

Version History / Issues & Solutions

This document lists all update changes, fixes and improvements for the Cubase 5 product family:

CUBASE 5

CUBASE STUDIO 5

Please note:

- ▶ The following list contains issues that might concern specific Cubase versions only.
- ▶ Make sure to read the Issues & Solutions section of this document before contacting Steinberg support.

Version 5.1.1

This update features improvements in the following program areas:

Operating System Compatibility

- ▶ Version 5.1.1 is now compatible with Apple Mac OS X Snow Leopard (10.6) and Microsoft Windows 7.

eLicenser Control Center

- ▶ Version 5.1.1 includes the new eLicenser Control Center (eLCC) which replaces the former License Control Center (LCC). For more details please visit: <http://www.elicenser.net>

Project Assistant

- ▶ All Cubase retail versions now include a new Project Assistant.
- ▶ The "Save as Template..." window has been redesigned for tagging Project Templates with attributes.
- ▶ In the Browser section of the MediaBay, a new entry for Project Templates appears in the VST Sound node. Attributes of Project Templates can be modified there using the Tag Editor (Cubase only).
- ▶ A complete new set of Project Templates is included and replaces all previous factory templates.
- ▶ For further details working with the Project Assistant please consult the separately available "New Features" PDF document.

AmpSimulator

- ▶ The AmpSimulator plug-in has a new look and feel.

Jog/Scrub Wheel

- ▶ All Jog/Scrub features known from Cubase 5 are now also available in Cubase Studio 5.
- ▶ The Jog/Scrub wheel can be invoked by activating it from the Transport Panel context menu.
- ▶ Related Key Commands can be assigned in the Transport section of the "Key Commmands" window.
- ▶ Jog/Scrub can be used from remote control devices.

The following issues have been fixed in version 5.1.1:

ID #	Issue
24610	Fixed a Score Editor issue with Copy & Paste from clipboard not working
24581	Fixed a problem with Templates not found in user location
24555	Fixed a problem with MediaBay previewer playing MIDI Loops from e.g. VST Sound Instrument Set "Synthesizers"
24530	Fixed a Score Editor issue with broken block text
24520	Improved VST3 plug-in scanning time at start-up
24519	Fixed an issue on Mac OS X Snow Leopard with wrongly positioned menus and dialogs
24515	Fixed an issue with East West Wordbuilder plug-in not working
24319	Fixed an issue on Mac OS X Snow Leopard with graphical glitches in Score Editor
24140	Fixed an issue where VSTi channel faders appeared with transparent fader caps
24115	Fixed an issue with PitchCorrect plug-in not working correctly when using sample-rates other than 44.1kHz
23293	Fixed various redraw issues

Version 5.1

This update features improvements in the following program areas:

Hardware support / Advanced Integration

- ▶ Integration of Yamaha Motif XS plug-in editor as External Instrument has been enhanced and allows usage without having an audio-connection of the device to your audio/computer hardware (e.g. Motif is only connected to the system by MIDI and not by FireWire). Instrument Channels will appear with a transparent fader cap in such cases.
- ▶ Steinberg CC121 AI knob can be used to control parameters of most VST2 plug-ins. Please note that this does not work with plug-ins with no mouse-wheel support implemented. Some plug-ins may require a click on the desired parameter first, instead of just hovering the mouse cursor over the parameter. The Lock button of CC121 is not supported for VST2 plug-ins. These restrictions do not apply to VST3 plug-ins.
- ▶ Support for software version 1.5 of MR816 hardware series and CC121 Advanced Integration Controller.

MediaBay

- ▶ Project Tagging: In all Cubase versions featuring MediaBay, projects can be tagged permanently, just like e.g. audio media. In the past attributes for project have been only stored in the MediaBay database, with version 5.1 attributes will be written into the project file. Attributes are not lost when transferring project files from one system to another, allowing you to use the MediaBay to its full extent managing your project files.
- ▶ Presets can be now rated in "Browse Sounds..." or any other Preset Browser windows.
- ▶ There are some minor changes in the default setup of Filters and Attributes for "Browse Sounds..." and other Preset Browser windows.

General

- ▶ Dragging MIDI Trigger Part from Groove Agent One to an already existing MIDI or Instrument track will place it there, instead of always creating a new track. It is no longer needed to adjust the MIDI File Import Preferences for this workflow.
- ▶ Audio Track Presets are now saved with Input Bus settings, loading such Track Presets will connect them to the most suitable Input Bus found in the current VST Connection Input Bus setup.

