Readme_EN (Samplitude Pro X2)

10/07/2015 Samplitude 13.2.0.205

Import / Export / Playback / Recording

- Metronome Pre-Count fix from build 176 can be deactivated with following ini-entry
  [Setup] OldPrecountHandling=1
- Issues with MTC sync - fixed
- 64 Bit version: dithering bug - fixed
- Improved handling of "Another stereo master out is used in this project" dialog
    - text adjustments
    - 'Don't show this dialog again' now remembers the selection of 'cancel'
- EN version: Issues with settings of resample export options - fixed
- AAC import: Meta data is now being read
- Problems with Take Manager after "Save complete VIP..." - fixed

Mixer/FX/Instruments

- Vandal: diverse issues with Base setups (Loading of settings, Master volume control) - fixed
- Missing visual update after using Spectral Cleaning in Wave Editing mode - fixed
- Crashes when scanning VST2-Plug ins - fixed
- VSTi Manager did not show VSTi - fixed
- FFT Filter, Vocoder, Denoiser, Dehisser: Issue with setting FFT mode and audio type - fixed

Automation

- Paste and delete of object automation for all selected objects, not just the first
- Typing values now works on multiple tracks

Hardware Controller

- Eucon: 64-bit version change to SDK version 3.2.1
- Crashes at import of old cps-files - fixed
- Time display continued after stop of playback - fixed
- Option "No fader update after release" didn't work - fixed

General

- Usage of unsupported characters for creating of new sub folders didn't issue a warning – fixed (fix in build 174 was incomplete)
- Grafic error while playback with soft scrolling – fixed
- Problems with new docking after restoring backup projects - fixed
- Diverse crash fixes

05/21/2015 Samplitude 13.1.3.176

Import/Export/Recording

- Problems with metronome precount - fixed

Mixer/FX/Instruments

- Problems with copy protection of some plug-ins (e.g. iLok for Antares and older Waves plug-ins) - fixed
- Current ReWire 2.6.4 DLLs in Customize\ReWire (just needed in case there are no ReWire DLLs installed yet)
- Default shortcut Shift+Ctrl+F did open old 4 band EQ - fixed
- Object editor: just activated gain was applied only after next playback start - fixed

GUI

- Toolbar: time input for moving objects didn't work - fixed

General

- Updated setup for visually impaired users (Setup_VisuallyImpaired.INZ)
    - Attention: in comparison to Samplitude Pro X several shortcuts changed
    - More details under: http://pro.magix.com/de/samplitude/barrierefreiheit.1454.html

04/24/2015 Samplitude 13.1.2.174

Mixer/FX/Instruments

- Supplied Vita instruments might ask for activation on systems with dongle - fixed
- AUX sends and new default EQ116 were calculated despite mixer FX bypass - fixed
- Wrong status line display during plug-in selection - fixed
- Wrong caption of VST3 plug-ins - fixed
- User defined VST path wasn't used for VST3 - fixed
- No undo step for reset mono/stereo - fixed
- Advanced Dynamics: reduction display didn't work - fixed

Hardware Controller

- No update of display after saving a setup with different name - fixed

GUI

- Problems with touch displays
    - Not all touch events were detected correctly - fixed
    - On-screen keyboard could be shifted by touch - fixed
- "Menu v11" didn't work anymore - fixed

General

- Several adaptions for Alesis V49 keyboards
    - Select "V49" as MIDI input device
    - Supplied Vita instruments will use controller 20-24 (knobs 1-4)
    - Button 1+2 (controller 48+49) will step to previous/next preset while plug-in dialog is open
    - Button 3+4 change MIDI channel of keyboard
    - Supplied hardware controller setup for simple control of transport and mixer (play, stop, volume track 1-4)
    - A little example for using the drumpads can be found in _Demo\Alesis V49 Drumpad Demo
    - Attention: V-Editor for V49 configuration should be set to "MIDIIN2 (V49)"
- Incomplete time edit fields - fixed
- No error message with invalid folder names when creating a new folder - fixed
- No overwrite warning when saving a project immediately after creation - fixed
- "Insert silence" was applied twice in wave projects - fixed
- Several crash fixes

