

Readme_EN (Sequoia)

07/25/2012 Sequoia 12.1.0.125

Sequoia only

Maintenance Contract

- Activation of additional functions for users with a Sequoia Maintenance Contract
- Current Maintenance Contract Features:
 - Loudness Normalization (replaces old Loudness Adaption). Menu Effects > Amplitude > Loudness adaption
 - Optional object freeze before normalization
 - Action on overmodulation
 - Show warning
 - Switch on sMax11 in Master with True Peak option enabled
 - Loudness Normalization in Batch Processing
 - Function "Loudness calculation" in menu "Edit" calculates loudness for the whole project and shows a value text field
 - TruePeak Maximizer function in sMax11
- License.ini
 - Requires signed license.ini with dongle number
 - If you are a Maintenance Contract customer and you haven't received a license.ini file from MAGIX, please contact sequoia@magix.net
 - License.ini will be looked up in program directory, content path or remote ini path
- Status of the Maintenance Contract feature activation is indicated in About box behind the serial number(WV12)
 - (WV12) - Feature is active
 - (WV12)!dongle - The dongle number in the license.ini is not matching the dongle being used
 - (WV12)!disabled - Feature is available but was deactivated by ini entry
- Maintenance Contract feature can be disabled with
[Setup] EnableWVFeatures=0

Loudness

- EBU R128 updated to latest revision of August 2011
 - Relative Gate changed to 10 LU (before 8 LU)
 - RLB Filter adjusted (especially for lower frequencies)
- ITU-R BS.1771 (based on ITU-R BS.1770-2) implemented
- Setting "User" is always based on the last selected settings
- Loudness target value is always set, now on Tab Loudness Display
- Scale setting
 - Scale Presets adapted according to norms (old scales are replaced)
 - Ranges of scales have been changed to tolerance range, which is always dependent on the Loudness target value
 - Toggle between relative and absolute scale is done by presets (LU and LK presets represents relative scales, LUFS and LKFS are absolute scales)
- The global loudness norm is specified by the preset "System Settings" and can be adjusted in the Loudness settings dialog of the visualization. These settings apply to following activities in the program:
 - Loudness value display after bouncing
 - Broadcast wave export
 - Loudness offline calculation in File Manager

- Loudness data is displayed with max. amplitudes after bouncing
 - Values are: I (Integrated Loudness), LRA (Loudness Range), TPmax (True Peak max), Smax (Short-Term Max.), Mmax (Momentary Max.)
 - The shown values for this protocol function are compliant to chosen loudness norm. Absolute and relative values are shown.
- Bugfix symmetry for True Peak
- Fixes for value display after bouncing
- Problem with Loudness calculation after visualization tab was hidden -fixed
- Diverse fixes for Loudness Visualization
- Loudness display after bouncing is better formatted
- Memory Leak in Loudness Visualization -fixed

DDP Export

- CD end marker is now always quantized to multiple of 4 frames (=tape block size)
- Question for keeping Wave file was often missing -fixed
- When exporting from VIP and choosing "Keep WAV file", no META-Data will be written, i.e. the file will not be changed at all
- Fix for DDP Re-Writing without re-opening DDPEXport.exe

Video Recording

- New checkbox "Save videos in project sub folder"
- Video monitor does not open automatically after recording any more
- Wrongly growing of video objects after Take+ or FalseStart -fixed
- Audio+Video grouping, video capture without open VIP -fixed

Databases

- DigAS/dira!Highlander
 - Comment dialog didn't open after loading of project -fixed
 - Database relation is removed after "Save As" or "Save complete VIP"
 - Audio Export in Surround-Format plus Stereo -fixed
- Digispot
 - Fix for SaveBack ID
 - Waves from database do not stay in Clipstore after closing VIP any longer
- Database icons added for toolbars Style v10 and Toolbar v9

Macros

- New commands
 - application.exit
 - on/off parameter for crossfade.asymmetric
 - Time parameter for omove commands, e.g. omove.left ms 20

General

- Remote Login: Problem for remote user without local user administration -fixed
- Fixes for Record Fail Start function
- Fixed VCA fader display after using volume faders in arranger or track editor
- ALT shortcuts for CF-Editor fixed
- Canis Reporter: VIP Skin further simplified
- Auto Ducking: Link settings were not saved -fixed
- MuSyC: 3-Point Edit: DEST: IN and OUT, SOURCE: IN or OUT -fixed
- Crash with some MOV files -fixed

