

# Studio One 5 – Version History and Release Notes

This document lists all Studio One 5 maintenance updates and their included fixes and improvements.

**UPGRADE CUSTOMERS, PLEASE NOTE:** Studio One 5 is installed as a new application and doesn't overwrite your previous version of Studio One. Both versions can be run on the same computer, just not simultaneously. Songs and Projects created in previous versions of Studio One will open in Studio One 5. However, once you have saved a Song or Project in version 5, you will not be able to open it in an earlier version of Studio One.

It is important to note also that Studio One 5 includes several changes to audio processing features, most notably in the updated Native Effects plug-in suite. Because of this, you may notice changes to the sound of your Song or Project. These changes may be subtle or quite noticeable depending on the processing that was used. Because of this, it is highly recommended that you retain a copy of your session in the earlier version of Studio One so that you can revert if you so chose.

**Please also make sure that your 3rd party plug-ins are updated to the most recent version.**

**[macOS only]** If you're experiencing any graphics issues with 3rd-party plug-ins, you may disable graphics hardware acceleration (Preferences > General) for improved compatibility.

Ampire XT > Ampire (third-generation) compatibility: The "Ampire XT Classics" legacy extension isn't compatible with Studio One 5. If you have been using any of the legacy amps in songs you are still working on, you have three options:

- a) Finish the song in your previous version of Studio One.
- b) Bounce tracks using Ampire XT Classics to audio before opening the song in Studio One 5.
- c) Open the song in Studio One 5 and replace Ampire XT Classics amps with any of the new State Space Modeling amps.

## Version 5.1.1 Release Notes (November 17, 2020):

### **New features and improvements:**

- Support for PreSonus Revelator
- Updated ATOM mappings for PreSonus instruments and Note FX

### **The following issues have been fixed:**

- Realtime export cuts off beginning of mixdown in certain cases
- [macOS] Graphic glitches when scrolling up and down long menus
- [macOS] Up and down keys don't work in certain 3rd party plug-ins
- [macOS] Package installation button has no function in certain situations
- [Windows] Potential crash while opening the Score Editor
- [Windows] Events are slightly shifted at High DPI under certain conditions
- [Melodyne] Key commands are disabled when Editor has focus
- [Melodyne] Blank space left on bounce which doesn't get repopulated
- [Score Editor] Potential crash when opening from Scratch Pad
- [Score Editor] Generic name displayed when instrument part name is empty in inspector
- [Score Editor] Notehead highlight stuck on chords with Tie/Glissando tool
- [Score Editor] Note highlight ignores rests when highlighting left of pointer
- [Score Editor] Highlight used to indicate the current notehead gets stuck when moving the pointer to another chord
- [Start Page] Document search does not support certain international characters
- [Start Page] Document search icon not visible in light theme
- [Audio Editor] Missing data zoom controls when any of the global tracks is active
- [Audio Editor] Scale does not adjust height anymore when chords are shown
- [Presence Editor] Category images applied twice
- [Groove Delay] Incorrect Tap-Groove-handle movement
- [Groove Delay] The XY-handle is truncated
- [Pattern Editor] Button text displayed incorrectly in automation lanes
- [FaderPort] Certain buttons are not illuminated when selected
- [PreSonus Sphere] Mixdowns directly uploaded to Sphere workspace are flagged as stems
- Potential crash when dragging .musicloop or audio event with crossfade over ruler
- Instrument Parts no longer auto-extend to bar end on record
- Redrawing audio event has glitches when layers are collapsed
- "Search for updates" dialog doesn't auto-wrap text
- Block size is added to Recording Offset

- Track filter commands are slow with large number of tracks
- Dragging an event located beneath folder tracks is wrongly represented on those folders
- Crash on Export/Mixdown with Dante PCIe R Card on Windows
- Note Editor does not remember last piano roll / view state on a per-track basis
- Quantum 1 and 2 have no preamp control
- Unwanted fade-out when editing with "No overlap" engaged
- Clicking and dragging tempo and moving note events via numeric input in the inspector create too many undo steps
- Layers don't follow Events (and Arranger Ranges) properly when "Edit Lock" or "Time Lock" is checked
- "Show all Tracks" and "Hide all Tracks" is slow in certain cases
- When making range selections on a track with envelopes expanded it's not possible to edit the envelopes with the bracket tool
- Potential crash on selecting event range in the editor with the Mute Tool
- Automation nodes are not visually selected across multiple lanes
- Tracks in a closed folder remain hidden after search filter is cleared
- Freeze on instantiating certain plug-ins from UnitedPlugins
- Unwanted behavior on dropping fx to send panel with multiple selected channels
- Foot switch toggle is now momentary

