

What's new in Cubase VST 5.0?

If you know Cubase VST already but want a fast guide to what's new in Cubase VST 5.0, here it is. Click on the green links in the text below to jump to the relevant sections in the main documentation, or look up the referred page numbers in the printed Getting Started book.

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- ❑ **This document can't handle all the details because there are so many. We very much recommend that you take a look at the new 'Getting into the Details' manual that has been fully updated to reflect the changes in Cubase VST 5.0.**
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- **All Cubase versions can record audio in 24 bit resolution.**

Where previously the standard and Score versions were limited to 16 bit recording, all Cubase VST 5.0 versions can record 24 bit audio (provided you have a suitable audio card). See ["Selecting Recording Resolution"](#).
 - **Cubase VST/24 replaced by Cubase VST/32.**

Cubase VST/32 is the new top of the line Cubase VST program. It allows recording and playback of 32 bit floating point audio files that practically are impossible to overload. This is especially useful for mixdown of audio or virtual synth Tracks, where previously even a simple clip would ruin the mixdown. Additionally, the 32 bit float file format maintains an incredible dynamic range that otherwise be lost. See ["32 Bit Recording"](#).
 - **Cubase VST now includes dithering.**

The new dithering options ensure a smooth high quality transition when mixing down to a 16 bit file (for example when preparing to burn a CD). See ["Using Dither"](#).
 - **Cubase VST/32 includes Apogee UV22 Dithering.**

The Cubase VST/32 goes one step further and includes the industry acclaimed UV22 dithering algorithm from Apogee. See ["Using Dither"](#).
 - **All Cubase VST versions include support for Live Internet Sessions.**

Cubase VST can now be used live with other Cubase users on the Net with the InWire system supported by the Rocket Network.
This is described in the separate document ["Using Cubase VST with RocketPower"](#).
 - **Cubase VST decodes MP3.**

Cubase VST will import MP3 files and convert them to Wave files directly on import (see ["Using the Import Audio function"](#)). With the optional MP3 encoder plug component, Cubase VST can also export directly to MP3.
 - **Cubase VST/32 sounds uniquely analog.**

Cubase VST/32 features the TrueTape™ recording process, bringing the warm sound of analog tape machines to the cool world of precision digital recording.
See ["TrueTape 32 Bit Recording"](#).
 - **Window sets available for all main windows.**

You can save the positions and settings of the main Cubase windows (Arrange Windows, MIDI and Audio Editors, VST windows, the Transport Bar, etc.) as Window Sets. These Window Sets can be recalled at any time, allowing for quick switching between different "work layouts". See ["About Window Sets"](#).

- **Folder Tracks.**
A Folder Track is a folder in the Arrange window, in which you can put Tracks or other folders. By moving Tracks into different folders, you can structure and organize your Arrangement, mute and edit several Tracks at a time, etc. Furthermore, you can gain working space on screen by “closing” Folder Tracks (you will still get a graphical overview of the Parts in the folders). Read more in the chapter “Folder Tracks”.
- **Drag and drop Parts and Events between Cubase VST windows and the desktop.**
Any number of selected parts can be dragged from the Arrangement to the desktop, thereby creating objects that can be dragged back into any Arrange Window. This way you can build a library of the things you use often. See page 347 in the printed Getting Started book.
- **Drag and drop between Cubase windows.**
Parts can be dragged directly into open editors where the content of the part is placed at the dropped position. Selected notes from editors can be dragged to the arrange window where a part will be made.
- **Selection Range Tool.**
This tool allows you to make selections in the Arrangement, regardless of Part boundaries. Selected ranges can be moved, cut, copied etc, or processed with various functions. See page 171 in the Getting Started book.
- **New arrange tool handling.**
If you want, tools can now work directly on the Track list to change all parts on a Track. For an example, see “Joining all Parts on a Track into one”.
- **New Part and Event handling.**
You can now nudge selected Parts or Events (moving them by the currently set snap value). This can be done by using key commands or by using the Nudge tool in the editors. See “Moving Notes with the Nudge tool” and “Moving an Audio Event by Nudging”.
- **Extended Arrange window Tool box.**
The Tool box in the Arrange window has been extended with new tools like direct velocity and transpose controls (see page 207 in the printed Getting Started book), a **stretch tool**, a **groove tool** and a **logical preset tool**.
- **New Key Edit tool handling.**
The Line tool can now be used on notes to trim the start or end positions of several notes at the same time. See “Resizing multiple notes with the Line tool”.
- **Display resolution up to 15360 ticks per beat.**
Cubase VST 5.0 offers super high editing resolution for precise positioning of audio events and equally high timing performance with Virtual Instruments or Linear Timebase™ MIDI interfaces. See page 48 in the printed Getting Started book.
- **Improved Groove Quantize handling.**
Grooves can now be more than one bar long, and it is very easy to edit existing Grooves or create your own. By using the Groove Control window, you can specify to what extent the timing, the velocity profile and duration pattern should be applied. And most importantly, the results of the Groove Quantization can be monitored in real-time! This is described in the chapter “More about Quantizing and Grooves”.

