RELEASE NOTes

Tracktion 3 Software Update • June 14, 2007

Version 3.0.2.6

These release notes describe changes and fixes that have been made to the Tracktion 3 software since version 3.0.1.4.

RELEASE NOTES FOR VERSION 3.0.2.6

The installer will update your copy of Tracktion 3.0.1.4 to Tracktion 3.0.2.6. Please follow the installation instructions below to insure you update all materials properly.

There are two versions of the installer available for download: the full installer and the lite installer. The lite installer includes only the Tracktion 3 application itself, keeping the download small. The full installer also includes five example projects and the Mackie and MDA plug-ins. If you are upgrading from any of the Tracktion 3 boxed bundles, you only need to download and install the lite version of Tracktion 3.0.2.6.

Installation Instructions:

Windows XP

Step 1: Download either the "TracktionSetup.exe" or "TracktionSetupLite.exe" file from your user account at my.mackie.com and double-click on the downloaded file to begin the installation process.

Step 2: Select the language to use during the installation from the drop-down list and click OK.

Step 3: Follow the prompts from the installer to install Tracktion 3.0.2.6. Note that you may be prompted that the installation directory already exists if you are performing an upgrade over an existing Tracktion 3 installation.

You may also be prompted to install a newer version of Rewire as shown below:

When the installation finishes, you can launch Tracktion 3.0.2.6 and begin creating music.

Macintosh OSX

Step 1: Download either the "TracktionSetup.dmg" or "TracktionSetupLite.dmg" file from your user account at my.mackie.com and double-click on the downloaded file to mount the disk image (if it doesn't mount automatically).

Step 2: Drag and drop the Tracktion 3.app (you won't see the ".app" extension if you are on 10.3 Panther) icon from the disk image to your applications folder, replacing the existing Tracktion 3.app already present.

Step 3: Launch the new Tracktion 3 application. If prompted, choose the language you wish to use and begin creating music.
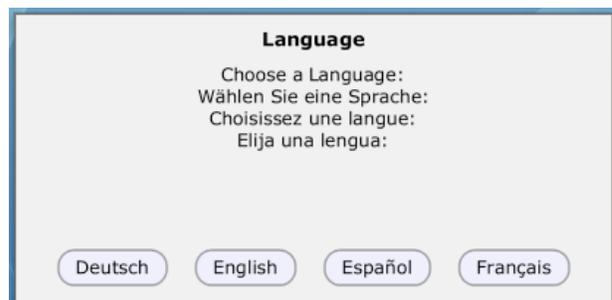
NEW FEATURES SINCE VERSION 3.0.1.4

1. Added support for Frontier Designs AlphaTrack

In Settings>Control Surfaces, choose Frontier Designs AlphaTrack and choose the appropriate MIDI input and output in the properties panel.

The AlphaTrack allows control of various parameters for single track including Fader, Mute, Pan, and Filters. It also allows control of various transport related commands and view options. Its controls are broken into five types described below: Channel Controls, Function Buttons, Jog and Shuttle Strip, Encoders with Display, and Mode buttons, and LEDs.

Channel Control	Function
FADER	Adjust the fader value for the selected track.
REC	Toggle Record enable for the selected track. If no input is assigned to the selected track, this button has no function.
SOLO	Toggle Solo for the selected track.
MUTE	Toggle Mute for the selected track.
SHIFT	Toggle Shift Mode to gain access to the shifted functions describe in the table below.

Function Buttons			
Button Text	**Shifted Button Text**	**Function**	**Shifted Function**
◄◄	RTZ	Rewind	Return cursor to beginning of edit
►►	END	Fast Forward	Move cursor to end of edit
■	ESC	Stop	
►	ENTER	Play	
●	MODE	Record	
TRACK ◄	IN	Select Previous Track	Set Left In Marker
TRACK ►	OUT	Select Next Track	Set Right Out Marker
LOOP	PUNCH	Toggle Loop Playback	Toggle Punch Record
FLIP	WINDOW	Toggle Alphatrack Flip Mode On/Off — Allows adjustment of an encoder parameter on the fader. Press the encoder of the parameter you wish to edit.	Show or Hide the inputs, filters, and controls
F1	F5	Split[1]	Keyboard Shortcut F5[1]
F2	F6	Cut[1]	Keyboard Shortcut F6[1]
F3	F7	Copy[1]	Keyboard Shortcut F7[1]
F4	F8	Paste[1]	Keyboard Shortcut F8[1]
Footswitch[1]			

[1] These controls can be remapped in the Settings>Key-mappings screen. Simply select the function you want to map to the button by clicking the plus sign, and press the button on the AlphaTrack.

