



## Frequently Asked Questions

## Cubase SX FAQ's

### Why is Cubase SX a 1.0 version?

Although it carries the Cubase name, Cubase SX is a brand new program and therefore it is appropriate that the version number is starting at 1.0.

However, it is definitely not a "1.0" version as the core of the program is based around Nuendo technology, Steinberg's highly acclaimed media production system. And drawing upon the experience from previous Cubase versions, Cubase SX is a very mature program!

### What does SX mean?

SX is an abbreviation that holds much of what Cubase SX stands for such as Studio, eXtended, Generation X, etc. The story goes back to the original code name for the project, which was "Essex". The name really 'grew on us' throughout the development period and when we were choosing names we realised it could actually be more related to music than the English countryside; so it was a clear decision to name our latest addition, Cubase SX.

### What is the concept of Cubase SX in a nutshell?

We worked very hard on concepts and workflow to create a centerpiece for your studio that enhances both your creativity and ease of use. In addition, it was very clear to us that stability and workflow should have a higher priority than the sheer amount of features.

Cubase SX has come a long way since the first Cubase in 1989 which was a MIDI sequencer running on Atari in the corner of the studio. This new program is designed from the ground up – to be the centerpiece of your studio and to have so many open capabilities within it that it can be expanded to suit your needs for at least the next ten years!

It is simply meant to be the most important piece of equipment you have and it is built to handle that expectation.

### What happens to Cubase 5.1? Are you going to continue developing Cubase VST/32? Cubase VST? Cubase VST Score?

We will continue to fix outstanding issues within Cubase 5.1 and you will see an upgrade including VST System Link functionality however, you will not see any other new major feature updates. This is true for all three versions of Cubase 5.1 and the reason is simple:

Cubase SX is based on a completely new code base which allows us to do things we cannot do with the older code used in Cubase 5.1. It also marks the beginning of a new era/product line for Steinberg. SX is not a continuation of an older product; it is the start of something new!

Cubase SX represents the next generation in professional music production. You will be amazed by its possibilities!

### Will there be more versions of Cubase SX coming?

Yes, there will be a 'lighter' version of Cubase SX coming later in 2002. This version will be Cubase SL. This program will be a lower priced version of SX and will not feature all of the professional features of the SX program and will be positioned similarly to Cubase VST currently is.

## FEATURES:

How many PlugIns are included within Cubase SX?

There is a huge number of audio and MIDI plug-ins included in SX to cover possibly every demand in your music making and production process such as:

Audio Plug-Ins: Flanger, Phaser, Overdrive, Chorus, Symphonic, Reverb B, Reverb A, QuadraFuzz, DeEsser, DoubleDelay, ModulationDelay, Dynamics, Chopper, Transformer, Metalizer, Rotary, Vocoder, StepFilter, Bitcrusher, Ringmodulator, SMPTE Generator, Grungalizer, Mix 6to2, Datube, etc.

MIDI Plug-Ins: Apache 1, Chorder, Microtune, Quantize, Auto Panner, Control, MIDI compressor, Echo Processor, Notes 2 Volume, Track Controls, Track Para FX and Transformer.

In addition, you will of course also be able to continue to use any current Cubase VST Plug-Ins within Cubase SX.

### **How many VST Instruments are included within Cubase SX?**

Cubase SX includes 3 VST instruments. The fantastic A1 Analog Synth Unit specially designed for SX by Waldorf, the B1 bass synth and the D1 drum sample player are there to give you great sounding instruments with which to start building your new projects! However, it was not our main objective to include many VSTi's since there is a huge range of commercial as well as freeware VSTi's available on the market for you to choose from to suit your own particular requirements!

### **Can I import my old Cubase songs into Cubase SX?**

Yes, all your old Cubase 3.x and later version songs can be imported to Cubase SX. From the Import Menu, simply choose the 'Cubase Song Import' function and you're on your way!