- **Comprehensive Marker Track system.**

You can define locations and zones in a Song by creating and naming Marker Parts. The created Marker Parts will automatically be listed on a pop-up menu, available in all Cubase VST windows, for quick navigation and selection. Read more in the chapter “The Marker Track” on page 185 in the printed Getting Started book.

- **New Track column attribute entries.**

The number of available Track columns has been largely expanded, allowing you to display any of the controls normally shown in the Inspector (for all Tracks instead of just for one Track at the time). You can also have the Track columns mirror VST mixer settings such as volume and pan. Track Columns can be hidden and reordered, and any Track Column configuration can be saved as a Track View for instant recall. See page 197 in the Getting Started book and the section “Track Views” in the Getting into the Details document.

- **MIDI Track mixer.**

The MIDI Track mixer allows you to adjust volume, pan, GS/XG effects and other parameters for MIDI Tracks, in an environment similar to the VST mixers. The mixer configures itself according to the MIDI Tracks in the current arrangement and can be fully automated. You can also create custom mixer panels. This is all described in the chapter “The MIDI Track Mixer”.

- **Controller editor.**

The separate Controller editor offers graphic editing of MIDI controllers, VST automation data (complete with waveform overview) and all MIDI-Mixer objects. See the chapter “The Controller Editor”.

- **New interaction between Parts and Editors.**

Editors can remain open and new Parts can be added to the currently opened editor. Parts can be moved while editors are open. See “Opening an Editor”.

- **Additional real-time non-destructive play parameters.**

The Inspector for MIDI Tracks now has an extended area with the following new parameters:

- Randomize length/position/velocity/pitch
- MIDI velocity limit
- MIDI velocity filter
- MIDI velocity optimize
- MIDI note limit
- MIDI note filter

- **Multiple ghost-outputs for MIDI Tracks.**

Any MIDI Track can have additional ghost-outputs. Each additional output has its own MIDI channel and output selection and a full set of Inspector parameters, including the new MIDI note limit parameter, allowing for complex split output devices. See “Using the Multi Out feature”.

- **The Score editor hugely expanded (Cubase VST Score and Cubase VST/32 only).**

The score editing, layout and printing options have been given a major update, adding over 300 new score features!

These are covered in the separate document “Score Printing and Layout”.

- **Thousands of MIDI mixer objects.**

The number of MIDI mixer objects has been increased from the original 128, and there are also new object types. See “The MIDI Mixer and Mix Tracks”.

- **Multiple MIDI mixer windows.**

Now up to eight Mixer Maps can be active at the same time. Each can be opened into its individual editor window. See [“The MIDI Mixer and Mix Tracks”](#).

- **Individual height for each Track or each Track class.**

Every Track can be given its own height to highlight Tracks that contain the most important information. It's easy to give all the Track of the same class the same height. See page 162 in the Getting Started book.

- **Individual part appearance setting for different Tracks.**

For each Track, you can specify whether Parts should be displayed with their names, Events or both. For MIDI Parts, Events can be shown in piano-roll style, for optimum overview. See page 178 in the Getting Started book.

- **Editable key commands with MIDI remote control.**

You can freely assign key commands for practically every menu item and for a host of functions and tool operations in the editors and Arrange window. It is also possible to assign MIDI commands to these items, providing remote control of a huge range of functions. Finally, you can also have any combination of items appear as icons on a separate Toolbar window. See the chapter [“Keyboard Commands, MIDI Remote Control and the Toolbar”](#).