

Cubase SX/SL 3.1

The following new features have been added in Cubase SX/SL version 3.1

Mixing

- Mixing and Monitoring of External Instruments in VST Mixer (SX-only)
- Copy/Paste channel settings for multiple selected channels in one go
- New Panner Mode: Equal Power
- Panner Bypass Function
- New Key Command Set for Mixer functions
- Command Target filters for Mixer functions
- Inspector sub-section for MIDI Tracks routed to a VST Insert Plug-in

Files and Formats (Import and Export)

- Extended Search functions in Pool (SX-only)
- Exclude Media when exporting Tracks as Track Archive (SX-only)
- Select individual Tracks when importing a Track Archive (SX-only)
- Support for Steinberg Dolby Digital and DTS encoders (SX-only)

Recording and playback

- Smart controller reset after recording
- Recovery of audio recordings after system failure
- New pre-count options, sensitive to tempo and time signature changes
- Optional Sample-Rate Conversion when importing Tracks

Editing

- Freeze Function for External Instruments and FX (SX-only)
- Glue multiple parts with single mouse-click
- Glue all following parts on selected track
- New Crosshair-Cursor option
- Process Bars in Tempo Track
- Duplicate Track option
- Freeze MIDI Track Play Parameters
- Optimize Display when dissolving Parts

- Apply Legato to selected notes only
- Select equal Pitch > all Octaves/same Octave for all Positions
- Transpose for single or multiple Audio Events via Info Line

Project/General

- New “External Instruments” options in VST Connections (SX-only)
- External Instruments added to VST Instrument Rack (SX-only)
- Associated External Instruments Track Inspector added to MIDI Track Inspector
- Associated Audio Track Inspector added to MIDI track inspector routed to VST Insert Plug-in
- External FX/Instruments Favorites (SX-only)
- Advanced CPU-saving scrubbing mode (SX-only)
- New Appearance options: Brightness, Contrast and Saturation
- Sophisticated user-definable level meter coloring (SX-only)
- Automatic Track Coloring
- Incremental Auto-Save
- Track Folding: Toggle Selected Track
- Track Folding: Fold/Unfold Tracks
- Track Folding: Flip Fold States
- Resize Tracks without selecting
- OSX Performance Optimization: integrated support for MacOSX Quartz 2D graphics system
- Additional Processor Optimization: support for DualCore and Multi-Processor PC systems (systems with more than two processors)
- Safe Recovery of corrupt projects after system failure

MIDI & Music

- MIDI Output Delay Compensation for External Instruments (SX-only)
- Associate MIDI Device to External FX (SX-only)
- Associate MIDI Device to External Instruments (SX-only)
- Option to convert MIDI Controller Lane volume data to Track Automation volume data

Studio Connections

- Studio Connections Audio Integration (SX-only)

Remote

- Access Mixer Device Panels (user Panels) from Hardware Remote Controllers (SX-only, for Houston, Mackie Control/HUI, Yamaha DM xxxx series, 02r96/01v96, Radical SAC2K und CM Motormix)

Various

- Preferences: Redesigned Appearance settings panel
- New preference: Use Up/Down Navigation Commands for selecting Tracks only
- New Preference: Default Track Time Type (Audio and MIDI)
- New Preference: Auto Track Color Mode
- New Preference: Sync Project and Mixer Selection
- New Preference: Deep Track Folding
- New Preference: Enlarge Selected Track
- New Preference: Select Channel/Track on Solo
- New Preference: Select Channel/Track on Edit Setting
- New Preference: Maximum Backup Files
- New Preference: Insert Reset Events after Record
- New Preference: Chase Events – Chase not limited to Part Boundaries
- New Preference: Option to export warnings as text file
- New Preference: Warn on Processing Overloads
- New Preference: global Tail value for External Instruments and FX (SX-only)
- New Preference: Map Input Bus Metering to Audio Track (in Direct Monitoring)
- Single Key command to open and close Pool Window
- New Key Command to open Device for selected Track
- Appearance: User-definable intensity for active drum lane
- New Key Command to toggle status of “Select Channel/Track on Edit Settings”

