

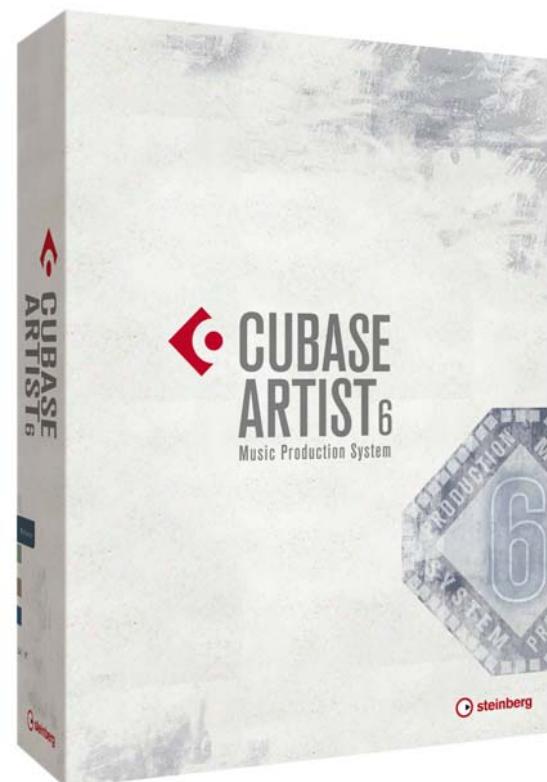
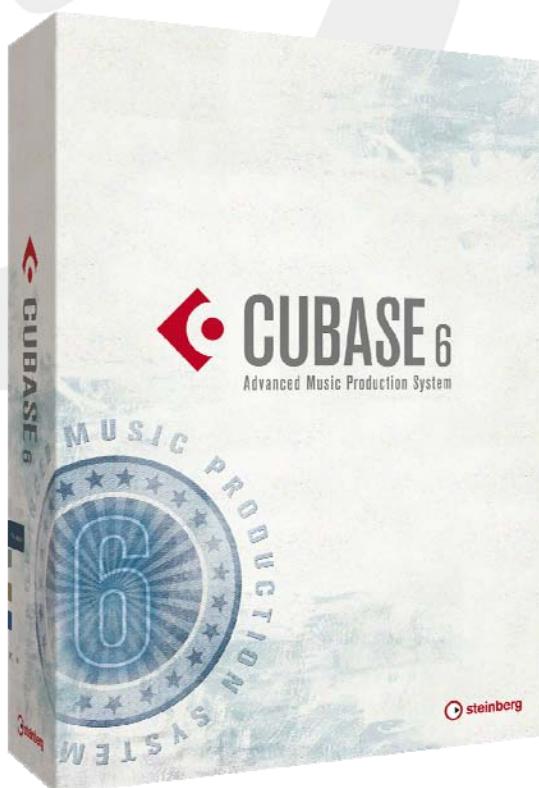


6.0.1 Version History

Known issues and solutions

March 2011

Steinberg Media Technologies GmbH



About

Congratulations and thank you for using Cubase!

This document lists all update changes, fixes and improvements as well as known issues and solutions for the Cubase 6 product family.

Please note that the *Known issues and solutions* section contains issues that might concern specific Cubase versions only. Please make sure to read thru this section before contacting Steinberg support.

We wish you creativity and success using Cubase!

Your Steinberg team



Version History 6.0.1 pre-release

Improvements

March 2011

This pre-release version offers improvements which we would like to make available to our customers as soon as possible. While preliminary testing carried out for this version indicates that it is stable and reliable, it has not gone through our full QA testing cycle. Therefore, please note that this pre-release version is not officially supported.

The following improvements have been added to this version:

- ▶ **Fader Cap Color Intensity:** To better distinguish between track types, the fader caps in the Mixer can now be colored with distinct colors for different tracks. The intensity of coloring can be freely adjusted in File > Preferences > Appearance > General > Fader Cap Color Intensity. The default intensity is set to zero (white fader caps).
- ▶ **Drag Opacity:** As a replacement for transparent events like in Cubase 5, a new behavior has been implemented: when dragging Events or Parts in the Project window, dragged objects reduce their background color opacity as long as the object is moved with a pressed mouse button. This reveals the grid lines of the Project window underneath the content of the dragged object and allows you to align the peak of a waveform exactly with a specific line of the grid. It can be also used to align the content of one object exactly with the content of another one. As a consequence, it is now general behavior that dragged Events (or Parts) no longer leave their image at their original position in the Project window. However, while dragging an object, press the [ALT] modifier key (which is used for copy) to display the object at its original position from where it was dragged. The Drag Opacity can be adjusted freely in File > Preferences > Event Display > Drag Opacity from full to zero opacity. The default setting is a medium value.
- ▶ **HALion Sonic SE context menu:** The HALion Sonic SE context menu opened at the HSSE Quick Controls section has been extended with the ability to assign controls to Cubase Quick Control slots and to show corresponding Automation Lanes (just like it is with the other VST 3 plug-ins included with Cubase 6).
- ▶ **HALion Sonic SE Preset Browser:** The default setup of the attributes now contains "Library Name" as default when using the Filter pane in the Preset Browser. This makes it easier to filter the preset list down to the content of specific content sets, for example, VST Sound Instrument Sets.
- ▶ **OMF Import / Export:** This feature is now available for Cubase 6 64-bit on Mac OS X.

