

Version History

Nuendo 3.0.2

This document describes technical problems that were fixed since the Nuendo 3.01 release.

#	Problem
001	dB law flaw: When trimming multiple event volumes, automation points or linked mixer faders the dB relation is not retained.
002	Project Start time is wrong after OpenTL file is import.
003	Relative automation level of multiple points is presently not correct. They retain not their logarithmic relationship.
004	When using a remote control device for enabling record on tracks and starting/stopping recording on the transport at the same time the program might lock.
005	AES31 doesn't wrap around midnight.
006	OMF import problem from Avid 4.1.1 on MacOS 9.0.4 - Embedded audio of an OMF2 file is not imported.
007	When changing the audition channel from one configuration to another (say, from 5.1 to stereo) the mixer isn't updated until you load another project. The Audition Channel is missing.
008	Link Editor preference does not work with MIDI List Editor.
009	UNDO Cross fades in "Fixed Lane" recording mode can cause errors.
010	Importing an OMF from Nuendo to Pro Tools results in only one created track and only one clip is placed.
011	If a surround panner is open and "CTRL-W" is being used for closing the program, the program will crash.
012	If fade in or fade out touches a crossfade, OMF export may fail.
013	Function "Delete Time" may crash.
014	"Rename" function does not work if "Date Format 1" is used.
015	Using the window close button ("x") can crash the program.
016	Splitting a MIDI part resets the Transpose and Velocity information in the Info Line.
017	[Mac Only] Nuendo3 will crash when matrix encoder/decoder are being inserted on a 5.1 bus.
018	An OMF2 file from a Paris system cannot be opened in version 3 but works well in version 2.
019	Drag & Drop from Pool can create wrong channel type.
020	"REX Shared Library.dll" - wrong version used.
021	Track Record arming irregularities.
022	In extended Mixer view, the MIDI meters don't work on narrowed MIDI channels.
023	Smaller AES31 Import errors.
024	Levels for Event volume and level automation can get stuck when set to -∞ (minus infinity).
025	Opening the Drum Editor after enabling Score drum notation leads to crash.