

# Studio One 3 – Version History and Release Notes

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

## Version 3.2.1 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 can not 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