The following new features have been added in Cubase SX/SL version 3.0.2

- The status of the Play Order Track is now saved with the project
- Additional “Appearance” options are now available, including User Meters (SX only)

The following new features have been added in Cubase SX/SL version 3.0.1

- A new reverb plug-in “ROOMWORKS” has been added (SX only)
- A “Ping” button has been added to external effects plug-in window to measure the latency delay of an external device and automatically set the delay compensation value (SX only)
- Peak level indicators in transport bar
- MIDI devices can control audio channel insert plug-in parameters and VST instrument parameters (SX only)
- Improved Hitpoint editing behavior (dynamically switching tools)
- Inplace-Editor toolbar can be optionally kept visible when using a modifier key (alt/option) to open
- New Preferences > VST item: “Group Channels: Mute Sources as well”

The following problems have been fixed in Cubase SX/SL version 3.1

- "Open Default Project" on startup from Preferences\General has no function.
- "Can Hide" as well as narrow/wide status of channels are not correctly recalled after opening a project (this has been fixed for projects made with version 3.x).
- "Enable Auto Select" setting was not saved for Mackie Control device setup.
- If the function Pool/"Remove unused Media" is involved in a Macro, it may work unreliably.
- "Keep Notes in Range" option was broken in Transpose dialogue.
- OMF: The handle-length for events is not stored into OMF-File when "Export All to one File" and "consolidate events" option is enabled in the OMF-Export menu.
- Using "Control-Click" for the Insert-Bypass-Button of Track- Controls to list the used plug-ins will lead to crash when two projects are open and you toggle between the two projects.
- Input VU meter doesn't work on mono tracks when more than one track records from the same input bus.
- ASIO-Delay-Compensation doesn't work with some Audio Interfaces. Concerned are as far as we know ECHO Layla and Soundscape Mixtreme. Side effect: MIDI and Audio run out of Sync.
- Assigning and recording more than one input bus to several audio tracks does not work. Signal will only be recorded to one track.
- Insert a new key sig or new clef somewhere in the middle of a page. 2) Add another new key sig/clef at the beginning of the next page. = doesn't work as it should.
- A crash could happen in Score Editor after inserting Key Signatures.
- An issue was fixed when modifying plug-in settings in Offline Process.

- Apache SX can produce hanging notes, when a recorded session is played back.
- Audio part editor: The mute tool does not work if the range tool has been used before.
- Building N-Tuplets in Score Editor could led to crash.
- Bypass status for Insert-FX in the Mixer was sometimes not recalled as saved.
- Clef changes in Score Editor sometimes to applied to the desired Voices.
- Copied tracks showed wrong lyrics in Score Editor.
- Crash when dragging a MIDI-Event into the Input Transformer.
- Crash when importing certain Cubase 5.x Songs.
- Crash when pressing multiple transport buttons at the same time.
- Application may crash if you create automation tracks for FX tracks and then un-/reload a plug-in on that FX track.
- Different velocity values in midi parts are not recognized during playback. All events are played using the same velocity value.
- DirectX plug-ins are not disabled in the offline process menu after being deactivated in plug-in Information window.
- Display Length in Score Editor was not working.
- Dots in a dotted notes chord are not aligned.
- Drawing a ramp in Tempo Track and starting playback may lead to crash if audio warp is active.
- Drum Map settings in Score Editor sometimes not remembered.
- Each Time you close the Score-Editor, MIDI and audio drops out for a moment.
- Editing of audio events can be slow, especially if many events are warped/musical/transposed/crossfaded.
- Export Tracks / import archive ignores start times.
- Folder Track problem with copy and paste of events inside folder: Pasted events location is shifted.
- Folder tracks don't stay selected after duplicating.
- Group of events/parts could get dissolved when "Duplicate" command was used.
- Groups within folder tracks could break the signal path (no sound).
- It was not possible to expand / collapse multiple Folders in project window.
- It was not possible to change shape of note heads in Score Editor.
- Latency shifts when using MPEX with pitch-envelope -> these shifts should be compensated by time-stretching simultaneously.
- Moved notes to lower staff sometimes not aligned in Score Editor.
- MPEX Algorithm produces wrong results on events with offset (event start not at 0). E.g. cut an audio event and process the rear part.