The following issues have been fixed in version 5.1:

ID #	Issue
23907	Fixed a problem with Control Room volume being resetted under certain conditions, if DirectMonitoring is enabled
23870	Fixed a stability problem with MediaBay if computer is equipped with 2GB RAM or more (Mac OS X only)
23754	Fixed a problem with wrong track names after dissolving a MIDI Part separated by channels
23742	Fixed a problem with MIDI FX plug-in "Auto LFO" not finding the factory presets
23681	Fixed a problem involving Groove Agent One when Instrument is freezed while playback is running
23647	Fixed a graphical problem in the "Browse Sounds..." window: The Volume fader cap was missing
23631	Fixed a problem with Project Bar Offsets and Info Line values for Time Signature events
23511	Fixed a problem renaming items properly in the Generic Remote editor
23482	Fixed a MIDI Clock problem when Cycle was toggled on/off or when jumping to Arranger Parts
23469	Fixed a problem with Freeze: Frozen Track was assigned to wrong plug-in instance
23468	Fixed problem with Link Editor preference not working for List Editor
23465	Fixed a problem with Track Notepad: Text could not be deleted
23412	Fixed a problem with Automation: Value did not match with e.g. Volume fader position under special conditions
23306	Fixed a problem with MIDI Device Preset Bank names when exporting or importing setups
23206	Fixed Score font compatibility problems for Mac OS X
23177	Fixed issues with QuickConnect feature of Steinberg MR816 series
22553	Fixed a Freeze issue with Output Busses not being recovered when unfreezing an External Instrument
21548	Fixed an issue with erratic Start/Stop messages when using MIDI Clock sync

Version 5.0.1

This update features improvements in the following program areas:

VST Expression

- ▶ In the VST Expression Setup window it is now possible to define up to two individual MIDI Control Change

messages for a Sound Slot in the Output Mapping area.

- ▶ Each sound slot can be associated with a color. When working in the MIDI Editors (e.g. Key Editor) you can use the Color Scheme Selector in the Toolbar to colorize note events by Sound Slots.
- ▶ The Pre/Post button for MIDI Sends controls if VST Expression events are sent through MIDI Sends (Pre = no, Post = yes).

LoopMash

- ▶ Saving or deleting a scene can be aborted by clicking in empty space beside the Scene Pads.
- ▶ An "Empty" preset has been added to easily clear an entire LoopMash instance.
- ▶ LoopMash now supports the AI Knob of the Steinberg CC121 controller.
- ▶ The MIDI control capabilities have been extended by additional MIDI note events: C2 = Start, D2 = Stop, E2 = Sync on, F2=Sync off. The MIDI note events C1 – B1 recall the respective Scene Pad 1 – 12. Please note that it is no longer possible to recall a Scene Pad using MIDI note events outside that range, you may need to adapt your LoopMash tracks in your projects for proper playback in version 5.0.1.
- ▶ The "Jump" parameter is now saved within the project and user presets.

Groove Agent One

- ▶ Groove Agent One now supports the AI Knob of the Steinberg CC121 controller.
- ▶ For the Pads C1 - B4 additional automation parameters have been added.
- ▶ A polyphony counter has been added to the central display on the Play page.

Reverence

- ▶ The ASIO load of Reverence has been decreased greatly and the plug-in latency has been reduced from 2048 to 256 samples. Please note that the ASIO load depends on the length of the impulse response and the number of channels used. This should be considered when setting the ASIO buffer size.

General

- ▶ Plug-in scanning at program start-up has been optimized. In the Plug-in Information window, a button "Update Plug-in Information" has been added. Using this button scans through all installed plug-ins and adds additional information about plug-in properties to the list.
- ▶ Automation-Write behaviour has been changed back to Cubase 4 behaviour (keep last value).

