



## RELEASE NOTES FOR SADiE V6.1

v6.1.13 Release build 4078 64bit only

### ◆ Changes in v6.1.13

SADiE v6.1.13 (six point one point thirteen) is an upgrade for the SADiE v6.1 range and includes enhancements and bug fixes compared to earlier SADiE releases. SADiE v6.1.13 is available as a 64-bit version of SADiE6 for native operation as well with BB2 and LRX2 units; at present no 32-bit version is available for native, LRX2, BB2 and PCM card operation.

- ◆ **WAV Master**, support for ASIO Direct Monitoring, and native support for **timecode** are the major new features added since v6.0. WAVMaster is available with in the Mastering Suite and Sound Suite versions of SADiE v6.1.13; ASIO Direct Monitoring is in the Sound Suite version; native LTC support is in the Mastering, Post and Sound Suite versions

There are a few points that should be noted...

- ◆ **It's important to install the correct version of SADiE6 to match your operating system.** SADiE v6.1.12 is **64bit only** and is fully compatible with Windows 10 64bit versions, which are the most common computers available nowadays. It cannot be installed onto a 32bit Windows. Windows Vista, Windows 7 and Windows 8 are also supported.
- ◆ **Plugins** - it's important to use the correct plugins to match your operating system and SADiE version - SADiE 64-bit can only use 64-bit VST and DirectX plugins.
- ◆ **64-bit SADiE6 will work under Native operation, and is now compatible with LRX2 and BB2.** The current release of SADiE6 64-bit does not support SADiE5 DSP cards.
- ◆ **64-bit SADiE6 doesn't support OMF or Quicktime.** The 32-bit version of SADiE6 works as before in this respect.
- ◆ **64bit SADiE6 from v6.1.1 onwards does support the following Cedar for SADiE plugins** .. Retouch, Declick, Decrackle, Dethump. Cedar Denoise is a 32bit plugin and can only run under a 32bit SADiE6.

## NEW FEATURES & ENHANCEMENTS

### *SINCE V6.1.1 BUILD 3055 & 4055*

- ◆ SADiE v6.1.13 is fully Windows 10 compatible.
- ◆ Increase to the number of channels supported via ASIO. Previously this was limited to 64 in + 64 out, but this has been extended to the limit of the ASIO specification, which is 254 channels In and Out. This is only available under 64bit versions of Windows and SADiE6 - 32bit versions continue with the pre-existing limit.
- ◆ SADiEMTR can now make a project with channel counts up to the maximum number of ASIO channels - 254.
- ◆ From build 4069 onwards, there is an improvement in the latency through SADiE in native ASIO mode. In addition, the latency through the ASIO device is compensated for when inserting a recording into the EDL. This uses latency figures reported by the ASIO driver, but we have seen discrepancies. Therefore there is also a setting for manually increasing or decreasing the compensation by a user amount. The setup options for enabling the compensation and the manual adjustment are in the Record Setup page.
- ◆ Sound Suite versions of SADiE6 now support ASIO Direct Monitoring when used with ASIO devices that have this facility, such as Prism Sound Titan, Lyra and Atlas, as well as RME units and cards with Totalmix and several other ASIO devices.
- ◆ Support for generating and reading of Longitudinal Timecode under native operation. This can be used with the RME TCO card, or by assigning one audio channel of the ASIO device to be the reader or generator of the LTC.
- ◆ Added support for playback and recording to RF64 format. With this format, files under approximately 4GB remain as standard Broadcast WAVs. When the 4GB limit is breached the header is converted RF64 (still with a WAV extension). RF64s (i.e. .WAV files bigger than 4GB) may not be read by all software, but this format is becoming commonly supported. We recommend using this format over the alternative format that supports large file sizes - 'WAV64' - as RF64 has become so widely used.

## BUGS FIXED

### *SINCE V6.1.7 BUILD 4072*

- ◆ Updates to the drivers and installer make SADiE v6.1.13 fully Windows 10 compatible. The prior official release - v6.1.1 - predates Windows10 and Microsoft's new driver signing regime. The most significant problem was that Windows 10 updates would remove SADiE's drivers, requiring the software to be re-installed. With the new drivers this will not be necessary when Windows 10 performs its updates.
- ◆ A fix for operation with the more recent (Jan 2018) Focusrite Scarlett drivers, which didn't work with SADiE versions after 6.1.1.
- ◆ A fix for a problem through all v6 versions where VST parameters were not always recalled when a mixer loaded.

