

readme_EN - Samplitude Pro X8 / Samplitude Pro X8 Suite

What's new in Samplitude ProX 8?

The most important innovations in Samplitude ProX 8 at a glance:

- **Take Lanes:** Comping, i.e. combining sections from different audio and MIDI recording takes, no longer takes place in a separate Take Composer window, but directly in the project below the track in the new Take Lanes.
- **Marker tracks:** Markers are displayed in their own tracks. The height of the tracks can be freely adjusted so that long marker names are no longer cut off by following markers. The markers can now also be colored, the Marker track head contains buttons for creating, coloring and locking markers.
- **Simultaneous export to multiple formats:** In the Export dialog, at Generate, you can now select multiple formats for simultaneous export. When creating file names from templates, CD track metadata (author, title, album, etc.) can now also be used.
- **AudioWarp:** Warp markers can now be set in audio objects to touch and move the audio, to correct irregularities in a recording, or to change the audio rhythmically.
- **Many improvements for working in the project window:**
 - New, meaningful mouse pointers for the editing areas in the track
 - Numerically adjustable volume directly at the object
 - optimized display of notes in a MIDI object
 - improved default settings for many display options
 - Color button in the object editor sets the object background color.
- **Help and manual** have been completely revised and updated.
- **VST3 plug-in** compatibility and performance improvements.

New in 19.1

- **Overload-proof float recording:** If your recording device supports true 32bit float recording, clipping can no longer occur in 32bit (float) recordings, as levels above 0dB are also saved correctly in float format.
- **Take lanes for MIDI recordings:** Comping, i.e. combining sections from different recording takes, now also works for MIDI recordings.
- **Scalable mixer faders:** It is now possible to increase the height of the mixer window beyond the respective space requirements of the individual sections in the mixer channels, allowing the mixer channel faders to be extended.
- **ARA2 plug-ins on the track:** When loading ARA plug-ins into a track, the plug-in is automatically inserted into every object on the track. This also works with objects added to the track later, for example if an object from another track is moved to the track.

New in 19.2

- **Simultaneous comping of MIDI and audio tracks:** Audio and MIDI takes can now be switched together in the take lanes.
- **Optimized mixer handling:** The size of the mixer window is now saved globally, i.e. it is now retained if the project is changed when several projects are open. Docking of the mixer window (and other windows) when dragging can now be prevented if the **Ctrl** key is also pressed.
- **More flexibility in waveform scaling:** The scaling of the waveform display with fades/curves now has an additional scaling option that only takes into account the object fades and volume curves without including the track volume/curves. The track volume is therefore no longer included in the waveform display in the **standard setting**.
- **Many detail improvements:**
 - More efficient creation of submix folder tracks, also possible via shortcut
 - Quick filtering of the displayed automation lanes by type (Vol, Pan, EQ...)
 - Menu command for selecting only the active track (keyboard shortcut Alt+Shift+Enter)
 - Improved compatibility with some ARA2 plug-ins
- Over 100 bug fixes
- **EXCLUSIVE in Samplitude Pro X8 Suite:** Steinberg SpectraLayers Pro 11

New functions and changes in detail

12/17/2024 Samplitude Pro X8 Version 19.2.2 Build 24222

- [SEQ-8870] Improved handling for VST3 folders (bundles)
- Bug fixes
 - [SEQ-8851] Crash with JAWS screenreader in quantize settings
 - [SEQ-8834] ARA: movement of multiple objects is now updated in the ARA plug-in
 - [SEQ-8833] 'Remove ARA' in project status dialog did not remove ARA track plug-ins
 - [SEQ-8912] VST3 resize issues (e.g. Softube plug-ins)
 - [SEQ-8886] Issues with volume automation drawing in virtual wave projects
 - [SEQ-8908] EN version only: wrong formatted tooltip for stop button in transport window
 - [SEQ-8878] EN minor text adaptations for reset in color setup dialog
 - [SEQ-8775] Object end changes by moving start before previous object could not be reverted anymore by moving mouse back
 - [SEQ-8839] Display issues with last sample of right channel in stereo wave files
 - [SEQ-9011] Issues with older mixer skins and controls at right border
 - [SEQ-9063] Crash while moving objects to another track in 'Link curves to objects' object mode
 - [SEQ-9001] MIDI file import could crash for files with many tracks
 - [SEQ-8990] Missing object editor update when switching between projects
 - [SEQ-9071] Global option for switching off tempo changes for MIDI objects was ignored
 - [SEQ-9114] Plug-ins on mono tracks were loaded with stereo configuration (and set to mono only with first playback start)
 - [SEQ-9165] Track editor : Wrong display of hover state for scroll up/down buttons
 - [SEQ-9073] Some GUI fixes (e.g. wrong audio input color in track editor canis skin)
 - [SEQ-8837] Plug-in name in arranger plug-in slots and automation lanes was truncated too early

09/20/2024 Samplitude Pro X8 Version 19.2.1 Build 24220

- [SEQ-8867] Improved disabling of commands given while recording with playback is active
 - Export via preset is also disabled now.
 - Paste commands are disabled now (they trigger a status line message "This command is not available if a recording with simultaneous playback is running.")
- [SEQ-8861] New take naming template "(take name)_(tracknumber)"
 - Track number now uses 3 digits in projects with more than 99 tracks
 - Use ini setting [Factors] Force3DigitsForRecordTrackNumber=1 to always use 3 digits
 - (Automatic take naming already can be set to 3 digits in the advanced recording options)
- [SEQ-8788] Interleaved file playback and export optimized
- Bug fixes
 - [SEQ-8857] Accessibility: Enter and End key didn't work in mixer anymore (since Build 24218)
 - [SEQ-8869] Display issues with (missing) track editor in wave projects
 - [SEQ-8867] New focus handling for docking windows (activate inactive window instead of closing it) was missing for e.g. screen keyboard, FX browser and info manager

08/21/2024 Samplitude Pro X8 Version 19.2 Build 24218

- [SEQ-8340] View options: Scaling the waveform with fades/curves now has an additional scaling option for object fades and volume curves only (without track volume and curves)
 - **This new option also is the new default setting**
- Import / Export
 - Export dialog
 - [SEQ-8061] New properties in file naming template editor
 - New "Channel count" property: number of audio channels of exported file
 - New more "fine-grained" date placeholders
 - [SEQ-8061] Improved properties in file naming template editor
 - "Bit depth" placeholder now without "Bit" unit for more flexibility
 - Two separate "Sample rate" placeholders, in Hz and kHz, both without "Hz"/"kHz" unit for more flexibility
 - Legacy bit depth and sample rate placeholders will be replaced automatically when loading old export presets or naming template presets
 - [SEQ-8060] "Put in Subfolder" has also a template editor like the one for file name now (instead of just an edit field)
 - [SEQ-4111] New audio files are now automatically placed into an "Audio" sub folder of the project folder
- Bugfixes
 - [SEQ-8228] Export into Surround+Stereo file failed when Stereo Master and Surround Master are routed to the same device number
 - [SEQ-8586] Track freeze / unfreeze commands didn't work for multiple tracks
 - [SEQ-8586] Wrong track name after unfreeze
 - [SEQ-8558] Export dialog: Wave with codec didn't work correctly
 - [SEQ-8650] Issues with BWF MP2 export