Issues corrected

The following table lists all issues that have been corrected in this version.

ID #	Issue
28063	Sound quality using VariAudio when pitching one octave or more has been improved.
28108	Issues using time-stretching with sample rates other than 44.1 kHz have been corrected.
28176	Potential disc overload problem using audio files warped with élastique Pro has been corrected.
28186	An issue with recurring alerts when editing VariAudio data has been corrected.
28081	Audio Part bouncing has been adapted to equal Cubase 5.5 behavior.
28102	When "Use Quantize" is active and a Groove is selected as Quantize preset, the nudging behavior with cursor left/right has been improved.
28133	Deleting short notes using the Logical Editor potentially delivering incomplete results has been corrected.
28141	An erratic behavior using the Home/End keys in the Project window has been corrected.
28140	When starting an Audio Mixdown, the MIDI Input is now disabled.
28128	Under special conditions key commands triggered wrong functions. This has been amended.
27843	In the "Recent Projects" tab of the Project Assistant, projects are now listed in the correct order.
28086	Issues with the Dual Panner have been corrected.
28134	Issue with the display state of the Global Bypass indicator has been corrected.
28125	Possible stability issues when using LoopMash in Cubase 6 64-bit under Windows 7 have been corrected.
28137	Crackling noises when using the WahWah pedal in VST Amp Rack have been eliminated.
28211	Potential stability issues when using the UV22HR plug-in have been corrected.
27845	Adjusting the EQ band Q parameter values using the mouse wheel has been improved.
27856	Issue using 1/128 Triplet settings has been amended.
27857	Key command assignment oddity with 1/128 Quantize settings has been corrected.

ID #	Issue
28072	Issue when recording into the Score Editor produced notes with improper length has been corrected.
28118	Issue with lost notes using MIDI Record Mode "Merge" when recording over an existing MIDI Part has been corrected.
28065	Issue where Preset name fields appeared blank in the Inspector has been amended.
28078	Issue when positioning, for example, the Transport Panel properly on secondary display has been corrected (Mac OS X only).
28196	Issue when folder parts do not properly show event content of the tracks contained in the folder has been corrected.
28096	Issue with VST Expression events which were only chased on MIDI channel 1 has been corrected.

Known issues and solutions

The following table describes known issues you may encounter using Cubase as well as possible workarounds.

ID #	Issue	Solution
27682	[ASIO Devices] * Application may become instable when trying to access the Control Panel of RME audio devices.	Please check the RME website for driver/software component updates.
27406	[Audio / Bounce Selection] * When you have bounced from range selection, the resulting audio files may run out of sync when enabling musical mode.	This is caused by wrong snap point position. Move snap point of all resulting audio files to event start, then enable Musical Mode.
27549	[AudioWarp] * Toggling Cycle on/off shortly before reaching the right locator may produce an audible artifact when using one of the élastique Pro AudioWarp presets.	There is currently no workaround.
n/a	[Cubase Start Center] * Start Center may not launch, so Cubase installer can no be started.	Open the Cubase disc manually. Mac OS X: Open the folder "Cubase for Mac OS X" and double-click "Cubase.mpkg". PC Windows: Open the folder "Cubase for Windows" and double-click "Setup.exe".
22805	[Export] * Channel Batch export may start to export data even if there is not enough disk space available.	Please make sure to export with sufficient disk space available.
19325	[Export] * Multichannel interleaved files are not compatible with certain third-party applications (for example, Dolby Tools).	Use the option "Don't use Extensible wave format" in the Audio Export Mixdown window.
22670	[Freeze] * Frozen files are excluded from sample rate conversion when changing project sample rate.	Unfreeze before changing the project sample rate.
19819	[General] * If system is running out of RAM in 32-bit mode, the application may behave erratically or become instable."	This may occur when a memory-intensive instrument, such as a sampler VSTi, is loaded. Reduce memory load by freezing memory-intensive instruments. Please be aware of maximum usable RAM, depending on the operating system. Consider to use a 64-bit OS with the 64-bit version of Cubase.
20376	[Hardware] * CC121 Controller: Automatic configuration may not work if Cubase was launched before the CC121 was turned on (or plugged in).	Connect and turn on the CC121 before launching Cubase.
22803	[Instruments] * Dragging audio data from a project into LoopMash may result in wrong tempo detection, if tempo track data is involved.	Cut the desired portion of the audio file and use "Bounce Selection". Then, drag the bounced version into LoopMash.

