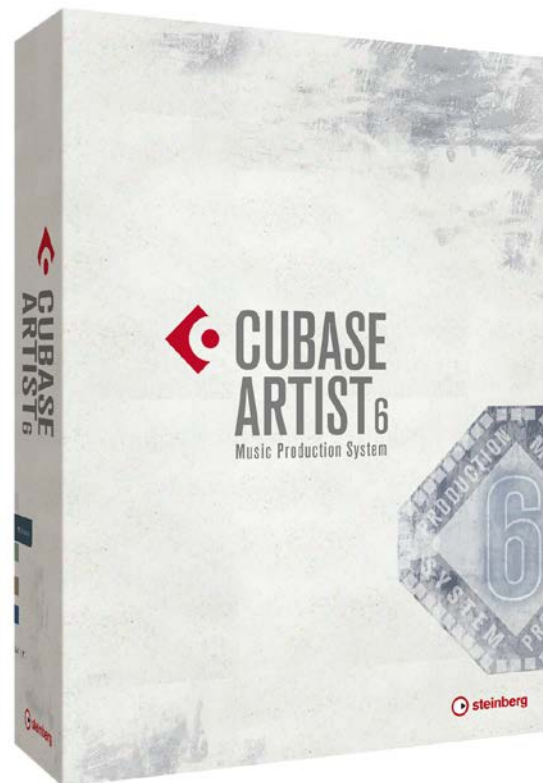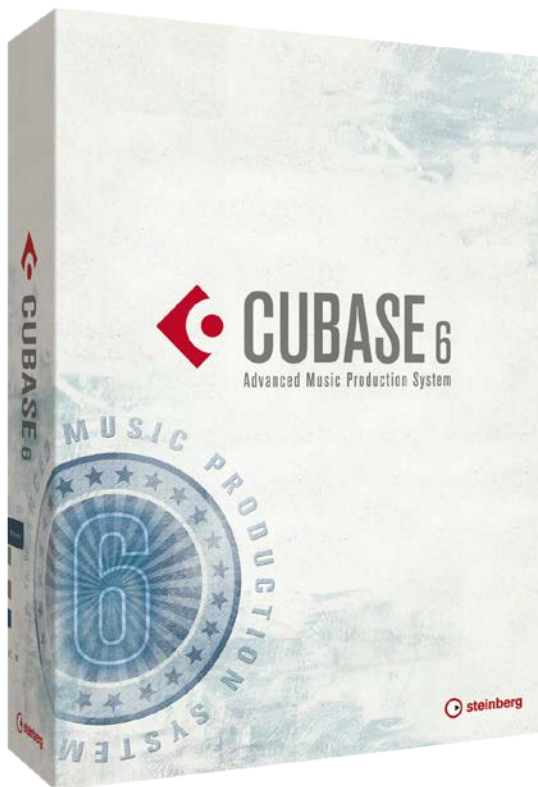# CUBASE 6

CUBASE ARTIST 6

6.0.3 Version History
Known issues and solutions

July 2011

Steinberg Media Technologies GmbH

About

Congratulations and thank you for using Cubase!

This document lists all update changes, fixes and improvements as well as known issues and solutions for the Cubase 6 product family.

Please note that the *Known issues and solutions* section contains issues that might concern specific Cubase versions only. Please make sure to read thru this section before contacting Steinberg support.

We wish you creativity and success using Cubase!

Your Steinberg team

Version History 6.0.3

The 6.0.3 version contains the following improvements and corrections as well as all improvements of the 6.0.1 and 6.0.2 maintenance updates.

Improvements in 6.0.3

The 6.0.3 maintenance update introduces the following improvements:

▸ **Event Handling Opacity while slip-editing**

Event Handling Opacity is now also applied when you use the tool modifiers to slip-edit an event. When slip-editing, the event will now turn semi-transparent just like when dragging and moving it in 6.0.2.

The actual event handling opacity can be adjusted freely in *File > Preferences > Event Display > Event Handling Opacity* from full to zero opacity. The default setting is a medium value.

