

## Firmware Update history

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[March 2026]

1.8.2 - Fixed display glitch issue when adjusting some parameters via SV Studio editor.

[March 2026]

1.8.1 - Bugs fixes.

- Preset location is now displayed when pedal is bypassed, instead of being periodically displayed on the home scene.

[March 2026]

1.8.0 - Added "audio memory allocation" setting in the Options menu to set the balance between maximum delay time and looper time:

- > Max delay 2.2 seconds / Looper 40 seconds (default).
- > Max delay 4.4 seconds / Looper 26 seconds.
- > Max delay 8.6 seconds / Looper 0 seconds.

- Changed the "Sum-to-Mono" option to "Stereo/Mono Processing" in global setting menu. When configured for mono operation, the pedal will now perform explicit mono processing, instead of resorting to summing to mono.
- Added a flexible looper operation assignment to Aux switches.
- Added an option to 'clone' a DSP setting from one preset to be used in another preset.
- Reversed the knob control direction when adjusting delay time with BPM display.
- When making changes to options configuration, users now have the flexibility to save the changes to the current preset only, or to all presets.
- The global tempo is now displayed on the home screen, preset location is displayed periodically.
- Improved the displayed information during preset save.
- Fixed an issue where "LCD Contrast" and "Dry Signal" settings do not take immediate effect if changed via the SV Editor.

Please see "SV Firmware Update v1.8.0 Release Note.pdf" for in-depth information on the update.

[January 2026]

1.7.18 - Fixed an issue where residual trails persist unnaturally if "Bypass Trails" is disabled.

- Fixed a 'distorted sound' bug when Nimbus Delay is coupled with Aether Reverb in parallel configuration.

[December 2025]

1.7.17 - Fixed the display bug when operating the touch slider.

- Fixed an issue where the pedal does not respond to reverb's 'Predelay' parameter changes made via MIDI or SV Studio.

[November 2025]

1.7.16 - When adjusting a parameter value, an indication is now provided on the screen and the tempo LED when you reach

- the value that was saved in the current preset.
- Tempo of the engine running a delay algorithm, with its tempo mode set to "Free/Preset" will now be shown on the tap-tempo information scene.
- Added an option in the tempo configuration menu to save the current global tempo, which will be used as the initial global tempo on power up.
- Extended the Dynamics Threshold parameter lower limit to -44 dB.
- Fixed an issue where Dynamics processing on DSP-Y can't be turned on/off using the SV Studio editor.

[October 2025]

1.7.15 - Fixed MIDI CC#7 bug.

[October 2025]

1.7.14 - Fixed expression pedal bug.

[October 2025]

- 1.7.13 - Fixed the pops/clicks artifacts in the Tape delay algorithm that appear when Crinkle parameter is non-zero.
- Further refined the compression characteristic of the Tape delay algorithm.
  - Fixed the LR balance issue in the Ping-Pong delay algorithm.
  - Fixed the Predelay issues in the reverb algorithms.
  - Expression pedal operation no longer affects the 'Previous Value' information of a parameter.
  - Fixed a minor issue where DSP does not immediately follow the global tempo after tempo mode is switched from Free to Synced.

[September 2025]

1.7.12 - Fixed looper instability when switching back and forth between normal speed and double speed mode.

[September 2025]

- 1.7.11 - Fixed a bug where delay presets not syncing to global tempo on preset call.
- Fixed delay time issue when loading a delay effect preset with delay time parameter set to minimum.
  - Refined the compression effect on Tape Delay algorithm.

[September 2025]

- 1.7.10 - Fixed tap tempo bug.
- Fixed delay time issue when loading a delay effect preset with delay time parameter set to minimum.

[August 2025]

1.7.9 - Improved system error handling and recovery.

[August 2025]

- 1.7.8 - Fixed inadvertent tempo glitch that can potentially occur when executing bank-up using the on-board footswitches.
- Fixed an issue where turning off a DSP may cause that DSP to stay off in the following preset call.

- Improved operational stability.

[August 2025]

- 1.7.7 - Fixed jumpy/jittery tap-tempo issue.
- Fixed a bug in looper track erase operation.
  - Fixed a bug in looper Reverse mode operation.
  - Fixed a bug in looper Record operation when running certain algorithm combinations.
  - Tweaked the Shimmer algorithm for improved balance and gain staging.