ID #	Issue	Solution
27682	[ASIO Devices] * Application may become instable when trying to access the Control Panel of RME audio devices.	Please check the RME website for driver/software component updates.
18525	[MediaBay] * MediaBay stops scanning and may become unresponsive, if a scanned folder contains corrupted media files.	Please make sure there are no corrupted files in the folders that you scan. Further details can be found in the Steinberg Knowledge Base.
22997	[MediaBay] * Overwriting presets from the MediaBay Save Dialog, such as Save VST Preset, Save Track Preset and Save Pattern Bank, does not update changes in the meta data.	If you want to change meta data, please don't overwrite the preset, but use "Make Unique Name" and remove the old preset afterwards.
20923	[MediaBay] * An OS user account name consisting only of capital letters may lead to issues such as being unable to create Track Presets.	To avoid potential MediaBay problems, please do not use OS user account names consisting only of capital letters.
27560	[MediaBay] * Volume databases cannot be mounted on Mac OS X if the drive is formatted with NTFS, respectively volume databases can not be mounted on PC Windows if the drive is formatted with HFS+.	Please make sure to use a file system format which can be read and written on both platforms (for example, FAT-32, although it has a file size limitation of 4GB) or consider installing third-party software supporting the file system format.
18003	[Mixer] * When plug-ins are dragged between insert slots while "Constrain Delay Compensation" is enabled, problems with the plug-ins may occur. This applies to plug-ins that introduce a delay, such as plug-ins from UAD.	Disable "Constrain Delay Compensation" before dragging plug-ins between insert slots.
23797	[Plug-ins] * iLok-protected plug-ins with an invalid license may render the application unstable.	Make sure to have valid licenses on your iLok key for these products.
19024	[Plug-ins] * The Roomworks plug-in may become unresponsive if extreme parameter values are set.	Avoid using min. / max. parameter values for Reverb Time or Room Size.
11600	[Plug-ins] * Changing the ASIO / Core Audio buffer size may render Cubase unstable, when the Project contains certain plug-ins that are active but in bypass mode.	It's recommended to set the ASIO buffer size before loading a project.

ID #	Issue	Solution
27682	[ASIO Devices] * Application may become instable when trying to access the Control Panel of RME audio devices.	Please check the RME website for driver/software component updates.
19049	[Sequel] * GM Drum Maps are not available after loading a Sequel project.	Please create a new project with a MIDI track, then open a GM Drum Map and save it. Finally, load your Sequel project and the previously saved GM Map.
21661	[VariAudio] * The Pitch Quantize slider may be slow in response when a large amount of note segments are selected (for example in very long audio files).	Try to work in smaller sections by cutting and bouncing the audio material.
25731	[Video] * Using very old Matrox graphic cards (10 years and more) result in slow video performance.	Please replace old Matrox cards with a new graphic adapter.
23438	[VST Expression] * Setting track delay to negative values may render VST Expression events unreliable.	Avoid using a negative track delay greater than 250 ms when working with VST Expression events.
27882	[Mac Online Help] * If Cubase 5 was previously installed and the online help was opened once, Cubase 6 will show the Cubase 5 online help instead of the Cubase 6 online help.	To solve the issue, please delete this directory: "User/Library/Caches/com.apple.helpd" Then, you can open the Cubase 6 online help from the "Cubase Help" entry.

Undocumented features

The following last-minute features have not yet been documented in the Cubase 6 operation manual:

- ▶ **Export Audio Mixdown > Post Process > Open in WaveLab:** You may notice an additional “Post Process” area in the Export Audio Mixdown window of Cubase 6. By selecting “Open in WaveLab” any finished audio export automatically starts WaveLab and imports the exported audio files from Cubase. This feature is available as soon as WaveLab 7.0.1 or higher has been installed on the system.
- ▶ **Operations affecting selected channels:** You can add or remove a VST plug-in to or from all selected channels at once by holding down [Shift]-[Alt]/[Option] and selecting the desired plug-in from any of the insert effect slots. With the same key combination you can also activate/deactivate effects or toggle their Bypass state. For Send Routing use this key combination to route all selected tracks into a FX- or Group-Channel, to activate/deactivate a Send slot or toggle their Pre-Fader state.
- ▶ **File > Preferences > Events Display:** The preference “Show Overlaps” controls the visibility of event overlaps. You can select to show overlaps always, never or when hovering with the mouse over the respective event area in the Project window.
- ▶ **File > Preferences > Event Display > Audio:** There are three new preferences which affect the project view event appearance.
 - ▶ **Waveform Brightness:** Controls the relative brightness of the waveform. The starting point is the actual event color. It is possible to adjust the color smoothly from black, through the event color, to white.
 - ▶ **Waveform Outline Intensity:** Controls the intensity of the outline of the waveform. The range is from the waveform color set with the Waveform Brightness through to black.
 - ▶ **Fade Handle Brightness:** Controls the brightness of the Fade Handles. The starting point is the actual event color. It is possible to adjust the color smoothly from black, through the event color, to white.
- ▶ **File > Preferences > Event Display > MIDI:** Note Brightness and Controller Brightness can be adjusted independently from each other.
- ▶ **Automation handle visibility:** The visibility of handles for editing automation curves is zoom-dependent. When hovering with the mouse over automation lanes, the automation handles are displayed without zoom-dependence.