

# Studio One 3 – Version History and Release Notes

This document lists all Studio One 3 maintenance updates and their included fixes and improvements.

## Version 3.5.5 Release Notes (January 30, 2018):

### **New features and improvements:**

- Cakewalk SONAR keyboard shortcut template

### **The following issues have been fixed:**

- Notes events disappearing when clicking on the Arranger Track
- Snap to grid in Scratchpad not working
- AU Plugin crash
- Crash when switching from song to start page
- [Project Page] Offline TP not exact
- Italian localization issues
- Crash after Drag and Drop with plugins
- Crash in Melodyne after "Restore"

## Version 3.5.4 Release Notes (December 4, 2017):

### **The following issue has been fixed:**

- Real Time Bounce Broken for Instrument Tracks

## Version 3.5.3 Release Notes (November 28, 2017):

### **New features and improvements:**

- Support for Faderport 16
- [Project Page] new command to split Track and Event
- Copy range keeps the original range
- "Add Insert" for mixer channel as Macro target
- Added a value box "Reduction Level" (automation values) with range: 0% - 100%.

**The following issues have been fixed:**

- Potential crash with VSTs when updating master file
- [macOS] DDP export fails when Japanese characters are used in Project name
- [macOS] AU factory preset not restored
- [macOS] Potential crash on quit when certain AU plug-in UI is open
- [macOS] [Project Page] Some songs are truncated when burned to CD
- [macOS] Under certain conditions, search for files won't deliver any result
- [macOS] Potential crash when opening a song with certain 3rd Party plugins (e. g. Slate VerbSuite)
- Some notes not playing when Song started at bar one
- Copy/Paste of automation not working when Folder Tracks are used
- Automation sometimes not applied to Mixdown
- Scratch Pad content appears in the main timeline after Mixdown
- Volume automation varies with device block size
- Send level automation noise
- Channel names on Multi-Instrument presets not restored correctly
- [Compressor] Gain Knob change has no effect
- [Compressor] sidechain switches to mono on listen
- [Compressor] Key Listen in Stereo Mode not working correctly
- [Fat Channel XT] - Key Filter crackle
- Multi-Instrument macro knob parameter name not updating in real time
- Duplicating Arranger section may lose some Events on copy
- Deleted Song folder after Notion transfer
- Console 1 steals focus during transformation process
- Occasionally hanging notes on Stop
- VST not loaded when Notion sends data into open song

## Version 3.5.2 Release Notes (September 26, 2017):

### **New features and improvements:**

- Arranger Track in Studio One Prime/Artist
- Support for StudioLive Series III rack mixers
- Support for StudioLive AR22 mixer
- Command for "Mono" in mixer main out
- Click on automation track control opens the plug-in
- Bounce keeps bus routing
- Option to disable mixer undo
- Updated Song Information window design
- Blacklist for incompatible VST3 plug-ins
- Delete device slots by drag & drop (with cmd modifier)
- Higher resolution for zoom commands option
- Improved Quick Zoom behavior
- Favorites list in browser sorted alphabetically
- [Project Page] Events snap to other events when moved or resized
- [Project Page] Digital Release renders individual tracks based on track markers
- [Developers] API for cloned plug-in instances in low-latency mode

### **The following issues have been fixed:**

- [Fat Channel XT] gate won't recall settings correctly
- [Fat Channel XT] some remote controls missing
- [Fat Channel XT] Macro Controls lose link to parameters
- [Fat Channel XT] wrong scaling in Gate gain reduction meter
- Wrong behavior of duplicated notes in triplet grids
- No Level Meter peak reset in micro views
- [macOS] "No device" not selectable in Core Audio input selector
- [macOS, 32-bit] Audioloops showing unknown format won't play
- [macOS] Crash when unloading certain AU plug-ins with GUI open
- Copy to new scratch pad + "don't follow" Tempo setting doesn't place audio correctly
- Send level parameter jumps at certain values
- 3.5 Spectrum meter scale differs from 3.3.4
- Duplicating Arranger section doesn't copy first note event
- Arrangement scrolls when moving folder event to Scratch Pad

- Auto-save version time stamps can be incorrect
- Automation sometimes not applied during Mixdown
- [Windows] No support for I/O with disparate number of inputs and outputs using Windows Audio
- Mono channels don't respect Pan law in software low latency monitoring path
- [Mai Tai, Presence XT] Gater preset not saved when plug-in is deactivated
- Multiple crashes on Start and Quit
- Audio input can fail after using native low latency monitoring
- Automation not copied correctly to Scratch Pad
- Pipeline as Event FX doesn't force real-time render
- Audio in video player not muted (still playing)
- Channel names on multi-out Instruments not restored correctly
- Copy & paste of events + automation in Automation Track doesn't paste automation
- Transform audio and back resets track delay
- "Mixdown Selection" doesn't exclude unselected events within the selection range
- "Cursor follows edit position" doesn't work when comping using swipe
- Moving Arranger Section leads to unexpected results
- Crash when removing Track with Lexicon MPX-i
- [Channel Strip] gain reduction meters pause or stop based on channel selection or UI status
- [Start Page] Song list not updated after moving user data folder
- Crash after loading certain MIDI files
- Wrongly displayed midi quantization value
- Note Events before first bar can't be quantized
- Metering displays inactive on busses with native low latency monitoring
- Truncated text in keyboard shortcut dialog
- Newly created Instrument Tracks in Folder not assigned to bus
- [Project Page] copying metadata to all tracks only copies artist name
- Missing application settings after upgrade
- Focus issue with Song Setup metadata field tabbing
- [macOS] Core Audio devices show one sampling rate only
- Bus order in console not stable when moving tracks
- Crash when switching record channel

