

Version History - Fixes and Changes

Cubase SX 2.0.1

Audio

- Bouncing events on a track that has no name could hang Cubase
- Fixed possible problems with insert silence (SHIFT+CTRL+E)
- Loading certain Projects containing REX files could lead to crash
- Audition didn't work in Part Editor Groove Quantize and Match Quantize
- Speaker Tool now works in PartEditor and on tracks in stacked mode
- Changing the Samplerate changed VST TimeInfo for plugins, too
- "Reverse" function was missing in the Process menu (OSX)
- Crossfade on/off status wasn't saved correctly with Project
- "Auto Crossfades" now works properly
- Routing were set to "No Bus" after toggling Projects
- Offline Processing: Preview button could cause a "serious error"
- Double-clicking on crossfade on parts with no audio files could hang Cubase
- Offline Process History: replacing any action with "Acoustic Stamp" could lead to exception
- When recording from a child bus Track-PDC failed
- Fixed Waves plugin settings incompatibility with Projects that were saved with Waves version pre V 4.0
- "Bounce Selection" works correct now
- Scrubbing forward stopped too late
- Fixed Distortion on SDII Files (OSX)
- Enlarge Part in PartEditor works as expected now (OSX)

Mixer

- Direct Monitoring: monitored volume were 6dB too loud
- Rewire: fixed several problems with Ableton Live
- Mixdown of 5.1 now works as expected
- Surround Panner settings weren't stored in channel-/mixer-settings
- Surround Panner had graphic redraw issues under OSX

Freeze

- HALion 5.1 output (Center, LFE, Sur_L, Sur_R) didn't work
- Frozen MIDI tracks can't be moved in the Project Window anymore
- Freeze won't render empty spaces with certain VSTs anymore

MIDI

- Device Manager: xml import crashes application
- DrumEditor: Out-note conversion now works as expected
- it wasn't possible to enable a MIDI send without an effect being added
- Repeating Events with Mousedrag+<ALT> didn't work in Editors
- creating MIDI-Devices could fail
- CC#64 "Sustain off" command is send on stop now
- all MIDI outputs of selected tracks can be changed together now (with Modifier)

Score

- Fonts were displayed wrong after opening the Editor for the first time
- Setup could lead to crash when exiting
- Fixed editing of % values in the MIDI Meaning Dialog

Editing various

- Including Folder Parts in selection for "Part to Event" could lead to crash
- Arming a Folder Track during recording of other tracks could lead to crash
- Deleting 2 Folder Track events could lead to crash
- Fixed possible problems when editing in multiple Parts
- Repeat Loop now works as expected

Automation

- Fixed Crash when using Undo after moving MIDI parts together with Automation
- VSTi Automation data from a SX1.06 Project now playback correctly
- Automation of multiple events with different start times weren't copied correctly
- If the Songposition was beyond an active cycle range, chase failed
- Several performance issues fixed
- Trim automation for mute in playback stop mode fixed

Mackie Control

- Channel Bank reset to Channel 1 if Cubase were minimized
- Project and Mixer buttons didn't bring up Project- and Mixer-Window to front
- Solo Defeat button didn't work properly
- Centering values by pushing rotary encoders works correctly now, push function of the encoders is now supported
- Wasn't cleared and released properly when exiting Cubase
- Edit Button works now
- Center LED under rotary encoder does light now when in centered position
- Last Character of "Page:xx/xx" text in the display is displayed now
- FX Send section – selecting Output Bus is working now

Hardware various

- Houston: Fader Sets can be selected now
- OSX: Digigram Pocket V2 will work with more than 16 bit
- OSX: Aardvark USB 3 will not be used in 8 bit mode anymore
- OSX: Event EZ-Bus support is now available, however limitations apply due to clocking issues caused by the hardware
- OSX: Fixed problems with Digidesign CoreAudio Driver v6.1.2 under OSX (Digi 002, Digi 002r, M-Box)

Import

- VST5 Projects: Audiotracks are played back correctly now
- VST5 Projects: MIDI is played back correctly now
- VST5 Projects: FX-Send channel-settings are imported correctly now
- SX 1.06: MIDI Device Setup is imported correctly now
- SX 1.0x: Projects containing VSTi channels work correctly now
- Nuendo 1.x + SX 1.0x Projects: VST outputs are set correctly now
- Nuendo 1.x Projects: Input channel-settings are imported correctly now

Export

- Export to WMA VBR export fixed

OMF

- Fixed issues with layered events
- Exported file isn't removed anymore if any audio file can't be found in Project

Transport & Sync

- Moving Locators during playback could hang Cubase
- Fixed incorrect frame display in transport-bar
- Fixed Bar Display nudge
- Tempo: it's not possible anymore to insert several signature events on top of each other at the same position