02/03/2015 Samplitude 13.1.1.162

Mixer/FX/Instruments

- Independence: keyboard entry did not work – fixed
- Different display of Q value in mixer and EQ116 dialog – fixed
- Multiple Outputs:
    - New Stereo Master handling
        - Stereo Master can now be selected additionally to corresponding output
        - Stereo Master will always be "primary" output

- Master can be routed to multiple outputs with CTRL key
- Displayed in Routing Manager
- Modified output menu
  - Busses are shown before devices
  - Output for Stereo Master only marked with "M"
- "Show Output" for Mixer and Track Editor can be chosen independently (Only correctly displayed in Camo, Canis, Carbon, StarGray)
- Multiple Outputs independent from Bypass-switch in AUX section
  - With activated "Show outputs" active multiple outs are shown
  - Can only be deactivated one by one
- Playback issues with multiple outs in in Economy-Engine – fixed
- 1 sample shift with multiple outputs in Hybrid Engine – fixed
- Issues with solo handling – fixed
- Issue with creating Aux Busses in mixer – fixed
- Request after loading of project with changed Stereo Master didn't work – fixed
- Frequency display in Mixer and EQ116 differed when opened for the first time – fixed
- CTRL + Click for multi-selection of plug-in slots didn't work – fixed
- Missing object reverb with Room Simulator – fixed
- Crashes with EQ116 – fixed
- Plug-in handling for grouped tracks similar to grouped objects again activated by default (deactivate with [Factors] MixerTransferAllFx=1)
- Issue with Snapshots in surround projects – fixed
- TS/PS artefacts with élastique Pro – fixed

Automation

- Option to consolidate volume curves when converting them from track to object
- Missing shortcuts in automation menu – fixed
- Issue when creating object curve points in Universal Mousemode at high zoom levels – fixed
- Additional points are created at range borders for conversion of object to track automation (or vice versa)
- Deleting object automation points did not create undo step – fixed
- "Link curves to objects" works now when deleting objects

MIDI

- MIDI track Volume fader with CC07 function had been reset when undoing or not accepting recording takes – fixed
- MIDI Editor: sometimes playback did not work – fixed
- Screen Keyboard can be played also from an open VSTi dialog

Hardware Controller

- Crash when adding a hardware controller – fixed
- EUCON: Crash when closing a project with plug-ins and activated EUCON controller – fixed
- Fader scaling was not considered occasionally – fixed
- Several other fixes

GUI

- DPI scaling
  - Only activated for more than 125% screen scaling
  - Issue with VCA Fader display – fixed
- Improved keyboard shortcuts and tab order for track info dialog
- Diverse GUI fixes for Object Editor (Canis, Camo, Carbon)
- When switching between system and project preferences, all elements in dialog on the left side collapsed– fixed
- Diverse docking issues with MIDI-Editor – fixed
- Wrong program title after closing last project – fixed
- Wrong size of grid toolbar – fixed
- Diverse problems with keyboard focus – fixed
- Display problems after program start or loading of workspaces – fixed
- Object Editor: display in headline did not update – fixed
- Docking: Issues with focus when working on multiple projects (project specific toolbars and calling up menus) – fixed
- Track fader of inactive projects have not been displayed – fixed
- Keyboard shortcuts including "ALT GR" did not work reliably – fixed

- Issue with command "close docker tab" (CTRL+F4) – fixed

General

- Additional punch-out marker is set at range end
- Issue with "Recall last position" after moving markers – fixed
- No overwriting of album name when loading CD text file (*.cdt) – fixed
- Object buffer size is now limited within 1.024 and 32.768
- Track bouncing: Setting for ignoring master and track effects have not been recalled correctly – fixed
- Right/left arrow keys did not work when naming tracks – fixed
- Export of keyboard shortcuts not in Read Only directory anymore by default
- C&R Suite activation link was available in Pro X2 Suite – fixed
- problem with hint for additional downloads in download version activated by dongle – fixed
- Crashes at shutdown of program with open object editor – fixed

