

## Cubase Essential 4.1.3

The following issues have been fixed in version 4.1.3 (Hotfix):

Issue ID	Description
20209	Fixed: Crash may occur when freezing tracks
20187	Fixed: Notes are dropped under certain conditions
19942	Fixed: Crash may occur when exporting (audio mixdown)

## Cubase Essential 4.1.2 – Issues and Solutions

The following table describes issues you may encounter using this software as well as possible workarounds.

Issue ID	Issue	Solution
19753	When MP3 files are imported from a network server, if the program gets unresponsive for several minutes (applies to Cubase AI, Cubase LE and Cubase Essential only).	Copy files to the local hard disk before importing. Alternatively, purchase the MP3 decoder from Steinberg website.
19340	Track Quick Control settings, which were saved with a track preset do not restore correctly when the track preset is applied to another track.	Go to the Sound Browser, find the Track Preset you saved and double click it to create a new midi track. Then the Track Quick Control settings show up correctly.
19325	Multichannel Interleaved files are not compatible with all other applications (e.g. Dolby Tools).	Use the option "Don't use Extensible wave format" in the Audio Export Mixdown window.
19299	On the "Mixconverter", BYPASS has no effect.	Use ON / OFF instead.
19122	If the application is set to background while a plug-in is in the process of loading its sample content, it might crash.	Wait until the plug-ins have completed the loading process.
19096	If Selection Tool and Range Tool are toggled and used on a track that is currently recording, a crash might occur.	Avoid using the editing tools on tracks that are currently recording.
19082	On some PPC plug-ins running on a Mac Intel via VSTBridge, text entry might not be possible.	If no native Mac Intel versions of the plug-ins are available and you need to enter e.g. serial numbers, start the application in "Rosetta" mode and enter the settings. After that is done, start the application without Rosetta again.
19049	GM Drum Maps are not available after loading a Sequel project.	<ol style="list-style-type: none"> <li>1. Create a new project with a MIDI track</li> <li>2. Open a GM Drum Map and save it.</li> <li>3. load your Sequel project and load the previously saved GM Map.</li> </ol>
19024	Roomworks plug-in stops working after a while (if very extreme parameter values are set).	Avoid using very extreme parameter values like e.g. Reverb Time = minimum / Room Size = maximum value.
18992	Surround Panners are being reset when channels settings are copy / pasted to other channels.	Manually re-adjust the panning after you have copied channel settings.
18967	If Sequel (32 bit) and Cubase 64bit / Nuendo64bit is installed on Windows 64 bit, Cubase / Nuendo cannot find the Sequel SoundFrame files.	<ol style="list-style-type: none"> <li>1. Open this folder C:\Program Files(x86)\Common Files\Steinberg\SoundFrame</li> <li>2. Create Shortcuts (links) of the files at this location: C:\Program Files\Common Files\Steinberg\SoundFrame</li> </ol>
18800	Moving "AmpSimulator" plug-in " Drive " parameter creates noises	Lower the control room volume first.
18728	MMC Track Arming state is not remembered after machine was set "offline" once.	Check Track Arming status on the machine if you have set it OFFLINE for a while.
18690	Copy / Paste between projects doesn't work right with Folder parts (they end up at 00:00:00:00 instead of their origin position.	Unpack audio events from their folders before copying them to another project.
18675	If the program is set to background while a project is loading, it might crash.	Make sure not to call other applications into foreground while a project is loading.
18561	In some cases, depending on the ASIO buffer size, the MIDI Plug-in "Step Designer" may cause monophonic instruments to play unintended "Glides".	Put MIDI Plug-in "TrackFX" after the Step Designer and set "length compression" e.g. to 20/21.

