

# SAWStudio64 Latest Release Info

## ***Introduction***

Welcome to SAWStudio 64 Bit. This environment spins off from the 32 bit version with all features and updates thru version 5.7. Version numbers for the 64 bit versions will begin at 1.0.

Please take some time to explore the built-in HelpFile and also download the .pdf version of the manual, available at ***www.RMLLabs.com***. The navigation capabilities are powerful and complex and will require some getting used to. Reading, exploring and practicing inside the environment will greatly enhance your experience of the interface. We feel the rewards gained for the time invested, will be great. Have fun!

Version History Follows:

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## **Version 1.4**

### ***Enhancements***

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### ***Bug Fixes***

- \* Fixed code to correct a possible crash when opening edl sessions with FX automation entries and re-ordered FX plugins.
- \* Fixed the Browse For Folder dialog to correctly enable and disable the combobox options.

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## **Version 1.3**

### ***Enhancements***

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### ***Bug Fixes***

- \* Fixed code to correct wrongly calculated wav file data length written to created wav files.

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## **Version 1.2**

## ***Enhancements***

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## ***Bug Fixes***

- \* Fixed code to stop crashes that could occur when switching layers live during playback when the track also includes automation changes.

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## **Version 1.1d**

### ***Enhancements***

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## ***Bug Fixes***

- \* Fixed code to properly list the SACLink Record Busses in the popup Record Input Selection menu.

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## **Version 1.1c**

### ***Enhancements***

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## ***Bug Fixes***

- \* Fixed code to solve video sequence entry data corruption that could cause crashes when editing and moving video sequence entries.

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## **Version 1.1b**

### ***Enhancements***

- \* Expanded the max Output Channels for VST Plugins to 64 which should help with compatibility for plugins like Kontakt 6 and others.

## ***Bug Fixes***

- \* Adjusted code to handle even larger sizes for VST plugins data storage.
- \* Fixed code in the Random Dither function that could cause a crash when playback was engaged.

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## **Version 1.1a**

### ***Enhancements***

#### ***Bug Fixes***

- \* Fixed code to allow vst compatibility with plugins like Melodyne 4x and others that depend on accurate vstTimeInfo data.
- \* Adjusted code to compensate for VST plugins that store very large amounts of data with their settings in edls and other file saves. This code should now fix some plugins ability to save settings with session and other template files.
- \* Fixed code to correctly parse data strings entered in the Control Track Built-In Commands dialogs.

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## **Version 1.1**

### ***Enhancements***

- \* Changed code to drastically improve performance on Win 7, 8 and 10 for all shared SACLink operations between SAC and SAWStudio. CPU loads when using the SACLink are no longer heavily increased as data is passed between the two programs during recording and playback. This now matches, or even exceeds the SACLink performance that was achieved with the 32 bit versions in XP.
- \* The helpfile now includes specific Win 10 tweaks.

#### ***Bug Fixes***

- \* Fixed code that could overrun a few array variables when Max Count input and output devices are used.

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## **Version 1.0g**

### ***Enhancements***

#### ***Bug Fixes***

- \* Fixed code to correct the Export Track(s) To SoundFiles function.

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## **Version 1.0f** *Enhancements*

### ***Bug Fixes***

- \* Fixed code to correct MT Soft Clipping.
- \* Fixed code to correct certain internal Data Structure Offsets.
- \* Fixed code to process Command Line options correctly.

### *EQ Plugin Ver 1.0b*

- \* Fixed code to correct an asm string routine.

### *Echo Plugin Ver 1.0a*

- \* Fixed code to correct an asm string routine.

### *Video Track Viewer Plugin Ver 1.0a*

- \* Fixed code to correct an asm string routine.

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## **Version 1.0e** *Enhancements*

### ***Bug Fixes***

- \* Fixed code to correct missing Wide Mixer TitleBar Text.
- \* Fixed code to correct BuildMix and Record Setup Dialogs from opening only once after loading a new shade.

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## **Version 1.0d** *Enhancements*

### ***Bug Fixes***

- \* Fixed code to correct VST Synth Multi-Output handling.
- \* Fixed code to maintain proper playback position when switching layers during MT playback.

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## **Version 1.0c** ***Enhancements***

### ***Bug Fixes***

- \* Fixed code to stop crashes when using the Rvs Audio function on a MT Region.

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## **Version 1.0b** ***Enhancements***

### ***Bug Fixes***

*EQ Plugin Ver 1.0a*

- \* Fixed code to correct Band 7 from shifting audio data left.

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## **Version 1.0a** ***Enhancements***

### ***Bug Fixes***

- \* Fixed the Progress Bar dialog window to behave properly on longer processes and properly count all the way up to 100% with no freezing or repeating.

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## **Version 1.0** ***Enhancements***

- \* Includes all features of the 32 bit version up thru 5.7.

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