## Version 3.5.1 Release Notes (June 27, 2017):

### **New features and improvements:**

- Overall lower latency when playing virtual instruments
- Further CPU load balancing improvements
- Improved Quick Zoom behavior (alt+shift)
- Mixer Undo history logs parameter changes from external devices
- Visual bypass state for Mix Engine FX in console
- Bouncing Events now keeps routing

### **The following issues have been fixed:**

- [Mix Engine FX] Softube Tape not working in 64-bit double-precision mode
- [Event FX] Editing tail value in event inspector by dragging mouse is broken
- Copy > Replace Arranger section from Scratch Pad back into song creates empty section
- Track names cut off when in "Show Automation" mode
- Inserts on duplicated tracks stop working
- Duplicate / Copy with "Layers follows events" copies wrong range from layers
- Copy and paste to wrong track if "Layers follows events" is active
- [Auto Punch] punch area not respected, results in merged Event
- [macOS] crash in window management
- [macOS] incomplete localization when multiple versions of Studio One are installed
- Disable Solo from Arrangement not working for multi-out instruments
- Browser selection lost after searching
- Time offset when bouncing pitch-shifted audio with new algorithms
- Mixer Undo not working on Cue Mix sends
- Instrument channel direct assign to sidechain not recalled on song load
- [macOS] Stillwell The Rocket compressor (Audio Units) not working
- Instrument Low Latency Monitoring not working with Vienna Instrument Pro
- Latency information for hardware monitoring is incorrect
- [Rotor] Drive not stored correctly
- [StudioLive Series III] DSP and plug-in sync issues
- [Fat Channel XT] Vintage EQ boosts hi and lo shelves on copy
- [Fat Channel XT] gain reduction incorrect
- Output Level Meter modes not synced
- Can't select a plug-in from the Insert Menu with touch

- Can't open controller lane (focus issue)
- [Project Page] crash when importing from DDP Image
- [Project Page] can't update artist name
- [Project Page] Analyzer parameter changes don't mark document as edited
- Level Meter doesn't store/recall "LU/LUFS" and "EBU+18" settings
- Level meter display settings (+18 or LU/LUFS) should NOT reset Loudness values
- [macOS] crash when using built-in audio device on 10.9.5
- Replacing instrument results in wrong instrument UI displayed
- "Cursor follows edit position" broken in Arranger inspector list
- Midi file export with tempo change broken
- Fader automation causes noise on fade out
- Bounce of external instruments at bar one not possible

## Version 3.5 Release Notes (May 23, 2017):

**IMPORTANT:** This version introduces an updated file format for Songs and Projects for faster Save / Auto-Save. Files created in 3.5 will no longer open in previous versions of Studio One. Make sure to work from copies of your existing songs created in Studio One 3.3.4 or older if you like to continue working with a previous version as well.

**New features and improvements:**

- **Audio Engine and Performance**
  - Flexible Dropout Protection
  - Native Low Latency Monitoring
  - Low-latency virtual instrument monitoring
  - Multi-processing enhancements for improved CPU balancing
  
- **Arrangement and Automation**
  - New shortcut to “Select all Muted Events”
  - Copy/Paste Events also copies Layer data
  - Import tempo map, time signatures and markers when dragging MIDI file to Arrangement [Cmd+Alt]
  - Maximum Track Delay increased to 1,000ms
  - New Track command: “Apply Track Names to Channels”
  - “Cursor follows Edit Position” now limited to manually selected events or ranges
  - Batch renaming events always adds leading zero
  - Event Inspector: Multi-editing for Event Start and End
  - Arranger Track: Move Arranger Section only [Cmd+Alt]
  - “Bounce to new Track” now preserves output routing
  - Complete Show/Hide for Automation
  - Automation Lanes on Instrument Track
  - Improved time-stretching accuracy. “Audio Bend” mode now obsolete.
  
- **Mixer (Console)**
  - Mixer Undo
  - Remote control of StudioLive Series III Fat Channel and mic pre-amps
  - New command: “Remove Track Automation” removes all automation data
  - Visual plug-in bypass state in console