Please note that the setting was previously named "Drag Opacity" and has been renamed in this version. For further details, please have a look in the improvements section of the 6.0.1 release below.

▸ **Gridlines in front of parts/events**

To further simplify editing and positioning of Audio Events and MIDI Parts, Cubase 6.0.3 introduces the ability to draw the Grid Lines of the Project window and the Audio Part Editor in front of them.

A new setting in the *Preferences > Event Display* section called "Grid overlay intensity", controls the intensity with which the Grid Lines are laid over Events. The default is a subtle setting.

Please note that there is no overlay on Audio Parts.

▸ **Show Event Data/Name options**

Now it's possible to control the smallest track height where data and/or names should be displayed or hidden.

The previous preference "Show Event Data on Small Track Heights" has been removed and replaced by two new settings, which can be found in the *Preferences > Event Display* section.

▸ **Support for Euphonix/Avid MC Pro**

Cubase 6.0.3 adds enhanced support for the Steinberg EuCon adapter, including Avid MC Pro remote control surface compatibility.

Please note that the installation of the latest EuCon adapter is required. The update is released together with Cubase 6.0.3 and available as a separate download in the support section of the Steinberg website.

▸ **Video improvements**

Cubase 6.0.3 features improved playback performance of HD video formats in general. Single-threaded codecs (like Motion-JPEG, Photo-JPEG, and QuickTime DV) will benefit from the also new "Boost Video" option: if enabled, one CPU core is excluded from audio processing and reserved for video decoding and playback tasks, resulting in smoother performance.

The "Boost Video" option can be found in the *Device Setup > Video Player* page. Please note that the Multi Processing option must also be activated in the *Device Setup dialog > VST Audio System* page. Activating "Boost Video" may reduce the audio performance by design in order to prioritize video tasks.

▸ **Audio import: Split File Name Format**

To higher the level of compatibility when exchanging audio files with other products and to give more flexibility in general, creating split files from multi-channel files can now be named. For example, it's now possible to add suffixes like "_L" or "_R" to the corresponding channel.

The naming options can be found in the "Split File Name Format" pop-up menu below the "Split multi-channel files" or the "Split channels" options in the Preferences dialog (Editing Audio page), the Import Options dialog, or the Export Audio Mixdown dialog.

▸ **MultibandCompressor: Live mode**

The MultibandCompressor plug-in now features a new efficient Live mode which reduces plug-in latency as well as load on the CPU.

The Live mode can be enabled below the Output knob and is especially useful when working with low ASIO buffer sizes (128 samples or less). For achieving best audio quality in final mixing stage, the Live mode should be disabled. In case performance issues occur, increase the ASIO buffer size.

▸ **New Patchname Script**

A Patchname Script for the Yamaha MOX synthesizer is now available in the MIDI Device Manager.

Issues resolved in 6.0.3

The following table lists all issues that have been resolved in this version.

ID #	Issue
28859	Folder track: When expanding a folder track, the track list now doesn't scroll to keep the focus on the track folder.
28680	AudioWarp: When playing back warped material in a loop for an extended time, the audio quality remains intact (PC Windows only).
28683	AudioWarp: A warped audio event now stays in sync, also when placed in a part with multiple splits and the project includes tempo changes.
28659	AudioWarp: A potential AudioWarp issue with shifted audio events, when changing the tempo in the Sample Editor toolbar, has been resolved.
28406	VariAudio: After flattening VariAudio modifications, the solo state in the Sample Editor behaves correctly.
28742	VariAudio: Under specific circumstances, the VariAudio analysis could render the application unresponsive.
28128	Key Commands: Applying user-created key command presets doesn't open the Preset Browser anymore.
28472	Macro: Deleting a macro will not lead to rendering the application unreliable.
28652	Quantize: Some quantizing errata for Audio Events is corrected.
28651	Quantize: Iterative quantizing for audio events behaves correctly and approximates the chosen quantize preset and grid value.
28977	VST Expression: Chasing MIDI CCs for VST Dynamics works correctly now.
28861	VST Expression: if a project used Note Expression data, the Tempo Detection doesn't lead to potential instability of the application.
28899	Freeze: Opening a project with frozen channels now allows proper editing of plug-ins loaded in Insert slots 7 & 8.
28627	Input Transformer: The "Off Velocity" parameter has been added to the Input Transformer.
28404	Metronome: Distortion at certain sample rates when using user-samples for the Metronome has been eliminated.
28580	ReWire: Improved playback/transport synchronicity using Reason, respectively for ReWire connected applications.
28668	Plug-in: Producing additional ASIO load when enabling the improved silence detection in the MonoDelay plug-in has been resolved.
24746	Plug-in: The LFO waveform state is now displayed correctly in the AutoPan plug-in.

