

Studio One 5 – Version History and Release Notes

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

[Version 5.5 Release Notes \(January 11, 2022\):](#)

New features and improvements:

Project Page

- Track Automation
- Clip Gain Envelopes
- Listen Bus
- Track Transform
- Multiple format export for Digital Release
- Target Loudness on Digital Release
- Tab to rename Tracks
- Option to replace audio on Track
- Default track pause is now set to 0 for new Projects

Show Page

- Detached Performance View for dual monitor use

Workflow and Performance

- Automation included in Mix Scenes
- Plug-in Nap option per plug-in
- Remote control Impact XT / Sample One XT sample editors with ATOM SQ and ATOM
- Copy/Paste pads in Impact XT
- Drag & Drop MIDI files to Chord Track
- Chord Selector: new 2, b5 and #5 intervals (tensions)
- Create strum pattern by dragging notes
- Draw vertical stacks of notes
- Manual time stretching by adjusting Event start
- Option to Snap Event End to grid
- Ampire – faster preset switching
- Limit of simultaneously added tracks increased to 500

General

- New state-of-the-art dithering algorithm
- Improved handling of plug-in processing errors
- Support for Opus audio file format
- Plug-in list in Diagnostics Report
- Display plug-in name and slot on Automation Tracks
- Support for Steinberg CC121 and Tascam Model 12

New Commands

- Project Page - Transform to Rendered Audio
- Project Page - Transform to Real Time Audio
- Score - Toggle Note or Rest

The following issues have been fixed:

- [Ampire] Noise when disabling/enabling Plug-in Nap
- [Apple Silicon] Certain AU Plug-ins are not tempo-synced
- [Audio Editor] Audio Events may disappear when Gain Envelopes are enabled
- [Mixer] Black screen artifacts when large/small fader button is toggled in fullscreen mode
- [Mixer] VST3 instruments sub-outs not added on activation
- [Pedalboard] Phase parameter in Modulation Pedal has wrong tooltip
- [Project Page] Showing LU instead of LUFS on recall
- [Project Page] "Show/Hide Loudness" doesn't expand after detection
- [Project Page] Changing gain from the context menu in a project doesn't trigger "Update Loudness"
- [Sample One] [Impact XT] Scroll to loop end does not work reliably
- [Show Page] Crash in Performance View when executing transport and locate commands
- [Show Page] Instrument Track input doesn't save the 'None' state
- "666" error on processing particular Audio Events
- Can't remove VocAlign from Event FX
- Certain templates not showing Note Editor window
- Data zoom resets on timeline position change
- Dragging notes in Editor is slow when automation lanes are displayed
- Double-click on unselected Track doesn't locate cursor
- Filtering many Tracks by name is slow
- Manual time stretch does not stop playback when Event is not under playhead any more
- Notion Sequencer Overlay view remains visible once transferred to Studio One

- Potential crash when dragging window to second monitor
- Render Instrument Track does not work for Chord Track manipulation
- Removing a layer from a grouped track no longer removes all layers across the group
- SoundCloud may drop its connection after a certain time
- Track numbers in tracklist > 999 are cut off

Known issue:

- [macOS High Sierra] Graphics Hardware Acceleration cannot be enabled

[Version 5.4.1 Release Notes \(October 14, 2021\):](#)

The following issues have been fixed:

- [Apple Silicon Native] Tuner shows incorrect results
- [ATOM SQ] Fixed page numbers for Song, Instrument, and Editor buttons
- [macOS] Touch event is offset in plug-in select menu
- [Note Editor] Tab to next note not working consistently
- 32-bit float recording from Capture shows up as 16-bit in Studio One
- Alt+Drag in arrangement intermittently crashes Studio One
- BPM from WAV file not properly applied to audio part
- Can't drag WAV files to browser to export events with FX
- Cancel mixdown keeps rendered part
- Crash when closing plug-in editor via touch
- Crash with Acustica Audio N4 plug-in
- "Cursor follows edit position" option fails when dragging chords from the chord track to the arrangement
- Dragging notes from note editor to arrangement delivers unexpected results
- Dragging time-stretched audio event with detected chords to instrument track creates event with wrong length
- Dragging Splitter from browser search result shows unwanted behavior
- Higher audio monitoring latency reported in certain cases
- Impact XT inside a multi-instrument creates unwanted noise
- Note On not sent to MIDI outputs when MPE enabled
- Pipeline 'ping' doesn't work when transport is stopped
- Potential crash on system shutdown when Studio One is still open
- Scores from Notion using Jazz font are displayed incorrectly
- Some automation parameters may be linked to the wrong track with bus automation
- SoundCloud browser tab occasionally stays empty