### **How good does Cubase SX sound?**

We have drawn upon everything we know (and that is not to say little!) in the development of Cubase SX to make the signal path as clean and dynamic as possible, and also to provide the necessary tools allowing you to process the sound in whatever way you demand to the highest standard! So, to say that the sound of Cubase SX is really top of the line is definitely no understatement!

### **Is the MIDI timing better in the new Cubase?**

Yes. Cubase SX uses sample-precise timing for MIDI-events. For ease of use the displayed musical resolution is set to 480ppq. If you need a higher resolution for your editing needs you can simply switch to sample-resolution.

### **Are there patch management facilities built-in to Cubase SX?**

Yes, you can use Patch Scripts to manage and name your external MIDI-gear. And since most VSTi's have built-in support for Patch Names you're have the ability to define your entire studio setup.

### **Is the Drum Editor still there?**

Yes, and stronger than ever! We have streamlined the way Drum Maps are handled and assigned. With SX's new Drum Map Editor, editing of drum maps is simpler than ever. Now there are essentially no differences between drum tracks and MIDI tracks, you can even switch between both Key Editor and Drum Editor on the fly without changing windows!

### **Can I load my old Drum maps?**

Yes, you can import Cubase-compatible drum maps.

### **Is the List Editor still there?**

Yes, but it now serves as a central numerical view of the whole Project. The old list editor was originally designed only to show and edit MIDI data. But now you can edit MIDI data, Audio data, Automation data and Tempo data – all from one logically structured, numerical view. You don't need to switch back to the Arrange page anymore for editing Parts other than the current selected part: select them right in the Editor where you see all objects contained in your Project.

### **Is the MIDI Mixer still there?**

No, Cubase SX doesn't feature the MIDI Mixer as you know it from Cubase 5. But now we've redesigned the whole mixer so that all MIDI mixer information is shown alongside the audio tracks in the same view.

In addition Cubase SX comes with a brand new MIDI plug-in called "Generic CC Panel" in which you can setup up to 8 Controllers at a time and control them via a slider directly within the Inspector. 8 are not enough? You can load up to 4 Plugins per track...it's still not enough? You can have unlimited MIDI-tracks: just route them all to Port 1, Channel 1 and there you go!

#### **Can I load my old Mixer Maps?**

No, not at this stage.

#### **Which audio hardware do you recommend?**

We recommend any audio hardware supporting Steinberg's ASIO protocol to assure low latencies and trouble free operation. Most audio card manufacturers have adapted to this standard and provide drivers for all of the latest operating systems.

#### **Which MIDI Interface do you recommend?**

Steinberg's MIDI interfaces, the Midex3 (1in/3out) and, for a larger setup the Midex8 (8in/8out) as both support Steinberg's LTB (Linear Time Base) Technology, guaranteeing a timing precision of under 1ms. Of course any other standard MIDI interfaces can still be used.

#### **Are there any improvements to automation in SX?**

Yes, the Automation feature within SX has been completely redeveloped!

Automation is now track based and easily editable directly from the Project Window. You can select any parameter you wish to automate directly below each source track and inspect all automated parameters simultaneously, which are displayed graphically with rubber-band curves. Simply add or grab a control-point and shape your curve. This new "ease of use" approach allows MIDI channels to be handled and automated the same way that audio channels are. Copy your volume-curve from Audio-track 1 to MIDI track 15 in seconds...

New mathematical drawing tools allow you to setup, define or create smooth flowing automation changes. For example a LFO-type filter sweep can be generated by drawing a sine curve phase-snapping to 1/16th beat resolution and routed to cutoff-CC74 within a matter of seconds! Or, you can draw a square-curve, snapping to 1/8th beat resolution and control Expression - gating effects were never easier to create.\_

#### **What is the resolution for MIDI events?**

Cubase SX uses sample-precise timing for MIDI-events. For ease of use the displayed musical resolution is set to 480ppq. If you need a higher resolution for your editing needs you can simply switch to sample-resolution.