Samplitude + Sequoia

64 Bit

- Vintage FX Suite x64 added
- AM-Suite updated
- Display of CPU load of bridged plug-ins
- Support for resize-able plug-ins
- VSTBridge cannot be blocked by plug-in message box any more
- Error message "VSTBridge not found" only once after start
- Prevent "Reactivate bridge" problem (e.g. after unfreeze with pressed SHIFT key)
- "Parameter at opening of dialog" was sometimes not shown with bridge
- Dynamics didn't work in Mono track/object -fixed
- Fix in VSTBridge for IK Multimedia,...
- Option "Keep FX-Dialoge on top" for VSTBridge -fixed
- Transparent display in Spectral Editing -fixed

Import / Export / File Handling

- Ini entry to save punch markers in wave chunks during export
[Setup] SavePunchMarkerInWave=1
- CUE File Export with additional CD-Text Data like REM GENRE, REM DATE, REM DISCID
- MP3 Export: ID3 track numbers were mixed up -fixed
- ID3 name display problem in objects -fixed
- Fixed selection order for file loading with Vista/Win7, works also with disabled explorer file extensions now.
Disable with
[Factors] DisableFileDialogMultiSelectionHandling=1
- Loading of Multi-Channel Files: Search dialog showed up for each channel -fixed
- Simple test of integrity of projects after save

Playback / Recording / Sync

- Record offset of re-recorded audio over external mixing devices -fixed
- Punch Loop fix for record start from within a loop
- Record File naming: There was a naming loop possible with 100 Take Files -fixed
- Recording: Red track background was only reset after record confirmation -fixed
- SMPTE Out didn't work if MTC IN or SMPTE IN was active -fixed
- APP OUT did not work in Economy Engine -fixed

Mixer / FX

- Fixes for MAGIX Plug-ins (Vintage, AM, eFX)
 - preset selection
 - Stability fixes
- Wrong behavior of EQ frequency fader -fixed
- Graphical adjustments of EQ116 gain were limited to 1 dB resolution -fixed
- Sort VST-plug-in sub-folders before VST-plug-ins
- More than 128 WaveShell-Plug-ins are automatically put into sub-folders "Part 2","Part 3"...
- Handle snapshots with changing track number correctly
- Fixes for loading AUX/VCA with snapshots
- Sample offset when using destructive effects -fixed

Automation

- Changed saving for logarithmic volume curves in tracks:
*12.0.3-> 11.x and 12.0 now read linear scaled curves with correct rubber values
- Adapted EDL saving/loading for logarithmic volume curves (EDL format 171)
- AAF Export: (Logarithmic) Volume Automation was not exported correctly -fixed

Object Editor

- Right click on snapshot
 - Options for transfer
 - FX loading according to transfer mask, AUX loading implemented
- FX drop down: only plug-in-section loaded now
- Added section specific popups with copy,paste,reset and transfer option
 - L<->R channel switch for pan
- Revert: tooltip, update of revert function after de-minimizing object editor in Docker, includes Vol/Pan/Gain
- OE transfer FX now for empty FX slots and dynamics,..
- Mute was transferred on skin change -fixed
- Ctrl+Play button -> Play solo
- AUX buttons 1+2 not working in in English version
- "Comment" was empty after UnFreeze and Undo -fixed
- "To All" transfer is now faster for VST Plugin changes
- Transfer for delay, dynamics -fixed
- Crash after project change -fixed
- Object Editor: fixed pan display for 2 channel pan/volume
- Object Editor: revert button in Star Gray skin
- Wrong behavior of object editor pan edit fields - fixed
- Transfer of multiple instances of same plug-in for Object Editor didn't work correctly -fixed
- Transfer effects only worked with open plug-in dialog -fixed

MIDI

- Audio Quantization: New improved algorithm "Percussive" for transient detection (set as default)
- Export MIDI Objects as individual MIDI files
- Fix for grid offset in BPM together with tempo maps
- Tempo map: Beatmarker slipped after greater tempo changes -fixed
- Some score editor fixes with tempo changes
- Another fix for tempo map loading
- Crash at MIDI file playback -fixed
- MIDI Editor issue with zoom 150% -fixed