- **Instruments and Plug-ins**
  - Fat Channel XT
  - Adjustable level range for Spectrum Meter (all modes)
  - Updated micro-views for Spectrum Meter
  - 12th octave mode in Spectrum Meter (incl. keyboard scale)
  - Loudness Meter now EBU R-128 compliant
  - [macOS] MIDI input for AU plug-ins
  - Event FX window follows Event selection
  - [macOS] Preset list support for AU instruments/plug-ins
  - FX Routing: Splitter can now be moved freely
- **Music Editor**
  - Unlimited number of controller lanes
  - Option to “Resize adjacent Events” (multiple overlapping) [Alt]
- **Score Editing with Notion**
  - Send audio or note data to existing song
  - Tempo map import (drag & drop)
  - Other improvements within Notion (ReWire handling, Studio One application launcher, and more)
- **Project Page**
  - Independent Track Markers
  - Flexible Loudness Detection options
  - New Loudness Meter
  - New Spectrum Meter
  - DDP import
  - Improved meta-data editing
  - Pool in Project Page
  - New Bounce Track option
  - Dynamic search for Songs in Project (improved compatibility)
  - Faster rendering (if a Song is used multiple times)
  - New command “Bounce Track” (includes Track inserts, not Master FX)
  - Extended “Add to Project” menu
  - Improved ID-tag export (adding Composer and ISRC)



- User interface improvements
- New “Split Track” and “Split at Cursor” commands + shortcuts
- **Browser**
  - New “Construction Kits” node in Loop Browser
  - Search fields in Browser and Mixer reset on close
- **Hardware and Multitouch**
  - Dual-screen support (Raven MTi)
  - Higher MIDI update rate for control surfaces
- **General**
  - Delete unsaved files and folders when closing new song w/o saving
  - Warnings shown when errors occur while exporting mix in real-time
  - Updated FLAC codec (better performance)
  - Improved save and auto-save performance for Songs and Projects
  - [macOS] Independent recording and playback devices
  - Extended Bounce and Export options
  - Support for 176.4 kHz sample rate in audio export
  - [Developers] Gain Reduction API for VST2

**The following issues have been fixed:**

- “Invert Selection” didn’t restrict range when Scratch Pads exist
- Arranger Track section copy doesn't work backwards on timeline
- Pre-recorded notes overlapping loop start are doubled after loop recording
- Fade handles are hard to reach when event volume is not at max.
- Overlapping audio events with fade-in are out of sync
- Crash when recording MIDI in loop
- Play Start Marker affects bounce between markers
- No “Paste” in context menu for Tempo Track
- [ARA] Events show wrong content when split after analysis with Melodyne 4.1
- Crash with NI Complete Audio 6 when changing sample rate
- Audio time-stretch with bend markers is not exact
- Chorder: Crash when transposing out of range with automation
- Install from "Cloud" inside Studio One 3.3 hangs
- Plug-in menu search box loses focus

- Command for "Show in Finder/Explorer" not working for Macros
- Can't drag more than one Instrument from Browser
- [macOS] Newly created folders not visible in Browser
- "Copy external files" not working for multiple opened songs
- [macOS] Studio One language changes after re-install
- Crash while closing all songs
- Musicloop exports without audio when routed to outputs other than Main
- Wrong-placed note events in loop recording
- Sustain pedal with latency writes wrong data
- Global plug-in bypass not functional if any plug-in in Chain is disabled
- Spectrum Meter curve has offset depending on FFT size
- Channel buttons missing on Multi-Instrument channels
- [macOS] AU Instruments saved in OFF status load back empty
- [macOS] Kontakt AU not showing all available outputs
- Global deactivate FX not working with disabled tracks
- Inconsistent behavior when chasing long notes
- [Impact] Wrong channel order when moving sub outs in mixer
- Wrong channel order after transform to audio and back
- Wrong channel order between folders and busses
- Wrong channel order when dragging instrument to track
- Studio One will not export note data to Notion if the file has an apostrophe in the name
- [macOS] Crash on start with OSX 10.11 El Capitan
- [macOS] AU presets always marked as edited
- [macOS] Invisible scroll bars in help window
- Offset when dragging audio file with bend-markers to Instrument Track
- Notes are transposed one octave when dragging to new Instrument Track via Melodyne

## Version 3.3.4 Release Notes (February 21, 2017):

### **New features and improvements:**

- Trim start/end to cursor works for selected track if no event is selected
- Unpack layers to tracks in the context menu on range selection. Also for specific layers (via range selection on layers)
- Templates for StudioLive 32, Studio 2|6 and Studio 6|8

**The following issues have been fixed:**

- [macOS] Crash when re-adding VST instruments
- Audio engine error when activating Fat Channel
- [macOS] AU automation broken for large param IDs
- [macOS] Hang when zooming reference manual to small (mobile) view
- VST3 context menu position wrong on Windows High DPI
- Global FX off can't be switched ON when a track is deactivated
- Fatal error in DDP export
- Embedded Melodyne not working in Artist version
- Crash when loading projects with missing media files
- [Win] Improved Direct 2D error handling
- Channel splitter exposes noise of analog-style plug-ins

Version 3.3.3 Release Notes (December 19, 2016):

**The following issues have been fixed:**

- [macOS] Crash with FaderPort 8 and OSX 10.8
- Mackie Control Universal Pro not connecting
- Solo/Mute in multi-selection not working
- Mouse wheel input broken for value fields
- No input channel buttons in Prime
- [macOS] Plug-in can't connect to http server

Version 3.3.2 Release Notes (November 29, 2016):