- Multi track recording can result in freeze depending on Zoom Factor).
- Display mismatch of MIDI Insert-FX with Mackie Control display.
- Application doesn't completely quit if Hyperthreading is enabled with Dual CPU computers. Also possible crashes on loading projects.
- Application crashes after loading a project that contains a frozen VSTi Track.
- Application may crash after closing project without saving, followed by option "delete created files" = yes".
- Application may crash when changing clef on the second staff.
- Page Mode in Score Editor had problems with MIDI Step Input.
- Pool: Convert Stereo file Mono may cause crash
- Pool: Tempo information not always stored immediately with audio file.
- MIDI Pre-record does not work after beat 4 of count in.
- Pressing "Escape"-key to cancel dialogues sometimes led to undesired behavior
- Application may freeze if you remove Groups from the VST Connections window while playback is running.
- Program Changes have not been exported to MIDI file when a Patch Name list was used.
- Random crashes after project load.
- Recalling Workspaces could change Solo states of tracks.
- Score - Step Input fails if multiple parts are used.
- Score - Application may crash after undoing "Delete" of massive number of notes.
- Score: nudge a group of notes sideways changes the stem length.
- Score: Select status of notes (highlighted) is sometimes incorrect if you select notes using arrow keys.
- Several fixes for Page Layout problems in Score-Editor.
- Shuttling across video clip edits can cause lockups.
- Stems sometimes wrong after moving events form one staff to another in Score Editor.
- Symbols in Score Editor were gone after copying a part.
- Tempo symbol in Score Editor showed wrong value.
- Hide function in Score Editor sometimes did not work as expected.
- Turning monitor switch on without having physical input selected in VST connection panel could lead into instable application.
- Under certain conditions you were able to move/resize files to a negative file-length. Intermittently this even may result in crash.
- Using Game Joystick for Surround Panning can lead to freeze.
- Video (PC-only): Thumbnails are not displayed while winding, scrolling, etc. This only occurs with QuickTime video player on windows based system.
- In Cubase/Nuendo 3.x the Record Latency could vary. The greater the buffer-

size, the higher the latency (negative value).

- Writing automation with Key Editor open could not be undone.

The following problems have been fixed in Cubase SX/SL version 3.0.2

- Disk performance meter display is inaccurate
- dB Law: relative automation levels for multiple points or multiple event volumes do not retain their correct logarithmic dB relation
- Generic Remote: arming/disarming audio tracks could result in program freeze
- When changing the Audition Channel from one configuration to another (as from 5.1 to stereo) the mixer isn't updated immediately. Audition Channel is missing
- Link Editor preference does not work with MIDI list editor
- Closing the application with "Ctrl+W" and a surround panner open will cause crash
- Synchronization: Timecode Source = ASIO Audio Device: Record does not work if you push record before SX/Cubase goes into sync although tracks are record-enabled. Cubase goes only into Play mode
- Some windows are "gone" when a project was saved on a dual-monitor setup but is loaded on a single-monitor setup
- Realtime-time stretching of event is not reflected in audio-tempo/ tempo-definition-tool in sample-editor
- Mac only: Margins in Print Dialog may not be recognized
- Audio files from frozen audio material won't be deleted after "prepare archive" is executed
- The first send slot of the Default Output Bus is setup automatically with the Audition Channel as a destination. Even if the user changes the destination, pressing the "Listen" button on any channel will change the send destination again to "Audition Channel"
- Text input not working in Japanese version
- Audio Channel button "Bypass all Sends" does not work after loading a project
- UNDO cross-fades in "Fixed Lane" record mode can cause errors
- Mac only: Playing QuickTime Video can cause random crashes if the system performance is maxed out and the preference "Show Video Thumbnails" is ON
- OMF: if fad in or fade out touches a crossfade, OMF export might fail
- Function "Delete Time" may cause a crash
- "Rename" function does not work if "Date Format 1" is used
- Closing the application using the project window close button ("x") will cause crash