Hardware Controller

- EUCON
 - New template for Artist Control that offers a wide selection of commands that can be used with the touch screen of the controller.
According to your program version, please copy Sam.xml oder Sequoia.xml from
programdirectory/Customize/EUCON to Programs\Euphonics\EuCon\SQL or to the location where
your User Template is located.
 - Update for EUCON Template: Artist Control: Automation was only working on first track -fixed
- Update for SSL Nucleus Samplitude Standard profile
 - User 1 Menu has changed
- Update for SSL Nucleus.cps
 - PARAM key opens mixer instead of transport

- Previous: Cursor to left object, Shift-Previous: RTZ
- Next: Cursor to right object, Shift-Next: END
- Plug-ins can be controlled
- Mackie Control: Scale change for Mackie Control_AlternateScale.cps, as +12 dB in Mixer changed scale -fixed
- TASCAM 1884 Template: Diverse fixes. AUX buttons are not working currently.
- PreSonus FaderPort: Key "Proj" sets focus to project window
- Redundancies in MIDI traffic avoided (especially for PlayButton-LED)
- Bugfix: Plug-in parameter couldn't be controlled in Flip Mode -> fixed
- Bugfix: Issues with MIDI Input Monitor and SysEx data -> fixed

Improvements for visually impaired users

- Registration dialog can be used with TAB
- System Options: Keyboard focus was lost in hardware controller settings -fixed
- Shorter display of mixer values in mixer caption
- Changes in Setup_VisuallyImpaired.INZ
 - Object Editor now opens in StarGray Skin
 - Slightly changed peakmeter position
 - First row of time display shows current position in project

General

- Visualization: Reset with double click
- Freeze object colors can be adjusted in VIP.ini
[Colors]
FreezeObjectForeGround=RGB
FreezeObjectBackGround=RGB
- Canis, Camo, Carbon: Background color of time line changed to visually improve marker text
- Track Manager: Shift/Ctrl/Alt Enter shortcuts are now processed after setting current track (e.g. useful for default shortcut Alt-Enter "Maximize track" or for "Display sub-tracks")
- Object Manager: Drag&Drop moves objects, with Ctrl key objects are copied
- Advanced CrashGuard implementation
- Reset of Visualization with double click or via context menu

Bugfixes

- Flickering Time Display -fixed
- Drawing problems in track box (e.g. after loading of mixer snapshots)
- Some Crashes with Docking -fixed
- File Manager: Crash possible when adding a column -fixed
- Take Manager: list reset after using Track-Solo -fixed
- Changing of marker name didn't create undo step -fixed
- Fixed object length display in time display and edit in object manager
- Visualization Settings: Fix for font size 125%
- Record Visualization only shows Play(Master) -> fixed
- Peakmeter in 2nd track didn't work with inactive master -fixed
- CTRL+F4 could close project without save warning -fixed
- Disabled Wave Draw Mode from VIP [Factors] EnableWaveDrawingInVIP=1
- Fixes for using arranger snapshots with shortcuts
- Sometimes missing track list in Print Center -fixed
- Double click on arranger pan automation or plug-in button doesn't change track size anymore
- Track volume /pan fader were missing with activated multiple displays (e.g overview, S/D mode) -fixed
- Sometime a 2nd click was needed for track activation -fixed

- Mousewheel setting "Vertical Scrolling 1" (= by track) didn't work in MIDI Editor -fixed
- Crash in Mixer Skin-Editing-Mode -fixed

Sequoia 12 - New Features

Sequoia only:

Loudness Metering EBU R128

Loudness Data Export to Broadcast Wave Files

Sequoia Spectral Cleaning – Harmonics, Logarithmic View, Treshold-/Range Editing,

Automatic Click Detection

Macro Features

Auto Ducking

Export while Recording

VCA Groups

Timecode Track

Sonoris Sequoia DDP Player

Video Recording – Support of Professional Video Interfaces like Blackmagic Intensity

Pro, DeckLink (SDI, Studio, HD Extreme 3D), or Canopus ADVC-110

EUCON Protocol - Improvements for MC Pro

Also in Samplitude Pro X:

64 Bit

Object Pane – New Docking

New Visualization – New design and Broadcast Norms (DIN, Nordic, British, K-Metering)

essential FX – New design and new plugins (eFX_TubeStage, eFX_VocalStrip,

eFX_TremoloPan, eFX_DeEsser, eFX_Gate)

Re-Synthesis Timestretching (offline)

Spectral View and Edit on track

MIDI Tempo Track

Independence Sampling Workstation

Content DVD

Carbon Skin

EUCON Protocol - Support for Avid Artist Series

For more detailed information, please refer to your manual or to program help (F1)

Please make sure you are working with the latest program version, and download the most current patch from www.sequoia-audio.com.