04/12/2014 Samplitude 13.1.0.130 (Samplitude Pro X2 Download Version)

Mixer/FX/Instruments

- VST3: Plug-ins did not work before first play – fixed
- Plug-in handling for grouped tracks similar to objects can be activated with [Factors] MixerTransferAllFx=-1
- Plug-in handling for grouped tracks equivalent to grouped objects
- Copy&Paste buttons in plug-in dialog are now hidden
- Elastic Audio: Crash when closing after opening TS/PS dialog – fixed
- Spectral Cleaning: Issue when editing MP3 files – fixed
- Issue with output selection in Track Editor – fixed

GUI

- Issues with DPI scaling in Object Editor Max skins – fixed
- Monitoring information: "Don't show this again" checkbox added
- Wrong display after using "Waveform Generator" – fixed
- Docked keyboard did not receive keyboard focus after clicking – fixed
- Issues with changing Workspaces while having project windows undocked – fixed
- Closing dock affects project window – fixed
- activated marker lock has not been displayed – fixed

General

- Issues with saving sessions – fixed
- Issues with clicking volume fader in arranger after selecting plug-in in Mixer – fixed
- Keyboard shortcuts have not been displayed in tooltips – fixed
- Issue when selecting areas in cut-mouse-mode – fixed

11/18/2014 Samplitude 13.1.0.123 (DVD-Release-Version)

Import/Export/Recording

- "Show maximum amplitude" when exporting DVD-Audio did not work – fixed
- For licencing reasons, MP3 export requires Windows Media Player 10 or higher to be installed
- Bouncing of 32-bit files without RIFF64 format performed 2 GB split at wrong position – fixed

- Option "Load file as wave project"
- Batch processing: overlapped volume input – fixed
- Write AAC meta data supported
- Casually white noise after recording with Pre-Recording – fixed
- Wrong length information after HE-AAC export – fixed
- Wave export format was reset from 32-bit float to 32-bit int – fixed
- Track bouncing: 5.1+2 RF64, stereo master does not receive audio if project contains single outputs – fixed

Mixer/FX/Instruments

- **TS/PS**
  - New zplane algorithms
    - élastique Pro V3
    - élastique Efficient V3
  - Old algorithms were removed, except Resample and Monophonic Voice
- **Multiple outputs**
  - Can be selected while pressing the CTRL key
  - Can be displayed and selected in the routing manager
  - Are routed by default like an "AUX send (post)" at the end signal path of a track, Output (pre) and Output (direct) available via mixer or routing manager
  - "No output" selectable
  - In the mixer by right mouse click onto the AUX button in the AUX section: view selection between AUX sends, multiple outputs and side chain sends (skins adapted only for Camo, Canis and Carbon yet)
  - Primary output is shown in AUX-send section (read only)
- Effect routing
  - EQ116 is used as default EQ, old 4 bands EQ is only used for old VIPs
  - Delay/Reverb can be used multiple times in a track
  - Effect dialogs didn't open when loading a VIP – fixed
  - Unlimited number of installed plug-ins (limitation of < 2.000 is removed)
- **VST3 support**
  - Currently public VST3 folders are scanned automatically for plug-ins, 64-bit: "...\Program Files\Common Files\VST3", 32-bit: "...\Program Files (x86)\Common Files\VST3"
  - There is no bridge for VST3 plug-ins. Since there is no safety measure during scanning using the bridge, the program might crash with incompatible plug-ins.
  - In old program versions, VST3 plug-ins are handled like plug-ins that are not installed. That means they are loaded as "inactive" in a project and are kept during save operations.
  - Known issues:
    - No sample-exact automation yet
    - Side chaining
    - Surround
  - Preset menu (seems to be supported by a few VST3 plug-ins only, e.g. Waves)
- VST2
  - Issue with toggling inactive state with SHIFT-ALT if editor was opened – fixed
  - Waves VST2 Waveshell instruments (e.g. Elements Stereo) will now be recognized automatically (therefore scanning can take longer)
- VST-Scan default without system folders
  - Additional entry "Scan sytem VST folders" in plug-in menu or VST system options
  - If scan is successful they will be scanned in the future too
  - Applies to VST2 and VST3, the VST2 sytem folder does not need to be specified as VST-Plug-in folder any more
- Hide effect dialogs didn't work for some internal effects and VSTi – fixed
- EQ116
  - Surround Handling in Mixer and LFE initiiation
  - Bypassed EQ116 turned back on when loading a project – fixed
  - Loading of presets of 4 band EQ
  - EQ drag'n'drop in mixer didn't work – fixed
- FFT Filter
  - Bigger graphical display when used as offline effect
  - Analyze and invert tool
- Elastic Audio : "Synchronize tracks" copies the pitch change curve (relative difference) to all selected objects, which are at the same time position. The objects in the active (selected) track are used as reference objects.
- Mixer
  - Flickering Drag'n'Drop Cursor – fixed
  - Shortcuts including Alt (e.g. Alt+S) did not work – fixed
- Focus issues after "hide effects window" or closing of manager windows – fixed

