

Version History

Changes in Cubase VST PC 5.1r2 PB2

(changes to existing behaviour in red)

Due to changes we had wanted to make for a while to help identify plug-ins that crash during initialisation (before the point in the code where creating a log-file was possible) the result was that some plug-in would crash on loading in PB1. Fixed. The text that appears on the logo screen during start-up is now a good guide to who is to blame for crashes during this period.

This version also fixes a problem where; plug-ins that receive MIDI but at the same time are NOT instruments, AND were running on dual-processor computers WITH advanced multi-processing on would see no MIDI data. Fixed

The changes we made for vertical restriction of moving audio segments in the audio editor in PB1 had a slide effect where when snap was off, there would be a resulting move of the audio part by the difference between the snapped value and original position. Fixed.

There are now different cursor forms to show the differing restriction modes when shift is pressed in the audio editor when moving segments.

For the Developers of VST Plug-ins: This version has a correction to the way Cubase as a host for VST Plug-ins sends time-signature information to the plug-ins that want it.

The controller editor was getting one pixel wider and taller each time it was opened. Fixed.

Changes in Cubase VST PC 5.1r2 PB1

(changes to existing behaviour in red)

This version fixes a problem in the **standard** and **score** versions with exporting audio. Regardless of the settings of the re-import functions (to Pool/Track) if an export audio file was 24 bit, it would be successfully exported but not automatically be placed into the pool and a part made for it on a track.

Since the 3.7 version, if have an unusually large amount of MIDI parts, the internal data verification would take up an increasing amount of time, whenever a new part was created or copied. Fixed.

The Mastertrack Windows, both graphically and list versions, were getting one pixel wider and taller each time the window was opened. Fixed.

We found a fixed a bug that has been affecting some people for a long time: After installing, the first time Cubase was started, it would get stuck or crash. If the Audio Set-up program was run first this didn't happen. Now fixed.

There is fix to a situation we found here in-house where clicks could occur in the auto-crossfade sections.

The mouse handling has been changed in the Audio editor, if you hold down the shift key to restrict the mouse movement to either the horizontal or vertical axes there is now much more chance of getting a restriction in the direction you intended.

The 'Search for Missing Audio files' function has been changed. When loading a song when an audio file has been moved, or using the find file options elsewhere, you can specify a start folder for the search if you wish – instead of a default search through all local drives.

During the Cubase start-up process, the current activity is shown in the Start-up dialog. This is especially useful when a song will not load because of a faulty plug-in.

The feature in Steinberg's Halion Sampler 'Edit (Audio)in Cubase' now will work properly.

Changes in Cubase VST PC 5.1

(changes to existing behaviour in red)

This version is the first Cubase version that uses 16 byte aligned memory addresses in all audio code. It may sound rather esoteric, but it means that as moving memory around is at its most efficient when the CPU has to deal with memory that starts on a 16 byte boundary, most plug-ins will get a performance boost without having modified at all. The difference is slight but every bit helps - right?

A bug was fixed where after using <goto - next selected> function in the controller editor on empty audio mix track Cubase would crash. There were other places in the program where this could possibly occur, but this is the place where it would happen every time.

Cubase has been changed to mean that channel one is not always selected. on opening the VST mixer.

Cubase would take a long time to save the data of plug-in. This was only really noticeable when a plug-in had a great deal of data to save. Steinberg's own Halion sampler is just such a plug-in. This version contains optimizations that mean the saving of data from plug-ins takes about 20% of the time it did before. Steinberg recommends this version for Halion users.

The Rex File import dialog now always shows all Rex file types when the dialog is opened. You may then choose a specific filter if you wish.

Remote Control and the Tascam US-428: Selecting Channel 1 the first time would mute channel 1 instead. fixed

ASIO 2.0 sync with Midex 8 will now work correctly

The values in the MIXMan Import dialog could not be edited since version 5.0r3. Fixed.

A bug was fixed where loading a song that contained VST Instruments would mean that the only the left side of the insert effects on group channel 2 would be processed.

A bug was fixed where multiple part snipping at some snap settings when the time-signature was set to 1/4 time would cause Cubase to stop responding.