**New features and improvements:**

- **PreSonus FaderPort 8 Integration**
- Modulation wheel position is saved with the preset or song
- Removed notes overlay on non-Melodyned events
- Copy/Paste for VST-XML (for 3rd party applications)
- Video Engine tweaks
- Plug-in editor does not close now when disabled via editor menu
- Copy audio event to new track also copies all takes/layers
- QWERTY Keyboard Remote Device access via CAPS lock
- Encoder remote control for pan and other controls is more usable now
- [macOS] MIDI port names are more readable now

- Copy automation via copy and paste events
- [Win 8.1 or later] Plug and play for USB MIDI devices (Reconnect is automatically initiated when plugging in USB MIDI device.)
- MIDI program change for VST3 plug-ins
- Templates for StudioLive AR mixers

**The following issues have been fixed:**

- Browser not scanning Sound Sets in subfolders
- Lockup when pushing corresponding number on keyboard for Select Alternative Tool
- Event content is drawn outside event boundaries on tracks & layers
- Studio One will ask to use audio device that's never been connected
- Not possible to insert a send effect to multiple selected channels
- Crash after recording Instrument part
- Crash after Glue Instrument Parts
- Quantize audio events/parts ignored first selected event per track
- Studio One crash in Rewire mode
- Artist picture has color tint when using CMYK JPGs
- MTC out of sync with NLA Video Slave 3
- Presence XT does not store active key switch
- Melodyne Install Now link broken
- "Between each Marker" export bug
- Writing Automation with the Range Tool will affect everything during playback
- Instrument editor is stealing focus when open
- Part Automation changes without user action
- Crash on close all
- Wrong pre/post fader icon on main channel
- Crash when closing Studio One while updating
- No "missing samples" dialog after drag & drop of presets to the layer list
- [ARA] No UNDO in Studio One for tempo changes in Melodyne
- Copy single automation node not working
- Z key (American Keyboard) activates Y key on QWERTY Keyboard
- Disabling first insert on instrument channel disables Note FX
- Video Player fixes for Windows and macOS
- Auditioning MIDI files in Browser not working
- Alt + Drop FX to Send panel doesn't respect multi-selection
- Filtering loops by category can take very long
- [Win] Moving plug-in windows between Monitors with different DPIs broken

## Version 3.3.1 Release Notes (September 6, 2016):

### **The following issues have been fixed:**

- [Win] Melodyne 2.1.2 causes Studio One to lock up on launch
- [Win] Older Win 7 machines are missing a MS dll
- [Win] Softube Console 1 fails at launch
- [Win] Moving an Arranger section does not move included events
- [Win] Plug-in compatibility issue with outdated PACE implementation
- [Win] compatibility issues with certain audio interfaces
- Preview function for layers not working
- Disabled Tracks and instruments lose bus routing
- Missing a "Cancel" option in Combine/Load Instrument dialog
- Disabled Channels are part of Mix Engine FX signal flow
- Disable-state of Plug-ins not saved/restored in presets
- Activate monitoring after enabling Track not working
- Output routing changed for disabled instruments

## Version 3.3 Release Notes (August 25, 2016):

### **New features and improvements:**

- Integration with Notion 6: transfer audio and note data between Studio One and Notion, anywhere on your network
- One-click global Effects on/off
- Combined On/Off for multiple selected Effects and Instruments
- Disable Tracks, Instruments or Plug-ins
- New Autofill option for multitrack drum quantization in Slice mode
- New video engines replacing QuickTime  
(Win: Microsoft Media Foundation; OS X: AV Foundation)
- Transform tool for note velocity
- Performance improvements for Mix Engine FX
- ¼T added to Quantize grid
- Updated MP3 decoder (compatibility improvements)
- Improved tape-style monitoring
- Resizing notes respects initial mouse offset
- Note events no longer jump when clicked
- Note events no longer played when deleting or lassoing
- New crop events and note selection shortcuts in Music Editor

- Navigate between channels from plug-in header
- Multi Instrument sub outputs now listed in stem export
- Mixdown without master effects state now saved
- [Studio 192 / Studio 192 Mobile] Direct control of Mute, Dim, Talk and speaker selection from Studio One mixer (requires UC Surface 1.8.1 – to be released in mid-September)

**The following issues have been fixed:**

- Extract Audio from Video not working (macOS - 64-bit)
- Crash with Console Shaper
- Missing audio in Melodyne when event is trimmed
- Crash when exporting many audio clips via drag&drop to Browser
- Double-click on a negative bar value in Melodyne ruler starts playback from current play-cursor position
- Automation does not follow when dragging event to Scratch Pad
- Automation bracket tool is jumpy on certain track heights
- Magnifier tool shortcut (shift+alt) shouldn't toggle snapping
- Add ranges via SHIFT should not deactivate snap
- Extra automation point created when copying
- Part automation of layered parts are lost on merge
- [Win] Switched to dynamic Universal C Runtime (increases number of simultaneous unique plug-ins)
- Crash when entering faulty ISRC code
- Crash after canceling external instrument bounce
- GUI update very slow when lots of events are in a folder
- "Record Takes" for part automation broken
- Crash after canceling external instrument bounce
- Tooltips missing when changing event volume
- Bus channel order changed after mixdown
- Track within a folder changes position after transform
- Time-stretched audio is shifted by 1 sample on each bounce
- Move folder track under another open folder not possible
- [OS X] GUI glitches with Melodyne 4 on Retina Macs
- Crash when disconnecting external storage
- Crash in Presence XT scripting engine