- Splitting a MIDI part resets the Transpose and Velocity information in the info line
- Drag & Drop from Pool may create wrong channel type
- "REX Shared Library.dll" – wrong version was used
- Track record arming irregularities
- In Extended Mixer view, the MIDI meters don't work on narrowed MIDI channels
- Levels for event volume and level automation can get stuck when set to "00"
- Opening the Drum Editor after enabling Score drum notation leads to crash

The following problems have been fixed in Cubase SX/SL version 3.0.1

- Crash on reset/changing ASIO Driver
- Time-warp Tool Crashes in Sample-Editor when opened from pool or library
- Copy multiple parts (PPQ) with tempo track active: wrong destinations
- Tempo Track: Cut/Copy/Paste broken
- Insert Effect automation doesn't work
- Shuffled VSTi automation lanes when using Freeze
- MIDI tracks lose their routing to VSTi after closing / re-opening a project
- A removed MIDI Device will not be removed from the MIDI output list
- ASIO PP Sync is missing in new Sync Setup Dialog
- QuickTime Playback doesn't start properly and is not smooth enough
- Plug-in Information window: Scrollbars are missing
- Time-stretching with Time-stretch tool is occasionally inaccurate.
- Play Order Track: occasionally, serious problem occurs when you click "flatten play order" button in play order editor
- Play Order Track: play order will loop if not stopped
- Freezing realtime audio warp may cause crash
- "Step Designer" MIDI plug-in "pattern change" automation cannot be written.
- Crash when changing accuracy of Pitch-Shift-Envelope while previewing
- Close Gaps: Sometime audio slices are stretched too long. Overlaps appear
- Crash when removing input child-bus
- "Reset all" crashes VST instruments
- Possible crash when editing cross-fades with all parts selected
- Sample Editor: In some cases hitpoints cannot be edited because the resolution (zoom) is not high enough.
- WMV video file import: Audio won't be extracted.

- Play Order Track: undo of flatten function (ctrl + z) stops audio engine if tempo changes are included
- Offline Process/Plug-ins is missing from audio menu
- Possible crash when the Mixer is set to "Always on Top"
- Adding a child bus may cause a crash
- In-Place Editing: a click on the "Edit Inplace" Button may lead to crash
- Copy audio channel settings / paste in FX channel settings may cause crash
- Sync Setup: MIDI Ports of MMC are not set correctly after pressing OK
- ASIO Device Routing mismatch
- VST Connections: Assigning ASIO Device Ports can lead to SX crash
- Generic Remote: assigning "record" transport command can lead to SX crash
- Changing Surround Panner during playback, may cause the master to lose the output signal
- Crash after importing a .mid file
- VST Connections setup may get messed up
- "Copy Files to Working Directory " creates wrong disk-space calculation
- "Copy Files to Working Directory" doesn't work
- Crash after loading "default" project
- Re-routing audio channel to Surround Child Bus if input-monitoring is enabled may cause crash
- "Create Markers from Hitpoints" leads to serious error...
- Crash when changing to an ASIO-Device which can not be initialized
- Wrong panning after import of stereo file into two mono tracks
- Crash at Cubase VST 5 song import.
- Audition Channel doesn't remember its volume and ASIO routing
- Key Editor: Midi Thru for VSTi's is inactive
- Recording Audio: Recording 100 tracks at once causes inaccuracy.
- When opening a Cubase/Nuendo 2.x project in Cubase/Nuendo 3.x, all settings of the sync setup may get lost
- Hitpoint Editing leads to crash
- Audio Recording: Punch out works inaccurate
- "Select Colors" setup from score editor crashes SX
- Crash while deleting parameters from device panels
- Crash while editing MIDI-Device channel
- (Mac-only) recording multiple tracks at once causes inaccurate lengths
- MPEX pitch-shift: formant correction works the opposite way
- TimeWarp: crash if project contains musical audio files with tempo changes
- Hitpoint Detection: Does not work with interleaved files (3 channels and more)