Jog and Shuttle Strip	Function
One finger slide	Scroll cursor
Touch left edge	Move cursor to previous marker
Touch right edge	Move cursor to next marker

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Encoder Mode Control	Description	Encoder 1	Encoder 2	Encoder 3
PAN	Allows control of the Pan for the selected track	Turn to adjust Pan		Press to add new marker at cursor position
SEND	Allows control of the first three Aux sends for the selected track	Turn to adjust the first Aux Send level	Turn to adjust the second Aux Send level	Turn to adjust the third Aux Send level
EQ	Allows control of the first Tracktion EQ on the selected track. Press the EQ button repeatedly to select the band for adjustment.	Turn to adjust the frequency of the selected band	Turn to adjust the gain of the selected band	Turn to adjust the Q of the selected band
PLUG-IN (plug-in selected in Tracktion)	Allows adjustment of the currently selected plug-in, three parameters at a time. Each subsequent press of the Plug-in button cycles through the plug-in parameters.	Turn to adjust the associated parameter.	Turn to adjust the associated parameter.	Turn to adjust the associated parameter.
PLUG-IN (no plug-in selected in Tracktion)	Allows selection of a plug-in for editing. Each subsequent press of the Plug-in button cycles through the available plug-ins on the currently selected track.	Press to choose a plug-in for editing	Press to choose a plug-in for editing	Press to choose a plug-in for editing
AUTO	Allows operation of the automation parameters	Press to toggle Auto Read on/off		Press to toggle Auto Write on/off

| LEDs	Function
Any Solo	Lights if any channel solos are enabled
Auto Write	Lights if Automation Write is enabled
Auto Read	Lights if Automation Read is enabled

2. Added Virtual MIDI Inputs

Virtual MIDI inputs allow you to create additional MIDI inputs made up of a combination of any number of real MIDI inputs. This is done by clicking the "add virtual midi input..." button on the settings>midi tab:

A pop-up will appear asking for a name for your virtual midi input. Enter something descriptive and click "ok." "All" was entered for this example.

The new virtual input will appear at the bottom of your MIDI devices list below the real MIDI inputs. Notice its type is listed in the right column as a virtual input. It will be disabled by default so click the word "disabled" to enable it which will also select the virtual input:
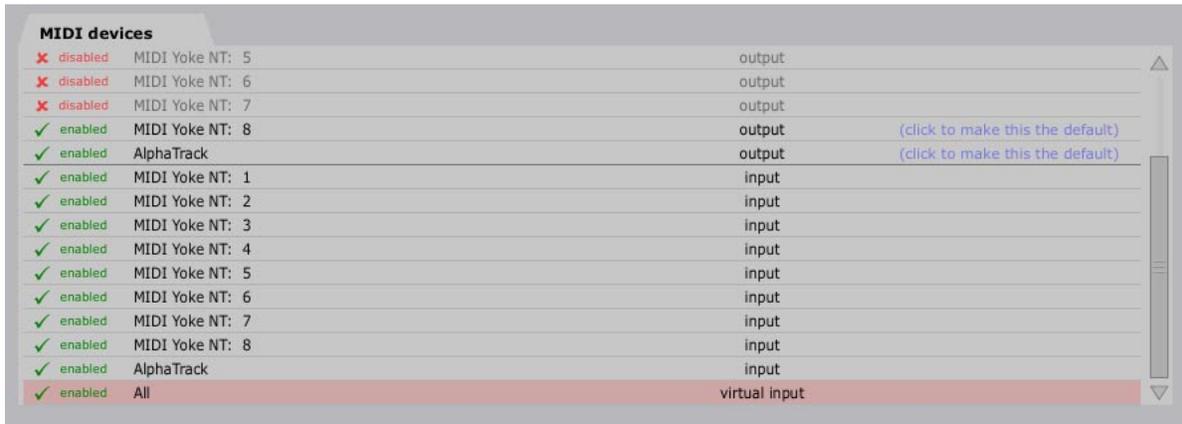
Looking at the properties for the virtual MIDI input, you should notice that it has almost an identical set of controls as a real MIDI input, with a few changes.

