

Cubase 7

Cubase Artist 7

Version history

Known issues & solutions

December 2012

Steinberg Media Technologies GmbH

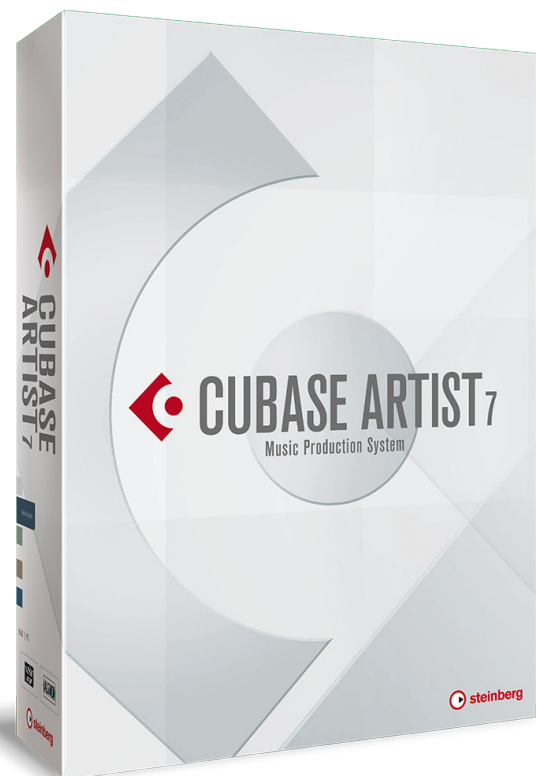


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About

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 7 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 through this section before contacting Steinberg support.

Enjoy using Cubase!

Your Steinberg team

Cubase 7.0.1 pre-release

This pre-release version offers improvements that we would like to make available to our Cubase 7 and Cubase Artist 7 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 quality assurance cycle. Therefore, please note that this pre-release version is not officially supported.

The 7.0.1 version contains the following improvements and corrections.

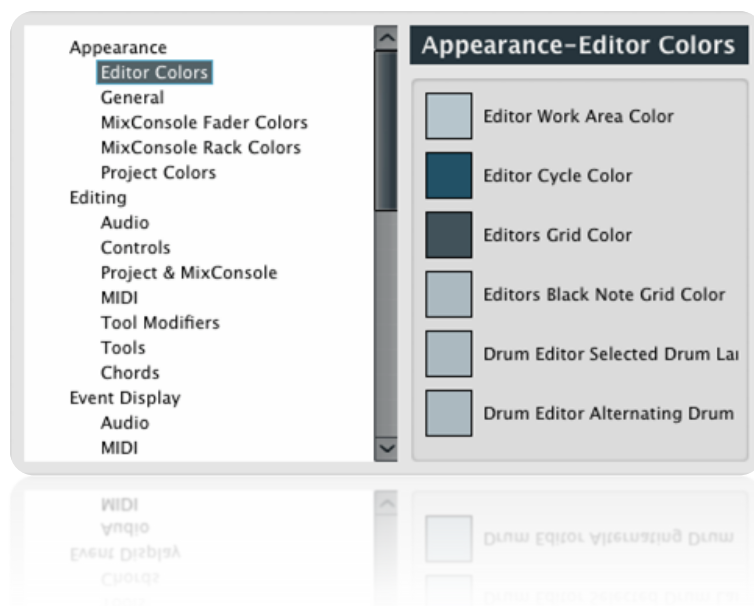
Improvements

This maintenance update introduces the following improvements:

▶ **New Workspace Appearance System**

Cubase 7.0.1 features an improved setup for the Workspace appearance, which gives you much more freedom of choice to select your own sets of colors compared with previous Cubase versions. In addition, the choice of Grid colors are much more flexible in combination with the Work Area colors.

You can find the new options to set up colors for the Project window and Editor windows in the Preferences window, heading "Appearance".



The various items to set up colors for are pretty self-explanatory. To change a color, click on a color field. This

opens the Color Selector window. Use the provided controls to change the color. There are some helpers available by right-clicking within this window where you can Copy/Paste/Reset colors and it is possible to show and accurately edit color values using Hue/Saturation/Value (Brightness) and/or RGB controls. To close the Color Selector click on the "New Color" field. Click on the "Current Color" field to reset your "New Color" if needed. To check your colors edits, click on "Apply" in the Preferences window after the Color Selector window has been closed.

▶ **Extended key command control in MixConsole window**

Common key commands for operating the channel controls can now be used regardless in which area in the MixConsole window has its focus. Key commands are always applied to the selected channel(s). The supported controls are: Solo/Solo Defeat, Mute, Listen, Read/Write Enable, Monitor, Record Enable and Edit Channel Settings.

▶ **VST Connect SE 1.1**

Cubase 7.0.1 includes the updated VST Connect SE 1.1 version, which offers improved connection and video streaming reliability. To make using VST Connect SE in Cubase 7 even easier, you will be notified if trying to insert VST Connect SE into a wrong channel type.

