

audacity / audacity Public

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Releases

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Audacity-3.2.4



4fc34cd

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Audacity 3.2.4

Latest

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

- [#4057](#) Fixed the meters not retaining size

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Dec 27, 2022



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Audacity-3.2.3



4c86b3a

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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

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13



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Audacity-3.2.2



426ec9f

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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

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26 people reacted

Oct 5, 2022



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Audacity-3.2.1



969e36f

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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.

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24 people reacted

Sep 22, 2022



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Audacity-3.2.0



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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 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.

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Ser 13, 2022



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40 people reacted



Audacity-3.2.0...



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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.
- Plugins now automatically get scanned, tested and enabled when Audacity starts.

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.
- Audacity now uses XDG directories on Linux.
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18 people reacted

Aug 29, 2022



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Audacity-3.2.0...



b96ad83



Compare



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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- [#2265](#) Fixed mod-script-pipe not being installed on Linux

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29 people reacted

Dec 23, 2021



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Audacity-3.1.3



ff6d673

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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](#)

► **Assets**

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47 people reacted

Nov 23, 2021



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Audacity-3.1.3...



d2afbfb8

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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

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14

15 people reacted

Nov 16, 2021



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Audacity-3.1.2



090ba86



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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](#)

► Assets

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