- A fix to the numeric display that shows when you're moving an automation point in Automation Edit mode. Previously it only updated when the point was dropped, it now updates as you move it.
- The sample rate is now pushed to the ASIO device when it's selected in the Native Drivers page. SADiE would previously have sent the sample rate change message at all other moments when the device is initialised except for this situation when the device was first selected.
- A fix for the 'improper argument' message you would get when trying to view metadata in a source track that has no metadata, then pressing 'Cancel' on the message which told you ' .. File currently has no metadata.. '.
- A fix for a possible crash if, in the Disk Management Preview dialogue, you chose an output that is not valid on the audio hardware you're using. Invalid outputs no longer show.
- Opening the MP3 bounce window would previously have changed the normal Bounce window's Resolution setting to 16bit - now fixed.
- A fix to a possible crash when the PC goes to sleep while SADiE is open.
- A fix for a possible crash when switching between a WDM driver and an ASIO driver that has more outputs. If any outputs on the mixer were marked 'invalid' under WDM, they may have been mapped to an *input* which would then crash SADiE if you played.
- A fix for a crash on closing the Clip Details Window if a child clip of a yellow group clip is opened from the clipstore and the "Write back clip on exit" Clip Details setting is enabled. (Child clips of group clips are read-only).
- Closing a loophole where mutes sent ADM messages when ADM was disabled.
- A fix for a possible crash if delete is pressed whilst moving automation points with the mouse in Automation Edit mode.
- The Input Monitor Window cannot open in Native mode (Input Monitor is only for DSP cards).
- Playlist-editing a very short clip with a hardware controller could sometimes leave the clip in a state where trying to edit it again gives an "...invalid argument..." error message. This is now fixed.
- A change to allow a longer `effGetParamName` in order to avoid crash with Softube plugins that have an out-of-spec length.
- A fix to avoid an error message when reading a DDP fileset that has no CD Text if an unassociated CDTEXT.BIN file was left behind in the folder.
- A fix for a crash (introduced in v6.1.7) when loading a mixer with Aux sends
- A fix for a possible crash when loading a mixer, if the previous mixer used different processing or plugins.
- A fix to re-instate the 'Confirm?' message when deleting clips or folders from a clipstore.

- Fixes for some possible metering issues - sometimes the output meters may not have worked.
- Automation fixes - a fix for some messy automation when recording from stop. An improvement in performance when an EDL has a lot of automation nodes - earlier versions may have shown a long wait after recording new automation, which has been reduced significantly.
- A fix for some random crashes when a project becomes very large.
- Copy and Import with SRC (in versions that use the 'Best' SRC algorithm) may have previously produced a channel swap in the new file when multiple files are imported.

### ***SINCE V6.1.1 BUILD 3055 & 4055***

- A fix for a possible crash scrubbing in playlist edit or the Trim Window.
- A fix for a possible problem where waveforms stopped drawing, and other non-real-time processes ceased. When this happened, non-real-time bounce wouldn't work, and neither would 'recreate profiles'.
- A fix for bounce running slowly when the EDL is viewed at high zooms.
- A fix for a problem where the global record resolution was changed to 16bit if you copy-and-imported multiple files with sample rate conversion.
- A fix for the SRC algorithm used on a Copy and Import with SRC - Best is now used where it's available (Mastering Suite and Sound Suite).
- 2 fixes for an issue where an automation line may have dropped to zero after a razor cut.
- A fix for a bus automation issue where when automation, all automation was wiped out to the end of the EDL on stopping playback.
- The installer has a fix for a possible problem in Windows 8.1 or Windows 10 when re-installing SADiE on an installation which previously had an LRX attached.
- For some time some UAD plugins have failed to update their meters in SADiE. This is because they return an error at the point of their window being created, and, the window being invalid, SADiE then doesn't service the window. This is acknowledged by UAD as an incorrect flag, but we have written around this problem and now ignore the error that's flagged. In case this causes issues with other plug-ins, the original behaviour can be re-enabled by unticking a setup option in VST Setup / "Ignore VST Edit Window errors (as per UAD)".
- The installers and drivers now have updated Microsoft signatures to accommodate Windows 10 systems and Secure Boot rule changes.
- A fix for audio corruptions when playing through the Avid HDX card using its ASIO driver.
- A fix to handle the Focusrite 2i2's unconventional ASIO buffers. This had been broken by some changes for LTC.