28781	Plug-in: An issue has been resolved, where Spector doesn't display the current spectrum correctly.
28701	Score: Erratic track arming issue resolved in conjunction with open Score Editor and changing layouts.
28558	Score: Under certain conditions Crescendi symbols on page 1 could appear on the following Score pages. This issue has been resolved.
28548	Score: The Zoom Tool in the Score Editor behaves correctly now.
28528	Score: An issue has been resolved, where the Delete Overlaps function deleted preceding events under certain conditions.
28427	Score: Bottom staffs are no longer selected when scrolling pages.
28758	Score: Potential issues with MusicXML files exported from Finale and imported to Cubase have been resolved.

Version History 6.0.2

The 6.0.2 version contains the following improvements and corrections and includes all improvements from the previous 6.0.1 pre-release version.

Improvements in 6.0.2

The following improvements have been added to this version:

‣ **Import and Export of MP3 files**

The import and export of MP3 files is now available for Cubase 64-bit on Mac OS X.

‣ **Fader cap Color**

To make the difference between channel types in the mixer more obvious, the fader cap color of audio tracks has been changed to white and for group channels to blue.

Issues resolved in 6.0.2

The following table lists all issues that have been resolved in this version.

ID #	Issue
28452	Content issues with missing audio data for HALion Sonic SE and LoopMash 2 in Cubase Artist 6 have been resolved.
28420	Potential mouse-click issues within Cubase when using some trackballs and related control software (for example, from Kensington) have been resolved.
28400	Stability using AudioWarp with élastique Pro algorithms has been improved.
28399	A warning message "invalid project" when saving a project after dragging and dropping MIDI files from BFD2 into the Cubase Project window has been resolved.
28340	Potential sound artefacts when using the MultiBandCompressor with small ASIO buffer sizes has been resolved.
28305	The user interface of the External FX panel has been redesigned and now displays the fader caps correctly.
28204	Potential MP3 decoding issues when encoding files with the LAME encoder have been resolved.
28199	An issue with misplaced automation tracks when closing and re-opening the same project has been resolved.
27954	Timing instability issues using ReWire-connected applications when working with sample rates other than 44.1 kHz has been resolved.
28177	Various potential part/event redraw (display) issues during editing operations in the Project window have been resolved.

Version History 6.0.1 pre-release

March 2011

This pre-release version offers improvements which we would like to make available to our customers as soon as possible. While preliminary testing carried out for this version indicates that it is stable and reliable, it has not gone through our full QA testing cycle. Therefore, please note that this pre-release version is not officially supported.

Improvements in 6.0.1

The following improvements have been added to this version:

▸ **Fader Cap Color Intensity**

To better distinguish between track types, the fader caps in the Mixer can now be colored with distinct colors for different tracks. The intensity of coloring can be freely adjusted in File > Preferences > Appearance > General > Fader Cap Color Intensity. The default intensity is set to zero (white fader caps).

