Studio One Pro 7 – Version History and Release Notes

This document lists all Studio One Pro 7 maintenance updates and their included fixes and improvements.

Version 7.2 Release Notes (June 3, 2025):

New features and improvements:

Plug-ins and Virtual Instruments

- New virtual instrument: Sub Zero Bass
- Updated Tuner plug-in with support for open tunings (Tuner^2)

Recording and Editing

- Postroll for Auto Punch (loop recording)
- Nashville Number System (alternative chord view)
- Continuous Cursor options
- Improved score synchronization

Mixing and Mastering

- Improved "real-time" vs. "offline" audio export
- Plug-in management improvements
- Search field for Automation targets

User Interface

- Auto Zoom for Patterns
- Improved range selection visibility
- Improved distinction of Pattern Parts

General

- [macOS] Improved multi-processing performance for Apple Silicon processors
- [Windows] Native Windows on Arm support (available as public beta version)
- Notifications for new downloadable sound content

The following issues have been fixed:

- [Ampire] Tuner does not refresh in certain situations
- [ATOM] Polyphonic aftertouch always maxed out when *Full Level* mode active
- [Browser] Expanding subfolders sluggish after refreshing
- [Browser] Text elements in Audio Files folder overlap visually
- [CLAP] Latency compensation not working properly
- [CV Instrument] Calibration Fail indicator is misaligned
- [Drum Editor] Hidden pitches move notes to incorrect visible rows
- [Launcher] Pasting cell properties doesn't carry over tempo follow settings
- [Launcher] Chopped long clips dragged into cells have incorrect loop lengths
- [Launcher] Progress bar not visible on white cells
- [macOS] File Browser highlights random rows during arrow key navigation
- [macOS ARM] Occasional UI glitches when graphics hardware acceleration is enabled
- [macOS] UI scaling issues occur with certain VST3 plug-ins like Pulsar 8200
- [macOS] Mouse pointer not updated when hovering over plug-in windows
- [macOS] 'N' key creates new document despite custom assignment
- [macOS] Sluggish plug-in window behavior when moved around
- [Open AIR^2] IR graph flickers during parameter adjustments
- [Open AIR^2] Parameter automation doesn't update in real-time
- [Plug-in Set] Envelope knob not shown sometimes
- [Sample One] Record tab is not retained between sessions
- [Score Editor] Changing time signature miscalculates note values
- [Score Editor] Time Signature edits remove tuplets and alter beams
- [Score Editor] Fret numbers shift incorrectly when moving notes
- [Track Presets] CV Instrument Pitch/Gate outputs not restored with preset
- [Windows] DDP export misaligns audio files
- [Windows] Kemper Profiler Player ASIO driver causes system freeze
- 11.025 kHz files glitch during playback in Audio Batch Converter & Browser/Pool
- 7#9 chords are incorrectly interpreted as 6 chords
- ARA data loads without active ARA content
- ARA plug-in notes in duplicated or looped clips don't display properly
- Audio engine dropouts occur on real-time export in specific cases
- Browser fullscreen state doesn't persist
- Bus-to-audio transform yields wrong result if Scratch Pad exists
- Channel/track icon editor reset button has oversized text margins

- Chord interval text redraw issue in Audio Editor
- "Clipping has occurred" alert doesn't close when Bus Transform is aborted
- Collapse all Micro Views command fails when executed from Macro
- Compressor threshold handle disappears on mouse-over
- Crash after uninstalling Cinematic Lights
- Cue mix pan/level lock reactivates after bus transformation
- Custom tunings are not retained after reopening document
- Dragging folder events into Launcher may cause cell assignment issues
- Faderport: Encoder use in Section mode deletes sections and freezes UI
- Find Track doesn't scroll or isolate track in collapsed folders
- First note in looped clip may not retrigger in loop-based instruments
- Focus element in tree view renders incorrectly
- Impact view in editor shows incorrect pad cell count
- JUCE plug-in window resize causes flickering and redraw artifacts
- Launcher global mode state isn't restored on reload
- Launcher playlist behaves inconsistently after bus transform
- Loop Browser hides Sound Set icons after applying tags
- MP3 export bitrate slider flickers visually
- Notes disappear after transforming back to instrument from bus
- Ripple Edit + Delete does not remove video events
- Score Editor misrepresents note durations post-quantization
- Sidechain sources on instrument track lost after round-trip bus transform
- Sound Set scan slows drastically when content is on external drive
- Spatial Audio Support option remains visible even with service disabled
- Split tool deletes notes from loop when splitting
- Track duplication may result in placement errors
- Track order differs opening v6.x song in Studio One Pro 7.x
- Transform to Bus removes controls and track icon from resulting bus
- Transform to Bus restores Mix FX with incorrect init state
- Using "D" to duplicate Arranger Sections adds blank space and misaligns events
- Visual glitches during plug-in browsing
- Wrong mouse cursor when dragging events between track types