- [SEQ-8731] Issues with file names for multi format export with choose filename later
- [SEQ-8734] Mono export issues
- [SEQ-8765] Latency compensation issues with realtime export
- [SEQ-8708] Export dialog - realtime export
 - Possible endless requester "project is already open"
 - Option "from project start to last object" didn't work correctly
- Automation
 - [SEQ-7280] Move automation points via object move shortcuts (Ctrl+Alt+1/2) now also works with step width 2 and allows value change with volume change shortcut (Ctrl+Alt+7/8)
 - [SEQ-8075] [SEQ-6985] New commands in automation menu to show only Vol/Pan/AUX/EQ/Plug-in automation lanes
 - [SEQ-8578] Don't show automation in crossfade editor
 - Bugfixes
 - Link curves to objects
 - [SEQ-8077] Creation of several automation points with wrong values when using timestretch in object editor
 - [SEQ-8050] Avoid creating automation points in empty curves
 - [SEQ-8029] Moving objects with menu commands or keyboard shortcuts could delete Latch automation
 - [SEQ-7712] Objects moved to another track could loose object automation
 - [SEQ-7712] Wrong automation lane display after moving objects with automation behind project end
 - [SEQ-8649] Issues with latch automation and "Link curves to objects" after playback stop
 - [SEQ-8587] Show automation lanes command didn't work for multiple tracks
 - [SEQ-8152] Automation preview didn't work correctly for AUX sends
 - [SEQ-8694] After switching between object and track automation the deactivated automation could still have selected points that responded to commands
 - [SEQ-8773] Missing updates for automation button of internal FX
- Arranger / Track editor
 - [SEQ-7886] Submix folder handling via menu and shortcuts
 - [SEQ-8354] New menu command to select only the active track only (default shortcut Shift+Alt+Enter, only available after resetting shortcuts or ini)
 - [SEQ-8524] With "Continuous playback while editing" the cut mouse mode shows the scissor cursor also while playback is running
 - [SEQ-8424] Reverted to old style range cursor
 - Bugfixes
 - [SEQ-8300] Timestretch / pitch-shift mouse mode: The object end handle at right object border is shown even if the end is covered by the next object
 - This enables the user to edit the time-stretch factor in this situation
 - Link markers to objects
 - [SEQ-8522] Issues with some object modes when arranging objects via menu Object > Move objects/crossfade
 - [SEQ-8535] Ignores markers following the moved objects when "Link until silence" is active
 - Folder tracks
 - [SEQ-8556] Recording track color highlight was not displayed in closed folder tracks
 - [SEQ-8570] Wrong object border display in folder tracks with reference track
 - [SEQ-8317] Waveform did not zoom in closed folders
 - [SEQ-8316] Resizing of multiple tracks could open folders and showed hidden tracks
 - [SEQ-8401] Very small objects were not displayed in folder view
 - [SEQ-8623] Menu for folder refrence track only supported up to 126 contained tracks and didn't use menu columns
 - [SEQ-8601] Routing issues when adding new tracks inside or after submix folder
 - [SEQ-8456] Optimized object group number display for small objects
 - [SEQ-8517] Optimized object handle positions
 - [SEQ-8590] Issues with object/start end handling in footer for small objects
 - [SEQ-8604] Context menu for peakmeter was missing in arranger and track editor
 - [SEQ-8065] Track editor updates
 - Dual pan was missing in vertical skin
 - Phase button didn't work in horizontal skin with active dual pan
 - Blue fader handles for busses similar to mixer
 - [SEQ-8646] Mouse wheel lock for faders and knobs after scrolling in track head didn't work anymore
 - [SEQ-8643] Graphic issues in track head with dual pan
 - [SEQ-8378] Track number in submix folders was hard to read in Carbon skin
 - [SEQ-8737] Wrong object start when dropping multiple audio files from explorer
 - [SEQ-8684] Casual wrong hiding of newly created tracks
 - [SEQ-8763] Re-ordering tracks in CD arrangement mode didn't work anymore
- Surround handling
 - [SEQ-8494] [SEQ-8550] Better access to the Surround downmix matrix from mixer AUX/Output area
 - Tooltip for Shift+Right click on AUX send
 - Menu command in the AUX send menu renamed to "Surround downmix matrix"
 - Menu commands to access downmix matrix in track output menu added
 - [SEQ-8510] Phase invert option for surround sources
 - Available in left click menu in mixer panning section
 - Display in surround pan dialog via tab menu
 - [SEQ-8514] New menu entry "Remove output routing" in tabs of track pan dialog (for non-primary outputs only)
 - [SEQ-8615] Initial surround panner setup for tracks can now be controlled via presets containing the text "Default", search order is
 - default_mono_/default_stereo_ + Surround-Presetname (gss), e.g. "default_mono_5_1 ITU"
 - Use the "Save as default" entry in the preset menu
 - **Previous template.vip mechanism is removed**

- Bugfixes
 - [SEQ-8318] Interleaved / surround objects drawing issues
 - [SEQ-8360] Object handling improvements for surround folders and folders with reference track
 - Select next / previous object shortcuts
 - Zoom to selected objects
 - Preview mouse mode
 - Fade handles menu
 - Audio marker display
 - [SEQ-8319] Importing interleaved wave files as (surround) folders sometimes broke already existing folders
 - [SEQ-5218] Importing an interleaved wave file on a surround folder with different channel count now show a warning message about creation of a new surround folder
 - [SEQ-8513] Some routing issues in surround panner (doubled primary out display, bypass inconsistencies)
 - [SEQ-8287] Surround folder missing display for incomplete mute/solo/monitoring states
 - [SEQ-8287] Surround folder monitoring switch didn't work
 - [SEQ-8534] Selecting a plug-in as surround panner closed the panning dialog
 - [SEQ-8555] Opening online help with F1 in pan dialogs was broken
 - [SEQ-8478] Some issues with LFE loading from surround setups fixed
 - [SEQ-8514] Missing updates of tabs in pan dialog after using output/AUX bypass or reset in mixer
 - [SEQ-8603] Space didn't trigger playback in pan dialogs
 - [SEQ-8527] Surround and pan dialogs flickered while moving
 - [SEQ-6241] No routing matrix when routing from surround bus / folder to stereo (did only work for surround masters)
 - [SEQ-6241] When inserting the first surround bus the dialog shows "Surround master" according to existing functionality
 - [SEQ-8554] Copy-Paste surround folder: Faders were not linked in pasted folder
 - [SEQ-8755] Wrong mixer surround peakmeter display for more than 12 channels
 - [SEQ-8728] Monitoring section: upmix matrix dialog from stereo master to surround was not available anymore
 - [SEQ-8747] Disable primary output editing for surround busses (could result in crashes)
 - [SEQ-8684] Adding surround folders created several undo steps
- [SEQ-8615] Mixer setup changes
 - New option "Force mono tracks"
 - This way you can benefit of the above surround preset handling for mono tracks
 - New preset "Surround (Mono Tracks)"
 - Left click in mixer now opens drop down, right click opens dialog
- Take handling / Take lanes
 - [SEQ-8630] Allow to delete obsolete or all take entries in project status dialog - added progress bar
 - [SEQ-8080] Audio and MIDI takes can be switched together in take lanes
 - [SEQ-8617] Snap didn't work in take lanes
 - [SEQ-8613] Take number did grow when just moving objects, possibly leading to delayed playback start
- Window handling / Docking
 - [SEQ-8405] Use Ctrl key while dragging a window to avoid docking
 - [SEQ-8395] Mixer size is stored globally now
 - Disabled horizontal adaption of mixer window when changing projects or adding tracks
- Plug-ins / ARA
 - [SEQ-8540] ARA support for Syncro Arts Revoice Pro Link 5
 - [SEQ-8541] ARA support for RipX DAW (under construction)
 - [SEQ-8700] ARA support for VocAlign 6 Pro (under construction)
 - Bugfixes
 - [SEQ-8436] Audio to MIDI: Creating a new track if needed didn't work anymore
 - [SEQ-8472] Invalid ARA object state after unfreeze
 - [SEQ-8386] Melodyne: In some projects with tempo markers, Melodyne no longer showed blobs
 - [SEQ-8612] Problems with Vocalign Ultra if inserting into a project after removing it before
 - [SEQ-8707] Wrong plugin editor size after switching from parameter dialog
 - [SEQ-8697] Cursor drawing glitches in marker lane after bypassing plugins
 - [SEQ-8729] Crash in AutoAlignPost(ARA) while using object time stretching
- [SEQ-6021] Strip Silence: silence detection reworked
- [SEQ-8714] Improved performance after closing system dialogs or inside of menu / keyboard setup
- [SEQ-8445] "log" and "exp" naming for fade curves swapped to be consistent with common naming
- Improvements of display on HDPI/4k monitors when using application scaling (still under construction)
- Bugfixes
 - Crossfade Editor
 - [SEQ-8682] F10 could not be used as shortcut
 - [SEQ-8417] Cursor key handling disabled, e.g. to avoid conflicts with arranger zoom commands
 - [SEQ-8580] Folders were displayed with black background in crossfade editor
 - [SEQ-8019] Take Lanes: Take lane state wasn't restored when closing the crossfade editor
 - [SEQ-8609] Possible focus issues after closing crossfade editor
 - [SEQ-8657] Footer volume display was still visible and active
 - [SEQ-8336] Crash when playing objects with the same compressed file on different tracks and multiple CPU cores used
 - [SEQ-8400] Possible wrong grid bar text color after skin change and restart of program
 - Recording
 - [SEQ-8727] Crash while record start after exchange USB hard disc
 - [SEQ-8712] GUI Performance issue with interleaved recording
 - [SEQ-8473] After deleting a recording, 'Stereo Pan' could be displayed in the object
 - Mixer
 - [SEQ-8355] Sends On Fader didn't show the fader handle in the target AUX track
 - [SEQ-8374] Only first surround bus fader handle was colored blue
 - [SEQ-8374] Improved fader handle reset after deactivating Sends-on-fader