#### **Does the Quantize in Cubase SX have Swing and Groove?**

Absolutely! Not only can you apply different swing factors, you can even automate swing factors throughout the Song! Generally, the new concept for quantizing and groove editing track-by-track and the new opportunities this creates for both Audio and MIDI is simply amazing!

#### **Can I load my old Groove templates?**

No, not within version 1,0 of Cubase SX.

#### **Is there something new in the Scoring section?**

The Score Editor from Cubase Score 5.1 has been optimised and built into CUBASE SX with all features. Menu names and dialog text items are almost always the same as in Cubase Score 5.1, so it should not be

too hard to find the features you are already familiar with. Probably the single most impressive new function of the Score Editor within Cubase SX is the fully unlimited multiple undo/ redo editing.

#### **Are there Macros (or something similar) that condense standard editing tasks?**

Within SX, not only can you create your own Key commands but also Key command-Macros for summation of key commands greatly enhancing your workflow.

#### **I've noticed there are some older Cubase features missing. Are there plans to incorporate these into the new SX?**

Cubase SX has been designed with the user foremost in our developers' minds. In this new product we have concentrated on features that will only make your music creation and production easier and more streamlined. Our Automation feature is one example of how we have not only redesigned an older part of Cubase, but also re-engineered it.

Instead of building Cubase again we have looked at ways to both make the current Cubase user feel at home but at large also concentrated on optimizing workflow and how you use the program. Thanks to this, it is nothing strange that many features are completely new, some are as you know them from Cubase VST and in some cases we have left older features out since we felt there are better ways of doing them.

#### **What are the differences between Cubase SX and Nuendo?**

Cubase SX is clearly a music creation and production program, with audio and MIDI features specifically designed for these activities such as the Drum Editor, Score Editor and a newly designed Audio Loop Editor. Multi-lane Controller Editing is provided offering complete control over the playback characteristics of all MIDI and VST-I equipment used. MIDI plug-ins and enhanced MIDI processing functions are now standard and we have built in the support for loading up to 16 Virtual Studio Instruments simultaneously. Extensive groove and swing functions are designed specifically for easy handling of rhythmic musical elements and excellent automation control is built in so you can create the perfect final mix.

Nuendo, on the other hand is designed as a media-production system. It can handle post-production, DVD-authoring, music recording and many other types of specialist production tasks. It features tools such as Sony 9-pin support, OMF-Import, replace audio in video file, get audio from video file, Premiere EDL import and independent project pools, to name just a few. Other features are the Matrix Encoder/ Decoder plug-in as well as support for Dolby and DTS Encoders.

## **OPERATING SYSTEMS AND SETUP:**

#### **What Operating Systems will Cubase SX run on?**

Windows® 2000, Windows XP, Mac® OS X

#### **What are the minimum system requirements for SX?**

##### **Computer Hardware PC**

- Required System: Pentium® III 500 MHz, 256 MB of free RAM
- Recommended System: Dual P III / Athlon, 1 GHz or faster, 512 MB RAM
- USB Port required

##### **Operating System PC**

- Windows 2000, Windows XP Home and Professional

##### **Audio Hardware PC**

- Supports ASIO 2 spec for high-end multi-channel audio cards
- Supports Windows® MME spec for standard sound cards

**Computer Hardware Mac**

- Required System: PowerMac G4, 256 MB of free RAM
- Recommended System: PowerMac G4 733 MHz, 512 MB RAM
- USB-port required

**Operating System Mac**

- Mac OS X

**Audio Hardware Mac**

- Supports ASIO 2 spec for high-end multi-channel audio cards
- Supports Mac OS X compatible audio devices

**Is Steinberg putting more focus on Windows than on Mac OS?**

No. Steinberg is strongly committed to both the Mac OS and Windows platforms. The main reason Cubase SX is shipping on Windows before Mac OS X is that both Apple and Steinberg still have issues to sort out under Mac OS X. We are working very hard on these and currently have developers from Apple at Steinberg headquarters to bring the Mac version out as soon as possible, of course together with MIDEX 8 and MIDEX 3 drivers for Mac OS X.