- Throughout SADiE6 the time between pressing the record button and the timeline creating the new clip had included an extra delay in comparison to SADiE5. This is now back to similar times to SADiE5.
- SADiE5 saving mode now truncates longer filenames, so that projects including files with names longer than 64 characters can be loaded into SADiE5 or SADiE6.0.
- Fix for PQ printing. In v6.1 when making a PQ print out, if the sample rate wasn't 44.1KHz, the times were incorrect.
- The PQ print-out's formatting has reverted to the same as previous versions. v6.1 had added some extra line spacing which used more paper than was necessary.
- Fix for a drawing problem when using the rectangle to select multiple clips. This could also effect the glue operation.
- The 64-bit build of v6.1 had an inefficient DLL, which may appear to use CPU unnecessarily.
- 3 fixes for a possible crash or failure to start a WAV Master :- a) if the directory includes a "." full stop character in some positions b) if a space character was in a position which would have created an illegal directory name and c) if a tab character had been cut and pasted into a title or name field.
- Better handling of reading and writing of apostrophes, double quotes and line feed characters in file metadata. When i.e. titles are copy and pasted into the PQ list, particularly from a Unix or Apple source, illegal characters may have been introduced.
- A fix for a crash when using Recreate PQ when the LISTINFO chunk of the source WAV files was corrupt.
- A fix for a crash with scrubbing if there were a surround strip in the mixer.
- A fix for an obscure crash triggered by update notifications from Windows.
- A change to resolve issues with iZotope's Insight plugin and the number of channels it presents.
- A fix for a crash when bouncing through Timemod's 'best' quality.
- A fix for a rare crash after a fader was removed.
- A fix to the calculation of the timecode vs. sample time at 88.2 and 176.4KHz sample rates when using 24, 30 30drop and 29.97 frame rates. Since 1997 there has been a small discrepancy.
- A fix for a possible crash on exit when using an LRX or BB2.
- A fix for failure to read a 29.97 drop frame AES31 ADL.
- A fix for a possible failure to save backup .BKE, .BKM etc. files if the directory in use contains a full stop in the path.
- When "Import New BB2 EDLs" is enabled, the project auto-imports EDLs *and* any other files that are found in the project home directory (so that for instance docs, pictures can be bundled with the project and can be accessed via the SADiE project

window). However some known temporary or backup files should not be appear as "other components" and should be excluded. The .BKX and .MAP files have not been excluded, but now are.

- Some fixes in HUI..a) a fix for a crash logging a HUI device in a 64bit SADiE6. b) a change to the exit sequence to avoid a problem with some MIDI interfaces, c) a fix for a crash when sending a fader that doesn't exist in the mixer, d) a fix for a possible random crash e) the transport controls were previously fixed to only being able to use the first MIDI port listed by Windows; this now follows the selectors in the setup page. When you change the port being used by the first receive slot in the setup table, you'll need to restart SADiE to allow scrub to work on the new port.

Note also that HUI support has always been limited to 24 channels despite the presence of the 4th MIDI port. 32 channels may be enabled using a registry entry ...HKLM\Software\Studio Audio & Video\SADiE , make a new DWORD named "Maximum MIDI Console Channels" (no inverted commas) and set its value to 32 decimal (or 20H); at this point operation with 32 channels is not fully tested.

- Earlier versions had lost the 'Confirm?' query when deleting clips or folders from the clipstore.

- Note regarding Dante. The Dante ASIO drivers (for the PCI cards and the Virtual Sound Card) have a few problems which have been causing issues with SADiE. The main problem is a continuous error message that is sent by the Dante driver which causes SADiE to send a reset message. Because it never clears the "error" this sequence loops (and audio won't play). It affected version 6.0 , but in v6.1.1 we ignored that message. However it's now become necessary for that error flag to be valid in order for SADiE to support LTC over ASIO. Therefore this problem will show again with the Dante drivers until Audinate fix the problem (which they have promised to do, so check their site for updates). SADiE can be set to ignore that error flag if necessary (but this will disable LTC) with a registry entry.... In regedit, go to HKEY\_LOCAL\_MACHINE\SOFTWARE\Studio Audio & Video\SADiE5\ASIO, then create a "New DWORD" named "Avoid Dante ASIO problem" and set its value to 1. In addition a small change has been made to SADiE's ASIO start-up sequence in this version which gets around a crash in the Dante driver. One other factor with the Dante PCIe cards is that they all present 128 tracks from the driver. Up until version 6.1.4, SADiE was limited to 64 inputs and outputs, but that is now raised to the ceiling of the ASIO limit, which will avoid this issue too.

## NEW FEATURES & ENHANCEMENTS - HISTORY

### *SINCE V6.0.7 BUILD 3045 & 4045*

- WAV Master Feature. This is a new option in the Pq read/write dialogue which will automatically bounce a PQ list to WAV files based on the PQ flags. This includes a regime for auto-naming the files (which can be customised by the user) and inclusion of the EBU's method of embedding an ISRC code in an axml chunk in the BWF file.
- New 'Best' quality sample rate convert algorithm is included in Mastering Suite and Sound Suite versions when running natively (not supported on DSP hardware).

