Patch Notes – v2.0 (October 9, 2020)

Added 2 SOPRANO SAXES and fully reworked ALL INSTRUMENTS and SPACES

Global

- Fixed a bug that caused the instrument to produce no sound if Mixed Mic was enabled while Spot or Main mics were soloed (faulty logic)
- Fixed a bug which caused the dynamics to sometimes glitch to the maximum value for a moment when playing a legato note of specific velocity during a soft attack with vibrato
- Mixed Mic reworked – 5 different mixes now display fader positions (clarity and aesthetics)
- Added the Humanization switch which randomizes note timings, velocities and legato duration
- Attack Time at highest value now enters velocity mode, where note velocity determines the attack time
- Added the Attack Accuracy knob which determines pitch accuracy on attacks (for ensemblier ensembles)
- Character Menu deprecated (a relic of the past)
- Removed sample start pre-load to reduce RAM usage (for a smaller footprint than a Google Chrome tab)
- Playable Vibrato improved
- Pitch Bend range increased to 3 semitones

Spaces

- New spaces recorded using newly developed techniques (fully replacing the old spaces)
- Added a space selection GUI
- Added a position selection GUI
- CLOSE mics instead of SPOT mics (spots were just too much in-your-face and dry)
- 3rd row is no longer available (a casualty of practicality)
Patch Notes – v1.1 (August 17, 2019)

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**Added an E-FLAT CLARINET**

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**Global**
- Fixed a bug where certain parameters would reset to their default setting after disabling and re-enabling the Kontakt instance
- Fixed a bug where legato with a 70+ velocity while having Neighbour RR enabled would play a wrong note (semitone up/down) on some instruments
- Progressive Vibrato Rate switch added – enabling this switch will allow the script to create a non-linear progressive ramp-up of the vibrato rate with every note change (molto vib now sounds better even if you don’t change the rate that often)
- Vibrato fade-in adjusted for more accurate note attacks while playing molto vib
- Legato speed-per-velocity adjusted, making it easier to play slower transitions (however, using higher velocity notes (70+) for runs is now more important)
- Dynamics slider now affects the amount of vibrato being applied

**Flutes, Piccolo Flute, Alto Flute, Bass Flute**
- Tone improvements at pp
- Vibrato improvements,
- Noise models reworked

**Oboes, Saxes**
- Smoother response on low-velocity legato transitions

**English Horn**
- Noise adjustments
- Minor tone adjustments in the lower register

**Clarinet 1, Clarinet 2**
- Tone improvements

**Bassoons, Contrabassoon**
- Noise models reworked
- Smoother response on low-velocity legato transitions
Launch – v1.0 (June 28, 2019)

Infinite Woodwinds launched with 4 spaces: (now deprecated and replaced)

- Large Hall
- Medium Hall
- Scoring Stage
- Studio

Infinite Woodwinds launched with 26 instruments:

- 3 flutes, 1 piccolo flute, 1 alto flute, 1 bass flute
- 3 oboes, 1 English horn, 1 bass oboe
- 3 soprano clarinets, 1 bass clarinet, 1 contrabass clarinet
- 3 bassoons, 1 contrabassoon
- 2 alto saxes, 2 tenor saxes, 2 baritone saxes