

**Wwise 2011.3.1**

**Release Notes**

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## 1 What's New in 2011.3.1?

2011.3.1 is a patch release. The following sections describe the changes made to Wwise between version 2011.3 and version 2011.3.1.

### 1.1 Platform SDK updates

- Xbox 360: updated to XDK 21076.6 (December 2011)
- PS3: updated to SDK 400.001
- VITA: updated to SDK 1.5
- 3DS: updated to CTR-SDK 2.4.2

### 1.2 Bug Fixes

- **WG-20224** Fixed: 3D positioning doesn't work on WiiU
- **WG-20279** Fixed: IntegrationDemo: assert in MemoryMgr when switching to another task and coming back on Android 4.0
- **WG-20289** Fixed: Rare crash on Nintendo 3DS in function CAkParameterNode::IsOrIsChildOf
- **WG-20310** Fixed: The render column in the effect tab can disappear and never come back
- **WG-20380** Fixed: Crash when connecting to game when an attenuation shareset has RTPC bindings
- **WG-20410** Fixed: Sound Engine may crash (only in debug or profile) when triggering a break event on no specific game object when the target object is unloaded
- **WG-20411** Fixed: Splitting non-localized structure and media content in localized and non-localized banks may cause media to not be found at run time
- **WG-20417** Fixed: Bypass effect ignored if "virtual voice behavior" is not "Continue to play"
- **WG-20419** Fixed: Non-unlinkable properties (Sound Loop Count and Rnd/Seq Container Transition Time) are not loaded correctly in project when a modifier or RTPC is set
- **WG-20461** Fixed: crash in CAkMusicSwitchCtx::CanRestartPlaying

## 2 New Features

### 2.1 New Platforms

Wwise adds support for:

- Android
- WiiU™
- PlayStation®Vita

Feature enhancements to these new platforms will continue in future releases.

## 2.2 Altiverb "Outdoor & More" IR Package

Audiokinetic and Audio Ease have partnered to distribute impulse responses packages for the Wwise convolution reverb. The first package contains 49 IR where more than half of them are outdoor environments. Quality outdoor IR are difficult to record and consequently very rare. Having these IR from Altiverb offers a level of realism for sound designers that was not previously accessible. Other IR included in the package cover domestic rooms and vehicle interiors such as cars and helicopters. Visit our website for the complete list of IR included in the package.

## 2.3 Keyboard Shortcut Manager

Customize your workflow with more than 100 keyboard shortcuts.

## 2.4 Music Clips - Fades and Automation

Reusing and customizing music clips is now easier with the addition of clip fades and automation curves.

## 2.5 Music Transitions

- Transition: Cue names can be used to specify precisely where to jump in to a destination music segment.
- Stingers: Cue names can be used to specify at which custom cue exactly the stinger should be triggered.
- Callbacks: Callbacks return the name of the cues to the game which opens up new gameplay possibilities.

## 2.6 LFE control merged with main volume control

The LFE channel is now controlled from the main volume slider. Consequently, all distinct LFE controls have been removed from the SDK and the user interface (LFE faders, attenuation curve, action, states, RTPC, etc.). This modification results in a simplification of Wwise code which was necessary for future improvements to the voice pipeline. To set the LFE channel to a different level than the other channels, the new Wwise Gain effect can be used.

## 2.7 Wwise Gain Effect

The new Wwise Gain effect applies from -96 dB to 24 dB of gain independently to the 5.0 and/or LFE signal.

## 2.8 New Wwise Installer

The new Wwise Installer allows for the complete download and installation in a one step operation directly from the website or offline. It's also faster and more flexible than before.

## 3 Important Migration Notes (2011.3)

When migrating from 2011.2.X or before to 2011.3 or later:

- The LFE management has been enhanced. LFE separate control was removed and is now considered as a normal channel like all others. From now on, the LFE volume is now entirely bound to the Generic Volume property. Separate control of the LFE will now be possible using the Wwise Gain Effect. All controls driving the LFE will be lost during the migration.

That change will fix a large number of known issues and is making the volume behavior more easily predictable for all users.

## 4 Requirements and Other Important Information

We have compiled a list of specific requirements and other important information that you should know before working with Wwise.

