

readme_EN - Samplitude Pro X7 / Samplitude Pro X7 Suite

01/18/2023 Samplitude Pro X7 18.2.1 Build 22560

- FaderPort crashes with certain plug-ins (e.g. VariVerb) - fixed
- Crashes on Japanese Windows versions - fixed
 - this problem was caused by writing corrupted ini entries - that's why on these systems an **ini reset e.g. by reloading "Samplitude Standard" settings from startscreen is recommended**

12/13/2022 Samplitude Pro X7 18.2 Build 22559

- Performance
 - SEQ-6594 Faster moving, deleting or adding tracks
 - SEQ-7047 Faster creation of new projects, faster skin change
- Hardware Controller
 - SEQ-3929 Extended PreSonus Faderport support for Faderport (v2), Faderport 8 and Faderport 16, see separate document "PreSonus FaderPort Support in Samplitude EN.pdf" in program folder.
 - SEQ-7244 Improved coexistence of Faderport or other MIDI controllers with EuCon
 - Master's stereo enhancer jumps when activating MONO in any channel strip - fixed
- MIDI / VSTi
 - MIDI Editor
 - SEQ-6576 MIDI Editor tooltips of CC-events
 - SEQ-6617 MIDI editor glue and split functions work now for all selected events
 - SEQ-6617 MIDI editor glue and split functions didn't consider object assignment when editing multiple objects - fixed
 - SEQ-7351 Plug-ins inserted as MIDI plug-ins remember this when inserted again from "recently used" plug-in browser tab or menu
 - They can also be added as MIDI plug-in to Favorites from there
 - SEQ-6490 updated MAGIX shop handling
 - New option in VST setup for MAGIX shop access
 - Default off, to avoid "Waiting for shop" messages
 - SEQ-6716 Bugfix for missing note-offs from Spitfire plugins now active for all plugins
- Accessibility
 - SEQ-6375 Track Editor accessibility
 - Controls grouped in sections (similar to Object editor)
 - Sections can be switched with (Shift +) F6
 - SEQ-7104 Backwards cycle through Docker tabs with Shift + Ctrl + Tab
 - New focus handling for Docker tabs
 - Shortcut for a window switch to this window if not active
 - Active windows are closed with shortcut
 - SEQ-7054 improve shortcut display for keys on the numeric pad with NumLock off
- Arranger
 - SEQ-6872 Draw always full object when "Draw while move" is activated
 - SEQ-2997 Prevent placing audio or MIDI objects on a video track, and also the placement of video objects in non-video tracks.
 - SEQ-7079 Video tracks can be added via menu Track > Add tracks > Video track
 - SEQ-6394 Arrangement text and separator line for marking upper and lower track area in Universal Mouse mode is only shown on selected track
 - SEQ-7143 Improved beat and beat sub-division display in grid
 - SEQ-7153 Folder symbol for empty folder tracks fixed
 - SEQ-6410 Sub folders of folder tracks don't expand automatically anymore
 - SEQ-6508 Multiple objects or automation nodes from a multiple selection can be deselected again via Ctrl key + lasso selection. To add multiple elements to a multiple selection use Shift key + lasso.
 - SEQ-6895 Option for adapting samplerate when copying and pasting tracks from a project with a different sample rate
 - SEQ-6284 Restrict fade-in length to maximum fade-out end position for symmetrical crossfades
 - SEQ-6821 New vertical zoom command "Zoom to selected track(s)"
 - Better object volume handling
 - SEQ-7014 Mouse pointer is hidden while vertical dragging for easier adjustment of objects near upper screen edge
 - SEQ-7260 Change volume by mouse dragging the numerical volume display in object footer
 - SEQ-7247 Object volume now changes in 0.1 dB steps (0.01 dB with Shift pressed) independent from track height
 - SEQ-7291 For coarse object volume adjustment use Ctrl key + dragging
- Export dialog
 - SEQ-7031 Inconsistencies for options that aren't compatible with current project state - fixed
 - Surround Master routing options removed when there's no surround master - fixed
 - Error message "No range selected!" removed
 - 'No objects selected' warning with object export without selected objects
 - SEQ-7025 Option "Stereo/Mono automatically" didn't work for CD Track bouncing - fixed
 - SEQ-6647 Tab order fixed (Accessibility)
- Automation
 - SEQ-5801 Update between Track Editor automation fader and automation lanes
 - Update between Stereo Editor dialog and automation fader
 - SEQ-6870 Improvements in consistency with Hide / Show automation lanes

