

# Cubase SX/SL 3.0.1

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## 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 3.0.1

- 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
- Plugin Information window: Scrollbars are missing
- Timestretching 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 plugin “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/Plugins 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 plugin 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