Issues resolved

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

ID #	Issue
R-5979	Project: Selecting a Project template, e.g. "Blues Rock Production" no longer leads to an unresponsive application state.
R-4569	Project: Displaying track pictures in the tracklist within the Project window works seamless.
R-5558	Editing: Double-clicking to open the crossfade editor no longer renders the application unreliable.
R-5724 R-4711	Editing: Copy/Paste of a range selection in Sample Editor or MediaBay will no longer lead to a "Realtime Algorithm has been deactivated" message.
R-5901	Editing: Editing Length Values in the Logical Editor now works seamless.
R-5967	Editing: After saving a new preset in Logical editor, the presets are listed correctly.
R-6107	MIDI: Intensive velocity edit operations in the Key Editor when the track is set to Hermode Mode Tuning (HMT) playback no longer renders the application unresponsive.
R-5888	MIDI: MIDI-Reset message is now transmitted on all MIDI channels as expected.
R-5555	MIDI: MIDI track events sent to an instrument are no longer played back twice after changing the output routing.
R-5903	Score: On PC systems the print tabulatur over more than one page no longer miss note lines on the second page.
R-5575	Score: On OS X systems the printout from scores no longer shows unwanted horizontal and vertical lines.
R-5921	Chords: The localization of chord types has been improved.
R-5751	Chords: In the Key Editor Chord Editing Tab, chord types are no longer greyed out until a chord is selected and the labels on the Chord Buttons are easier to read.
R-5711	Chords: When the Chord Editor is open other key commands are also available.

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- R-5677 Chords: Executing “Make Chords” will overwrite and erase any existing chords.
-
- R-5615 Chords: Chords to MIDI now creates expected results, regardless of chosen time formats of chord and target MIDI track (musical vs. time linear).
-
- R-6118 Chords: The velocity of auditioned notes is now the same for notes which have been created by dragging Chord events onto a MIDI track.
-
- R-5915 MixConsole: The high and low-pass filters are no longer active when bypassed
R-5550 and won't produce unwanted artefacts.
-
- R-5897 MixConsole: In dual screen setups the mixer no longer jumps from the 1st to the 2nd screen as soon as "Channel Racks" is activated.
-
- R-5663 MixConsole: Enabling/disabling areas in MixConsole no longer lead to disarranged areas when MixConsole is closed and re-openend.
-
- R-5581 MixConsole: Copy/Paste of Send Effect and settings no longer results in a
R-5583 non-active Send and wrong height of Send Rack.
-
- R-5414 MixConsole: The size of the Channel Setting window now remains intact when closed and reopened.
-
- R-5391 MixConsole: The on/off state of the “Show Track Pictures” option is restored correctly.
-
- R-5577 MixConsole: If two or more channels are linked together, the “activate side-chain“ state of the Standard Compressor channel strip module is now linked properly.
-
- R-4348 MixConsole: Using the channel strip on frozen channels now works reliable.
-
- R-5158 MixConsole: After switching presets of the EQ channel strip module, its parameters displayed correctly.
-
- R-5947 MixConsole: Dragging a user preset from MediaBay onto MixConsole no longer renders the application unreliable.
-
- R-5414 Plug-in: Resizing the plug-in window now works as expected for plug-ins which support it.
-
- R-5835 Plug-in: Inserting the Tube Compressor channel strip module or activating its side chain no longer produces a short noise.
-
- R-5422 Plug-in: MixConvert V6 is now available as plug-in.
-
- R-155 Plug-in: Under Mac OS X older iLok protected VST plug-ins such as Audio Ease Speakerphone 2, will no longer render the application unreliable.
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VC-153 Plug-in: VST Connect SE connections are now more reliable.

R-5679 MediaBay: The MediaBay Location checkbox icons are displayed correctly.

R-5462 Remote: Working with MediaBay via a remote control no longer leads to unexpected shutdown of the application.

R-5822 Remote: FX Sends Level can now be remote-controlled properly also if Project Settings are set to +12 dB Fader in Project Setup.

R-5317 Hardware: The included REV-X/Channel Strip plug-ins of Steinberg MR/UR hardware now have an icon for preset operation.

R-5317 Hardware: Under OS X 10.8 it is now possible to switch the sample rate without any issues.

R-5945 Localization (OS X only): Cubase now runs in same language as specified for the system.

Cubase 7.0.0

December 2012

Initial release.

To get an overview of the new features Cubase 7 has to offer, please take a look here:

www.steinberg.net/cubase7



Known issues and solutions

Audio

Bounce selection and musical mode – SQ-3830

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.

AudioWarp audible artifacts – SQ-3971

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.

Export Multichannel interleaved files – SQ-15139

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.

Export Windows Media Audio from 5.1 bus – SQ-1267

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.

Track Archives: Importing Track Archives via network volumes issue – SQ-5321

Importing Track Archives via network volumes may result in unresolved media files without notice. After the import open the Pool and find the media files by using "Find Missing Files..." from the context menu on the affected entries.

Freeze: Frozen files are excluded from sample rate conversion – SQ-18473

Frozen files are excluded from sample rate conversion when changing project sample rate. Unfreeze before changing the project sample rate.

