

# SONAR 2017.06 Update: Fixes and Enhancements

Last updated on 6/29/2017

The SONAR 2017.06 update includes the following:

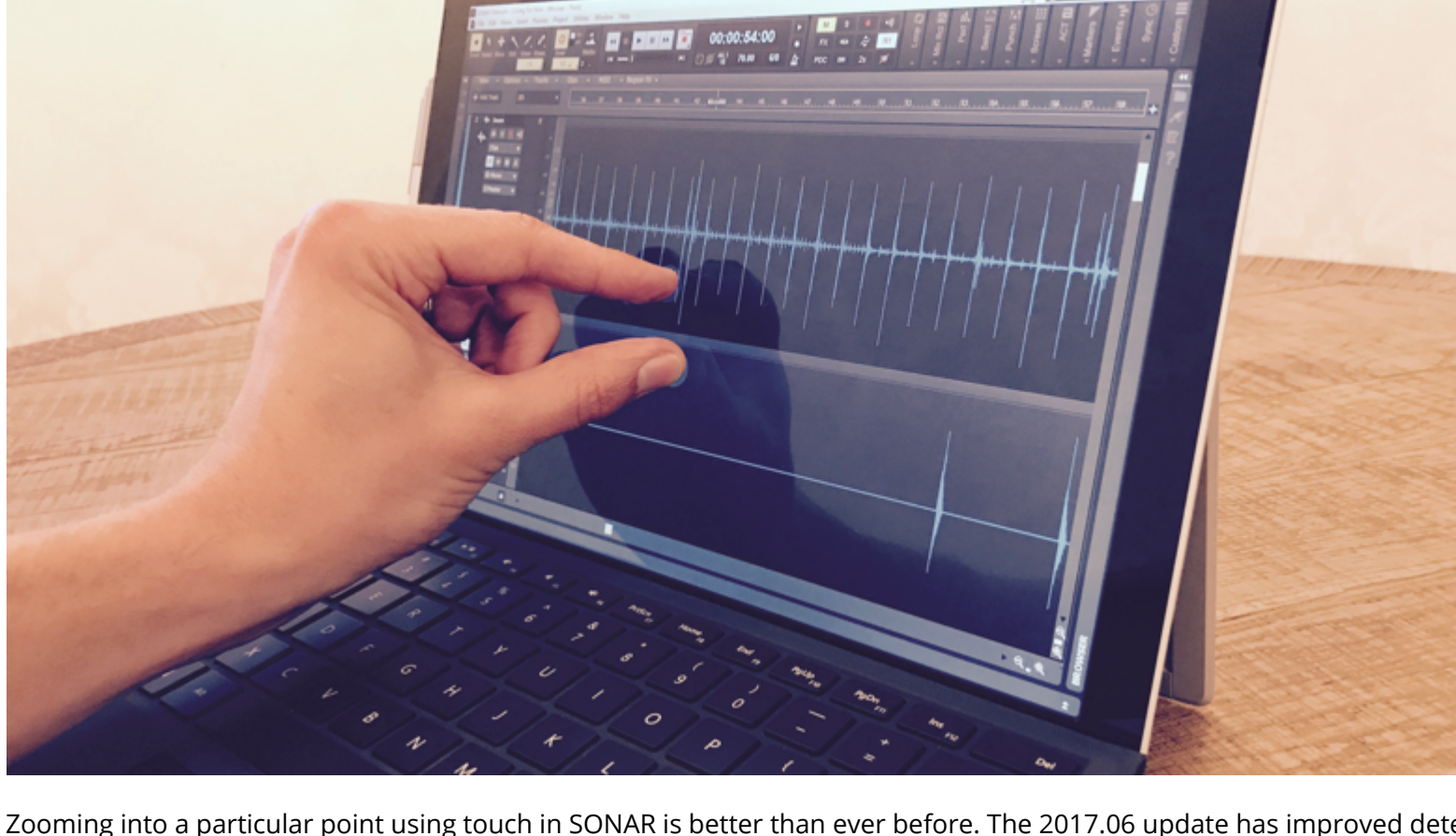
- ▶ Improved Touch Zooming & Scrolling
- ▶ Virtual Controller / Keyboard access
- ▶ 30th Anniversary Modulator FX Chains
- ▶ Comping with Melodyne clips
- ▶ Improved Project Handling
- ▶ Tech + Music
- ▶ Fixes and Enhancements