### 4.1 General

**External components required for installation.** The following external components are required to run Wwise:

- Microsoft® .Net Framework Version 2.0, which is included in the installation package.
- XMLLite for Windows XP Service Pack 2. To download a copy of XMLLite, visit the Microsoft web site.

**Note:** XMLLite is automatically installed with Windows XP Service Pack 3 and Windows Vista.

DirectX® February 2010 or later, which is required to run the Game Object 3D Viewer in Wwise and the Xbox 360 controller on Windows. To update your version of DirectX, visit the Microsoft web site (<http://www.microsoft.com/directx>).

**Note:** If you have an older version of DirectX, Wwise will run normally, but the Game Object 3D Viewer will not be available and you will not be able to test motion in Wwise.

**Visual Studio DLL Dependencies.** The following versions of Microsoft Visual Studio are used to build the Wwise libraries:

- VC 2008 version: 9.0.30729.6161 Wwise libraries have a dependency on a specific version of the CRT DLL. If you are using a different version of Visual Studio, or if you do not want your game to depend on that version of the CRT DLL, you can link to the libraries from the Debug (StaticCRT), Profile (StaticCRT) and Release (StaticCRT) folders instead. For more information on the Visual Studio DLL dependencies, refer to the “Platform Requirements” section of the SDK documentation.

### 4.2 Motion Devices

**Connect game controllers to high power USB ports.** Motion devices need to be connected to a high power USB port. If the USB port does not have sufficient power to run the motion device, the system will unmount the device to protect both the operating system and the device itself. The USB ports in the front of a computer are generally not powerful enough to run a motion device, so you should connect them to the USB ports at the back of the computer.

## 4.3 Project Migration

**Wwise Installation and Migration Guide.** When you are ready to upgrade to a newer version of Wwise, you need to follow a coordinated protocol to ensure that your projects created in the previous version are migrated smoothly to the newer version. For more information, it is strongly recommended that you refer to the Wwise Installation and Migration Guide, before you upgrade.

## 4.4 SoundBanks

**SoundBanks version has been updated.** The version of the SoundBanks has been updated since the previous Wwise versions. This means that you will need to regenerate all your SoundBanks so that they are compatible with the current version of Wwise.

# 5 Known Issues and Limitations

Audiokinetic is constantly working to provide you with the highest quality software; however, you should be aware of the limitations and issues in this version of Wwise.

## 5.1 Wwise Known Limitations

The following list describes the limitations in this version of Wwise.

- Audio Busses
  - If you are ducking a bus that is playing a series of short sounds within a looped sequence container set to Continuous, you may experience a loss in ducking between the short sounds or at the loop point of the container. To avoid this behavior, you can either add sample accurate transitions between the sounds within the container, or set the ducking recovery time to anything but zero.
- Audio File Management
  - The audio pipeline uses real-time sample rate conversion nodes when playing sounds that differ from the platform's native sample rate (48 kHz for Windows, Xbox 360 and PLAYSTATION 3). To prevent possible conversion rate aliasing artefacts, content that does not require pitch-shifting such as music should be converted to match that of the native platform. For Windows, it is also possible to have a native format of 24 kHz using the audio quality option that is available from the SDK.
  - The Vorbis encoder library may result in poor audio quality for sounds using sample rates below 16 kHz. The Vorbis codec was specifically tuned for higher sample rates and performs very well above 16kHz. Audio quality below the 16kHz sampling rate, however, can vary considerably depending on the encoding settings used and the audio asset itself.
  - Minor artefacts may result when the Wwise loop fixing algorithm specified in some formats' conversion settings is applied. These artefacts, which result from slight time-stretching or pitch-shifting in the algorithm, are less noticeable for sources with a long duration.
  - During the audio conversion process, loop regions that are shorter than the sample boundaries (format-specific) are removed.
  - Looping music clips may lose timing accuracy each time the loop point is crossed due to loop fixing. However, the Play and Stop position in the segment are always sample accurate.