[July 2025]

- 1.7.6 - Improved operational stability.

[July 2025]

- 1.7.5 - Improved operational stability.
- Fixed glitching that could occur when hot-unplugging the Aux switches cable.

[July 2025]

- 1.7.4 - Fixed spurious glitches in Tape delay operation when the Crinkle parameter is set to a value greater than 0.
- Fixed a bug with the Tape delay algorithm when run on DSP-Y.

[June 2025]

- 1.7.3 - Fixed a bug with auto-ramping operation.
- Fixed intermittent crashing when loading an external preset.

[May 2025]

- 1.7.2 - Fixed a bug in the Infinity reverb algorithm.
- Fixed an issue where loading the same preset after an algorithm change causes the pedal to lock up.

[May 2025]

- 1.7.1 - Added Nimbus Delay algorithm.
- Added Swell and Infinity Reverb algorithms.
  - Improved the Tone control on the Tape Delay algorithm.
  - Lowered the minimum delay time of delay algorithms to 30 ms.
  - Added an Aux switch function to start/stop audio capture operation
- in the Infinity Reverb algorithm.
- Added a MIDI function to start/stop audio capture operation in the Infinity Reverb algorithm.
  - Added an option in Global Settings to disable or enable Exp2 display update.
  - Fixed intermittent loss of DSP-Y knobs function on power up.
  - Fixed tempo data mis-interpretation issue between pedal/editor.

[Apr 2025]

- 1.6.1 - Fixed SV Studio communication issues when using Stompbox Mode.
- Fixed looper parameters changed via SV Studio not received by the pedal.
  - Fixed looper PLAY function bug.

[Feb 2025]

- 1.6.0 - Added Input Level Trim control (in Options menu).
- Fixed intermittent USB disconnection.
- Calling the same preset as the one currently used will now restore the state as was saved in the preset.
- Fixed crackling noises that appear in some algorithms when the input signal level is very hot.

[Jan 2025]

- 1.5.0 - Fixed tempo glitch during preset change with midi clock active.
- Fixed tempo glitch when delay time is set close to 60ms for certain delay and reverb algorithms.
- Fixed 'Predelay' parameter bug in Chamber algorithm.
- Fixed 'Voice Intensity' parameter in Spatium algorithm.
- Fixed Crinkle parameter bug in Tape Delay algorithm.
- Fixed Dry Level control bug in Dual Mono routing.
- Changed the wording for MIDI Out Pin selection from 'Tip Active' to 'Type-A (standard)', and 'Ring Active' to 'Type-B'.
- Improved operational stability.

[Jan 2025]

- 1.4.0 - Added Bank-Change display option in Global settings.
- Added Looper volume control via MIDI.
- Added Sum-to-Mono control via MIDI.
- Fixed 'Crinkle' parameter issue in Tape algorithm.
- Fixed looper audio freezing issue.
- Fixed an issue where certain global configurations are not working.

[Dec 2024]

- 1.3.1 - Fixed 'Crinkle' parameter behavior in Tape algorithm.

[Dec 2024]

- 1.3.0 - Fixed preset save issues.
- Fixed incorrect tempo bug when switching presets.

[Dec 2024]

- 1.2.0 - Added interfacing with the SV Studio editor software.
- Added 'Auto Ramping' function.
- Added MIDI-CC commands for Auto Ramping functions.
- Added MIDI-CC commands for Bank Scroll function.
- Added Looper operation capability via Aux switches.
- Added Looper operation capability via MIDI.
- Added 'Aux Switch Theme' to Global Settings.
- Fixed MIDI clock reception issue.
- Fixed incorrect parameter labels for Dual D2D delay.
- Fixed incorrect LED update on X side when changing preset.
- Fixed tempo LED flashing bug.

[Nov 2024]

- 1.0.1 - Improved footswitches handling robustness.
- Fixed bug with tap-tempo operation via Aux switch.
- Fixed bug with CC#4 / CC#21 when used with reverbs.

- Improved looper operation stability.

[Oct 2024]

1.0.0 - First release firmware.