▸ **Drag Opacity**

As a replacement for transparent events like in Cubase 5, a new behavior has been implemented: when dragging Events or Parts in the Project window, dragged objects reduce their background color opacity as long as the object is moved with a pressed mouse button. This reveals the grid lines of the Project window underneath the content of the dragged object and allows you to align the peak of a waveform exactly with a specific line of the grid. It can be also used to align the content of one object exactly with the content of another one. As a consequence, it is now general behavior that dragged Events (or Parts) no longer leave their image at their original position in the Project window. However, while dragging an object, press the [ALT] modifier key (which is used for copy) to display the object at its original position from where it was dragged. The Drag Opacity can be adjusted freely in File > Preferences > Event Display > Drag Opacity from full to zero opacity. The default setting is a medium value.

▸ **HALion Sonic SE context menu**

The HALion Sonic SE context menu opened at the HSSE Quick Controls section has been extended with the ability to assign controls to Cubase Quick Control slots and to show corresponding Automation Lanes (just like it is with the other VST 3 plug-ins included with Cubase 6).

▸ **HALion Sonic SE Preset Browser**

The default setup of the attributes now contains "Library Name" as default when using the Filter pane in the Preset Browser. This makes it easier to filter the preset list down to the content of specific content sets, for example, VST Sound Instrument Sets.

▸ **OMF Import / Export**

This feature is now available for Cubase 6 64-bit on Mac OS X.

Issues resolved in 6.0.1

The following table lists all issues that have been resolved in this version.

ID #	Issue
28063	Sound quality using VariAudio when pitching one octave or more has been improved.
28108	Issues using time-stretching with sample rates other than 44.1 kHz have been resolved.
28176	Potential disc overload problem using audio files warped with élastique Pro has been resolved.
28186	An issue with recurring alerts when editing VariAudio data has been resolved.
28081	Audio Part bouncing has been adapted to equal Cubase 5.5 behavior.
28102	When "Use Quantize" is active and a Groove is selected as Quantize preset, the nudging behavior with cursor left/right has been improved.
28133	Deleting short notes using the Logical Editor potentially delivering incomplete results has been resolved.
28141	An erratic behaviour using the Home/End keys in the Project window has been resolved.
28140	When starting an Audio Mixdown, the MIDI Input is now disabled.
28128	Under special conditions key commands triggered wrong functions. This has been amended.
27843	In the "Recent Projects" tab of the Project Assistant, projects are now listed in the correct order.
28086	Issues with the Dual Panner have been resolved.
28134	Issue with the display state of the Global Bypass indicator has been resolved.
28125	Possible stability issues when using LoopMash in Cubase 6 64-bit under Windows 7 have been resolved.
28137	Crackling noises when using the WahWah pedal in VST Amp Rack have been eliminated.
28211	Potential stability issues when using the UV22HR plug-in have been resolved.
27845	Adjusting the EQ band Q parameter values using the mouse wheel has been improved.
27856	Issue using 1/128 Triplet settings has been amended.
27857	Key command assignment oddity with 1/128 Quantize settings has been resolved.
28072	Issue when recording into the Score Editor produced notes with improper length has been resolved.

28118	Issue with lost notes using MIDI Record Mode "Merge" when recording over an existing MIDI Part has been resolved.
28065	Issue where Preset name fields appeared blank in the Inspector has been amended.
28078	Issue when positioning, for example, the Transport Panel properly on secondary display has been resolved (Mac OS X only).
28196	Issue when folder parts do not properly show event content of the tracks contained in the folder has been resolved.
28096	Issue with VST Expression events which were only chased on MIDI channel 1 has been resolved.

Undocumented features

The following last-minute features have not yet been documented in the Cubase 6 operation manual:

▸ **Export Audio Mixdown > Post Process > Open in WaveLab:** You may notice an additional "Post Process" area in the Export Audio Mixdown window of Cubase 6. By selecting "Open in WaveLab" any finished audio export automatically starts WaveLab and imports the exported audio files from Cubase. This feature is available as soon as WaveLab 7.0.1 or higher has been installed on the system.

▸ **Operations affecting selected channels:** You can add or remove a VST plug-in to or from all selected channels at once by holding down [Shift]-[Alt]/[Option] and selecting the desired plug-in from any of the insert effect slots. With the same key combination you can also activate/deactivate effects or toggle their Bypass state. For Send Routing use this key combination to route all selected tracks into a FX- or Group-Channel, to activate/deactivate a Send slot or toggle their Pre-Fader state.