- It is not recommended to try to align the last and the first samples of two contiguous XMA-converted clips.
- Containers
  - Although you may use a switch container as a child of a random or sequence container with sample accurate transitions, transitions will not be sample accurate if the switch container plays more than one sound simultaneously.
  - The maximum number of children in any type of container is 65535. Although Wwise lets you create more than 65535 in the authoring application, no parent-child link can be made between the parent and the child above this limit. Without the link, these child objects cannot receive any notification updates during playback, including changes to volume, positioning, and so on.
  - There are several restrictions and limitations that currently exist when using the crossfade, sample accurate, and trigger rate transitions with random and sequence containers. For a complete list, refer to the [Wwise Knowledge Base](#).
  - If the playback instance limit is reached for a random or sequence container using Trigger Rate as the transition type, the currently playing sound as well as the container itself will be killed.
  - Sample accurate transitions of random or sequence containers are ignored on the Wii platform with source plug-ins and Vorbis formats.
- Effects
  - Since you cannot apply a crossfade when bypassing or un-bypassing an effect, you may experience clicking when using the Enable/Disable Bypass event action.
- Interactive Music
  - A music switch transition rule cannot use both the options “Sync To - Same Time as Playing Segment” and “Use transition segment”. Whenever “Use transition segment” is enabled, “Sync To - Entry Cue” is used instead.
  - The Break event action has no effect on objects of the Interactive Music hierarchy. Its functionality may be reproduced with the help of a music switch container.
  - The empty space on a track before a clip will be considered as the clip’s pre-entry, possibly causing music transitions to occur later.
  - Run-time sample rate conversion makes sounds longer by approximately 12 samples per minute, causing slight inconsistencies for music objects. Sources in the following sample rates are affected: 44100Hz, 22050Hz, 11025Hz.
  - The wave data displayed in the Music Segment Editor for a converted file represents the original file and not the converted file.
  - The cumulative length of stingers played over “nothing” within the same switch of a music switch container is limited to 12.4 hours. If a change in switch occurs, the cumulative time counter is reset to zero. To avoid this problem:
    - \* Do not use stingers over “nothing”. Any stinger that is not scheduled to play “immediately” is dropped when “nothing” is playing.
    - \* If you use stingers over “nothing”, you should replace “nothing” with a music playlist container looping over an empty segment.
  - Source starvation may cause music tracks to be desynchronized.
- Interface



- Some views in Wwise are cropped on Japanese systems and potentially other languages as well. This can also occur if you modify the font DPI in Windows. To fix this issue, you can download new registry files from the [Wwise Knowledge Base](#) or revert the font size to the standard Windows setting.
- Live Edition
  - Some operations are not allowed during playback or when connected to a game, but are erroneously possible to edit using the List View or the Multi-Edit features. These operations include:
    - \* Modifying the Output bus or the Override bus option.
    - \* Enabling/Disabling voice limitation system.
  - Editing these during playback could cause instability in the game and could require restarting the sound engine to recover.
- PlayStation 3 platform
  - In order for streamed Vorbis files to play correctly on the PlayStation 3, the granularity of the I/O must be a multiple of 16 bytes.
- Positioning
  - The time base used in Wwise to record changes in positioning is independent of the time base used by your computer's sound card. As a result, the changes in positioning may not be synchronized to the sound that is played.
  - If you add or remove a point along the path during playback, the sound will continue to play, but there will be no propagation. The next time you play back the sound, the changes that you made will be applied.
  - Wwise uses an "equal power" schema to ensure that no audio source exceeds 0dB in any speaker. As a result, all stereo sounds set to 2D positioning will be played 3dB quieter by Wwise. To maintain the same mixing reference, boost the 2D sounds by 3dB.
- Projects
  - When a project is saved to a mapped network drive, performance may be seriously affected. If you decide to save your projects to a mapped network drive, Audiokinetic will not support these projects.
  - When "User Account Control" (UAC) is enabled on Windows Vista more recent versions, Wwise sample projects installed under "Program Files" or "Program Files (x86)" can't be opened with the 64-bit version of the Wwise authoring application because of permission issues. While these projects can be opened with the 32-bit version of the Wwise authoring application even when UAC is enabled, we strongly advise against it as the cache, Originals, and GeneratedSoundBanks folders will be "virtualized", and will thus be using the wrong folders. To workaroud this issue, do one of the following:
    - \* Move the project to a location where you have full read/write permissions. Note that the IntegrationDemo executable will search for SoundBanks in the relative path where they would normally be generated, so you should also move the IntegrationDemo executable, if you plan to use it. (This option is recommended).
    - \* Disable UAC. Since UAC is a security feature introduced in Windows Vista, we do not suggest disabling it as it may render your computer vulnerable to malicious software and other forms of attacks.