The following issues have been fixed in version 5.0.1:

ID #	Issue
19340	Fixed an issue with Track Quick Control settings not loaded correctly from Track Presets
22476	Fixed an issue where a crash could occur when dragging MIDI file from Groove Agent One to project window while playing back the project
22753	Fixed an issue in LoopMash with tooltips not disappearing
23003	Fixed an issue with UTF encoding for path/file names when non-US ASCII characters were involved (affected e.g. LoopMash)
23022	Fixed an issue in Groove Agent One with audible jitter when using long samples and project was not running in 44.1 kHz sample rate
23044	Fixed an issue in Groove Agent One with audio export when no realtime export was used
23053	Fixed Transport key command issues with some 3rd party plug-ins set to "Always on top"
23058	Fixed a VariAudio issue with resetting Warp/Pitch or Reanalyze for audio events in the project window
23110	Fixed an issue with wrong file references when using "Backup Project"
23123	Fixed an issue with Groove Agent One which increased the ASIO load over time
23153	Fixed a redraw issue in the Drum Editor
23158	Fixed an issue when a Range Selection was used both in Sample Editor and Project window simultaneously
23174	Fixed an issue loading Track Presets when required Instrument was not installed (e.g. HSO)
23208	Fixed an issue with Retrospective Record and VST Expression
23210	Fixed an issue with previewing audio CD import
23376	Fixed an issue which could crash the Logical Editor
23422	Fixed a VST Expression issue with default remote keys when in Cycle mode
23426	Fixed a phase problem with PitchCorrect
23454	Fixed an issue when renaming files in Pool
23457	Fixed an issue with writing Trim Automation
23459	Fixed an issue using the Enter key vs. using the Return key in certain dialogues
23467	Fixed a VariAudio issue where realtime processing could not be flattened outside the Sample Editor
23480	Fixed an issue where Track Quick Control settings were lost for MIDI tracks when project was re-loaded

23486	Fixed an issue with audio CD import on Japanese systems
23516	Fixed an issue dragging a MIDI part to another track when Score Editor was open
23530	Fixed an issue dissolving MIDI parts from MIDI file format 0
23543	Fixed a redraw issue when working with Lanes

Version 5.0.0

Initial release.

Issues & Solutions

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

ID #	Issue	Solution
n/a	[Cubase Start Center] * Start Center does not launch, so Cubase installer can no be started.	Open the Cubase disk manually. Mac OS X: Go into the folder "Cubase for Mac OS X" and double click "Cubase.mpkg". PC Windows: Go into the folder "Cubase for Windows" and double click "Setup.exe".
19674	[Automation] * Automated VST2 plug-ins (and Surround Panners) do not automatically update their parameter value display (e.g. knobs or sliders) when another song position is located in STOP mode.	Actually the parameters are set correctly, only the graphics do not update. On playback, the parameters will display their values correctly.
22724	[Device Panels] * Cubase may crash when you press Delete on your keyboard while a Device Panel is selected in Inspector.	Device Panels can not be deleted this way, use the MIDI Device Manager instead.
11407	[Editing] * 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.
23013	[Editing] * Editing Tempo Track with Time Warp tool when mouse is over Tempo Track in Project window does not work (Timescale warning appears repeatedly).	Do not use Time Warp tool in this area.
22805	[Export] * Channel Batch export may start to export data even if there is not enough disk space for all data available.	Please make sure to export with plenty of disk space available.
12790	[Export] * Exporting DTS encoded files as wave file creates stereo wave files with ".dts" extension instead of ".wav"	After export, manually rename the files to ".wav". PC: If file extensions are not visible (hidden) on your system, localize exported file and right-click it to open context menu. Select "Properties" now replace ".dts" with ".wav" and click "ok". MAC: Locate exported file and ctrl+click on it. Select "Get Info" and change the file extension ".dts" to ".wav". Press enter and confirm with "Use .wav".
19325	[Export] * Multichannel interleaved files are not compatible with other applications (e.g. Dolby Tools).	Use the option "Don't use Extensible wave format" in the Audio Export Mixdown window.
13276	[Freeze] * If a MIDI track inside a (closed) folder track is unfreezed, 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.
21161	[FX Plug-ins] * In some cases Panner / Surround Panner settings from Cubase/Nuendo 3.x projects may be interpreted wrong by Cubase 5.	After loading projects from Cubase/Nuendo 3.x, please verify the Panner / Surround Panner settings.
19024	[FX Plug-ins] * 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.
23004	[FX Plug-ins] * Reverence: Saving a VST Preset does not work if no Program was stored before.	After you have imported an Impulse Response file, store it to the Program matrix first before you save a VST Preset.
11600	[FX Plug-ins] * 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.

