

# Engine Release Notes

## **v1.5.2 (Build 0009) - Issued on 08-24-16**

This update is recommended for all users.

- Fixed issue on Widows OS which prevented direct drag and drop of Serato DJ crates into Engine.
- Fixed issue in which imported tracks with Auto Analyze "OFF" Display "0%" symbol next to track name.
- Fixed issue where creating Engine Library Database and Updating Engine Library Database ignored files on the desktop.
- Fixed issue where the Engine Library and Engine target options did not properly refresh based on what is selected in Collections pane.
- Fixed issue where dragging a folder of music to a target drive did not always auto analyze the tracks correctly.
- Fixed issue where tracks from USB Target were automatically added to Engine Library After "Create Engine Target Database" Despite "Auto Backup to Engine Library" Set to "OFF".

## **v1.5.1 (Build 0019) - Issued on 04-21-16**

This update is recommended for all users.

- Fixed issue where BPM was not displayed automatically on SC2900 and SC3900.
- Fixed issue where Engine was dropping second BPM digit when writing to ID3 tag.
- Fixed issue where Crates with sub Crates would sometimes separate when copying to Engine Target.
- Improved stability during media scan.
- Fixed issue where analyzing a large collection would sometimes cause a crash Windows 8, and Windows 10.
- Key filter area is now accessible via Tab key.
- Changed font type to fully support all Japanese characters.
- Changed default buffer size to 192 samples.
- Fixed issue where clicking overview then clicking the main waveform would result in fast rewind or fast forward sound.
- Fixed issue where Engine would crash when renaming a Crate/Playlist, and then attempting to delete.
- Fixed Windows issue where Engine ignores the user request to skip media scan.
- Adding a new Crate or Playlist now becomes the active window.
- Increased waveform zoom level.
- Removed superfluous iTunes playlists.
- Fixed issue where time display would reset to 00:00:0 for tracks longer than 60 minutes upon playing past 60 minute marker.
- Fixed issue where hotcue markers set on MCX8000 or in Serato DJ did not properly align when imported into Engine desktop.
- Fixed "c" keyboard shortcut to function as CUE not CUE Play.
- Fixed issue where a loaded track was unable to properly re-analyze.
- Improved loop area button interactions.
- Improved area highlight for areas that are currently active.
- Extended compatibility support for UASP devices.
- Added ability to hide waveform view. This is now available in the View Menu, and by keyboard shortcut "w".
- Added track analysis progress bar to show current and remaining tracks that are being analyzed by Engine.
- Added ability to delete tracks from History via delete key.

- Added keyboard shortcut Ctrl + F to quickly jump to search field.
- Added ability to Eject Engine USB Target drive. This is available by right-clicking the drive icon and choosing “Eject”.
- Added ability to skip BPM analysis if track has already been analyzed and the ID3 tag contains BPM data from Serato, Mixed in Key, etc...This function is now available in the Setup Menu as “Analyze BPM”.
- Added total time of songs in current list.
- Added ability to remove tracks from hard drive. Previously tracks were only removed from collection or list but not the drive. This is now available Ctrl+Delete, or when deleting from the Engine/Target Library as a secondary option.

**Note:** Deleted tracks are placed in the Trash. The Trash will still need to be emptied to permanently remove the tracks from the hard drive.