

# Features & Enhancements

- Duplicate Selected Clip(s) (CTRL+D or **Track view Clips > Duplicate Selected Clip(s)** command).
- Auto Crossfade toggle in Track view.
- Show note names on Piano Roll view Note events (**PRV Notes > Show Note Names**).
- Take lane record options available from Record button context menu and **Edit > Preferences > Project - Record**: 'Create New Lane', 'Reuse Existing Lane', and 'Reuse Existing Lane, Unless Takes Overlap'.
- Take lane enhancements:
- Import directly to Take lanes from **File > Import** and double-clicking in Media Browser.
- Fast Edit filter switching (SHIFT+right-click).
- Change fade type on crossfaded clips.
- CTRL+ALT+drag adjusts a single crossfade.
- Hold SHIFT and drag a clip edge to crop an individual clip.
- Holding SHIFT on Comp track (lanes collapsed) now allows for adjusting split location across lanes.
- Play List enhancements, including option to defer loading the next song until after the current song has finished, option to close projects regardless of project changes, and Help Module content.
- New keyboard shortcuts: Insert Audio track (CTRL+T), Insert MIDI track (CTRL+SHIFT+T), Clear Selection (SHIFT+ESC), and Redo (CTRL+Y).
- Mackie Control enhancements, including HUI protocol support, support for alternative parameter labels, and support for ProChannel EQ, Track Compressor, and Bus Compressor.
- Improvements to plug-in state loading and presets.
- Support for VST2 plug-ins without binary block persistence, which allows Cakewalk to properly restore parameters for such plug-ins when loading projects.
- Support for VST3 Program Changes. Cakewalk now supports changing programs for VST3 plug-ins via a new Program change parameter. There is now a Preset value at the end of the automation parameter list that will change plug-in preset values for plug-ins that support it.
- Overhaul of plug-in time sync in engine. There has been an overhaul of the engine to improve and optimize time sync with plug-ins. The changes improve the accuracy of time synchronization while seeking on the timeline during playback and while looping. We also addressed known problems with time sync with Melodyne and other time dependent plug-ins that have an internal timeline.
- Improved Reset/Panic to clear stuck MIDI notes, and CTRL+click Reset button to force a reload of the audio and MIDI engine.
- Support for 'stop' and 'pause' MCI MIDI events to automatically stop/pause playback
- Improved compatibility with older SONAR WRK files.
- Updated 'Basic' Lens that provides a cleaner and simplified layout.

- Dropout Analytics: Dropouts are now flagged with a reason code (listed in the dropout message) that can be useful in tracking down the cause of dropouts. The online help lists the dropout reason codes and potential preventative action that may be taken.

## Behavior changes

- When isolating clips in Take lanes during playback, the Now time jumps to the clicked location by default. To automatically jump to the clip start instead, enable the Track view **Options > Click Behavior > Left Click Rewinds to Clip Start in Lanes** option. This option replaces the previous SHIFT-click behavior.
- The Track view **Options > Click Behavior > Left Click Sets Now** option only sets the now time during playback when using the Smart tool, Comping tool, or Move tool (when clicking whitespace only). All other tools do not set the Now time when clicking in the Clips pane.
- By default, the Play List no longer prompts to save project changes during playback.
- SHIFT+double-clicking a clip no longer hides other tracks.
- CTRL+T shortcut is now 'Insert Audio Track' instead of 'Hide tracks not in selection'.
- **Edit > Paste** no longer uses settings from the **Edit > Paste Special** dialog box. The use the **Paste Special** settings, go to **Edit > Preferences > Customization - Editing** and select **Use Paste Special Options on Paste**.
- SHIFT+Z shortcut is no longer assigned to the Track view **View > Auto Track Zoom** command by default. The Auto Track Zoom command can be assigned to any shortcut in **Edit > Preferences > Customization - Keyboard Shortcuts**.
- The **RTZ** command has been renamed to **Rewind to Landmarks**.
- The **Go to Beginning (1:1:0)** command has been renamed to **Go to Start (RTZ)**.
- The **Go to Start (RTZ)** and **Go to End** buttons now accurately seek to project beginning and end, and do not stop playback.
- The **Go to Start** transport button uses the CTRL+HOME shortcut.

## Optimizations

- Improved application startup time especially when many 32-bit plug-ins are present.
- Improved efficiency when playing back or looping projects with lots of plug-ins at low latency.
- Faster loading of project files containing many plug-ins and synths.
- Switching plug-in presets is faster.
- Exporting or bouncing projects containing clips stretched using élastique audio is faster, because stretches are no longer pre-processed prior to rendering.

