

## **Changes Nuendo 2.1.1 to Nuendo 2.1.2**

### **Fixes:**

- If VST Link (from Timebase in this case) is used as master, Nuendos MIDI (external) plays way off. This has been fixed in Nuendo 2.1.2 build 28
- Exported ac3 files with Audio Coding Mode = 3/0 (L,R,C) and LFE = On can not be imported. The decoded ac3 file will be shown with a length of 0 ms. This bug has been fixed in Nuendo 2.1.2 build 28.
- Only Mac: Using the option "save as Dolby Digital Wave file" in export dialog does not work right. The created wav file will only contain silence at the moment. This bug has been fixed in Nuendo 2.1.2 build 28.
- Only Mac: Importing files which are bigger than 2GB is not possible. This bug has been fixed in Nuendo 2.1.2 build 28.
- By importing an ac3 file which has been exported with Byte Mode = Timestamp SMPTE it may happen that Nuendo crashes while import. This bug has been fixed in Nuendo 2.1.2 build 28.
- Copy / Paste between INPUT CHANNELS und AUDIO CHANNELS results in crash. This has been fixed
- Midex users can make use of the "ignoreportfilter" option now (if the system suffers from the 'early MIDI notes' issue)
- Only Mac: improved OMF compatibility (OMF filter version available on PC since version 2.1.1.25)

## **Changes Nuendo 2.1 to Nuendo 2.1.1**

### **New features:**

- Support for Steinberg TimeBase synchronizer
- Support for ID by WK Audio

Remote controller (Yamaha DM2000v2/01x, Steinberg Houston/ID, Mackie HUI/Control, Radikal SAC-2k, CM Motormix):

- Unused motor fader are moved to lowest position
- Added "Hold" mode for buttons: Shortly pressing a button toggles it, holding it pressed longer will turn off the parameter when releasing the button

### **Fixes:**

- Some macros do not work as expected – fixed
- Sometimes wrong audio is played if clips are layered – fixed

- On Mac OS 10.3 (Panther) some buttons disappear – fixed
- Mac version: Certain USB audio interfaces (e.g. Emagic A 26/62) problems – fixed
- Mac version: Improved plug and play detection of USB and Firewire audio interfaces
- Under certain circumstances it is possible that on "empty trash" (pool) the application crashes - fixed
- Score Editor crash: Pressing [CTRL] for note-symbol-pop-up menu - fixed
- UV22HR Plugin can crash if it is inserted in a mono audio channel (Mac version only) - fixed
- Crash in List Editor if Length and Data2 values are altered using the [Alt]-Click method - fixed
- Problem when multiple Plugin windows are open and some of them have "Always on Top" status. Status is altered after saving the project. Can also cause a lockup (freeze) - fixed
- Program does not launch (crashes on startup) when more than one internet IP connections were added in the Network / Shared Projects panel. - fixed
- Crash if a PC made project that contains frozen VST Instruments is loaded on a Mac and vice versa. - fixed
- Link/unlink faders does not work when mixer is set to always on top - fixed
- Switching between different Stereo Pan modes does not work correctly. One side of the stereo channel may get muted - fixed
- Score: Using function "Blocktext" in the layout modus causes exception. - fixed
- When several sample editors are open and you edit at one a sample it may happen that all sample editors show the same sample - fixed
- Use the range selection tool in the part editor when multiple lanes are available It does not highlight the selection correctly, instead all lanes are highlighted. - fixed
- Part editor: Copy a marked selection to new lane is not possible - fixed
- Using track delay feature causes actual audio events to be shifted on the arrange window - fixed
- The undo history may get messed up if you use macros - fixed
- Under certain circumstances it may happen that removing DC offset with lots of events selected crashes the application - fixed
- In some cases it may happen that importing marker track crashes application - fixed
- Under certain circumstances it may happen that automation is not followed correctly when cycling - fixed
- DirectX plugins memory issues have been improved by better memory managing
- A crash may occur when multiple projects are open and you are closing a project with opened plugin editor - fixed
- Remote DM 2000: several bugs have been fixed
- Remote Roland MCR-8: Crash when Roland MCR-8 remote is active in device setup - fixed
- When big latency buffer size is set it may happen that samples are missed in audio export which are locate at position 00:00:00:00 - fixed
- WMA - Export with lossless Mode has been fixed

## **Changes Nuendo 2.01 to Nuendo 2.1**

### **New features:**

- Nuendo 2.1 introduces a set of network collaboration features allowing multiple users to work on the same project simultaneously and commit/ receive changes over LAN and WAN. Please refer to the PDF documentation which is provided on the CD to learn all about these new possibilities.

