

Changes and Fixes in Cubase SX/SL 1.051 --> 1.06

- MacOS X: fixed problems with Projects names containing special german characters
- MacOS X: projects with QT movies failed to quit properly and required a force quit
- MacOS X: full Screen function caused problems
- True Tape on/off status wasn't saved with project file
- "Save project to new folder" stored the project with old name instead of the new one
- Record Arming & Monitoring on/off state of audio/MIDI tracks are now saved with the project file
- Monitoring state restores after reload
- When toggling between projects the audio engine sometimes stopped playing
- SX immediately quit when switching Stereo/Mono switch sometimes
- Fixed several condition, that could lead to an immediate exit and return to the desktop
- Activating system link with analog input as system link input could lead to crash
- Selecting "Non Buffered Read" in VST Multitrack/Expert Settings caused an unexpected error
- VST-Inputs windows: all available inputs can be reached now
- Multiple audio file import could cause Audio engine system error message
- Fixed opening .key files containing macros
- Fixed loading DSP-Factory Preset files
- Fixed problems with OggVorbis file export
- MacOS X: MP3 im- & export is now supported
- Click during Preroll works as expected now
- Precount didn't follow Tempo track
- The Marker Track Inspector remembers column sorting now
- Adding a marker when the marker track is in a folder could freeze Cubase
- Tempo track was set inactive on opening a Reason project
- Certain time signatures could freeze Cubase.
- Cycling between locators could cause MIDI and Audio to drift
- Fixed problems with MIDI clock slow down during playback
- Fixed a problem with locating cursor
- Scrubbing via Houston during playback is possible now
- Mackie HUI remote map generated MIDI out
- "Solo" behavior improved
- "Saving all mixer settings" did not save Master and Send FX
- In the Track Mixer "copy/paste" didn't work for MIDI Channels
- Fixed a possible crash while copying/pasting channel settings
- Fixed a Bug where clicking "+" button to show automation on a track in non-active project could lead to freeze
- Fixed problems with VST Instruments and high latencies
- On Audio Exports with VST Instruments the first note isn't missing anymore
- VSI to Groups routing causes no more delay
- VSTi's MIDI Outputs for track input are available again
- VST instruments showed up in the Plug-ins menu list
- Fixed right-click menu on Audio Events, so all Plug-Ins show up
- UAD-1: plugin-knobs were not shown in the plugin GUI
- Fixed a possible crash with discarded, but still referenced Plug-Ins.
- Double Delay, Flanger, ModDelay, Phaser and Symphonic: no more problems changing the delay time

- MIDI-plugin: Arpatche SX played unreliably
- MIDI-plugin: "Note 2 CC"-Plugin caused lost of VSTinstruments Audio-output
- Fixed a possible crash when using speaker tool on REX-files in the Audio Part editor
- Hiding/unhiding the level scale bar in the Sample Editor could lead to crash
- MacOS X: fixed a possible crash on Pitch-shift Envelope preview
- Pitch Shift Envelope had no function with unchecked Time Correction
- MacOS X: MPEX timestretch is now available
- Fixed a problem with Spectrum Analyzer, Statistics, Detect Silence performed much to often
- Loading presets in the Crossfade dialog works now
- Switching resolution of audio recording produced white noise signal
- First recording after <empty trash> in Pool was corrupt
- Audio CD Import could freeze Cubase
- MacOS X: Imported REX files were converted to common audio files instead of slices
- Reset on Stop/All Notes Off didn't worked for held sustain pedals
- MIDI Functions - Restrict Polyphony : MIDI notes vanishes by "Cancel"
- Pedals to Note Length was always greyed out
- Using Groove Quantize could cause Cubase SX to crash
- Position of recorded MIDI Part didn't start at left locator
- It wasn't possible to draw controller ramps longer than 18 bars
- Moving a selected range didn't work if "Delete Overlaps" was set to "on"
- Copying MIDI part between projects now works as expected
- Duplicating a shared part created a real copy of the part
- Paste Time didn't shift parts to right when parts in a folder are selected
- Step Input: right arrow stops producing rests at right hand side of screen
- Fixed a Notes graphic problem in the Key Editor
- Fixed a possible crash after using pencil tool in List Editor on SMF events
- Drum Editor: Drum Solo didn't follow instruments selection correctly
- Score: Align elements was greyed out when lyrics were selected
- Score: layout list: tracks were in wrong order

Changes Cubase SX/SL 1.05 --> 1.051

FIXES:

