

# Fender Studio Pro 8 – Version History and Release Notes

This document lists all Fender Studio Pro 8 maintenance updates and their included fixes and improvements.

## Version 8.0.0 Release Notes (January 13, 2026):

**STUDIO ONE PRO UPGRADE CUSTOMERS, PLEASE NOTE:** Fender Studio Pro 8 is installed as a new application and doesn't overwrite your previously installed version of Studio One. Both versions can be run on the same computer, just not simultaneously. Songs, Projects, and Shows created in previous versions of Studio One will open in Fender Studio Pro. However, once you save a Session, Mastering Project or Show in version 8, you won't be able to open it in an earlier version of Studio One.

**Please also make sure that your 3rd party plug-ins are updated to the most recent version.**

Some plug-ins that rely on custom integrations may need additional updates to function correctly.

**This initial Fender Studio Pro 8 release adds the following new features and improvements:**

## 1. Plug-ins and Virtual Instruments

### 1.1 Fender Mustang Native and Rumble Native plug-ins

Fender Studio Pro 8 introduces the first ever Fender-designed native effects plug-ins: Mustang Native and Rumble Native.

Mustang Native is based on Fender's massively successful Mustang line of DSP-based guitar amplifiers and features 39 guitar amp models, as well as 73 stomp box effects pedals. Mustang Native offers a built-in tuner and comes with more than 200 presets.

Based on the same design but covering bass tones, Rumble Native is derived from Fender's Rumble line of DSP-based bass amplifiers. It offers 39 amp models and includes the same 73 effects pedals, more than 100 presets and built-in tuner as its guitar sibling.

With their modular signal path, both plug-ins are fully programmable. In addition to processing electric or acoustic guitars or electric basses, they can also be used as effects-only pedalboard plug-ins when the amp section is set to Bypass.



## 1.2 Studio Verb

Studio Verb is a new algorithmic reverb effect covering a wide range of sounds and applications, from small drum rooms to massive and lush artificial spaces. Its tactile user interface and comprehensive set of tone shaping controls are an invitation for creative sound design.

While the large display provides visual feedback on the current effects settings, the unique “Ping” button opens new possibilities for shaping reverbs. It sends a short burst of noise into the reverb, triggering the full-frequency spectrum of the effect signal, allowing users to shape their reverb sound intuitively with better audible feedback than any other instrument could provide.

Studio Verb also provides additional controls for center and sub level, when used in a multichannel surround signal path.

## 1.3 Voice FX

A new Voice Effects plug-in has been added to Fender Studio Pro for compatibility with Fender Studio.

With six different FX types (De-Tuner, Delay, Transformer, Filters, Ring Modulator, Vocoder), Voice Effects is a useful tool for podcast and voice-over special effects.

## 1.4 Updated VU Meter

The popular VU meter plug-in which previously had been a separate download is now pre-installed as part of the Native FX plug-in set.

## 1.5 [Impact, Sample One] Extended loop crossfade time

Impact and Sample One now offer more control over the crossfade length when the sample is set to Loop playback mode. The maximum length of the crossfade is limited only by the length of the loop itself, allowing for smooth transitions and creative sound design.

## 1.6 [Impact, Sample One] Sample fade in/out controls

Another popular user feature request: both Impact and Sample One now offer sample fade in and out controls directly on the sample editor waveform display.

As an alternative to shaping the contour of the sound via ADSR envelope (which affects all samples on a given pad), the fade in/out controls are per sample, providing additional control.

## 1.7 [Impact, Sample One] Manual file tempo edit option

When using the time-stretch/sync option for sample playback, Impact and Sample One will automatically read the tempo from the file. In case the file tempo isn't set, users are now able to set the tempo manually, without having to import the sample to a track first.



### 1.8 [Impact, Sample One] Sample „Double Speed” and “Half Speed” tempo options

In addition to the manual tempo option described above, Impact and Sample One also offer convenient Double Speed and Half Speed options. These are useful if the file tempo has been set or detected incorrectly, which is sometimes the case with loops from commercial loop libraries

### 1.9 [Impact] “Send to new Sample One” Pad option

Further extending the interaction capabilities between the native samplers in fender Studio Pro, Impact now has a “Send to new Sample One” option. This option is useful when a drum sample, such as an 808 kick, needs to be played at different pitches controlled from a keyboard.

### 1.10 [Sample One] New modulation matrix

Sample One got even more powerful as a sound design tool with the addition of a complete modulation matrix, similar to Presence and Mai Tai.