First, you will notice the delete button in the bottom right; click this button to delete your virtual MIDI input.

Second, you should be aware the the "allow midi controller remapping" button that is present on real midi inputs is not shown. This is because it is not applicable to virtual midi inputs since there is no new MIDI data to remap; it all appears in the real MIDI input.

Third, and most important, a button has been added to the top left called "select midi inputs." This is where you configure the virtual input to receive signals from real MIDI inputs. Click the button and select any MIDI inputs you wish to ad to your virtual midi input. A MIDI input must be enabled for it to appear in the list.

Since we are making a virtual input for all of the inputs, select all the real inputs in the pop-up list except for the one used by the control surface (AlphaTrack).

Now that the virtual input is created, it can be used like any other MIDI input as a recording source on the edit page. Click on an input arrow to choose an input device, and notice the virtual input name appears below the other MIDI inputs.
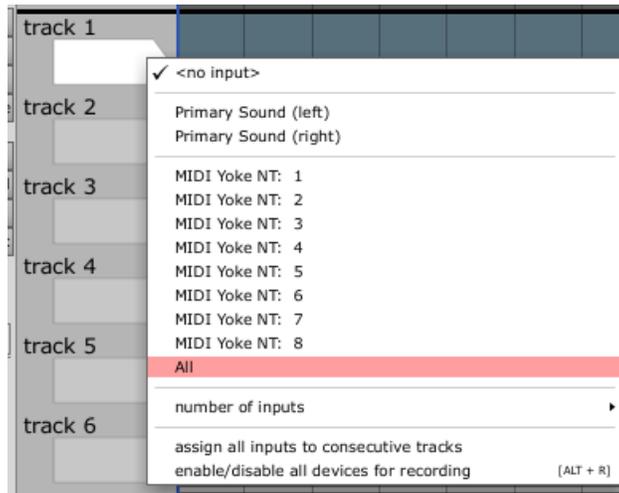

Select the virtual input and record enable the track. Now you can record onto a single track the inputs from all MIDI inputs assigned to the virtual input. In the case of the example, if I play any of my MIDI inputs, they will all be recorded to a single clip. All of the normal MIDI input controls are available to the virtual midi input as well. You can filter them, quantize them, or reassign a channel to them just as you can any single MIDI input.

Virtual midi inputs are especially useful for situations where a user has multiple midi controllers they wish to use as one. For example, if a user has a MIDI keyboard and expression pedal they wish treat as a single device, they could create a virtual midi input for it and assign it from track to track as with any other real input.

### 3. Added support for up to four inputs per track

Tracktion now allows up to four inputs to be assigned to a track. Each track must first be configured to the number of allowable desired input devices. To do this, click on an input arrow and choose "number of inputs" in the drop-down menu. Choose the number of desired inputs for that track. By default, all tracks are configured with one input.
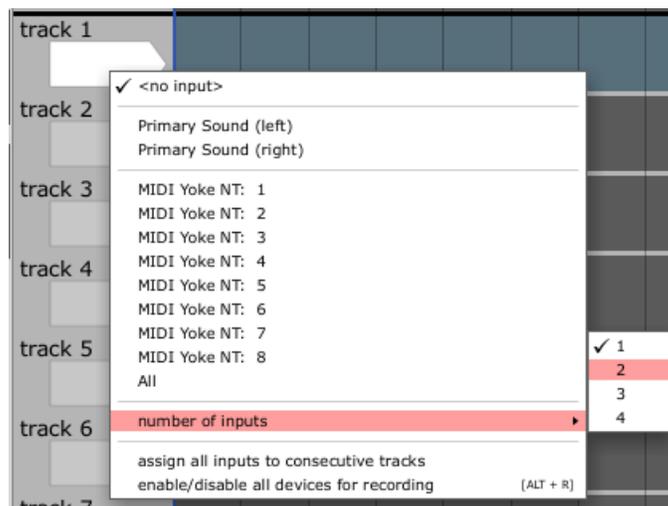
Once configured, you can assign inputs to the various tracks as desired. The example to the right has the first track configured as one input, tracks 2 and 3 configured for two inputs, track 4 allows three inputs, and track 5 allows four.