- "Show lanes for all curves" command now always creates new lanes if not existing
 - Prevent lane creation when switching active curve
 - Track automation mode - Handling of pan or volume lane creation using trackhead buttons
 - Automation lane "minus" button could keep its checked state even after removing lane - fixed
- SEQ-6579 Commands for moving objects via menu/shortcuts (Ctrl+alt+shift+arrows) also move selected automation points, depending on last selection
- SEQ-7202 Zoom tool didn't work in automation lanes - fixed
- Mixer / Plug-ins
 - More supported ARA2 plug-ins:
 - SEQ-7152 Acoustica
 - SEQ-7246 Syncro Arts Repitch
 - DynamicEQ updated to 1.0.45
 - Oversampling as a per-preset parameter added
 - No processing of disabled EQ bands
 - Problems in user preset implementation - fixed
 - SEQ-6518 surround panner crashed after Undo - fixed
 - Panning info is maintained with Undo/Redo, but not included in Undo handling anymore
- General
 - SEQ-6647 Several missing translations added for
 - Automation panel
 - Effect routing
 - Export dialog + Export naming template editor
 - External FX dialog
 - Plug-in Browser
 - Monitoring dialog
 - Pan dialog host
 - SEQ-7147 FR translation improvements
 - SEQ-6706 External Tools: automatic Sound Forge Pro 16 detection
 - SEQ-7148 Peakmeters for monitoring section and external effects improved: Reset peak max and clipping LED via click
 - SEQ-7231 Options for ASIO dropout display/markers in extended recording settings
 - SEQ-6763 Workspace menu now includes options for editing and saving workspaces that were only available via right click before
- Bugfixes
 - SEQ-7239 The '_FX.wav' files (results of offline FX processing) were placed in graphics folder (with 'AllHdpFilesInSubDirectory' .ini entry) - fixed
 - SEQ-7243 Wrong toolbar button states after loading workspaces or adding buttons - fixed
 - SEQ-6802 Cut tool for surround (folder) tracks didn't work - fixed
 - Canis skin: Range colors improved
 - SEQ-6419 Flickering when resizing docking windows reduced
 - SEQ-7254 Crash on right click at multiple selected object automation points - fixed
 - SEQ-7271 Issues with entering time in CD MSF format - e.g. when changing (start) pause time - fixed
 - SEQ-7271 Track delay display in ms or m was truncated to integer values - fixed
 - SEQ-6882 Effect option "Use mixer phase switch only on left channel" is now ignored on mono tracks
 - SEQ-7226 Several inconsistencies with EQ frequency automation - fixed
 - SEQ-7267 Mouse clicks into windows (e.g. for closing plug-in windows) could be end up in mixer window below it - fixed
 - SEQ-6518 Opening surround panner from AUX output section didn't use tabbed panning dialog - fixed
 - SEQ-7142 Wrong display of time differences for bars/beats in projects with applied tempo map - fixed
 - Range length + object length now displayed correctly
 - Editing works correctly now, including relative position changes (e.g. "+1,," for 1 bar or "+1," for one beat)
 - SEQ-7143 Wrong time display and snap handling with project snap offset and bars/beats snap - fixed
 - SEQ-7138 Crashes after multiple import of files with a "." dot and offline resampling - fixed
 - SEQ-7274 Deleting a range in automation lane caused following objects to move - fixed
 - SEQ-7303 Crashes with more than 32 MIDI input devices - fixed
 - SEQ-6950 Export with Preset menu commands didn't work with Wave projects - fixed
 - SEQ-7294 Crossfade Editor didn't remember it's size between sessions - fixed
 - SEQ-7273 Empty tracks displayed a non-zero peak level in track head peak meter- fixed
 - SEQ-7292 Floating mixer didn't adapt to the number of tracks in project when changing active project anymore - fixed
 - SEQ-7292 Floating mixer reduced to zero size without active project - fixed
 - SEQ-7256 Objects did vanish after resizing them to zero length - fixed (by restricting minimal length to 1 sample)
 - SEQ-7300 VCA faders were not updated while writing automation - fixed
 - Text character display problems in CD burner drive selection - fixed
 - SEQ-7290 Using Enter key instead of clicking OK button didn't work under some circumstances in hardware controller dialog - fixed
 - SEQ-7309 Surround volume offset between channels (e.g. after adding a track or changing surround setup) - fixed
 - SEQ-7304 Several issues with moving tracks into folders (e.g. tracks were not hidden after moving them into a collapsed folder track) - fixed
 - SEQ-7341 Playback problems in Take Composer - fixed
 - Canis Skin: Mixer setup button text was missing - fixed
 - SEQ-4481 Possible Crash when changing tempo automation - fixed
 - SEQ-7325 Problems with naming templates with track name and number for object export - fixed
 - SEQ-6924 + SEQ-7393 Problems with object handles for small objects (e.g. lock handle) - fixed
 - SEQ-7427 Several skin fixes

