



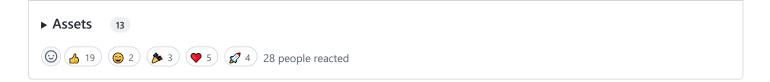
Dec 27, 2022



#### Audacity 3.2.3

This is a patch release for Audacity 3.2. It adds ability to share audio publicly and fixes some bugs.

- #3884 Audio can now be shared publicly on audio.com
- #4040 Fixed the screenshot tool
- #4019 Selecting audio no longer marks the project as changed
- #3693 A new toolbar with cut/copy/paste buttons has been added
- #3216 Plain UI for VST3 plugins no longer show MIDI CC parameters
- #2620 The effects sidebar no longer can fill the entire screen



Dec 6, 2022



# Audacity 3.2.2

This is a patch release for Audacity 3.2. It enables use of VST2 as realtime effects and fixes some bugs.

- #2850 VST2 effects are now realtime capable.
   Additional plugins have been added to plugins.audacityteam.org
- #3696 Improved accessibility of the meters
- #3769 Fixed a crash when editing some macro parameters
- #3792 Fixed some play commands getting stuck in play mode
- #3670 Audacity no longer quietly discards changes in realtime effects but instead asks if you want to save before quitting
- #3838 Plugin scanning now lets you skip individual plugins if scanning gets stuck on them
- #3980 Plugin scanning no longer produces "Audacity crashed" windows when a plugin fails validation, and no longer shows the plugins in the macOS dock during validation
- #3883 Fixed an issue with labels losing focus on macOS Ventura
- Fixed various plugin-specific issues



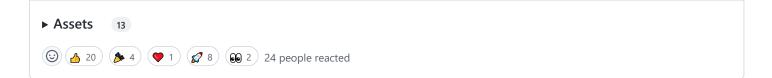
Oct 5, 2022



# Audacity 3.2.1

This is a patch release. It fixes some bugs and has minor improvements.

- #3686 Fixed Audacity crashing on startup on some systems.
- #3694 Fixed a crash when applying Waves Berzerk Distortion Mono to a mono track
- #3699 Fixed a freeze when very quickly starting and stopping playback.
- #3747 macOS: Homebrew FFmpeg installs are now found automatically
- #3594 macOS: Fixed Melda VST Plugin UI
- #3474 Building with VST3 support is now possible without Conan.



Sep 22, 2022



# Audacity 3.2.0

This version adds realtime effects and VST3.

# **Prominent changes**

- Added a new Effects button to the tracks menu, allowing you to place realtime effects.

  Further information can be found can be found on https://support.audacityteam.org/audio-editing/using-realtime-effects
- The ability to upload and share your audio using our new sister service, Audio.com
   More info can be found on https://support.audacityteam.org/basics/sharing-audio-online
- Merged the mixer bar with the meter bars.
- Added a new Audio Setup button, replacing the Device Toolbar by default. The device toolbar can be re-added via the View > Toolbars menu.
- The Effects menu has gotten a new sorting. Other sorting and grouping options can be found in the Effects preferences.
- Updated the icons.

# **Plugin changes**

You can find plugins on https://plugins.audacityteam.org

• VST3 effects are now supported.

- The following plugin formats are now realtime capable: VST3, LV2, LADSPA, Audio Units.
- Plugins now automatically get scanned, tested and enabled when Audacity starts.

#### System changes

• Apple Silicon (arm64) is now supported on macOS

Note: When using an arm64 Audacity, you must use arm64 versions of FFMPEG and plugins. Plugins for x86-64 (Intel macs) will not load.

For the time being, Audacity will continue to download x86-64 versions by default to avoid these incompatibilities, but you can download an arm64 version from Github releases: https://github.com/audacity/audacity/releases

- FFMPEG 5.0 (avformat 59) is now supported, in addition to avformat 55, 57 and 58
- Added support for Wavpack
- On Linux, Audacity can now be compiled without JACK present.
- Audacity now uses XDG directories on Linux.

Note: If you are upgrading from a previous version, Audacity will keep using the ~/.audacity-data and ~/.audacity folders until you delete them.

Switched from mad to mpg123 as MP3 importer

#### License update

Audacity binaries are now licensed under the GNU General Public License, Version 3.

Most code files remain GPLv2-or-later, but VST3 support required this license update.

More information can be found in the announcement post: #2142

#### Removals

- Removed the Zoom Tool. You can use the zoom buttons or Ctrl+Scroll (macOS: Cmd+Scroll) to zoom instead.
- The Audacity Manual HTML pages are no longer included in the installation.

If you require offline access of the manual, you can download it here: https://github.com/audacity/audacity-manual/releases

You also can download PDFs of https://support.audacityteam.org straight from its sidebar (or the three-dot button on mobile devices).

# Fixed bugs:

- #3079 Fixed Audacity sometimes not being able to import MP3 files (or reporting Huffman Data Overruns)
- #2590 Fixed rare data loss bug when placing labels during recording
- #2272 Fixed clip titles being able to disappear off-screen when editing them
- #2162 Fixed Punch and Roll not paying tracks in sync
- #1889 Fixed clip titles changing name when applying some effects
- #1624 During batch processing, Audacity will no longer stop to ask for a sample rate when an unsupported one is chosen, but choose the nearest supported one instead.
- #2265 Fixed mod-script-pipe not being installed on Linux
- #3571 Fixed GTK packaging in Appimages. This fixes various issues with icons, dropdowns and similar things not appearing properly.
- #3634 Improved M4A/AAC support. Previously the target bitrate was not honored at all,
   now it can be set between 98 and 160 kbit/s (mono) or 196 and 320 kbit/s (stereo). The UI does not yet reflect these limits.