## Bug Fixes

### Stability

- All reports of loss of plug-in states when loading projects have been addressed.
- Intermittent crashes when adding plug-in side-chains were fixed.
- Setting Track Input to same Patch Point as Output crashes. Patch points have been removed from dropdown in **Selected Track Inputs** dialog box.
- Focusrite ASIO Devices could create a buzzing sound when stopping playback rapidly.
- Some ASIO devices could result in unstoppable playback when stopping and starting the transport rapidly.
- Improved ASIO first buffer processing when starting playback.
- User reported ASIO crash on playback start.
- User reported Crash when deleting MIDI track.
- Rapidly stopping and starting playback could rewind the transport unexpectedly.
- Crash editing plug-in automation envelope during playback.
- Some plug-in's such as Acorn Digital could cause a hang when changing presets.
- Edit commands to 'delete hole' or 'slide to make room' could occasionally have unexpected results. These commands now use standard ripple edit behavior.
- Some legacy .WRK files could cause a hang when attempting to open them.
- Adding a synth in the FX Rack could cause all plug-in automation to get orphaned on next load of the project.
- Hang when rapidly clicking Track view menu bar buttons.
- Patch points or Aux tracks could cause a memory leak leading to a dropout.

## UI

- Progress bar in Control Bar Transport module flashes black.
- Help Module doesn't update if floating and the Browser is collapsed.
- Layout issues when changing CPU Meter options in Control Bar Performance module
- Num 0 is shown as 'Unassigned' in **Preferences > Customization - Keyboard Shortcuts**.
- Audio is not shown on initial launch of Drum Replacer
- **New Project** dialog box draws incorrectly when Play List is open.
- Undo of Insert Effect does not remove assigned sends.
- Rapidly pressing SPACEBAR to start and stop playback with **On stop, Rewind to Now Marker** selected has unexpected results.
- Play List controls do not show info in the Help Module.
- Selection shading in time ruler does not update in real-time when moving selection handles.

## Selection/Tools

- Tools with specific hit zones do not leverage extra space when other Smart tools behaviors are disabled.

## Take Lanes/Comping

- Manually healing abutting healable clips (hold down the CTRL key and click one of the selected clips) in Take lanes ignores the selection.
- Comp clip doesn't show range selection.
- SHIFT+right-click does not toggle Edit Filter in lanes.
- **File > Import > Audio** does not place clip on selected lane.
- Double-click import from Media Browser does not respect lane selection.
- It's possible to set a parent track's Edit filter to **Audio Transients** or **Clip Automation** when Take lanes are visible.
- Moving Clips in lanes with **Slide Over Old to Make Room** selected causes unexpected results.
- Slip-editing no longer works in lanes unless SHIFT is pressed.
- Comp clips show data from muted MIDI clips.
- Comp clip draws waveform amplitude incorrectly after deleting clip selections from Take lanes.
- Holding down the CTRL key while using the Smart tool or Comping tool in Take lanes does not toggle clip mute state consistently.
- Speed comping is unnecessarily healing clips during, resulting in unexpected clip cropping.

### Automation

- Drawing automation with the Freehand tool creates unexpected envelope nodes when dragging outside the Automation lane boundary.
- Automation lane parameter slider shows cut off text.
- When Automation lanes are minimized, the slider value overlaps the slider.
- When dragging a Comp clip to a new project, automation may or may not be copied depending on where the clip is clicked and dragged from.
- Loop recording automation preview does not work as expected after it loops back.

### Track View

- Aim Assist is visible on app startup when mouse isn't over Clips pane.
- Aim Assist line remains visible outside of the Clips pane in some circumstances.
- Track folders show open/close (+/-) toggle when folders are empty.
- Waveform Preview obscures automation in buses and tracks.
- Groove clips show snap offsets (anchor points) when dragging.
- The background color of clips showing clip envelopes changes unexpectedly after performing a Cut, Paste, then Undo twice.
- Multi-clip slip stretching allows clips to be stretched before measure 1.
- Bus waveform preview does not draw properly in response to volume changes.
- When switching tools with a modifier shortcut, the mouse cursor does not update until moved.
- Cancelling a Clips pane drag operation clears the selection.
- When clips are split, the clip selection changes, but the Time Ruler selection does not update to match.

- Preview is not shown when drag-copying a position locked clip.

### **Piano Roll view**

- Dragging from right to left in the Time Ruler to make a selection can cause unexpected selection drawing in the Piano Roll view.
- Aim Assist does not refresh immediately in the Piano Roll view Time Ruler after disabling/enabling.
- Piano Roll view track focus does not persist in screensets.
- Zooming the Piano Roll view with CTRL+ALT+mouse wheel produces drawing artifacts in the Time Ruler.
- Piano Roll view keys are grayed out indefinitely if Note Off not sent by MIDI controller.
- Piano Roll view does not show correct track colors when dragging notes from multiple tracks.

### **Plug-ins**

- Plug-ins can lose state and revert to the plug-in reset state if changes are made when the plug-in is not active.
- When loading plug-ins from a saved FX Chain preset, the values can get reset when dragging between FX Racks.
- Bank Select messages are not sent to VST 2 plug-ins.
- Opening some plug-in windows automatically mark the project as modified..
- 32-bit VST plug-ins are not hidden when 64-bit equivalents are available
- App startup time is very slow when many 32-bit plug-ins are present in the VST inventory.
- External Insert can be added to clips FX Rack from MRU list.
- VST2 plug-ins that do not support binary block persistence, and do not have default programs, do not save their state and reset to default on open.
- Projects with older Arturia plug-ins like Piano V load but plug-ins are silent.