After importing an Audio file into an empty arrangement, the position slider on the transport bar would not know the complete length of the song until the part was moved for the first time. Fixed.

The alert 'Copy To All Tracks' can now be suppressed with the 'show only important alerts' option.

In the German version of the program, one item was missing from the 'Select' submenu: Ab Songposition.

The top part of a Plug-in window is now correctly draw for a plug-in that only has one program and has a narrower width than we ever expected. (Mdrive from Muon).

The Audio click volume now uses the value that is set in the Metronome dialog. Previously it could be any value until the dialog was opened and closed.

We have made some changes in order to fix a old bug: Panning law set to -3dB and a mono channel centered was actually dipping -2.5dB each output when centered. Old songs will automatically sound the way they did before.

Assigning "ctrl+alt+s" to "Backup Song" in the key commands did not work. A Setup file was being written each time.

Remote Control: Last created bank did not appear in Generic Remote Setup Action Column. Fixed.

The position of the DX Plug-in setup window is now saved in Window sets and as part of a song.

Automation Write Mode Optimisation: Hugely improved handling when masses of events are added to already busy automation track.

The display of events in parts in the Arrange window has been optimised: Makes an especially big difference when busy Automation parts need to be redrawn.

The SAC 2K Remote controller can access more than 32 channels as the four bank buttons now allow channels to be shifted in either in steps of 8 or 1 in both directions.

Sound Font setups are now saved with songs.

A crash following the key command ("Set Track Class" default Ctrl+Shift+T) when a number greater than 6 was entered has been fixed.

When Insert Plug-In parameters with indices higher than 15 were automated the results are targeted at the wrong plug-in. Fixed.

This version includes a latency compensation for using virtual instruments with a DSP card. (Fix for a problem between Cubase and Creamware XTC card).

In the Input Transformer: the display of Value 2 in the processing section was not updated as the four modules were selected one after another. Fixed.

Midi input Transformer - events transformed to Program change were given the midi channel 1 whatever the setting was. Fixed

Logical Editor: If the display resolution was set to 'Old Cubase', the bar range could not be set back to zero after setting to a value.

Even with MIDI auditioning off, changing a note in the key editor info line was still sending midi data. Now it doesn't.

The 12th object added to a midi track mixer channel was sending the wrong data. Fixed

Then trying to Time-stretch or Pitch-shift file that were set to 'read only' state no warning message appeared but nothing was being edited. Now a alert message appears.

An important bug is fixed that meant the first few milliseconds of 'auditioned' audio was missing. This occurred in the Audio Editor when moving handles & Q-point, on the arrange window using the loudspeaker tool, with the play buttons in the audio file dialogs, and in the waveform editor. Please note: it is quite normal that there is a pause of exactly the audio-latency of your system before audio is heard, but the audio is played from the selected point correctly.

A bug was fixed where if the Multi-Record was activated and was used for tracks numbered higher than 128, the song, when saved, would crash on loading again. This has been happening since Cubase started saving the Multi-Record setup in the song. Now the settings of the Multi-Record system will be saved for tracks numbered up to 256 (including those tracks folded away in folder tracks). Beyond this limit no data for Multi-Record is saved. Songs that were crashing on reloading because of this can be correctly loaded by this version.

A change was made to the handling of the updates of the Score menu items. While we never had a problem with it here - nor can we foresee how it could ever be a problem - a user supplied a Cubase log file that showed the impossible happening.

A bug was fixed that meant that in certain circumstances renaming tracks would rename some or all of the group parts on the same arrangement.

An alert 'This may create a lot of data' appeared in the wrong place when editing existing pitch bend data with the snap value set to OFF. Fixed

Changes in Cubase VST PC 5.0r6

(changes to existing behaviour in red)

A bug was fixed that meant that when saving files as arrangements (*.ARR) and reloading them could crash the computer as the wave image files were checked and updated. Saving as song files (*.ALL) were not effected. This bug was a side-effect of a change in R5 PB4

The above bug would also means that dropping audio parts on the desktop and then back into the arrange window would not work properly and that the saving and loading of 'pool' files would fail.