- All features developed for Cubase SX 2.0 since the release of Nuendo 2.0 are included in Nuendo 2.1. Please refer to the PDF documentation which is provided on the CD to learn more about these great new features.

### **Fixes:**

- Bouncing events on a track that has no name could hang Nuendo
- Fixed possible problems with insert silence (SHIFT+CTRL+E)
- Loading certain Projects containing REX files could lead to crash
- Audition didn't work in Part Editor Groove Quantize and Match Quantize
- Speaker Tool now works in Part Editor and on tracks in stacked mode
- Changing the sample rate changed VST TimeInfo for plugins, too
- "Reverse" function was missing in the Process menu (OSX)
- Crossfade on/off status wasn't saved correctly with Project
- "Auto Crossfades" now works properly
- Routing were set to "No Bus" after toggling Projects
- Offline Processing: Preview button could cause a "serious error"
- Double-clicking on crossfade on parts with no audio files could hang Nuendo
- Offline Process History: replacing any action with "Acoustic Stamp" could lead to exception
- When recording from a child bus Track-PDC failed
- Fixed Waves plugin settings incompatibility with Projects that were saved with Waves version pre V 4.0
- "Bounce Selection" works correct now
- Scrubbing forward stopped too late
- Fixed Distortion on SDII Files (OSX)

- Direct Monitoring: monitored volume were 6dB too loud
- Now it's possible to link/unlink faders if Mixer is set to "always on top"
- Rewire: fixed several problems with Ableton Live
- Mixdown of 5.1 + 10.2 now works as expected
- Surround Panner settings weren't stored in channel-/mixer-settings
- Surround Panner had graphic redraw issues under OSX
- MIDI Device Manager: xml import crashes application
- DrumEditor: Out-note conversion now works as expected
- it wasn't possible to enable a MIDI send without an effect being added
- Repeating Events with Mousedrag+ <ALT> didn't work in Editors
- creating MIDI-Devices could fail
- CC#64 "Sustain off" command is send on stop now
- all MIDI outputs of selected tracks can be changed together now (with Modifier)
- Score: Fonts were displayed wrong after opening the Editor for the first time
- Score: Setup could lead to crash when exiting
- Score: Fixed editing of % values in the MIDI Meaning Dialog
- Score: Layout Functions: Clean up layout: Hidden notes were also cleanup although checkmark was not set
- Including Folder Parts in selection for "Part to Event" could lead to crash
- Arming a Folder Track during recording of other tracks could lead to crash
- Deleting 2 Folder Track events could lead to crash
- Fixed possible problems when editing in multiple Parts
- Repeat Loop now works as expected
- Automation: switching trim mode off for pan did not update pan fader display
- Automation: Fixed Crash when using Undo after moving MIDI parts together with Automation
- Automation: VSTi Automation data from a SX1.06 Project now playback correctly
- Automation of multiple events with different start times weren't copied correctly
- Automation: If the Songposition was beyond an active cycle range, chase failed
- Automation: Several performance issues fixed
- Automation: Trim automation for mute in playback stop mode fixed