18525	Media Bay stops scanning (hangs) when there are corrupted media files (mainly video) in the folder.	Please make sure there are no corrupted files in the folders you scan.
18502	Factory Loops from Sequel play out of sync in projects which are not in 44,1 kHz sample rate.	To use Sequel Loops in non-44,1 kHz projects, proceed as follows: <ol style="list-style-type: none"> <li>1. "Save project to new folder"</li> <li>2. Select all Loops in the Pool and uncheck "Straighten Up".</li> <li>3. Use "Conform Files" from the Media menu.</li> <li>4. Select all Loops in the Pool and enable "Straighten Up" again.</li> </ol>
18473	Using the Local Loop playback on a very short audio slice (around 130ms or less) in the Audio Part editor may cause a crash.	Avoid using Local Loop playback on too short audio slices.
18398	The visible note range in parts for Drum Tracks is only A0 - D#5.	For using the Drum Editor, do not use notes outside this range.
18314	Dragging plug-ins from stereo to mono channels may cause problems (missing channels, garbled sound)	If possible, reinstantiate the plug-in rather than dragging between stereo / mono channels.
18224	Long waiting time before Audio Export Mixdown starts to render ("not responding"). Happens with projects that carry a large number of Tempo Changes. In some cases this may take several minutes.	Please wait until the Audio Export begins.
18160	Crackling during playback and unsatisfying performance on 8 Core CPU computers.	8 core CPU's currently shouldn't be used at very small buffer sizes. Please increase the ASIO buffer size.
18003	When plug-ins are dragged between insert slots while "Constrain Delay Compensation" is turned ON, problems with the plug-ins might occur. This applies to plug-ins that introduce a delay, such as e.g. UAD.	Turn "Constrain Delay Compensation" OFF before dragging plug-ins between insert slots.
17349	Calculated Slices are related to the whole audio file. This may lead to mismatch to the project after slice and close.	Bounce Selection before calculating Hitpoints, slice and close.
15203	Audio Recording might fail if individual track recording folders were used and the record disk (e.g. Firewire Device) has been removed.	Re-assign track record folder before continuing recording.
15102	Wrong MTC is sent if Preroll is used and you START from 00:00:00:00 using 29.97 fps	Set projects with NTSC frame rate to a project start time of 00:00:00:00.
14790	QuickTime video player are not able to play back Windows Media Video files.	Choose DirectShow Video player in Device Setup to play back Windows Media Video files.
13938	Offline Processing (e.g. Timestretch) may fail or crash if the processed files have extremely long filenames or names containing special characters.	Check the files you import for strange naming before Offline Processing.
13873	Mixer (Extended view) Title Bar is outside the screen. (Mac dual monitor Setups only)	Put Mixer in un-extended state and move it to a lower place on the screen and then extend it again.
13745	MIDI Recording sometimes fails (abortion or freeze) when using MIDIMan (M-Audio) MIDISport 8x8 MIDI interface with the default Windows MIDI Driver.	You need to use the DirectMusic MIDI ports which are invisible by default. Please refer to the MIDI_Port_Filter_EN.pdf on the installation disk.
13276	If MIDI track inside (closed) folder track is unfrozen, that MIDI track will still be frozen and nothing can be done to fix the state.	Repeat un-freeze with the folder track in unfolded state.
12790	Exporting as wave file creates stereo wave files with ".dts" extension instead of ".wav"	After export, manually rename the files to ".wav".
12715	MediaBay: Sometimes, files with customized attributes (attributes created by the user), can not be found by the Detail Search.	The tagged files should at least once have been selected and viewed in the Tag Editor in "all (attributes)" mode.
12067	Filenames of saved projects are truncated when e.g. using dates as end part of filename.	Please avoid dots (".") in project file names.
11811	If audio tracks are linked, engaging REC might not cause all tracks to record.	Check the preference "Enable Record on Selected Track".
11766	Mac Pro Built-in Sound Devices not available as multi channel I/O.	Create an Aggregate Device of the Build-in Sound devices with the Audio MIDI Setup application.
11606	Incompatibility with presets of older version of BFD plug-in.	Make sure to use the current version of BFD plug-ins.
11600	Switching the ASIO / Core Audio buffer size can cause a system freeze when certain plug-ins (e.g. Waves RVox) when the plug-ins are active but in Bypass mode.	It's recommended to set the ASIO buffer size with no project loaded.

11543	REX2 files cannot be copied from MediaBay into the project.	Use the function "reveal in finder (explorer)" and drag the audio file from there into the project.
11439	Sound Designer II files get corrupted when used with the Network Collaboration feature.	Convert any SD II file to WAV or AIFF.
11430	Studio Manager MIDI ports will not be recalled correctly when loading a Cubase SX or Nuendo 3.x project into Cubase 4.	You need to assign the proper MIDI ports manually again in the Studio Manager.
11407	Copy / pasting parts between folder-parts doesn't always work right. Pasted parts are not aligned correctly.	When copy / paste of complex part arrangements is required, try to avoid pasting into existing folder parts.
11381	BFD plug-ins: Sounds may be cut when Freezing Instruments channels.	If possible, use small ASIO buffer sizes before freezing BFD plug-ins channels.
11279	Incompatibility with projects created in Cubase SX 1.x. Plug-in settings are not restored correctly.	You have to manually reload and adjust the plug-ins in Cubase 4 / Nuendo 4.
11121	VST Connection Presets don't restore ASIO ports correctly if "not connected" ports are involved.	Either assign the VST connection busses to existing ports, or remove unused busses.
11065	Retrospective Record: If a single Midi Input Port is selected, events from all parts are still stored.	Make sure the unselected MIDI Ports to not play unintended data.
10836	Generating Video Cache file doesn't work if the Video Player method was changed during a project.	Delete the Video Cache file manually and try again.
10799	[Mac only] Performance / Playback problem due to sample rate mismatch between Cubase/Nuendo and the audio card.	If your audio interface is clocked externally (e.g. via Word Clock), Nuendo/Cubase might not take notice of sample rate changes (e.g. from 48 KHz to 44.1 KHz), which will disturb the audio playback. Make sure the sample rate is properly set in the Project Setup.
10728	Available Record Time isn't re-calculated correctly when tracks have been assigned to another Record Folder on another disk.	Rec disable / enable to update display
10660	Some sounds of the Prologue synth may sound slightly different on Mac (Intel) and PPC computers.	When porting projects using the between Mac (Intel) and PPC computers you might need to have to readjust some synth settings.