When creating a track in the middle of a group of existing ones, and there were existing recorded track mute events for tracks further down the screen, the mutes would be played back on the wrong tracks. Fixed.

Rex Files with individual slices longer than 1.5 seconds were not played properly. Fixed.

A bug was fixed that meant that the status LEDs on some remotes controls might not always show the correct state, first noted on Tascam 428 Remotes.

The way Cubase generates backup file names has been changed. Previously the file extension was changed so that the last letter was changed to a 'b'. For instance a backup of an arrangement file (*.ALL) would be a (*.ALB) file. Now it will be a '*.ALLB' file. This change was necessary because bank files from VST Effects use a file extension '*.FXB' and the backup name of that would be the same - so no backup would be made at all. Similarly a backup of an VST Effect program file with the extension '*.FXP' would be '*.FXB' which would be confused with a bank file.

The behaviour of the window scaling controls has been changed. Previously if the mouse was held pressed on one of the [+] or [-] buttons to each side of a scale control, if there was very little to draw, each press would rush through many scalings at once. Now without having to release the mouse button, the scalings are much easier to find the one that you want, because the speed at which the last redraw happens is taken into account. This was becoming an increasing problem the faster computers and their graphic cards.

A very important bug was fixed that would lead to a 'recording too short' message after attempting to record audio. If the song was positioned at the point where a recording should take place, AND 'play in background' was off - AND you then switched back to another application and then back to Cubase, AND at this moment start recording without moving the song position pointer - Cubase would appear to be recording audio but actually would not be and after the recording process was over an incredibly frustrating alert would appear with the text 'recording too short'!

Redraw errors in the Key editor's controller strip that appeared when scrolling the display are fixed.

When starting Cubase by double clicking on a file from the desktop or dropping a song file on the icon to open Cubase meant the MSDOS name was used as the Arrange name in the window title and not the Windows long file name. Fixed

New code has been written to make the file dialogs appear on the appropriate monitor on dual monitor screens. The file dialog will appear on the monitor containing the mouse when the file dialog is activated. If you move the file dialog to your preferred position on either of the monitors, this preferred position, relative to the top left hand corner of the monitor on which it appears, will be used on either monitor on which it appears, unless the other monitor is too small, then the preferred position is adjusted until at least the dialog is clearly visible on that monitor. Confused? then sell the other monitor.

New Code has been written to allow the changing of the tools in the toolboxes that appear in arrange, key, drum, list, score, audio and wave editors from keyboard commands, without having to open the toolbox itself. Look in 'Preferences/Key Command Preferences/Arrangements & Editors': There you will find ten new entries which access the same numbered tool in the current toolbox. The tools are numbered as follows:

1 3 5 7 9
2 4 6 8 10

When exporting the final mix as a Wave file, the file extension is now 'wav' in small letters instead of 'WAV' in capital letters. (user requests)

The song path name in the Cubase window title is no longer shown in all capitals. (a project manager request)

MIDI Track Mixers Mute/Solo indicators were not updated on changing to extended view. Also when opening a song, moving a control was necessary for an update. Fixed.

There is an additional panel in the General Preferences section: OS Specifics. Some existing options have been moved there:

Under these OS Specifics there is a new option 'Use Hide instead of Minimize for VST Windows' this controls the behaviour of how VST windows are removed from the screen controlled from the Windows Menu. The option to hide the VST windows is not compatible with a number of DirectX plugs and if they are hidden, they crash Cubase as Cubase quits. Saved in preferences.

Under these OS Specifics there is a new option 'Engage Num-lock when using Text Edit'. Cubase's default behaviour is to turn Num-Lock on when using Text Edit boxes (places where you can type something in) otherwise the numbers appear as cursor commands. Laptop users without

a number pad can turn this behaviour off. Saved in preferences

The Controller Editor now allows you to select colours. There are 4 different things that can be coloured. The active data in both its selected and unselected forms. The inactive data, that in other lanes that the active, and the colour of the background Waveform images. Look for the colour popup in the status bar. Saved in preferences

The graphics in the info lines in the key, drum and score editors has been changed. The black areas have been extended to the left and right edges.

