

Carnaby HE2 Control v0.4.8 Beta Release Notes

This release requires updating the Carnaby HE2 firmware to version: 0.4.2

Improvements

- AAX support for Pro Tools
- CPU efficiency
- Hardware control stability

FAQs Mac

- Connecting via USB-A can be more robust than USB-C - if you need to use USB-C you may have to power cycle the HE2 hardware to get it connected.
- In Logic Pro touch mode automation from hardware does not work, we suggest you use latch automation
- Automating mode change (dual mono/stereo/mid side) sends all chan 2 values to DAW
- Playing back automation whilst turning an encoder can result in off LEDs temporarily flashing. The correct LED display will resume in less than a second.
- Restore hardware state has some issues after DAW session recall

FAQs Windows

- If the "Windows protected your PC" pops up click "More info" then "Run anyway"
- Using multiple plugins with a single Carnaby HE2 hardware updates all connected plugins from hardware parameter changes. We suggest you use the "Hardware selector" menu to disconnect the other plugins that you do not wish to control from the hardware.
- Automating mode change (dual mono/stereo/mid side) sends all chan 2 values to DAW
- Playing back automation whilst turning an encoder can result in off LEDs temporarily flashing. The correct LED display will resume in less than a second.
- Restore hardware state has some issues after DAW session recall

Tested Systems

The Carnaby HE2 Control plugin has been tested on the following

DAWs:

- Pro Tools 2024.6.0
- Logic Pro 10
- Cubase 13
- Live 11 & 12
- Reaper 6 & 7
- WaveLab 12
- Nuendo 13
- Studio One 6
- Bitwig Studio 5
- FL Studio 21 (no external effect insert plugin)
- Sequoia Pro 17

Other DAWs may work but have not been tested and are not formally supported.

Operating Systems:

- Mac OS 12, 13 & 14
- Windows 10 & 11

Other operating systems may be compatible but have not been tested and are not formally supported.

Further Features and Improvements Expected in Future Versions

- Mono plugin
- Network support