## Version 3.2.3 Release Notes (June 9, 2016):

### **New features and improvements:**

- Channel input monitoring meter can now again be activated with arm button only when Tape Style monitoring is off
- Edit Cursor is placed only when “Range Tool in upper event area” mode is activated and clicked in upper track area
- Disabled automatic loop activation
- On stop, only locate to edit (orange) cursor when "return to start on stop" is active
- Trim whole envelope with "bracket" tool beyond last / before first point
- Show absolute and relative values in automation transform tooltip

### **The following issues have been fixed:**

- VST Instrument timing issues with Mix Engine FX Delay Compensation
- Audio Bounce creates silent output with tape style monitoring
- Preset Issues with non-ASCII characters in file names
- Crash when importing MP3 with special tags
- The only tempo of a song can be deleted when scratch pad exists
- Crash after closing missing plugin dialog
- First part of audio missing after bounce of time-stretched event
- Quantize of grouped Audio Tracks doesn't work correctly
- Instrument events truncated on notes instead of bars
- Playing solo in layers deactivates loop
- Using smiley with heart-shaped eyes (emoticon) in file name causes song not to open

## Version 3.2.2 Release Notes (May 19, 2016):

### **New features and improvements:**

- New command to open Event FX window (Alt+F)
- ALT modifier for fades now suspends crossfade editing
- New option to enable/disable auto-expand layers after recording takes
- Monitoring button and metering reflect correct status in tape-style record mode
- Bus channel metering shown on automation tracks (track height “normal” or higher)
- [Project Page] MD5 checksum for DDP export
- View all channel types in inspector

- Use ALT modifier to add FX plug-in as bus channel when dragging to console
- Improved import of Cubase/Nuendo Track Archives (now supporting level, mute, automation data, VCAs)

**The following issues have been fixed:**

- Mix Engine FX have no latency compensation
- Crash on quit with multiple open songs
- Controller data not visible while recording on Instrument Track
- [Music Editor] CMD modifier behavior for temporary Paint tool should be inverted
- Crash after drag and drop of audio to the browser
- Alternate range tool doesn't work on automation lanes
- Paste at original position doesn't work for arranger parts
- Dragging multiple events to empty space doesn't create multiple tracks
- Layer name not set on first take
- Legato command misinterprets last event
- Bus connection lost after adding VCA in track controls
- Automation track to lane area not properly transferred on drag
- Wrong channel order after adding VCA from track controls
- [OSX] UAD plugins leave white boxes on the screen
- [Presence XT] articulation key switches not applied for notes on same time-position
- Impossible to set cursor to bar 1 beat 1 in Scratch Pad
- Vertical zoom state not reset on double-click when all notes have the same pitch
- élastique Pro 3 time-stretching out of sync in stereo files
- "Solo follows selection" doesn't work for shared instrument tracks
- Crash after undo audio quantize of grouped tracks
- Play Start Marker placed in negative time
- Delay Compensation broken for Pipeline on Main Out
- High sample rates not represented correctly in OpenTL

Version 3.2.1 Release Notes (March 30, 2016):

**New features and improvements:**

- **Save and restore Studio 192, RM and AI mixer settings (Fat Channel, Pre-amp)**
  - New button in mixer settings controls restores audio device settings
- **Pass-through mode for Mix Engine FX**



- New option allows Mix Engine FX plug-ins in a downstream bus (like Main Out) to process **all** upstream channels, even if a bus is inserted in between)
- Different indicator LED colors for different Mix Engine FX routings
- Added 23.98 (23.976) frame-rate support for HD video
- Show relative value tooltip when using transform tool
- VCA Channel - Show/Hide Targets
- Loop follows selection shouldn't activate Loop
- Zoom Tool available in Music Editor
- VCA Fader should follow multiple selected tracks
- Option to play overlaps in create song dialog
- Option to switch off auto color
- Return to Start on Stop without view jump
- Group tracks hidden in hidden folder
- Suspend “Loop follows selection” when loop has been changed manually
- Save play start marker in song
- [Win] Updated GEAR CD burning drivers

**The following issues have been fixed:**

- [OSX] Sample Rate Mismatch In OS X 10.8.5 and 10.9.5
- [OSX] Preview in file selector missing
- [OSX] Help Viewer not brought to front again
- Putting a Main bus automation under a Track folder hides the main bus
- Shift modifier conflict
- XLN audio plugin stalls progress dialog
- Crossfade not working after applying it
- Crash when loading song
- Midi notes are not recorded correctly using Repeater in input mode
- Repeater's Gate causes unpredictable playback at low settings
- Groove Programs B to G not properly recalled
- VCA Fader only shows metering while Peak/RMS is selected
- Auto-scroll not applied again after activating it
- X Fade: hard to get back to linear
- Changing Note velocity repeatedly by mouse input won't go below 13/10%
- Arranger area (partially) black after closing extended editor
- Return to Last Locate on Stop
- Input Level meter pre inserts (was post in 3.1.1)