Score: A bug was fixed that could lead to a crash related to editing Beams that span bar-lines in score edit.

Score: A bar-number that is inserted at staff break position AND is placed at the same position as a double bar-line could not be hidden. Fixed.

A change was made that fixes a freeze when Broadcast Wave audio files created in Nuendo were loaded into Cubase.

The new Rewire DLL is now place in the folder preferred by Rewire/Reason. There should be only one Rewire.DLL and it is intended to be in the Windows folder.

When saving the song with the audio editor open, the changes made since the editor was last opened could be lost if the very next thing you did was quit Cubase.

If the key editor was opened during recording, before the part was created, and the colouring mode was set to part colours, and you performed a quantize at this moment Cubase would crash. Fixed.

Tascam 428 Remote Track Arming (disappeared in R5 PB6) is enabled again.

A bug was fixed where opening a VST channel view for a stereo channel then ALT clicking on the FX buttons in the channel overview strip in this channel view would crash Cubase.

Changes in Cubase VST PC 5.0r5
(changes to existing behaviour in red)

This version is also verified for use with DirectX8a. But please note that does not means Steinberg can control the behaviour of all the other components that use DirectX. That means that you have to be sure that the manufacturer of your soundcard has a driver that is tested and compatible with DirectX8a. This very important - just installing DirectX8 and then starting Cubase could crash your machine if the driver for the the sound card is not DirectX8 capable. Check first - because removing DirectX8 is not a simple matter.

The second issue with DirectX8 is plug-ins. Our tests have shown that a number of DirectX plug-ins are themselves not compatible with DirectX8. In this case as Cubase tries to open them during startup, the plug-in crashes and Cubase reports a 'serious error'. We have found this with a number of older plug-ins. We strongly recommend that you check with the manufacturer of your DirectX plug-in that they are indeed compatible with DirectX8 before you install DirectX8

A bug was fixed which meant that after using the Prepare Master Function in the Pool the waveform images would be updated twice.

The Logical Editor has been corrected so that the values that are handling the lengths of notes are now aware of the current display resolution. Now you don't have to think in 15360 ticks when working in 480 ticks per bar for instance.

A bug was fixed where, after recording directly in the audio editor, and then adjusting one of the segment handles, all the segments would start playing the wrong files, until the editor was closed. Then the segment references were updated and the segments played the correct files.

When recording MIDI cycle mode with the Create Folder/Add Track option, the hanging notes that would appear have been fixed.

A bug was fixed that meant that when a plug-in window was closed that used the generic slider interface, and automation data was sent at that precise moment as the window was not internally removed, Cubase would crash.

A bug was fixed that gave the impression that the VMX files (VST Mixer Settings) were not being saved properly, and were crashing Cubase on loading. The bug actually was that the popup in the vst channel settings window was broken - the option in the VST Channel Mixer window was working correctly.

A minor graphic bug was fixed where the Bank change mode box in the Inspector would be drawn with a small offset.

Settings for VST instruments were not being saved if they are after a unused slot in the VST instrument window. Fixed.

This version also extends the Pentium 3 (and therefore Pentium 4) optimizations for dual processor Pentium setups.

This version includes the latest version of the Rewire.dll. Version 1.4.0.60

Match Quantize is working correctly in this version.

Using the score scissors tool before a hidden section was crashing the score editor. Fixed.

The 'May cause a lot of data' alert that appears when attempting to use the controller line tool in the graphic editors with the snap set to a small value no longer appears for velocity edits. Because it makes no sense there.

Audio Editor Loop indicator now matches the loop indicator in the MIDI editors

The last loaded ARR & MIDI files are appearing on the file menu

The top most VST Channel Settings window now follows the last selected channel in the VST mixer. To try this open a VST Channel Settings window and then click the grey numbers under the faders in the VST Channel Mixer.

A bug was fixed where setting the path to the public VST Plug-ins folder was cleared, then Cubase was restarted, Cubase would crash. It is now not possible to enter an invalid path in the dialog box.