- With Plug-in Nap active, reverb tail is cut from certain AU plug-ins
- With Show Page in Perform View, pressing space bar to play/stop doesn't work when Setlist is in focus

Version 5.4 Release Notes (September 14, 2021):

New features and improvements:

- Native support for Apple Silicon (M1) processors
- Plug-in Nap – CPU-performance optimization
- Performance optimizations for Mix Engine FX
- Improved Autosave behavior
- Export Song to multiple audio file formats in one pass
- Realtime chord display in Editor
- New Chord Display floating window
- Improved chord detection
- Note Controller support for Audio Unit instruments
- Additional HD video frame rate support
- New “Set Time Offset to Cursor” option
- Updated Plug-in Manager with statistics
- Manual blocklisting of plug-ins
- User-definable diagnostics report and profiling options
- “Copy external files” option for Songs, Projects, and Shows
- “Remove all” option for sends
- New command “Insert Instrument Parts from Chord Track”
- Time Display and Remaining Record Time window now resizable
- FaderPort 8 + 16: On/Off for individual send slots
- FaderPort 8 + 16: Display send or cue mix slot numbers on display
- Switch Mono/Stereo for multiple selected tracks
- Mixdown settings also stored when dialog is canceled
- Improved file naming for mixdown between markers
- Long track names now abbreviated in plug-in window header

The following issues have been fixed:

- ROLI Equator (v1) VST3 plug-in no longer blocked
- [ATOM SQ] Control Link parameter drag and drop not working

- [ATOM SQ] Macro commands not displayed correctly
- [ATOM SQ] Text updates exceeding a certain length are ignored
- [FaderPort 8/16] Some tracks not shown after opening a song
- [FaderPort 8/16] Operating mode is not detected on launch under certain conditions
- [macOS] Delay in drag when moving a pinned editor
- [macOS] Playback may get stuck when using stock instruments
- [macOS] Security mechanism misses Waves 11 plug-in crashes
- [Note Editor] Editing might lag in certain cases, e. g. with many sound variations
- [PreSonus Sphere] Deleting multiple files in a workspace in Cloud tab is limited to two files
- [Sample One] Potential crash when playing reversed samples at 96 kHz
- [Score Editor] Certain transposed instrument tracks not playing back correctly
- [Score Editor] Duplicating musical directions causes overlaps in most situations
- [Score Editor] Jumps after entering score symbol
- [Score Editor] Sometimes incorrect rests are entered when editing events
- Alt + mouse wheel to select next layers stopped working
- Arpeggiator Note FX auditions without receiving events under certain conditions
- Arranger/Chord/Marker tracks cannot be opened in certain situations
- Automation tracks packed to a folder don't follow Solo/Mute state
- Broken automation lane for FabFilter Simplon
- Dragging audio clips from Pool to Impact/SampleOne not working
- Exported MIDI file contains scratch pad data
- Folder tracks do not follow "Disable Events under automation envelopes" option
- Horizontal scrolling with mouse wheel in Console only works properly above faders
- Impact XT pitch names out of sync when used in Multi Instrument
- Instrument automation keeps writing to undo history during playback
- Note Controller not reset when part removed
- Note Controllers don't reset to default as expected for VST3 instruments
- Output Movement from Studio Magic Bundle does not appear in Studio One 5 Prime
- Parts and events should be selected exclusively when drawn with pencil tool
- "Play Overlaps" settings revert to default when tracks are transformed
- Potential crash when selecting Browser tabs
- Potential crash on deleting unused instruments while multiple songs are open
- Switching process precision changes event gain
- Track Notes width not stored properly
- "Select Highest/Lowest Notes" macros select too many notes
- Very long audio files may loop unexpectedly

Version 5.3 Release Notes (June 29, 2021):

New features and improvements:

- Musical Symbols playback with Sound Variations
- MIDI channel support for Sound Variations
- ZIP conversion option for documents including upload to PreSonus Sphere
- Chord Track chords to Note Events conversion
- Drag & Drop support for Presets and FX Chains on Show Page
- Seamless Patch changes on Show Page
- Note Controller support for VST3 instruments via VST Note Expression and MPE
- Updated manuals in English and Japanese
- Updated PreSonus audio interface templates

The following issues have been fixed:

