

## Nuendo 5 – Issues and Solutions

The following table describes issues you may encounter using this software as well as possible workarounds.

Area	Issue	Solution
Compatibility	OMF import fails if parent folder contains special characters (Mac only).	rename folder using ASCII characters.
Compatibility	Possible crash when multiple MXF projects are imported consecutively.	After importing 5 MXF projects in a row, restart the application once.
Compatibility	OMF from Final Cut Pro: All clips are placed at 00:00:00:00	Use the option "Import at Absolute Time" in the import dialog.
Compatibility	[Import] * Open TL files from Tascam MX 2424 aren't read correctly when they contain virtual tracks.	The application "EDLtranslate" can be used to adapt these TL files.
Compatibility	Some MP3 Pro files cannot be imported.	MP3 Pro is no longer supported. Please convert these files before importing them into Cubase / Nuendo.
Compatibility	[Export] * Multichannel interleaved files are not compatible with other applications (e.g. Dolby Tools).	Use the option "Don't use Extensible wave format" in the Audio Export Mixdown window.
Compatibility	[Project] * Incompatibility with projects created in Cubase SL SX version 1.x.	Projects from Cubase SL/SX version 1.x are not supported anymore. Please re-save using e.g. Cubase SL/SX version 3.x.
Compatibility	[Import] * Some audio files cannot be found when importing OpenTL file.	If you want OpenTL file to be used in Nuendo later on, make sure not to choose a directory path in the Media Destination field when you export the file.
Compatibility	Imported AES31 files from Wavelab - crossfades are missing.	Activate "Render crossfades" function for AES31 export in Wavelab.
Compatibility	Import of AAF files referring to MXF audio - no audio clips appear in the project window.	Use "create new project" when importing the AAF first instead of importing into an existing project.
Editing Functions	[Device Panels] * Cubase may crash when you press Delete on your keyboard while a Device Panel is selected in Inspector.	Device Panels can not be deleted this way, use the MIDI Device Manager instead.
Editing Functions	[Recording] * If Selection Tool and Range Tool are toggled and used on a track that is currently recording, a crash might occur.	Avoid using the editing tools on tracks that are currently recording.
Editing Functions	[Mixer] * Surround Panners are being reset when channels settings are copy / pasted to other channels.	Manually re-adjust the panning after you have copied channel settings.
Editing Functions	[Project] * Copy / Paste between projects doesn't work right with Folder parts (they end up at 00:00:00:00 instead of their origin position).	Unpack audio events from their folders before copying them to another project.
Editing Functions	Audio is slightly out of sync after Pitch Shift using MPEX algorithm has been applied.	If accurate sync is needed, you need to manually adjust offset of the processed events after the Pitch Shift process.
Editing Functions	In lane mode, if a part under another part is muted, all un-muted audio above that part is silenced as well.	Switch Preference "Treat muted events like deleted" off.
Editing Functions	[General] * Key commands [S] or [M] for Solo and mute do not work for Folder tracks in the project window.	Please check that no window with the "Always on Top" mode is opened.
Editing Functions	Using a pen / tablet device for scrub tool works only in one direction if the waveform is shown on a secondary display	The pen tablet has to be switched to "Mouse mode"
Editing Functions	[VariAudio] * Pitch Quantize slider may be sluggish to use if many note segments are selected.	This happens in several minutes long audio files with a lot of note segments. Try to work in smaller sections by cutting and bouncing the audio material.
Editing Functions	The selection command "Select in Loop" does not select folder track parts	Close folder tracks before using selection commands.
Editing Functions	Time Stretch Tool does not work on very short clips.	Bounce longer clips before time stretching.
Editing Functions	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.
Editing Functions	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.
Editing Functions	Very small audio fades (only a few samples long) may cause clicks.	Increase audio fade length.
Editing Functions	Cannot delete font sets	You can delete a font set by selecting it from the menu while holding down <STRG>-PC or <COMMAND>-Mac
GUI	Projects from Nuendo 4 open with plugins out of the screen view, so they cannot be closed or moved.	Toggle the screen resolution once in the Display Properties of Windows.
