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112dB updates Redline Monitor to 1.0.1

112dB announces that Redline Monitor, the high-quality near-field monitor simulation for headphones, has been updated to version 1.0.1. This maintenance release applies to both the retail and the trial version and includes the following bug fixes:

- [Windows] Certain audio driver/buffer size combinations caused audible clicking.
- [Windows] Plugin window occasionally came up blank in Live and FL Studio.
- [Mac] VST plugin didn't load in some older hosts.
- [Mac] AU validation failed on some setups.
- [Mac] Quitting the host with the RM editor window open sometimes caused a crash.
- [Mac] Fixed occasional late redraws when opening editor window.
- Some minor cosmetic corrections.

Redline Monitor 1.0.1 is a free download for registered users.

Features

- True stereo soundstage with adjustable left/right speaker position from 30° to 90°.
- Transparent sound with flat frequency response (±0.1dB for the entire 10Hz–22kHz range).
- Separately adjustable phantom-center level from 0dB to -3dB for optimal speaker matching.
- Distance control from 0m to 2m to simulate placement of near-field monitors in room.
- Auxiliary left/right solo and phase invert controls for critical listening.
- Output switchable to mono for mono-compatibility checking.
- Support for samplerates up to 384kHz.
- Flexible MIDI learn system.

Availability

Redline Monitor is available in RTAS/VST format for Windows XP/Vista and RTAS/AU/VST Universal Binary format for Mac OS X 10.4 (Tiger) and up. Redline Monitor is sold exclusively from the 112dB online store at `http://112dB.com/store` for €69/$69 (€99/$99 after April 21).

For more information on Redline Monitor please visit `http://112dB.com/redline/monitor`
An unrestricted 60-day evaluation version is available from `http://112dB.com/redline/monitor?demo`
Hi-res artwork can be downloaded from `http://112dB.com/press`