Notice track 2 has both an audio and MIDI input assigned. These will be recorded as two separate clips stacked on top of one other. Multiple audio inputs will behave in a similar fashion. Recording multiple MIDI inputs will obey the "action" setting for each MIDI input and will therefore either merge the data into a single clip or overlay numerous clips accordingly.

It should be noted that Virtual Midi Inputs and Multiple Track inputs can achieve similar tasks, but there are reasons to use one or the other. Use virtual midi inputs if you have multiple MIDI devices that you always want to be able to treat as a single device. Use multiple inputs per track when you wish to combine inputs in not always the same way. For example, multiple MIDI inputs allow you to filter and channelize the data independently for each MIDI input assigned to the track, where as virtual midi inputs filter and channelize as if it were all coming from the same source.
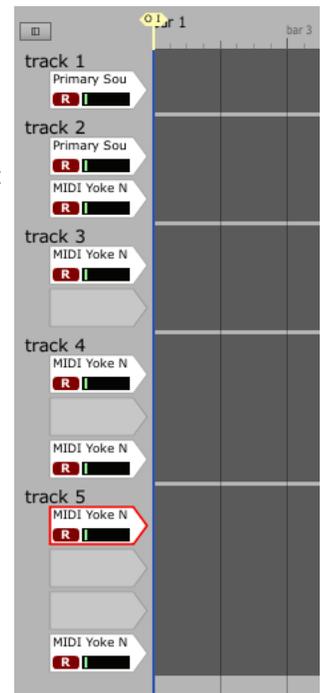
## 4. Added support for Channel Pressure (Mono Aftertouch)

Channel Pressure (also called Mono Aftertouch) is now supported by MIDI clips and it can be recorded from MIDI inputs.

Simply choose Channel Pressure from the control>type list as shown below. Any recorded channel pressure will be shown and it can be edited using the MIDI editing tools just like any other continuous controller.
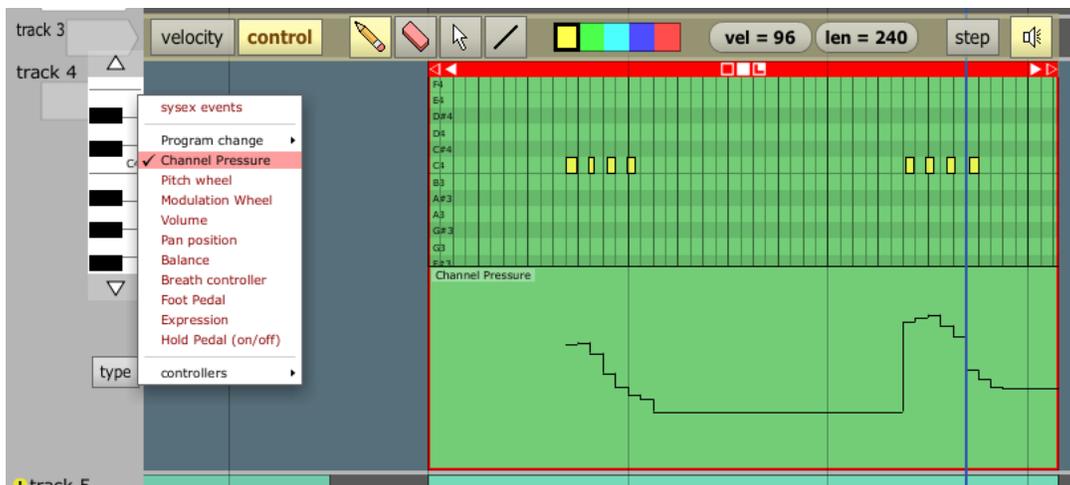
5. Added assignable color for overlapping clip waveform