- [ATOM SQ] Device script sends Sustain message 2 times
- [ATOM SQ] Japanese characters result in blank display cells
- [Drum Editor] Transform tool misses last note of a given selection
- [Impact XT] Eco Filter causing high level noise with certain samples
- [Note Editor] "Fill with notes" in custom pitch range adds unwanted notes outside the range
- [Note Editor] In certain situations, "Length / Legato + Overlap Correction" creates unwanted note length
- [Note FX] Arpeggiator not triggering with note values less than 1 beat
- [Pro EQ²] 12th octave spectrum meter is incorrect
- [Pro EQ²] Potential crash when using LowCut at 48dB/Oct
- [Project Page] Undo history doesn't call out parameters and values
- [Score Editor] "Fill with rests" causes the score to be drawn incorrectly
- [Score Editor] Potential crash when repeatedly executing enharmonic respelling tool
- [Show Page] "Add Player" commands disabled depending on workspace focus
- [Show Page] Selecting a patch containing a splitter creates a phantom splitter
- [Sound Variations] "Find and Apply Variation" during recording won't record already activated variation
- [Sound Variations] Momentary Sound Variations can be stacked but only the one added last is visible
- [Sound Variations] When applying momentary sound variations to a note, the same (momentary) variation can be added several times
- [Waves Plug-ins] Graphics may become sluggish when hovering the mouse pointer above plug-in controls

- [Windows] Cannot save song when it's selected in the browser
- [Windows] Incorrect resizing when moving plug-in window from regular to High DPI display with certain plug-ins
- Actions are not aimed at multiple selected events/parts after shift+deselect
- Automation follows events may create redundant nodes
- Buses jump out of folders in Console when editing their automation
- Collapsing a Multi Instrument inside a folder hides Multi Instrument
- Commands inside a macro can change behavior if keyboard shortcuts use modifier keys
- Compare button does not toggle with 3rd party plugins
- Drag & Drop from Steinberg Backbone VSTi not working
- VST3 compatibility improvements
- Editing an automation curve might show unwanted behavior
- "Follow Chords", "Play Overlaps" and Tune Mode doesn't copy over when executing 'Duplicate Track Complete'
- Marker list is not shown in Studio One Remote
- Mouse wheel is inverted on chord track inspector octave field
- Moving an External Instrument Track from one Bus Folder to another loses the Input assignment of its Aux Channel
- Outputs to bus reset to Main when folder track is removed
- Play Overlaps checkbox doesn't get copied over to new track when using "duplicate track complete"
- Potential crash when triggering "Zoom Selected Track" after mixer scene change
- Range Select+Copy pastes range at incorrect destination when there is automation data
- Renaming audio files fails w/ error message "file is in use" in certain cases
- "Show in Context" does not work for effects on browser home page
- Small 3rd-party plug-in window is not centered
- Tone Generator pops in certain situations
- "Transform To Audio" changes the track's Tempo & Timestretch settings to "default"

Version 5.2.1 Release Notes (April 27, 2021):

New features and improvements:

- Updated manuals in English, French, German and Spanish
- Extended "Find and Apply Sound Variation" command to include subfolders
- [Note Editor] Drum view pitch selection improvements
- [Note Editor] Synchronization of tracklist between views
- [FaderPort 8+16] Added feedback for click volume adjustment

The following issues have been fixed:

- Chord follow option on track breaks time stretch
- "Find and Apply Variation" should not find folder names
- "Fit Timeline to Contents" range broken by toggling browser visibility
- "Mixdown Selection" results in wrong length with tempo changes in the rendered range
- "No overlap" option sometimes removes events during move
- "Pin Editor" does not apply in certain situations
- "Show in Context" greyed out on many search results in Loops browser tab
- Compare button not working with 3rd party plug-ins
- "Copy to new Scratch Pad" scrolls arrangement to unwanted position
- [ATOM SQ] Using 'Section' function on Arranger Track returns focus to track
- [ATOM+ATOM SQ] Having ATOM and ATOM SQ running simultaneously can cause erratic bank assignments on ATOM
- [macOS] Cannot move detached mixer window when main window is in fullscreen mode
- [macOS] Settings imported from Windows prevent Studio One from playing audio while in background
- [macOS] Window size is not restored on launch when previously maximized
- [Melodyne] Crash when loading a song with missing clip/s
- [Note Editor] Action > Length > Legato isn't working reliably
- [Note Editor] Triangle or other form of automation curve is not correctly sized at certain zoom levels
- [Note Editor] Editor does not update displayed tracks when events are selected in the arrangement
- [Pro EQ2] Phase issues due to wrong reported latency
- [Pro EQ2] LLC is not latency-compensated
- [Score View] Note selection is not drawn in certain situations
- [Score View] Potential crash when inserting tab notes
- [Score View] Sending notes to different voices creates unexpected results
- [Score View] Staff preset name is cut off

