Supplement

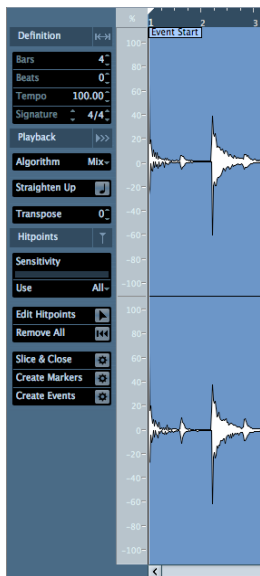**What's new in Cubase LE 4.1?**

What's new in Cubase LE 4.1?

Sample Editor Function Inspector

Just like the Score Editor, the Cubase LE 4.1 Sample Editor now has a new Inspector-style section to the left, which consolidates all audio-editing functions; especially those used for musical tempo operations (including Musical Mode, AudioWarp and Hitpoints). Things that were spread across different parts of the program are now in one place. The first two tabs include everything needed to identify an audio event's tempo and timing, as well as to apply quantize ("Straighten Up") or audio warp.
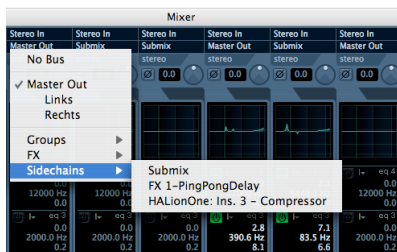

The first tab "Definition" is used to define an audio event's tempo and timing (grid). The second tab "Playback" is used to apply audio quantize or audio warp. The third tab includes all Hitpoint related functions.

The new Inspector doesn't replace the existing audio menu functions. However, it does replace the previous "Musical Mode" function, which is now integrated.

Free Routing

While previous versions of the routing system included some restrictions, the new routing capabilities allow totally unlimited routing between group channels regardless of their order, and supports sending from groups to FX returns as well as from FX returns into group channels. In addition, audio tracks can send signals not only into groups and FX returns with help of the pre fader sends, but now also patch signals post fader from the output tab to group channels and FX returns.

Windows Vista 32-bit and 64-bit support

Cubase LE 4.1 now fully supports Windows Vista (32-bit and 64-bit). Running on a 64-bit Vista system, Cubase LE 4.1 (32-bit version) supports up to 4GB of RAM. XP64 is not supported.

VST Plug-in Bridge

The new VST Plug-in Bridge in Cubase LE 4.1 ensures maximum compatibility of plug-ins on Intel Macs. Mac PPC-only versions of plug-ins can be used in Cubase LE 4.1 on Macs with Intel processors. In such a case performance drawbacks must be expected. Therefore it is generally wise to use native (Universal Binary) versions of plug-ins or instruments whenever available.

ⓘ   To determine if a plug-in is bridged, note the symbol in front of every plug-in name listed in the plug-in menu. VST3 plug-ins are indicated by "///". VST 2.x plug-ins have no symbol. Bridged (Mac PPC) plug-ins are indicated by a framed "//".

Improved QuickTime 7 Support

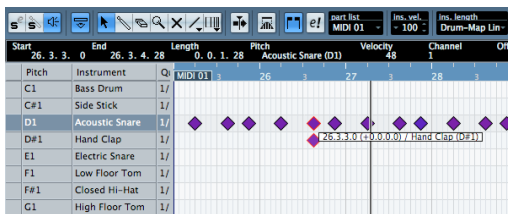QuickTime compatibility has improved in Cubase LE 4.1 in several areas:

- MPEG1, MPEG4, .H264 formats are now supported
- "Replace Audio in Video File" now works with every audio file format supported by QuickTime
- "HQ" flag support (high-resolution video playback)
- Half/Double Size support

Cubase LE 4.1 is now compatible with the latest and most popular video formats and offers more flexibility and enhanced image quality.

Drum Editing Enhancements

Several enhancements have been added for better drum editing:

- Velocity data can now be edited for multiple pitches simultaneously.
- Instrument names are shown in the Key Editor, when selecting/moving events (if a drum map has been assigned).
- Instrument names are also shown in the drum editor info line, as well as in the context display when selecting/moving events.

Remote Control Extensions

Hardware remote controllers now have access to Instrument Tracks in Cubase LE 4.1. For instrument tracks, instrument parameters can now be accessed from a remote control device. The list of controllers using these new functions includes Mackie Control, Mackie HUI, Steinberg Houston, SAC-2K, Yamaha 01X and Yamaha DM2000.

Apple Remote Support

Mac users owning an Apple Remote will be pleased to find their little infrared remote control to be available as a remote device in Cubase LE 4.1. "Apple Remote Control" is now available from the device setup window. It is already programmed with preset functions but it's fully programmable with hundreds of available functions (OSX-only).

Load Projects inactive

Support for multiple projects open at the same time is one major advantage of Cubase. In version 4.1, this feature has become even more useful.

ⓘ With one or more projects opened at the same time, opening another project brings up this message: "Do you want to activate the project?".

Opening a project inactive significantly reduces load times, especially for large projects. With multiple projects opened, parts or entire sections can easily be copied from one project to another.