



SADiE v6.0.7 RELEASE NOTES

SADiE v6.0.7 is a service release for SADiE v6.0. This release includes a 64-bit version of the application and 64-bit drivers for the LRX2 and BB2 SADiE hardware platforms.

Owners of SADiE v6.0 can download and run either the 32-bit or the 64-bit version of SADiE v6.0.6 to suit the operating system they are using. The software licensing or USB dongle will work with either version.

Dongle owners who are upgrading from v6.0.5 or later need not update their Dongle software - it will continue to work as before. If you're upgrading from an earlier version however, you will need to update the dongle too following the procedure in the [SADiE Dongle Driver Notes](#) on our website.

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

- **It's important to install the correct version of SADiE6 to match your operating system.** There are two installers. The 32-bit version of SADiE6 can only be installed onto a Windows 32-bit operating system. Likewise, the 64-bit version of SADiE6 can only be installed onto a 64-bit Windows operating system. Windows XP, Windows Vista, Windows 7 and Windows 8 are 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 compatible with LRX2 and BB2.** The current release of SADiE6 64-bit does not support SADiE5 DSP cards. Support for these will be added soon, and the 32-bit version of SADiE6 works as before in this respect.
- **64-bit SADiE6 doesn't support Cedar plugins, OMF or Quicktime.** These options will be added soon, and the 32-bit version of SADiE6 works as before in this respect.

If you are in doubt as to whether you are running a 64-bit or 32-bit operating system ...

- **Most new PCs are installed with 64-bit Windows 7.**
- **To check Windows 7 or Vista** - click the **Start** button, right-mouse-click on **Computer** and select **Properties**. About half way down, against **System Type** it will say either **64-bit Operating System** or **32-bit Operating System**, which terms should be self-explanatory.
- **To check Windows 8** - this is similar to Windows 7, and the 'System Type' is displayed on the System page. Press the Windows button on the keyboard and from the Start Screen type **Computer**; right mouse click on **Computer**, then select **Properties** on the menu bar along the bottom of the screen.

- **To check Windows XP** - the majority of Windows XP systems will be 32-bit, but to check... click the **Start** button, right-mouse-click on **My Computer** and select **Properties**. Under **System** it will say either **Windows XP Professional x64 Edition** if it's a 64-bit Operating System or i.e. **Windows XP Professional** if it's a 32-bit Operating System.

NEW FEATURES & ENHANCEMENTS

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 in the Release Notes help file.
- 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.
- 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

- 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).

BUGS FIXED

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.

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- 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.
- 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.

end