readme_EN - Samplitude Pro X6 / Samplitude Pro X6 Suite

04/29/2021 Samplitude Pro X6 17.0.0.21171 Release version

- **Reworked plug-in browser with access to presets**
  - New design
    - Effects + instruments can now be displayed simultaneously
    - Options for dialog behaviour after plug-in choice
    - Button for accessing VST scan commands and VST system options
    - Display of current track routing
  - Presets
    - Access to factory presets and user presets of VST plug-ins and internal effects
      - All plug-ins can be scanned again in system options
      - This will read all "factory presets"
      - User presets are stored in and read from fx-presets\VSTPresets by standard
    - Integration in search, favorites, and recently used
    - Favorites and "Recently used" now always including presets (also in the slot menu)
  - Other improvements e.g.
    - Search begins only after 2 letters input
    - Plug-in browser now also available in object context menu
- **Reworked plug-in routing dialog**
  - New Design
  - Display of VSTi outputs (like in the mixer)
  - Display of AUXes in object
- **Effects / Instruments**
  - **Dynamic EQ**
    - new equalizer plugin with functions for dynamic frequency band levelling
  - restructuring of Vita Solo instruments
  - Revolta 2 : 64 Bit Version
  - coreFX / colorFX Suite plug-ins
- **Automation Panel**
  - Quick switching of automation modes, is set for all tracks
  - Access to automation preview
  - Further automation commands (Jump/Glide/Write to start/end)
  - Write target (parameter filter)
    - Enables writing for individual parameter groups (Vol, Pan, ...)
  - Manual write with varying track options
  - Status display for curves
    - Just takes curves into account that are selected in the automation panel
  - Layout of the dialog adapts dynamically to window proportions
  - dockable
  - Display of track count for automation modes if not the same for all tracks
- **Automation**
  - Extended automation features (cf. Automation Panel)
    - Automation preview
    - Glide/jump commands
    - Write to start/end
  - Avoid duplicate nodes at the same position
  - Improved end node handling
- **SoX resampling**
  - high quality resampling algorithm (offline) with good processing performance
  - quality preferences are no longer needed
  - three modes for phase linearity during resampling available
- **Unicode**
  - improved loading of files with file names from other code pages (e.g. cyrillic, japanese, chinese,...)
  - project compatibility
    - projects created with ANSI versions can be loaded completely with new code page
    - unicode projects in identical code page can be loaded in older ANSI versions with only few limitations (e.g. comments)
- **Record / Playback**
  - New switch "record default output" in record dialog
    - To record the default output of the system (e.g. internet browser)
  - Record track output
    - The output of any mono/stereo track (incl. busses and master) can be chosen as input of another track
  - Warning, if hard disk space is limited
  - New playback mode "continuous playback while editing"
    - Allows editing in ranges without interrupting playback
    - In this case, the playback position is not used for loading files and cutting objects
  - Record take can be displayed in time display
  - Added the new file name template "takename_trackname"
  - New command/option: latency compensation during storing of markers
    - Takes the latency into account during the setting of markers

- **Arranger**
  - Better visualization of drag'n'drop of tracks in arranger
  - Improved input of track amount during insertion of multiple tracks
  - Optimized display of track head elements in tempo track
  - Improved display of playback marker
  - Track head: plug-in order can now be changed via drag'n'drop
  - Auto scroll while moving tracks (also in mixer)
  - Improved visibility of active range borders on the timeline
  - New behavior for dragging tracks
    - Introduced different drop zones to place tracks in a more controlled way
    - Scrolling when dragging tracks now accelerates over time in order to move through large projects more quickly
- **Visualization / wave form display**
  - Spectroscope
    - New visualization with filled areas
  - Spectral view
    - Logarithmic display available
    - Resolution can be set in display options (graphics need to be recalculated)
  - WaveColor
    - Is now calculated during recording for up to 8 tracks

- **Routing**
  - Monitoring section can now be used to monitor surround busses, as well
  - Monitoring section solo handling is now inplace as default - similar to behaviour without monitoring section
    - can be switched to off via track solo menu in arranger / mixer or input section menu in monitoring section
  - Display a warning when
    - (1) using monitoring without hybrid engine
    - (2) trying to record track output without hybrid engine
  - Reworked routing to stereo master
    - If master is toggled to inactive, peakmeter is still visible, but greyed out
    - Mix to file als available for deactivated master
- **Export**
  - Multitrack bounce now includes AUX and Submix busses

- **Eucon / HWC**
  - Improvements related to AUX creation and editing
  - Sends on fader doesn't work with hardware controllers - fixed
  - Issues with opening/closing plug-in windows - fixed
  - Hardware controller receives unnecessary volume updates when automating VST effects - fixed
  - Hardware controller doesn't receive initial values for VSTi - fixed
- **Window handling / usability / GUI**
  - Track editor integrated in docking
    - This way more space is available to the left of the docker
    - Just one track editor for all projects
    - Now also available in landscape format
  - New command "All windows to main screen"; especially useful after switching from a dual monitor setup
  - Already a single project window is now displayed as a tab
  - some optimizations for track editor and arranger design
- **Mixer / object editor**
  - AUX handling
    - AUX fader skaling is now logarithmical
    - AUX to Fader
      - In the top right of the mixer and in the volume fader menu there is now an option to represent the sends to an AUX bus by the volume fader
    - Improved AUX assignment
      - e.g. changing AUX 3 only creates AUX 3 without creating additional AUX 1 + AUX 2 busses
      - using Sends on Fader or multiple outputs doesn't change this assignment anymore
    - A track can now be AUX send and sidechain input for another track simultaneously
  - Coloring of routing targets
    - If track colors are used, the track outputs and AUX sends will be colored accordingly
  - New commands regarding track visibility
    - Select all source or destination tracks of the selected track(s)
    - Show (only) or hide all selected tracks
  - Panning dialog
    - MSLR conversion is now available as single step process
  - Surround panning with VST plug-ins
  - Better visualization of drag'n'drop-ing of tracks in the mixer
  - Introduced drop zones in mixer for dragging tracks similar to arranger
  - Paste FX / Paste FX chain now affects all selected tracks
  - Option for opening FX while keeping the bypass state
    - via ini entry [Effects] KeepFxBypassedWhenOpening=1
  - Object editor
    - Plug-in order now changable like in the mixer via drag'n'drop
    - Added drop down arrows for section menus so users can find them more intuitively
  - New command to load projects without VST plug-ins
    - To remove plug-ins with compatibility problems, for example