System Engineer 8 v1.0.12.0
Release Date: 9th June, 2025

Overview

This release introduces several enhancements to virtual device handling, user interface stability, and system reliability. Key improvements include memory leak fixes, EQ view refinements, more robust preset management, and new features like FTP firmware upload and advanced update handling. These changes aim to improve performance, reduce errors, and streamline the user experience across multiple views and workflows.

New Features & Improvements

- Added support for adding virtual devices via flyout menu (Issue 5193).
- Included Fall Over Style and Speed to Input Source Channel Logical Map.
- Edits to OEM component names
- Added action for deleting old pre releases in the auto updater.
- Always check for updates when the button is pressed, even if updates were previously skipped in the auto updater.
- Added FTP firmware upload functionality.
- Correction to ensure a single virtual device command is added.
- Updated preset import constructor and fixed related memory leaks.
- Removed numbers from EQ headers for cleaner UI.

Bug Fixes

- Fixed centralised messaging appearance when a device is deleted (Issue 5112).
- Fixed exception caused by null channel name.
- Addressed memory leaks in various components, including output channel title observers.
- Resolved exception when selecting presets (Issue 5232).
- Fixed bug where copy/paste was missing EQ curves (Issue 5259).
- Fixed multi-select bug in Tune View.
- Ensured EQ view is displayed correctly when XOver is selected.
- Resolved an issue where sleep and standby timers were incorrectly set after configuration.
- Fixed issue with impedance values being reported out of range (Issue 5260).
- Fixed bug causing list to be disposed of prematurely in initial firmware update.
- EQ curve fixes and improvements to input focus handle colour.
- Fixed missing preset library crash with try/catch and logging.
- Fixed inconsistent headers in published preset libraries (Issue 5286).
- Fixed issues with user preset bindings.
- Resolved missing binding for "Show in Tune View" command.

Performance & Stability

- Multiple memory leak fixes across the application.
- Removed duplicate constructors.
- Ensured drag handles are visible on initialisation.
- Only log value changes when the value is not being reset to zero.

Miscellaneous

- Tidied up strip channels and group overlay summary.