## Version 5.1 Release Notes (October 20, 2020):

### New features and improvements:

#### Recording and Mixing

- Retrospective Recording
- Track/Channel search and filter options
- Bypass option for Gain Envelopes
- Drag & Drop send chains

#### Arrangement and Editing

- Improved presentation of Global Tracks
- Secondary Timeline Ruler option
- New combined Signature Track (time and key signature changes)
- Transfer key signature events using ARA
- Global Tracks in Editors (Marker, Arranger, Chords, Signature)
- Score Printing
- Score View: Key Signature Changes
- Score View: Staff Presets

- Score View: Staff Settings
- Score View: Alternative views
- Score View: Noteheads selection
- [Impact XT] Colorized events in Pattern Editor

## Live Performance

- Edit indicator for Patches
- External instrument support for Patches

## Plug-ins and Instruments

- [Ampire and Pedalboard] New Compressor and Gate FX pedals
- Drag & Drop FX pedals between Ampire and Pedalboard

## Workflow

- [Start Page] Search function for songs, projects, and shows
- [Project Page] Digital Release never adds a 2-second pause

## General

- Alternative views for Instrument Rack
- Improved ATOM integration:
  - 4 Banks of assignable Encoders
  - 4 Banks of assignable Pad Commands
  - Scales in keyboard mode
  - Open Note FX editor option
  - Replace instrument option
- [macOS] Switchable hardware graphics acceleration
- [Windows] High-DPI scaling option re-enabled
- [Windows] Improved user experience with consumer-grade non-ASIO audio devices

## New commands

- **Edit**
  - o Show Empty Track
  - o Hide Empty Tracks
  - o Show Tracks with Events under Cursor
  - o Hide Tracks with Events under Cursor
  - o Show Tracks with Events in Loop Range
  - o Hide Tracks with Events in Loop Range
  - o Show Soloed Tracks
  - o Hide Soloed Tracks

- o Show Muted Tracks
  - o Hide Muted Tracks
  - o Show Disabled Tracks
  - o Hide Disabled Tracks
  - o Show Enabled Tracks
  - o Hide Enabled Tracks
  - o Show Instrument Tracks
  - o Hide Instrument tracks
  - o Show Audio Tracks
  - o Hide Audio Tracks
  - o Show Selected Tracks
  - o Hide Selected Track
  - o Show All Tracks
  - o Undo Visibility
  - o Redo Visibility
- **Audio**
  - o Bypass Gain Envelope
  - o Extract Key Signature from Event
- **Event**
  - o Extend by Grid
  - o Shorten by Grid
- **Console**
  - o Find Channel
  - o Filter Channel
- **Track**
  - o Find Track
  - o Filter Track
  - o Recall Retrospective Recording
- **View**
  - o Swap Ruler Formats
  - o Open Secondary Ruler

### The following issues have been fixed:

- [Windows] flickering play cursor at 175% scaling
- [Windows] Irregular grid lines at 125%, 150% and 175% scaling

- [macOS] Note event vs. audio timing off grid at high buffer settings
- [macOS HiSierra] When pinning Soothe 2, all other plug-in windows are stalled
- [macOS] Graphical performance degrades when scrolling collapsed folder
- [macOS] No redrawing of icons when switching resolution
- [macOS] Text not clipped in browser tile
- [macOS] Unwanted wrapping in certain text boxes
- [macOS] Laggy graphics with certain 3rd party plug-ins
- [Browser] Can't delete certain custom folders
- [Browser] Crash on expanding certain track folders
- [Browser] Selecting multiple items in Tree View doesn't work on first click w/ Shift
- [Mixer] Monitoring live input from bus no longer possible
- [Mixer] Multi Instrument primary/master channel name is not retained
- [Mixer] Pipeline XT not passing audio when inserted to Listen Bus
- [Mixer] Solo safe in aux channels forces realtime render when bouncing a virtual instrument track
- [Mixer] Keyboard shortcut "add gain trim" always opens 1st insert slot
- [Presence XT Editor] Decimal shift when entering tune values
- [Presence XT Editor] Wrong conversion when entering negative 'Tune' values
- [AutoFilter] Leftover TODO tooltip
- [Impact XT] Sample offset settings are not recalled
- [Exchange] .ioconfig "installs" to default "Download" folder
- [Note FX] Arpeggiator chokes up in certain situations
- Audio miscalculation on extreme tempo edits
- Audition is suspended too early on recording with Auto Punch
- Automation may migrate to a different track
- Can't create audio track above a folder track via drag and drop
- Can't duplicate a transformed Instrument Track
- Certain original audio cannot be dragged into arrangement
- Delay compensation / latency not updated unless the plugin is reset manually
- Duplicating automation sometimes not working properly
- Event text position is odd on high vertical zoom levels
- Export mixdown is longer than loop range when an AUX channel is present
- Graphic ghost and font space issue when event badges are disabled
- In Step Recording mode, cursor does not advance after input notes when the Tempo Track contains nodes
- Last track in the Arrangement cannot be resized if it has been minimized
- Listen bus metering options are following audio track metering options
- Misc 3rd party plug-in window resize issues (Kilohearts, Melda Productions, Waves...)

