

## **GNX4 Software Release Notes Version 1.3**

- Reduced display flicker under CPU loading.
- Fix for audio pop when changing Talker types.
- Fix for not being allowed to enter PATTERN/FILE from Preset Mode using footswitches.
- Eliminated timeout of PATTERN/FILE (flashing) mode. User must now double press footswitches to exit this mode.
- Treadle min and max points widened upon entering preset to allow more precise control of pedal parameters by minimizing dead space.
- Fix for speaker compensation display after being changed in bypass or tuner mode.
- Fix for LFO2 not working when LFO1 is set to a high frequency.
- Fix for Spread Delay not correctly loading on preset change.
- Improved pitch down shifting in Whammy/IPS/Mod FX modules.
- Fix for not storing the current preset number when doing a preset store operation while being connected to X-Edit.
- Fix for X-Edit not getting notification of assignment unlink.
- Minimized the delay time (to lowest possible) from the moment the Looper RECORD button or footswitch is pressed until the track begins recording.
- Fix for UNDO last loop track causing loop of zero length.
- Took out Recorder F FWD and REWIND functions when MP3 backing track is selected.
- Disable MP3 demo Play and Stop footswitches. The demo can only be controlled from the Recorder Control panel transport buttons.
- Fix for multiple GNX4s connected to a PC with the CF Storage mode enabled which was causing a crash.
- Fix for speaker compensation always affecting the recorded guitar signal. The signal now follows the position of the XLR speaker compensation switch.
- Fix for REAMPUSB function. Removed the dry signal from being mixed back in.
- Added new demo mode code for point of purchase display units (does not effect standard production units).
- Fix for staying on Level or Pan parameter after changing song.
- Fix for CF Busy lockup when reading MP3 or MIDI folder.
- Fix for CPU stack problem when sequential FFWD or REWIND buttons caused a stuck on READING compact flash card condition.

