

# readme\_EN Samplitude Pro X3

09/15/2016 Samplitude Pro X3 (version 14.0.1.35)

## ARA / Melodyne

- Tempo automation in the object editor can be activated for ARA objects now
- Faulty tempo automation after import - fixed
- Melodyne selection via plug-in menu in the object editor didn't work for multi-selection - fixed
- F1 opened Samplitude help - fixed

## Tempo adaption

- Improved accuracy near or after tempo changes, especially for tempo slides
- Missing adjustments after duplicating objects or switching off tempo adaption - fixed
- Dialog for BPM changes removed. Adjustments now are automatically based on object tempo automation settings.

## General

- Minor skin adjustments (e.g. legibility for Canis)
- Export to Sound Forge 11 for wave projects via export menu
- ASIO hardware buffer error detection deactivated (obsolete, isn't supported by current RME drivers anymore)

## Bug fixes

- Translation fixes for ES/FR/IT version
- Faulty VSTi audio recording on mono tracks - fixed

09/01/2016 Samplitude Pro X3 DVD Release Version (14.0.0.16)

## Import/Export

- Improved audio driver selection (WDM and MME via driver selection list accessible) with "MAGIX Low Latency 2016" being the default setting
- Samplitude Suite only
  - MP3/AAC encoder preview available as plug-in in stereo master
  - DDP import / export

## Mixer/FX/Instruments

- 12 additional Vita solo instruments
  - Accordion
  - Choir
  - Church Organ
  - Cinematic Soundscapes
  - Cinematic Synth
  - Concert Grand
  - Drum Engine
  - Folk
  - Jazz Drums
  - Lead Synth
  - Pop Drums
  - Soundtrack Percussion

- Zynaptiq Orange Vocoder ME
  - ME version of the established plug-in
  - Some presets require a fee-based activation
- Mixer GUI improvements
  - GUI scaling
    - Prevent mixer from scaling unintentionally
    - LED peak meter won't be shown as a result of scaling the mixer
    - Scaling is limited to 25% (can be set to 100% via ini file – effectively deactivating the feature)
  - Reintroduction of greyed out peak meters for aux sends and soloed aux channels
  - Improved mouse wheel support
    - Values changed according to element at mouse position (consistent to other dialogs such as object editor)
    - Mixer scroll with vertical mouse wheel hovering over scrollbar and track number/name
    - Scroll mode activated with click on middle mouse button
    - Support for horizontal mouse wheel (track-wise scrolling)
  - Arranger scrolls to selected track via click on track number/name in the mixer
  - Mixer automatically extends with new tracks
  - Copy/paste/delete shortcuts for mixer FX can be deactivated via ini setting
- New alternative mixer skins with longer faders

## ARA

- Improved integration of Melodyne plug-in via ARA interface
  - Convenient use of Melodyne as an object plug-in via menu item "Effects -> Time / Pitch -> Edit audio file in Melodyne..."
  - Multiple objects can be edited at the same time
  - Double click or "Edit" in object editor Time/Pitch page opens up Melodyne editor
  - Audio to MIDI:
    - MIDI notes for audio objects with ARA are automatically displayed
    - MIDI can be extracted via Object -> Audio to MIDI command
  - When splitting or duplicating ARA objects Melodyne adjustments remain in new objects (doesn't apply to copy & paste)

## Tempo Adaption

- "Use musical tempo adjustment" can be activated in the object editor for a single object or multiple objects
- Position and tempo of the selected objects will be adjusted to match the project wide tempomap (including tempo changes and tempo interpolations)
- For objects loaded from the file manager with "BMP sync" checked, this option is automatically activated
- Object editor: Audio based BPM detection (via dropdown near BPM display)
- Latest zplane SDK (including improved transient detection)
- Soundpool Manager now considers activated metronom, just like the File Manager

## VST3

- support for MIDI input of effect plug-ins
- Support for ChannelContext (with this FX plug-ins know their track affiliation, e.g. for display of the track name in Melodyne)
- Effects arranged according to categories
  - Plug-ins will be categorized according to the path of the DLL and the plug-in category provided by the plug-in manufacturer (e.g. dynamics, frequency/filter, ...)
  - Plug-ins that can be used as effects and instruments are categorized as "other/FX instrument"
- Support of plug-in GUIs with flexible window size (e.g. Melodyne)

## Hardware Controller

- MAGIX Remote App Support (start/stop/record control for Android and iOS)
  - Activation via hardware controller setup (you may allow firewall access)
  - The App should be found in the same WiFi network automatically afterwards
- Eucon
  - 64 bit SDK updated to version V.3.3.2
  - Adaptions for S3 and S6
- Improved MIDI input handling for Alesis v49 and Novation Launchkey MINI

## General

- Changed default shortcuts and mousewheel behaviour
  - Shift+F now opens the crossfade editor (previously Ctrl+F)
  - Ctrl+F for entering text in search box
  - Ctrl+X for cut command (just X alone is still working)

- Ctrl+Alt+Shift+K for opening the screen keyboard
- Altered default mouse wheel behaviour (vertical scroll)
- For loading the old shortcuts and mouse wheel configuration the following options can be used:
  - Loading the "Samplitude Pro X2 Standard" INZ-Settings in start dialog
  - Loading "Samplitude Pro X2 (horizontal mouse wheel).ssc" in the menu/shortcut editor
  - Only mouse wheel: when resetting the mouse wheel options you can decide if you prefer the vertical or horizontal mouse wheel behavior
- Volume damping isn't supported anymore by default (only for projects where it's active)
- Manifest with support for Windows 10 (this may change behaviour of audio devices or plugins)
- Improved start dialog
  - Display of / direct access to audio settings
    - New default setting is ASIO with "MAGIX Low Latency 2016"
  - Direct access to project templates and program settings
  - Alternative settings "Accessibility" (previously "Setup\_VisuallyImpaired") and "Samplitude Pro X2 Standard" available
- Accessibility:
  - Activation dialogs now accessible via screen reader
  - Accessibility.INZ: tag the active track with a "+"
- Usage of the system DPI scaling (e.g. to allow plug-in window scaling)
- Info Manager: quick access to project, track and object comments