steinberg

Issues & Solutions

Cubase SX3.0.2

This document describes issues you may encounter using this software as well as possible workarounds

#	Issue	Solution
1	Deactivating a "DirectMusic MIDI In" port results in complete loss of all "DirectMusic Midi In" ports.	Activating any "Direct Music In" cures the situation.
2	Mac only: Performance / Playback problem due to sample rate mismatch between Cubase and the audio card.	If your audio interface is clocked externally (e.g. via Word Clock), 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.
3	Mac only: Changing Paper sizes has side effects. The layout isn't adjusted to fit the new size.	Adjust Layout again.
4	VST System Link synchronisation: The slaved system doesn't follow "Preroll" of the master correctly.	Disable "Preroll" if VST System Link synchronisation is required.
5	Export Audio: VSTi responds to incoming MIDI during export.	Do not play MIDI to VSTi while exporting audio.
6	Possible VST System Link synchronisation problem when the same port is used for both audio and VST System Link.	Run VST System Link through dedicated audio (separate from audio) port if this occurs.
7	WMA Pro Audio Export Mixdown may sound distorted if audio card is clocked externally (e.g. by Word Clock) to a different sample rate than the exported WMA file.	Set audio card to Sync = "Master" before you perform the export.
8	Adjustments made on a remote controller affect real time audio mixdown.	Don't make adjustments on the remote controller during real time audio mixdown.
9	Different velocity values in MIDI parts have no influence to the playback. All events use the same velocity value.	Cut the midi parts with the cut tool.
10	Automation with the UAD Fairchild plug-in can lead into crash sometimes.	Install an update of UAD Fairchild plug-in once available.
11	System Link: VST System Link Slave device plays MIDI to external devices incorrectly.	Send MIDI to external devices directly from the VST System Link Master.
12	VSL 2020 audio card only: System Link - Synchronization is being affected by "Lower Latency" ON or OFF status when using the Steinberg VSL 2020 cards.	Run VSL 2020 using "Lower Latency" OFF if you have synchronicity problems using System Link.
13	Adding a MIDI Track can disturb the audio engine: ASIO Sample rate can be changed or lost. If a Direct Music MIDI port (example: MIDEX 8) is opened for the first time (e.g. by adding a MIDI track), it may happen that Windows Direct Music causes a short system halt, which can disturb the Cubase SX audio engine.	Go to Device Setup/VST Multitrack and execute Reset.
14	Events can get slightly dislocated (by a few samples) after Pitch shift with MPEX algorithm.	Use another algorithm if processed range is timing-critical.
15	DirectX plug-ins are not disabled in the offline processing menu after deactivating in plug-in Information window.	Restart the application to reinitialize the offline processing menu.
16	Inserting Wavelab Leveller plug-in may cause crash.	Do not use it in Cubase.
17	Extreme settings with real-time processes (time stretch, transpose) can cause very high CPU loads.	Avoid extreme settings with real-time processes or freeze the real-time processes.

18	Selecting regions in audio clips and processing these with MPEX may produce short dropouts.	Select either whole clips or regions beginning and ending with silence, or select regions larger than wished and trim after processing.
19	If audio offline process is opened by a command from a remote, Preview doesn't work.	Use a regular key command instead to open offline process.
20	Mac only: Project files saved by Cubase 3.0 show file info "Cubase 2.xx" document. But they are actually not compatible with Cubase SX 2.x.	This can occur if a previous Cubase SX version is installed on the computer.
21	Possible incompatibility with GRM Tools dongle, might cause Blue Screen when plug ins are initialized.	Get GRM Tools dongle driver update.
22	Mac only: Program can crash when a project is closed that uses the plug in "VST Dynamics".	Use "Dynamics" plug in instead.
23	Tracks with monitor on (manual) are not included in export audio mixdown.	Turn input monitoring OFF before exporting.
24	Adding a very high number of tracks (audio or MIDI) at once can cause temporary unresponsiveness of the program.	Add less tracks at once, e.g. groups of 20 tracks each.
25	Cross fading events on lower lanes in the audio part editor does not work correctly. Happens when only one of two events to be cross faded is selected.	Make sure both events that shall be cross faded are selected.