- 32bit floating point format is now included for recording or bouncing to WAV or BWF.
- When making a DDP Image or importing one, profiles are now created. These are in the same directory as the Image file, and so unless your factory is happy to deal with extra files that are outside the DDP fileset, care must be taken not to present them for replication. The function can be disabled to revert to previous operation by unticking the setup option in PQ Setup / DDP Details.
- Re-generating the PQ list now keeps any ISRCs, Track Titles, and Track Artist associated with the clips. SO it's now possible to re-order the clips, and then re-generating PQ will just update the flags, and will keep these fields intact.
- ISRC auto-generate can now increment by 1, 10, 100 (and 0).
- Support for reading and writing a WAV file's LIST-INFO chunk, for Track Name and Artist metadata (included in Mastering Suite and Sound Suite versions).
- D-for Dither icon on the lights up when Dither is enabled.
- Clipstore and Text EDL have a new field for ISRC, where the ISRC can be edited (destructively in the Clipstore Source Tracks Folder; non-destructively, as an edit in the Text EDL).
- The menu seen on right-mouse-clicking on an EDL entry or stream has a new item to show the ISRC associated with a clip.
- The SADIE MTR - 'Multi-Track Recorder' software is now included in the SADIE6 installer. This will run without licence when using an LRX2 or Prism Sound Lyra, Titan, and Atlas, interfaces, and requires a licence for native operation.
- Verifying ISRC and UPC codes for the correct format whilst entering them can be disabled.
- Option to read ISRCs in the CD import window (included in Mastering Suite and Sound Suite versions).
- Copy and Paste using hotkeys is now possible into the ISRC field (this was previously only available on mouse menus).
- The PQ tree has a note of the album title and artist at the top of the tree.
- 'DDP Image to Disk' is at the top of the list in the PQ Read/Write Window to avoid 'DDP Headers...' being selected in error.
- Online button now is lit in yellow to show it's enabled.
- Input buttons are colour coded to show which slither (analogue, AES or MADI) it's coming from on DSP hardware..
- Change to ASIO to accommodate issues in a) the Focusrite Rednet PCIe ASIO driver and b) the Dante Virtual Soundcard ASIO driver. Errors in these were causing SADiE to not be able to use them.
- Addition of the "EDL annex" file ".EDX". This file contains extra information for the EDL - new versions will open both files, older versions will open just the EDL (and



hence this allows forwards compatibility in earlier SADiE6 versions). The EDX is chunked, hence v6.1 and future versions can ignore chunks they don't know about.

- In a change to operation, the best available sample rate conversion quality is used where any automatic SRC is needed - ie importing from CD with SRC, CD SRC, DDP-SRC, WAV Master etc. There's now no setup option to select it. 'Best' quality is used for users running Mastering or Sound Suite on native hardware, 'Super' is used when running on DSP cards/LRX2/BB2 and all other users.

### ***SINCE V6.0.6 BUILD 3042 & 4042***

- A new setup option (Playlist Setup / Playlist and Trim options / Mouse wheel zoom reverse logic.....") which swaps the CTRL and SHIFT modifier key assignments when the mouse wheel is being used for Playlist and Trim Zoom.

### ***SINCE V6.0.5 BUILD 3037 & 4037***

- The 64-bit version of SADiE6 now includes drivers for the LRX2 and BB2/BB2-J so that these can work with a 64-bit operating system.
- Support for the new SADiE6 Lite and SADiE6 Professional packages.
- CD Import changes. We had been coming up against some issues with modern SATA AHCI drivers which didn't allow the CD import function to operate, and so there has been a fairly major re-write in this area. There are some subtle changes to its operation and reporting of progress, but it works largely as before, however the preview function is no longer available. In addition the new CD import function removes the restriction with internal drives and will now support CD/DVD drives attached by USB or Firewire. The PQ-read method of reading PQ flags into an EDL uses the legacy code, and so may still be affected by a SATA driver problem, and is still limited to using internal SATA or IDE drives. It has reverted to automatically inserting the CD image on reading the PQ flags from a CD as per v5.
- A new regime allowing administrators to push individual settings at start-up. There are already a number of ways to push an entire settings file (see the main Help File, index 'Automatic Log-in.....'). The new method allows single settings to always be reset to a 'house' state every time SADiE starts. Any settings lines in a file called sadiex.ini in the C:\Windows directory will be loaded on starting SADiE, but unlike other methods, user settings not mentioned in this file will not be changed.

### ***SINCE V6.0.4 BUILD 3032***

- This release includes a **64-bit version of SADiE6.**

### ***SINCE V6.0.1 BUILD 2584***

- Support for USB key (a.k.a. dongles)
- Support for the new SADiE USB Hardware Controller Interface, which allows you to connect SADiE Hardware Controller panels to your computer over USB (i.e. no need for a CAT and this can work with a laptop). There's a change to recommended settings (under Setup / Transport Controls / Scrub Wheel) .. Damping Factor 87, Damped Sensitivity 50, Undamped Range 0; Undamped Sensitivity 512, Undamped Offset 64, Shuttle Sensitivity 10. There's a feeling that this improves operation when connected with the CAT as well as with the SADiE USB Hardware Controller Interface.