When clips cover one another, Tracktion now uses a different color for data on the clips being overlapped. The screen shot below shows two MIDI and two audio clips overlapping:
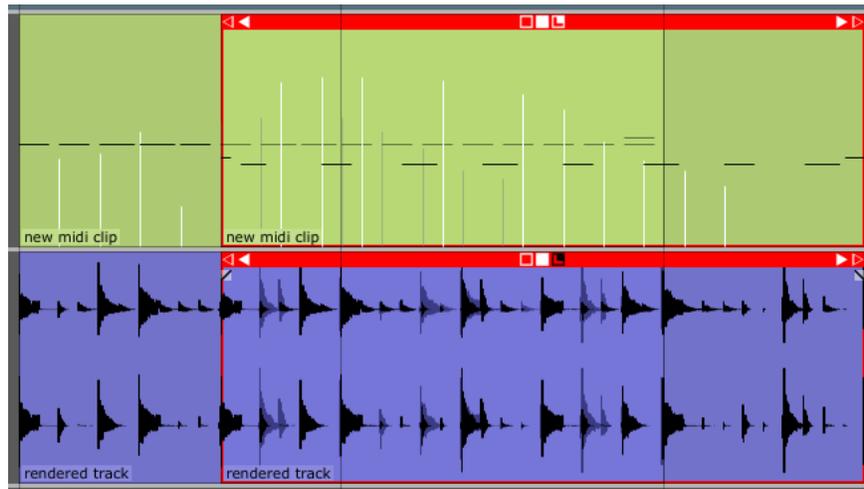
The clips on the right are on top of the clips on the left. Tracktion plays data from both the top and bottom clips; it does not care about overlapping. But notice the data from the left clips that is under the right clips, is shown in a different color to improve editing.

These colors can be changed in the "colour editor" by changing the following colors:

- Background MIDI notes zoomed out
- Background MIDI controllers zoomed out
- Background waveform

6. Added new plug-in compatibility file on PPC Mac to force plug-ins into a VST 2.3 or 2.4 compatibility mode

On the PowerPC Mac, changes introduced with the new VST 2.4 SDK require all plug-ins to support the new HiView GUI model, rather than the older composited window GUI model. By default, Tracktion creates a HiView window for plug-ins created with the 2.4 SDK and later, while creating a composited window for plug-ins created with previous version of the SDK. Some plug-ins, however, support both types of windows and may perform better with one type of window.

The file "PluginCompatibility.txt" resides in the folder /Library/Application Support/Tracktion 3 and is used to specify window types. The format of the file is as follows:

> <plug-in name>:<window flag>

where <plug-in name> is the filename of the plug-in, not including the .vst file extension, and <window flag> is one of the following:

- HiViewWindow
- CompositeWindow
- NativeInstrument

The first two force the plug-in to use the corresponding windowing. The NativeInstrument flag is for pre-VST 2.4 Native Instrument plug-ins which want to handle mouse access directly.

Normally, you should not need to alter this file, but if you find a plug-in that doesn't work properly, you may want to try adding the plug-in to the list, and forcing it to use one of the windowing flags. Through trial and error, you may find one that allows the plug-in to work as expected.

Note that the the PluginCompatibility.txt file is not used on the Intel Mac as all plug-ins on the Intel Mac are VST 2.4 or later. It is also not used on any Windows operating systems.

ADDITIONAL NEW FEATURES SINCE VERSION 3.0.1.4

- Added support for text filters on Folder Tracks.
- Added outline to zoomed out clips to match collection clips.
- Added ability to add or delete a note in the MIDI editor by double-clicking with the arrow tool.
- Added support for up to eight CPU cores on the settings>audio tab.
- Added shift-click to select multiple files in the project tab.
- Added push encoder on control surfaces to toggle between discrete parameter states.
- Added support for F13-F16 keys on a Macintosh.

FIXED OR UPDATED SINCE VERSION 3.0.1.4

- Improved the GUI by graying out the region beyond the loop boundary in the loop properties display.
- Changed control surfaces to display state names from vstxml.
- Increased resolution of automation values by adding one more significant digit.
- Increased maximum track height from 500 pixels to 2000 pixels.
- Fixed a PDC issue with plug-ins that generate their own MIDI or audio without a clip on the track.
- Fixed a PDC issue with Rewire followed by plug-ins requiring compensation.
- Fixed an issue with Tracktion 3 not properly importing Tracktion 2 tempo changes.
- Fixed issues where many plug-ins were incorrectly shown in the ignore list on PPC Macs.
- Fixed issues where many plug-ins crashed Tracktion 3 when loading on PPC Macs.
- Fixed issues where many plug-ins showed a black screen on PPC Macs.
- Fixed an issue where saving a template would also save the edit.
- Fixed an issue where Auto Detect Beats was not working properly for loops with a start offset.
- Fixed an issue where the "set loop start/end to clip start end" command didn't work for looped clips.
- Fixed an issue where Alt+dragging a clip with a start offset did not keep the other end fixed; the offset was ignored and the whole waveform appeared to shift as you dragged.