- Multi-output instruments track assignment issue
- Invert Macro Control doesn't work properly
- FX Wet/Dry broken when saving the song for the first time
- FX Sends can be dragged on insert FX
- [Mai Tai] Pitch & Key follow doesn't work correctly
- Markers are unnecessarily duplicated when created from Arranger sections
- Automation volume drop when adding VCA
- Micro-view state not recalled when instantiating from thumbnail or plugin name
- Vertical zoom state not restored by Restore Zoom State
- Group Comping: switching layers for grouped tracks
- Unexpected result on numerical changes to event start inside part
- Start of audio event within part snaps to wrong position after specific action
- Slip-editing single short Event within part not correctly redrawn in editor
- Go to next/prev track is not working on Project Page
- "Solo follows selection" broken for Folder Tracks attached to a VCA
- Mute and Solo key commands don't work for VCA's
- Doubled audition notes sent when using arrow keys to switch
- Pro EQ "Waterfall" moving faster while editing a curve
- Listen tool as alternative tool does not solo channel
- Crash after drawing on tempo track after Scale Time, with Scratchpad open
- External Instrument Bounce broken for multi-channel MIDI
- Channel editor opens in detached Melodyne editor
- Marker color does not update when changed with mouse wheel (suppressed now)
- When "Show Automation" is enabled, automation data is always pasted to displayed lane
- Start region of successively recorded audio event is not exact (but early)
- Return to Start on Stop is ignored on Record
- Click in Empty Space does not locate in playback
- Last CC node in part always being set to the last CC value before punch out
- MIDI CC data resets to last value after loop cycle
- Record Mix MIDI CC data in a loop, randomly replaced for blanks
- Bus ends up in folder Bus when dragging folder past other Bus in console
- DDP cd-protocol.html is missing EAN code

## Version 3.2 Release Notes (February 25, 2016):

**New features and improvements:**

- **Mix Engine FX**
  - New plug-in API and interface for Mix Engine FX (Mix FX)
- **New FX Plug-in Console Shaper (Mix Engine FX)**
- **VCA Faders**
  - quickly create VCA for selected channels
  - unlimited nesting / overlapping
  - VCA / folder linkage
  - Merge option for VCA fader automation
- **Arrow Tool enhancements**
  - Option to auto-select Range Tool in upper event area
- **Range Tool improvements**
  - single click sets the cursor
  - in stop mode, locate happens immediately (play cursor)
  - in Play mode, it sets the edit cursor; the locate is deferred until transport stops
  - double click on event splits the event
  - double click on a range selection splits range
  - more Arrow Tool improvements: event size handles (left / right edges) are now easier to access with the mouse (fade handles interfere less)
- **Crossfade editing improvements**
  - in a crossfade, both sides can be sized easier
  - moving a crossfade (X cursor) is easier now when zoomed out
- **Extended layer/take editing (comping)**
  - navigation keys (when a layer is selected):
  - Arrow up/down: navigate between layers (selects previous/next layer)
  - Arrow left/right: moves a range selection on a layer to the previous/next area, determined by the event ranges on the main track.
  - Shift+Arrow left/right: extend a range selection
  - when another layer of a track is selected (Arrow up/down or click on layer track controls), an existing range selection is moved to the previous/next layer.
  - Layer Solo:
    - when a layer is selected, the Solo command ("S") now solos the layer (not the track).

- the existing option "Solo follows Selection" now also applies when selecting another layer.
- Layer Colors:
  - Layers can now have (optional) colors, that can be chosen in the layer track controls
  - auto coloring also applies to new layers ("Add/Duplicate Layer")
  - similar to event colors, the layer color can be undefined. The color of an event on a layer is determined in this order:
    - 1. Event color (as before)
    - 2. Layer color
    - 3. Track color (as before)
  - Range Tool:
    - previously, the "Quick Swipe" comping function was always used on layers, regardless of the selected tool (except the listen tool)
    - now the Range tool can be used to select ranges on layers
    - a range can also be selected with a single click on a layer (selects the event range from the main track). This also works with the Arrow tool.
    - switching content on the main track:
      - when an event on the track contains material copied from a layer, the context menu of that event will have a sub menu "Select Layer Content", listing all layers that also contain material in the event range.
      - selecting a layer from the menu replaces the event on the track
      - switching can also be done quickly with Alt+Mousewheel (next/previous layer)
- **Layer / Event naming:**
  - in the track controls of a layer, the track name is shown below the layer
  - the generic default layer names ("Layer 1", etc.) are now assigned permanently, so they don't change anymore when reordering layers (which caused a lot of confusion)
  - when promoting layer material to the track, events now get the layer name; if the layer has no real name, the event name is "trackName layerNumber"
  - when recording, the name of the active layer is used in the event name: "trackName layerName" or "trackName layerNumber" plus a running index
- **Various:**
  - new "Expand Layers" button on track controls (shown when track has more than 1 layer)
  - when a range is selected on a layer, a button for the "Copy Ranges to Track" Command" appears on the layer's track controls
  - duplicating a layer now expands the track to show the new layer