- Remote Connections
  - If the IP address of a computer changes while the Remote Connections dialog box is open, the computer will be displayed in the Available list using the LAN IP address instead of the usual “Local Host” IP address. If you connect to this computer, this computer will be added to the History list using the LAN IP address even if the same computer is already in the list using the “Local Host” IP address. Wwise doesn’t recognize that these two entries are the same remote computer. The next time you use Wwise, both entries will remain in the History list. Despite the duplication, you can connect to the computer using either entry.
  - Refer to this Wwise Knowledge Base article for information on troubleshooting the remote connection: <http://kb.gowwise.com/questions/137>
- SDK
  - Debug versions of the Wwise SDK sample effect and source plug-ins cannot be used with the Wwise authoring tool.
- SoundBanks
  - If a sound exists in more than one SoundBank, a transition will not be applied between the two instances of the sound when one SoundBank is unloaded and another one is loaded. In this case, the first instance of the sound will stop and the second instance will start from the beginning.
  - Note: Using the PrepareEvent mechanism will prevent this sort of problem from happening.
- Streaming
  - If the hard disk on the Xbox 360 and the PlayStation 3 have not been read for a while, you may experience longer read times than normal. When this occurs during critical streaming situations, notifications of source starvation will be sent to the Wwise error log.
- Wii platform
  - The value returned by AK::StreamMgr::IAkLowLevelIOHook::GetBlockSize() must be a multiple of 32 (bytes) in order to play back ADPCM files.
  - On the Wii platform, streamed audio files with file and loop lengths of less than 20ms may not play correctly.

## 5.2 Wwise Known Issues

The following list describes the relevant outstanding issues that could not be resolved in this version of Wwise.

- Android
  - **WG-20084**: Android sources must be compiled on a path containing no space. The default installation is in ‘C:\Program Files\Audiokinetic’ and contains a space character. It will not compile for the Android platform.
- Audio Conversion
  - **WG-19165**: AAC encoding may crash or stall when run from a remote desktop.

- Audio Files
  - **WG-11260**: Audio from file with too many markers fails to play. If the marker data chunk in the file header is larger than the granularity of the file streaming, the code fails to read the header.
- Blend Containers
  - **WG-15390**: A sound within a blend container may not be triggered if it follows a sound that failed to play.
  - **WG-15729**: Playback may fail when chaining multiple containers in continuous mode and step mode and finally Blend Containers with multiple sounds.
- Contents Editor
  - **WG-14785**: Objects displayed in the Contents Editor are not sorted alphabetically, which can make it difficult to find objects quickly.
- Effects
  - **WG-10527**: Real-time effect is layered on top of rendered effect when connected to a game.
  - **WG-14931**: Rendered effects are not listed in the Edit tab of the SoundBank Editor.
- Game Object 3D Viewer
  - **WG-15054**: Game objects with multiple positions are not shown in the Game Object 3D viewer.
  - **WG-16246**: The Game Sync Monitor doesn't update as expected until you add or remove a watch from the Watches list.
- Game Simulator
  - **WG-16071**: Game Simulator is not detecting game pad inputs on Vista 64 bit.
- General
  - **WG-15941**: When using certain UI schemes in Vista, the property sliders may not react as expected.
- Integrity Report
  - **WG-15569**: The integrity report message "Streamed XMA files do not support region loops" may be displayed even when the audio file doesn't contain a region loop.
- Interactive Music
  - **WG-14711**: Two 'bar', 'beat' or 'grid' notifications may be sent in a row at segment synchronization points.
  - **WG-15728**: When a transition segment is added to the Any to Any transition and then removed, the music segment and corresponding media file is still included in the SoundBank, in error.
  - **WG-16261**: If a double switch reversal occurs during the playback of a music switch container that has music switch containers as children, the wrong music segment may be played.

