## Version History / Issues \& Solutions

## Cubase LE 4.1.3

The following issues have been fixed in version 4.1 .3 (Hotfix):

| Issue ID | Description |
| :--- | :--- |
| 20209 | Fixed: Crash may occur when freezing tracks |
| 20187 | Fixed: Notes are dropped under certain conditions |
| 19942 | Fixed: Crash may occur when exporting (audio mixdown) |

## Cubase LE 4.1.2

The following issues have been fixed in version 4.1.2:

| Issue ID | Description |
| :--- | :--- |
| 11583 | Undo "delete automation track" is now possible. |
| 17928 | Sample Rate conversion was too slow. |
| 18333 | After loading certain projects, Audio I/O didn't work (until audio device was reset). |
| 18780 | Large Projects with a high number of plug-ins caused sluggish GUI (despite moderate CPU load). |
| 18996 | Crash after key command for "Plug-in Editors Always on Top" was used. |
| 19011 | Slicing in Sample-Editor did not work with audio files longer or shorter than a full bar |
| 19022 | Toontrack EZ-Player crashed when loaded as VSTi in the VST-Rack. |
| 19027 | Warped Clips got out of sync after the "straighten up" flag had been toggled ON / OFF in the pool. |
| 19142 | Transpose / Info Line: Multiple selected events did not retain their relationship. |
| 19159 | Very short events in audio part editor could cause an error message / crash. |
| 19210 | Mono2Stereo - Delay: Some parameters weren't restored correctly. |
| 19349 | Some MP3 files could not be imported. |
| 19352 | Export Audio Mixdown via Tracks or Groups could cause a crash. |
| 19358 | Inserts did not retain channel names. |
| 19399 | Export Mixdown sometimes resulted in files of wrong bit-depth. |
| 19401 | Writing / reading automation could cause system hang / CPU overload in certain cases. |
| 19409 | Some plug-ins caused clicking noises at event start / end points. |
| 19475 | Apple Remote didn't work on MacOS X 10.5 "Leopard" |
| 19495 | Some audio files seemed to contain click noises when they were imported. |
| 19498 | [Video] - Possible Crash when the QuickTime window was dragged across the screen during playback. |
| 19524 | Some user interface fonts were corrupted on MacOS X 10.5 "Leopard" |
| 19592 | HALionOne content was defective when program was installed on MacOS X 10.5 "Leopard" |
| 19599 | Text entry of "Length" field in Info Line was erratic. |
| 19701 | Record-enabled linked channels do not engage record on all of them |
| 19759 | Some WMA file imports failed |
| 19788 | SOLO on parent folder tracks didn't SOLO tracks in sub folders. |

## Cubase LE 4 - Issues and Solutions

The following table describes issues you may encounter using this software as well as possible workarounds.

| Issue ID | Issue | Solution |
| :---: | :---: | :---: |
| 19753 | When MP3 files are imported from a network server, it the program gets unresponsive for several minutes (applies to Cubase AI, Cubase LE and Cubase Essential only). | Copy files to the local hard disk before importing. Alternatively, purchase the MP3 decoder from Steinberg website. |
| 19122 | If the application is set to background while a plugin is in the process of loading it's sample content, it might crash. | Wait until the plug-ins have completed the loading process. |
| 19096 | If Selection Tool and Range Tool are toggled and used on a track that is currently recording, a crash might occur. | Avoid using the editing tools on tracks that are currently recording. |
| 19082 | On some PPC plug-ins running on a Mac Intel via VSTBridge, text entry might not be possible. | If no native Mac Intel versions of the plug-ins are available and you need to enter e.g. serial numbers, start the application in "Rosetta" mode and enter the settings. After that is done, start the application without Rosetta again. |
| 19049 | GM Drum Maps are not available after loading a Sequel project. | 1. Create a new project with a MIDI track <br> 2. Open a GM Drum Map and save it. <br> 3. load your Sequel project and load the previously saved GM Map. |
| 19024 | Roomworks plug-in stops working after a while (if very extreme parameter values are set). | Avoid using very extreme parameter values like e.g. Reverb Time = minimum / Room Size = maximum value. |
| 18800 | Moving "AmpSimulator" plug-in " Drive " parameter creates noises | Lower the control room volume first. |
| 18690 | Copy / Paste between projects doesn't work right with Folder parts (they end up at 00:00:00:00 instead of their origin position. | Unpack audio events from their folders before copying them to another project. |
| 18675 | If the program is set to background while a project is loading, it might crash. | Make sure not to call other applications into foreground while a project is loading. |
| 18561 | In some cases, depending on the ASIO buffer size, the MIDI Plug-in "Step Designer" may cause monophonic instruments to play unintended "Glides". | Put MIDI Plug-in "TrackFX" after the Step Designer and set "length compression" e.g. to 20/21. |
| 18473 | Using the Local Loop playback on a very short audio slice (around 130 ms or less) in the Audio Part editor may cause a crash. | Avoid using Local Loop playback on too short audio slices. |
| 18398 | The visible note range in parts for Drum Tracks is only A0 - D\#5. | For using the Drum Editor, do not use notes outside this range. |
| 18314 | Dragging plug-ins from stereo to mono channels may cause problems (missing channels, garbled sound) | If possible, reinstantiate the plug-in rather than dragging between stereo / mono channels. |
| 18224 | Long waiting time before Audio Export Mixdown starts to render ("not responding"). Happens with projects that carry a large number of Tempo Changes. In some cases this may take several minutes. | Please wait until the Audio Export begins. |
| 18160 | Crackling during playback and unsatisfying performance on 8 Core CPU computers. | 8 core CPU's currently shouldn't be used at very small buffer sizes. Please increase the ASIO buffer size. |
| 18003 | When plug-ins are dragged between insert slots while "Constrain Delay Compensation" is turned ON, problems with the plug-ins might occur. This applies to plug-ins that introduce a delay, such as e.g. UAD. | Turn "Constrain Delay Compensation" OFF before dragging plug-ins between insert slots. |
| 17349 | Calculated Slices are related to the whole audio file. This may lead to mismatch to the project after slice and close. | Bounce Selection before calculating Hitpoints, slice and close. |
| 15203 | Audio Recording might fail if individual track recording folders were used and the record disk (e.g. Firewire Device) has been removed. | Re-assign track record folder before continuing recording. |
| 15102 | Wrong MTC is sent If Preroll is used and you START from 00:00:00:00 using 29.97 fps | Set projects with NTSC frame rate to a project start time of 00:00:00:00. |
| 14790 | QuickTime video player are not able to play back Windows Media Video files. | Choose DirectShow Video player in Device Setup to play back Windows Media Video files. |


