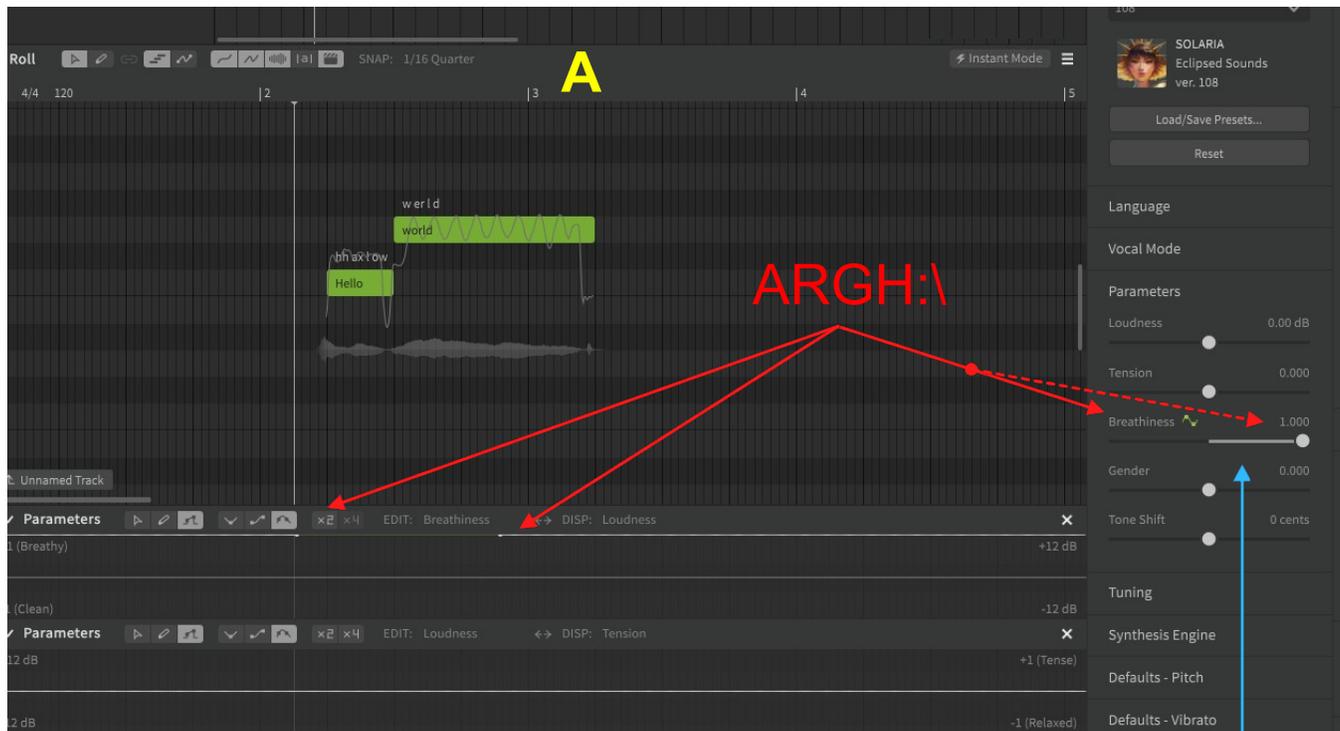