## How to Download the SONAR 2017.06 Update

1. Open Cakewalk Command Center. If you don't have the latest installer, Command Center will prompt you to download and install it. Cakewalk highly recommends that you do this. (Also remember that you can always download the latest version from the [Cakewalk Command Center page](#).)
2. Update **SONAR Core** by selecting SONAR Platinum/Professional/Artist, then clicking **Install**.
3. Update **SONAR Local Documentation** by selecting it, then clicking **Install**

## Improved Touch Zooming & Scrolling

Artist, Professional, and Platinum



Zooming into a particular point using touch in SONAR is better than ever before. The 2017.06 update has improved detection of touch points making it smoother and more accurate. Previously zooming with Touch could cause tracks and clips to feel like they were moving away or scrolling unexpectedly. This now feels fluid and much more natural. Touch Zooming now also has improved anchoring of the touch position so making a desired track larger or zooming into a specific drum hit is reliable, intuitive and feels very precise. These enhancements are both available in the Track view and Piano Roll view.

## Virtual Controller / Keyboard access

Artist, Professional, and Platinum



The Virtual Controller has now been separated into two view menu items: Computer Keyboard (Alt+0) and Piano Keyboard (ALT+SHIFT+0). You can now access either mode directly via menu commands and keyboard shortcuts. Opening of one these and saving will now also save with the project. In addition, when the Virtual Controller Computer Keyboard is open, it no longer blocks R (Record), Delete, or shortcuts that use a modifier. This allows you to open views, access menus, and use any multi-key shortcut such as CTRL+S for Save, CTRL+Z for Undo and CTRL+SHIFT+Z for Redo, etc.

## 30th Anniversary Modulator FX Chains

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These 30 FX Chains are based around the Sonitus Modulator, which does flanging, chorusing, tremolo, and as you'll find out from these presets... a lot more.

[Learn More](#)

## Comping with Melodyne clips

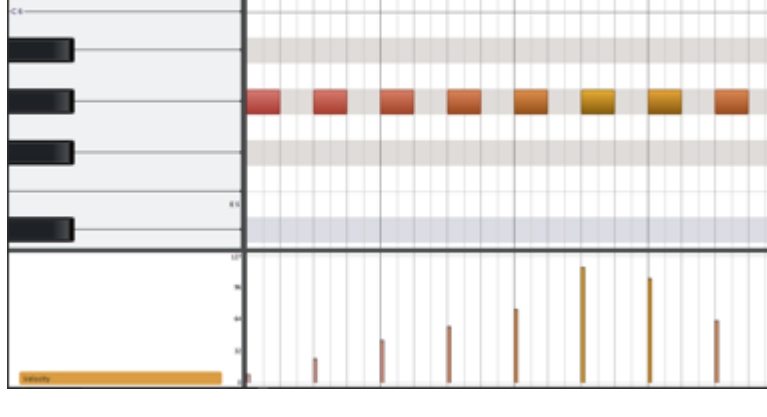
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Creating the perfect take just got better in SONAR. It is now possible to comp with clips that use Melodyne as well as any other type of Region FX. You can use Melodyne, Drum Replacer, VocalSync and go about comping as you normally would by swiping sections. To use a Region FX, select a section and use the Region FX menu or right-click the clip to use Melodyne or another Region FX.

## Velocity change audition in the Piano Roll view Controller pane

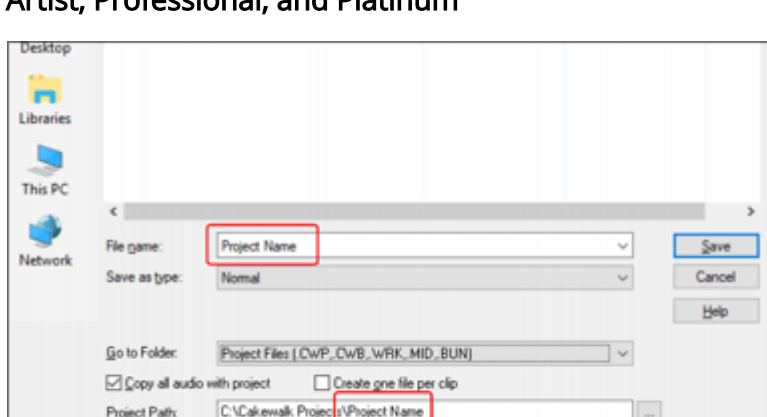
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You can choose to audition changes in MIDI Note velocity as you make them. This has previously only been available in the Piano Roll view Note pane, and is now also available in the Controller pane. To enable velocity audition, go to Edit > Preferences > Customization - Editing and select Velocity Audition.

