

# Studio One 4 – Version History and Release Notes

This document lists all Studio One 4 maintenance updates and their included fixes and improvements.

## Version 4.0.0 Release Notes (May 22, 2018):

This initial Studio One 4 release adds the following new features and improvements.

### **Arrangement / Editing**

- Chord Track
- Realtime chord re-harmonization of Audio and Instrument Tracks
- Intuitive Chord Selector
- Automatic chord detection
- Realtime chord input from MIDI device
- Song Key Signature with detection
- Chord Transpose
- ARA 2 support
- Expanded “Send to Notion” option for lead sheet creation
- Ripple edit mode
- Relative bar offset for songs
- “Remove gaps” for Events

### **Virtual Instruments – Impact XT**

- new look and feel
- 8 pad banks
- 32 outputs (16 stereo, 16 mono)
- color option for pads
- new 24dB zero-delay feedback filter
- filter drive and punch controls
- filter "soft" (clipping) mode
- pad and individual sample editing
- new stack mode for layering samples on a pad
- realtime time-stretching (follow song tempo)

- trigger quantization
- sample choke with 32 choke groups
- reverse sample playback
- sample level normalization
- increased pitch envelope range (+/- 48 semitones or 8 octaves)
- improved sample navigation
- “Pad Follow” mode for remote navigation
- drag & drop pad swapping
- drag & drop multiple samples at once
- optional auto-slicing on sample import (shift)
- “Send to new Impact” shortcut in audio context menu
- drag & drop sample import from Sample One XT and Presence XT
- import and export of multisample files and ".soundx" containers
- eight user-selectable color themes

#### **Virtual Instruments – Sample One XT**

- new look and feel
- record page with live sampling
- samples from any hardware input, send, output, other instrument
- auto-slicing mode creates new samples automatically with adjustable gate
- global and individual (sample) edit modes
- fx section: modulation, delay, reverb, gater, eq, distortion, pan
- expandable keyboard
- realtime time-stretching (follow song tempo)
- sample snap to zero crossing
- sample crossfade
- waveform slicing option
- sample trim option
- sample sustain, release and ping-pong loop modes
- graphical envelopes with adjustable attack, decay, release curve shapes
- increased pitch envelope range (+/- 48 semitones or 8 octaves)
- alternative trigger modes: normal, one-shot, toggle
- visual play cursor in waveform view
- sample reverse playback
- sample level normalization
- new 24dB zero-delay feedback filter

- filter drive and punch controls
- filter "soft" (clipping) mode
- LFO random (sample+hold) mode
- master volume control
- adjustable voice limit
- import and export of multisample files and ".soundx" containers
- drag & drop export to Impact XT
- eight user-selectable color themes

#### **Virtual Instruments – Presence XT Editor**

- sample snap to zero crossing
- reverse playback option
- 1,000 choke groups
- ping-pong loop mode
- play-cursor in waveform display

#### **Music Editor**

- Drum Editor
- Drum and Melodic Patterns and Variations
- Patterns saved in Musicloop
- Automatic mapping (Impact XT)
- Alternate note coloring schemes
- Sync option for editors
- "Select notes..." options
- New or improved note event options (Humanize, Length, Velocity, Delete Notes)
- Multiple Macro toolbars (page selection)
- Improved multi-editing
- Preserve and restore zoom states

#### **Import / Export**

- AAF Import / Export (supports Pro Tools, Logic, Nuendo, Final Cut Pro, Premiere and others)
- Import Song Data

### **User Interface**

- Alternative “light” color scheme
- Additional appearance presets
- Updated mix console design
- Track / Channel Notepads

### **Content**

- New Sound Set “Impact XT Kits and Sounds” (1.8 GB)
- New Demos and Tutorials (1.6 GB)

### **Other**

- External Plug-in scanner (VST2, VST3)
- MP3 Encoding in all versions