19819	[General] * If system is short before running out of RAM, the application may behave erratically or crashes."	This can happen if a memory-intensive Instrument is loaded in such situations (e.g. a sampler VSTi). Reduce memory load by e.g. freezing Instruments or exporting them to audio files, then removing 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.
22970	[General] * Quitting application may result in crash.	Do not quit application if window of MediaBay is open and is scanning folders. Close MediaBay first, then quit application.
22624	[General] * Some key commands are not taken over from preferences of a previous version.	Re-assign the key commands.
20376	[Hardware] * CC121 Controller: Automatic configuration doesn't work if Cubase was launched before the CC121 was turned on (or plugged in).	Connect and turn on the CC121 before launching Cubase.
20370	[Hardware] * CC121 Controller: Cubase works sluggish if the CC121 was unplugged and re-plugged while Cubase is running.	Do not unplug the CC121 during Cubase operation.
18160	[Hardware] * Crackling during playback and unsatisfying performance on 8-core CPU computers.	Currently 8-core CPU systems should not be used at very small buffer sizes. Please increase the ASIO buffer size.
10799	[Hardware] * Performance / Playback problems due to sample rate mismatch between Cubase/Nuendo and the audio card (Mac OS X only).	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.
21667	[Hardware] * On PowerPC-based Mac OS X systems, CPU performance (shown in the Mac OS X Activity Monitor) may be degraded (compared to previous Cubase version 4.5).	Use higher buffer sizes if you experience dropouts. A switch to Intel-based Macintosh computers is recommended, as noted in the minimal system requirements.
22730	[Hardware] * VST performance meter peaks on Apple laptops.	Set "Line in" is set as input source in Core Audio device settings.
23176	[Help] * Mac OS X only: Online Help does not open in correct language (if Cubase 4 is also installed).	The Apple Help system stores a cache with the "path" to the online help files. But it can not distinguish between Cubase 4 and Cubase 5. A solution will be to delete the "Cubase Help" Properties. After Starting Cubase the cache will be updated.
19753	[Import] * When MP3 files are imported from a network server, it 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.
19753	[Import] * When MP3 files are imported from a network server, it 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.
11381	[Instruments] * BFD plug-ins: Sounds may be cut when Freezing Instruments channels.	If possible, use small ASIO buffer sizes before freezing BFD plug-ins channels.
22483	[Instruments] * Drag & Drop audio from Project to Halion 3 key zone doesn't work (Mac OS X only).	Import samples in HALion 3 by using the import functions in HALion instead.
22803	[Instruments] * Dragging audio data from project into LoopMash may result in wrong tempo detection if there is tempo track data involved.	Cut the desired portion of the audio file, then use "Bounce Selection". Then drag the bounced version into LoopMash.
19122	[Instruments] * If the application is set to background while a plug-in is in the process of loading sample content, it may crash.	Wait until the plug-ins have completed the loading process.
11606	[Instruments] * Incompatibility with presets of older version of BFD plugin.	Make sure to use the current version of BFD plug-ins.
22543	[Instruments] * On Mac OS X systems with more than 4GB of RAM HALion-based VST Instruments may crash when first removed and then re-loaded into the application.	Avoid that or reduce amount of memory built into the machine to max. 4GB.
22669	[Instruments] * Prologue, Spector & Mystic may sound different after switching project sample rate.	Do not switch sample rate in the middle of the work on the same project.
10660	[Instruments] * Some sounds of the Prologue synth may sound slightly different on Mac (Intel) and PPC computers (Mac OS X only).	When porting projects using the between Mac (Intel) and PPC computers you might need to have to readjust some synth settings.