Note: Unfortunately, this fix is going to break edits that use offset with a speed-ratio not equal to 1 if the offset had been manually set instead of using Alt+drag. The ratio must be reset to the appropriate value.

- Fixed an issue where the number pad and some other keys would not work on the Mac.
- Fixed an issue where Alt+dragging a clip would sometimes make the waveform disapear.
- Fixed a crashing issue that would occur when undoing a MIDI record on a vertically expanded track.
- Fixed an issue where auto lock would not work for VCAs when dragging collection clips on folder tracks.
- Fixed an issue where the vertical scroll bar wouldn't appear when hiding/showing the global or marker tracks.
- Fixed an issue where the delay compensation was still being applied during track renders when the plug(s) that make it necessary are bypassed.
- Fixed an issue where moving one MIDI note would actually move another when first opening an edit.
- Fixed an issue where renaming the clip would not rename the source file.
- Fixed an issue where safe record mode could not be stopped on the Mac.
- Fixed an issue where NI FM7 would crash on the PC.
- Fixed an issue where the change pitch drop-down wasn't working properly.
- Fixed an issue where a Tracktion Sampler in a Rack was not saving samples when archived.
- Fixed an issue with Nation Characters not working.
- Fixed an issue where Midi File Import did not import the time signature.
- Fixed a crashing issue that would occur after deleting a plug-in with a MIDI controller assignment.
- Fixed an issue where resizing multiple clips would allows audio files to grow beyond content boundaries.
- Fixed an issue where "search keywords" did not show projects in folders other than the Active and Library folders.
- Fixed an issue where the right side of a track's signal wasn't working when sent to a mono I/O rack.
- Fixed an issue where Tracktion couldn't record past the 10 hour mark. The new maximum edit length is now 48 hours.
- Fixed an issue where Alt+dragging collection clips changed size in odd ways.

- Fixed an issue where unlooping offset MIDI loops would revert to the wrong clip state.

- Fixed an issue where dragging collection clips would result in odd-sized clips.

- Fixed an issue where Shift+dragging a note would not audition.

- Fixed an issue where there would be odd cursor behavior when editing time code with keyboard.

- Fixed an issue where Return To Cursor Start Position wouldn't work for record.

- Fixed a crashing issue when clicking on the properties panel with nothing selected.

- Fixed documentation links in Windows XP Start Menu.

- Fixed an issue where going to the Settings window makes the hour glass and the color wheel spin for no reason.

- Fixed an issue where pressing "T" to toggle the ruler display launched the plug-in GUI.

- Fixed an issue where the filters in the master section were missing the right-click options.

- Fixed an issue where I/O markers didn't remap correctly when undoing a tempo change.

- Fixed an issue where adjusting a colour editor parameter would cause an input device to lose its "armed" status flag.

- Fixed an issue where dragging marker clips between marker tracks might not behave as expected.

- Fixed an issue where automation on VCA folder tracks would be hidden when moving clips.

- Fixed an issue where the collection clip selected outline was not surrounding the entire clip.

- Fixed an issue where Alt+Arrow would switch to the next tempo node change properties but not the selected node.

- Fixed a QuickTime issue when playing beyond the end of the QuickTime movie.

- Fixed an issue where MCU was not clearing its screen properly when changing modes.

- Fixed an issue with rewind when using the German language.

- Fixed an issue where .prj files were not imported properly.

- Fixed an issue where results in the loop browser weren't sorted properly.

- Fixed an issue with unracking racks in the master section.

- Fixed an issue where the loop browser would glitch at the end of playback.

- Fixed Final Mix issue with preset loading on an Intel Mac.

- Fixed an issue where Freeze and Normalize don't work on an Intel Mac.

- Fixed an issue where Mackie HDR/MDR/SDR .prj files were not importing properly.

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