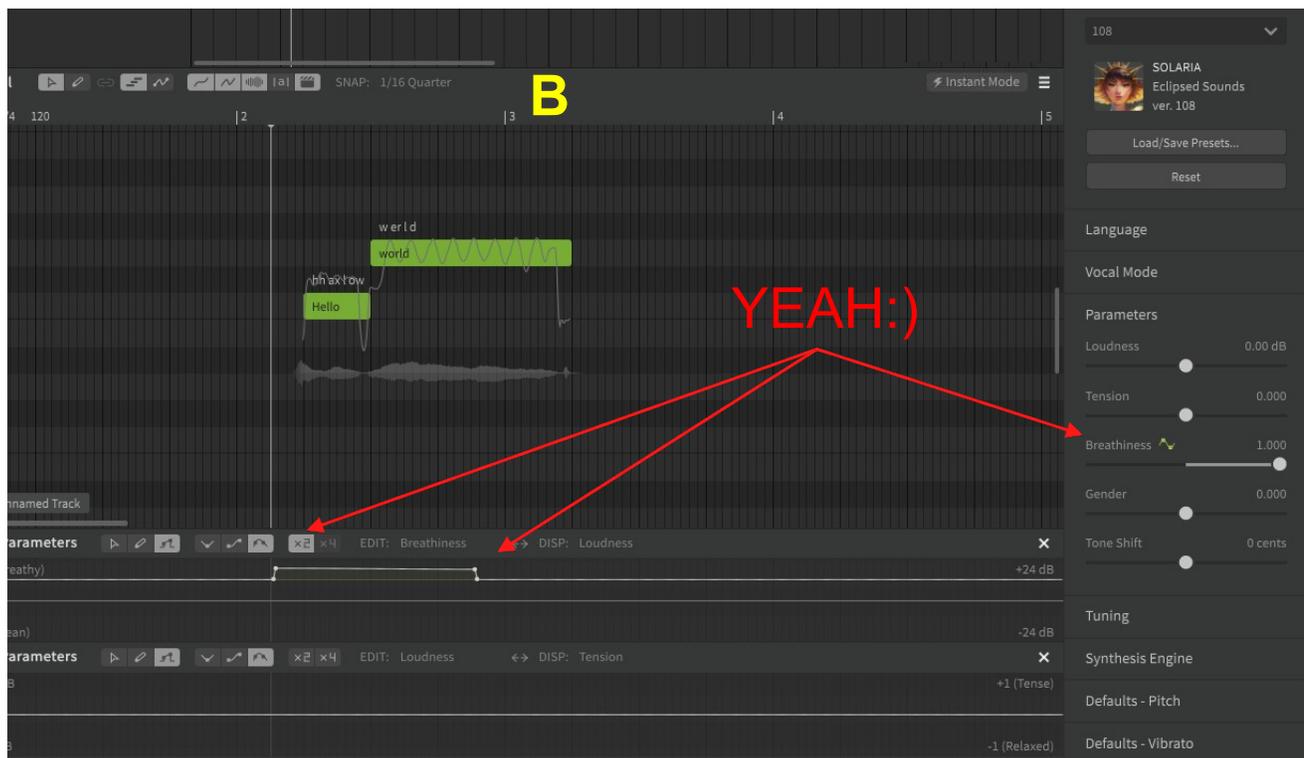