The mod matrix offers up to 16 patch points, each with 14 sources and 24 destinations. This includes all modulation connections already provided as fixed knobs on the main window, as well as newly added destinations:

- Sample Start
- Sample End
- Fade In
- Fade Out
- Loop Shift
- Loop Length

## 2. Arrangement and Editing

### 2.1 Arrangement Overview

The new Arrangement Overview in Fender Studio Pro provides a birds-eye view of a full Arrangement, covering all tracks and the complete length of a session, even when working on a small display such as a notebook computer screen.

Use the highlight rectangle to identify what’s currently visible on the Arrangement below. Use the mouse to zoom in and out or change the visible area – just like using a magnifying glass.

### 2.2 Audio-to-Note conversion

Powered by state-of-the-art AI and machine learning technology, the new Extract Beats and Extract Notes options are opening a window to exciting new creative editing and production workflows. Each based on a unique model, these new functions analyze the audio data and identify musical notes or rhythmic events.



While Extract Notes works with any monophonic or polyphonic tuned instruments, Extract Beats is trained specifically on acoustic drums, making it the perfect tool for drum replacement.

Both functions place the extracted note data onto a new Instrument Track which is assigned either to Mai Tai or Impact loaded with a default sound. These can easily be replaced with any virtual instrument.

A further exciting use case for these new functions is audio transcription: extract notes from any audio, then open the resulting instrument part(s) inside the Score Editor to create print-ready scores and lead sheets!

### **2.3 [Chord Track] Chord recommendations**

Since its introduction, the powerful Chord Track has become an indispensable tool for songwriters, composers and producers. With Fender Studio Pro, the Chord Track is even more powerful with the addition of a Chord Assistant, which provides chord recommendations based on any existing chord progression.

Just add a new chord next to an existing chord or chord progression and a matching chord will be assigned based on a probabilistic model built from thousands of chord progressions.

### **2.4 [Chord Track] Editing improvements**

To complement the new Chord Assistant features, several workflow improvements have been added to the Chord Track itself:

- Adjacent chord events can now be resized independently or combined
- Multiple selected chord events can be stretched together, both absolute and relative to their individual size
- Chord events can be inserted between existing chords without overwriting other chord events (similar to ripple edit mode)

### **2.5 [Chord Track] Chord Track presets**

Presets are now available for users to save their favorite chord progressions and choose from a wide variety of chord progression presets, organized in folders.

### **2.6 Musical Metronome**

Sessions using compound time signatures such as 12/8 require more “musical” control over tempo and metronome, as they can be subdivided into beats in different ways - 12/8 could be felt in 12 eighths, 6 quarters, or 4 dotted quarters for example.

Time signature events have therefore been extended with a new beat duration option. The tempo display (BPM) and metronome then correctly follow the defined beat. By default, the beat duration is set to a quarter note for simple time signatures, and a dotted quarter note for compound time signatures.



This new feature is reflected in changes to the Signature track, the main tempo display (which now always displays BPM rather than quarters per minute), and the Metronome setup. Within the Metronome setup, the “Offbeat” parameter has been renamed “Subdivision” since there can be three subdivisions per beat for example if a dotted beat duration is selected.

## **2.7 Customizable Track Controls**

The powerful Customization feature has been extended with customizable track controls in Fender Studio Pro. Users who are familiar with using the track/channel Inspector may want to de-clutter the track controls by hiding items that are already available inside the Inspector (such as Instrument Input/Output, or Input / Channel Format).

In addition to customization, assignable Track Controls now include a Freeze button and Pan controls.

# **3. Mixing and Mastering**

## **3.1 Channel Overview**

The powerful new Channel Overview provides a whole new way of looking at a single mixer channel strip and accessing its features. Like an analog hardware mixing console, the new Overview shows every aspect of a single channel, laid out horizontally over the full width of the Arrangement view. Important parameters of insert effects can be accessed directly without having to open the plug-in editors. This includes custom views for certain Native FX plug-ins, as well as a user-definable view for any third-party plug-in.

The Channel Overview is available directly from the Transport Bar with dedicated buttons to toggle between Console View and Channel Overview. Alternatively, the Overview can be opened with a double-click on a track or channel while the Console View is open.