### **General fixes**

- Cakewalk must be periodically activated via BandLab Assistant, but will no longer switch to demo mode during a session. A notification will remind you 14 days before the application needs to be reactivated.
- Opening Melodyne clip does not select clip in Melodyne.
- Melodyne loses sync with metronome count-In.
- Melodyne loses sync when seeking on timeline.
- Loop playback of Melodyne loses sync when seeking on timeline.
- Drum Replacer loses sync when seeking on timeline.
- Cloning a track inside a Track Folder sometimes places the new track outside the folder.
- Intermittent “motorboating” during playback with Focusrite devices.
- MIDI playback can lose sync when seeking in a project that contains tempo changes.
- When using a split instrument track, setting the audio output track's Input to 'None' does not disable Input Echo.

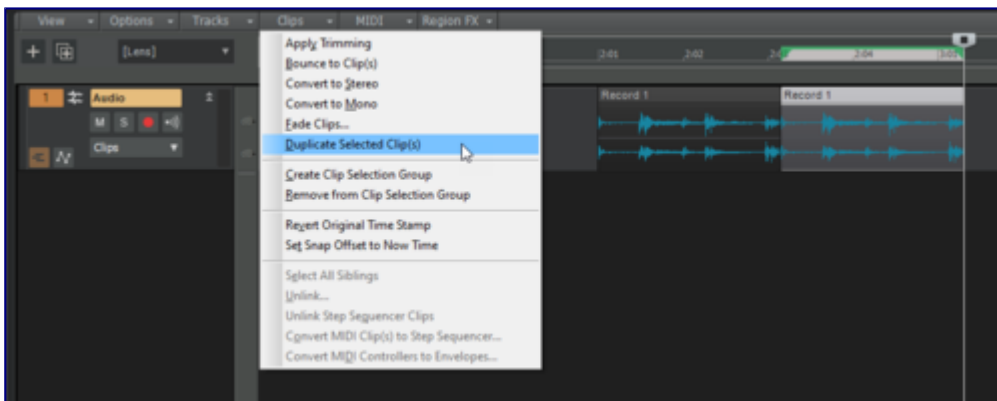
- Old Cakewalk .WRK files referencing MCI audio events fail to open.
- Installer does not overwrite existing Help Module content.
- Update Installer is not replacing CW130Auto.dll.
- Stuck MIDI notes are not reset for many softsynths by pressing the Reset button.
- Unexpected spike in audio at edit points when using élastique Pro as Offline render mode.

## Editing and Comping Enhancements

### Duplicate Selected Clip(s)

You can quickly duplicate the selected clip(s) with any of the following gestures:

- Press CTRL+D
- Click the Track view **Clips** menu and select **Duplicate Selected Clip(s)**
- Right-click in the Clips pane and select **Duplicate Selected Clip(s)** on the pop-up menu



The following rules apply when duplicating clips:

- Only events and clip automation are copied.
- The new clip(s) will be pasted immediately after the existing clip(s), respecting the current Ripple Edit settings.
- To respect the current Snap to Grid settings, go to **Edit > Preferences > Customization - Editing** and select **Use Current Snap Settings on Duplicate Selected Clip(s)**.
- After duplication, the Now time is forwarded to the end of the duplicate (with the duplicate selected), so you can press CTRL+D again to make multiple duplicates
- Unlike a normal paste, the current track will have no bearing on where the duplicates are pasted. Duplicates will always appear on the same tracks/lanes as the source selection.

**Tip:** If you want to quickly create many repetitions, use the **Edit > Copy** and **Edit > Paste Special** commands.

**Paste / Paste Special behavior change**

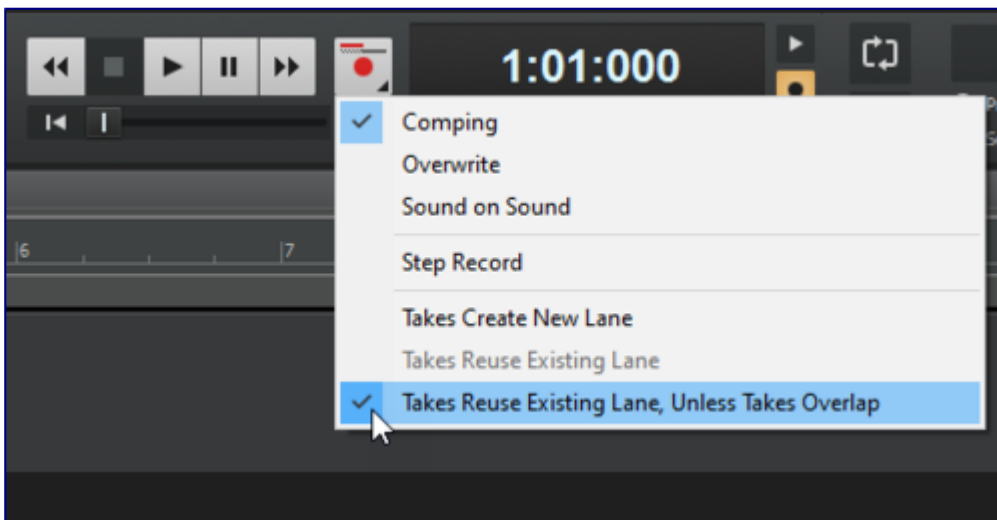
In the previous versions of Cakewalk, settings in the **Paste Special** dialog box (**Edit > Paste Special** or CTRL+ALT+V) would persist for the remainder of the Cakewalk session and apply when you used the regular **Edit > Paste** (or CTRL+V) command. As a result, normal paste could potentially create multiple repetitions inadvertently. By default, normal paste no longer remembers the settings from the Paste Special dialog box, so you will only get one copy. To remember the **Paste Special** settings, go to **Edit > Preferences > Customization - Editing** and select **Use Paste Special Options on Paste**.