- **Extended tab-to-transient**
  - Tab: move cursor to next transient (as before; discards existing range selection).
  - Shift+Tab: create / enlarge a range selection from cursor to next transient
  - Cmd+BackSpace: move cursor to previous transient
  - Shift+Cmd+BackSpace: shorten range selection (end) to previous transient
  - all these commands search for transients on the selected track(s).
  - when used during playback, a separate "edit cursor" allows navigating through transients, independently of the play cursor position.
- **New transport options**
  - context menu on transport buttons
  - consolidated "Options" in "Transport" menu
- **New Play Start Marker**
  - decouples playback position from edit selection (called "Dynamic Transport Mode" in ProTools)
  - can be enabled/disabled via key command, context menu in the time ruler
- **New "Loops follows selection" option**
- **New Quick Zoom options**
  - Select range with mouse + Alt key zooms range; single Alt+click to return to previous view
  - with the Arrow Tool selected:
    - alt+click an event to select it AND zoom selection
    - alt+click again anywhere to zoom back to previous view
  - with the Range Tool selected:
    - alt+drag to select range AND zoom selection
    - alt+click again anywhere to zoom back to previous view
- **New mixer options**
  - VCA channel placement and routing display
  - preserve order of channels with folder track
- **Automation improvements**
  - quick range editing (automatic "bracket" tool)
  - automation curve can now be "trimmed" via the upper 1/4 area of a selected range (|--| Cursor appears)
  - new command "Automation" - "Transform Range" (default key: Alt+T) creates a transform selection from the selected range
  - range selection creates Transform edit selection for automation (incl. simple up/down dragging PLUS all other Transform options)

- matches track/channel default colors; selection follows; default names are in sync
- **Various workflow improvements**
  - improved "select to end / select from start" shortcut (track focus)
  - drag instrument part to audio track renders audio and creates event
  - double-click output meter in transport bar opens Main channel inserts window (Channel Editor)
  - move Insert FX (alt+drag) between channels (drag without modifiers still creates copies)
  - "Split" command (alt+X) now works for split range AND split at cursor
- **Improved appearance controls and view/visibility**
  - main contrast slider is changing the text intensity (mainly),
  - Arrangement contrast is changing the grid intensity now.
  - Luminance and saturation are still the same, but change some colors in a non-linear way now. (i.e. toolbar color saturation)
  - track numbers added to Inspector Header
- **Various Multitouch Improvements**
  - improved vertical zooming
  - long tap to select is now shorter (had too much lag)
  - smoother scrolling of arrangement and mixer
  - OSX: mouse events are now sent properly to system
  - control Console height and Browser width with touch
  - touch support for color picker added
- **Updated ProTools keyboard mapping scheme**
- **DSP Fat Channel + PreAmp Control for PreSonus RM and AI mixers**
- **Melodyne 4 support**
  - Melodyne 4 Essential inclusion (contains new "Universal" algorithm for high-quality time-stretching and pitch-shifting of polyphonic audio material)
  - improved tempo map extraction

**The following issues have been fixed:**

- [OSX] Presence XT has long loading times
- [OSX] Crash when removing MIDI device while MIDI port selector is open
- Cue send lock is not always working
- Playback issue with enabled audio cache
- Delete key not working in channel editor
- Delay compensation not working on output channels

- User login not working when password includes a mutated vowel
- Studio One is unresponsive when Input Filter plugin is used
- Sustain pedal automation could be ignored when rendering audio
- [OSX] Can not change Studio 192 sample rate when IO format changes (may still occur with 10.8.5)

## Version 3.1.1 Release Notes (December 15, 2015):

### **Improvements:**

- Added context menu for plugin search results for hiding and to favor plugins
- Filter hidden plugins from search results
- Enlarged channel output list in instrument

### **The following issues have been fixed:**

- Bounce command leads to empty event
- Focus issues in search result / list view
- Insert plugin reorder bug
- Event dragging feedback does not update when zoomed in
- Freeze with Melodyne tempo data when dragging onto the tempo track
- [OSX] Freeze after dragging with Wacom tablets
- ZLM doesn't switch to new track assigned to same input as previous selected track
- Hang with Scratchpad and automation data

## Version 3.1 Release Notes (October 5, 2015):

### **New features and improvements:**

- **Support for PreSonus Studio 192 USB 3.0 Audio Interface and DIGIMAX DP88 Preamp / Converter**
  - preamp control
  - DSP Fat Channel control with native link option
- **New Plugin Manager added to the Browser**
  - “Favorites” folder with user-definable favorites
  - “Recent” folder shows 10 most recent plugins / instruments
  - show/hide option for plugins
  - customizable plug-in folder structure
- Added volume control to parallel effects paths in channel editor
- [Windows] Added support for Marian ASIO hardware sample format

