



# What's new in Wave Suite v4.2?



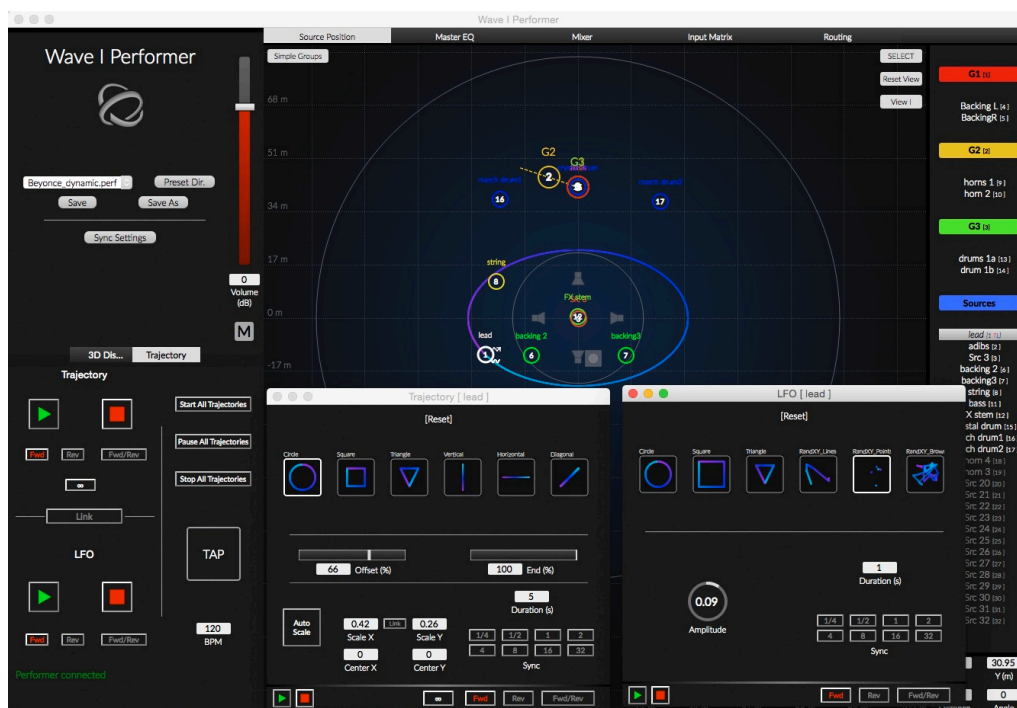
Sonic Emotion Labs  
October 2015



# Automated Movements

Assign a trajectory and a LFO to your sources or groups.

- 6 tuneable built-in trajectories
- 3 built-in LFOs, 3 random LFOs
- Automatic trajectory scaling
- BPM synchronization with tap tempo
- Dedicated Lemur patches
- OSC interface

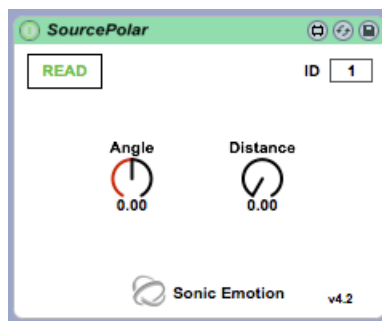




# DAW Integrations

Enhanced support for Cockos Reaper and Ableton Live.

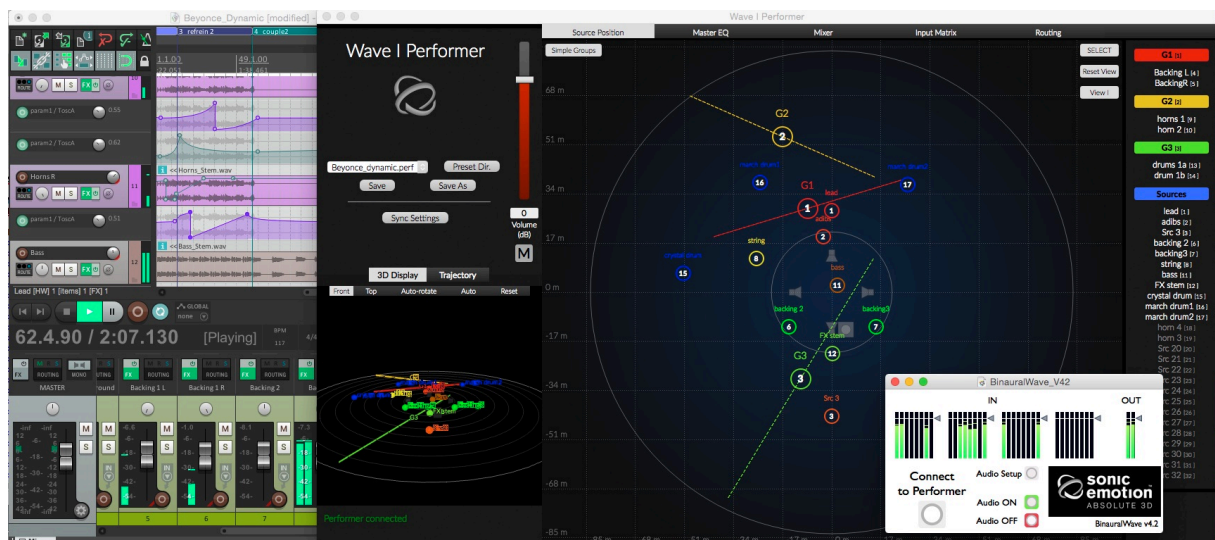
- Automation modes controlled by the Performer
- Play/pause your DAW from the Performer
- Max4Live devices
- Track names import
- Project templates



Max4Live plugin

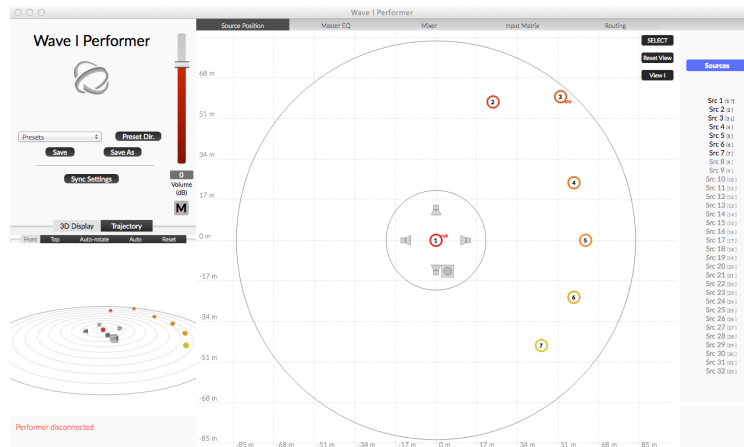
# Offline mode with 3D headphones

New BinauralWave plugin on OSX for headphone based offline Wave 1 content production. Premix and monitor your 3D content on headphones using the WavePerformer and your favorite DAW. Finalize your mix in the installation.





## Bright Layout



## And also...

- Drag'n'drop (designer/tuning/performer presets, csv files, DAW sessions for automatic naming of sources)
- Possibility to tune subsystems in the Performer
- Source position and level interpolation on preset load
- Various GUI/workflow enhancements
  - Rename the sources by double clicking in the selection module/mixer
  - More fields in csv import
  - Alt-drag on speaker to modify its yaw
  - 2D lock mode
  - Group visualization mode / reset viewpoint shortcuts in 2D display
  - Performer setup reset
  - New OSC messages (source name, integer color, preset, trajectory, LFO)
  - Smart zoom in 2D display