- **WG-16269:** Effect tails are trimmed when effects are inserted in objects of the interactive music hierarchy.
- iOS
  - **WG-19007:** Encoding and playing 0.1 sources on iOS might produce static noise or silence. 0.1 source should be avoided.
- Keyboard Shortcut manager
  - **WG-19947:** OS keyboard shortcuts using the "Windows" key can't be remapped in Wwise.
- Motion
  - **WG-14852:** Motion FX objects do not work as expected within a Dialogue Event.
- Multi-Channel Creator
  - **WG-16302:** Sample loop markers within a source file are not kept in the multi-channel files generated by the Multi-Channel Creator.
- Obstruction/Occlusion
  - **WG-15678:** When updating the Obstruction/Occlusion curves in Wwise while connected to a game, the curve information is not propagated to the game, as expected.
- Playback Limit
  - **WG-15124:** Playback limit involving Motion busses may continue to be applied even though it is greyed out in the Wwise application.
- Profiler
  - **WG-14176:** The RR and RL columns on the Listeners tab of the Advanced Profiler are inverted.
  - **WG-15476:** Error message missing in the profiler when Wwise detects two similar media files that don't have the same size.
  - **WG-15617:** When an error occurs in the profiler, Wwise displays the event ID, but not the event name.
  - **WG-19418:** Hitting repetitively reconnect when connecting on the HIO device ends up popping "Wrong protocol version". Simply ignore and reconnect.
- Projects
  - **WG-14579:** Projects may become corrupted when migrating a project that contains a missing plug-in.
- RTPCs
  - **WG-14506:** Audio glitches may occur when using a Peak Limiter as well as a Parametric EQ that has an output level driven by an RTPC.
- SDK/Sound Engine

- **WG-15451:** Wwise libraries may not be compatible with some compilers as a result of certain libraries using the Whole Program Optimization.
  - **WG-15501:** Memory address may be reused by switch container after a game object is unregistered causing Wwise to play a different sound than is expected.
  - **WG-15537:** Race condition may exist that causes the sound engine to crash when connected remotely to your game.
  - **WG-16185:** Speaker volume matrix callback is not called for 2D sounds in `IsInitiallyUnderThreshold`.
- SoundBanks
    - **WG-12087:** Game parameters used by control busses are not included in the Initialization bank.
    - **WG-13305:** SoundBank output text files become inconsistent when a project contains two switches/states with the same name in two different groups.
    - **WG-14186:** When SoundBanks are generated, Wwise loses registered game objects registered by the SoundFrame preventing sounds from playing.
    - **WG-19736:** (PS3 only) When duplicate sounds are respectively tagged RSX and regular stream, bank generation randomly tags the file as RSX or not.
- Source Plug-ins
    - **WG-16232:** Clipping may occur when using the Pink or Red noise color setting within the SoundSeed Air - Woosh source plug-in.
- Wii
    - **WG-15250:** Glitches may occur when pausing music segments on the Wii platform due to inconsistencies between the music and lower engines.
    - **WG-17439:** Breaking a looping and streaming sound with a very small looping region on the Wii can cause the sound to stop with the error: "File or loop region is too small to be played properly".
- Workgroups
    - **WG-15558:** When using the Perforce plug-in, the file history scrolls unnecessarily as the information is received.
    - **WG-15559:** When using the Perforce plug-in, the history returned by P4 truncates the description removing useful information.
    - **WG-16257:** Wwise may crash when loading a work unit that includes an audio source with a space at the beginning of its filename.

## 6 Complete Changelist

The following sections list and describe the changes made to Wwise between version 2011.2.X and version 2011.3.