02/13/2012 Sequoia 12.0.2.100 (Sequoia Release)

General

- Hangup at playback in TS/PS dialog -fixed
- Update for SSL Nucleus

02/10/2012 Sequoia 12.0.2.98

Sequoia only

Video Recording

- Blackmagic videocards like Insensity Pro, Decklink SDI/Studio/Extreme HD and DV-Converters like Canopus ADVC-110 are supported
- New "Video capturing" dialog
- New "Video capturing options" dialog
- Record button in video record dialog can control Sequoia record function

MXF

- Better format support for MXF import

DDP Export

- Default setting: DDP 2.0 with CD-TEXT
- Sometimes data started in the pause before the first CD-Track -fixed

Macros

- Tooltip and entry in main menu for "Record Macro"
- "Record Macro" also works for menu commands and shortcuts in Crossfade Editor and MIDI Editor
- Macro can be directly assigned to shortcuts
- Macros are searched for first in User directory and second in Admin directory
- Macros with assigned shortcuts are saved in program ini, in case of loading (e.g. INZ-Container) a User macro is created if no identically named macro exists
- Macros can be stopped with ESC
- Some macros for special ini settings, which can be changed during runtime
 - ShowCleaningSeDialogs 1
 - ScaleVolumePanAutomationInReadMode 1

Workspaces

- New "read-only" workspace handling, workspace presets are not automatically updated by the program any more
- "Save Workspace" menu command
- Workspaces are saved in individual TBX-files (in WorkSpaces content directory)
- "Default.TBX" is loaded, if no Sequoia_TBX.xml is present
- There's a new minimalistic Reporter workspace with individual skin and menu setup (skins and menu can't be changed in this workspace)
- Workspaces can be changed even without an open project

Option Administration / Remote Login / User Administration

- Sequoia_TBX.xml are integrated in remote setup handling
- Macro and Workspace files and sub directories of Templates can be staved into INZ-Containers

General

- Checkbox for L&R Files loading as Stereo
- Menu display with user + global presets for VIP templates, workspaces and macros
- Request and deleting of presets (Templates, Workspaces, Macros) during import of INZ-Container
- Small cleaning dialogs for Sequoia (or Samplitude with activated C&R Suite)
[Factors] ShowCleaningSeDialogs=1
can also be triggered by macro: ShowCleaningSeDialogs 1
- .mus support for MPEG Export
- Lock button in Track Editor now has same right click menu functionality as in arranger
- Visualization: loudness history
 - Length display
 - Button functionality of length display leads to settings dialog
- Updated DDP Player
- VCA Handling for Mixer Snapshots added
- Focus problems e.g. with Source List -fixed
- CrashFix for WaveExport with database connection
- TRACT Digisport: SaveBack support for virtual waves

Samplitude + Sequoia

64 Bit

- AM-Suite: 64 Bit versions of AM-Pulse and AM-Track available
- x64 ObjectSynths - Problems with duplicating objects and unfreeze -fixed
- Melodyne crashes -fixed
- Rewire 64 bit added (DLLs are located in Customize/Rewire and might need to be copied if client has not copied them already)

Mixer / FX

- eFX updated
- AM-Suite updated
- Independence + Vita fixes
- Instabilities with Melodyne and hybrid engine -fixed
- Problems with track editor if all sections were expanded -fixed
- Essential FX with VST-Preset Handling
- Mixer Snapshots:
 - Solo safe included
 - Optional: Input REC/MON included (can be switched on by context menu)
 - Fixes for AUX/Submix handling with different track count
- Drag'n'drop of VST didn't work correctly with open editor -fixed

Object Editor

- Mark current snapshot by green dot
- L<->R display in pan section
- Fix for object color change in un-skinned Object Editor