Freeze: Freezing audio tracks which contain audio in FLAC – R-6105

Freezing audio tracks which contain audio in FLAC (or MXF) format can lead to disk overloads or distorted audio playback.

MIDI

Chord Track – R-6284

Please note that if tracks are following the Chord Track in voicing mode the pitches of notes cannot be changed manually. Therefore if you change the pitch of a note in the Key Editor, it will immediately snap back to its position according to the voicing. In the VariAudio editor, you can move the pitches on your own but such changes are reverted when other edits are applied.

VST Expression: negative track delay and VST Expression events – SQ-19240

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.

GM Drum Maps are not available after loading a Sequel project – SQ-14865

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.

MixConsole

Resize and persisting issues - R-6124

In some cases MixConsole does not restore its expected setup and proportions of elements within its different zones.

Redraw issues – R-5808

In some cases, areas of MixConsole are not redrawn correctly. As a workaround please scale the faders (using G/H) or close and re-open the MixConsole window.

Plug-ins

Old VST plug-ins – R-2304

Outdated VST plug-ins may render the application unresponsive. Please use only VST plug-ins which were built with VST SDK 2.4 or higher.

Using PowerPC plug-ins on Mac OS X 10.7 / 10.8 systems

Please note that since the release of Mac OS X 10.7 Apple does not provide the OS component “Rosetta”. Therefore PowerPC plug-ins can no longer be used in Cubase. More details can be found at:

https://www.steinberg.net/en/support/knowledgebase_new/show_details/kb_show/mac-os-x-snow-leopard-some-older-plug-ins-are-missing

Plug-in compatibility with older Cubase projects

Some old plug-ins are no longer part of the Cubase installation namely: HALion ONE, Monologue, Embracer and Tonic.

Plug-ins: iLok-protected plug-ins with an invalid license SQ-238

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.

Plug-ins: The Roomworks plug-in may become unresponsive – SQ-14840

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.

Plug-ins: Some VST Instruments may not produce any sound – RIO-6054

Few VST Instruments (e.g. from Native Instruments) may not produce any sound if used with Hermode Tuning (HMT). This happens because HMT uses MicroTuning information for VST 2 plug-ins. Some instruments do not work if MicroTuning is applied to them. Please contact the manufacturer for an update of affected products.

Instruments: Dragging audio data from a project into LoopMash – SQ-18606

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.

EuCon: Removing multiple outputs at once SQ-5308

Removing multiple outputs at once (e.g. by using "Deactivate All Outputs") from a VSTi on the VST Instrument Rack may result in a sluggish update on EuCon remote and Track List. This may be improved in future versions.

Other

Memory footprint – SQ-15627

Please note that the overall memory footprint of Cubase 7 has been slightly increased. In 32-bit mode, projects which work seamlessly in Cubase 6.5 may fail in Cubase 7 due to low memory conditions.

If the 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. You can try to reduce memory load by freezing memory-intensive instruments.

Steinberg recommends using the Cubase 64-bit version for memory intensive projects.

Steinberg Hub: It can take up to 20 seconds until news entries appear – R-5527

The first time the Steinberg Hub appears it can take up to 20 seconds until the News list is populated with entries.

Steinberg Hub: If no Internet Explorer is installed on PC no news is displayed – RIO-4724

If no Internet Explorer is installed on PC Windows systems it is not possible to open news displayed in the Steinberg Hub. This situation can only occur if the Internet Explorer has deliberately been uninstalled in Windows.

MediaBay: An OS user account name consisting only of capital letters – SQ-16728

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.

MediaBay: Volume databases cannot be mounted on Mac OS X – SQ-3982

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 4 GB) or consider installing third-party software supporting the file system format.

SMTG hardware related issues

UR series

 *The following issues will be resolved in an upcoming Cubase 7 maintenance update in January 2013.*

Currently REV-X is not accessible from the input channels. As a workaround please open REV-X via the custom pane.

MR series

 *The following issues will be resolved in an upcoming Cubase 7 and TOOLS for MR maintenance update in January 2013.*

If the ASIO buffer size is frequently changed in Windows in the Yamaha Steinberg FW Driver's control panel, Cubase may become unresponsive.

CMC series

 *The following issues will be resolved in an upcoming Cubase 7 and TOOLS for CMC maintenance update in February 2013.*

▶ **CMC QC**

In the initial Cubase 7.0.0 release, the EQ mode of CMC-QC cannot be used to control the EQ section of MixConsole.


▶ **CMC CH**

- 1) The freeze button is not working properly.
- 2) Currently it is not possible to set the level to 0 dB if Cubase 7 is set to +12 dB mode under Project Settings.

▶ **CMC AI**

Currently it is not possible to set the level to 0 dB if Cubase 7 is set to +12 dB mode under Project Settings.

CC121 series

 *The following issues will be resolved in an upcoming Cubase 7 and TOOLS for CC121 maintenance update in January 2013.*

- 1) In the initial Cubase 7.0.0 release, the EQ section of CC121 cannot be used to control the EQ section of MixConsole.