- [SEQ-8355] AUX send to same track can't be activated anymore
- [SEQ-8303] Shift-click for finetune tooltip description was missing for some mixer, track editor and object editor controls
- [SEQ-8385] Shortcut Ctrl+A for selecting all tracks now considers tracks that are only visible in the mixer if the mixer has focus
- Time display
 - [SEQ-8549] Lyrics marker display flickered while recording
 - [SEQ-8568] Graphic glitches with time unit milliseconds
 - [SEQ-8367] Time display: text was not centered
- [SEQ-6784] Missing file menu entry for range list export added
- [SEQ-8552] Prevent freeze command for master and folder tracks
- [SEQ-8258] After closing Spectral Cleaning without any edits, no FX file will be created
 - Confusing SC marker in objects is not used anymore
 - Applied SC can be seen by audio markers
- [SEQ-8591] Several scaling and drawing issues with nudge edit in toolbar
- [SEQ-8648] Some language adaptations (DE/EN/FR)
- [SEQ-8569] Prevent sorting by columns in routing manager
- [SEQ-8158] HWC focus was changed for audio preview in file or soundpool manager
- [SEQ-8531] Possibly corrupted mixer layout after maximizing
- [SEQ-8633] Fixes some inconsistencies between main menu, offline FX, automation and help menu
- [SEQ-8554] Several fixes for copy&paste of tracks (e.g. copy of missing VSTi or AUX busses)
- [SEQ-6842] VSTi playback could be silent after switching engines

05/13/2024 Samplitude Pro X8 Version 19.1.4 Build 23433

- [SEQ-8274] Improved "Project status" dialog
 - Shows number of stored takes in project
 - ARA Info now also works for other plug-ins than Melodyne
- [SEQ-8630] Allow to delete ARA, obsolete or all take entries with "Clean up" button
- Bugfixes
 - [SEQ-8334] Carbon: wave editor grid was hardly visible
 - [SEQ-8610] [SEQ-8607] FR language text fixes and improvements
 - [SEQ-8620] Crash after inserting external FX from FX browser
 - [SEQ-8602] Possible audio distortion when playing objects with AUX send
 - [SEQ-8595] Export dialog: 'Split at marker' could overwrite previously created files
 - [SEQ-8538] Grid and marker track didn't scroll if the first visible track was hidden
 - [SEQ-8528] Crash after changing speaker configuration from surround pan dialog
 - [SEQ-8525] Automatic plug-in scan in system and user directories could not be switched off anymore
 - [SEQ-8532] Crash when adding VST instrument by drag and drop
 - [SEQ-8488] Phase invert button in mixer could not be operated with Enter key
 - [SEQ-8505] Crash with marker list export fixed
 - Multi-Format-Export (exporting more than one format at once)
 - [SEQ-8519] Split at marker option didn't work correctly
 - [SEQ-8475] Exporting of selected objects didn't work correctly
 - [SEQ-8504] Writing ID3 and other meta data didn't work

03/12/2024 Samplitude Pro X8 19.1.3 Build 23431

- [SEQ-8411] New command "Reset program settings to default" in help menu, does the same as loading the default INZ container in start selection dialog or program settings
- [SEQ-8333] Export naming templates: marker number placeholder now defaults to 2 digits again (using more digits only if total number of markers exceeds 99)
- [SEQ-8339] MIDI SysEx is now activated automatically without message box when using HWC or MMC
- Bugfixes
 - [SEQ-8349] M4A/AAC Import: 'sample count zero' error after importing more than one file
 - [SEQ-8449] Range based copy including automation data created ramps
 - [SEQ-8452] Object plug-in browser always inserted in first slot, not after existing plug-ins
 - [SEQ-8440] Crash after editing automation curves
 - [SEQ-8246] Track head mute/solo/record/lock states were not correctly displayed immediately after skin change
 - [SEQ-8397] Problems with drag'n'drop on the last track when it was an empty folder
 - [SEQ-8341] Internal FX dialogs could not be brought in front when re-opening
 - [SEQ-8363] VSTi: No 'project changed' state was set after inserting a VST instrument
 - [SEQ-8394] Possible crashes in AAF Export with option "Copy only the used audio material"
 - [SEQ-8466] MIDI Editor: Possible Crash when notes were selected and the controller editor window was too small
 - [SEQ-8381] Export dialog: Naming templates didn't work correctly with realtime export
 - [SEQ-6108] Problems after deleting and rewriting of an automation from internal plugin GUI
 - [SEQ-8332] Creating a new project with a new name from a template triggered the compatibility warning about saving older versions projects
 - [SEQ-6128] No update of selection marks in mixer after drag'n'drop of plug-ins
 - [SEQ-8472] SpectraLayers: crash during unfreeze fixed
 - [SEQ-8328] Export in multiple formats didn't work for multi-track export
 - [SEQ-8296] Some filename templates didn't work correctly for multi-track export

- [SEQ-8320] Duplicate and copy of folder tracks didn't work correctly
- [SEQ-8415] Possible wrong export file names if they contained '.' in object or project names
- [SEQ-7911] Volume automation was modified when drawing in an empty lane

