Readme_EN (Sequoia 13)

Sequoia 13

Loudness

- **Loudness Normalization according to EBU R128/ITU-R BS.1771**
  Is located in menu „Effects > Amplitude > Loudness adaption" and replaces the previous Loudness adaption. You can use this function to normalize objects or audio files according to EBU R128/ITU-R BS.1770/1771 standard.
- **Loudness Normalization in Batch Processing/Watch Folder**
  In Batch Processing the Loudness Normalization can be used as well. This is especially useful if a high number of files should be processed together and should be adjusted to a certain loudness level.
- **Watch Folder**
  New menu command, similar to the Batch Processing dialog, to monitor one or more folders. Files that are new in a folder are processed automatically (e.g. with Loudness Normalization).
  Can be started from command line.
- **Loudness Calculation**
  Can be found in menu „Edit" and calculates the loudness of the whole project or range and shows the resulting loudness values in a text dialog. Furthermore, this dialog includes a button "Program loudness correction with master volume", which adapts the volume of Stereo Master/Surround Master in order to receive a loudness conform result.
- **Analyze audio in File Manager**
  Calculates loudness values for all selected files and creates a combined report. Execute command from menu after right-click on file.
- **True Peak Maximizer function in sMax11**
  Enhances the sMax11 with a True Peak Function according to ITU-R BS.1770. If audio material is limited in sMax11, this function takes inter-sample peaks into consideration in order to avoid clipping and distortion when the audio material is played out to an analog audio output later on.
- **Loudness Range Normalization**
  The dynamic range normalization is part of the Loudness Normalization dialog and enables the limitation of dynamic differences of objects according of their loudness levels.
  Diverse fixes for LRA_Dyn algorithm.
- **Loudness Compact View**
  Shows recommended values according to EBU R128 with color coding if target values are exceeded or undercut. This view mode can be activated in the Program Settings "Loudness".
- **Global loudness settings integrated in system settings**
  Includes the settings for calculation of loudness values in the File Manager, for Trackbouncing and for database exports, as well as settings for XML-Protocol and BWAV.
- **Save loudness meta data into BWF files according to EBU Tech 3285**
- **Create XML protocol next to audio file**
  - XSL files to interpret XML reports are located under "%ProgramData%\MAGIX\Sequoia\fx-preset\Visualization\XSLT"
  - Contains values for loudness, PPM and quality assurance
  - XML files are created during export, bounce, batch processing or calculation of loudness values
  - XML files are named like audio files, e.g. file.wav.xml or file.mp3.xml
  - Contains separate streams for stereo and surround
  - Loudness values: I, LRA, TPmax, Max Momentary, Max Short-Term
  - Histories can be saved too with option "Save Momentary and Short-Term History"
  - PPMmax
  - Quality parameters "Silence", "Too high dynamic", "Too quiet" will be saved in the file "error.xml".
  - Double click on XML file opens Browser (Only works on systems where the file was created or with identical installation folder of Sequoia.)
  - Loudness XML Export: Tilde XML file - fixed
- **Show calculated results in Loudness Meter**
  Calculated loudness values and history are shown in opened Loudness Meter.
- **Loudness Normalization for Database Audio Export**
  Enables normalized stereo audio export to DAVID DigAS and SCISYS dira!Highlander databases.
- **New cursor command "To maximum peak for selected objects"**
  Play cursor is positioned at the peak value of selected objects in the timeline.

Spectral Cleaning

- Spectral Cleaning with multi-track handling
- Open several selected objects from the Arranger with identical start and end position

- Track selection in Spectral Cleaning Editor
- Individual adjustment of each track
- Apply to all tracks: calculate slices of selected track in all other tracks as well when doing a calculation
- Leave dialog open: Optional, to leave the dialog open after a calculation was applied
- Close button: Closes the dialog. Calculations that were carried out before are kept. You can undo them with an Arranger undo.
- Play Solo/All: Playback of the current track in solo or together with the other tracks of the arrangement. (**Note:** Only slices in the current track will be calculated. The other tracks are playing their original sound, even if they include slices too.)
- Mixer: To open the Mixer out of Spectral Cleaning, e.g. to carry out Mute/Solo operations (**Note:** Mixer opens in a limited mode)
- New Shortcuts for:
    - "Enter": Calculate (depending on set option, the dialog closes or stays open after the calculation)
    - 'S': toggles Solo/All
    - 'L': toggles Loop
    - 'I': toggles Inverse
    - 'M': toggles Mixer (Mixer off only if focus is on dialog)
    - Strg-Space: Play with inverted Loop behaviour (previously: Loop-Play)
- Spectral editing in arranger
    - better display of OK/Cancel in lower area
    - finish with Enter or Escape

DDP

- DDP-Export and DDP-Player were using an additional Sequoia network license - fixed

Administration

- Remote Login: Log in with local administration password is possible on any remote profile.
- Sync devices (SMPTE TC) will be saved in Sequoia_Audio.ini.

Video

- 64 bit version: All video formats, supported by the 32 bit version, are now also supported by the 64 bit version.