A bug was fixed where Cubase would crash when an alert appeared to ask if the waveform images should be updated.

The Auto-crossfades in the standard and score versions of VST are now working.

After loading a VST mixer settings file and then selecting the edit button for the mixer view memories without doing anything else in between, Cubase could sometimes crash. Fixed.

When selecting a new zone with the control key in the thumbnail section of the Waveform editor, the song ruler was not updated. Fixed.

The full paths to waveform image files were limited to 64 characters, now fixed.

The full paths to logical editor preset files were limited to 64 characters, now fixed.

Loading 3.7 songs has been improved - effects mainly score parameters.

When changing the spacing values, in the score preferences, up and down with the mouse there could be a random crash. Fixed

A change was made to the way Cubase remembers the characteristics of the loaded plug-ins. Cubase stored the number of outputs a VST-Instrument has in the registry the first time it sees it. Cubase did not expect this to ever change. With a plug-in called Battery the number of outputs can be set by the user. Fixed.

Shift clicking on an already selected part deselects it - as it should.

Multiple Drum Maps: More changes to correct the behaviour where the wrong map would be used and the expected notes would not be played.

Closing the Metronome dialog with cancel really discards the changes now.

Note Pad now marks the song as needing saving when you open it OR type something into it.

Setting the Quantize popup to OFF stays set to off in the graphic editors when re-opening the editor. Before it was always jumping to 128T.

The behaviour of arming of record channels from a remote control has been changed. Now when a track is disarmed, its input monitor state is deselected as well.

A bug was fixed that could lead to a illegal instruction error when using dual processors.

In the DSP Factory Support: Ctrl/Alt + click, didn't work as in v5r4 on mute/solo buttons (i.e. unselect all channels - select/unselect just one channel in stereo pair). Fixed.

When opening a song that has audio files with missing images, Cubase will now offer to build these images.

When an audio export was given the same name as an existing file, Cubase offered the options to overwrite or replace the existing file. But if the file you try and replace was already in the pool Cubase created unique file name based on the given name. There are two changes. The Backup option is removed. Cubase only asks if you wish to replace an existing file now. If the file name chosen is already in use, Cubase will warn you that an alternative name has been used.

The fast forward and rewind speed could be very fast until the value was set again in the general preferences. Fixed.

The status of whether the Master section can be seen in the Mixer windows is now saved.

MIDI mixer automation was not being stored in song until its window was closed. Fixed.

Using the Line tool on SysEx events in grid editor crashed Cubase. Fixed.

The controller editor was always jumping to the current song position if you used the horizontal scroll bar. Fixed.

MIDI Thru was not working properly when multiple drum maps were used. Fixed.

When starting Cubase by double clicking on a associated MIDI file, the tempo events were imported but the mastertrack switch was not activated. Fixed.

The Dropout time was not saved from the Synchronisation Dialog.

When a Mixer map was used as the basis for a Track mixer, not all the NRPN data was sent. Fixed

Logical editor was placing two different note representation texts on top of each other.

The horizontal scroll position of the VST channel windows is stored between opening and closing the windows.

The mastertrack windows' positions are now saved properly.

The Echo slider in the MIDI Effect Processor Slider could only take a maximum value of 128 when entered by typing.

A bug was fixed where the menu ticks for follow song and chase events would disappear even though the functions were on.

The last known position of any Channel EQ or Channel Dynamic Window is now used as the default position of any new Channel EQ or Channel Dynamic Window.

An alert has been added when attempting to insert control events with the line tool in Key edit with snap set to off as it would take minutes to finishing inserting 15360 controller events per quarter bar.

The song is now marked as needing saving when typing text into the Note-Pad.

The gridlines used in the Key, Drum and List editor have been totally redone. The whole grid has been lightened to make the data stand out more. The quarter lines appear darker than the 16th lines, but lighter than the bar-lines. And there is a differentiation between bar-numbers and quarter-bar-numbers in the ruler.

Auto-quantize in MIDI cycle recording is now working properly.

This version also updates the driver for the software authorization key.