23102	[Instruments] * HALion Symphonic Orchestra on Vista 64-bit system with native Cubase 64-bit version may crash when attempting to load Instrument or when browsing its presets.	Please download the Vista 64-bit patcher for HALion Symphonic Orchestra from the Steinberg website.
22274	[Instruments] * Certain 3rd party instruments, e.g. Reaktor from Native Instruments, may produce ASIO overloads on multi core CPU systems.	Toggling the Audio Priority in the Device Setup > VST Audio System from Normal to Boost resolves this issue temporarily. Please look for an update from NI for a permanent solution to this.
18502	[MediaBay] * Factory loops from Sequel, or Sequel Content Packs and VST Sound archives in general play out of sync after imported in projects which are not in 44.1 kHz sample rate.	To use loops from VST Sound archives in non-44.1 kHz projects, proceed as follows: 1. "Save project to new folder" 2. Select all Loops in the Pool and uncheck "Straighten Up". 3. Use "Conform Files" from the Media menu. 4. Select all Loops in the Pool and enable "Straighten Up" again."
18525	[MediaBay] * 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.
20923	[MediaBay] * Problems may occur (e.g. impossible to create Track Presets) depending on operating system User Account name.	To avoid potential Media Bay problems, please do not use user names consisting only of CAPITAL letters.
22997	[MediaBay] * Overwriting presets from the MediaBay Save Dialog (save VST Preset, save Track Preset, save PatternBank) does not update changes in the meta data.	Don't overwrite the preset but use "make UniqueName" and remove the old preset afterwards, if you want to change meta data.
18561	[MIDI Plug-ins] * In some cases, depending on the ASIO buffer size, the MIDI Plugin "Step Designer" may cause monophonic instruments to play unintended "Glides".	Put MIDI Plugin "TrackFX" after the Step Designer and set "length compression" e.g. to 20/21.
18314	[Mixer] * 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.
19299	[Mixer] * In the "Mixconverter", BYPASS has no effect.	Use ON/OFF instead.
18992	[Mixer] * 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.
19379	[Mixer] * The Mix Convert plugin setting are reset it to default if the plugin is being dragged to another channel.	After dragging the Mix Convert to another channel, please manually set the desired settings or load the specific preset.
13873	[Mixer] * Title bar from extended Mixer view is outside the screen. (Mac OS X only on dual monitor setups).	Put Mixer in un-extended state and move it to a lower place on the screen and then extend it again.
20108	[Mixer] * Tracks and routing: Group/FX Tracks and routings get lost, if user applies "Delete All Automation Tracks" from Project Logical Editor preset.	Use the Delete functions from the Automation Panel instead.
18003	[Mixer] * When plugins are dragged between insert slots while "Constrain Delay Compensation" is turned ON, problems with the plugins might occur. This applies to plugins that introduce a delay, such as e.g. plug-ins from UAD.	Turn "Constrain Delay Compensation" OFF before dragging plugins between insert slots.
22836	[Pool] * Activating musical mode may result in wrong result if a tempo track is involved.	Activate Musical Mode in Sample Editor instead.
18690	[Project] * 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.
11279	[Project] * Incompatibility with projects created in Cubase SL SX version 1.x.	Projects from Cubase SL/SX version 1.x are not supported anymore. Please re-save using e.g. Cubase SL/SX version 3.x.
22701	[Project] * Project saved with Cubase 5 does not load in Cubase Studio 5 if there is a Ruler track involved.	Remove the Ruler track in the Cubase 5 project before trying to load it Cubase Studio 5.
15203	[Recording] * 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.
10728	[Recording] * 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.

19096	[Recording] * 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.
20725	[Score] * Program crashes when MusicXML is exported.	Switch to Page Mode first.
11430	[Studio Manager] * Studio Manager MIDI ports will not be recalled correctly when loading a Cubase SX or Nuendo 3.x projects.	You need to assign the proper MIDI ports manually again in the Studio Manager.
19049	[Sequel] * GM Drum Maps are not available after loading a Sequel project.	<ol style="list-style-type: none"> 1. Create a new project with a MIDI track. 2. Open a GM Drum Map and save it. 3. Load your Sequel project and load the previously saved GM Map.
21661	[VariAudio] * Pitch Quantize slider may be sluggish to use if many note segments are selected.	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.
10836	[Video] * 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.
21052	[Video] * Quicktime video picture is aligned wrong in the window after the video window has been resized by right-click.	Grab the lower right corner of the video window and manually resize it a bit. The Picture will refresh itself.
14790	[Video] * Video for Windows or 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.
21011	[Video] * Video import dialog does not display file information after selecting a video clip (Mac OS X only)	Grab the lower right corner of the video import dialog and manually resize it a bit. Window will refresh itself and the data will be displayed.
19082	[VST Bridge] * On some PPC plug-ins running on a Mac Intel via VST Bridge, 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.
11121	[VST Connections] * 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.
23438	[VST Expression] * Negative track delay may not work reliable with VST Expression events.	Avoid using a negative track delay with more than 250ms if you work with VST Expression events.