- There are some minor changes to the [DDP files](#), as noted on a separate page [here](#).
- Two new buttons in Trim for 'Load Next/Previous edit from EDL on the same stream'. These are very similar to the existing Load Next/Prev buttons apart from the fact that the new buttons use the same stream all the time, and thus avoiding the need to enable or disable streams.
- Trim Setup option for "Trim always loads next or previous *pair* of clips" to offer an alternate logic for when the Trim is first loaded with a single clip. i.e. if you load one clip to edit the start and fade in, with this ticked, the "load next" button will load a pair of clips. When it's not ticked it reverts to the SADiE5 logic where if you start a Trim with one clip loaded, "Load Next..." will continue to load a single clip.
- Support for the CD Text Language Code on CD-R and DDP. There's a new setup option for this in the PQ settings page. Recently some plants have been rejecting masters on the basis that CD-R masters have this set to a value of 0. The value of 0 defines the language as "Unknown" and is the recommended default value in the CD-Text specification. This is how SADiE and the majority of CD authoring systems have set this since 1996. In order to avoid unnecessary concerns over this, SADiE now allows this to be set to the user's choice. Contrary to the specification, but in the spirit of avoidance of this problem, we have defaulted this value to "English". Therefore users who work in non-English languages should check this setting.
- Three new View menu items which are the same as the buttons and hotkeys for Show Mixer, Clipstore and Project.
- Support for operation under Virtual machines and remote desktop.
- Updates to the regime for handling of desktops. Long-standing anomalies in the 'Save Desktop as Startup Desktop' function have been resolved. If the program starts with a window layout that you don't like, adjust it, or load a different DSK file, then calling this item will ensure that desktop is loaded when you start SADiE. Also there are more options in the setup page.
- Changes to some default settings - these will only affect new users or if you reset your settings. See [note](#).
- Licence Server Mechanism.
- VST and ASIO driver exclusions. SADiE will now exclude any VST plugin or ASIO driver that causes a problem on start-up. Often a crash at this point is unavoidable, however, if this happens, the offending module won't be tried next time. These exclusions can be released by deleting the appropriate entries in the registry:-  
  
HKEY\_CURRENT\_USER\Software\Studio Audio & Video\Ignore Lists\ASIO Drivers  
HKEY\_CURRENT\_USER\Software\Studio Audio & Video\Ignore Lists\VST Plugins
- Administrator Option to disable the Delete Project menu item.  
[HKEY\_LOCAL\_MACHINE\SOFTWARE\Studio Audio & Video\SADiE5\ProjectControl]  
"Disable Delete Project"=dword:00000001

### **SINCE V6.0.0 BUILD 2577**

- Added "Date Created" and "Date Modified" fields to Clipstore and Text EDL

## SADiE6.1.13 Release Notes

- Added Bounce Handles and setup options. When these are set, bounces will now add audio (or silence) at the beginning and end of the new bounced file. The purpose of this is to include audio from the mixer (i.e. reverb tails) or to just add silence, which is sometimes required. This will not add from source material (i.e. edit handles).

## BUG FIXED - HISTORY

### ***SINCE V6.1.0 BUILD 3053 & 4053***

- 🔧 It was not possible to set or change a VST directory in the 6.1.0 release build, this is now fixed.
- 🔧 Similarly it wasn't possible to set a Mirror record folder, and this is also fixed.
- 🔧 There was a problem in the WAV Master window, in that the times of the tracks in the list were only correct when the source EDL was at 44.1KHz. Similarly the Print-out for the WAV Master files had incorrect times (i.e. at 88.2KHz the times would be twice as long as they should have been). Now fixed.
- 🔧 Fix for a possible crash if the WAVMaster's specified folder was empty.
- 🔧 Closed a possible loophole where with a particular disk drive format and settings being reset, it may be possible to default to a format other than BWF (MTR and SADiE).
- 🔧 Changed some cases restrictions to make some variants of DDP fileset readable. We have seen some Enhanced DDPs with two image files which, now that they are read into the EDL, may now crash SADiE if you play the DDP.,
- 🔧 WAV files (and BWFs) are now created with a lower case .wav extension to better conform with a particular ingest software that works with Unix case rules.
- 🔧 v6.1.0 had a change to the PQ print-out - some extra carriage returns had been added. This has now been reverted to the earlier format.

### ***SINCE V6.0.7 BUILD 3045 & 4045***

- 🔧 DSP bandwidth had been restricted on all DSP cards and LRX in version 6 until build #4046, and has now returned to the level in SADiE5.
- 🔧 A fix for a failure to correctly install Lite, Pro and SADiEMTR licences.
- 🔧 The 'Get' button for capturing a locator now works correctly.
- 🔧 Possible fix to profile creation problem on some PCs.
- 🔧 A fix for a possible crash on stop if automation recording had been started with the timeline in stop and the stream in (audio) record-enable.