▸ **File > Preferences > Events Display:** The preference "Show Overlaps" controls the visibility of event overlaps. You can select to show overlaps always, never or when hovering with the mouse over the respective event area in the Project window.

▸ **File > Preferences > Event Display > Audio:** There are three new preferences which affect the project view event appearance.

  ▸ Waveform Brightness: Controls the relative brightness of the waveform. The starting point is the actual event color. It is possible to adjust the color smoothly from black, through the event color, to white.

  ▸ Waveform Outline Intensity: Controls the intensity of the outline of the waveform. The range is from the waveform color set with the Waveform Brightness through to black.

  ▸ Fade Handle Brightness: Controls the brightness of the Fade Handles. The starting point is the actual event color. It is possible to adjust the color smoothly from black, through the event color, to white.

▸ **File > Preferences > Event Display > MIDI:** Note Brightness and Controller Brightness can be adjusted independently from each other.

▸ **Automation handle visibility:** The visibility of handles for editing automation curves is zoom-dependent. When hovering with the mouse over automation lanes, the automation handles are displayed without zoom-dependence.

Known issues and solutions

The following table describes known issues you may encounter using Cubase as well as possible workarounds.

ID #	Issue	Solution
27682	[ASIO Devices] * Application may become instable when trying to access the Control Panel of RME audio devices.	Please check the RME website for driver/software component updates.
27406	[Audio / Bounce Selection] * When you have bounced from range selection, the resulting audio files may run out of sync when enabling musical mode.	This is caused by wrong snap point position. Move snap point of all resulting audio files to event start, then enable Musical Mode.
28336	[AudioWarp] * If playback runs in the same cycle loop for several minutes an offset may occur with events warped with élastique Pro after a while (Mac OS X only).	Stop then Start playback again or consider bouncing the audio files.
27549	[AudioWarp] * Toggling Cycle on/off shortly before reaching the right locator may produce an audible artifact when using one of the élastique Pro AudioWarp presets.	There is currently no workaround except to avoid this or using the Standard algorithms for warping.
28894	[EuCon] * Removing multiple outputs at once (e.g. by using "Deactivat All Outputs") from a VSTi on the VST Instrument rack may result in sluggish update on EuCon remote and Track List.	This may be improved in future versions.
22805	[Export] * Channel Batch export may start to export data even if there is not enough disk space available.	Please make sure to export with sufficient disk space available.
19325	[Export] * Multichannel interleaved files are not compatible with certain third-party applications (for example, Dolby Tools).	Use the option "Don't use Extensible wave format" in the Audio Export Mixdown window.
24828	[Export] * Windows Media Audio export from 5.1 bus results in unexpected error.	The Microsoft codec component doesn't work. A Windows 7 update might fix this problem. Please contact Microsoft for further details.
22670	[Freeze] * Frozen files are excluded from sample rate conversion when changing project sample rate.	Unfreeze before changing the project sample rate.
19819	[General] * If system is running out of RAM in 32-bit mode, the application may behave erratically or become instable."	This may occur when a memory-intensive instrument, such as a sampler VSTi, is loaded. Reduce memory load by freezing memory-intensive instruments. Please be aware of maximum usable RAM, depending on the operating system. Consider to use a 64-bit OS with the 64-bit version of Cubase.