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Improvements

- SEQ-7055 "Set CD markers at object borders" now sets first marker at first border, not at project start anymore
- SEQ-6962 "No effect" menu entry renamed to "Remove plug-in"
- SEQ-7130 Updated handling for iZotope RX Connect plug-in
 - Send button now only available for iZotope RX Connect plug-ins (play button has been removed)
 - OK button only enabled after pressing send button
 - Additional menu command "Edit audio file in Izotope RX (offline)..." in object context menu, if plugin is found
 - Problems while shutting down offline plug-ins - fixed

Bugfixes

- SEQ-6909 Timestretch cursor was not displayed anymore at object end - fixed
- SEQ-6306 Export: Problem with surround and Split at markers option - fixed (Split at markers disabled for surround)
- SEQ-7159 Some problems with multiple punch-in recordings - fixed
- SEQ-6110 text input for Softube plug-ins didn't work - fixed
- Suite only: SEQ-7204 MP3+AAC Preview plug-ins could not be inserted - fixed

already in Samplitude Pro X6 17.2.3 Build 22064

- Playback / Recording
 - SEQ-6626 First playback start after program start was delayed with activated multi CPU handling - fixed
 - SEQ-6959 Record information was not updated while recording without virtual project - fixed
- Import / Export
 - SEQ-6951 ANSI compatibility warning for CD text
 - SEQ-6193 FLAC export didn't work with filenames incompatible to current ANSI code page - fixed
- SEQ-7094 VCA
 - problems with VCA button menu (e.g. after project load) - fixed
 - Mute / Solo handling didn't work for multi selection of VCAs or folders - fixed
 - VCA fader in track editor was not updated for VCA master changes - fixed
- Automation
 - SEQ-6136 Some issues with lock option for track automation - fixed
- Hardware Controller
 - SEQ-7034 MIDI Hardware-Controller: missing digits in Bars/beats timecode - fixed
 - SEQ-6285 Fader scaling could not be changed anymore - fixed
 - some more display fixes
- More
 - SEQ-6998 Issues with Tab and Shift-Tab in track manager - fixed
 - SEQ-6820 Trim applies new fades and multi selection
 - SEQ-6555 Inserting folder after folder goes wrong - fixed
 - SEQ-6515+SEQ-6692 Improved "Link marker to objects" handling
 - SEQ-6610 Improved "Link curves to objects" handling
 - SEQ-6811 Vanishing automation if part of an object was deleted - fixed
 - SEQ-7141 Workspace files could grow very large resulting in slow loading and reaction times - fixed
 - the current workspace is corrected automatically while loading/saving, so the problem will vanish after next program start
 - workspace preset files (*.TBX2) have to be saved again, to become smaller
 - SEQ-7160 Smaller take and CD track name displays in time display (in build 22062), now short names with less than 13 characters are displayed as before, only larger names use the smaller font size