- Object editor: several issues when changing objects (e.g. switching from audio to a MIDI object) – fixed
- Fade calculation independent of buffer size
- **DN-e1:** new Synth
- **Vita Solo Instruments**
  - Pro X2: Bass Machine, Rock Drums, Vintage Organ
  - Pro X2 Suite: additional Analog Synths, Electric Piano, String Ensemble, Urban Drums

- ASIO Hardware Monitoring
  - [Setup] AsioDirectMonitoringPanningLaw=-3 implemented e.g. for TotalMixFX
    Also avaiblabe as INZ-Container:Customize\AudioEngine_HardwareMonitoring_PanningLaw_3dB.INZ
  - Enhanced functionality (also software monitoring without FX)
    - Support of new pan modes (2 channel panorama / volume)
    - Support of L->R, R->L
    - Support of AUX Bypass and panning
- Wrong panning law in objects when loading old projects with 2 channel panorama – fixed
- AM-Track: Playback issues after loading a project – fixed
- Obsolete Dynamics effect removed from menu

Automation

- New command: "Convert track automation in object automation curve" converts volume and panorama automation to object curves
- New command: "Convert object automation in track automation curve" converts volume and panorama automation to track curves
  - Works with currently selected automation (volume/pan)
  - Overwrite confirmation
- Copy automation areas
- Copy and paste of object automation
- Logarithmic volume scale in object
- Shortcuts couldn't be assigned to "Select previous/next curve" – fixed
- display of relative volume changes in tooltip
- Correct dB scaling when moving several automation points
- Convert object to track automation
- Mode "Link curves to objects" now activates automation in target track automatically
- Automation points can now be edited by right-click
  - jump to next point with Tab key
- Mouse click on curve handle: sometimes the object behind was selected instead – fixed
- Moving curve handles: Curve is kept temporarily, even if a curve handle is moved to the lower end of a track.
- Change of automation curve when delete a range – fixed
- When an object was deleted, the automation curve was kept – fixed
- No automation of the master EQ possible in the mixer – fixed

GUI

- **Screen Keyboard**
  - Menu View -> Keyboard
  - For playing VST instruments, no MIDI output to external devices
  - Via mouse, computer keyboard or multitouch monitor
  - With arpeggiator (pre recording, arpeggios will be recorded)
  - Transpose buttons (can be controlled by keyboard arrow up/down)
  - Record start with Insert or Shift+R
  - Feature uses QT/QML and might be not available (depending on graphics card driver)