PARAMETER LANE VERTICAL ZOOM RECALL PER PARAMETER

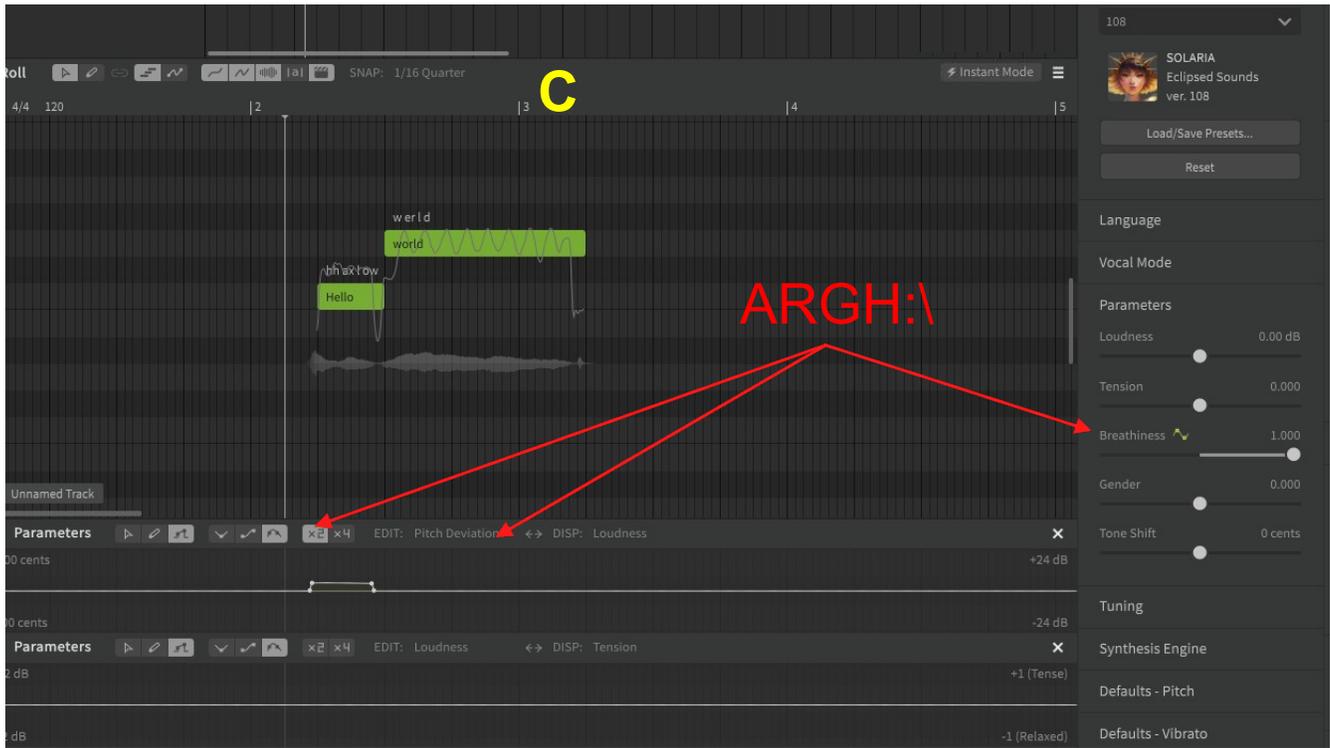


The Global Parameter now (in 1.8.1) controls the viewport of the Parameter Lane ... This completely destroys my workflow ... ie. this Example ...