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- Export
 - SEQ-6816 Skip hybrid engine latency for realtime bouncing / mix to file
- Mixer / Track editor / Object editor
 - SEQ-6724 Show track color in new carbon track editor (vertical)
 - SEQ-5633 Show hand grab cursor with a plus when copying plugins
 - SEQ-6724 Track move line in mixer was sometimes not erased correctly - fixed
 - SEQ-6539 Missing apply to all menu button in object editor max / midi - fixed
 - SEQ-5833 Track Editor: EQ + Aux dropdown menus
 - SEQ-6375 Track Editor accessibility setting (for similar handling as in mixer)
 - SEQ-6809 Possible display problem with input section in older mixer skins - fixed
- Plug-ins
 - SEQ-5603 **Softube Console 1 Support**
 - SEQ-6139 **Offline Plug-in Workflow**
 - open via Plug-in Browser (main menu, object editor offline FX or object context menu)
 - send button (e.g. for iZotope RX8)
 - context menu integration for recently used plug-ins
 - SEQ-6894 Modal plug-in browser: Showing requester broke modality - fixed
- Arranger
 - SEQ-2916 Extended mouse overs (Zoom, Volume, Pan,...)
 - SEQ-6841 Reduced flickering of play cursor + drawing fixes
 - SEQ-6058 Fix for object footer display in surround folder
 - SEQ-6843 Improved mouse handling for object's crossfade area
 - SEQ-6740 Object drawing glitches - fixed
 - SEQ-6555 Inserting folder after folder goes wrong - fixed
 - SEQ-6594 Improved track exchange speed when moving multiple tracks + show wait cursor
- Play/Rec
 - SEQ-6452 Playback doesn't stop anymore at range end for continuous playback mode (when loop mode isn't active)
 - SEQ-6970 Record pause didn't work in "Continuous playback while editing" mode
 - SEQ-5820 Edit while Record: adapted wording + toolbar button
 - SEQ-6682 Take Manager: adapt object copies for copy & pasting tracks
 - SEQ-6958 Record in loop mode didn't switch to most recent take
 - SEQ-6559 No Comparisons display limit while recording anymore
- MIDI / VSTi
 - SEQ-6716 Reveal Sound Spire NoteOff problem - fixed
 - SEQ-6885 Support for VST3 LegacyMIDICCOutEvent
 - SEQ-6894 Adding VSTi to VSTi Manager via plugin browser didn't work - fixed
 - MIDI-Editor
 - SEQ-6491 Restrict velocity drawing to selected events if selected
- Automation
 - SEQ-6648 Problems with ripple vs. overwrite handling - fixed
- General
 - SEQ-6839 Update Canis & Carbon Skin for Automation Panel and several Skin Fixes
 - SEQ-6853 Visibility of status bar is now saved in workspace (xml)
 - SEQ-6859 New font in Panner and optimized symbols
 - SEQ-6808 Option "Send Analysis Data to MAGIX" available
 - This function helps us to get useful information about product stability and workflows.
 - SEQ-6609 Ensure Newsfeed compatibility to Windows 10
 - recalculating graphics now is done in background
 - relinking media files now happens after project loading
 - SEQ-6627 Slow opening of new relink dialog with large projects - fixed

07/08/2022 Build 18.0.2.22200

- View "New Features.pdf" and "readme.pdf" from start dialog or main menu
- Bugfixes
 - Displaced calculation of object automation for timestretched or resampled objects (SEQ-6915)
 - AAF Export
 - Problems with compatibility option "Track + object automation" if no object automation was present (SEQ-6077)
 - No automation export for deactivated curves anymore (SEQ-6077)
 - Crashes after moving automation lines (SEQ-6944)
 - Random peaks when opening spectroscope (SEQ-4660)
 - Exclusive solo couldn't be used with folder tracks (SEQ-5058)
 - Paste tracks: improved horizontal AUX alignment in mixer (SEQ-6880)
 - Accessibility setup: crashes in MIDI object editor with (Shift+)Tab (SEQ-6390)
 - VST instruments could not be added in VSTi Manager (SEQ-6894)
 - Rejecting MIDI recording deleted automation (SEQ-6912)


- Problems with Plugin Browser filter settings (SEQ-6868)
- Wrong track number display in VSTi Manager (SEQ-6548)
- Crashes with tuner visualization (SEQ-6815)
- Stereo master was not muted for surround master only export (SEQ-6660)
- Keeping overview mode after closing CFE, but hiding it in CFE (SEQ-6945)
- Wrong MIDI device display in start screen (SEQ-6900)
- Overlapping text in pan/stereo editor (SEQ-6333)