- [Score View] Notes on wrong pitches when recording drums
- [Score View] Duplicating score item creates rests
- [Score View] View not aligned correctly when double-clicking an event
- [Score View] View not showing right measures after double-click event selection
- [PreSonus Sphere] Dragging audio into Arrangement to create new track puts file extension in track name
- [PreSonus Sphere] Refresh not working at workspace level
- [Splitter] Duplicate not working properly
- [Splitter] Song data import not working properly
- [Windows] Mixer is un-maximized when small/large layout toggled
- Arrangement does not release focus from Melodyne editor in certain cases
- Arranger sections overlap when moved to new Scratch Pad
- Audio events are not quantized correctly in certain situations
- BPM rounding discrepancy when confirming tempo of certain events
- Can't select instrument track with no events when editor is open for another instrument track's event
- Range tool export to folder does not render audio file
- Macro Editor down button fails for last entry
- Folder tracks that have been saved collapsed are expanded upon reopening song
- Graphical representation of drag and drop events corrupted when empty and nested folders are present
- Looped playback will unwantedly fade in transient on first bar
- Metronome on/off state not synced correctly with Studio One Remote
- Mixdown will not complete when audio files contain wrong frame count
- Moving arranger sections creates unwanted tempo nodes under certain conditions
- No latency compensation on side-chained channels
- Note events extend beyond loop range when punch and replace modes are active
- Plug-in parameters suddenly jumping to max/min while editing with left mouse button down
- Plug-in name with a number at the end is enumerated incorrectly in the console
- 3rd party plug-in window does not resize correctly in certain situations
- Plug-in loses sidechain send when copied to another track
- Potential crash when duplicating audio events edited with Melodyne
- Potential crash when transforming audio tracks
- Safety Options window appears right on first launch after updating to 5.2
- Saving Instrument+FX presets erroneously appends number to preset names
- Sidechain sends are removed when switching scenes with and without sidechains
- Sound variations are deleted when merging events using VSL Synchron Player

- Splitting takes recorded in a loop removes previous take's event data
- Tempo changes and markers not read correctly from certain MIDI files
- Track controls UI glitch when using quick-zoom in/out
- "Separate Shared Copies" on shared audio part creates new audio clip version instead
- Umlauts not displayed correctly in new Setlist item name
- Undoing "Add Bus Channel" resets routing to main out instead of the original channel
- Unexpected behavior when transforming and re-transforming tracks with auto tail and "No overlaps" active
- Pitch name reverts to previous selection when editing
- "Zoom Full" sometimes sets wrong horizontal zoom

Version 5.2 Release Notes (March 9, 2021):

New features and improvements:

- **Recording and Mixing**
 - o Increased buffer for Retrospective Recording
 - o Splitter available as a plug-in
 - o Micro view for Splitter in mixer
 - o Pan for multiple selected channels
 - o Improved tempo detection and approval
 - o External Instruments Transform
- **Arrangement and Editing**
 - o Live arranging with Arranger Track
 - o New Sound Variations system and mapping editor
 - o Assign Sound Variations with right-click
 - o Control Sound Variations via remote commands and macros
 - o Save Sound Variations map with instrument preset
 - o Auto import and conversion option for existing key switch maps
 - o Dynamic mapping for third-party instruments (via new API for developers)
 - o Score View: drum notation support
 - o Score View: guitar tablature support
 - o Score View: support for multiple voices
 - o Improved velocity range selection in Note Editor
 - o "Smarter" Arrow Tool behavior in Piano View

- **Live Performance**
 - Arranger Track on Show Page
 - Chord Track on Show Page
 - Automatic Patch changes on Arranger Sections
 - Alternative playback modes for Arranger Sections
 - Live arranging with Arranger Track
 - Updated Performance View with new pages for Arranger Sections and Patches
 - Show control from Studio One Remote

- **PreSonus Sphere**
 - Access Workspaces from Browser
 - Upload and download via drag & drop for selected file types

- **General**
 - Compatibility with Apple Silicon based Macs (using Rosetta 2)
 - Improved ATOM SQ integration
 - FaderPort integration improvements
 - Studio One Remote 1.6 update
 - MIDI bank change UI improvements
 - Safety and recovery options dialog after crash
 - Option to load document with safety options
 - Option to launch Studio One with safety options
 - Full screen mode for Windows