- Automation: writing in autolatch mode used to overwrite old data correctly, but old data was still read while recording
- Mackie Control: Channel Bank reset to Channel 1 if Nuendo was minimized
- Mackie Control: Project and Mixer buttons didn't bring up Project- and Mixer-Window to front
- Mackie Control: Solo Defeat button didn't work properly
- Mackie Control: Centering values by pushing rotary encoders works correctly now, push function of the encoders is now supported
- Mackie Control: Wasn't cleared and released properly when exiting Nuendo
- Mackie Control: Edit Button work now
- Mackie Control: Center LED under rotary encoder does light now when in centered position
- Mackie Control: Last Character of "Page:xx/xx" text in the display is displayed now
- Mackie Control: FX Send section – selecting Output Bus is working now
- Houston: Fader Sets can be selected now
- OSX: Digigram Pocket V2 will work with more than 16 bit
- OSX: Aardvark USB 3 will not be used in 8 bit mode anymore
- OSX: Event EZ-Bus support is now available, however limitations apply due to clocking issues caused by the hardware
- OSX: Fixed problems with Digidesign CoreAudio Driver v6.1.2 under OSX (Digi 002, Digi 002r, M-Box)
- Import of VST5 Projects: Audiotracks are played back correctly now
- Import of VST5 Projects: MIDI is played back correctly now
- Import of VST5 Projects: FX-Send channel-settings are imported correctly now
- Import of SX 1.06 projects: MIDI Device Setup is imported correctly now
- Import of SX 1.0x projects: Projects containing VSTi channels work correctly now
- Nuendo 1.x + SX 1.0x Projects: VST outputs are set correctly now
- Nuendo 1.x Projects: Input channel-settings are imported correctly now
- Export to WMA VBR export fixed
- OMF: Fixed issues with layered events
- OMF: Exported file isn't removed anymore if any audio file can't be found in Project
- Moving Locators during playback could hang Nuendo
- Fixed incorrect frame display in transport-bar

- Fixed Bar Display nudge
- Tempo: it's not possible anymore to insert several signature events on top of each other at the same position
- "Always on top" function of Mixer window interfered with copy/paste function in Project Window
- Fixed problems with Alternative Key Command Macro
- Deleting duplicate devices could hang Nuendo
- Video Thumbnails didn't work correctly
- "Save project to new folder": record files weren't create in the current Project Folder
- Project Window position and size weren't stored in Window Layouts
- After "Save new version" the wrong Project name was displayed
- Zoom: fixed temporary freezes when horizontal Zoom were changed
- Enabling folder track for record during recording of other tracks doesn't lead to crash anymore
- Removing folder part and its could crash Nuendo
- Rewire: Several problems with Ableton Live fixed-
- Offline Process History: Fixed error exception when replacing any action with acoustic stamp.
- SX1.06 Project Import: Master Channel Automation import was not correct
- "Insert Silence" on a Folder track now possible
- Project Browser: <user definable framerate> now available in <time format> menu
- Cycle can now be dragged correctly in audio part editor
- Event data was not drawn for all crossfades
- Key editor: Mouse position is now displayed properly on piano roll

## **Changes Nuendo 2.00 to Nuendo 2.01**

### **New features:**

PC: A MIDI port filter is installed in order to prevent ports from showing up twice  
( see readme "MIDI port filter)

### **Fixes:**

- Problem causing "Corrupt Projects" fixed
- Mac: Performance optimization
- Crash fixed: Working with very long audio files
- Crash fixed: Removing Automation Tracks of "Virtual Guitarist" plugin
- Crash fixed: Cross fade Editor
- Crash fixed: Stepping through Mixer Channel with certain plugins (e.g. "Reverb B")
- Crash fixed: Deleting Audio Tracks
- Crash fixed: Moving Audio Events including Automation data with Range Tool
- Several other possible crashes fixed.
- Short Cross fades making noises fixed.
- ASIO Direct Monitoring fixed
- Stereo Plug ins in Surround Channels muting other speakers fixed
- MTC Sync at project start times other than 00:00:00:00 now works correctly
- NTSC LTC Timecode is now transmitted correctly from SMPTE Generator plugin
- Drop frames of NTSC Timecode are now also correct at project start times between 22:00:00:00 and 00:00:00:00
- VST Instrument plug in Automation can now be set to "musical" grid in order to follow tempo changes
- "Edit Mode" improved
- Timeline Positions roundabout 12:30:00:00 (at sample rate 44,1 KHz) now work without glitches
- Import of mp2 audio files improved
- Feet and Frames timeline is now calculated correctly
- Several Mixer Routing improvements and fixes