Automation

- Checkboxes in main automation menu were set wrong -fixed
- Missing update between show buttons in OE/TE -fixed
- Track Editor now only shows track automation, old behavior can be triggered with [Factors]ShowObjectAutomationInTrackEditor=1
- Object automation off did not work for object volume and VST automation -fixed
- Object/track automation off did not work for AUX automation -fixed

Visualization

- RMS/VU meter value can now be displayed
- Several drawing problems (spectroscope scales, peakmeter values) -fixed
- PPM meter value display rounding problems -fixed

Improvements for visually impaired users

- Updated Setup_VisuallyImpaired.INZ
 - Managers open in un-skinned mode
 - Manager lists can be left with Tab/Shift-Tab
 - Time Display: Display of values in window title

MIDI

- MIDI Editor Play Cursor moving: anti-jitter protection
- Fast forward/backward commands are in full bar steps now
- ME command "Split Notes at Play Cursor" added
- ME commands: clear selection, select note at play cursor position
- Selection commands like "toggle" and "select all" can now refer only to the curve editor if it has the focus
- Fix: total horizontal zoom in MIDI Editor on new objects
- Almost all arranger shortcuts are now passed through from MIDI Editor
- MIDI Editor: default shortcut for "Create pattern" now Ctrl-Shift-P (instead of Ctrl -P)
- Fix missing beams in Score Printing
- MIDI Editor lost Zoom - Bugfix
- MIDI Editor unwanted play solo - Bugfix
- Create-Click-Track Bugfix
- Wrong notes overlap in created MIDI triggers -fixed
- Ini setting [Setup] DisableMicroQuantize=1
- Keep sample-exact MIDI positions on object split (despite beat snap is on and keep musical position for MIDI objects, or DisableMicroQuantize is on)
- Copy/paste of empty MIDI objects resulted in damaged MIDI objects -fixed
- MIDI Editor update missed after changing the play cursor position via typing in transport -fixed
- Extract MIDI Automation Curves from Object" now available as menu command
- TempoMap: SlideEndJump (ritardando/accelerando) type tempo markers were not saved correctly -fixed

Hardware Controller

- SSL Nucleus added
 1. Choose profile "Samplitude Default" in the Setup Tool of the SSL Nucleus. If it's not shown there, you can add with "Edit Profiles" > "Restore". The file can be found in folder "InstallPath\Customize\SSL Nucleus\".
 2. The SSL Nucleus is connected with the PC via Ethernet. SSL ships a tool that provides virtuelle MIDI-Ports (IPMIDI Ethernet Midi Ports). Configure a minimum of 2 ports. Deactivate the "Loop back" option.
 3. In Samplitude/Sequoia System Settings/Hardware Controller press "New" and add "SSL Nucleus

- (MCU)_1" from the list.
- 4. Add "SSL Nucleus (MCU)_2" as well.
- 5. Make sure the „SSL Nucleus (MCU)_2“ is positioned with a line feed under "SSL Nucleus (MCU)_1"
- 6. Set the MIDI-Ports for both controller units.
- 7. Close the dialog. Your controller can be used now.
- EUCON
 - Freeze problem (mostly in EUCON) -fixed
 - Scrub-/Jog-Wheel was lagging behind -fixed
 - Automation mode was only toggled in active track -fixed
 - Latch automation: Missing reset to Read after stop of playback -fixed
 - Memory leak when controlling plug-ins, program became sluggish -fixed
 - Update problems as side effect of freeze problem -fixed
 - Panorama value range has been optimized
 - Time Display didn't work in MC Pro + MC Transport -fixed
 - AppSet does work again
 - SoftKnobs are compatible with sets created in V11.2.
 - Fader value display was different to Sam/Sequoia display -improved
 - AUX can be deactivated at Controller
 - Knobs: Push to reset a knob and further change of the value is possible now
 - Automation has been improved by usage of Fadertouch
- Ports of hardware controller were sometimes not remembered -fixed
- Problems with Tascam US-2400 (Fader, VPots) -fixed
- Active Control only worked in active track -fixed
- Problems when learning Faderport -fixed
- Fader range up to +12dB
- Controller-Display: Problems with automatic toggle between knob function and track name when changing active track -fixed
- Controller-Display: Problems in Plugin-SelectMode when plug-in is added -fixed
- AnySoloLED didn't work -fixed
- ActiveControlMode : Touch and Release were sometimes assigned to the wrong track -fixed