## 6.1 New platforms supported

- Android
- WiiU™
- PlayStation®Vita

## 6.2 Platform SDK updates

- Xbox 360: updated to XDK 20871 (August 2011).
- PS3: updated to SDK 370
- VITA: updated to SDK 1.03
- iOS: updated to iOS 5.0 (apple llvm compiler 3.0)
- MAC: using apple llvm compiler 3.0
- 3DS: updated to CTR-SDK 2.4.0

## 6.3 New Features

- **WG-19991** Music custom cues now notified in the Wwise profiler.
- **WG-19898** Improved notifications of stingers and music transitions.
- **WG-19870** Added the Wwise Gain plug-in.
- **WG-19867** The Tone generator plug-in can now optionally output directly in the LFE channel, allowing simple LFE generation."
- **WG-19836**
  - New command-line operation `-SoundFrameServer` starts WwiseCLI in Sound Frame server mode, so that Sound Frame clients can extract project information without requiring user intervention.
  - Now possible to specify the process ID of both Sound Frame Client and Server, for scenarios where multiple instances of both can be present at once on the same PC.
  - New Built-In Macro `'WwiseExeProcessID'` in SoundBank generation steps enables Sound Frame use from custom steps.
- **WG-19494** Music notifications | Pass Cue name (description) in Music Cue callback.
- **WG-19245** Wwise Authoring crashes can now be reported to Audiokinetic via the Error Reporter
- **WG-19232** New fast API Query function - Retrieve PlayingID from Object. See `AK::SoundEngine::Query::GetPlayingIDsFromGameObject`
- **WG-19231** New fast API Query function - Retrieve Object from PlayingID. See `AK::SoundEngine::Query::GetGameObjectFromPlayingID`
- **WG-19230** New fast API Query function - Retrieve EventID from PlayingID. See `AK::SoundEngine::Query::GetEventIDFromPlayingID`
- **WG-18843** Several new interactive music features. [Music Clips - Fades and Automation](#)

- **WG-17792** Now possible to query from the soundframe if an Event (or a Dialogue Event) has Voice/Language specific Content. See `AK::SoundFrame::ISoundFrame::EventHasVoiceContent` and `AK::SoundFrame::ISoundFrame::DialogueEventHasVoiceContent`
- **WG-17539** Now possible to include Dialogue Events in a SoundBank Definition File using the new '-DialogueEvent' command.
- **WG-6432** Transition segments in transition rules do not force the destination to start at the entry cue. For example, it is now possible to perform a "Same Time as Playing Segment" between two music objects, and insert a transition segment in between.

## 6.4 API Changes

- **WG-20192** Removed `Init()` from `AkListBare`.
- **WG-19966** Added new overload of `AK::MultiCoreServices::DspProcess::SetDspProcess` supporting the `jobbin2` job type.
- **WG-19836** New method `ISoundFrame::Connect` must be called for the Sound Frame client to attempt connection (this used to be automatically done inside `AK::SoundFrame::Create`).

## 6.5 Behavior and Performance Changes

- **WG-20125** New option to log errors returned in custom pre/post bank building steps. When severity is set to "fatal error", the bank building process will not complete when an error is detected.
- **WG-20029** Double-clicking on target object in Event Editor now inspects it.
- **WG-19945** Music switch transition behavior more consistent with option "Continue To Play On Switch Change".
- **WG-19931** The advanced setting "On return from physical voice" default value changed from "Restart from beginning" to "Play from elapsed time".
- **WG-19890** When performing a "Same Time as Playing Segment" music switch transition, the effective position of the destination is wrapped around its duration. For example, if segment A is twice as long as segment B, and you switch from 75% of segment A, destination position will be 50% of segment B.
- **WG-19861** Remove LFE separate control from `Wwise`. The LFE management has been enhanced. LFE separate control was removed and is now considered as a normal channel like all others. From now on, the LFE volume is now entirely bound to the `Generic Volume` property. Separate control of the LFE will now be possible using the `Wwise Gain Effect`. All controls driving the LFE will be lost during the migration.

That change will fix a large number of known issues and is making the volume behavior more easily predictable for all users.

- **WG-19841** Rendered effects processing is now multi-threaded. Playback of converted files in `Wwise` now uses the rendered effect instead of the real-time effect.
- **WG-18010** Improved music switch transition cancellation.

- **WG-18009** Improved music switch transition cutoff mechanism: when any kind of music switch transition occurs, the following segments of the exiting playlist are not heard, or are faded out right away.
- **WG-20027** Connecting to a profiling session file is now much faster.
- **WG-19619** Fixed: Switch container memory usage is not scaling well with many switch values.

