RML Labs

Version Bitmap Differences
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Preamble

Following is a listing of all the total number of images used for each of the versions for Software Audio WorkShop and Software Audio Console under their specific bit types. This listing may be helpful for those that use shades as the increase in the total number of images would have an adverse effect on the version that was used when the shade was being originally developed. As can be seen, only Software Audio Console would be affected by these various versions changes. In particular, please make note of those sections highlighted in yellow for Software Audio Console.

SAWStudio

32-Bit	Files	64-Bit	Files
v3.9i	261	v1.0	261
v4.0c	261	v1.0b	261
v4.4	261	v1.0c	261
v4.9	261	v1.0d	261
V5.0	261	v1.0e	261
V5.1	261	v1.0f	261
v5.4	261	v1.0g	261
v5.6	261	v1.1	261
v5.7	261	v1.1a	261
v5.8	261	v1.1b	261
		v1.1c	261
		v1.1d	261
		v1.2	261
		v1.3	261
		v1.4	261

SAC

32-Bit	Files	64-Bit	Files
V2.1	167	v1.0	257
v2.6	173	v1.0b	257
v2.7	173	v1.0c	257
v2.8	173	v1.0d	257
V2.9	173	v1.1	257
V3.0	173	v1.1a	257
V3.1	173	v1.1b	257
V4.0	257	v1.2	257
V4.0c	257	v1.3	257
V4.1	257	v1.4	257
V4.2	257		
V4.3	257		
v4.4	257		
v4.5	257		
v4.6	257		
v4.6a	257		
v4.7	257		

In closing...

As always, I hope that some will find the above information of some practicable use?

Sincerely,

Date: August 25, 2021
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