### ***SINCE V6.0.7 BUILD 3043 & 4043***

- 🔧 The default setting for a new parameter 'Input Sample Rate Index' was breaking scrub on DSP systems when a settings file was loaded that didn't include that setting.
- 🔧 A fix for background recording corruptions (in native mode, not DSP) that had been caused by scrubbing in the foreground.
- 🔧 A fix for a blue-screen crash (in native mode) caused by Windows' failure to allocate the requested kernel memory. A new memory allocation strategy will also allow SADiE to run in less memory (but perhaps with reduced capability when memory is

very low). This will also reduce the incidence of messages when SADiE fails to start due to memory allocation problems.

- A fix for the time displays in Playlist edit - they had been flashing and disappeared when the mouse stopped moving.
- A fix for a problem with Speech Edit since around 2003 - the start of a clip is always removed by a length approximately equal to the "Min Gap Length" setting, irrespective of the level of the audio at that point.
- A fix for another long-standing issue from 2003. If you had opened a mixer strip's process controls when there were no processes in the strip (either by using the Hardware Controller fader panel or by opening a strip with the mouse and deleting processes until it emptied) and then followed this by dropping a process into a different strip, SADiE would have crashed.
- A fix to a possible crash on start-up triggered by a Group Policy setting "Restrict CD-ROM access to locally logged on user only" when this was set to be disabled under Windows XP.
- A change to a start sequence to avoid tripping a sample rate change to 32KHz, which seems to affect RME Fireface devices.
- A fix for VST automation snapshots. There was a relatively unusual problem in all previous SADiE6 versions where the first clip in an EDL failed to automate a VST plugin if you started playback right at the beginning of the EDL. Unfortunately the fix for this in build 3043/4043 has caused a similar problem to be more or less full-on for *all* VST automation snapshots. Hence the earlier fix has been reverted, but this then re-instates the small possibility that the original problem may occur - if you are using VST automation, press Home to go to the start of the EDL and press play to check the automation works in this case.

### ***SINCE V6.0.6 BUILD 3042 & 4042***

- A fix to DDP reading; the function for reading CD text from a DDP had broken in the v6.0.6 release build.
- A fix for TNG3 PCM 4 and PCM8 channel swapping /muting. Randomly, the cards were initialising incorrectly and inputs and output assignments may have been different from the way they are labelled in the software.
- The separate MD5 validate application didn't work in the 64-bit version. This is now a 32bit application in both the 32-bit and 64bit SADiE to allow for its operation on both OS types.
- A fix for the PPMs in the Metering Window leaving trails.
- A fix for a crash on exit relating to a missing CD/DVD drive.
- A fix for a problem where playback may ignore a VST automation change on the first sample of a clip.
- A fix for a pan automation problem, with a specific EDL which had this issue. (the problem was 64-bit only)
- A fix for the way the line display copes with multiple VST plugins in a strip – previously you couldn't display any parameters on a second VST plugin.

- A fix for a crash on saving an AES31 ADL when a clip was recorded exactly at zero.
- A change to the timing of the loading of a settings file when pushed by the `--s` command line switch. Previously the settings weren't loaded until after the project had loaded, which means that if you make a new project, i.e. your templates and other settings wouldn't be in place in time to make the new project correctly.
- ***SINCE V6.0.5 BUILD 3037 & 4037***
- A fix for problems using the CD SRC feature to sample rate convert when making a CD or DDP if a VST plugin had been in the mixer.
- A fix for a crash when stereo merging or unmerging mixer strip(s) when the clipstore is focused and not an EDL.
- Fix for a problem where WAV64 files appeared in 'Other Components'. Also the presence of a WAV64 doesn't stop AES31 export working. This fix applies to WAV64s with either .W64 or .WAV extension.
- Fix for a problem where a clip was deleted from the EDL if the clip could not find the audio file, and then the user copy-and-imported the file from its new location.
- A fix for a slightly obscure crash when razor cutting an usually shaped group.
- A fix for a crash logging AIFF files in the 64-bit build.
- A fix to the SRC and resampler process in the 64-bit version which caused a huge (but very short) glitch on starting play, and this glitch has been seen to cause unusual behaviour in some audio processors, such as reverbs and compressors.
- A fix to VST operation with SRC in the mixer, where the processing would run at the system sample rate (instead of the SRC's input rate). Latency accommodation may have been affected by this also.
- A fix for a crash when reverse bouncing in the 64-bit build.
- A fix for corruptions in 16-bit multi-channel / polyphonic WAVs.
- A fix for the numeric displays in Clip details (Level) and EQ/dynamics processes in the mixer. The 'roll-over' areas had been set incorrectly, making it hard to increase/decrease the values.
- The 64-bit sample rate converter and resampler may have produced a tiny glitch on starting playback, however this was magnified when running through a process with longer time constants i.e. a reverb. Now fixed.
- The 64-bit MD5 sum checker application hadn't been working. This has been replaced by the 32-bit version in the 64-bit installer, as this will generally be more convenient anyway - it will work on both 32-bit and 64-bit Windows.
- A fix for operation with DirectX plugins - previously only the left leg of a stereo process would pass audio.
- A fix for a problem where default automation would be set to -infinity (or pans hard left) when saving in v5 format when the EDL wasn't focused.