Version 7.1.1 Release Notes (February 12, 2025):

The following issues have been fixed:

- Console Scenes and visibility saved in previous versions not loaded
- [Ripple Edit] Deleting range with tempo setting "Don't Follow" changes event order
- [Ripple Edit] Deleting range leaves gap
- Ripple edit does not respect layers
- Cursor gets stuck after certain edits
- Transform to Bus ignores previous Track speaker format
- Transform back to Bus does not retain position in Console
- Locate Missing Files: Sound Sets not selected correctly for download

Version 7.1 Release Notes (January 29, 2025):

New Features and Improvements:

- 30-day demo version now available
- New virtual instrument "Cinematic Lights"
- "Transform to rendered audio" option for busses
- [Impact] Envelope controls for in-place editor
- [Impact] User-definable crossfade for looped samples
- Grid and event visibility improvements
- Note Event selection and editing improvements
- Multi-out instrument bus improvements
- New commands for Launcher
- Option to keep speaker format on bounce in place
- [Note Editor] Added Lydian and Locrian musical scales, also for Atom [SQ]
- Status indicator for transformed tracks, busses, and channels
- Moving/Copying Note Events with arrow keys now follow scale setting
- Improvements for Italian localization

The following issues have been fixed:

- [ARA] Detached editor window causes embedded editors to corrupt their position
- [Browser] Misaligned indicator for selected folder
- [Browser] Tagging Palette display is incomplete
- [CV Instrument] Calibration fails with SSL 12 interface
- [CV Instrument] Potential crash when uninstantiated
- [Documentation] Printer icon is not greyed out on Scratch Pad

- [Launcher] Two cells can be triggered on the same track
- [Linux] Certain pop-up close before user can take action
- [macOS] Build# cut off in installer dialog
- [macOS] File information in "Open" dialog not legible
- [macOS] Lyrics track is overlapping with Browser while entering text
- [macOS] Missing VST3 plug-in header for certain vendors
- [Console] Plug-ins not shown when loading .musicloop created in previous version
- [Note Editor] Notes with maximum velocity cannot be selected in certain situations
- [Note FX] Record armed track with Dropout Protection > "Low" may cause note or effect loss on locating
- [Project Page] Listen Bus disappears after importing I/O configuration preset
- [Show Page] Potential crash when switching patches using Studio One Remote
- [Score Editor] Cursor moves backwards in certain situations
- [Spectrum Meter] Empty bins at high sample rates
- [Windows] Event label text cut at bottom when scaling is not 100%
- [Windows] Potential crash on copying audio events w/ Alt+Drag'n'Drop
- Ableton Link causes timeline issues in certain situations
- Adding automation for multi output virtual instrument creates unwanted Automation Track in certain cases
- Alteration indicator (asterisk*) won't disappear when a preset has been saved or recalled
- Auto-created busses don't load from track presets
- Bed Speaker names are cut off in Dolby Atmos Renderer
- Can't copy notes from looped events
- Demo Song Info does not scroll
- Duplicating (full) multi-out instrument does not create new bus
- Event fade and volume handles vanish while scrolling
- Export Apple Spatial Audio results in a 92 kb file when output is set > 2 channels
- HTML code is shown in Studio One Pro+ community notifications
- Inconsistent mouse behavior in Console for "Drag Send Chain"
- Input Quantize does not work when recording to cells in Launcher
- Insert Silence in Loop corrupts Arrangement
- Instrument/FX window hides behind application window when losing focus
- Last-used "Launch Loops" template tempo is set as default for new songs
- Loop region locators not fully visible when Browser is open
- Loop tool alters transient of first beat
- Mouse hover events not received when Splice plug-in is focused
- Moving events imported from MIDI file may cause freezing in certain situations
- Playback occasionally drops out when jumping back with position marker while playing

- Potential crash on Ctrl/Cmd+Click on Video Track

- Score Editor empty on Scratch Pad

- Select Takes menu not listing all takes

- Selecting part automation in certain ranges of values is broken

- Setting Track to Timestretch may cause unnecessary event resizing

- Spectrum Meter Waterfall/Sonogram corrupted on 2nd display

- Undo of removing / replacing an instrument resets keyboard range on Multi Instrument

