

Changes Cubase SX 2.2.0 build 33 to Cubase SX 2.2.0 build 35

New features:

- Logical Editor presets can be now assigned as key commands
- MIDI feedback for velocity editing in controller lane of the key editor

Fixes:

- Audio export on multi processor machines should work now without drop outs and occasional lockups
- MIDI quantize: Fix for groove quantize multiple parts several times
- OMF: Fix for potential OMF import problem on OSX (not finding the files)
- Score: Fix for a crash when opening score editor while another one is already opened
- Score: Fix for problems when moving events between different contexts

Changes Cubase SX 2.0.2 to Cubase SX 2.2.0

New features:

- Support for Mackie Control and Mackie Control XT units in Cubase SX 2.x and Nuendo 2.x:
The support covers the extension of the Mackie Control system with Mackie Control XT devices to the "left side". All faders and encoder/displays are combined into one continuous surface. When the encoder section is used to display the data for one channel (channel strip mode, or for plugins), the parameters are presented over the encoder section of all devices from left to right. Fader bank navigation and encoder section assignment is controlled by the Mackie Control unit. For each Mackie Control and Mackie Control XT a new device needs to be added in the Device Setup. For each device select the appropriate MIDI ports. The top most device in the device list represents the right most channels, the bottom most device in the list represents the left most channels. Please make sure that the used MIDI ports are deactivated in the "All MIDI Inputs" device.
- Generic Remote:
Upon import of a v1.x XML remote description file an automatic conversion to the new format happens. This conversion will provide access to most of the "missing" parameter.
For a VST Mixer Channel the following parameter are supported for the conversion and for the Generic Remote setup.
Volume, Mute, Solo, Select, Write, Read, Record Enable, Monitoring
Pan: Left/Right und Front/Rear
EQ's: Bypass, On, Freq, Gain, Q
Sends: On, Pre/Post, Volume
Inserts: On, Bypass, Edit, and the appropriate plugin parameter, when a Plugin is loaded
- In DirectMusic Setup the option "Use System Time" is present now. Use this option if following problem occurs: recorded MIDI notes get placed too early on the MIDI track.

New plugins:

- **Monologue** – Monophonic Analog Modeling Synthesizer: Monologue is a monophonic analog synthesizer based on physical modeling technology. It offers full, rich and colorful sounds without putting a lot of load on your computers CPU. Monologue the perfect tool for bass, lead and sequenced sounds.
- **Embracer** – Surround Pad Synthesizer: Embracer is a simple but powerful polyphonic synthesizer designed entirely for producing pads and accompaniment sounds. With its easy-to-use envelope and tone controls, it allows you to get the sounds you need fast instead of searching through thousands of presets. However, the most powerful feature of Embracer is its surround output. With a single switch, you can turn the instrument from stereo to surround and the width control allows you to spread your pad sound anywhere from mono to stereo to full 360° surround. The unique “eye” controller gives you an exact idea of how the sound will be placed in a mix. If you’ve never worked with a surround system before, now is the time start exploring these possibilities.
- **Tonic** – Analog Modeling Filter: Tonic is a versatile and powerful analog modeling filter plugin based on the filter design of the Monologue monophonic synthesizer. Its variable characteristics plus the powerful modulation functions make it an excellent choice for every type of current music style. Designed to be more a creative tool rather than a tool to fix audio problems, it can add color and punch to your tracks while being light on CPU usage.

Fixes:

- Recording on many audio tracks simultaneously using the Punch In / Punch Out at locators leads to inaccurate file lengths - this bug has been fixed now
- VSTi channels appearing at wrong places in the mixer and arrangement at seemingly random occasions, sometimes even disappearing altogether or being converted into a kind of shadow tracks, grayed out tracks that are not routed to anything anymore, can be deleted but can't be tweaked and are basically useless. This may happen if VSTi inserted by skipping slots and if VSTi are removed, which are not the last one - This has been fixed now
- VST Instruments connected via VST System link: VST System link does not allow midi note auditioning from an MIDI editor: Any note selected within an editor will drone. It appears note off are not being issued. - fixed
- VST Instruments: In cases where multiple instances of the same plugin are present and the order of the plugins is being altered (e.g. by removing an instance from a lower slot number), on loading the project there can occur problems: - wrong assignment of the VST Instruments - no connection to the automation These problems have been fixed.
- Generic Remote: If all entries are deleted and an other Remote-Setup is loaded, Nuendo/SX/SL may crash - this bug has been fixed now
- Occasional crossfade crackling – fixed