- Possible problem with reading large Projects fixed
- MacOS X: removed audio drop-outs when ReWire is installed

Changes Cubase SX/SL 1.04 --> 1.05

NEW FEATURES:

- VST Link Self Test function
- Minimum Cycle length is now 200 ms (was: 500 ms)
- Keycommands for vertical Zooming
- Keycommands for selecting Cycle Markers
- Timestretch quality options simplified: MPEX (SX only), Timebandit, Timebandit Drum
- MIDI Tracks don't send MIDI Volume 100 anymore by default
- VST Input monitoring status is now stored in project
- TrueTape ON / OFF status is now stored (SX only)
- FF / REW ("+" / "-") buttons on keypad now works as long as the button is held

FIXES:

- Crossfades now work inside Folder tracks
- Houston Fader now work accurately
- 29,97 dropframe timecode now works correctly on projects longer than 1 hour
- MIDI Track Inspector settings are now saved completely
- Pitch Shift Envelope Mode now works
- Timestretch now works correctly on multiple selected events
- Close Gaps function: Possible Crash fixed
- Possible problem with Waves plugins not pre-loaded fixed
- MIDI Clock accuracy improved
- System Link MIDI functionality improved
- Rewire MIDI transmission improved (no more note hangs)
- Rewire: No more crash when changing ASIO buffer size
- List Editor: Program Changes can now correctly be entered numerically
- No more distorted audio after changing project bit depth settings
- Zoom Tool now remembers previous Zoom setting
- Un-muting a folder tracks doesn't un-mute all other muted tracks anymore
- Possible crash fixed on deleting a row of tracks at once
- Moving and copying notes in the Drum Editor now works correctly
- Jogwheel on remote controls now work correctly

Version 1.04 was not released for PC but was used to build the initial version for OSX. All fixes/changes from this development cycle also concerning the PC version are listed under "Changes Cubase SX/SL 1.04 --> 1.05" above.

Changes Cubase SX/SL 1.02 --> 1.03

NEW FEATURES:

- Support for Mackie Control (initially the main unit only)
- Spanish localisation included
- German online help file included

FIXES:

- MIDI Thru Timing improved
- No more Audio Dropouts
- Undo History doesn't get lost anymore
- Master Setup Preset can be restored correctly
- Various SOLO / MUTE improvements
- Window-Layout related crash fixed
- Stepfilter plugin now restores with correct preset
- Houston: The "Instruments" and "Groups" fader banks work again
- Hidden Mixer Channels are now skipped when navigating the channel selection with arrow keys
- MIDI Send FX routing is now saved and restored always correctly
- Possible crash on rendering crossfade fixed

Changes Cubase SX/SL 1.01 --> 1.02

NEW FEATURES:

- Channel sets can be organized in Mixer View Presets.
- See the popup on lower edge of mixer control strip - here you can add and remove your choice of visible channels.
- Two Mixers are now available for use with different Mixer Views. Simply select from the two menu options are now available on the devices menu.
- Any unused or unwanted MIDI port can be marked as not shown in the device setup panel and then it will not be shown in any MIDI Port input/output popup.
- SMPTE sub-frames can be added to the Timecode displays. There is a switch for this in Preferences/Transport.
- Organize Zoom presets - Now the Zoom presets on the Project window's horizontal scaler has a new "organize" option. This allows the Zooms to be rename and deleted.

- Related to the above: The CYCLE sets (part of the Marker track) appear on this list - once clicked the screen is automatically zoomed & positioned to this cycle range.
- If Cycle Markers (as appear on a marker track) are double-clicked with <ALT> held, the project window is zoomed and positioned to just this range.
- Houston:
 - Now displays MIDI and Audio channels, just as seen on the screen.
 - The new Mixer View Presets can be switched via Houston (Sets+number pad).
 - Houston can 'flip faders' where the functionality of the rotary encoders and faders can be swapped (press - shift + motors). This is great for 'touch fader' automation of other parameters)
 - Shift & Edit - closes a window
 - Shift & Save - creates a (incremental) backup.
 - Shift & Undo - opens the edit history.
 - There is also a new MIDI only bank added to the popup.

FIXES

PROJECT WINDOW:

- Save of inactive projects now works correctly
- Solo / Mute logic is now working as expected (multiple MIDI tracks routed to the same MIDI device caused erratic behavior when un-muting / un-soloing)
- No more crash when recording Audio and MIDI simultaneously
- Editing Event start points by changing values in the Info Line now works correctly
- Fixed possible crash when the audio editor is closed during playback.
- Speaker tool in part editor now works when editor solo is activated.
- Song position pointer does not disappear in audio part editor anymore.
- Range tool now working properly after scissors.
- Parts are now deselected when new track is created.