## Take lane record options

You now have improved control over how new Take lanes are created during recording. The

following options are available from the **Record** button  context menu and **Edit > Preferences > Project - Record**:

- **Create New Lane.** Always create a new lane for each take.
- **Reuse Existing Lane.** Reuse existing lanes for each take (this option is not available when using the Comping record mode).
- **Reuse Existing Lane, Unless Takes Overlap.** Reuse existing lanes for each take, and only create new lanes if takes overlap.



## Import directly to Take lanes

**File > Import > Audio** and double-clicking to import from the Media Browser now respect the selected Take lane.

## Fast Edit filter switching in Take lanes

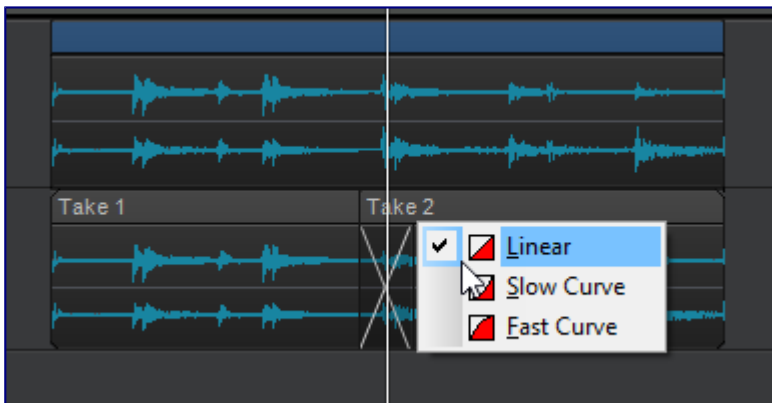
You can now use SHIFT+right-click to toggle the Edit Filter in lanes.

## New key modifiers for edits in Take lanes

- CTRL+ALT+drag adjusts a single crossfade
- Hold SHIFT and drag a clip edge to crop an individual clip
- Holding SHIFT on Comp track (lanes collapsed) now allows for adjusting split location across lanes

## Change fade type on crossfaded clips in Take lanes

Cakewalk now allows for the adjustment of fade types (Linear, Slow Curve, or Fast Curve) for clips in Take lanes. Right-click the top part of a clip fade to show the curve type pop-up menu.



## Use ripple edit for copy/paste/cut

Cakewalk now uses ripple editing (Ripple Edit Selection) during **Edit > Paste Special** when **Slide Over Old to Make Room** is selected, and during **Edit > Cut Special** when **Delete Hole** is selected.

## SHIFT+double-clicking a clip no longer hides other tracks

SHIFT+double-clicking a clip maximizes the clip, but no longer hides other tracks. This allows you to still show other tracks by scrolling or zooming the Track view vertically.

## SHIFT+ESC to clear selection

In addition to clicking an empty space to clear the current selection in the Track view, you can now also press SHIFT+ESC.

## CTRL+Y to redo

In addition to CTRL+SHIFT+Z, you can now also use the standard Windows redo keyboard shortcut CTRL+Y.



## Stability

- All reports of loss of plug-in states when loading projects have been addressed.
- Intermittent crashes when adding plug-in side-chains were fixed.
- Setting Track Input to same Patch Point as Output crashes. Patch points have been removed from dropdown in Selected Track Inputs dialog box.
- Focusrite ASIO Devices could create a buzzing sound when stopping playback rapidly.
- Some ASIO devices could result in unstoppable playback when stopping and starting the transport rapidly.
- Improved ASIO first buffer processing when starting playback.
- User reported ASIO crash on playback start.
- User reported Crash when deleting MIDI track.
- Rapidly stopping and starting playback could rewind the transport unexpectedly.
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- Some plug-in's such as Acorn Digital could cause a hang when changing presets.
- Edit commands to 'Delete Hole' or 'Slide Over Old to Make Room' could occasionally have unexpected results. These commands now use standard ripple edit behavior.
- Some legacy .WRK files could cause a hang when attempting to open them.
- Adding a synth in the FX Rack could cause all plug-in automation to get orphaned on next load of the project.
- Hang when rapidly clicking Track view menu bar buttons.
- Patch points or Aux tracks could cause a memory leak leading to a dropout.