Changes Cubase SX 2.0.1 to Cubase SX 2.0.2

New features:

Remote controller (Yamaha DM2000v2/01x, Steinberg Houston/ID, Mackie HUI/Control, Radikal SAC-2k, CM Motormix):

- Unused motor fader are moved to lowest position
- Added "Hold" mode for buttons: Shortly pressing a button toggles it, holding it pressed longer will turn off the parameter when releasing the button

Fixes:

- MIDI Parts play out of time if they were copied where subtle tempo changes are present. Fixed.
- It is not possible to copy and paste events in the tempo track. Fixed.
- Midi part overlap problem when copying into tempo altered position in project: This problem appears if tracks are set to musical time base and a tempo track contains tempo changes. Copying Parts to a different destination may result in overlapping Parts.
- Copy/Move multiple parts (ppq) with tempo track active: Parts may be placed at wrong destinations if you move/copy them. - fixed.
- Only Mac: Importing files which are bigger than 2GB is not possible. This bug has been fixed.
- Copy / Paste between INPUT CHANNELS und AUDIO CHANNELS results in crash. This has been fixed
- Midex users can make use of the "ignoreportfilter" option now (if the system suffers from the 'early MIDI notes' issue)
- Only Mac: improved OMF compatibility
- Some macros do not work as expected – fixed
- Sometimes wrong audio is played if clips are layered – fixed
- On Mac OS 10.3 (Panther) some buttons disappear – fixed
- Mac version: Certain USB audio interfaces (e.g. Emagic A 26/62) problems – fixed
- Mac version: Improved plug and play detection of USB and Firewire audio interfaces
- Under certain circumstances it is possible that on "empty trash" (pool) the application crashes - fixed
- Score Editor crash: Pressing [CTRL] for note-symbol-pop-up menu - fixed
- UV22 Plugin can crash if it is inserted in a mono audio channel (Mac version only) - fixed
- Crash in List Editor if Length and Data2 values are altered using the [Alt]-Click method - fixed
- Problem when multiple Plugin windows are open and some of them have "Always on Top" status. Status is altered after saving the project. Can also cause a lockup (freeze) - fixed
- Crash if a PC made project that contains frozen VST Instruments is loaded on a Mac and vice versa. - fixed
- Link/unlink faders does not work when mixer is set to always on top - fixed
- Switching between different Stereo Pan modes does not work correctly. One side of the stereo channel may get muted - fixed
- Score: Using function "Blocktext" in the layout modus causes exception. - fixed
- When several sample editors are open and you edit at one a sample it may happen that all sample editors show the same sample - fixed
- Use the range selection tool in the part editor when multiple lanes are available It does not highlight the selection correctly, instead all lanes are highlighted. - fixed
- Part editor: Copy a marked selection to new lane is not possible - fixed
- Using track delay feature causes actual audio events to be shifted on the arrange window - fixed
- The undo history may get messed up if you use macros - fixed
- Under certain circumstances it may happen that removing DC offset with lots of events selected crashes the application - fixed
- In some cases it may happen that importing marker track crashes application - fixed
- Under certain circumstances it may happen that automation is not followed correctly when cycling - fixed
- DirectX plugins memory issues have been improved by better memory managing
- A crash may occur when multiple projects are open and you are closing a project with opened plugin editor - fixed
- Remote DM 2000: several bugs have been fixed
- Remote Roland MCR-8: Crash when Roland MCR-8 remote is active in device setup - fixed
- When big latency buffer size is set it may happen that samples are missed in audio export which are locate at position 00:00:00:00 - fixed
- WMA - Export with lossless Mode has been fixed

Changes Cubase SX 2.0.0 to Cubase SX 2.0.1

Fixes and Changes:

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-/mixersettings
- Surround Panner had graphic redraw issues under OSX

Freeze

- HALion 5.1 output (Center, LFE, Sur_L, Sur_R) didn't work
- Frozen MIDItracks can't be moved in the ProjectWindow anymore
- Freeze won't render empty spaces with certain VSTis 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 song position 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

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