- Noise when loading a song w/ Ampire when Dropout Protection is set to Maximum
- Open folder range selection disappears on copy/paste command
- Potential crash when editing audio bend markers
- Second external device plugged-in is not auto-detected sometimes
- Context menu reacts differently to mouse clicks on macOS and Windows
- "Stop at Marker" is being ignored in certain situations
- Unwanted behavior when copying sections w/ enclosed automation
- Updating an Instrument+FX Preset creates .preset file instead of .instrument

## Version 5.0.2 Release Notes (September 1, 2020):

### **New features and improvements:**

- Podcast template now compatible with Studio One Prime

### **The following issues have been fixed:**

- Waveforms not updated correctly while
  - editing logarithmic and exponential fades
  - applying clip gain envelopes on bent audio
- Many clip gain envelope edits will cause the user interface to become sluggish
- Potential crash on closing a song
- Notes in "Mix" record mode are overwritten in certain situations
- Not possible to paste note data from clipboard to an empty section of an instrument track
- Parts are split on overdub
- [Impact XT] Eco Filter may cause '666' errors on the console

## Version 5.0.1 Release Notes (August 11, 2020):

### **New features and improvements:**

- Studio One Prime and Demo versions are now available
- [Browser] External instruments can now be searched from home tab
- [Atom SQ] Editor type can now be changed from device
- [Atom SQ] Added touch strip Control Link mode
- Automation on folder track now follows editing

**The following issues have been fixed:**

- [macOS] Crash with certain animations while editing
- [macOS] User interface redraws incompletely in certain situations
- [macOS] NI Komplete Kontrol: frozen metering in mixer mode
- [macOS] Memory leak on playing certain loops
- [Windows] System high DPI override setting not working
- [Project Page] Update mastering file updates waveform but not playback until project closed and reopened
- [Project Page] Spectrum Meter Sonogram time axis is scaled differently after changing speeds
- [Mixer Scenes] Recall misses sends pre/post switch
- [Mixer Scenes] VCA levels are not reset correctly
- [Mixer Scenes] Automation connection lost when switching scenes
- [Show Page] Potential crash when switching fast among multiple setlist items
- [Show Page] Plug-in windows open outside of screen in templates
- [Score Editor] Unwanted modification on changing instrument part length
- [Score Editor] Potential crash when editing quickly
- [Score Editor] Potential freeze on loading large projects
- [Score Editor] Potential crash when resizing notes events
- [Score Editor] Copying certain notes while Chord Track is active changes the entire instrument part
- [Melodyne Integration] Potential crash on opening a shared song with Melodyne 4.x edits
- [Melodyne Integration] Potential crash on editor state change
- [FaderPort Classic] Hitting "Proj" won't open Editor
- [Atom SQ] Wrong bank indication for steps while in Pattern Editor
- [Atom SQ] Misc. incorrect button LED states under certain conditions
- [Tempo Track] Unwanted tempo nodes are added when copying to/from Scratch Pad
- [Analog Delay] Time parameter is not synced
- [Pro EQ<sup>2</sup>] Wrong latency reported when LLC is enabled
- [Pro EQ<sup>2</sup>] Micro view doesn't update from macro control changes
- [Pro EQ<sup>2</sup>] High and low pass on/off doesn't update curve in UI
- [Batch Converter] Potential crash when pasting data from Pool
- [Multiband Dynamics] Undo is not working entirely
- [Performance Monitor] Window disappears behind Editors
- [Pattern Editor] Play cursor jumps out of loop area
- [Ampire] Noisy click on instantiation in certain setups
- [Ampire] Switching mono/stereo mutes amp reverb