Import/Export

- **ISRC export in Broadcast WAV Files according to EBU Tech 3352**
    - When exporting wave files with the export setting "Each CD track in one file", the ISRC of these tracks are written to the BWAV.
    - In Broadcast Wave Manager ISRC are shown and can be edited as well. To write those changes to the file, click "Save" or "Save all" in the dialog.
    - After sequential loading of wave files that contain an ISRC in the first track of a mastering project, the command "Set Track Indices on Object Edges" will automatically set track indices that contain these ISRC.
    - CD import into individual WAV files: The BWAV ISRC entry will be written to each file.
    - Display option to show ISRC for each object (for the first track in the arrangement, the ISRC of the track index is shown in the object if the wav file does not include an ISRC).
    - BWAV ISRC update and chunk position before DATA chunk - fixed
- **AAC-HE export with advanced options**
- New VIP
    - A newly created VIP will be saved immediately (e.g. to avoid wrong path settings)
    - Invalid characters could lead to issues when saving a vip - fixed
    - "Create new VIP" with space at the end of the project name could lead to issues - fixed
    - Name for new VIP YYYY-MM-DD
    - To prevent the change of the default path when create a new VIP, it's possible to create the following ini file entry [Setup] StaticNewVIPDirectory=1
- TOC: "Sonic Style" and "Working order" are saved in the VIP (not as program setting as before)
- AIFF: Better format compatibility, especially when using 32-bit Float and 24-bit
- Crash with multi-channel FLAC files - fixed (only 2 channels will be imported)
- Loading of wave files >2GB with defective Chunksize=0 - fixed
- L/R file combination in one stereo object could get lost - fixed

Record/Playback/Engine

- Hybrid-Engine: There is no limitation of the playback speed to 0.125 / 0.25 / 0.5 / 1.0 / 2.0 any more, any value can be used.
- Metronome:

- The metronome's output device will always be opened -> it's possible to activate the metronome while playback
  - Labeling the metronome output device in the device menu
- Device menu was only able to display 128 mono devices - fixed (now 256)
- Invalid input and output devices will not be corrected any more when loading a VIP
  - when closing the System Options, the user will be asked for correction of the devices
  - Mixer shows devices with red labels
- Take name is now saved with the project
- Issues during recording with activated Comparisonics - fixed
- MIDI playback issues in 64-Bit-Version - fixed

Mixer/FX/Instruments

- Free plug-in routing
  - There is no limitation in routing of internal effects and VST plug-ins any more. Any desired routing is possible.
    - Exception: Object AUX sends stay on last position.
  - Internal effects now can be used in multiple instances per object and track.
    - Exception: EQ, Dynamics, Distortion, Delay
  - Surround effects order can be changed
    - Plug-ins in the separate channels are always calculated prior to the surround effects (that is incompatible compared to the old handling)
  - Object panorama now uses the same dialog as track and AUX parameters
    - Advanced possibilities (Panning Law, Presets, Copy L->R, R->L)
    - Phase inverting now is calculated at the panner position (that is incompatible compared to the old handling)
    - New pan modes on a track: 2 channel panorama, 2 channel volume, but without automation, just like in objects (automation curve will be deactivated when using those new pan modes)
  - Annotations to compatibility of projects with older versions:
    - The first instance of an internal effect can also be loaded in older versions.
    - The effect order can only be reproduced in certain cases.
    - Note about compatibility issues with version 12.5
- Encoder Preview (MP3/AAC) plug-in
  - In the master in the modulation/special section there's a preview for the result of MP3 or AAC export available.
  - The current export settings will be used and can be changed directly.
  - Bypass with latency compensation
  - Warning when export with active encoder preview
- Mixer: drag'n'drop for effects now identical to objects
  - moving/re-sort: without modifier
  - copy: with CTRL
- Surround
  - Panning Law is set as default mode
  - some bug fixes for load/save panning law presets
  - Surround tracks could not be used as VCA slaves -fixed
  - With active Surround Master, multi-I/O mixer presets didn't work - fixed
- Default TS/PS algorithm for objects can be set under System settings > Effects > Resampling/Bouncing
- Maximized project mixer was displaced by some pixels - fixed.
- MAGIX Plug-ins sometimes could not store their presets (caused by missing writing permissions) - fixed
- EQ116: 64-Bit version mad noises when using the shelving filter - fixed
- Corvex: displays were mixed up - fixed
- Option to "clear" buffers before bouncing/export for all plug-ins with 2 seconds of silence
  - this can take some time when many objects are in the project
  - can be enabled with [Setup] VSTBufferClearing=2000

Hardware Controller

- ControlPanel 3
- Eucon improvements, new SDK
- Automatable parameters of internal effects can now be controlled similar to VST plug-ins
- Surround Pan can be controlled by Hardware Controller. Parameter: Surround Pan (slot 1 = x, slot2 = y)
- "Simple Send" didn't work - fixed
- When toogle between projekts, faders were reset to lowest position and updated to new value afterwards - fixed
- HWC: Issues with with LED updates - fixed
- Diverse fixes

General

- New cursor command "To maximum peak for selected object": Play cursor is positioned at the peak value of selected objects in the timeline.
- "Link curves to objects" didn't work directly after program start when using shortcuts without using mouse - fixed
- Track and object gain are considered for waveform scaling
- Flickering mouse arrow at object toggle and open Object Manager - fixed
- Faster toggle of workspaces
- System options
    - Improved dialog switching in system options.
    - New page in System Options Dialog named "Automation" (replaces old MIDI controller dialog)
    - Mouse System Options: Range Threshold was not saved
    - Menu configuration is saved in program-ini (_TB.ini is not needed any more)
- Timestamp
    - File Manager: Auto refresh after timestamp changes in wave file
    - "Set original position": New timestamp is saved in wave file
    - Changed time stamp was sometimes not saved in wave file - fixed
- By default less columns are displayed in Managers
- Error message if ini file was write protected
- Improved crash evaluation:
    - New dialog for inserting comments
    - Crash dumps will be sent immediately, if internet connection is available.
- Removed from program
    - CPU Peakmeter removed
    - MP3 Surround removed
    - dB-grid in Arranger removed
    - DirectX removed
    - audioid removed
    - Old offline FFT filter
    - CD compare option is not displayed any more (can be reactivated by ini setting: [CD] EnableCDCompare=1)