- **DPI adjustment**
  - file manager
  - several effects dialogs (EQ116, FFT effects, ...)
  - Object editor
  - Mixer
  - Transport console
  - Manager
- **Project docking**
  - Projects are displayed as tabs
  - Projects can be undocked from the main window
  - Except for main window, docking tabs will only be visible if more than one window or project is contained
  - For main window, this can be activated via ini file entry: [Setup] DockingAvoidTabbers=1 or
    Customize\GUI_DockingAvoidTabbers.INZ

- **Toolbars**
  - Only 2 toolbar sections (upper and lower)
  - New toolbar editor
  - User defined buttons with 400 icons for toolbars are supported
  - Old toolbar skins are supported (missing elements will be replaced with equivalent Camo or Canis icons)
- added Track Editor button in Arranger
- Updated instruments tuner with improved GUI and algorithms
- Minimal size of time displays reduced
- Issue with not visible or moved system options – fixed
- Group name in objects could overlap audio marker – fixed

General

- Change language via help menu
- Track lock now prevents object from being deleted
- New command View -> Zoom Into Selected Objects, also as button in the lower right part of the arranger
- Double clicking a volume handle didn't work for multiple selected objects – fixed
- Crashfix Crossfade Editor
- System settings partly weren't applied when switching the settings page – fixed

New Samplitude Pro X2 Features based on Sequoia 13

New for Samplitude Pro X2

- AAC-HE import/export (requires free activation)
- SD2 import
- VCA Handling
- Workspaces are not changed automatically any more, they have to be saved on purpose
- Samplerates > 96 kHz now accessable in drop down menu
- Additionally for Samplitude Pro X2 Suite
  - sMax11 with option for True Peak Limiter
  - Loudness Metering
    - Compact Loudness Metering (EBU R128/ITU-R BS.1771)
    - Normalization of Master Fader
  - Cleaning & Restoration Suite (including Spectral Cleaning effect v1)

Import/Export

- **AAC-HE export with advanced options**
- New VIP
  - A newly created VIP will be saved immediately (e.g. to avoid wrong path settings)
  - Invalid characters could lead to issues when saving a vip – fixed
  - "Create new VIP" with space at the end of the project name could lead to issues – fixed
  - Name for new VIP YYYY-MM-DD
  - To prevent the change of the default path when create a new VIP, it's possible to create the following ini file entry
    [Setup] StaticNewVIPDirectory=1
- TOC: "Sonic Style" and "Working order" are saved in the VIP (not as program setting as before)
- AIFF: Better format compatibility, especially when using 32-bit Float and 24-bit
- Crash with multi-channel FLAC files – fixed (only 2 channels will be imported)
- Loading of wave files >2GB with defective Chunksize=0 – fixed
- L/R file combination in one stereo object could get lost – fixed

Record/Playback/Engine

- Hybrid-Engine: There is no limitation of the playback speed to 0.125 / 0.25 / 0.5 / 1.0 / 2.0 any more, any value can be used.
- Metronome:
  - The metronome's output device will always be opened -> it's possible to activate the metronome while playback
  - Labeling the metronome output device in the device menu
- Device menu was only able to display 128 mono devices – fixed (now 256)
- Invalid input and output devices will not be corrected any more when loading a VIP

- when closing the System Options, the user will be asked for correction of the devices
- Mixer shows devices with red labels
- Take name is now saved with the project
- Issues during recording with activated Comparisonics – fixed
- MIDI playback issues in 64-Bit-Version – fixed