20376	[Hardware] * CC121 Controller: Automatic configuration may not work if Cubase was launched before the CC121 was turned on (or plugged in).	Connect and turn on the CC121 before launching Cubase.
22803	[Instruments] * Dragging audio data from a project into LoopMash may result in wrong tempo detection, if tempo track data is involved.	Cut the desired portion of the audio file and use "Bounce Selection". Then, drag the bounced version into LoopMash.
20923	[MediaBay] * An OS user account name consisting only of capital letters may lead to issues such as being unable to create Track Presets.	To avoid potential MediaBay problems, please do not use OS user account names consisting only of capital letters.
18525	[MediaBay] * MediaBay stops scanning and may become unresponsive, if a scanned folder contains corrupted media files.	Please make sure there are no corrupted files in the folders that you scan. Further details can be found in the Steinberg Knowledge Base.
22997	[MediaBay] * Overwriting presets from the MediaBay Save Dialog, such as Save VST Preset, Save Track Preset and Save Pattern Bank, does not update changes in the meta data.	If you want to change meta data, please don't overwrite the preset, but use "Make Unique Name" and remove the old preset afterwards.
27560	[MediaBay] * Volume databases cannot be mounted on Mac OS X if the drive is formatted with NTFS, respectively volume databases can not be mounted on PC Windows if the drive is formatted with HFS+.	Please make sure to use a file system format which can be read and written on both platforms (for example, FAT-32, although it has a file size limitation of 4GB) or consider installing third-party software supporting the file system format.
18003	[Mixer] * When plug-ins are dragged between insert slots while "Constrain Delay Compensation" is enabled, problems with the plug-ins may occur. This applies to plug-ins that introduce a delay, such as plug-ins from UAD.	Disable "Constrain Delay Compensation" before dragging plug-ins between insert slots.
28849	[Plug-ins] * Application may freeze using Audio Ease's Altiverb on PC Windows systems.	Please disable QuickTime support in Altiverb. For Windows 32bit locate the file \Program Files\Audio Ease\Altiverb 6\Utilities\Altiverb 6 - Disable Quicktime.reg and run it. For Windows 64bit/WoW you need to modify the .reg file first, change the registry path in "Altiverb 6 - Disable QuickTime.reg" to HKEY_LOCAL_MACHINE\SOFTWARE\Wow64 32Node\Audio Ease\Altiverb 6, then run the "reg"-file to change the registry entry.
11600	[Plug-ins] * Changing the ASIO / Core Audio buffer size may render Cubase unstable, when the Project contains certain plug-ins that are active but in bypass mode.	This depends on 3rd party plug-ins in use, please look for updates. If none are available and the issue persists, it is recommended to set the ASIO buffer size with no project loaded.

23797	[Plug-ins] * iLok-protected plug-ins with an invalid license may render the application unstable.	Make sure to have valid licenses on your iLok key for these products.
28451	[Plug-ins] * Lexicon PCM Native plug-ins may become instable when used via the VST Bridge in certain screen resolutions with Cubase 64-bit version.	Please use this plug-in with the 32-bit version of Cubase. Please contact Lexicon if a 64-bit version is available.
19024	[Plug-ins] * The Roomworks plug-in may become unresponsive if extreme parameter values are set.	Avoid using min. / max. parameter values for Reverb Time or Room Size.
19049	[Sequel] * GM Drum Maps are not available after loading a Sequel project.	Please create a new project with a MIDI track, then open a GM Drum Map and save it. Finally, load your Sequel project and the previously saved GM Map.
28907	[Track Archives] * Importing Track Archives via network volumes may result in unresolved media files without notice.	After the import open the Pool and resolve the media files there (use "Find Missing Files..." from the context menu on the affected entries).
21661	[VariAudio] * The Pitch Quantize slider may be slow in response when a large amount of note segments are selected (for example in very long audio files).	This happens in several minutes long audio files with a lot of note segments. Try to work in smaller sections by cutting and bouncing the audio material.
25731	[Video] * Using very old Matrox graphic cards (10 years and more) result in slow video performance.	Please replace old Matrox cards with a new graphic adapter.
23438	[VST Expression] * Setting track delay to negative values may render VST Expression events unreliable.	Avoid using a negative track delay greater than 250 ms when working with VST Expression events.
28973	[VST Expression] * VST Dynamics pop-up menu for existing Dynamics Events on Articulations/Dynamics lane can not be used if MIDI Part is edited in In-Place-Editor.	Open the MIDI Part with e.g. the Key Editor and edit the Dynamics Events there.