### ***SINCE V6.0.4 BUILD 3032***

- Fix for a potential crash on starting SADiE with the USB hardware controller interface attached.
- A fix for the loading of small files, introduced in build 3032.
- Fix to the iZotope Reverb and Mastering, where a non real time bounce may become very slow during silent passages.
- Fix to possible crash if a clip that is being edited in the Trim window is moved in the EDL.

### ***SINCE V6.0.3 BUILD 3027***

- A fix for a random blue screen crash when playing or recording on TNG cards, particularly H64, but possible on others. This was a timing problem, and was more likely on faster, multi-core PCs when track counts became larger.
- Fix for digital noise of duration approx ½ second recorded into a non-real-time bounce. This tended to happen on faster PCs using USB drives set to “optimised for quick removal”. The simpler the bounce the more likely this is to happen – i.e. a 2 track to 2 track bounce with minimal processing is more likely to produce a glitch in the resulting file than a 24 into 2 bounce. This is not in the SADiE code, and, surprisingly, appears to be a Windows disk writing issue, but our disk writing process has been slightly adjusted to avoid encountering the problem. As a result of the changes, SADiE generated audio files will be a little bit larger by 126KB.
- A fix for digital noise in the right leg of a non-real-time bounce – this usually continues to the end of a file (or may result in the right leg being out of sync with the left). The circumstances to provoke this are similar to above, but this is more likely on native operation (but possible everywhere). This again is a timing conflict that has been made more likely by faster PCs.
- Fix for a problem where automation is deleted if you record automation whilst a stream is record enabled. Automation is now replayed during record; after the recording the new clip will be set to default automation values.
- Fix for a problem where automation does not load when the EDL is opened. The situation which triggered this is if no mixer (or a default mixer not associated with the project) opens when the project opens. On opening the EDL, the displayed automation may have been deleted. This could also account for report of automation not being recovered when the EDL is recovered after a non-standard exit.
- Dither and NS Dither in the process window crashed, Now fixed.
- Fix for a random crash loading a mixer strip setting or mixer that includes a VST.
- Fix for playlist edit preview, when using the jog wheel and not in scrub. Previously the audio being previewed wasn't updated when the wheel was moved, and so the preview reflected the position before the edit was changed.
- Fix for the operation of the jog wheel when not in scrub and being used with the USB hardware controller interface. Previously a movement leftwards could have triggered a rapid movement in the opposite direction.

- Added “Browse for existing Project” button and project menu option, which avoids the dialog which compiles a list of all projects in the default location and offers Windows Explorer browsers for the user to find the project instead.
- Take number is now a different colour to make it more visible.
- New graphics for bypassed mixer processes.
- If a VST plug-in's interface is re-sizeable, it's now possible to resize it (i.e. PPMulator 3)
- Fix for a crash loading mixer settings where there is a process that cannot be handled by the new strip (i.e. when loading a stereo width into a mono strip). This was a problem throughout SADiE v5 as well.
- Fix for handling of registering VSTs, that may have crashed SADiE on start-up, but were not being quarantined in the VST Ignore List.
- Toned-down the default stream background colours

### ***SINCE V6.0.2 BUILD 3020***

- Build 3027 has a small change over build 3026. We had received reports of problems starting up on systems running Windows XP with approx 4GB of RAM. This was due to the changes to allow more playback tracks - XP doesn't allow for as much Non-Paged Pool memory as Windows 7. This new build uses different settings for XP. It's expected that you will need at least 2GB of RAM (4GB better) to take advantage of any of the changes to enable more track playback and up to 64 I/Os.
- Enabling of up to 64 channel I/O on system with sufficient memory. This change also allows more playback tracks. (Note that native audio devices with over 64 inputs or outputs, will currently not work)
- Fix for Orpheus recording at 44.1KHz, 88.2KHz and 176.4KHz sampling rates
- Allows Cedars and OMF to work under both native and DSP operation with native licensing schemes
- Fix for hang when non-real-time bouncing on single core PCs.
- Fix for loading AES31 EDLs where there is automation and overlapping of clips
- The term..... “\_MYDOCS\_” in a settings or sadie.ini file is now converted to point to the user's own My Documents (Or Documents) path, wherever that may be. Thus for instance when specifying templates in a settings file, they can be manually edited to i.e.  
Mixer=\_MYDOCS\_\Studio Audio & Video\sadie\templates\EDL.edt
- Fix for loading the sadie.ini file into a new user registry profile when no SADiE settings exist.
- The new, more robust, Node locked licensing scheme now replaces original Trusted Storage mechanism. Systems licensed to Trusted Storage will continue to be licensed under Trusted Storage, however any new license request, once installed, will run under the Node locked scheme. Therefore if you require to use the new licensing scheme, a licence request must be created and its response installed. In a change to