- Video Player: QuickTime installed and selected -> "Apply" button grayed out
- Sync start times before 00:00:00:00 can't be used
- Realtime pitch shift: occasional crashes while adjusting realtime pitch shift on audio file.
- Clicking "default" in VST Engine Expert Settings causes access violation
- Cubase 5-compatibility: Pan, EQ and sends-automation do not work.
- Crash: Toggle ACTIVE projects
- External FX: crash when switching ASIO driver
- Crash after importing Cubase VST 5 song with send -fx
- (Mac-only) REX-File import - most of the files cannot be imported.
- Crash at program startup when initializing VST Multitrack
- (Mac-only) OMF-Import - error message appears when closing the program after OMF-file was imported
- Pre-Record: Activating Record causes crash.
- (Mac-only) CPU peaks occur if Multiprocessing is ON
- (Mac-only) Mac CoreAudio buffer size (audio bay settings) not applied
- System Link: ASIO outputs are not accessible in the Device Setup / Audio Bay / System Link
- System Link: Scrubbing on Master causes slave to locate to wrong position
- Auto-Q is not working as expected when opening a project that already has AQ turned on
- System Link: VSL MIDI In/Out ports are swapped
- "replace audio in video file" corrupts video playback
- Using ALT-SHIFT to select input busses of audio channels leads to crash
- BWF can't be converted to Wave file in pool
- Freezing audio tracks sometimes skips audio parts
- Crash when launching Yamaha Studio Manager
- (Mac-only) freezing VST Instruments may cause parallel tracks to be out of sync
- Offline processes: offline process on a musical audio file produces silence (visible and audible) and occasionally leads to crash
- Mac: SX crashes when closing
- Crash during Scrubbing (Jog Wheel)
- Loading Mac projects on PC and vice versa can result in an error message "UV22HR plug-in cannot be found"
- Track delay on audio tracks doesn't accept negative values
- Recording past end of part in Score Editor causes multiple serious errors
- Crash on closing MIDI Editor
- (Mac-only) Score - Crash while Printing or Previewing (OSX dialog)

- External FX does not remember ports assignment
- (Mac-only) Midi Device Manager causes SX to crash when removing an installed device
- Recalling non existing workspaces leads to crash
- Hitpoints/musical mode: SX may crash when activating musical mode after hitpoint detection
- Sample-based VST Instruments with Freeze applied will lose their content if a project is transferred from Computer A to B and back to computer A.
- (Mac-only) Flatten play order causes crash with long notes
- (Mac only) External FX return bus is always mono
- Offline Export Audio Mix-down can be very slow
- Importing faulty Mixer Maps leads to crash
- "RESET ALL" in Studio Manager component causes crash
- Sends routed to Group channels play left side only
- Score: Staff Settings not working properly when editing multiple tracks
- "Reset All" command leads to crash when VST mixer is open
- Step Designer sequences are not included in audio export/mixdown
- Crash when removing channels of new custom MIDI Device
- Expand/Collapse VST Instrument folder from track list will currently lead to crash when the VSTi itself is selected in Inspector view of the VSTi folder
- On very rare occasions the program rejects to start with the error message "Child Already Registered"
- Generic Remote: Not possible to assign VSTi Parameters via Generic remote (the loaded VSTi does not appear in device list)
- Dragging video takes very long if cycle is ON
- Dragging multiple lanes on one track causes crash
- "Flatten Play Order" with "Delete Overlaps" enabled results in crash
- Program may hang if multiple projects using sample-based VST Instruments are open at the same time and one of the projects is being closed.
- OMF: Clips in Cubase/Nuendo that contain warped audio are not exported correctly