Tone2 Audio RayBlaster 2.8



The update is available for free for all RayBlaster users. It adds native Apple M1 ARM support for Mac.

New features:

- AudioUnit version supports M1 native.
- VSTi version supports M1 native.
- Help->'Show version info' displays the mode in which the plugin is running (ARM/Intel).

Enhancements:

- Much faster loading times on M1 Macs.
- The native M1 support results in 20% lower CPU use compared to Rosetta2 Mode.
- More responsive GUI on M1 Macs.
- The ideal GUI size is detected automatically.
- Several small enhancements.

Fixes:

- Workaround for the 'unusual' designed audio architecture of FL Studio. It is not longer necessary to enable 'Use fixed size buffers' to avoid crackles.
- Clicking on the stars in the patch browser did not always work when GUI was

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set to big.
- Several small compatibility fixes for MacOS 11 and MacOS 12.
- Workaround for Apple's unrelieable AudioUnit validation. It is not longer necessary to reboot the Mac after an installation.

Changes:

- AudioUnit is now an AUv2 plugin.
- AudioUnit and VSTi are now a Universal Binary for 64bit Intel and M1.
- Apple's development tools are unable to build 32bit Intel binaries when you support M1. Sadly we had to drop support for it.
- Apple's Notarisation and the M1 support requires a MacOS version higher or equal than 10.11. If you still use an older version you must stick with RayBlaster v2.6.

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