## **3.2 Support for external Cue Mix devices (EarMix)**

Fender Studio Pro offers a powerful internal cue mix system, allowing users to set up multiple independent monitor or headphone mixes, only limited by the number of available outputs on the connected audio interface. Cue mix sends are created automatically on every channel for every cue mix, as soon as they’re created inside the I/O setup window. Fender Studio Pro adds a second option for cue mix sends:

For use with external cue mix systems such as PreSonus EarMix it is not required to have every cue mix send on every channel. This use case is now supported with the addition of a manual cue mix option (“Use External Cue Mix System”).



### **3.3 Reverse single/double click behavior for instruments and effects**

We looked at how people use the instrument and effects slots inside the Console and decided to reverse the single/double-click behavior for improved workflow and more consistency with other DAWs.

In Fender Studio Pro, a single click on any of these slots opens the plug-in or instrument editor, whereas a double-click expands or collapses the Micro View for that device.

## **4. Show Page**

### **4.1 Video Track and Playback**

One of the most popular feature requests for the Show Page: video playback is now available with the addition of a Video Track and a Video Player window.

If a Session including video is sent to a Show, its Video Track and contents are automatically transferred as well. Alternatively, users may add one or more video files to any Setlist Item of a Show and use the same standard editing options available on the Session Page.

Videos are played inside the Video Player window, which now supports a borderless full-screen mode: perfect for running full-screen video on an external monitor, projector or large video display.

### **4.2 Cue Mix system**

Another popular feature request: create multiple independent monitor or headphone mixes using Cue Mix sends and outputs. Depending on the hardware setup, these mixes can either be created inside the software mixer or using an external hardware cue mix system such as PreSonus EarMix.

## **5. User Interface**

### **5.1 Updated user interface design**

Fender Studio Pro introduces a modern, streamlined interface design that connects it with both Fender Studio and the Fender product ecosystem.

The updated tool and transport bars have a cleaner look and subtle 3D style. All generic and most custom Native FX plug-ins have an updated design that's more engaging and consistent throughout.

Impact, Sample One, Mai Tai and Mojito all have been updated with a new visual style, which include independent dark and light themes.



## 5.2 [Inspector] View options

The Inspector has been updated to allow more control over which sections to display, depending on the use case and size of display. While track parameters are always shown, the channel and event inspector section each can be hidden, leaving more space for other Inspector content.

Of course, these new features work perfectly hand in hand with the already existing Customization options for the Inspector.

## 5.3 Improved handling of Insert/Send dividers

The draggable dividers between the fader-, sends- and inserts-sections of the Console View are now easier to identify with help of a mouse-over divider handle and generally more space.

## 5.4 [Video Player] Support for borderless full-screen mode

The Video Player window now offers a borderless full-screen view. Composers and producers working for sound-to-picture will enjoy this new option when running video on a separate display.

# 6. General

## 6.1 Session import from Fender Studio

Fender Studio 1.2 and Fender Studio Pro 8 unlock session transfer from Fender Studio to Fender Studio Pro. The new “Transmit” option in Fender Studio will send the current version of a session directly to Studio Pro via network/WiFi (based on UCNET technology).

Fender Studio users who captured their ideas on the go can easily transfer their sessions to a computer running Fender Studio Pro, including all mixer and effects settings.

## 6.2 New “Jam Now” Smart Template

The popular Jam Tracks introduced in Fender Studio are now available in Fender Studio Pro as well. This growing library of professional multitrack sessions serves as both backing tracks for guitar or bass players and building blocks for all-new arrangements.

<p>Jam Tracks are free to use in non-commercial projects, such as education and social media. Commercial use requires separate licensing, as outlined in the EULA.</p>
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## 6.3 Drum Metronome

Also available in Fender Studio 1.2, the new Drum Metronome provides an alternative to a standard metronome click for those musicians who simply want to hear a beat to play to, or a more meaningful rhythmic reference when recording ideas before a drum part is created.

The Drum Metronome comes with 75 pattern presets from various styles/genres, combined with matching drum samples. Users can choose between normal, double, or half tempo playback.



They can even create their own patterns with custom samples by converting any Impact based Pattern into a Drum Metronome pattern.

The Drum Metronome can be used instead of the standard metronome click or combined with the click. The convenient “Render Click” option is also available for the Drum Metronome, providing an easy way to create a drum audio track for an entire session. Finally, any drum pattern can be converted to an editable Instrument Pattern Part for customization.

#### **6.4 Support for Fender Quantum LT audio interfaces**

Fender Studio Pro 8 provides plug-and-play support for the brand-new Quantum LT series USB audio interfaces, which includes remote control for the built-in cue mix system.