New commands

- **Arranger**
 - Stop at End of Bar
 - Stop at End of Section
 - Set Sync Mode 1 Bar
 - Set Sync Mode 2 Bars
 - Set Sync Mode 4 Bars
 - Set Sync Mode End
 - Set Sync Mode Off
 - Goto Section 1..16

- **Audio**
 - New Clip Version
 - Separate Shared Copies

- **Event**

- o Separate Shared Copies
 - o Convert Keyswitches to Sound Variations
- **Edit**
 - o Show Tracks with Events
- **File**
 - o Open with Options
- **Score**
 - o Double at Interval
 - o Quantize to Notation
 - o Rebuild Score
 - o Send to Voice 1
 - o Send to Voice 2
 - o Send to Voice 3
 - o Send to Voice 4
- **Show**
 - o Set Section Playback Mode Continue
 - o Set Section Playback Mode Loop
 - o Set Section Playback Mode Loop and Continue
 - o Set Section Playback Mode Loop and Skip
 - o Set Section Playback Mode Stop at End
 - o Toggle Section Playback Mode Loop / Continue
- **Sound Variation**
 - o Apply Variation 1..20
 - o Find and Apply Variation
- **Track**
 - o Unpack Selected Layers to Tracks
- **View**
 - o Fullscreen

The following issues have been fixed:

- [macOS High Sierra] Crash on loading certain songs
- [macOS] CPU spikes when using "CharacterSaw" in MaiTai or changing the "Pre" parameter value in Room Reverb on M1 driven Macs
- [FaderPort 8/16] Control Link: autofill mappings are overwritten by static mappings
- [Faderport 8/16] Track visibility with Studio One is not synced
- [Score Editor] Wrong playback for tremolos on 8th notes or shorter
- [Sample One XT] Potential crash while adjusting sample boundaries
- Moving events in nested folders don't display correctly
- Swing notes not been applied correctly in the pattern editor
- "Layers follow events" resets when duplicating track
- Preview in song tempo only works with first loop
- Show Page not changing presets in certain situations
- "Bounce selection" from bar 1 w/ external instrument inaccurate
- Vienna Ensemble load time regression
- Removing plug-ins from AUX channels won't reset latency
- Failure to import very long MP3 files
- Preview in song tempo only works with first loop
- Sends are duplicated when recalling track with side chain
- Changing time signature not working for Scratch Pads
- VU Meter shows clip before 0 dbfs
- Quantize issues with late and early 16ths
- Multi-outs saved in a Instrument+FX preset or Musicloop are not recalled correctly

Version 5.1.2 Release Notes (January 19, 2021):

New features and improvements:

- ARA support for SynchroArts VocAlign Ultra

The following issues have been fixed:

- Wrong audio may play from cache on soloed track when changing song tempo
- Potential freeze when editing Event FX
- [macOS] Graphics hardware acceleration option shown active even when unavailable
- [macOS] Plug-in window not resizing correctly when switching tabs among Audio Units
- [macOS] Key switch dialog “OK” and “Cancel” button positions swapped
- [macOS] Main window may exit fullscreen mode when a plug-in window is pinned
- [Auto Filter] Filter closes when cutoff is set to high and LFO is engaged
- [FaderPort] Manual page count incorrect after returning from autofill mode
- [FaderPort] Page left/right buttons get stuck in UI when remote-controlled
- [Control Link] Paged static mappings do not respect non-pageable controls
- [Slate Raven] Potential crash on adding tracks
- [ProEQ2] Piano keyboard overlay missing after switching among multiple instances
- [Macro Organizer] Hitting a letter repeatedly will lose keyboard focus
- [Ampire] Sound changes while swapping inactive stomps’ positions
- [Ampire] Cabinet image "M65" is upside down
- Potential crash when using MMC Record
- Potential crash on opening multiple events with Melodyne or VocAlign
- Potential crash when rapidly enabling and disabling multiple folder tracks
- Loop length tooltip is showing wrong values
- Copy sends from the Track Inspector does not work
- Deleting automation via range selection creates unwanted node at start of selection
- Potential crash on removing plug-in via drop-down menu
- Tuner shows wrong octave
- Potential crash on instantiating Fat Channel
- Wrong behavior with "No Overlaps" when moving two audio events simultaneously
- Mai Tai UI key bed and music playback may freeze when playing a note
- Crash on executing "Expand Folder Track" command when “Group Tracks” is enabled

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**
 - Show Empty Track
 - Hide Empty Tracks
 - Show Tracks with Events under Cursor
 - Hide Tracks with Events under Cursor
 - Show Tracks with Events in Loop Range
 - Hide Tracks with Events in Loop Range
 - Show Soloed Tracks
 - 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 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):

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.

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