Sep 13, 2022



#### Audacity 3.2.0 Beta

Pre-release

This version adds realtime effects and VST3.

#### **Prominent changes**

- Added a new Effects button to the tracks menu, allowing you to place realtime effects. Further information can be found on https://support.audacityteam.org/audio-editing/using-realtime-effects
- Merged the mixer bar with the meter bars.
- Added a new Audio Setup button, replacing the Device Toolbar by default. The device toolbar can be re-added via the View > Toolbars menu.
- The Effects menu has gotten a new sorting. Other sorting and grouping options can be found in the Effects preferences.
- Updated the icons.
- Added a quick audio sharing feature.
   More info can be found on https://support.audacityteam.org/basics/sharing-audio-online

### Plugin changes

You can find plugins on https://plugins.audacityteam.org

- VST3 effects are now supported.
- The following plugin formats are now realtime capable: VST3, LV2, LADSPA, Audio Units.
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# System changes

- Apple Silicon (arm64) and Universal Binaries are now supported on macOS
- FFMPEG 5.0 (avformat 59) is now supported, in addition to avformat 55, 57 and 58
- Added support for Wavpack
- On Linux, Audacity can now be compiled without JACK present.
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   Note: If you are upgrading from a previous version, Audacity will keep using the ~/.audacity-data and ~/.audacity folders until you delete them.
- Switched from mad to mpg123 as MP3 importer

# License update

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### Other changes

• Removed the Zoom Tool. You can use the zoom buttons or Ctrl+Scroll (macOS: Cmd+Scroll) to zoom instead.

#### Fixed bugs:

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- #2265 Fixed mod-script-pipe not being installed on Linux



#### Aug 29, 2022



# Audacity 3.2.0 Alpha 1

Pre-release

This version adds realtime effects and VST3.

## **Prominent changes**

- Added a new Effects button to the tracks menu, allowing you to place realtime effects. Further information can be found on https://support.audacityteam.org/audio-editing/using-realtime-effects
- Merged the mixer bar with the meter bars.
- Added a new Audio Setup button, replacing the Device Toolbar by default. The device toolbar can be re-added via the View > Toolbars menu.
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# **Plugin changes**

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#### System changes

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   Note: If you are upgrading from a previous version, Audacity will keep using the ~/.audacity-data and ~/.audacity folders until you delete them.
- Switched from mad to mpg123 as MP3 importer

#### License update

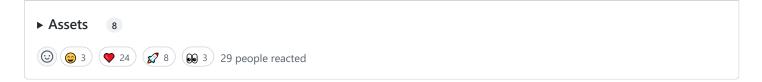
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# Other changes

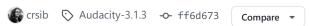
• Removed the Zoom Tool. You can use the zoom buttons or Ctrl+Scroll (macOS: Cmd+Scroll) to zoom instead.

### Fixed bugs:

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Dec 23, 2021

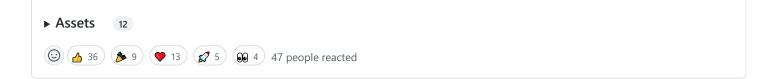


# Audacity 3.1.3

This is a patch release. It improves the following aspects:

• Improved performance. Loading in projects especially should now be up to 50x faster compared to 3.1.0. #2121 #2087 #2065 #2267

- Added snap guides when resizing clips #2066
- Added new shortcuts for looping: Shift+L for "Set Loop to Selection", Shift+Alt+L for "Clear Looping Region" #2209
- Added a new selection region indicator in the timeline (identical in function as the one found pre-3.1, but with updated visuals) #2067
- Changed error messages to look less like a crash report #2178
- Re-added the Quick Play indicator (green triangle and line) that got lost during 3.1.0 development #2122
- Fixed Play-at-speed not updating the playback speed dynamically #2149
- Fixed looping regions being created unintentionally when attempting to use Timeline Quick Play #2182
- Fixed looping sometimes playing the wrong audio #2103
- Fixed a bug that could cause data-loss when joining multiple clips #2226
- Fixed scrub preview visibility #2294
- Fixed a bug when trying to locate FFMPEG manually #2282
- Fixed a glitch with Loop Playback #2314
- Fixed a crash and a macOS-specific bug when renaming sync-locked clips using a dialog box. #2199, #2198
- Fixed a crash when releasing a clip handle #2147
- Fixed a freeze when closing Audacity with the logging window open #2114
- Fixed a crash when loading a saved project using certain compilers #2216
- Fixed a crash on paste after running macros #2021
- Fixed a crash when cancelling a nyquist prompt #2239



#### Nov 23, 2021



### Audacity 3.1.3 Beta 1

Pre-release

This is a hotfix release. It improves project performance significantly (up to 50x) compared to 3.1.0, and fixes the following bugs:

• Fixes a crash when releasing a clip handle #2147

► Assets 12



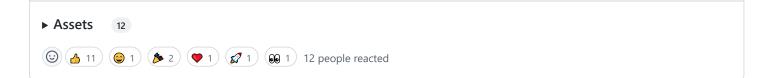
Nov 16, 2021



# Audacity 3.1.2

This is a hotfix release. It fixes the following bugs:

- Fixed UTF8 support in clip titles #2135
- Fixed data loss when joining clips #2123
- Fixed a crash with exporting resampled tracks #2136
- Fixed a crash when opening projects with very small double values #2128



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