- Added Control Link focus mapping for external instruments
- Added option to show mixer channel numbers in track controls section
- Added button to open Note FX from track controls
- Added option to colorize track controls
- [OSX] improved 10.11 compatibility
- Keep notes in loop range on input quantize
- Audio effect editor is closed when plugin is removed in mixer insert
- Improved Windows 10 and High-DPI compatibility
- Improved Auto Gain in Compressor and Channel Strip with further improved gain response in Limiter and Tricomp [NOTE: this may affect levels in pre-3.1 songs]
- Improved mouse-over visibility of monitor enable buttons in mixer
- Improved multi-touch control:
  - crash when renaming channel / changing color with touch
  - panning area should not select tracks
  - prevent channel selection while touching faders
  - lag when moving faders with touch
  - prevent scrolling while editing controls inside scroll-view
  - touching the scrolling arrangement should stop scrolling immediately
  - jitter in scroll animation in browser after releasing touch
  - long-press menu on inserts / sends in device rack does not work with touch
  - selecting a channel with touch + command key immediately selects it
  - button swipe shows unexpected mouse-over behavior
  - ignore additional fingers during zooming
  - touch scrolling performance issue
  - multi-touch support for Multiband Dynamics plug-in
  - resizing mix window with touch is slower than with mouse
- **Updated Sound Set Builder 3 now available via PreSonus Exchange**

**The following issues have been fixed:**

- DDP export fails on second attempt
- Channels can disappear in detached Mixer on resize
- [OSX] Keyboard modifier not working on drag event
- [OSX] Crash with touch input
- [OSX] Redraw issue with Waves Plugins
- Metronome "On" State for outputs not saved



- [Win 10] Open files dialog not shrinkable
- Midi event erased after next looped recording
- [Win] Crash with Pen input
- Remote surface placement broken
- Multi-Instrument with multiple tracks cannot be transformed
- Stem export does not export instrument track correctly
- Open Marker track key command not working
- VST3 GUI resize issue with FabFilter Pro-C 2
- Track automation "flyback" on touch behavior
- [Win] Sample rate change not possible with ZOOM ASIO driver
- [Win] Manual not opening when user account name has special characters
- Crash on unloading Roland Promars

## Version 3.0.2 Release Notes (July 30, 2015):

### **New features and improvements:**

- Reference manual now available in Japanese, German, and French
- Studio One Prime activation support
- Various multi-touch improvements
- Focus newly added tracks
- Added shortcuts for open/close Arranger Track
- "Show sources" command also working with Multi Instrument
- Audio Pool selection UI improvements

### **The following issues have been fixed:**

- [OS X] crashes on quit
- Send FX divider fixes
- Arranger track did not copy time signatures
- Multi output instrument routing lost after switching song
- Fader size jumps when opening mix console input or output
- Undo for insert time signature

## Version 3.0.1 Release Notes (June 30, 2015):

### **New features and improvements:**

- Italian localization added
- Updated reference manual with improved layout and navigation
- New teaser Sound Set “Prime Selection Loops and Sounds” for all versions
- USB installation support for optional USB thumb drive
- Multi-touch support for 3rd party plug-ins
- Multi-touch support for context menus
- Multi-touch vertical zooming improvements
- Improved multi-touch performance
- Change: TUIO support now disabled by default
- Improved visibility of selected events
- Improved toolbar button alignment (optimized for smaller screens)
- Improved automation curve handling
- Support for Studio One Remote and PreSonus CS18ai moving fader controller (UCNET remote)

### **The following issues have been fixed:**

- Mixer fader size changes when adding tracks
- Fader height jumps when double-clicking main output channel in mix console
- Mix console fader size not saved in expanded view
- Mix console output tabs not keeping size when showing/hiding
- [OSX, Windows 8.1] Crash on quit
- [OS X] Magic Trackpad issues when zooming
- Studio One 3 professional not opening (stuck on startup)
- [Mai Tai] Recurring audio engine lock-up when auditioning presets
- [Presence XT] Disk streaming lost in certain conditions
- [Presence XT] Presets not showing after Sound Set installation
- [Multi Instrument] Missing files dialog not opening
- [Multi Instrument] plug-in delay compensation and sync problems
- [Multi Instrument] Crash on using mouse wheel on Macro Control knob
- [Browser] Search sometimes omits characters
- [Browser] Double-click in search result doesn't start preview playback

- [Project Page] no track selected when opening project
- Deselecting songs on Project Page disables zoom options
- Crash with CD burning engine
- [Multi Touch] Double-tapping screen in Music Editor can create ghost notes
- Ampire XT sometimes crashes when switching between mono and stereo
- Crash with Waves side-chain plug-in and Splitter in Extended FX Chains
- Redraw issues with Waves plug-ins
- Windows HiDPI issues with Fab Filter Pro-Q2
- Text input not working with Native Instruments VST2 plug-in
- Several plug-in UI label issues
- Bitcrusher missing in Studio One 3 Artist
- Compressor auto-speed option causes audio distortion
- Side-chain compression lost when rendering Instrument Tracks
- “Replace FX Chain” dialog not updated after replacing preset
- Extended FX Chains can cause unwanted phasing
- Tape-style monitoring not working properly with zero latency monitoring
- Reference manual viewer not restored properly when minimized
- Arranger Track not copying time signature
- Editing automation curves sometimes jumpy
- Automation not following when dragging event to Scratch Pad
- Automation points and lines sometimes disappearing randomly
- Macro Toolbar icons size reduced when opening
- Tooltip tracking broken in song I/O setup matrix
- Activation “Refresh” button not working with touch screen
- Sending timecode with active Scratch Pad causes application to freeze
- élastique PRO Solo mode causes track bounce to stall
- Wrong focus track in editor
- Certain MIDI files truncated on import