General

- _ProgramData.lnk is not processed inside Samplitude/Sequoia anymore, just generated (for easy access to content directory by user)
- "Dongle not found" message after idle time -fixed
- Open AudioExport in Project folder: [Export] ShowProjectDir=1
- Batch Processing: 24 Bit FLAC support
- 24 Bit recording set as default
- AAF/OMF Import: Overwrite requester if Wave File already exists
- OE: asymmetric crossfades: checkmarks for context menu, global preset handling
- New Project:
 - Templates: Sub-folders are supported, last setting is remembered
 - Fix for project directory (old behavior with OldChooseDirectoryBehavior)
- Improved volume and pan handling in arranger (Canis, Camo, Carbon)
 - Works now like in Mixer or Track Editor
 - Automation read/write
 - Volume range to +12 dB
 - Double click works for switch between current and default value (and back)
- More precise volume/pan/AUX control and peak displays
 - Volume, pan and AUX send values now accurate to 0.1 dB starting with -90dB
 - Peak display in master and visualization now accurate to 0.1 dB even for low values <-70dB
- Record track color has more contrast in current skins and is adjustable in VIP.ini

[Colors] VIPColorForRecordTrack=255,136,139

- Relative Frame Snap has been added
- File Manager: Auto Refresh if files in folder have changed
- Crash.log shows build number and 64 bit version

Bugfixes

- Fix for 64 bit VST Plugin detection
- Fixed: display of mouse position in cut mode
- Problem with transport window and big fonts -fixed
- Several docking fixes
- File Preview does not change file time
- Fix for AAF Import
- Moving play cursor with arrow key did not work if object grid was active -fixed
- "No ripple for locked objects" also works the same for locked tracks now
- In Object Mode "Link all Tracks" automation data of empty tracks is moved too
- Menu entry: Automation-> Edit selected curve ->Logarithmic to switch between old linear behavior (when loading old projects) and new logarithmic v12 behavior
- Realtime-Trimming didn't work correctly in logarithmic mode -fixed
- OE: Problems with AUX-Buttons and R->L Routing -fixed
- OE: Improved keyboard handling, most of the shortcuts are passed through to Arranger
- Missing * after Reset TrackFX Menu -fixed
- Smooth Scrolling display problem with "Section Left/Right" -fixed
- CPU numbers are now stored in _audio.ini (for old ini's still read from .ini)
- Crashes after adding several tracks -fixed
- Mixer Canis/Camo/Carbon: Snapshot button No. 7 didn't work -fixed
- Mixer Carbon: AUX, Plug-ins, EQ caption was missing for active track -fixed
- Crash in Object Editor after inserting FX Inserts and change of objects -fixed
- MIDI-Editor: Q-Dialog Save Preset Button didn't work -fixed
- MIDI-Editor: Update Range missing after VIP "Remove Range" -fixed
- Record Visualization position was not saved in INZ-Container -fixed

12/13/2011 Sequoia 12.0.1.81

Sequoia only

Crossfade Editor

- Shortcut handling for presets and curve combo boxes added
- Macro processing added e.g.
 - crossfade.editor
 - cedit.preset Default_FadeFromBlack
 - cedit.lengthin 100
 - cedit.overlapin 20
 - cedit.ok
- Shortcut customizing for CFE
- Opening CFE doesn't close Object Editor any more

Macros

- Macro folder was moved to Content folder due to Write permissions
- Macros: New "dialog.ok" macro to confirm an open dialog

Spectral Cleaning

- Spectral Cleaning included in Manual Declicker
- Complete Range of project is shown in SC dialog when opened from project or Manual Declicker
- Transparency in SC dialog for range and slices disabled to improve display of material that is worked on.