06/02/2022 Build 18.0.1.22197

- Wide play cursor can now be enabled for all skins in view options (default off)
- Suite only: DDP Export is now directly available in main menu
- Export dialog
 - "Browse" and "Edit template..." buttons are now always enabled
 - "Chose filename later" is now an entry in the "Rename To" combo box
 - Export naming template editor
 - "Save as" now reuses the current template name
 - If a template hasn't been saved by the user, a separate "Custom settings"/"Custom" entry appears in the template list
 - Several small fixes
- Bugfixes
 - Master Fader Link: Problems with offset for old templates - fixed
 - Crash while opening Audio Quantization - fixed
 - Disappearing mouse cursor in mixer - fixed
 - Wrong bar/beats display when using tempo map - fixed

05/19/2022 Samplitude Pro X7 / Samplitude Pro X7 Suite

Release Build 18.0.0.22190

- **New main features in Version Pro X7**
 - **Optimized export workflow (new export window)**
 - **External hardware effects available via plug-ins**
 - **Support for MIDI plug-ins and extended MIDI routing**
 - **New crossfade editor**
 - **Dockable mixer and plug-in browser**
 - **New GUI design**
 - **Import / Export**
 - **Overworked export and track bouncing dialog**
 - New naming template options
 - New preset handling
 - Integrated marker split options
 - New example text shows a preview for the exported filename
 - Quick info texts show overview over current settings of collapsed sections
 - User export presets
 - are loaded from and stored under "[ProgramData]/fx-presets/ExportPresets"
 - (old location was "[ProgramData]/fx-presets")
 - old export presets can be manually copied into that folder and should be listed when opening the export dialog
 - 
 - can be drag'n'dropped from file browser to preset list
 - context menu for presets via right-click
 - "Update with current settings" option
 - Changed menu structure for export functions
 - renamed menu command to "Export..."
 - export presets are listed below this command and replace old export commands
 - default Ctrl+E or other shortcuts for WAV or surround export are automatically remapped to new export
 - other functions are sorted in "Export MIDI", "Export Video" or "Extended Export" submenus
 - old "Save in format" for WAV projects also replaced by new export dialog
 - Keyboard shortcuts can be assigned to export presets in main menu
 - Last used preset available in dialog and main menu
 - Meta data editor (ID3) can be called from AAC format options
 - Relinking media files now happens after project loading
 - integrated in new project option dialog
 - Waveform display in File Browser
 - Play start/stop with middle mouse button
 - Support for BWF ISRC and Take chunks
- **Effects / Routing**
 - **New and optimized support for external hardware effects**
 - New entry "external FX" available in the plug-in browser for adding a new instance to an effect slot
 - Latency detection
 - Mono handling
 - Input, output and gain
 - Multiple instances on one track possible
 - only available with Hybrid Engine
 - New stereo enhancer algorithm which doesn't increase the gain of the mono signal (new default mode for new projects)
 - old projects are not affected
 - New supported ARA plug-ins
 - VocAlign Project5
 - Auto-Align Post
 - **Dockable Plug-in-Browser**
 - New dockable plug-in browser can be added via the '+' button in the docking manager
 - adds the plug-in to the last selected object or track (via 'Add' button or pressing Enter)
 - multiselection (tracks & objects) is considered
 - drag & drop of plug-ins from the search result list on track head, track editor, mixer, objects, routing widget or VSTi manager