02/02/2024 Samplitude Pro X8 19.1.2 Build 23428

- [SEQ-8393] VST MIDI Send to another track didn't work anymore
- [SEQ-8365] Some VST3-Plugins didn't work as MIDI-Plugins (e.g. BlueArp)
- [SEQ-8371] Crashes when changing DeNoiser sample while playback
- [SEQ-8412] Play cursor flickered when changing the start position during playback
- [SEQ-8384] Line breaks entered in the info manager for object comments were not displayed correctly in the object editor
- [SEQ-8366] ARA: Program freeze with VocAlign plugins after inserting as track effect in empty track
- [SEQ-8416] ARA: Crash after editing in the info manager
- [SEQ-8357] Export dialog: Export to 32bit float with glue selected objects option active was exported as 24 Bit instead.
- [SEQ-8406] Wrong object footer text color for folders in Carbon skin
- [SEQ-8400] Wrong arrangement text color after skin change and restart of program
- [SEQ-8398] Some corrected translations (EN)
- [SEQ-8380] Muted objects drawn with half wave forms created graphical glitch
- [SEQ-8369] Wrong AUX send coloring in mixer with -inf send level
- [SEQ-8346] Marker line was drawn while moving CD and punch markers
- [SEQ-8408] Duplicated drop-down display in object editor
- [SEQ-8274] Possible issue with creating too many take entries after moving recorded objects

01/15/2024 Samplitude Pro X8 19.1.1 Build 23424

- [SEQ-7282] Multiple track selection with shortcuts in arranger and mixer
 - New commands (under Tracks > More > Select tracks)
 - "Select all tracks"
 - "Add previous track to selection" (shortcut Shift + Alt + Up)
 - "Add next track to selection" (shortcut Shift + Alt + Down)
 - Use Ctrl + A can to select all tracks
 - in the mixer
 - in project window, if track name has focus
- [SEQ-7944] New main menu commands added that were only present in context menus before
 - Menu Edit > Tempo > Tap tempo... for the Tap Tempo Dialog from the tempo menu of the transport console
 - Menu Edit > Crossfade > Crossfade editing > Log./exp. from the object fade handle context menu
 - Menu Track > More > Track color... for the color menu from the track head color area
- [SEQ-8255] Skin change now also resets default track / object colors
- [SEQ-7423] A vertical line is drawn while moving a tempo marker
- [SEQ-7791] Separator between tracks optimized - further fine-tuning
- Bugfixes
 - [SEQ-8311] Add some missing localisations (ES/FR)
 - [SEQ-8302] Column widths in Marker manager were not restored
 - [SEQ-8289] Group numbers in objects were hidden even when enough space was available
 - [SEQ-8256] Zoom to selected objects didn't zoom completely if the selection included all tracks
 - Plug-ins / FX
 - [SEQ-8315] Crash when opening EQ in surround tracks
 - [SEQ-8293] Playback dropouts with FabFilter plug-ins used on objects
 - [SEQ-8307] Problems to stop playback with the space key in Soundtoys plug-ins
 - [SEQ-8288] Pasting a copied object plug-in chain to multiple selected objects inserted the plug-in (chain) on the active object only
 - [SEQ-8337] Mixing on neighbouring mono channels of an output device caused crackling for external FX
 - [SEQ-8257] Track FX chain reset and preset loading via Track FX button menu didn't work for multiple selected tracks
 - [SEQ-8356] Problems with VST3 Plug-ins without parameter name handling
 - [SEQ-8348] UADx-Plugins didn't recall their settings from project when using latest UADx update
 - [SEQ-7804] ARA VocAlignUltra state was not completely restored after project loading (fix also requires latest VocAlign update v 1.3.67.1)
- Mixer
 - [SEQ-8306] Removed tooltip for scrollbar in mixer
 - [SEQ-8322] Some fixes for restoring mixer window size after loading a project
 - Sends on Fader
 - [SEQ-8248] Sends on Fader could cause overwriting of AUX send after using the "visible" checkbox in AUX send dialog
 - [SEQ-8313] Surround master AUX sends were activated with Sends on Fader
 - [SEQ-8314] Issues with AUX automation (e.g. writing automation in surround busses)
- Recording
 - [SEQ-8284] Recording settings: "Format" label would be visually covered by group box frame (EN localisation only)
 - [SEQ-8232] Warning added for attempts to use track output recording and the performance option "Deactivate FX on empty or silent tracks for ASIO" on
- Import / Export
 - [SEQ-8239] Screen flickering when exporting multiple wave files without opening them
 - [SEQ-8254] Improved overwrite warning if files are already opened
 - [SEQ-8294] Glue Objects until silence: Selected objects without cuts were not processed
 - [SEQ-8338] AAF/MXF Import: Embedded audio was always silent
- MIDI / VSTi
 - [SEQ-8356] MIDI Plug-ins didn't work anymore from build 23418
 - [SEQ-8347] VSTi: Hanging notes with Yamaha NoteOff conversion if track MIDI output channel was set
- Crossfade Editor
 - [SEQ-8295] Vertical scrolling with mouse wheel didn't work after hidden tracks
 - [SEQ-8298] Track editor command / button is now disabled
 - [SEQ-8298] Mixer keys (Cursor keys, Pos1,...) were not handled

12/07/2023 Samplitude Pro X8 19.1.0 Build 23418

- General
 - [SEQ-8249] Changed several default program settings (only for new installations or after reset of program settings)
 - Following settings are default active now
 - Scan user and system VST folders automatically
 - Recording: Save each take in a new file
 - Destructive Effects: Generate a new file for each FX calculation
 - Crossfade editor: Default relative zoom width for crossfades 10%
 - Metronome: Default volume -10 dB
 - TrackSpeed: Default buffering time 2 s
 - [SEQ-5653] .ini files for program settings and plugin favorites are saved instantly, not just at end of a program session. So changes in the settings are maintained even after a crash.
 - Previous .ini files are kept as *_backup.ini and may be restored manually by renaming the files
 - [SEQ-8277] Reset stored window positions of several windows (Export, Crossfade editor) when using "All windows to mainscreen" command with pressed Shift key
 - [SEQ-7936] The path of the active project file is logged in the crash.log in case of a crash event
 - [SEQ-8122] Updated to Qt 6 framework
 - [SEQ-7980] **Performance improvements** for
 - Use of many files (e.g. with every take in a new file) or many objects
 - Recording / playback with many tracks / devices
 - Undo with object EQ on many objects
- Recording / Playback
 - [SEQ-7980] More than 64 Mono In or Out Devices are grouped into several submenus
 - [SEQ-8010] Support for **ASIO float recording of clipped audio** (depending on audio device) - level still can be adjusted after recording
 - [SEQ-7991] Support for IK AXE ASIO device with only one input and three output channels,
 - Last channel of devices with odd channel count can be accessed in general
 - [SEQ-7798] New playback option added to pause autoscroll until play stop when clicking in the arranger
 - [SEQ-7702] Pause Autoscroll when 'Continuous playback while editing' is active
- Take Lanes
 - [SEQ-7974] **Take Lanes for MIDI objects**
 - [SEQ-7765] Cutting takes with grouped recordings doesn't break the grouping anymore if a take is missing for some tracks
 - [SEQ-7670] Lanes are now restored after loading a project
- Arranger
 - [SEQ-8023] Changed default object background color (Carbon only)
 - [SEQ-7791] Optimized separator between tracks
 - [SEQ-7998] Hovering mouse over grid bar shows range cursor
 - [SEQ-8031] Restructured object menu
 - Access to recently used object menu commands
 - [SEQ-7818] In object footer, a text "Warp" is displayed if at least one AudioWarp marker is present in object
- Crossfade Editor
 - [SEQ-8023] Skin is switched with arranger skin + optimized colors
- Mixer / Track Editor / Object Editor
 - [SEQ-7073] **Mixer can have longer faders**, when increasing size
 - [SEQ-8049] Smaller edit steps with mousewheel and arrow keys when using Ctrl+Shift keys together (especially using 0.01 dB for volume / gain)
 - [SEQ-8252] Apply track timeshift to multiple selected tracks
 - [SEQ-7877] Mixer reset EQ command now fully removes the EQ116 instances
 - [SEQ-6957] AUX Sends are now created without initialization to -89 dB
 - Active sends with level -inf / off are still marked active now
 - Send level for new AUX buses can now be adjusted directly after first mouse click, no need to set the level with a 2nd click any more
 - [SEQ-5663] Object editor AUX bus creation is now also possible with bypass switch (+ some fixes)
 - [SEQ-7927] Unified default stereo enhancer algorithm for objects and new AUX sends with new tracks
 - Bugfixes
 - [SEQ-8109] Change from 'VCA' to 'AUX' button labeling wasn't reverted after switching off sends on fader
 - [SEQ-8253] Track output field in mixer were shown partly black when the track had no color and were routed to more than one buses
- ARA / Plug-ins
 - [SEQ-6904] **ARA plug-ins can now be inserted as track effects**
 - Plug-in instances are automatically inserted into all track objects, also when new objects are added (e.g. after drag'n'drop or loading of audio to this track)
 - [SEQ-7971] ARA support for ASAP Spectral Surface and ASAP Pitches Brew Plug-in
 - [SEQ-8208] SpectraLayers has a docking window like Melodyne
 - [SEQ-8203] Support for drag&drop files from VST plug-ins to the host project
 - e.g. for SpectraLayers
- Automation
 - [SEQ-6712] Deletion of ranges of track automation optimized: No automation points are created at selection borders if a curve is flat in that range
 - [SEQ-7299] Prevent automation ramp from project start when creating an automation point via double click and then dragging it