Version 7.0.2 Release Notes (December 4, 2024):

The following issues have been fixed:

- Channel strips and track controls desaturated when colorize option is active

- Colorization cannot be applied to certain channel types

- Korean EULA missing

Version 7.0.1 Release Notes (November 20, 2024):

New Features and Improvements:

- Splice extension updated to v1.1.1, requires Studio One 7.0.1
    - Ability to set "follow key" from Studio One
    - Populate BPM filter when turned on with the project's current BPM
    - Added "Your Library", "Collections", Pack pages
    - Support for fractional time signatures
- Improved visibility of grid lines behind translucent Events
- Improved DAWproject compatibility
- Improved visibility of selected vs. unselected Tracks and Channels

The following issues have been fixed:

- "OK" button is grayed out when selecting any PreSonus interface or ToneMaster Pro template

- "Page Up/Down Skip" not working in Macros

- "Transform To Rendered Audio" delivers unexpected results on mono Tracks

- [ATOM SQ] Screen parameters disappear when switching between audio Tracks

- [Browser] Freeze on browsing certain Sound Sets

- [Browser] Preview loop only playing once for short files

- [CLAP] Freeze on instantiating certain plug-ins
- [CLAP] Pitch Bend / Modwheel not relayed to certain instruments
- [CV Instrument] Transforming back to Instrument Track doesn't re-assign Trig/CV outputs
- [Deep Flight One] Volume and layer loss with "Cosmic Dreams" after reopen
- [Demo Template] Text and install button are cut off
- [Impact] Separated channels not visible for Sidechain
- [Launcher] Dragging another Scene to Arrangement causes gap between Scenes
- [Launcher] Frame does not disappear when a device is disconnected
- [Launcher] Track stops recording when switching Scene
- [Linux] ALSA: Artifacts when capturing audio data with certain devices
- [Linux] Crash when opening menu while running KDE Plasma >= 6.1
- [Linux] Flatpak build date is not correct
- [Linux] Keyboard modifiers don't affect drag operations
- [macOS] Potential crash with certain plug-ins
- [Note Editor] Unexpected note selection behavior in velocity lane
- [Show Page] Crash when copying Arranger blocks
- [Show Page] Unable to add lyrics at certain positions
- [Splice] "Pitch" doesn't follow "Transpose" parameter
- [Splice] Shift + Drag from Splice to Impact does not split sample at transients across multiple pads
- [Splice] Unable to drag sample from Splice to Impact after first dragging to Arrangement
- [Windows] Crash when using mouse wheel with Browser tabs
- Applying Mute Tool on looped events causes error message
- ATOM/SQ & Launchpads respond incorrectly active automation tracks
- Bass note can not be set to sharp in Chord Selector
- Connection with Studio One Remote slow with large songs
- Controller data is barely visible during recording
- Crash when stopping note recording into launcher cell in certain cases
- Error message in Macro Toolbar
- Events with Melodyne do not mute if inside 'merged' region
- Hanging notes with certain instruments on solo and "Chase Long Notes" option engaged
- K-Metering is inaccurate
- Kontakt 8 does not load sounds from song saved with Kontakt 7 or earlier
- Marker cursor not visible while moving
- Missing list column headers on Macro Organizer
- Multi Instrument tracks in folder lose routing after transforming to audio
- Muted Audio Event within Audio Part does not reflect on Audio Part in Arrangement

- Part icons are stacked when recording into an existing part

- Pre-record buffer corrupts Launcher audio cell recording

- Selection exceeds pitch range in Drum View and Piano View with collapsed scale

- Sustain in loop recording takes does not sustain each take

- Waveforms not visible on looped events with tempo change at certain zoom levels

Version 7.0.0 Release Notes (October 9, 2024):

UPGRADE CUSTOMERS, PLEASE NOTE: Studio One Pro 7 is installed as a new application and doesn't overwrite your previously installed version of Studio One. Both versions can be run on the same computer, just not simultaneously. Songs, Projects, and Shows created in previous versions of Studio One will open in Studio One Pro 7. However, once you save a Song or Project in version 7, you won't be able to open it in an earlier version of Studio One.

Please also make sure that your 3rd party plug-ins are updated to the most recent version.

This initial Studio One Pro 7 release adds the following new features and improvements.