Project and various

- "Always on top" function of Mixer window interfered with copy/paste function in Project Window
- Fixed problems with Alternative Key Command Macro
- Deleting duplicate devices could hang Cubase
- Video Thumbnails didn't work correctly
- "Save project to new folder": record files weren't create in the current Project Folder
- Project Window position and size weren't stored in Window Layouts
- After "Save new version" the wrong Projectname were displayed
- Zoom: fixed temporary freezes when horizontal Zoom were changed

Cubase SX 2.0: Complete List of New Features

Mixing

FX return channels

Multiple input & output bus objects with sub busses

Complete signal flow in mixer up to 6 (5.1) channels wide

Plug-in delay compensation in complete signal path

Patch editor for routing plug-in channels in surround channels

Surround Panner in channel sends

Unlimited number of VSTi & group channels

Unlimited number of Rewire 2 channels

Narrow, Wide and Extended mixer views

Phase reverse and gain per input channel

VST Connection window: Routing between ASIO device and all system Input/Output Busses

All mixer audio channels can be routed from and to any input & output bus

Multiple output configurations (speaker arrangements)

Three stereo panning modes: Balance, Dual Pan and Combined Pan

EQ and insert FX for FX recording

8 Insert slots per channel (2 post fader)

Hold channel LED peak forever

Post fader VU

Global VU peak reset

Plug-in FX bypass function

New Automation modes: Trim, Overwrite

Automation data moves with the audio events

Files and Formats (Import and Export)

Wave64 - Breaking the 2 GB barrier when recording

WMV and WMV Pro (Video and Audio)

Export of multi-channel files as split or interleaved

Ability to convert multi-channel interleaved files into mono-files during import

Track Exchange

OMF import/export, Video information is converted to markers

Sample-rate and Bit-rate conforming

Real-time export

Import/Export Tempo Maps

Recording and playback

Record files can be up to 6 channels wide

Long file recording using 64 Bit WAV format

Multiple user definable record destinations per track

New record mode: keep last

Local Loop functionality (in editor windows only)

Project Scrubbing

Project Shuttle

Smooth Cycle

Reverse Locators

Various shuttle speeds can be triggered with key commands

Enhanced marker Management

Editing

Time Warp Tool: New Mastertrack with timeline editing and tap tempo function

Tempo Record slider in Tempo Track Editor

Unlimited view/zoom undo/redo

Open tool-box with right-click

Groove/Match Quantize

Multiple selections allowed in Info Line

List Editor: multiple tracks open in single window

Second Track List with fixed tracks (for video thumbnail, timeline and marker tracks only)

Real-time non-destructive cross-fades

Auto-fade and Auto-cross-fades with user definable fade times

Separate FX return mixdown

Sync points scrub the audio

Drag and drop Regions from the sample editor to the Arrange window

Framerate display locked to project setting

Option to move cycle selection with key modifier

Option to link L/R locators to the Range tool (cycle follows selection)

Auto-select events under cursor on selected Track

Fade from cursor to event end and Fade from event begin to cursor

Remove unused tracks

Open default editor for active track when no events are selected

Multiple audio parts combined in audio editor

Define active part (when multiple parts are selected)

Improved grid in key editor (pitch visible)

No selection after event cut

Draw Tools in Controller Editor Lanes

Add Controller # to Names

Select options (invert, equal pitch)

Shortcut Events in drum editor (with predefined velocity values)

Key Command to nudge SPP bar-wise ("step bar")

Repeat events/parts using pencil tool

General

New VST 2.3 audio engine: 32-bit floating point audio, true multi-channel surround, improved I/O routing of plug-ins, full latency compensation

All-new and improved look and feel

Hyper-Threading Support for optimum performance

Multi-Processor support – dynamically spread for maximum CPU performance

User-definable frame-rate option for multimedia applications

Double display counters in transport and tool bar

Configurable toolbar

Key command sets can be stored & recalled selectively

Key commands open with last action selected

Preferences can be stored & recalled selectively

Single Preference entries can be switched with toggled by key commands

Configurable track controls

Plug-ins

Multiple VST plug-in directories

Q

SurroundDither

Integrated Waveshell support for Waves plug-ins

Mix Delay

Magneto

MIDI & Music

Drag & Drop of MIDI Files into project window

Chord recognition in editor windows

Convert "Tap in MIDI Track" to tempo track

Metronome Settings: Precount from tempo track

Transpose: scale correction

User definable PPQ display resolution

Bar offset in ruler

Chase MIDI Events (improvements)

Score

MIDI Meaning

More definable guitar symbols

Tabulators for 12 strings

Colorize notes

Lyrics assigned to verse

Paste lyrics from clipboard

Copy chord symbols

Auto layout improvements

Various

MMC Slave

Advanced Search field with preview option

Time stamping relative to start time

Audio Re-sampling offline process

Activate/deactivate offline process in process history

Notepad

** Please note that few of the features listed above are Operating System specific and can only be available on OSX or Windows machines.*