- [SEQ-8039] Drawing on objects with volume automation mouse mode automatically activates volume curve for objects (similar to track automation behavior)
- [SEQ-7958] "Delete all curves" now works for multiple selected tracks
- Export dialog
 - [SEQ-7890] Check sample rate compatibility for each selected codec before starting
 - [SEQ-7751] ISRC and [SEQ-8059] CD / MP3 properties in export dialog naming template editor added
 - [SEQ-7891] Change the unit of the export length directly in the export dialog
 - [SEQ-8112] New option 'Move to recycle bin when overwriting' - When a new export overwrites existing files, these are deleted to the recycle bin for a possible restore.
 - [SEQ-8085] Button text "Browse..." replaced with folder icon
 - [SEQ-7498] Select ten most recent custom folders from list
 - [SEQ-8187] Resampling quality button is deactivated if no sample rate change is active
 - [SEQ-8196] When activating an file format, the corresponding format settings are now shown automatically
 - [SEQ-8097] New option to consolidate bordering objects: Glue selected objects until silence
 - [SEQ-8188] Renamed default export file naming template to "Project Name"
 - only for new installations or if a user deletes all naming templates
 - Bugfixes
 - [SEQ-8220] Pressing the 'x' button in the 'Overwrite existing files?' query dialog didn't cancel exports
 - [SEQ-8219] Multitrack Export: Wrong file naming with option 'Choose Name later'
- [SEQ-7929] Project Files Dialog includes files referenced in revolver tracks
 - Project files dialog will open automatically if referenced files are not found
- Docking
 - [SEQ-6101] Change wording from "Monitoring" to "Monitoring section" in the + menu of the docker
- MIDI
 - [SEQ-7609] Extended soft split for MIDI (experimental, activated by ini entry [Factors] SplitNotesWhenSplittingMidiObject=1)
 - If soft split is enabled, MIDI notes on object edges are splitted when MIDI objects are splitted
 - [SEQ-8122] Screen keyboard: added scrolling with mouse wheel and zooming with ctrl + mouse wheel
- **Bugfixes**
- Hardware controller
 - [SEQ-8226] Opening mixer did reset controllers assigned by MIDI learn function
 - [SEQ-8141] Help button or F1 opened wrong or no help window
- [SEQ-8236] Take lane editing problems after inserting or re-ordering tracks while take lanes were open
- [SEQ-8216] Multichannel files could not be loaded multiple times
- [SEQ-8244] Distorted audio when using surround AUXes without own pan setting
- [SEQ-8181] Wrong display of object handles with active object footer and disabled 'Volume handles on top' option
- [SEQ-8189] Export to 24Bit Wave - CD markers could disappear in wave project
- [SEQ-8249] Crossfade settings: Default absolute zoom width could not be set below 500 ms
- [SEQ-8235] Object resampling could still be marked as active after reverting project sample rate change
- [SEQ-8028] Link curves to objects didn't work for submix folders
- Plug-ins / FX
 - [SEQ-8169] ARA crash fix: Some plug-Ins do not support multiple projects at the same time
 - [SEQ-8234] When copying multiple tracks with VSTi to another project, only the first VSTi was transferred
 - External FX
 - [SEQ-8269] Warning when inserted / opened without hybrid engine
 - [SEQ-8259] Crash when closing project or program with open external FX dialog
 - [SEQ-7854] External FX dialog window caption now correctly displays 'External effect' instead of 'External FX'
 - [SEQ-7854] 'External effect' dialog caption didn't show track and slot number like in other plugin dialogs
 - [SEQ-8043] The 'External effect' dialog was not hidden on project change although the option to keep it open was disabled.
- [SEQ-8135] Audio gaps when importing CDs with resampling
- [SEQ-8145] AIFF Reader updated, some 24Bit AIFF files were not imported correctly
- [SEQ-7336] Improved MIDI editor drawing performance
- [SEQ-8123] AAF Export: possible crashes with option 'Convert stereo objects' fixed
- [SEQ-8079] Stereo objects from mono objects: Wrong channel assignment with interleaved wave files fixed
- [SEQ-8079] Stereo objects from mono objects: Stereo objects get time stamps from mono files
- [SEQ-8165] *Loudness Adjustment* dialog: Small error in DE localization fixed
- [SEQ-7631] File names for recording taken from track names were wrong on first project save
- [SEQ-7472] Export dialog is shown on main screen when last position is unavailable (2nd monitor).
- Mixer
 - [SEQ-8126] Wrong surround peakmeter display after mixer resize
 - [SEQ-8204] Missing mouse-over reset after right click on automation button in mixer
 - [SEQ-8176] Wrong mixer fader scaling when mixer size was reduced
 - [SEQ-7939] Keep mixer height when changing projects
- [SEQ-8180] The track color setting for tracks with recording in progress was not used
- [SEQ-8144] Unintentional multi-selection of markers after using CD index manager
- [SEQ-8144] Issues while moving markers beyond other markers
- [SEQ-8042] Save complete VIP: Correct handling of files with equal file names in different sub folders of the project folder when "Keep project sub folders" was disabled.
- [SEQ-5124] Issues with project names starting or ending with spaces - these are stripped now
- [SEQ-8231] Multiselection for controls in arranger (e.g. monitoring) didn't work correctly
- Monitoring
 - [SEQ-8212] Correct handling of a bus named "Master" in addition to the stereo master in monitoring section
 - [SEQ-8154] Some monitoring section texts were wrongly formatted
- [SEQ-8155] Time display
 - Performance improvements and bug fixes