GUI	[Mixer] * Pan controls are working reversed when used with mousewheel and holding down the SHIFT-button (Mac OS X only).	Mac OS X sends mousewheel events for the horizontal axis for a mouse which can only scroll vertically when the SHIFT key is down. If you have a mouse which can scroll in both directions SHIFT scrolling works as expected (e.g. Mighty Mouse).
Media Management	AIFF recordings cannot be recovered if the recording was interrupted e.g. by power cut.	Please use WAV files for recording in critical situations. They can be recovered.
Media Management	Navigating with cursor keys in MediaBay and CTRL+Space does not work on Mac OS X.	Remap Spotlight to another key combination or assign another key command for "Toggle Selection" in the Key Command window.
Media Management	[MediaBay] * Nuendo MediaBay Selection in Previewer is inaccurate.	Please make sure that the previewed files match the project sample rate.
Media Management	Track archive / project files become very large like 200-300 mb.	Certain plugins like the Izotope RX Denoiser create a large amount of undo data which will be stored with the offline process history. If this occurs, make sure to "Freeze Edits" after applying offline processes.
Media Management	If the language of the application is changed (e.g. from English to German), you cannot "Configure Defined Attributes" anymore.	Please consider to not change the application language once you have customized the MediaBay attributes.
Media Management	Convert Tracks Mono to Multichannel: Automation of multiple mono audio tracks can not be combined.	Only the first automation track will be included to the multichannel track.
Media Management	[MediaBay] * A sound that is used by HALion cannot be previewed in the MediaBay.	Unload the programs with the affected samples or skip these files in MediaBay previewer.
Media Management	[Export] * Windows Media Audio export from 5.1 bus results in unexpected error.	The Microsoft codec component doesn't work. A Windows 7 update might fix this problem.
Media Management	[Import] * Nuendo crashes when loading a sample from the Magix Sound Pool	If you have to work with these files, convert them to a standard conform format.
Media Management	If "FileVault" is used on Mac OS-X, it is not possible to save Templates. This may affect other data the user saves as well.	Do not use accounts with "FileVault" active.
Media Management	[MediaBay] * Search for "number of bars" or "signature" leads to wrong results.	Consider to sort the result list by attributes rather than searching for these particular values.
Media Management	[MediaBay] * After a folder has been renamed in the Finder, it appears empty in the MediaBay (Mac OS X only).	Rescan the particular folder that has been renamed.
Media Management	[MediaBay] * Overwriting presets from the MediaBay Save Dialog (save VST Preset, save Track Preset, save PatternBank) does not update changes in the meta data.	Don't overwrite the preset but use "make UniqueName" and remove the old preset afterwards, if you want to change meta data.
Media Management	[Export] * Nuendo sometimes crashes when importing OMF files.	If you have EuCon Plugin installed under the program plugins, it may help to disable the EuCon plugin.
Media Management	[MediaBay] * Problems may occur (e.g. impossible to create Track Presets) depending on operating system User Account name.	To avoid potential Media Bay problems, please do not use user names consisting only of CAPITAL letters.
Media Management	5.0 aiff file causes error message on Import "Sorry, this input configuration is unknown or not supported". This is because aiff files do not write the channel configuration to the file.	Use Files BWF or WAV format for multichannel files.
Media Management	Media Bay Previewer cannot display the Waveforms of SDII audio files.	If you need to work with files that are still in SDII format, please consider converting them to AIFF to make them compatible with the MediaBay.
Media Management	[Networking] * Sound Designer II files get corrupted when used with the Network Collaboration feature.	Convert any SD II file to WAV or AIFF.
Media Management	[MediaBay] * Factory loops from Sequel, or Sequel Content Packs and VST Sound archives in general play out of sync after imported in projects which are not in 44.1 kHz sample rate.	To use loops from VST Sound archives in non-44.1 kHz projects, proceed as follows: 1. "Save project to new folder" 2. Select all Loops in the Pool and uncheck "Straighten Up". 3. Use "Conform Files" from the Media menu. 4. Select all Loops in the Pool and enable "Straighten Up" again.