## Plug-ins

### Improvements to plug-in state loading and presets

Saving and loading plug-in states and presets has been streamlined and greatly improved and simplified to prevent unexpected interactions with some third party plug-ins. By preventing redundant plug-in parameter updates, plug-ins and synths now load faster when opening project files.

A few users previously reported intermittent cases where plug-in settings could be lost when changing plugin presets, copying FX chains or when loading projects. All such reported cases of this problem have been thoroughly investigated and addressed so these problems should no longer recur.

### Support for VST3 Program Changes

- Cakewalk now supports changing programs for VST3 plug-ins via a new Program change parameter. There is now a Preset value at the end of the automation parameter list that will

change plugin preset values for plugins that support it. NOTE: This Preset parameter is only displayed for plug-ins that expose VST3 program changes to the host. (It may not always be named “Preset”)

- Waves plug-ins support the new program change parameter.
- The new Preset parameter can be automated via envelopes.
- For supported VST3 plug-ins, program changes can be done during playback via MIDI messages. To do that you must enable Translate Program Changes in the plug-in properties first and then restart the app.
- For some plug-ins, program changes can be expensive. Don’t use sweeps to automate the program change parameter. Instead use jump events or linear sections.

## **Overhaul of plug-in time sync in engine**

There has been an overhaul of the engine to improve and optimize time sync with plug-ins. The changes improve the accuracy of time synchronization while seeking on the timeline during playback and while looping. We also addressed known problems with time sync with Melodyne and other time dependent plug-ins that have an internal timeline.

## **Support for VST2 plug-ins without binary block persistence**

There are a few VST2 plug-ins that do not support binary block persistence. E.g. VCV Rack. Cakewalk now properly restores parameters for such plug-ins when loading projects

## **Optimizations**

The overhaul of plug-in time sync in the engine improved the efficiency when playing back or looping projects with lots of plugins, by eliminating many unnecessary and costly time unrolling conversions. This should yield moderate CPU gains while playing or looping projects at low latency with lots of plugins, since the plug-in time conversions are now optimized.

By preventing redundant plug-in parameter updates, plug-ins and synths now load faster when opening project files.


Faster loading of project files containing many plug-ins and synths.

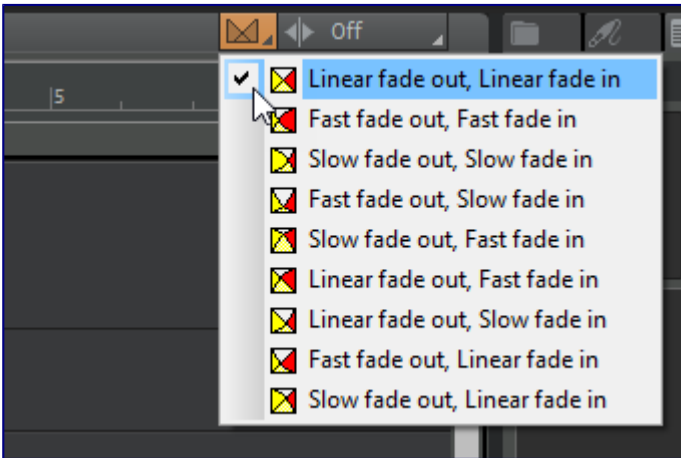
Switching plug-in presets are now faster since there are fewer parameter updates.

Exporting or bouncing projects containing clips stretched using élastique audio is faster, because stretches are no longer pre-processed prior to rendering.

## **UI Updates**

### **Auto Crossfade toggle in Track view**

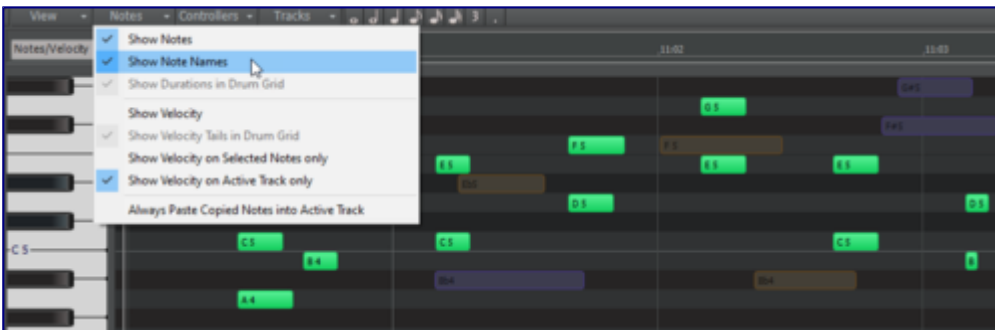
In addition to the Track view **Options** menu, you can now also enable/disable Automatic Crossfade via the new Automatic Crossfade button  in the top right corner of the Track view. You can also right-click or long press the button to specify the default crossfade type.