Timecode track

- To show timecode of an audio track in time display (Activate in menu track settings and in time display for a current time field)

DDP-Export

- New export with changed information (e.g. CD-TEXT) without recalculating the data file
- Creation of new folder at DDP import was not possible -fixed

Video Recording

- New video recording technology based on Video Pro X
- Improved video device support
- Analog + DV

Loudness R128

- Loudness calculation for multichannel files
- Offline Loudness calculation of multichannel-files was sometimes not correct -fixed

Auto Ducking

- Problems with Auto Ducking and overlapping objects -fixed
- Auto Ducking: Problem with silence at object end -fixed

General

- MXF Audio Export
- Removed obsolete "CD Copyprotection - " crash.log entries
- Toolbar "DigAS bar" has been renamed to "Database bar" and includes new DigAS and dira!Highlander icons

Samplitude + Sequoia

64 Bit

- 64 bit versions of the following plug-ins included
 - Vandal
 - eFX
 - Independence MX
 - Vita
- When inserting a new plug-in or when loading a project, the host matching bit version of the plug-in will be loaded automatically (i.e. when loading a 32 bit project in a 64 bit host, also 64 bit plug-ins will be used)
- 64 bit version uses vstplugins_x64.ini if present instead of vstplugins.ini
- Sometimes problems with loading of objects that included TS -fixed

- 32 bit versions are set LAA and can again address > 2GB

VSTBridge

- UAD-1 is supported
- UAD latency/sync problems -fixed
- Sidechain problems -fixed
- VST MIDI Out implemented

Mixer / FX

- essential FX
 - eFX_Reverb: New Plate II Classic Modus
 - eFX: load preset from other directory re-implemented
 - Build 73: eFX mouse-wheel handling -fixed
- Hint for Vita 64 download
- Improved Spectral Editing, especially with active stereo display
- Spectral Editing for Wave Editing. Destructive Editing is switched to Virtual Wave Editing for that purpose.
- Visualization: improved and new presets
- Uniformed naming for the preset "Parameters when opening the dialog"
- "Parameters when opening the dialog" preset is also available for VST-Plugins now
- Removed: OK+Cancel from realtime EQ, Dyn, Dist, Delay
- Disabled surround plugin handling for AM-Munition and other plugins
- Show master peakmeter for master track in arranger
- Space key didn't work for destructive effects -fixed
- Diverse Fixes for Elastic Audio
- Latency problems when working with objects and pitchshifting while Object Editor is opened -fixed
- VST parameter GUI fixed
- Mixer: Fix for tooltip while automating
- VST "transport changed" handling sometimes only correct for first track -fixed
- Problems with loading of Track FX and nested menus -fixed

Playback / Recording / Sync

- Changed metronome switching behavior (keeps record/playback flags in stopped mode, sets corresponding flag while recording/playback)
- Audio metronome with device different to master didn't work outside hybrid engine
- Exact playback mute for hybrid engine after precount
- Fix for record file name after copy&paste of tracks
- Trackspeed for Virtual Waves
- Support of frame rate 23.976 fps
- Blue Sync-Position-Marker and Timecode-Timedisplay corrected by one ASIO-Buffer
- MMC problem with Record Ready -fixed
- MIDI Clock Send stopped during recording if 1/16 BPM in Sync option was enabled -fixed

Import / Export / File Handling

- "Collect project files" dialog is re-sizable and has a file date column
- "Remove unused samples"-Dialog can be resized
- Object menu "Edit Wave" opens Virtual Wave Editing if the following ini-entry is set and system option "General" is enabled:
[Setup] OpenDestructiveWaveProjectForObject=0
- When opening Wave Editing, range from VIP was not always transferred to Wave Editing -fixed
- Bounce Dialog remembers sample rate during session
- Progress bar for Multitrack Bounce and Freeze "File x of Files y"

- Synced range display for export CD-Track by track
- Project offset was not used with time stamp in OE
- BWF Editor: Problem with editing timestamp if record-take does not start at position 0
- Bugfixes for timestamp handling
- Several AAF/OMF fixes
- Extended error message for long paths (PathSizeError)
- RF64 Marker in 16 Bit WAV files was not read -fixed
- RIFF64 files with RF64-extension were not handled correctly -fixed
- Problem with Import of MPEG2 files with MP2 extension -fixed
- Wrong wave graphics with files >4GB -fixed
- Problems if existing HDP had different bit depth than WAV -fixed
- Crash when saving a destructive MP3 project -fixed
- Problems with CD Start Track Option and burning CD-Text, CD Import... -fixed
- Problems with Compare CD -fixed