Media Management	Long recordings with AIFF, WAV, BWA and SDII, which exceed the largest possible recording file supported by these file formats, will result in damaged recorded files.	If you consider making recordings with a duration longer than 4 hours in mono or longer than 1 hour in 5.1, select the WAV64 file format for recording in the project settings.
Media Management	[Recording] * Available Record Time isn't re-calculated correctly when tracks have been assigned to another Record Folder on another disk.	Rec disable / enable to update display.
Musical Functions	[Score] * Program crashes when MusicXML is exported.	Switch to Page Mode first.
Musical Functions	Depending on the ASIO buffer size, the MIDI Plugin "Step Designer" may cause monophonic instruments to play unintended "Glides".	Put MIDI Plugin "TrackFX" after the Step Designer and set "length compression" e.g. to 20/21.

Musical Functions	For some reason the Guitar Symbols at Score Editor/Settings/Project/GuitarLib. are missed, although present in Sequencer-folder.	Copy GuitarLib.xml manually from: C:\Program Files\Steinberg\Cubase 4\Presets to C:\Program Files\Steinberg\Cubase 4
System and Connectivity	[Plug-ins] * Non-Universal Binary plugins can only be used if Mac OS X Rosetta option is installed.	Make sure Rosetta is installed before Cubase / Nuendo is launched.
System and Connectivity	Program freezes when pressing the "Control Panel" button in the ASIO RME Hammerfall HDSP dialog.	Driver update from RME should solve this issue. In the meantime, adjust audio card settings only while Cubase / Nuendo is not running.
System and Connectivity	[General] * Umlauts and special characters might not work as key commands (Mac OS X only).	Please use other keys instead.
System and Connectivity	[Hardware] * VST performance meter peaks on Apple laptops.	Set "Line in" is set as input source in Core Audio device settings.
System and Connectivity	[Hardware] * CC121 Controller: Automatic configuration doesn't work if Cubase was launched before the CC121 was turned on (or plugged in).	Connect and turn on the CC121 before launching Cubase.
System and Connectivity	[Virtual Katy] * Editing operations may cause an unexpected increase of RAM consumption.	Lower the maximum undo count in the preferences.
System and Connectivity	[General] * If system is close to running out of RAM, the application may behave erratically or crashes. This may happen if a memory-intensive plugins are loaded in such situations (e.g. Sampler VSTi, or using several REVerence Reverb instances)	Reduce memory load by e.g. freezing Instruments or exporting them to audio files, then removing memory-intensive Instruments. Please be aware of maximum usable RAM, depending on the operating system. Consider to use a 64-bit OS with the 64-bit version of Cubase / Nuendo. For recording length, please refer to the operation manual.
System and Connectivity	[Studio Manager] * Studio Manager MIDI ports will not be recalled correctly when loading a Cubase SX or Nuendo 3.x projects.	You need to assign the proper MIDI ports manually again in the Studio Manager.
System and Connectivity	On certain systems with Intel HyperThreading technology Cubase / Nuendo might freeze under heavy load.	Deactivate HyperThreading.
System and Connectivity	[General] * Program stops loading when initializing LoopMash.	This can happen on systems with AMD processor if below the minimal system requirements.
Transport / Timeline / Sync	[SyncStation] * SyncStation does not get recognized by Windows.	Windows users should always set the USB connection first and afterwards powering on the unit.
Transport / Timeline / Sync	[SyncStation] * Do not use the SyncStation Firmware Uploader while Nuendo is running. In this case the upload fails resulting in a corrupt firmware.	If this should accidentally happen you can reactivate the SyncStation by pressing the down-arrow key while powering on the unit. Then you can launch the Firmware Uploader again and install a current firmware.
Transport / Timeline / Sync	[Instruments] * Dragging audio data from project into LoopMash may result in wrong tempo detection in LoopMash if there is tempo track data involved.	Cut the desired portion of the audio file, then use "Bounce Selection". Drag the bounced version into LoopMash then.
Transport / Timeline / Sync	[Recording] * Audio Recording might fail if individual track recording folders were used and the record disk (e.g. Firewire Device) has been removed.	Re-assign track record folder before continuing recording.