## Piano Roll view Note names

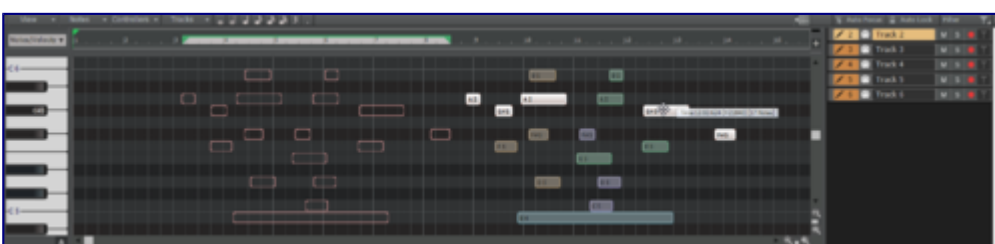
Note events in the Piano Roll view can optionally show note names (pitch or custom note names from instrument definitions). To show note names, click the Piano Roll view **Notes** menu and select **Show Note Names**.

**Note:** Note names automatically hide at low zoom levels.



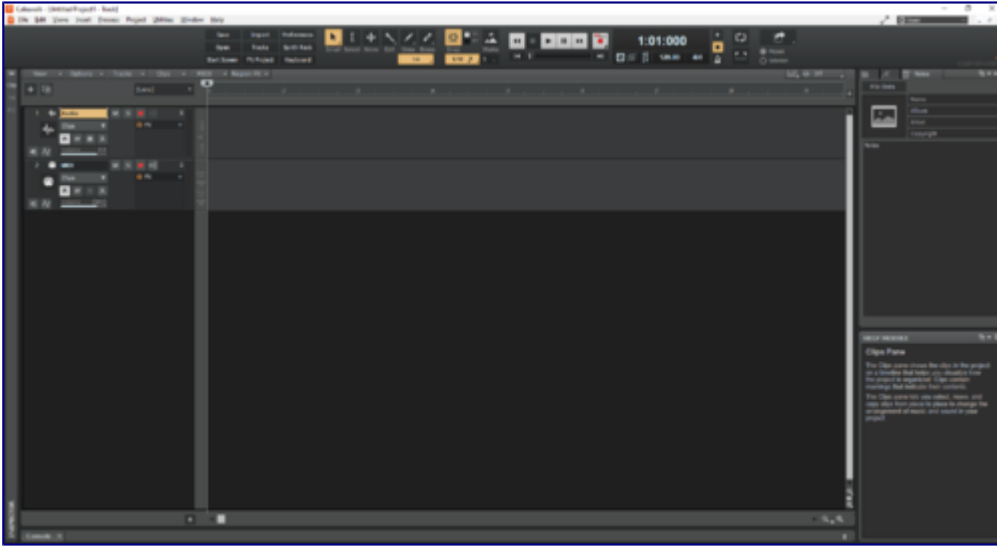
## Piano Roll view shows correct note colors while dragging

Previously, all notes were always shown in the same red color while dragging. When dragging notes from multiple tracks, it was difficult to know which track a note lived in. Notes are now drawn using the correct track color.



## Updated 'Basic' Lens

The Basic lens has been updated to provide a cleaner and simplified layout.



**Note:** Updated factory lenses and Help Module content are now copied to the user folder during installation.

## Insert Audio track and MIDI track shortcuts

You can now quickly insert a new audio or MIDI track by using the following keyboard shortcuts:

- Insert Audio Track = CTRL+T
- Insert MIDI Track = CTRL+SHIFT+T

**Note:** CTRL+T was previously assigned to **Hide tracks not in selection**.

## Updated transport behaviors

- **Go to Start** and **Go to End** buttons now accurately seek to project beginning and end, and do not stop playback.
- The W (rewind) key always seeks backwards in time to the prior "landmarks". There are 3 landmarks:
  - the original playback start time
  - the loop start time
  - the project start time (time 0, or 1:1:0)

### **Note:**

The **RTZ** command has been renamed to **Rewind to Landmarks**

The **Go to Beginning (1:1:0)** command has been renamed to **Go to Start (RTZ)**

The **Go to Start** transport button uses the CTRL+HOME shortcut

## Click Behavior

### ‘Left Click Rewinds to Clip Start in Lanes’ option


When isolating clips in Take lanes during playback, the Now time jumps to the clicked location by default. To automatically jump to the clip start instead, enable the Track view **Options > Click Behavior > Left Click Rewinds to Clip Start in Lanes** option.

**Note:** This option replaces the previous SHIFT-click behavior.

### ‘Left Click Sets Now’ option behavior change

The Track view **Options > Click Behavior > Left Click Sets Now** option only sets the now time during playback when using the Smart tool, Comping tool, or Move tool (when clicking whitespace only). All other tools do not set the Now time when clicking in the Clips pane.

## Improved Reset/Panic

The **Reset** button  in the Transport Control Bar module now clears stuck MIDI notes on virtual instruments more reliably.

In previous versions of Cakewalk, both hardware MIDI outputs and virtual instruments shared the same reset method, which used controller 123 (all notes off) by default. VST3 as well as some VST2 soft synths don't respond to controller 123, and instead require individual note off messages in order to clear stuck notes.

