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 but 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 – fixed.
- 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 v4.0
- "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
- Freezed 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 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
- 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 created 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 was changed