Transport / Timeline / Sync	[Sync] * Wrong MTC is sent if Preroll is used and you START from 00:00:00:00 using 29.97 fps.	Set projects with NTSC frame rate to a project start time of 00:00:00:00.
Video	[Video] * Slow video response and possible other problems with old Matrox graphic cards.	Please consider to change to state of the art graphic components.
Video	[Video] * Windows XP: In systems with 2 or more graphic cards, full screen video works only on the card with main windows monitor assigned.	OpenGL driver limitation in Win XP. Please consider to upgrade to Windows 7.
Video	Some Cinepak encoded QuickTime videos crash Nuendo/Cubase.	This is a bug in the current version of QuickTime (7.2 and before). Apple is informed about it and should fix this in an update to QuickTime.
VST / Plugins / Audio Engine	[Surround] * Panning is wrong after a the Surround Panner has been switched to Nuendo SurroundPan V5.	Please verify and adjust the panning manually if you want to continue a Nuendo 4 mix using Nuendo SurroundPan V5.
VST / Plugins / Audio Engine	[FX Plug-ins] * In some cases Panner / Surround Panner settings from Cubase/Nuendo 3.x projects may be interpreted wrong by Cubase 5.	After loading projects from Cubase/Nuendo 3.x, please verify the Panner / Surround Panner settings.
VST / Plugins / Audio Engine	[Export] * Exporting Audio is not responsive for a long period of time.	If the project contains a complex tempo track the audio export will take a long time.
VST / Plugins / Audio Engine	FX- or Group Channels cannot be selected as input source for newly created Audio Tracks.	Deactivate preference "VST / Connect Sends automatically for each newly created Channel" before creating the new recording tracks.
VST / Plugins / Audio Engine	Crash when loading a project using TC Powercore plugins without powercore hardware is present.	Connect and enable TC Powercore before use.
VST / Plugins / Audio Engine	Plugin doesn't process although side chain is fed into it.	Set the preference "Suspend VST3 processing when no audio signals are received" to inactive.
VST / Plugins / Audio Engine	Certain stereo VST Plugins do not route correctly in 5.1 busses and non default configurations.	Use the routing editor to correct the setting.
VST / Plugins / Audio Engine	If a license is missing or expired for a iLok protected plugin, Cubase / Nuendo might crash on startup.	Make sure proper licenses are installed.
VST / Plugins / Audio Engine	UAD presets don't show in Mediabay.	<a href="https://www.steinberg.net/en/support/knowledgebase_new/show_details/kb_show/VST3-Presets-location-changed">https://www.steinberg.net/en/support/knowledgebase_new/show_details/kb_show/VST3-Presets-location-changed</a>
VST / Plugins / Audio Engine	[Plug-ins] * Izotope RX doesn't work in Offline Process mode.	Plugin must be adapted to match the VST specification.
VST / Plugins / Audio Engine	[Freeze] * Frozen files are excluded from sample rate conversion when changing project sample rate	Unfreeze before project sample rate change.
VST / Plugins / Audio Engine	[Hardware] * Switching sample rates while the project is played back may crash the application.	Only switch sample rates when in stop mode.
VST / Plugins / Audio Engine	[MIDI Plug-ins] * Routing from MIDI tracks to Audio Plugins (e.g. MIDI Gate) may get lost.	Changing the MIDI track order may cause the connections to the plugins to not get saved with the project file. Please verify and correct the MIDI routing after you have reloaded the project.
VST / Plugins / Audio Engine	[Automation] * Automated VST2 plugins (and Surround Panners) do not automatically update their parameter value display (e.g. knobs or sliders) when another song position is located in STOP mode.	Actually the parameters are set correctly, only the graphics do not update. On playback, the parameters will display their values correctly.
VST / Plugins / Audio Engine	[Instruments] * If the application is set to background while a plug-in is in the process of loading sample content, it may crash.	Wait until the plug-ins have completed the loading process.
VST / Plugins / Audio Engine	[VST Bridge] * On some PPC plug-ins running on a Mac Intel via VST Bridge, text entry might not be possible.	If no native Mac Intel versions of the plug-ins are available and you need to enter e.g. serial numbers, start the application in "Rosetta" mode and enter the settings. After that is done, start the application without Rosetta again.
