix installers forcing Rosetta installation.
- macOS deployment target changed to 10.14.

1.3.4

- Stability improvements.

1.3.3

- Stability improvements.
- macOS uninstaller added.
- macOS deployment target changed to 11.13.

1.3.1

- New automatic update notification system.
- Stability and host compatibility improved.

1.3.0

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

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1.2.0

- Former simulations replaced by high-quality simulations from the Pro version – the linear part only.
- Compensations removed.
- macOS 12 and the newest DAWs compatibility improved. macOS VST3 and AU plug-ins are now delivered as universal binaries for both Intel64 and arm64 platforms – plug-ins are Apple Silicon native.
- Requirements changed: The oldest supported macOS version is macOS 10.11 El Capitan.
- VST2 plug-in format no longer included.
- Compatibility with host presets and stored plugin state made with older versions is not guaranteed.
- UI zoom added.
- Audified news channel added.

1.1.1

- macOS 10.15 Catalina compatibility ensured. 32bit builds are no longer included so older 32bit DAWs are now not supported.

1.1.0

- Mono function added.
- Volume adjustment for each of the simulated devices added.
- Compensated and simulated objects GUI controls behaviour improved so one can disable compensation and/or simulation independently.

1.0.1

- Several hosts compatibility improved.

1.0.0

- First release.

Thanks for using our products!

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