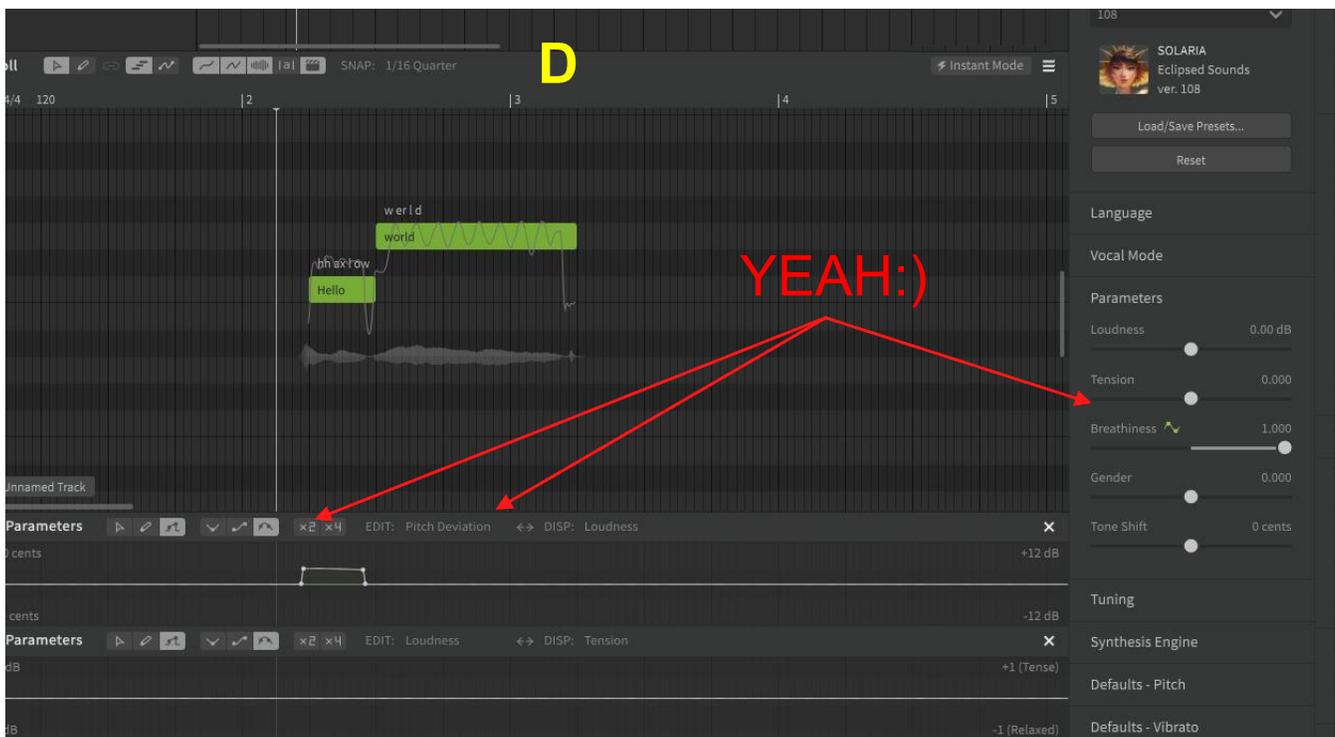
Global Breathiness in the above image (A) is here set to full - 1.000
The Parameter Lane can now no longer be edited UP, cause the edit points are at TOP/FULL
So you have to switch the Vertical Zoom level to x2 to work with that parameter lane - (see picture below B)



So, you switch the Vertical Zoom to x2, now you can edit again
But when you now switch that Parameter Lane to ie. - Pitch Deviation - The Vertical Zoom level is too high - (see picture below C)



So, to work with this Pitch Deviation parameter you now have to switch the Vertical Zoom back to OFF - (see picture below D)



If I now want to switch back to the Breathiness Parameter I have to set the Vertical Zoom all over again:\)

So, I now **constantly** have to switch the **Vertical Zoom** level when I switch a Parameter

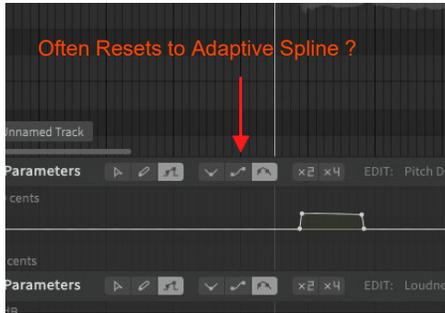
This completely destroys my workflow, - the only workaround I see is to open a 3th Parameter Lane

But this makes the Main Note Work area way to small to work with:\)

This all makes v1.8.1 unworkable for me, I always work with 2 lanes, 2nd lane always Loudness, 1st lane switching back and forth ...

Please consider to add a RECALL for each Parameter to recall it's own Vertical Zoom state, so you don't have to switch back and forth Or an Option for the Parameter Lane not to be impacted by the Global Parameter, so it behaves as it did Pre v1.8.1

SIDE-NOTE - **PARAMETER INTERPOLATION** RESET



Also the Parameter Interpolation often RANDOMLY resets to Adaptive Spline
I always work with Cosine, and often it recalls that state correct, but also often when opening a project I find it is set to Adaptive Spline
I always set it to Cosine, so I never change it, - still it just randomly opens on Adaptive Spline ?
I just thought I add this as a side-note as it also involves state RECALL
(This behavior also occurs pre v1.8.1)

Thank You For Your Time!