MIXER:

- Hidden status of channels can now be turned off again.
- The attribute 'hidden' has been renamed 'hideable' to better match its purpose

REMOTE CONTROLS:

- Tascam US428 knobs can now be configured
- Jog wheel is now working during playback

REWIRE / REASON:

- No more MIDI note "Burst" on certain situations anymore

VST SYSTEM LINK, TRANSPORT, SYNC:

- MIDI transmission to 2nd VST Link computer now works correctly
- MMC sync: incoming full frame message now filtered automatically when sending MMC.
- Cycle ON / OFF during playback now works correctly

AUDIO EDITORS:

- Audio Part Editor Audition: optimized speaker tool in audio part editor. It now plays the selected events on all lanes and locks magnetically to part begin or plays whole part when hold ctrl key.

MIDI EDITORS:

- Controller lane in editors: no more value changes from already existing data after creating new event with pencil tool
- Drum Editor: self-created quantize pattern now working on drumstick stroke.
- Drum Editor: snap off now working on drumstick.
- Drum Editor: no problems with wrongly routed notes anymore when drum maps are used.
- Score Editor: vertical scroll in edit mode didn't work in certain situations.
- Score Editor: opening layouts that contains tracks in folders didn't work.
- Score Editor: flipping tuplets not saved.
- Score Editor: crash when closing note head popup with window gadget.
- Score Editor: various spelling errors
- Score Editor: tool tips in score status bar added.

OTHER:

- fixed: after using a drum map - its affect appeared on other tracks in certain combinations.
- fixed: dialog when function <save project to new folder> is chosen for a folder that is not empty.
- fixed: problem when quantize with self-created grooves.
- fixed: audio pool: <optimize width> now separates date and time correctly.
- fixed: problem in browser when deleting automation category.
- fixed: MIDI insert FX: compressor, fixed problem with note off.
- fixed: MIDI insert FX: fixed input transformer problem with different midi channels and saved mode.
- fixed: WMA audio files now import correctly (except DRM)
- fixed: Key Commands / Reset now works correctly
- fixed: Wavetable ports and Soundfont support.
- fixed: long project loading times related to the use of some MIDI plug-ins.
- fixed: drop-in record on MIDI tracks will mute the MIDI out on that track in 'Normal Mode'
- added: Exporting Midifiles type 0 gets a progress dialog
- added: MIDI Reset Messages are also transmitted by MIDI send effect outputs.
- added: Solo/Mute triggered from the Mixer Panel is now evaluated by drum-mapped tracks
- added: on the transport bar: pressing click/master/sync with <Ctrl> opens the correct dialog

Changes Cubase SX 1.00 --> 1.01

FIXES:

- Master Automation now works correctly
- Project now plays correctly directly after load (no need to manually locate for proper initialization)
- A1 Synth doesn't change volume anymore when project is saved
- No more hanging MIDI notes when selecting a different track while keyboard is pressed
- Range Tool is now always working (wasn't working after scissors tool was used in some situations)
- Surround Panner reads automation correctly now
- Score Editor: Scroll bars work correctly now (no more crashing)
- Key Editor - Multiple Controller Lanes can now be resized independently
- Key Edit - Snap On/Off now works also in info line
- Key/List Editor - selection of events are updated between key and list editor
- Key Commands "Kicker Up" and "Kicker Down" work now in Editor
- Track Delay from imported Cubase 5 Songs will be calculated correctly
- Nudge Start Right Key command now working
- Key Command of deleted Macro can now be reassigned
- No problems anymore with using Eraser-tool after range-tool
- No way to create negative values when changing "Vel. Comp." and "Len. Comp." with mouse wheel anymore
- Pitch shift - New possibility to use multi-shift with the MPEX algorithm
- Loading *.npr: track colors, audio and group tracks names, Group Settings, are now imported into SX
- Import of Cubase 5.x songs: Audio Track names are now imported correctly
- REX2 File playback improved (no more crackles)
- Loop mode in sample editor isn't deactivated by manual positioning anymore
- Audition of notes in the key editor is now audible without delay if a VSTi is assigned
- Installation on Japanese operation systems does now work
- New option to hide dedicated channels in mixer
- MIDI Transmission via VST System Link now works correctly