## Improved Project Handling

Artist, Professional, and Platinum



Never wonder again where your files went when you're in the heat of creativity. As soon as you decide to save a new project, SONAR will create a folder automatically with the appropriate name, and place the project audio and Mix Scenes in it—there's no need to create a folder beforehand. And, if you later "Save As" or "Save As Copy" in the same location as the current project, SONAR will know this is the original location and not create additional folders—but if you save to a different location, SONAR will intelligently place the project and associated files in a new folder. Now you can spend more time making music—and less time thinking about where to store it.

## Tech + Music

Artist, Professional, and Platinum



This month's issue covers the latest SONAR 2017.06 update, interviews Act of Defiance guitarist Chris Broderick, reviews the A|A|S Modeling Collection, offers a baker's dozen of Mix Recall Tips, and much more.

[Read It Now](#)

## Fixes and Enhancements

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### General

- ▶ Start Screen didn't have a valid digital signature in SONAR 2017.06 EA
- ▶ Resolved an issue where Youtube Publisher would not log in to Youtube
- ▶ Resolved an issue with excluded Plug-ins showing up in plug-in list
- ▶ Assigning a MIDI Remote Control will now save with project
- ▶ Using Remote Control to activate a send would appear activated but not function
- ▶ Virtual Controller display mode button could overlap octave display on some systems
- ▶ Virtual Controller no longer blocks shortcuts for Record / Delete / Views
- ▶ MultiDock corner were cut off when scaling DPI settings in windows
- ▶ Transparency for the Control Bar Now Slider now displays properly when creating a custom theme
- ▶ Create a new project from the start screen using Ctrl+N
- ▶ Deprecated the Read Me from installer and README.RTF from Help Menu. Similar topics will now be shared in the [Knowledge Base](#) going forward:

### Stability

- ▶ SONAR could crash using the RealTek ASIO HD as my Playback Timing Master
- ▶ Resolved a possible crash when replacing modules in the MixStip or Prochannel
- ▶ Step sequencer "New Value Type" parameter selection could cause SONAR to appear hung

### Track View

- ▶ The hit zones for some controls could get misaligned causing track number selection to not work as expected
- ▶ Resolved automation for the ProChannel on a Bus could inadvertently turn on other Buses ProChannel modules
- ▶ Resolved a situation where take lanes could become uneditable or corrupted
- ▶ Splitting clips on take lanes could fail under certain conditions
- ▶ Track with automation could get automatically deselected after Ripple Editing a selection
- ▶ Unfreezing a track after ripple editing could remove data on the track
- ▶ Ripple Edit Selection could cause unexpected cropping on MIDI tracks
- ▶ Resolved an issue when Ripple Pasting with single track could paste to the wrong track
- ▶ Drag and dropping a clip to an empty lane could drops clip the wrong lane
- ▶ Undo properly restores Markers after using Process | Slide
- ▶ Muted Region FX clips now display like other muted clips
- ▶ Folder preview highlighting no longer behaves unexpectedly after performing a Select All (Ctrl+A)

### Piano Roll View

- ▶ Resolved an issue when adjusting Velocity could cause stuck notes
- ▶ Smart Swipe + Scrolling of controls in the Piano Roll view has been improved
- ▶ Improved redrawing of Controller Pane Velocity with Pen
- ▶ Using Pen to adjust Velocity no longer causes notes to move unexpectedly

### Preferences

- ▶ "Share Devices with other programs" option is has been renamed to better convey what this setting does. It is now called "Suspend Audio Engine When SONAR is Not in Focus"
- ▶ RU: Preferences > Project > MIDI > Frame Rate drop down had offset & overlapping text

### 3rd Party

- ▶ VST2 and VST3 plug-ins that use sample position to playback data now stay in sync with SONAR
- ▶ Using Melodyne in the FX Rack will now recognize loop points in SONAR and stay in sync
- ▶ Using Melodyne VST2 or VST3 in the FX Rack previously didn't get the right sample position and could cause SONAR to not stay in sync when adjusting the timeline position of the NowTime

### Tags

- SONAR-Platinum
- SONAR-Professional
- SONAR-Artist
- Update

#### TOP CAKEWALK PRODUCTS

SONAR Platinum  
SONAR Professional  
SONAR Artist  
SONAR Home Studio  
L-Phase Series Plug-Ins  
Drum Replacer  
Style Dials  
ProChannel Modules  
CA-2A T-Type Leveling Amplifier  
RE-2A Leveling Amplifier  
Studio Instruments  
Z3TA+ 2  
Rapture Pro

#### LEARN

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