- Spectral Cleaning
 - [SEQ-8119] Restore modal state after opening system settings to prevent crashes
 - [SEQ-8036] Window position on secondary screen wasn't restored
 - [SEQ-8118] Cursor jumped to view start after editing
- [SEQ-7903] Non-functional "Export to Video Pro X" command removed
- [SEQ-7805] Load / initialize warp markers correctly for objects with missing audio files
- [SEQ-7667] Maximized state of floating docking windows were not restored after reopening the program
- [SEQ-6643] Discarding a recent recording is not possible when the object was edited while recording (in according mode "Playback & editing independent of recording"), the option to discard the recording is skipped in this case now.
- [SEQ-5099] Objects could be pasted into tempo tracks
- [SEQ-7948] Recording punch-in after entering a loop created unintended objects
- [SEQ-7995] Playback jumped when soloing/muting an object with warp markers and the object editor was visible
- [SEQ-7976] Playback with 'Continuous playback while editing' playback mode jumped when loop mode was on and edit cursor was set before the loop start
- [SEQ-8022] Display issues with minimum / maximum automation values
- [SEQ-7646] Refresh track output routing in mixer was missing when routing fallback to default device was used after deleting tracks
- [SEQ-7896] External tools dialog: missing localizations (ES, FR)
- [SEQ-7747] Track AUX send automation could use wrong values after stopping playback
- [SEQ-7970] Mixer fader remained blue after changing track type back from submix to normal track
- [SEQ-8025] Track naming refresh was missing for External Effects and Plugins after Undo
- [SEQ-7538] Waveform graphic glitches when Pre-recording option was active
- [SEQ-8001] Double click between 2 markers in the marker track created a range for the first track only
- [SEQ-8076] 'Building Graphic' hanged after loading interleaved wave via file manager
- [SEQ-6547] Menu command / shortcut for track phase invert didn't work for multiple selected tracks and neither respected the "only invert left channel" setting
- [SEQ-7956] Buttons for volume / pan curve activation didn't work for multiple selected tracks
- [SEQ-8078] Using the command "Remove unused curves" on tracks without automation crashed the program
- [SEQ-8016] Loop length changes of looped MIDI objects in object editor were not drawn
- [SEQ-7925] Wrong menu break in context menus might result in invisible entries
- [SEQ-8072] Object editor changes for different objects were collected in one undo step
- [SEQ-8090] Object manager search didn't work anymore (since build 23117)
- [SEQ-6417] Improved time display performance
- [SEQ-7853] Prevent ripple with "Link markers to objects" if markers are locked
- [SEQ-7777] [SEQ-7983] Several fixes and improved performance for cursor drawing
- [SEQ-8011] External tools dialog: several fixes
- [SEQ-8086] Timestretching / Pitch shifting: several fixes
- [SEQ-7892] Help browser was sometimes opened twice when using F1 and some help topics were missing
- [SEQ-7892] Removed obsolete "Help Index..." main menu entry
- [SEQ-8037] Wrong drawing of MIDI notes after soft split
- [SEQ-7937] Track manager: issues with color menu handling
- [SEQ-7940] Multi Track Export: ensure each track gets its own filename
- [SEQ-7505] Some fixes for writing automation
- [SEQ-8073] Missing marker redraw for "Link markers to objects" after using menu commands or shortcuts
- [SEQ-3432] Track comments were not copied with tracks
- [SEQ-8058] Track latency shift was not copied with tracks
- [SEQ-8102] Issues with Zoom to selected tracks when all tracks are visible
- [SEQ-8111] Crash when adding multiple hardware controllers
- [SEQ-8115] [SEQ-8116] Several issues with mixer, crossfade editor and arranger drawing when forcing application defined DPI scaling
- [SEQ-8124] VST3: no output for some plug-ins (e.g. Acon Digital Remix)
- [SEQ-8301] Possible missing break in side chain menu, if folders were present
- [SEQ-8264] Incorrect position when loading resampled multi channel file into a new folder
- [SEQ-8208] Fixed background color for Melodyne/SpectraLayers docking window
- [SEQ-6420] Monitoring section plugin menu didn't work with "FX always on top"

08/15/2023 Samplitude Pro X8 19.0.2 Build 23117

- [SEQ-7937] Track manager: drag'n'drop didn't work correctly anymore (Build 23115 only)
- [SEQ-6611] wrong position of edit fields in managers
- [SEQ-7295] gnu db cd online search didn't work anymore
- [SEQ-7669] gnu db cd info: unicode problems with some special letters
- [SEQ-5398] keyboard input was partly absorbed by host in edit controls of vst plug-ins (e.g. Melda plug-ins)
- [SEQ-7446] Wrong wording for "Reset Quantization" in some languages
- [SEQ-7964] Disable vertical scrolling for wave projects
- [SEQ-8035] Track manager list import for didn't work for more than 99 tracks
- [SEQ-8013] Shortcut list export would not work if *Project Files* directory did not exist (e.g. after switching to another language)
- [SEQ-5849] missing drawing of object automation for max values
- [SEQ-8026] Export dialog: incorrect format extension for example file name
- [SEQ-4349] Fixed graphical issues that occurred after resizing the soundpool manager to minimal height
- [SEQ-8045] Marker track: markers outside visible area still could be grabbed after zooming or scrolling operations
- [SEQ-8056] Problems with setting project position to project start by click in left timeline border, now the gap between marker/grid buttons and timeline is increased
- [SEQ-5408] Issues with damping fader of Denoiser
- [SEQ-7986] MIDI editor: some cursors were incorrect for the scrollers

- [SEQ-8004] Unwanted minimizing of other tracks when "Maximize tracks automatically" is on
- [SEQ-7845] Optimized text colors in managers
- Record dialog: 'Resampling to 44.1 kHz' can't be activated
- [SEQ-6965] Redrawing issues for track visualization and monitoring (track fx engine)
- [SEQ-7954] ARA support for Auto Align 2 plug-in
- [SEQ-7973] Missing undo step creation for routing tracks to submix bus