This Equalizers in this version contain optimizations for AMD Athlon processors.

The Pentium 3 optimization has been improved for the EQs and extended in the AuxSend controls.

In the audio editor there is a new option called 'White Segments' that can be found on the color segments menu - this just changes the way segments are displayed.

You can add custom names for the channel strips in the Yamaha DSP Factory Mixer. Warning: These names will be lost if the song is loaded into an earlier version of Cubase.

The Channel Overview window for the Yamaha DSPF Mixer now includes the automation strip.

It is now possible to save and load the following data for the Yamaha DSPF Mixer:
Save/Load of complete DSP-Factory mixer

Save/Load of selected channel

Save/Load of EQ/Dynamics of selected channel

Save/Load of FX settings

A bug was fixed that affected the relationship between the Yamaha DSPF Mixer Automation data and its display in the Controller Editor. The commonest report was that pan information was incorrectly displayed.

The transport bar has been changed so that there are no 'gaps' between the buttons. Before missing a button would grab the whole transport bar.

There was a bug concerning recording in the controller editor. Fixed.

Improved Support for Tascam US-428:

The record button "Rec" + "Select" 1 to 8 enables recording for the channel:

When Multi-record is NOT active, Holding "Rec" while pressing a Channel "Select" button will SELECT the top most track with the same output channel in the arrangement.

When Multi-record IS active, Holding "Rec" while pressing a Channel "Select" button will ENABLE the top most track with the same output channel in the arrangement.

"Any" tracks are not supported for record enabling.

Improved Support for CM Motormix:

Select the "Rec/Rdy" mode in the "Burn" switch section:

When Multi-record is NOT active, the associated channel switches will SELECT the top most track with the same output channel in the arrangement.

When Multi-record IS active, the associated channel switches will ENABLE the top most track with the same output channel in the arrangement.

"Any" tracks are not supported for record enabling.

A bug was fixed that occurred when pressing key command for undo after loading a song, if the last thing you did in the previous song was to set or adjust one of the master effects.

Changes in Cubase VST PC 5.0r4

(changes to existing behaviour in red)

A problem was fixed that may have lead to a crash when removing a VST Instrument while the song was playing.

When working with the Setup Instruments/Patch Names feature, it was possible to create such large menus (including sub-menus) that the menu items could not be selected until Cubase as closed and restarted. This is fixed.

There has been a slight change to the handling of VST Instruments. After saving the song, touching any control in a VST Instrument's window will mark the song as 'unsaved' and you will be asked if you want to save the changes.

Master fader automation appeared to be processed in a stepwise manner on export audio on some

systems. Fixed.

There was a crash caused by the very specific alignments of layout symbols on pages that were not currently being viewed. Fixed.

The state of the Advanced Multiprocessing switch was constantly being flipped if cancel button was used to close the Audio systems-settings dialog. Fixed.

There was a bug when some DX plug-in windows were hidden, and then unhidden, where their window was shown blank (apart from the parts for which Steinberg is responsible) and then when Cubase closed a crash occurred. The bug in our opinion lies in that the DX plug-in was never expecting to get hidden. There is no Steinberg code that is crashing, and actually the crash is deep in the DX part of the OS. We have changed the way that the show/hide VST windows work. Instead of showing and hiding windows, the windows are now minimized and restored.

A similar but non-crashing bug with Reverb32 plug-in does not occur now.

A bug was fixed where renaming a drum-name in a drum-map that was created from a patch script would crash Cubase.

Sending SysEx data to MROS no longer crashes Cubase.

We have been investigating reports that the automation plays back differently depending on the selected latency and could not find a problem with faders and controls, but did find a problem with the automation of vst mixer mutes, that could make you think that.

A bug was fixed where existing entries in the instrument columns could not be seen or edited if the song was created originally in a 3.7 version and studio module was used in the 3.7 version.

It was possible to create doubled instrument entries for the first VST instrument.