Arrangement

- Integrated Launcher for loop-based music creation and production
- Unlimited Launcher Scenes and Playlists
- Loop Tool for Events and Parts
- Event Loop option
- Global Transpose

Editing and Mixing

- AI-powered offline Stem Separation
- Advanced tempo detection
- Impact integration in Note Editor
- Instrument bus for multi-out Instruments
- Scale Panel in Note Editor toolbar
- Scale Editor for user scales
- "Filter notes to scale" option
- "Hide unused pitches" option in Piano View
- Per-step resolution and step count in Melodic Patterns
- Note Editor – note selection improvements

Browser and Content

- Native integration with Splice
- Detachable Browser
- Extended list view for Loops tab
- Dynamic Tag Menu
- Natural sorting for list items

Plug-ins and Instruments

- New virtual instrument: Deep Flight One
- CV Instrument for controlling analog synthesizers
- Lead Architect included with Studio One Pro
- Presence Editor included with Studio One Pro
- CLAP plug-in and instrument support
- Improved Auto-Gain option for plug-ins
- [Impact] Pad parameter copy options
- [Impact] Drag & Drop samples to Sample One
- [Impact] Drag & Drop samples to Pattern Editor
- [Impact] Create Instrument Part from Loop
- [Analog Delay] New Resonance control in Color section
- [Surround Delay] New Resonance control in EQ section

General

- Support for Ableton Link
- Improved Event appearance (consolidated waveforms)
- Launcher remote control support for ATOM / ATOM SQ
- Native support for Novation Launchpad mini [MK3], Launchpad X, and Launchpad Pro [MK3]
- Audio Batch Converter included with Studio One Pro

New Commands

Audio

Detect Tempo

Extract to Tempo Track

Move Sync Point to next Beat

Move Sync Point to previous Beat

Separate Stems

Browser

Show Splice

Edit

Freeze Global Transposition

Event

Loop until next Event

Split Loop Sections

Toggle Event Loop

Decrease Loop Count

Increase Loop Count

Set Loop Count

Move Sync Point to Nearest Bar

Move Sync Point to Next Bar

Move Sync Point to Previous Bar

Gadgets

Audio Batch Converter

Launcher

Add Playlist

Add Scene

Add Scene from Playing Cells

Add Scene from selected Cells

Add Scene to Playlist

Add Stop Marker to Playlist

Cell Launch Mode Gate

Cell Launch Mode Global

Cell Launch Mode Trigger

Cell Play Mode Loop

Cell Play Mode One Shot

Cell Quantize 1 Bar

Cell Quantize 1/16 Note

Cell Quantize 1/2 Note

Cell Quantize 1/4 Note

Cell Quantize 1/8 Note

Cell Quantize 2 Bars

Cell Quantize 4 Bars

Cell Quantize 8 Bars

Cell Quantize Global

Cell Quantize Off

Clear Playlist

Clear Scene

Continue Playlist Playback

Delete Playlist Item

Duplicate Playlist

Duplicate Playlist Item

Insert Playlist into Song

Launch Cells

Paste Cell Properties

Remove Playlist

Remove Scene

Rename Playlist

Start Playlist Playback

Stop All

Stop Cells

Toggle All Cells Playback Active

Clear Cell

Global Launch Mode Gate

Global Launch Mode Toggle

Global Launch Mode Trigger

Global Quantize 1 Bar

Global Quantize 1/2 Note

Global Quantize 1/4 Note

Global Quantize 1/8 Note

Global Quantize 1/16 Note

Global Quantize 2 Bars

Global Quantize 4 Bars

Global Quantize 8 Bars

Global Quantize Off

Pitch

All

In Scale

Used

Track

Stop Cell

Toggle Cell Playback Active

Transport

Toggle Sync Device Ableton Link

View

Launcher

Launcher Exclusive

Launcher Playlist

Launcher Side-by-side

Scale Panel

Next Macro Page

Previous Macro Page

Select Macro Page

Navigation

Next Launcher Lane

Next Launcher Scene

Previous Launcher Lane

Previous Launcher Scene

Known Issues

- The Linux version is a Public Beta. Please expect any kind of unwanted behavior, crashes, and your friends and family breaking up with you in case you're spending too much time with it. And there's no Splice plug-in available yet.

- Non-Latin characters used in Event or Track names may cause display errors when the song is shared via the collaboration feature. Make sure to use Latin characters only.

- Studio One 6 and 7 no longer support ReWire. Development and support was ended by Reason Studios in 2020, and while ReWire may still be usable in Studio One 5 and earlier, we cannot guarantee that it will work as expected since the technology is no longer updated. Please use Ableton Link instead.