

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.

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 5.0.1 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 EQ²] Wrong latency reported when LLC is enabled
- [Pro EQ²] Micro view doesn't update from macro control changes
- [Pro EQ²] 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
- 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