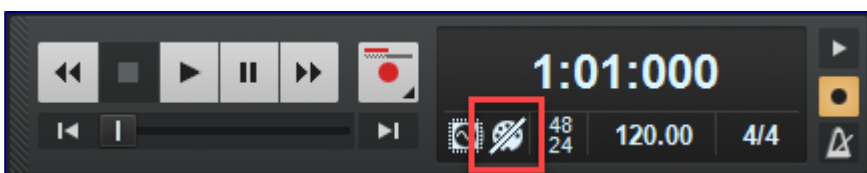
In Cakewalk 2019.09, the Reset button sends both controller 123 and individual note off messages to soft synths. For hardware MIDI outs, if necessary you can use the PanicStrength [Cakewalk.ini](#) variable to specify the default behavior:

PanicStrength=0 (controller 123; default)

PanicStrength=1 (individual note off; slower)

## Force a reload of the audio and MIDI engine

To force a restart of the audio and MIDI engine (only if the transport is not playing/recording), including a reset of ASIO, hold down the CTRL key and click the **Reset** button in the Transport Control Bar module.



## Mackie Control enhancements

This release features many significant enhancements to the Mackie Control surface, including:

- ProChannel EQ, Track Compressor & Bus Compressor support
- Korg nanoKONTROL Studio support for Select button, Buses/Track selection
- HUI Protocol support
- Disable Handshake option for surfaces which only support the newer MCU protocol
- Automatic Fader assignment based on order added within preferences
- Key press support for function buttons / footswitches
- Added button mappings
- Updated command list to match Cakewalk's internal list

### **Support for alternative param labels**

You can now specify alternative label names for your parameters within MackieControl.ini. This may be useful if the automatic abbreviated 6 character label isn't as readable as you'd like.

The alternative labels are still limited to 6 characters (as this is the limit of characters for each strip on the Mackie devices), but you can now specify your own by adding them to the bottom of each plugin section in the following format:

VPotLabeln=p,name

Where:

**n** = the number of the vpot

**p** = the number of the VST parameter whose label you wish to override

**name** = the new label

e.g.

VPotLabel0=17,HiGain

VPotLabel1=18,HiFreq

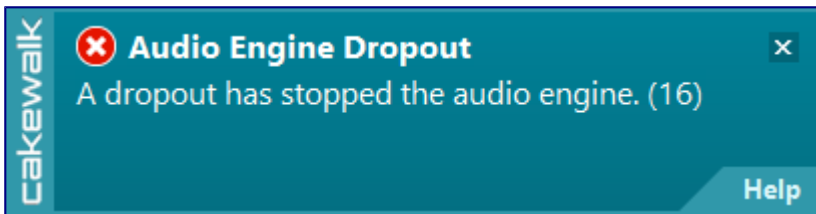
M1VPotLabel2=19,Hi Q

Acknowledgements:

Thanks to the contributions of [@msmcleod](#) as well as forum member [@azslow3](#) for fixes to the Mackie control DLL in our [opensource GitHub project](#).

### **Improved audio dropout diagnosis**

Dropouts can occur for a variety of reasons, not just CPU load. We've added useful information to help you diagnose the cause of a dropout. When a dropout occurs, playback stops and a toast notification will show the detected dropout reason code. This code can be useful in tracking down the reason for dropouts.



Below are some of the most common dropout reason codes along with potential preventative action that may be taken:

Code	Reason for dropout	Potential preventative action
0	Unknown error or no dropout	
1	Audio processing took longer than the buffers allotted timeslice	Increase the <b>Buffer Size</b> value in <b>Edit &gt; Preferences &gt; Audio - Driver Settings</b> .
2	Buffer underrun while processing or error writing record buffers	Possible CPU overload or driver malfunction. Increase latency and check disk status.
3	WDM/MME/WASAPI drivers audio buffers not delivered for over <b>DropoutMsec</b> milliseconds	Increase the <b>DropoutMsec</b> variable value in <a href="#">AUD.ini</a> , which lets you configure the tolerance time in milliseconds before dropping if the audio pump mechanism becomes starved (default is 250 ms).
4	WDM/MME/WASAPI output buffer not available for delivery to audio device	Increase the <b>Buffers in Playback Queue</b> value in <b>Edit &gt; Preferences &gt; Audio - Driver Settings</b> .
5	Disk reading overloaded and could not keep up with playback pump	Increase the <b>Playback I/O Buffer Size</b> value in <b>Edit &gt; Preferences &gt; Audio - Sync and Caching</b> .
6	[Internal] Error filling disk playback buffer cache	Disk may be full condition or disk read error. Check disk status.
7	[Internal] Error reading from disk playback buffer cache	Possible memory corruption. Close and restart the application then reload the project.
8	Disk write error	Disk full or error writing record wave files. Free up

		some disk space.
9	Sequencer MIDI pump underrun	Increase the <b>Prepare using n Millisecond Buffers</b> value in <b>Edit &gt; Preferences &gt; MIDI - Playback and Recording</b> .
10	[Internal] Audio pump frequency problem	
11	[Internal] Unexpected error while processing audio buffer	Try saving then closing and reopening the project.
12	[Internal] Internal audio buffer memory limit overflow	Contact support with recipe/project file.
13	ASIO subsystem signaled a dropout due to a state change	Don't make changes to ASIO driver during playback. Another app may be using driver.
14	[Internal] WASAPI ReadDataBuffer timed out	WASAPI device error - restart device or close other applications using it.
15	[Internal] WASAPI buffer underrun	WASAPI device error - restart device or close other applications using it.
16	[Internal] WASAPI Read/Write buffer failed	WASAPI device error - restart device or close other applications using it.
17	WASAPI device removed or unavailable	The device was unplugged. Re-attach device.