operation, Licence Responses must now be installed when running as an Administrator.

- Fix for a crash when pausing or looping with a VST plug-in in the mixer.

### ***SINCE V6.0.1 BUILD 2584***

- A few updates to graphics issues - i.e. bypass buttons are more obvious now, Speech edit buttons, fixes to MS and Stereo width icons etc. Text buttons now go yellow (i.e. In, Out, Hot) to display enabled state. Text for VST plug-ins is a contrasting colour.
- Waveform displays update correctly at high horizontal zooms.
- Fix for a problem where after using the Trim at a fairly high horizontal zoom, the next non-real-time bounce would run very slowly.
- Fix for a problem triggered by a bounce between L & R locators (or a Retouch) that may have resulted in the next bounce of Select Clips (or Multi or Complete EDL) stopping early or being mute. This could also have caused a CD burn to produce a mute disk.
- Fix for wind up of Cedar offline processes when using Selected Clip, Multi or Complete EDL as the source.
- Fix for a possible access rights issue over the Temp directory.
- Fix for clean up of Temp files after a CD burn.
- Better warnings when disk space is too low for CD burning temp files.
- Fix for a crash when playlist editing a grouped clip.
- Fix for a Quick Edit crash.
- Fix for possible problem with Reverse Bounce.
- Fix for possible crash if writing back from a Clip Details window that had been opened from the Trim Window.
- Fix for no automation being loaded into the EDL on a crash recovery (if not set to v5 saving)
- Fix for no automation loading from an AES31 or OMF import.
- Fix for Grid Display.
- Normalise function's 'Normalise as a group' now takes into account previous clip levels.
- Fix for (recent test versions') crash on deleting a Stream Group.
- Change of colour for DirectX and VST names in the mixer.
- Fix for level discrepancy when scrubbing the start of a clip when automation is enabled.

- Fix for noisy scrub.
- Fix for a cause of 'zig-zag' automation.
- Fix to re-instate the Trim auto-follow feature.
- Fix for a crash when using Playlist Edit and Trim together.
- Fix for 'lumpy' fade when a fade-in is very long.
- Fix for 'improper argument' message on pressing Locator 1 button.
- Fix for crash on merging a mixer strip to stereo if no playlist is open.
- Change to start-up behaviour. RME drivers were flipping spuriously to 32KHz, and this is now avoided.
- Fix for a possible TNG3 initialisation issue when genlocked to 48K.
- Fix for 2 spurious sample rate change messages on starting SADiE when genlocked at 48K.C
- Change to allow Surround Sound on PCM8 Home Edition cards.
- Trying to delete a VST favourite when there were none in the list caused a very long blank list. Fixed.
- Fix for a possible loophole when using a particular mathematical function that had been previously set up in an unusual way by a plug-in. This could result in a crash in AES31 export or when loading the iZotope Multiband or Flanger, and may have explained some crashes logging other VST plug-ins.
- Change to Data Execution Protection setting to allow older VSTs which may breach DEP to work without crashing.

### ***SINCE V6.0.0 BUILD 2577***

- Fix for random hang on exit.
- Fix for possible LRX or H64 blue screen crash on exit.
- Improved punch-in & drop-into-play time.
- fix for possible failure to start when licence runs out (banner appears then disappears a few secs later).
- Fix to clear the restriction of only 8 track EDLs on BB2 hardware.
- OMF can be enabled by existing TXT passwords and will run on SADiE5 hardware.

## SADiE6.1.13 Release Notes

- Soundfield can be authorised by an existing TXT licence and will run on SADiE5 hardware.
- Fix for possible glitch on zero-length edit under native processing.
- Includes build 1009 iZotopes with fix for a graphic frequency display issue.
- Fix for an audio processing rounding problem when truncating to 16 or 24bit that affects only samples of full scale negative value – i.e. ff800000.
- Fix for TNG3a DEV\_0009 H64 v 0.0 cards.
- Fix for VST windows not fully closing.
- Modifications for build under Visual Studio 2010. XP SP2 is a minimum requirement now.