There is a new option in the General Preferences. 'First Click Activates Window' When ON, the first click on a deactivated window is used to bring the window to the front. When OFF, a click on a deactivated window brings the window to the front AND the click is sent to the window content. (3.7 mouse behaviour)

We made a change in the handling of the number of files saved on the file menu. The value you set was being saved with the song! Which didn't actually have any sense. Now the value is a simple user preference.

Inspector mini fader, and track columns mini fader now agree on their text info about the level they display.

Entering Score Edit 'Page Text' when the Time Signature was not set to an even numerator, like 2/4, 4/4 would result in a crash.

The installer/patcher has been changed so that if a user directory is given for the rollback function, then it is indeed used.

The song loader did not properly read Mastertrack tempo entries in a certain range of tempos.

A change was made affecting a progressive relative offset of MIDI and Audio when cycling many times. The accuracy is now around the theoretical limit of a maximum deviation of 2 samples per loop.

Simply opening a VST Instrument Window now does not mark the song as needing saving.

A crash was fixed with unpacking grouped MIDI parts.

The 'Straighten Up' feature in the Graphic Mastertrack is now working properly.

A bug was fixed with the key commands that meant it was possible to get the words 'Errq' in the Snap display

The MIDI Thru channel is now being controlled by the active staff in the score editor as it should.

The audio channel volumes in inspector and VST mixer now agree.

Instrument definitions made in earlier versions (5.0r1) were all messed up (duplicate entries etc) Now this is fixed.

The pan control now better overrides the existing setting, so that when the control is moved, the new position settles quickly.

Cubase created a very minor DC offset on the right channel when exporting audio.

A bug was fixed with the play tool on the Arrange Window that was leaving the channels set to master and not resetting them to their original groups.

List edit redraw problem - a small area was not updated

Rex files would not play their first beat when the Rex file was 48kHz and Cubase set to 44.1

MIDI and audio had an offset on high latency machines

A change was made where resaving a window set with a long name would cause an error.

The state of Mastertrack button being now updated when loading a song. The key command to this function is fixed too.

There is a new menu option 'Launch Internal Wave editor' & 'Launch External Wave editor', this

solves a problem where assigning a key command that used the <control> would always open the internal editor.

A new internal SysEx handling scheme is used, that makes the transmission of lots of small SysEx strings better.

A change is made to the metronome logic, when pre-count is on, the metronome will make clicks up to record.

The labels on the Transpose/Velocity dialog's velocity upper/lower values were not being updated.

MIDI through to Rewire Instruments is working now

The text entry/mouse change methods to the Tuplets values on the Snap menu are working properly

The MIDI connection between Cubase and Rewired applications like Reason has been implemented. After a Rewire application is opened, you will find that the Rewire MIDI ports appear on the popup menu that appears in the Track columns in the arrange window.

When cycling an audio and MIDI section many, many times the audio and MIDI would slip in timing against one another. This is fixed now and any slip is only due to rounding errors matching the sample clock and internal MIDI resolution, on each cycle: the worst case is an average of a half a 15360 tick slip, per cycle loop, and then only at certain tempi.

There was a change that we made to the 3.7 version that was missing from the 5.0 version. This meant that the segment automation data (as seen in the audio editor) would sometimes be completely wrong after positioning to a certain place in the song. One touch of a level or pan control, reset devices, or a reposition would update the volume on that track, and it would jump to the required value. That was often reported as a number of different bugs, such as output busses disappearing or sometime a part not appearing to play.

A change was made because we found that the Mastertrack status not always saved with the song: The data was saved but the state of the button was not.

When using tape type monitoring the monitor status was not always correctly displayed the M column in the track-list and inspector

When the Universal Sound Module's editor was closed, it did not receive program change messages when exporting audio.

There is a new switch in the Audio Export dialog, 'Allow PlugIns to update themselves during Export'. Some plug-ins don't have time to change their patch/program while the audio engine is running at its deepest level and defer updating their settings to the same level as the user interface. When this switch is activated, the plug-ins are given an additional opportunity to

update themselves during the export audio operation. It means that the level meters will be updated during export audio. The existing audition options have been removed.

