Version History - Fixes and Changes

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 3.1.1

- Video playback glitches with Decklink video cards when using PhotoJPEG encoded video

- Application crashes when dragging files from desktop to pool and project window again and again without dropping it

- Crash when opening/closing multiple projects with Studio Manager (Studio Connections) in use

- Toggle between two or more open windows using CTRL+TAB keys is not working

- Crash when playing back automation of MIDI Device Panels

- With the "Sync Project & Mixer Selection" preference option enabled, selecting all tracks with shift+click on the first and last track will only select the last mixer channel

- Crash when moving parts from inside a folder into another folder or subfolder

- Device Maps that are not recognized at project load lead to orphaned automation data

- Cubase SL only: number of MIDI plug-in slots in a MIDI track has to be 4

- Cubase SL only: new Track Folding feature set is not available, although included in the specification and documentation

- Project freeze when toggling between normal loop and inverted loop modes

- On some Windows XP systems, a crash occurs with Multiprocessing enabled

- GUI would hang if a project is played with missing video file(s)

- Score Editor: crash when pressing "Ctrl + R"

- OMF start time offset, when project start time has a negative value (SX only)

- OMF volume information is now correctly translated as automation instead of clip gain (SX only)

- OMF: reading of clips out of OMF sub-compositions failed

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.

- Arpache 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-compatiblity: 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 results 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 loose 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