07/06/2023 Samplitude Pro X8 19.0.1 Build 23115

- [SEQ-7475] Accelerated mouse handling for link curves to objects
- [SEQ-6168] Accelerated switching of revolver tracks
- [SEQ-7872] Vertical scrolling by mouse wheel dependent on project zoom
- [SEQ-7895] Reduced memory usage of EQ116, especially when used in a lot of object instances
- [SEQ-7867] Video, folder, tempo and surround tracks/busses aren't listed in the menu for track output recording any more
- [SEQ-7874] WMA export removed
- [SEQ-6169] Revolver track revision numbers synced for multiple selection: now all tracks get the same revision, so internal revision don't has to be displayed anymore
- [SEQ-7937] Track manager: change track color with single click instead of double click
- [SEQ-7957] GUI_NoFocusHandlingWithMixerShortCut.INZ added for disabling new focus handling (introduced with build 22554)
- [SEQ-7897] "Client/Label" and "Working order" fields in CD burn-dialog TOC are empty in new projects
- [SEQ-7912] Warning when disabling options that are needed for warping + tooltips when hovering over a warp marker with deactivated warping
- Bugfixes
 - [SEQ-7882] Occasionally missing display of play cursor in wave projects
 - [SEQ-7952] Take markers in projects could overwrite existing punch markers
 - [SEQ-7900] Takes changed their lanes unexpectedly when changing object borders
 - [SEQ-5774] Noise garbage with room simulator when resampling impulse responses
 - [SEQ-7928] Save as... for projects could provoke a crash if multiple revolver tracks were included
 - [SEQ-7922] Take lane issues with freeze/glue
 - [SEQ-7946] Old takes were shown with imported files or other new objects
 - [SEQ-7905] Missing take lane updates (e.g. after take manager operations, duplicate objects,...)
 - [SEQ-7930] After manually copying a project, sometimes audio files couldn't be found when switching revolver tracks
 - [SEQ-7771] Changes in monitor section could trigger warning for projects created in old version
 - [SEQ-7960] Shortcuts didn't work while hovering over buttons in arranger and mixer
 - [SEQ-7963] Possible crash when creating a new project after drag & drop of tracks
 - [SEQ-7667] Maximized state of floating docking windows was lost after minimizing and restoring the main window
 - [SEQ-7993] Drawing of automation data over maximum in the first automation lane could produce jump to minimum value
 - [SEQ-7877] Missing update of track routing dialog after loading a track FX preset
 - [SEQ-7932] Optimized contrast for arranger beat and sub-beat grid lines
 - [SEQ-6890] Missing restart of timestretching / pitch shifting after mute / solo in economy engine and also after moving object while playback
 - [SEQ-6421] Avoid matching colors between take lanes and automation lanes
 - [SEQ-7659] Broken object automation mouse editing inside a range and at the end of an object - some remaining issues for resampled objects fixed
 - [SEQ-7934] Issues after undo
 - [SEQ-7504] Crashes with AutoTune
 - [SEQ-7918] [SEQ-7919] Wrong text in ES language version
 - [SEQ-7921] Non-functional controls for Blackmagic video output hidden in Samplitude
 - [SEQ-7831] Wrong automation panel width after project loading
 - [SEQ-7902] After performing Audio to MIDI Melodyne plug-in was still referenced in audio object
 - [SEQ-7887] Wrong track name when using more than 99 revolver tracks
 - [SEQ-7968] fix this for loading old projects, too
 - [SEQ-7923] Deactivated object automations were still active
 - [SEQ-7870] Icons in dockable plug-in browser were mixed up
 - [SEQ-7913] Output were muted when the skin in a wave project was changed
 - [SEQ-7805] Load warp markers correctly when loading projects that contain objects with missing audio content
 - [SEQ-7953] Crash in accessibility mode when showing the generic VST GUI for a plugin that has less than 8 parameters
 - [SEQ-7950] Problems with tempo adaption of objects when changing the project tempo

What's new in Samplitude ProX 8 ?

The most important innovations in Samplitude ProX 8 at a glance:

- **Take Lanes:** Comping, i.e. combining sections from different recording takes, no longer takes place in a separate Take Composer window, but directly in the project below the track in the new Take Lanes
- **Marker track:** Markers are displayed in their own track. The height of the track can be freely adjusted so that long marker names are no longer cut off by following markers. The markers can now also be colored, the Marker track head contains buttons for creating, coloring and locking markers.
- Simultaneous export to multiple formats: In the **export dialog**, at Generate, you can now select multiple formats for simultaneous export.
- **AudioWarp:** Warp markers can now be set in audio objects to touch and move the audio, to correct irregularities in a recording, or to change the audio rhythmically.
- Many improvements for working in the project window:
 - New, meaningful mouse pointers for the editing areas in the track
 - Numerically adjustable volume directly at the object
 - optimized display of notes in a MIDI object
 - improved default settings for many display options
 - Color button in the object editor sets the object background color.
- Help and manual have been completely revised and updated
- VST3 plug-in compatibility improvements.

New features and changes in detail

- [SEQ-6605] **Take Lanes** for comping audio recordings
 - Open via button on the left or command Track "Show take lanes" (default shortcut Ctrl+Shift+Enter)
 - Replaces old Take Composer function
 - Take lanes can be shown for just one track
 - Shows all available takes for all objects in a track
 - In Universal mouse mode takes can be copied/activated by single click, drawing a range or dragging borders of used takes
 - this is similar to using the scissor tool in the old Take Composer
 - With grouped objects on several tracks takes are exchanged on all tracks (multi-track comping)
 - If takes are not available on other tracks, they are marked with red background
 - There's an error display in the status bar, if you try to use them
 - Solo button on track head of take lane
 - In Range mouse mode you can use Ctrl + C for copying ranges, e.g. from other time positions (without multi-track handling yet!)
 - [SEQ-7809] Unused take entries are removed now after deleting objects or loading projects from older versions
 - [SEQ-7767] Take Composer menu entries and button removed
 - [SEQ-7736] Tooltips for take lanes added
 - [SEQ-7735] Constant vertical scroll speed - independent of track height
- [SEQ-7040] **AudioWarp** markers
 - Allows stretching of objects audio content (in addition to the project tempo map)
 - Select the Timestretch mouse mode to edit warp markers
 - Click into an object for adding a Warp marker at the cursor position
 - Click and drag an existing Warp marker in the upper half of the object for stretching the object
 - Click and drag an existing Warp marker in the lower half of the object for moving the anchor position of the warp marker
 - Right click on an existing Warp marker to show a context menu
 - The warp markers are stored in the object, not in the object's audio file. Although they are displayed in the object like audio markers they could differ for different objects referring to the same audio file.
 - Copying an object will copy the warp markers, too
 - Warp markers currently require the Musical tempo adjustment option set to active which is done automatically when adding a warp marker
 - Timestretching an object with activated musical adjustment is now possible thanks to the Warp markers
 - Load/save and undo/redo is supported
- [SEQ-7419] **Marker Track**
 - Project markers are now displayed in dedicated track
 - Other markers like CD track indices or Tempo markers still are displayed in the marker bar on top
 - Track is resizable, displaying all markers according to available vertical space for improved overview e.g. with many markers
 - Multi-selection of markers is possible for moving, deleting or color assignment
 - Individual marker colors can be changed via context menu on markers, in marker track head or in marker manager
 - In the track head there are some useful commands e.g. for creating new markers