- [SampleOne] UI controls don't activate when loading or removing sample
- [Note Editor] Notes not selected due to lost focus
- [Note Editor] Scroll bars disappear in certain situations
- [PreSonus Sphere] New add-ons fail activation in certain cases
- Negative track delay playback inconsistent
- Crash on dragging multiple external instruments to the arrangement
- Graphical glitches in audio waveform representation
- Wrong audio played back after relocating in Pool
- Potential crash on enabling tracks
- Record arm won't toggle via key command when folder is assigned to bus
- Unwanted tempo nodes added when copying arranger section to/from Scratch Pad
- First notes of external devices are played too early at high buffer settings
- "Insert Selected Item" command doesn't work on External Instruments
- Automation of instrument delay parameters causes high CPU load
- Drop-outs when using multiple Multi Instruments
- Potential crash when removing VST3 FX plug-in with active event input

## Version 5.0.0 Release Notes (July 7, 2020):

This initial Studio One 5 release adds the following new features and improvements.

### Recording and Mixing

- Extended Mixer Scenes (snapshots)
- New channel type: Aux Channel
- Independent Listen Bus (incl. Solo option)
- AFL/PFL option for Listen Bus
- "Auto-expand selected channel" option
- Recording and playback in 64-bit float WAV format

### Arrangement and Editing

- Clip Gain Envelopes
- Support for key switches and editing in Instrument Parts
- Mapping editor for key switch maps
- New Score Editor based on Notion
- Playback of score symbols
- Side-by-side editors with independent views

- Support for note controllers in Note Editor (poly pressure and MPE)
- Link note events to automation option
- Step input for Score Editor
- Improved chord detection from audio
- New Timestretch mode: Tape
- Marker Track Inspector with marker list
- Layer display on track controls
- “No overlap” edit mode
- Set bar offset to cursor option
- Set frame offset to cursor option

## Live Performance

- New Show Page for live performance
- User-definable Setlist
- Backing Track, Virtual Instrument and Real Instrument Players
- Live native effects
- User-assignable global real-time controls (knobs, faders and buttons)
- User-definable playback modes
- Timecode start per setlist item
- Manual and automated Patch recall system
- “Send mix to Show” option
- Dedicated Performance view

## Plug-ins and Instruments

- Analog Delay: State Space Modeling Drive stage
- Analog Delay: improved width control
- Autofilter: State Space Modeling Drive stage
- Beat Delay: improved width control
- Chorus: improved width control
- Compressor: filter for external sidechain input
- Expander: filter for external sidechain input
- Fat Channel: external sidechain input
- Gate: filter for external sidechain input
- Gate: Threshold control consolidation
- Limiter: external sidechain input
- Limiter: alternative curve modes
- Limiter: alternative attack modes (fast, normal, slow)

- Multiband Dynamics: external sidechain input
- Pedalboard: improved Autopan modulation
- Phaser: new “Soft” modulation mode
- Phaser: new “Stereo Spread” control
- ProEQ: additional phase-linear low-frequency EQ (fixed at 20 Hz, 50 Hz, 80 Hz) with 12 db / 24 dB modes
- ProEQ: input meter display th
- ProEQ: new 12 -octave analyzer mode
- ProEQ: adjustable meter range
- ProEQ: metering peak hold function for sidechain input
- Rotor: State Space Modeling Drive stage
- Tricomp: State Space Modeling Drive stage
- Tricomp: external sidechain input
- Tricomp: alternative attack modes (fast, normal, slow)
- Melodyne 5 Essential included

## Workflow

- Mirroring of External Instruments in Browser
- Unified text input: numerical text entry for parameter values
- Unified data exchange (copy-paste and send-to-commands for channels and instruments)

## User Interface

- Updated Start Page
- Redesigned Native Effects plug-ins with independent light and dark modes
- Custom designed plug-ins (Analog Delay, Chorus, Rotor, Red Light Distortion, Tricomp)
- Optional colorized plug-in window headers
- Alternative view option for event badges
- Redesigned channel section in Track Inspector

## Hardware

- Aux Channel link option for External Instruments
- MTC/MMC Sync option to chase external timecode
- Support for poly pressure and MPE
- Cross-platform hardware-accelerated graphics support

- Custom plug-and-play device support for ROLI (Seaboard Block, Seaboard RISE25 / RISE49)

## **Studio One Artist**

- VST2/VST3/AU plug-in support now included (64-bit only)
- Rewire support now included
- Studio One Remote support now included