**Note:** Dropout reason codes can be used for better diagnostics. Please contact [Cakewalk Support](#) and mention the dropout code if you are experiencing persistent audio engine dropouts that you are unable to remedy on your own.

For more information about dropouts, click [here](#).

## Live performance enhancements

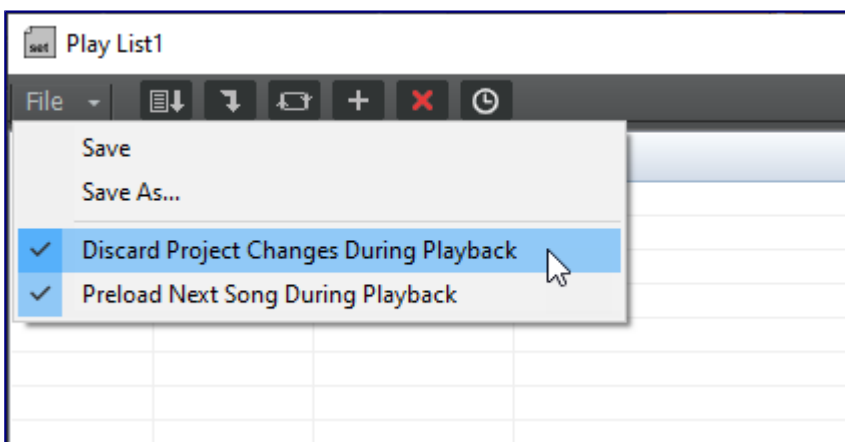
This release includes a few enhancements that can be helpful when using Cakewalk in a live performance.



## Option for Play List to close projects regardless of project changes

When using the Play List, the new **File > Discard Project Changes During Playback** option allows the Play List to automatically discard any changes before loading the next song. This lets you make minor temporary changes during playback, such as adjusting levels, without being prompted to save the changes before loading the next song. During playback, the Play List will ignore a project's modified state and close without saving. This option is enabled by default.

**Note:** This option is only active during (Play List) playback. Cakewalk will always prompt to save a modified project if playback is stopped.



## Option for Play List to preload the next song during playback

By default, the Play List loads the next song while the current song is playing. While this can save time before the next project starts playing, it may cause glitches when loading large complex projects during playback.

To defer loading the next song until playback of the current song has finished, disable the **File > Preload Next Song During Playback** option.

## Automatically stop/pause playback with MCI MIDI events

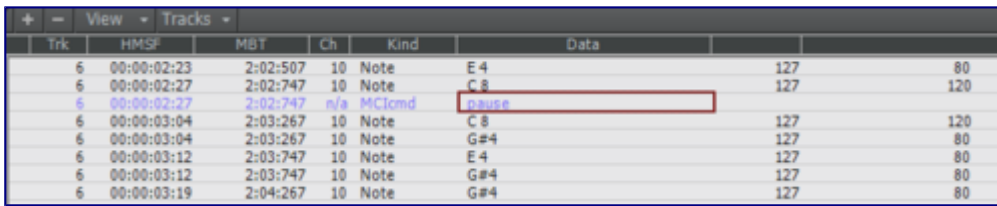
You can instruct Cakewalk to stop or pause playback at a defined moment, so you can start playback again manually. This can be very useful in a live setting.

This is done by inserting an MCI Command event in a MIDI track's Event List view (ALT+8), and assigning the MCI Commands value to either **stop** or **pause**:

**stop** - stops the transport and returns to zero

**pause** - pauses the transport allowing you to manually continue playback from where you left off

Press **Play** (SPACEBAR) manually to resume playback.



Trk	HMSF	MBT	Ch	Kind	Data		
6	00:00:02:23	2:02:507	10	Note	E 4	127	80
6	00:00:02:27	2:02:747	10	Note	C 8	127	120
6	00:00:02:27	2:02:747	n/a	MCIcmd	pause		
6	00:00:03:04	2:03:267	10	Note	C 8	127	120
6	00:00:03:04	2:03:267	10	Note	G#4	127	80
6	00:00:03:12	2:03:747	10	Note	E 4	127	80
6	00:00:03:12	2:03:747	10	Note	G#4	127	80
6	00:00:03:19	2:04:267	10	Note	G#4	127	80

## Improved compatibility with older SONAR WRK files

We continue to improve backwards compatibility with older Cakewalk products. Older SONAR .WRK files that contain automation or reference MCI audio events will now load properly in Cakewalk.