Docking / Improved Shortcut Handling

- Active docking window is indicated in docking grabber
- Project gets focus after docker is minimized by mouse
- Shortcuts refer to active window, and if not used there are handed to project window
- New shortcut "Set Focus to Docking Window" (Ctrl-B): By subsequent pressing of window shortcuts (e.g. Track Manager) focus will go to that window
- Ctrl+F4, Ctrl+Tab and Ctrl+B shortcuts are automatically added for older ini-files with standard settings
- "Set focus to project window"(Ctrl-P) always activates project window
- Docking: Problem with Object Editor and MIDI-Editor after undocking them -fixed
- Focus problem in MIDI-Editor -fixed
- Transport scrubbing section did not collapse in docked state -fixed

Enhanced Keyboard Input

- Mixer:
 - Improved mixer control selection with cursor keys
 - Ctrl-B, Ctrl-F4 Handling
 - Context menu key supported
- Manager:
 - F2 for renaming
 - Context menu key supported
- New menu commands for window access
 - Close docking tab (default shortcut Ctrl+F4)
 - Next docking tab (default shortcut Ctrl+Tab), also works for project window
- Minimize docker

Improvements for visually impaired users

- Setup_VisuallyImpaired.INZ with collected settings:
- Ini-setting to open new dialogs (Manager...) in un-docked state
[Setup] ForceFloatingWindows=1
- General ini-Setting
[Setup] OptimizeForVisuallyImpaired=-1
or Customize\GUI_OptimizeForVisuallyImpaired.INZ
- Playback triggered with Shift-Space
- Mixer
 - Extended control and value display in mixer caption
 - TAB and SPACE key in mixer (similar to Cursor down and Enter)

- Visualization:
 - Value display (Act, Max, RMS) in dialog title
- FX Dialogs
 - Some dialogs can be interpreted better by Screenreaders
 - VST-Dialogs do open with Parameter-GUI by default, Parameter can be edited in a range of 0-100%
 - "Remove Plug-in" command VST-Dialog-Menu

MIDI

- MIDI functions are not deactivated automatically if there is no MIDI Out Device (needed for work with VSTi)
- Very slow opening of MIDI Editor -fixed
- Problem with play cursor display in MIDI Editor -fixed
- Fixes for Raster Snap (Half Notes)

Hardware Controller

- Korg NanoKontrol2.cps added
- Problems with controller initialization during program start -fixed
- Problems with re-initialization after changes in HWC-Dialog -fixed
- MIDI-Ping from controller couldn't be set -fixed
- Problems with display and processing of incoming MID-Message:s -fixed
- Mackie-Protocol: Learning of MIDI-CC with absolute values (not endless) was not possible -fixed
- Learning of invalid MIDI-Message:s is prevented
- Problems with "Learn Hardware Controller" (in Mixer menu) -fixed
- Track names of colored tracks did not show up in controller display -fixed
- Frontier Tranzport display problems -fixed
- "Save as..."-dialog showed „Open“-Button -fixed
- Volume scale changed to +12dB matching Sam Pro X skins
- Problems at creation of fader scale -fixed
- Some general stability problems with HW controllers (e.g. EUCON) -fixed

General

- Carbon skin added
- Time Display: New field "Record length (Take)"
- Editing of timestamps in Object Editor
- Marker Manager: Tempo Marker: Double-click shows Tempo-Dialog, Checkbox sets Cursor

Bugfixes

- Fixes for Visualization setup apply button
- Wrong sized dropdown boxes in non-german Visualization setup dialogs -fixed
- Problem with spectroscope scale display -fixed
- Sometimes drawing issues of waveform with scrolling in higher zoom
- Track automation button could switch master automation button after master plug-in or automation menu -fixed
- Trackeditor fader section could not be collapsed -fixed
- v11 Menu could not be loaded -fixed
- Mixer size problem when creating a new project with an open mixer -fixed
- Record dialog: Visualization did not open at second opening of record dialog -fixed
- System Setup - "Reset all warnings" also resets Start-Dialog
- Diverse problems with non-western character sets (manager font handling, ID3 tag handling), also Unicode ID3 tags can be read now (if they match the current system language)
- Tooltip for audio engine selection was German only -fixed
- Manager properties (like columns) were sometimes not remembered -fixed

以上内容仅为本文档的试下载部分，为可阅读页数的一半内容。如要下载或阅读全文，请访问：<https://d.book118.com/628111047030006114>