- [SEQ-7690] Marker lines drawn on top of all tracks when moving markers
- Export
 - Export Dialog
 - [SEQ-7479] + [SEQ-7480] **Multi-format export**
 - Multiple audio formats can now be exported simultaneously
 - In the *Export* dialog, there is now a list of available export formats
 - It is possible to select multiple formats via the corresponding checkboxes
 - [SEQ-7879] For quickly selecting a single export format, double-click the corresponding checkbox
 - Format-specific settings are located next to the format list
 - To select which format setting is currently edited, click the corresponding format name
 - [SEQ-7482] New *Use current project sample rate* option
 - If checked, this will always prevent resampling
 - Useful when working with export presets and the *Export with previous settings* command
 - Batch processing
 - [SEQ-658] Editing of mixer snapshots to add plug-ins and change routing didn't work
 - [SEQ-7374] New resampling quality options for Sox algorithm
 - General
 - 64 Bit only, no 32 bit version anymore
 - [SEQ-7841] New HTML help system, which opens in standard system browser
 - [SEQ-7154] separate **Support** tab in the **About Samplitude...** dialog
 - new main menu entry **Help > Support...** which directly leads to the new **Support** tab
 - Project compatibility warnings
 - [SEQ-7819] when loading current projects in older program versions
 - [SEQ-7771] when opening/saving projects created in older versions
 - [SEQ-6793] Window order in Docker and menu now synchronized with main View menu
 - [SEQ-7599] Several wording changes in English options dialog
 - [SEQ-7616] Adapted default program settings
 - No automatic volume fader mode change for MIDI tracks
 - Soft split for MIDI objects
 - No default assignment of NumLock key for scrubbing
 - Reduced default number of cores for multi CPU handling
 - Knob characteristics same as faders
 - Vertically optimize MIDI-note display
 - Universal mouse mode
 - Spectrogram: Logarithmical scaling
 - [SEQ-7541] Rename "Zoom to selected track(s)" command in some languages (DE)
 - [SEQ-7536] Adjust some wording and positions in view options
 - [SEQ-7603] Toggle Loop mode now has the default short cut [Shift] + [L]
 - [SEQ-7830] Color button in object editor now changes the object background color
 - [SEQ-7828] Use color / palette menu in track manager and object editor
 - [SEQ-7163] Folder picker uses new Windows UI
 - [SEQ-7355] Improved performance for projects containing a lot of automation data
 - Faster saving and loading of projects
 - Faster drawing automation data e.g. at wide zoom levels
 - [SEQ-7526] Faster undo creation by copying only changed track automation curves
 - [SEQ-7677] Some localization changes for creating stereo objects from mono objects
 - Arranger
 - [SEQ-7835] Heights of lanes are also reset when resetting track heights
 - [SEQ-7811] TS/PS mouse mode always allows range editing similar to universal mode now, independent from previous mouse mode
 - [SEQ-7727] Scrolling with mouse wheel is now pixel proportional
 - [SEQ-6421] Alternating track colors now includes selected tracks as well
 - Folder Tracks
 - [SEQ-6567] Track context menu: new Move to folder track functions
 - New in Track and Folder track menu: Duplicate Tracks
 - [SEQ-6846] Control monitoring status of contained tracks
 - If not all contained tracks are monitored, only the border of a folder's monitoring button is shown activated
 - [SEQ-7736] Tooltips for universal mouse mode added
 - only visible in extended tool tips mode
 - [SEQ-7641] Old visual feedback for locked objects via [Factors]OldStyleLockMark=1
 - [SEQ-5651] Updated mouse cursors in arranger, docker, and MIDI editor to better show what mouse dragging will do depending on the area you mouse over
 - Drawing a selection frame
 - Selecting a range
 - Drawing a curve
 - Moving an item
 - Mixer / Object Editor / Plug-ins
 - [SEQ-7863] Allow processing for shortcuts in VST plug-in windows, if shortcut is marked as "global"
 - [SEQ-7741] Object Editor: The "Reset" command for the EQ section now fully removes the EQ116 instance
 - [SEQ-7353] + [SEQ-7657] Mixer: With Sends on fader, the color of a faders shows, whether the send is pre-fader, post-fader, or direct-out
 - This can now be set on the fader via context menu as well (including multiple selection)
 - MIDI
 - [SEQ-3435] Tempo maps are now considered by looped MIDI objects
 - [SEQ-7382] Copying/pasting MIDI with active tempo map works now correctly
 - [SEQ-5429] MIDI arranger notes coloring improved for better contrast with different background colors.
 - [SEQ-6615] The pitch range of a MIDI object displayed in the project window is now only the range actually used by the

contained notes.

- This behavior can be turned off under *View options > Vertical MIDI auto zoom*
- [SEQ-7452] Quantize settings dialog (Toolbar and MIDI editor): Enable "End Q" to quantize note ends
- [SEQ-7484] MIDI objects in project window: Notes of muted objects are colored grey like with single muted notes
- [SEQ-7501] Support for Harmonica and 7 more Music Maker shop instruments
- [SEQ-4500] Performance Issues with Vita Organ - fixed (download new version 2.6)
- EuCon Hardware Controller
 - [SEQ-7420] Suppress error message during startup if EuCon is not installed and EuCon option was set
- Bugfixes
 - [SEQ-7744] The small red focus triangle was not displayed in the track info (track header) if the track was dragged very small. It wasn't always visible on folder tracks either
 - [SEQ-7825] Dialog 'Marker with Name and Number' showed checkbox for audio markers when not recording
 - [SEQ-7800] System option "Create fades for new objects..." had started the VocAlign PlugIn - fixed
 - [SEQ-7245] If ranges were selected, new tracks were inserted in unexpected places
 - [SEQ-7785] There are plugins that produce stuck notes when the noteoff comes in the form of a noteon with velocity 0. This is now converted to NoteOff.
 - [SEQ-7778] MUS file decoding might produce some artifact samples initially
 - [SEQ-7849] Borders for lanes were missing
 - [SEQ-7621] When generating file names from track names not all invalid characters are filtered out
 - [SEQ-7850] Pasting copied tracks overwrites track color and resets aux sends / plug-ins even when the respective options were not selected
 - [SEQ-7822] Missing or wrong shortcuts in object context menu
 - [SEQ-7566] Missing refresh of track record buttons after loading or inserting tracks
 - [SEQ-6862] Avoid crashes with track FX monitoring by restricting economy engine to 16 threads by restricting maximum thread number
 - [SEQ-7700] Export Dialog - Preset Handling: AAC and WMA codec settings were not restored
 - [SEQ-7793] Export Dialog - Multi-format export: several fixes
 - [SEQ-7297] External FX presets did not show their name when loading a VIP using it.
 - [SEQ-7359] Adding a tempo grid position marker during playback in tempo map grid mode added an inactive marker
 - [SEQ-7610] Converting Flac to Wave was very slow
 - [SEQ-7512] After manually copying the project, unfreeze could not find audio files in some cases
 - [SEQ-7265] Link status was not saved in mixer snap shots
 - [SEQ-7363] Broken linked channel offset in Sends on fader mode
 - [SEQ-7823] Crash with trim object
 - [SEQ-7623] Dialog for setting file name (choose file name later) in export dialog did not allow periods (.)
 - [SEQ-7694] Show surround master output devices in mixer (again)
 - [SEQ-7871] Export of tracks with VSTi output, also considering tracks that send MIDI to these VSTis.
 - [SEQ-7479] Fixed 384 kHz MP3 export when exporting in multiple formats
 - [SEQ-7914] Fixed several tooltip inconsistencies (VSTi slot in track editor, toolbar control for nudge object step size, ...)
 - [SEQ-7081] Docker window caption was offset
 - Automation
 - [SEQ-7355] Fix undo acceleration for object automation curves
 - [SEQ-7659] Broken object automation mouse editing inside a range and at the end of an object
 - Recording
 - [SEQ-7439] Punch In while playback - recorded object was longer than wave
 - [SEQ-7342] Record and playback devices had an unexpected reset after using "Record standard output"
 - [SEQ-7570] Unwanted cuts after recording
 - VST Plug-ins
 - [SEQ-4960] [SEQ-6629] Resizing issues with some VST3 plug-ins (iZotope Ozone, HOFA, FabFilter)
 - [SEQ-7601] VST3: no output for plug-in 'The God Particle'
 - [SEQ-5998] Checkbox "Scan user and system VST folders automatically for new plug-ins" is not initialized correctly before the first VST scan of the session
 - [SEQ-7671] When copying certain VST3 plugins between objects in the object editor, the parameter settings were not copied
 - [SEQ-7696] + [SEQ-7772] VST3: general compatibility fixes for window resize and side chain handling
 - [SEQ-7064] VST3: transmitting track color to plug-ins didn't work in some cases (wrong alpha value was used)
 - [SEQ-7899] Missing update of track name in VST3 plug-ins after moving them via drag'n'drop in mixer
 - [SEQ-7576] Wave editing with SoundForge could produce a peak at the end
 - Arranger
 - [SEQ-7624] Docking: Floating project windows are missing the window title update when changes are made
 - [SEQ-7433] Missing redraw of grid lines when scrolling vertically
 - [SEQ-7546] Video flicker in softscroll mode
 - [SEQ-7691] Objects were displayed shifted while scrolling horizontally
 - [SEQ-7487] Broken track head after undo called from menu or history
 - MIDI
 - [SEQ-7597] Crash in MIDI-Editor when using menu command "Split notes at playback cursor position"
 - [SEQ-7567] After double-clicking on a MIDI object, it sometimes took a long time for the MIDI editor to display the content