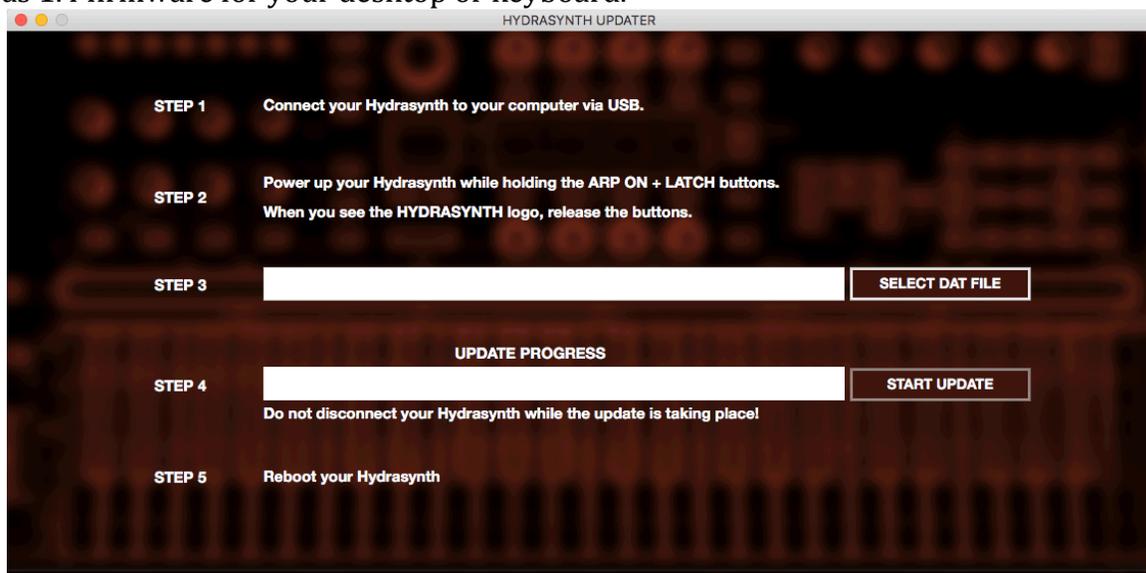# Hydrasynth 1.4 update

We are happy to announce the 1.4 update for the Hydrasynth

This update is mostly a bug fix update but we did add a couple of features and changed the way a couple of things work.

First things first, visit
www.ashunsoundmachines.com
Go to the downloads page and get the latest Hydrasynth Updater application as well as 1.4 firmware for your desktop or keyboard.



NOTE that there are separate versions of the firmware for the desktop and the keyboard. Don't try to load keyboard firmware into a desktop or vise versa *( there was a customer who returned his unit to a dealer, thinking it was broken, after his update…..he accidentally loaded KEYBOARD firmware into a DESKTOP ).*

**New features and behaviors.**

1. When you change SYSTEM SETUP, we now store the Tuning, Scope mode, LED Dim status and TempoLck parameters.
2. Bank change – Many people wanted a way to move to other patch banks quicker. Now if you press and hold SHIFT and turn the big knob, it will jump to the next or previous bank.
3. We have added a new mutant. The new PhazDiff generates the difference of the incoming wave and a version that is inverted and phase shifted. The DEPTH control controls the phase and the Dry/Wet control mixes the original and this new shifted version.
4. The noise generator now has 7 noise types, with Red, Blue, Violet and Grey noise added.

**Bug fixes.**

1. Optimize the home page patch name display.
2. Saving a patch with glide off, will save the glide time parameters.
   3. Hydrasynth will send MIDI clock only in INTRUN mode. This fixes a problem where MIDI loops could create problems.
3. When ARP TX = ON(system page) it will no longer arpegiate incoming MIDI notes. This fixes a problem where MIDI loops could create problems.
4. Polyphonic aftertouch will work on held notes that are transposed….i.e. hold a note, and change octave, the note polyAT still works.
5. If OVERFLOW = ON, USB MIDI will still follow AT TX
6. Cut the internal MIDI loop in chord mode with a DAW.
7. Some DAWs will send some MIDI clock messages after a "MIDI STOP"(FC) message and cause ARP to keep playing. Arp will now stop playing after a MIDI STOP message and won't play until the next MIDI START message (FA or FB).
8. When a program is changed, it will not send a notes off at the same time.
9. When you have MIDI loop and NRPN TX nad NRPN RX are enabled, the mod matrix will change depth when you highlight the mod destination.
10. Fix the bug that Hydrasynth didn't respond program change when MPE on.
11. CV Mod In had the OFFSET parameter inverted.
12. Fixed Hydrasynth in Ext. tempo sync with DAW, and the ARP latched, it can generate a long note when you stop the DAW.
13. Not sync with DAW downbeat while using ext clock.
14. Fixed a bug where the Hydrasynth didn't save Ribbon Hold in patch.
15. When Overflow = On, USB MIDI didn't respond to AT TX setup.
16. Fixed a bug where there's chance the direct Cutoff knob won't work in some pages.
17. C-1 note didn't respond Pitchbend wheel.
18. Very low note may send wrong CV
19. Fixed a bug where sometime after you edit a patch, the * will disappear.

20. ARP will have chance to go crazy on the first notes when ClkLock On.
21. Removed the issue of the Hydrasynth sending all CC 0 when it boots.
22. Double click random on system page 12, will cause issue.
23. Fixed a bug where USB MIDI does not send aftertouch when MPE is on.
24. LFO tempo will be not right if clock changes from Ext to Int.