**I use Win 98 however you recommend XP and 2000. Does 98 not work at all? Do I have to upgrade my system in order to work with this new product?**

Yes, for the sake of your music we recommend to upgrade to the latest developments of Microsoft's Operating Systems, which include features especially designed for the needs of musicians.

**What was the design objective when developing Cubase SX?**

When development for Cubase SX began, we had one priority in mind: to increase both the productivity and useability of the product. To do this, we had to pay particular attention to our users' desires, we spoke with a number of both high-end professionals as well as home studio users who a) used the current versions of Cubase as well as b) used competitive products. So, Cubase SX is the result of the most modern code base available in any music production software combined with the feedback from tens of thousands of users!

**COSTS & UPGRADES/ UPDATES:****How much will Cubase SX cost?**

Cubase SX will have a suggested list price of Euro 799 in Germany (incl VAT). Local pricing can vary depending on different VAT rates etc.

**How much will it cost to upgrade to Cubase SX from Cubase VST Standard?**

For Cubase VST Standard users the upgrade to Cubase SX will be Euro 299 in Germany (incl VAT). In addition, we have a special offer for any Cubase VST standard user who purchased their program after March 1<sup>st</sup>, 2002 – a special upgrade price of only Euro 199 in Germany (incl VAT) to upgrade to Cubase SX!

An added advantage for our users: in both cases the user can keep their old copy of Cubase VST and with the upcoming VST System Link upgrade, create a network between two computers using Cubase VST on one machine and Cubase SX on the other – for even more power and flexibility than ever before!

**How much will it cost to upgrade to Cubase SX from Cubase VST Score?**

For Cubase VST Score users the upgrade to Cubase SX will be Euro 199 in Germany (incl VAT). In addition, we have a special offer for any Cubase VST Score user who purchased their program after March 1<sup>st</sup>, 2002 – a special upgrade price of only Euro 99 in Germany (incl VAT) to upgrade to Cubase SX!

Again, the added advantage of being able to use Cubase VST Score networked together with Cubase SX applies!

**How much will it cost to upgrade to Cubase SX from Cubase VST/32?**

For Cubase VST/32 users the upgrade to Cubase SX will be Euro 149,- (incl VAT) in Germany. In addition, we have a special offer for any Cubase VST/32 user who purchased their program after March 1<sup>st</sup>, 2002 – You will automatically receive a FREE upgrade to Cubase SX once registered!

Even here, the same rule applies as above: the user keeps his/her Cubase VST/32 and will then have 2 Cubase licenses to run in a VST System Link network!

**Is there an upgrade offer with Cubase Atari 2.0?**

Yes, ALL registered Cubase users including Atari users can upgrade to Cubase SX!

The upgrade price is the same as for a Cubase VST Standard users e.g. Euro 299 in Germany (incl VAT).

**What will the lighter version, Cubase SL, cost?**

Cubase SL will have a recommended list price of Euro 499 in Germany (incl VAT). Prices in other countries may vary depending on different VAT rates etc.

**I am a Cubase VST Standard user. Can I wait and upgrade to Cubase SL? How much will this cost?**

Yes, there will be upgrades available however, with the special 'introductory' upgrade pricing we are offering to the full version of Cubase SX you would benefit more now by upgrading to Cubase SX now! Think about it: when was the last time you were offered a completely new 'state of the art' professional studio for less than Euro 300? The upgrade from Cubase VST Standard to Cubase SL will be Euro 199 in Germany (incl VAT) – making the upgrade to Cubase SX even more amazing value.

**Is there a competitive cross grade from Logic, DP, Sonar, PT etc.?**

No. We believe Cubase SX is outstanding value for money and that any user switching from a different program would still like to keep their old program as well to be backward compatible.