A bug was fixed where the display setting of the system pre-roll setting could be reduced to 5 milliseconds. The actual minimum the MIDI engine can allow is 50 milliseconds, and the next time the program would be opened the value would be reset to 500 milliseconds because an invalid value of less than 50 was found.

It is not possible to engage multi-record from inside an editor. So now an alert has been added to warn you.

When activating and deactivating busses in the master section the buss assignments could become swapped.

A bug was fixed where applying a Window Set when a folder track was selected would crash the program.

A MIDI track or drum track could have a (pre) delay set to -192, the maximum value the MIDI engine can use is -100. Settings less than -100 (-100 to -192) would cause the MIDI data to be played inaccurately. The range of adjustment has been altered.

An alert box will now appear if you try and export audio with the audio engine disabled.

Changes in Cubase VST PC 5.0r3

A bug we found that is reproducible if you repeated turn Master Effect on and off.

A bug where the ASIO driver name and all the Bus names could be blank after loading a song.

Some people have the arrange page badly drawn after starting the program the first time. The fix is now really in this version now.

Cycle mode with the Left locator at 1.1.0 (as seen when bar offset equals zero) is fixed. Sorry for that we built that in when making the Rewire device loop properly.

Loss of buses when switching back from another application fixed.

Input Transformer setting display problem fixed.

Key editor pencil tool aligns better to grid.

Midex 8 now works properly at 30 fps.

Volume event handles don't now jump to zero on near misses

More DSP Factory window setup info saved in a Window Set

Mono stereo monitors popup correct in Inspector after loading default song

Crashes in merge segments function fixed

Audio recording in replace mode - undo problems fixed
- the underlying audio will not be changed, because undo does not then work

MIDI-Recording in replace mode in an editor not working correctly.
- events were erased on Fast Forward/Rewind afterwards

New Chorus Plug-in - recalls all its parameters

New Mod Delay Plug-in - recalls all its parameters

Improved Tascam 428 Remote control support

Noise cured on first Rewire cycle jump back to left locator
- there is a similar noise on stop that is not fixed.

A message 'this plug in has crashed' that popped up for the wrong reason is removed.

When 'Enable Audio only during play' is activated, no send effects were included in the Export audio.

No MIDI thru was being sent to VST instruments and/or MIDI was sometimes released in clusters in some cases.

Loading a 'Setup' file caused a VERY serious state inside Cubase where even moving a part on the arrange page will cause a total breakdown.

Saving songs was always setting the modification date of the song file to its creation date.

The Help system was not working from inside Cubase.

Changes in Cubase VST PC 5.0r2

Score Editor: Get Layout function caused a crash.

Audio: Prepare Master saved only 16 bits of any file format.

Key Editor: Notes continued to be entered at the song position after recording.

Audio: Merge Audio Segments could cause a crash.

File System: Double clicking or dragging MIDI files and Arrangements into the arrangement to load them could crash.

Rewire: Activation states of rewire channels were not correctly remembered

Score: Chord tracks were not working properly in Score editor

MIDI Recording: Multi-record layer mode was not thru'ing correctly.

Key Editor: When snap was set to 1 bar, controller events were created to 128ths.

Audio Recording: Some cards produced no audio file when recording in 32-bit mode.

3.7 Songs: Master FX and send FX were not always converted & loaded correctly.

Audio Processing: Audio process applied to multiple-segments changed only the last.

3.7 Songs: Converting a MIDI track to a Drum Tracks from an imported 3.7 song was wrong.

Key Commands: MIDI Remote control of Key commands did not work.

Audio Editor: Intermittent Scrollbar thumbs appeared at differing magnifications.

MP3 Import: Wrong wave images appeared after import.

Audio Editor: Audio segments were grouping inappropriately of after normal recording.

Recent Files: Were not always saved correctly in the registry

Windows: The position of Send FX and Master FX was not saved correctly

Key Editor: the pitch of moved notes was not shown on the Keyboard graphic.

Wave Images: Overdubbing over previous recording corrupted the wave image.

Inspector: Transpose is being shifted by 10 not 12 steps with shift.

MIDI Track Mixer: Position and size of MIDI track mixer was not being saved.