Mixer/FX/Instruments

- **Free plug-in routing**
  - There is no limitation in routing of internal effects and VST plug-ins any more. Any desired routing is possible.
    - Exception: Object AUX sends stay on last position.
  - Internal effects now can be used in multiple instances per object and track.
    - Exception: EQ, Dynamics, Distortion, Delay
  - Surround effects order can be changed
    - Plug-ins in the separate channels are always calculated prior to the surround effects (that is incompatible compared to the old handling)
  - Object panorama now uses the same dialog as track and AUX parameters
    - Advanced possibilities (Panning Law, Presets, Copy L->R, R->L)
    - Phase inverting now is calculated at the panner position (that is incompatible compared to the old handling)
    - New pan modes on a track: 2 channel panorama, 2 channel volume,
      but without automation, just like in objects (automation curve will be deactivated when using those new pan modes)
  - Annotations to compatibility of projects with older versions:
    - The first instance of an internal effect can also be loaded in older versions.
    - The effect order can only be reproduced in certain cases.
    - Note about compatibility issues with version 12.5
- Mixer: drag'n'drop for effects now identical to objects
  - moving/re-sort: without modifier
  - copy: with CTRL
- Surround
  - Panning Law is set as default mode
  - some bug fixes for load/save panning law presets
  - With active Surround Master, multi-I/O mixer presets didn't work – fixed
- Default TS/PS algorithm for objects can be set under System settings > Effects > Resampling/Bouncing
- Maximized project mixer was displaced by some pixels – fixed.
- MAGIX Plug-ins sometimes could not store their presets (caused by missing writing permissions) – fixed
- EQ116: 64-Bit version mad noises when using the shelving filter – fixed
- Corvex: displays were mixed up – fixed
- Option to "clear" buffers before bouncing/export for all plug-ins with 2 seconds of silence
  - this can take some time when many objects are in the project
  - can be enabled with [Setup] VSTBufferClearing=2000

Hardware Controller

- ControlPanel 3
- Eucon improvements, new SDK
- Automatable parameters of internal effects can now be controlled similar to VST plug-ins
- Surround Pan can be controlled by Hardware Controller. Parameter: Surround Pan (slot 1 = x, slot2 = y)
- "Simple Send" didn't work – fixed
- When toogle between projekts, faders were reset to lowest position and updated to new value afterwards – fixed
- HWC: Issues with with LED updates – fixed
- Diverse fixes

General

- New cursor command "To maximum peak for selected object": Play cursor is positioned at the peak value of selected objects in the timeline.
- "Link curves to objects" didn't work directly after program start when using shortcuts without using mouse – fixed
- Track and object gain are considered for waveform scaling
- Flickering mouse arrow at object toggle and open Object Manager – fixed
- Faster toggle of workspaces
- System options
  - Improved dialog switching in system options.
  - New page in System Options Dialog named "Automation" (replaces old MIDI controller dialog)
  - Mouse System Options: Range Threshold was not saved

- Menu configuration is saved in program-ini (_TB.ini is not needed any more)
- Timestamp
  - File Manager: Auto refresh after timestamp changes in wave file
  - "Set original position": New timestamp is saved in wave file
  - Changed time stamp was sometimes not saved in wave file – fixed
- By default less columns are displayed in Managers
- Error message if ini file was write protected
- Improved crash evaluation:
  - New dialog for inserting comments
  - Crash dumps will be sent immediately, if internet connection is available.
- Removed from program
  - CPU Peakmeter removed
  - MP3 Surround removed
  - dB-grid in Arranger removed
  - DirectX removed
  - audioid removed
  - Old offline FFT filter
  - CD compare option is not displayed any more (can be reactivated by ini setting: [CD] EnableCDCompare=1)

- ASIO Hardware Monitoring
  - [Setup] AsioDirectMonitoringPanningLaw=-3 implemented e.g. for TotalMixFX
    Also avaiblabe as INZ-Container:Customize\AudioEngine_HardwareMonitoring_PanningLaw_3dB.INZ
  - Enhanced functionality (also software monitoring without FX)
    - Support of new pan modes (2 channel panorama / volume)
    - Support of L->R, R->L
    - Support of AUX Bypass and panning
- Wrong panning law in objects when loading old projects with 2 channel panorama – fixed
- AM-Track: Playback issues after loading a project – fixed
- Missing bypass display in mixer for Encoder Preview – fixed
- Obsolete Dynamics effect removed from menu