## 6.6 Miscellaneous Changes

- **WG-20131** StopPlayingID, StopAll and ExecuteActionOnEvent API calls are now reported in capture log.
- **WG-20066** The "char" version of AK::Monitor::PostString() now interprets it as an UTF8 string.
- **WG-19826** Added Visual Studio 2010 SoundFrame sample projects in SDK.
- **WG-18646** Migration Note: Property Value for non-unlink properties are now saved in an XML attribute instead of a XML element.

## 6.7 Bug Fixes

- **WG-20265** Fixed: Meter UI refresh rate was slow in Wwise UI in low activity conditions.
- **WG-20198** Fixed: A stream may not start playing if only one stream buffer is ready even though there is enough data in that buffer for prebuffering.
- **WG-20195** Fixed: Stack overflow in music engine (CAkTimeSequencedItem::GetNextBucket()) in some circumstances.
- **WG-20189** Fixed: Package Low Level IO doesn't support external sources with file IDs
- **WG-20181** Fixed: Stream leaks when running out of Stream Manager pool memory while allocating data for low-level deferred open.
- **WG-20173** Fixed: Wwise UI sometime freezes when connected to the game and capturing in a very specific condition.
- **WG-20167** Fixed: A state change may be delayed indefinitely by a music object that is paused if this object or its ancestors or descendants listen to it with a "Sync To" that is not "Immediate". Likewise, when a state change is delayed by a music object, and this object is then paused, the state change is delayed until the object resumes or stops. The state should change as soon as the music object is paused.
- **WG-20161** Fixed: McDSP Futzbox is not applied on previous effects' tails when used in a bus on the PS3.
- **WG-20103** Fixed: A global "Resume All" action can erroneously pause a parameter transition.
- **WG-20100** Fixed: Problem when using PrepareGameSync mode and two or more events are pointing to the same switch container and are prepared at the same time.
- **WG-20093** Fixed: McDSP Futzbox clicks at the end of sounds with some settings.
- **WG-20037** Fixed: Game Parameters on the Control Busses do not appear in the Init.txt
- **WG-20034** Fixed: Crash in CAkDeviceBlocking::ExecuteTask() when running out of memory in the small object Stream Manager pool while an I/O transfer is occurring.



- **WG-20025** Fixed: Possible crash when mixing multiple layers of Continuous Random containers interleaved with blend containers with multiple children.
- **WG-20022** Fixed: Shift-click in capture log jumps to random position.
- **WG-20018** Fixed: Step Switch container under a blend container will prevent some sounds to play if no sound is assigned to the current switch at the moment of the playback.
- **WG-20002** Fixed: PrepareEvent calls the wrong Free hook in the release build when releasing prepared media.
- **WG-19974** Fixed: Transitions added or removed from a music object's transition list may be ignored at run-time.
- **WG-19965** Xbox 360: corrected buffer management in XAudio2 output voice.
- **WG-19961** Fixed: Assert if soundbank name is larger than 64 characters
- **WG-19957** PS3: Freeze when shutting down during init
- **WG-19930** Fixed: ExecuteAction on event of type "Break" were not breaking sounds.
- **WG-19929** Fixed: Dynamic dialogue callbacks have the eventID equal to the playingID
- **WG-19892** Fixed: Synchronization point music notification (AK\_MusicSyncPoint) not notified when reaching sync point of "nothing"
- **WG-19889** Fixed: Stinger pre-entry does not play.
- **WG-19871** Fixed: Sound engine init crash when failing to allocate resources.
- **WG-19866** Fixed: Unloading bank containing Convolution IR on a playing Environmental FX is not returning immediately.
- **WG-19864** Fixed: SetVolume actions on the wii/3DS on master bus may not work if no sound is playing.
- **WG-19855** Fixed: Possible crash in low memory conditions when seeking XMA Files.
- **WG-19854** Fixed: Audio is sent to wrong environment when using multiple sounds on multiple environments on PS3
- **WG-19852** Fixed: PS3: memory access out of bounds in MixN job
- **WG-19847** Fixed: Possible crash in interactive music when a transition segment was not loaded when required. Fixed: Inconsistent volume on transition segments when the segment was in a separate music hierarchy.
- **WG-19843** Fixed: Possible memory overrun when calling QueryAudioObjectIDs().
- **WG-19828** Fixed: Event Prepared messages in profiler log were set too early in the process.
- **WG-19823** Fixed: When a property fades is interrupted by a pause action, it may take a lot of time to restart after it is resumed.
- **WG-19821** Fixed: Inoffensive ASSERT in interactive music while changing state after having paused during a transition that uses a fade out in some circumstances.
- **WG-19816** Fixed: Pausing interactive music does not pause fading transitions.
- **WG-19814** Fixed: Pausing interactive music on Wii and 3DS causes loss of synchronization.
- **WG-19776** Fixed: Loss of audio when connecting headphones.

