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112dB updates Redline Equalizer to 1.0.2

112dB announces that Redline Equalizer, the mastering-quality EQ plugin with unique features, has been updated to version 1.0.2. This maintenance release applies to both the retail and the trial version.

What's new?

- Option to invert dynamic behavior for cuts (making it identical to boosts).
- Right mouse button adjusts Q from the EQ screen.
- <Alt>-left click (and now right click) from the EQ screen no longer controls frequency.

What's fixed?

- Fixed crash on SSE (non-SSE2) processors (AMD Athlon XP, Pentium 3).
- Latency compensation corrected for Cubase 4/5 (and possibly other hosts).
- Settings didn't save in Pro Tools.
- Pro Tools compare functionality didn't work.
- L/R and M/S channel modes didn't render properly in Wavelab.
- Fixed stuttering in Reaper when instantiating plugin.
- VST version loads faster.
- Numerical value entry (by double clicking a control) slowed down or hanged some systems.
- Plugin crashed when quitting Bias Peak Pro.

Availability

Redline Equalizer is available in RTAS/VST/AU format for Windows XP/Vista and Mac OS X 10.4 (Tiger) and up, and is sold exclusively from the 112dB online store at `http://112dB.com/store` The introductory price of €99 (Europe) / $112 (worldwide) is valid through October 8, after which the regular price becomes €149/$169. An unrestricted 60-day evaluation version is available.

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

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