

FluCoMa-PD Release Notes

Changes on main since production (1.0.9)

Repository	github.com/flucoma/flucoma-pd
From (production)	6d95b49 – tagged 1.0.9 – 6 Feb 2026
To (main)	637a41d – 28 Jul 2026
Scope	27 commits on main not yet in production; 23 files changed (+416 / -484 lines)

Summary

This release brings the production branch up to date with main. The main themes are more robust drawing in fluid.plotter and fluid.waveform, a tidy-up and correction of many help files and reference links, a refreshed deken upload and nightly build workflow, and corrected documentation for the plotter colour options.

Fixes

- **fluid.plotter and fluid.waveform drawing:** Both objects now check that the canvas window exists before issuing draw and erase commands, avoiding failed draw commands for invisible plots and waveforms (e.g. objects in hidden or not-yet-open subpatches).
- **fluid.plotter erase:** Erasing a plot now also deletes its inlet and outlet graphics, which previously stayed behind.
- **fluid.plotter setpoints:** Added buffer checks. A missing text buffer or a point list whose length is not a multiple of 4 now produces a clear error message instead of undefined behaviour.
- **fluid.plotter:** Removed an unused variable.
- **fluid.waveform:** The size feedback is now sent after every draw, so the object reports its image dimensions consistently.

Documentation and help files

- **fluid.plotter reference:** Corrected the description of the colour argument. Colours are now documented as classes 0 to 10, each mapped to a perceptually optimised category colour, replacing the old “0 to 7 or Pd colour value” text.
- **fluid.kmeans help:** Fixed the initial means in the seeding example so the four seed points spread across the data space, and corrected the related connections and plot offset.
- **Reference links and launcher:** Fixed reference links across the help files and abstractions, improved the description of the reference launcher, and cleaned up its button labels.
- **Help patch clean-up:** Repaired the multiarray help patch and removed an invalid [text delete] reference warning. Many help patches were also re-saved and tidied (bufampgate, bufloudness, bufmelbands, bufmfcc, bufonsetslice, bufsines, bufspectralshape, buftransients, buftransientslice, concataudiofiles, ds2text, ls2text, s2f and others).
- **Abstractions:** Updated fluid.concataudiofiles, fluid.ds2text and fluid.ls2text.

Build, packaging and release

- **deken:** The nightly build now uploads to deken, and the release workflow gained a deken trigger with a manual upload setting. A README patch is now opened when the package is installed through deken.
- **Pd action:** Moved the build workflows to v6 of the Pd GitHub action, and fixed the action reference to use @main instead of a version tag.
- **Nightly versioning:** Nightly version strings now use a separator that deken accepts. The “-nightly” suffix became “+nightly” and was then changed again to “~nightly” (the final form on main).

Notes

- The 12 commits on production that are not on main are merge commits (pre-production and PR merges). Their content, including the v6 action bump in the release workflow, is already present on main, so they add nothing to this release.
- Contributors in this range: Ben Wesch, James Bradbury and Pierre Alexandre Tremblay.
- Descriptions are derived from commit messages and the diff between the two branch tips. The re-saved help patches are summarised rather than itemised.