VST / Plugins / Audio Engine	[FX Plug-ins] * Roomworks plug-in stops working after a while (if very extreme parameter values are set).	Avoid using very extreme parameter values like e.g. Reverb Time = minimum / Room Size = maximum value.
VST / Plugins / Audio Engine	[Mixer] * Dragging plug-ins from stereo to mono channels may cause problems (missing channels, garbled sound)	If possible, reinstantiate the plug-in rather than dragging between stereo / mono channels.
VST / Plugins / Audio Engine	[Mixer] * When plugins are dragged between insert slots while "Constrain Delay Compensation" is turned ON, problems with the plugins might occur. This applies to plugins that introduce a delay, such as e.g. plug-ins from UAD.	Turn "Constrain Delay Compensation" OFF before dragging plugins between insert slots.
VST / Plugins / Audio Engine	QuadraFuzz, MultibandCompressor and maybe some others will crash on IntelMacs after closing their editors.	Use universal binary alternatives.
VST / Plugins / Audio Engine	[Mixer] * Title bar from extended Mixer view is outside the screen. (Mac OS X only on dual monitor setups).	Put Mixer in un-extended state and move it to a lower place on the screen and then extend it again.
VST / Plugins / Audio Engine	[FX Plug-ins] * Switching the ASIO / Core Audio buffer size can cause a system freeze when certain plugins (e.g. Waves RVox) when the plugins are active but in Bypass mode.	It's recommended to set the ASIO buffer size with no project loaded.
VST / Plugins / Audio Engine	[Instruments] * BFD plug-ins: Sounds may be cut when Freezing Instruments channels.	If possible, use small ASIO buffer sizes before freezing BFD plugins channels.
VST / Plugins / Audio Engine	Crash, after closing Project caused by "Double Delay" plugin.	Please consider to change to newer state of the art plugins.
VST / Plugins / Audio Engine	[VST Connections] * VST Connection presets don't restore ASIO ports correctly if "not connected" ports are involved.	Either assign the VST connection busses to existing ports, or remove unused busses.
VST / Plugins / Audio Engine	[VST Bridge] * Plug-ins using the VST Bridge may not display with their user interface visible.	Disable "Always on Top" for such plug-ins.
VST / Plugins / Audio Engine	[Plug-ins] * Program crashes if Wavelab Plugin "Leveler" is used.	Do not use this plugin with Cubase / Nuendo.
VST / Plugins / Audio Engine	[VST Expression] * Negative track delay may not work reliable with VST Expression events.	Avoid using a negative track delay with more than 250ms if you work with VST Expression events.
VST / Plugins / Audio Engine	[Instruments] * Prologue, Spector & Mystic may sound different after switching project sample rate.	Do not switch sample rate in the middle of the work on the same project.
VST / Plugins / Audio Engine	[Instruments] * Certain 3rd party instruments, e.g. Reaktor from Native Instruments, may produce ASIO overloads on multi core CPU systems.	Toggle the Audio Priority in the Device Setup > VST Audio System from Normal to Boost resolves this issue temporarily. Please look for an update from NI for a permanent solution to this.
VST / Plugins / Audio Engine	Using same Input Channel like Output Channel may lead to feedback...	If a feedback occurs at import of any audiofile check the input connection of the track since the track gets record enabled by default.
VST / Plugins / Audio Engine	[Mixer] * The Mix Convert plugin setting are reset it to default if the plugin is being dragged to another channel.	After dragging the Mix Convert to another channel, please manually set the desired settings or load the specific preset.
VST / Plugins / Audio Engine	Adjustments made on a remote controller affect real-time audio mixdown.	Don't make adjustments on the remote controller during real-time audio mixdown.
VST / Plugins / Audio Engine	Tracks with monitor on (manual) are not included in export audio mixdown.	Turn input monitoring OFF before exporting.
VST / Plugins / Audio Engine	[Export] * Channel Batch export may start to export data even if there is not enough disk space for all data available.	Please make sure to export with plenty of disk space available.