- **Arranger**
 - New option for showing new object text footer. Benefit: Waveform is not covered by texts and object lock anymore
 - New option for showing object volume in object
 - New option to disable vertical arranger zoom when resizing window (vertical arranger zoom is not anymore influenced by docking manager height)
 - Object volume & crossfade handles - option for displaying them always on top object border (view options)
 - Autoscroll for moving objects or tracks during playback
 - Crossfade handling
 - New mouse cursors for changing start, end and crossfade position of objects
 - New crossfade moving behavior. Object borders and crossfades can now be moved independently.
 - Crossfades can be moved without moving the object itself (object overlapping area)
 - Object fade length adapts now to object resizing when fade-in and fade-out collide
 - With active 'continuous playback while editing' a new range isn't created anymore by copy-pasting objects
 - Vertical auto zoom is now available in Amplitude (View Options and in toolbar)
 - Moving view via dragging middle mouse button (works in Arranger and MIDI Editor). New option in mouse wheel settings
- **MIDI**
 - **MIDI-Plug-ins**
 - Support for MIDI VST plug-ins
 - New option in Plugin-Browser for adding a plug-in as a MIDI plug-in (dropdown option at 'Add' button)
 - MIDI Plug-ins are routed before VSTi and audio effects
 - only available with Hybrid Engine
 - **MIDI Sender / Receiver**
 - Effects only receive MIDI if "Receive MIDI" is activated in plug-in menu of the effect
 - is set automatically for VSTi and MIDI plug-ins (not changeable)
 - is set automatically for projects created with previous versions
 - "VST MIDI Out" has been renamed to "Send MIDI"
 - instead of the track option "VST MIDI Recording" a MIDI send plug-in can be chosen directly
 - caution: this is not compatible with old projects. Send plug-in still needs to be chosen manually
 - MIDI-In button in track editor is highlighted in case of receiving MIDI from a MIDI sender plug-in
 - Known issues
 - Currently only routing to VSTi is supported, no external MIDI devices
 - Bouncing doesn't consider MIDI-through state, sender plugins are always processed
 - MIDI sends from VST FX are delayed by one buffer while bouncing, while MIDI sends from other VSTi or MIDI plug-ins not
 - only available with Hybrid Engine
 - **MIDI Editor**
 - Moving view with dragging middle mouse button. New option in mouse wheel settings.
 - Grid snapping for CC-Events. Available via holding ALT key if grid snapping is active.
 - Highlight current Object per default active
 - Automatic MIDI recording/arming for selected MIDI tracks now works for multiple selected tracks
 - Missing menu entries added to main menu
 - CC events displaying optimization grid lines are drawn in background
 - MIDI Object Editor: new checkbox "keep musical position..."
 - This allows single MIDI objects to keep sample position when the tempo map changes (useful for film sound design/foley using MIDI events)
 - Warning when deleting a VSTi
 - Default activation of MIDI pre-recording and note-on chasing
 - MAGIX shop connection ("Waiting for Shop") only started with P3 serial numbers (didn't work with P2 anyway)
 - Support for 5 new instruments from MAGIX Music Maker In-App-Store
 - Vita Qanun
 - Vita Cello Sustain
 - Vita Violin Sustain
 - Vita Oud
 - Vita Harp
 - Onscreen MIDI Keyboard height can now be changed
 - MIDI input device default to "All"
- **Completely reworked Crossfade Editor**
 - New window with controls and waveform
 - Direct fade and object editing via integrated arranger view
 - New snapshot function
 - New undo / redo

- **Recording**
 - Only changes in the timeline made during recording are undone when cancelling the recording. Other changes (e.g. cuts or automation data) are preserved
- **Automation**
 - Improved thin out function of automation points
 - An automation lane is able to have a range for editing the automation data (available via click on automation lane when a range is active on the track)
- **Mixer**
 - **Dockable Mixer**
 - vertical scroller is available
 - sections collapse automatic when mixer is been docked
 - improved automatic resizing
 - buttons on the left side for section visibility
 - Copy all plug-in-slots via drag'n'drop of plug-in button
 - Mixer/Arranger: Peakmeters can be switched to input or pre position
- **GUI**
 - **Skin update**
 - New Carbon & Canis Skin
 - Graphical elements have new coloring and flat design
 - Track Editor has a new layout
 - Mixer master fader and peakmeter have now the same height as the tracks
 - Track Editor & Mixer peakmeter layout changed. Peak indicators are now side by side, scale is on the left
 - Playcursor has a width of 3 pixels for better visibility
 - Camo, StarGray and 'Style v10' skins won't be delivered anymore with the program
 - Old inverted range display in older skins like StarGray is not supported anymore and automatically updated to new semitransparent display
- **General**
 - Italian language is not available anymore
 - 32 Bit Version deprecated
 - Changed default settings
 - MIDI (see in MIDI Section)
 - 99 undo steps
 - use middle mouse button for project navigation
 - filled spectroscope visualization (might require updated workspaces)