- **WG-19765** Fixed: Wwise Connect history was always displaying 3DS as not available even when it was available.
- **WG-19752** Fixed: McDSP effects can use wrong sample rate when rendering multiple effects from multiple threads.
- **WG-19734** Fixed: Streamed interactive music audio clips coming back from virtual voice may produce a click.
- **WG-19683** Fixed: Issue where random containers containing less sounds in some languages would fire blank on these non localized sounds instead of playing them.
- **WG-19425** Fixed: Abrupt LPF changes while sounds are virtual are sometimes causing small glitches when returning to physical voices.
- **WG-19346** Fixed: A situation where Wwise command line tool would still try to generate banks after an error occurred during the import definition file process.
- **WG-19333** Fixed: Matrix Reverb doesn't work on NGP (real fix)
- **WG-19332** Fixed: Occasional deadlock while loading soundbank on Xbox 360
- **WG-19114** Fixed: Default RTPC Value change were ignored when remotely connected to a game.
- **WG-19096** Fixed: Playing new sound in Wwise may reset in-progress state transition.
- **WG-18878** Fixed: The transition segment has Invalid properties when its parent is an unreferenced playlist
- **WG-18465** Fixed: 0.1 (LFE) sounds were erroneously mixed down to the Mono channel when generating banks on platforms that do not support LFE.
- **WG-17863** Fixed: Inoffensive assert and bad random behavior with "Standard" Random Step groups in interactive music playlists in some circumstances.
- **WG-16142** Fixed: Now displaying Default values of the RTPC value in the GameSync Monitor if none was set.
- **WG-15250** Fixed: On Wii, possible glitch when pausing a music segment
- **WG-9959** Fixed: A problem where when a bank passes from the localized bank folder to the SFX root folder, the obsolete bank in the localized folder was still being used by error. Now the obsolete bank is automatically deleted to avoid confusion.
- **WG-20072** Fixed: 3DS Effects not registered by AllPlugin helpers Bug Fix Added 3DS effects to AllPluginsRegistrationHelpers.h and AllPluginFactories.h
- **WG-19858** Fixed: Possible crash with continuous switch container when game object is unregistered when playing silent switch.
- **WG-19850** Fixed: Moving the entry cue of a segment now moves the whole content of the segment. Hold the CTRL key to move freely the Entry Cue without moving the segment's content.
- **WG-19837** Fixed: "Too many segments" notification posted when there are 64 segments playing or scheduled concurrently in a playlist, instead of when there are 64 segments scheduled concurrently in the same audio frame.

## 7 Need Help?

### 7.1 Using Help

Wwise Help contains detailed information on each interface element in Wwise.

To open Help from within Wwise, do one of the following:

- Click the Help icon in the title bar of any of the views or dialog boxes.
- From the menu bar, click **Help** > **Wwise Help**.
- Press **F1**.

### 7.2 Contacting Support

Audiokinetic has established a complete [online support center](#) for our maintenance and evaluation customers. The following resources are available:

- A [feedback form](#) to submit details about bugs, crashes, and/or to suggest a feature, or make any general inquiries.
- Access to all the latest product [downloads](#).
- The [Wwise Knowledge Base](#) with knowledge base articles, tips, and tricks.
- [Video tutorials](#).

You can also contact us directly at: [support@audiokinetic.com](mailto:support@audiokinetic.com).

**Note:** Email support is only available for maintenance and registered evaluation customers.

### 7.3 Got Comments?

We'd appreciate any comments or suggestions you may have about these release notes or any other piece of our documentation. Just send them to [documentation](#).