#### **6.5 Support for Fender Tone Master Pro**

The Fender Tone Master Pro is not only an extremely powerful guitar amp and effects workstation. With the latest firmware, Tone Master Pro also acts as a transport remote controller for Fender Studio Pro 8. Simply connect Tone Master Pro via USB to a computer and Tone Master Pro is automatically available as a remote-control device (Plug & Play). Requires updating Tone Master Pro to the latest firmware. Press and hold the right buttons in both rows to toggle remote control mode.

#### **6.6 Improved handling of external files**

Managing external audio files used in a session is now easier and more intuitive, thanks to the updated “Copy external files when saving document” option, which defaults to “Always” – making sure that any external file references are resolved and the respective media files are copied to the Media folder.

#### **6.7 Improved export/mixdown options**

With the newly added “Session Content” option inside the Export Mixdown window, Studio Pro ensures that the complete session is exported during mixdown, even if the loop range or session start and end markers weren’t properly set.



## 7. New Commands

### Application

Delete Account  
Show Account Options  
Sign in  
Sign out  
Sign up

### Audio

Extract Beats  
Extract Notes

### Console

Enable Low Latency Monitoring

### Cue Mix

Show External Cue Mix System

### Edit

Insert Chord Preset  
Store Chord Preset  
Toggle Automation follows Event

### Event

Double

### File

New Session

### Instrument

Create Drum Click

### Navigation

Backup and Restore  
Upload Preset

### Project

Freeze to Rendered Audio  
Unfreeze to Realtime Audio

### Show

Create Backing Track from Video Audio  
Extend Setlist Item to Video

### Track

Add Instrument and Track  
Freeze to Audio Track  
Freeze to rendered Audio

### View

Channel Overview  
Show Channel Fader (Inspector)  
Show Event Inspector



## Known Issues

- The Linux and Windows on Arm versions are Public Betas, primarily intended for 3<sup>rd</sup>-party developers. No technical support will be provided for these platforms. Please expect any kind of unwanted behavior and missing 3<sup>rd</sup>-party integrations.
- Non-Latin characters used in Event or Track names may cause display errors when the document is shared via the Collaboration feature. Make sure to use Latin characters only in case you are planning to share a document with other users.

## The following issues have been fixed

- [Chord Track] Chords may overlap under certain conditions
- [FaderPort] Turning encoder in Section mode creates UI anomalies with the time base
- [Pro EQ] Dynamic button does not activate dynamics
- [Project Page] Spectrum Metering buttons do not fit with certain display settings
- [Score Editor] Note duration differs from Note Editor in certain cases
- Audio from previous songs playing/bleeding into current songs
- Blocklist reset does not trigger plug-in scan on next launch when “Scan at startup” is disabled
- Chinese translation issues
- "External Effect" should not trigger real-time rendering when not in use
- File path in recent projects list remains visible after deletion
- Folder bus assignments should not be universal
- Gate has blue artifact in display
- Incorrect chord type and length detection
- Instrument track disappears when instrument bus is added
- Large pre-record audio settings may cause big visual lag at punch-in
- Launcher play focus toggle between arrangement and cells resets when selecting scenes
- Lock Pan to Channel status overrules Duplicate Track send Pan setting
- Macro "Add insert to selected channel" doesn't load correct default preset
- MTC is offset by two frames on stop / locate
- Muting selected tracks is limited to track type
- Notes in a loop not recorded correctly when “Note Off” occurs in the next loop
- On-beat 8th notes in Note Editor show as 1/4 notes in Score Editor
- Pattern Editor shows percent values even if "MIDI" is selected instead of “Percent”
- Performance monitor "Active All" does not reactivate plug-ins after deactivation



- Pre-fader metering not displaying when Splitter is used after song saved and re-opened
- Precount/Preroll/Postroll value not visible in Light Scheme
- [Start Page] When opening a song via right-click and disabling plug-ins, some will still load
- Suspend All Groups - Suspended state is not saved with song
- Tab to transient does not work in Audio Editor when event is in Launcher cell
- Track preset doesn't recall instrument input source for audio track
- Track Presets don't recall sends to sub-outs
- Tracks losing Solo state when returning from Project Page
- "Transform to Rendered Audio" converts mono track into stereo track in certain situations
- Unexpected Program Change value sent to VST3 plug-in with less than 128 presets
- Using ALT+Up Arrow to duplicate notes selected using the Action>Select Lowest Notes Macro does not work