| 13938 | Offline Processing (e.g. Timestretch) may fail or crash if the processed files have extremely long filenames or names containing special characters. | Check the files you import for strange naming before Offline Processing. |
| :---: | :---: | :---: |
| 13745 | MIDI) Recording sometimes fails (abortion or freeze) when using MIDIMan (M-Audio) MIDISport 8x8 MIDI interface with the default Windows MIDI Driver. | You need to use the DirectMusic MIDI ports which are invisible by default. Please refer to the MIDI_Port_Filter_EN.pdf on the installation disk. |
| 12067 | Filenames of saved projects are truncated when e.g. using dates as end part of filename. | Please avoid dots (".") in project file names. |
| 11811 | If audio tracks are linked, engaging REC might not cause all tracks to record. | Check the preference "Enable Record on Selected Track". |
| 11766 | Mac Pro Built-in Sound Devices not available as multi channel I/O. | Create an Aggregate Device of the Build-in Sound devices with the Audio MIDI Setup application. |
| 11606 | Incompatibility with presets of older version of BFD plug-in. | Make sure to use the current version of BFD plug-ins. |
| 11600 | Switching the ASIO / Core Audio buffer size can cause a system freeze when certain plug-ins (e.g. Waves RVox) when the plug-ins are active but in Bypass mode. | It's recommended to set the ASIO buffer size with no project loaded. |
| 11430 | Studio Manager MIDI ports will not be recalled correctly when loading a Cubase SX or Nuendo 3.x project into Cubase 4. | You need to assign the proper MIDI ports manually again in the Studio Manager. |
| 11407 | Copy / pasting parts between folder-parts doesn't always work right. Pasted parts are not aligned correctly. | When copy / paste of complex part arrangements is required, try to avoid pasting into existing folder parts. |
| 11381 | BFD plug-ins: Sounds may be cut when Freezing Instruments channels. | If possible, use small ASIO buffer sizes before freezing BFD plug-ins channels. |
| 11279 | Incompatibility with projects created in Cubase SX 1.x. Plug-in settings are not restored correctly. | You have to manually reload and adjust the plug-ins in Cubase 4 / Nuendo 4. |
| 11121 | VST Connection Presets don't restore ASIO ports correctly if "not connected" ports are involved. | Either assign the VST connection busses to existing ports, or remove unused busses. |
| 11065 | Retrospective Record: If a single Midi Input Port is selected, events from all parts are still stored. | Make sure the unselected MIDI Ports to not play unintended data. |
| 10836 | Generating Video Cache file doesn't work if the Video Player method was changed during a project. | Delete the Video Cache file manually and try again. |
| 10799 | [Mac only] Performance / Playback problem due to sample rate mismatch between Cubase/Nuendo and the audio card. | If your audio interface is clocked externally (e.g. via Word Clock), Nuendo/Cubase might not take notice of sample rate changes (e.g. from 48 KHz to 44.1 KHz ), which will disturb the audio playback. Make sure the sample rate is properly set in the Project Setup. |
| 10728 | Available Record Time isn't re-calculated correctly when tracks have been assigned to another Record Folder on another disk. | Rec disable / enable to update display |

