readme_EN - Samplitude Pro X7 / Samplitude Pro X7 Suite

05/19/2022 Samplitude Pro X7 / Samplitude Pro X7 Suite

Release Build 22190

- **New main features in Version Pro X7**
    - **Optimized export workflow (new export window)**
    - **External hardware effects available via plug-ins**
    - **Support for MIDI plug-ins and extended MIDI routing**
    - **New crossfade editor**
    - **Dockable mixer and plug-in browser**
    - **New GUI design**

- **Import / Export**
    - **Overworked export and track bouncing dialog**
        - New naming template options
        - New preset handling
        - Integrated marker split options
        - New example text shows a preview for the exported filename
        - Quick info texts show overview over current settings of collapsed sections
        - User export presets
            - are loaded from and stored under "[ProgramData]/fx-presets/ExportPresets"
                - (old location was "[ProgramData]/fx-presets")
                - old export presets can be manually copied into that folder and should be listed when opening the export dialog
            - ⚠
            - can be drag'n'dropped from file browser to preset list
            - context menu for presets via right-click
                - "Update with current settings" option
        - Changed menu structure for export functions
            - renamed menu command to "Export..."
            - export presets are listed below this command and replace old export commands
            - default Ctrl+E or other shortcuts for WAV or surround export are automatically remapped to new export
            - other functions are sorted in "Export MIDI", "Export Video" or "Extended Export" submenus
            - old "Save in format" for WAV projects also replaced by new export dialog
        - Keyboard shortcuts can be assigned to export presets in main menu
        - Last used preset available in dialog and main menu
        - Meta data editor (ID3) can be called from AAC format options
    - Relinking media files now happens after project loading
        - integrated in new project option dialog
    - Waveform display in File Browser
        - Play start/stop with middle mouse button
    - Support for BWF ISRC and Take chunks

- **Effects / Routing**
    - **New and optimized support for external hardware effects**
        - New entry "external FX" available in the plug-in browser for adding a new instance to an effect slot
        - Latency detection
        - Mono handling
        - Input, output and gain
        - Multiple instances on one track possible
        - only available with Hybrid Engine
    - New stereo enhancer algorithm which doesn't increase the gain of the mono signal (new default mode for new projects)
        - old projects are not affected
    - New supported ARA plug-ins
        - VocAlign Project5
        - Auto-Align Post
    - **Dockable Plug-in-Browser**
        - New dockable plug-in browser can be added via the '+' button in the docking manager
        - adds the plug-in to the last selected object or track (via 'Add' button or pressing Enter)
            - multiselection (tracks & objects) is considered
        - drag & drop of plug-ins from the search result list on track head, track editor, mixer, objects, routing widget or VSTi manager

- **Arranger**
  - New option for showing new object text footer. Benefit: Waveform is not covered by texts and object lock anymore
  - New option for showing object volume in object
  - New option to disable vertical arranger zoom when resizing window (vertical arranger zoom is not anymore influenced by docking manager height)
  - Object volume & crossfade handles - option for displaying them always on top object border (view options)
  - Autoscroll for moving objects or tracks during playback
  - Crossfade handling
    - New mouse cursors for changing start, end and crossfade position of objects
    - New crossfade moving behavior. Object borders and crossfades can now be moved independently.
    - Crossfades can be moved without moving the object itself (object overlapping area)
    - Object fade length adapts now to object resizing when fade-in and fade-out collide
  - With active 'continuous playback while editing' a new range isn't created anymore by copy-pasting objects
  - Vertical auto zoom is now availabe in Samplitude (View Options and in toolbar)
  - Moving view via dragging middle mouse button (works in Arranger and MIDI Editor). New option in mouse wheel settings
- **MIDI**
  - **MIDI-Plug-ins**
    - Support for MIDI VST plug-ins
    - New option im Plugin-Browser for adding a plug-in as a MIDI plug-in (dropdown option at 'Add' button)
    - MIDI Plug-ins are routed before VSTi und audio effects
    - only available with Hybrid Engine
  - **MIDI Sender / Receiver**
    - Effects only receive MIDI if "Receive MIDI" is activated in plug-in menu of the effect

      - is set automatically for VSTi and MIDI plug-ins (not changeable)
      - is set automatically for projects created with previous versions
    - "VST MIDI Out" has been renamed to "Send MIDI"
      - instead of the track option "VST MIDI Recording" a MIDI send plug-in can be chosen directly
      - caution: this is not compatible with old projects. Send plug-in still needs to be chosen manually
      - MIDI-In button in track editor is highlighted in case of receiving MIDI from a MIDI sender plug-in Known issues
        - Currently only routing to VSTi is supported, no external MIDI devices
        - Bouncing doesn't consider MIDI-through state, sender plugins are always processed
        - MIDI sends from VST FX are delayed by one buffer while bouncing, while MIDI sends from other VSTi or MIDI plug-ins not
    - only available with Hybrid Engine
  - **MIDI Editor**
    - Moving view with dragging middle mouse button. New option in mouse wheel settings.
    - Grid snapping for CC-Events. Available via holding ALT key if grid snapping is active.
    - Highlight current Object per default active
  - Automatic MIDI recording/arming for selected MIDI tracks now works for multiple selected tracks
    - Missing menu entries added to main menu
  - CC events displaying optimization grid lines are drawn in background
  - MIDI Object Editor: new checkbox "keep musical position..."
    - This allows single MIDI objects to keep sample position when the tempo map changes (useful for film sound design/foley using MIDI events)
  - Warning when deleting a VSTi
  - Default activation of MIDI pre-recording and note-on chasing
  - MAGIX shop connection ("Waiting for Shop") only started with P3 serial numbers (didn't work with P2 anyway)
  - Support for 5 new instruments from MAGIX Music Maker In-App-Store
    - Vita Qanun
    - Vita Cello Sustain
    - Vita Violin Sustain
    - Vita Oud
    - Vita Harp
  - Onscreen MIDI Keyboard height can now be changed
  - MIDI input device default to "All"

- **Completely reworked Crossfade Editor**
  - New window with controls and waveform
  - Direct fade and object editing via integrated arranger view
  - New snapshot function
  - New undo / redo

- **Recording**
  - Only changes in the timeline made during recording are undone when cancelling the recording. Other changes (e.g. cuts or automation data) are preserved
- **Automation**
  - Improved thin out function of automation points
  - An automation lane is able to have a range for editing the automation data (available via click on automation lane when a range is active on the track)
- **Mixer**
  - **Dockable Mixer**
    - vertical scroller is available
    - sections collapse automatic when mixer is been docked
    - improved automatic resizing
    - buttons on the left side for section visibility
  - Copy all plug-in-slots via drag'n'drop of plug-in button
  - Mixer/Arranger: Peakmeters can be switched to input or pre position
- **GUI**
  - **Skin update**
    - New Carbon & Canis Skin
      - Graphical elements have new coloring and flat design
      - Track Editor has a new layout
      - Mixer master fader and peakmeter have now the same height as the tracks
      - Track Editor & Mixer peakmeter layout changed. Peak indicators are now side by side, scale is on the left
      - Playcursor has a width of 3 pixels for better visibility
    - Camo, StarGray and 'Style v10' skins won't be delivered anymore with the program
    - Old inverted range display in older skins like StarGray is not supported anymore and automatically updated to new semitransparent display

- **General**
  - Italian language is not available anymore
  - 32 Bit Version deprecated
  - Changed default settings
    - MIDI (see in MIDI Section)
    - 99 undo steps
    - use middle mouse button for project navigation
    - filled spectroscope visualization (might require updated workspaces)