# CUBASE 6.5
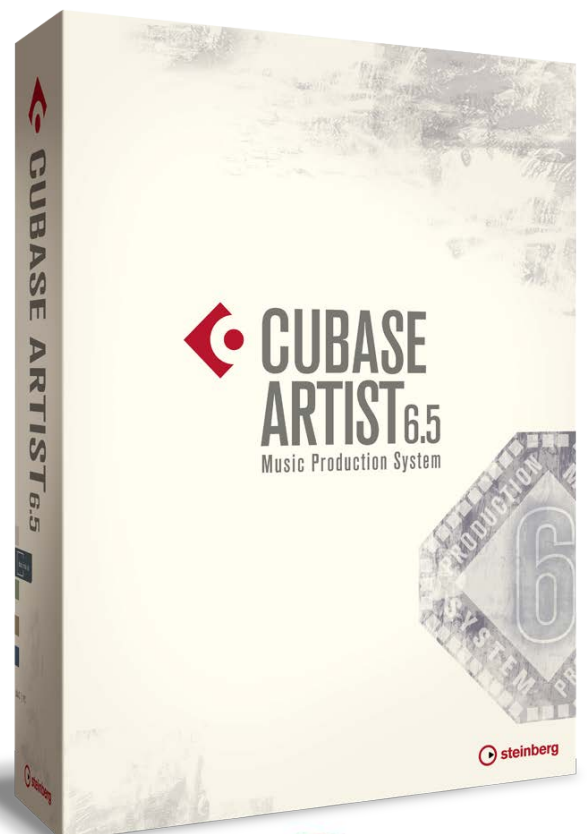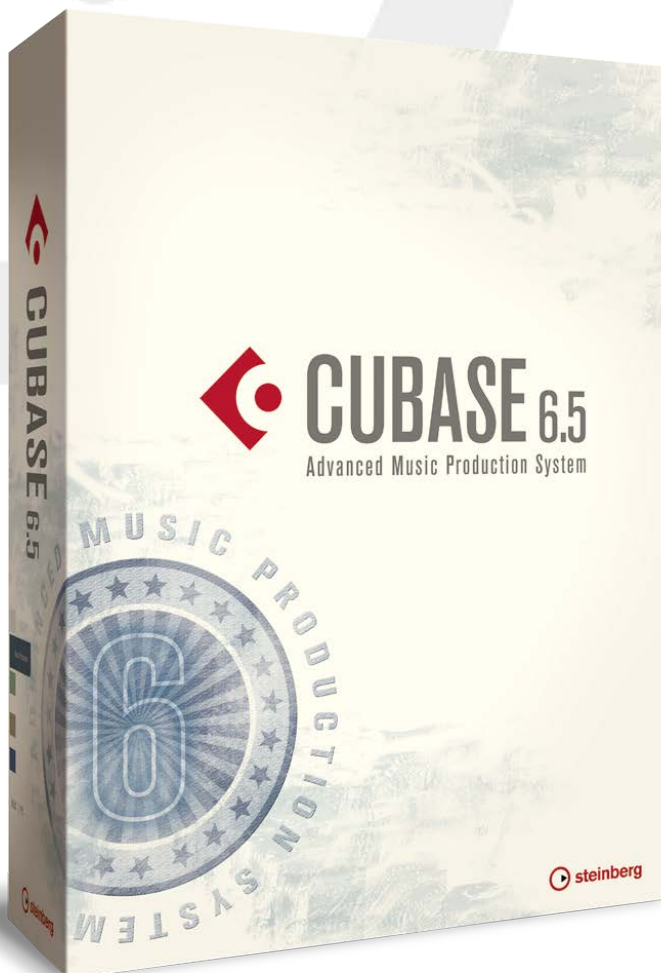
# CUBASE ARTIST 6.5

## 6.5.5 Version history

## Known issues & solutions

**July 2013**

**Steinberg Media Technologies GmbH**

steinberg
Creativity First

## Table of contents

# About

## About this document

Congratulations and thank you for using Cubase!

This document lists all update changes, fixes and improvements as well as known issues and solutions for the Cubase 6.5 product family.

Please note that the known issues and solutions section contains issues that might concern specific Cubase versions only. Please make sure to read thru this section before contacting Steinberg support.

We wish you creativity and success using Cubase!

Your Steinberg team

# Cubase 6.5.5

July 2013

## Issues resolved

The following table lists all issues that have been resolved in this version.

| ID # | Issue |
| --- | --- |
| B474 | PROJECT: Changing the sample rate under Mac OS X 10.8 now works properly. |
| B462 | PROJECT: Entries in the Undo History are now in sync with the system time. |
| B335 | PROJECT: The action "length" in the Project's Logical Editor can now be properly set to a fixed value. |
| B463 | PROJECT: Recording audio onto partitions equal or larger than 1 TB now works correctly. |
| B439 | PROJECT: Scrubbing on MIDI Parts now works correctly. |
| B465 | PROJECT: The click no longer drops out when Control Room with more than one studio bus is active. |
| B483 | PROJECT: When opening a Project on a different computer, the corresponding audio files are now linked correctly. |
| B438 | AUDIO: If an Audio Part contains events with an Xfade outside the Part boundaries, the "Dissolve part" function no longer leads to an unresponsible state of the application. |
| B467 | AUDIO: If the "Record File Type" is set to MXF or FLAC, freezing a track no longer leads to heavy distortion or disk overloads. |
| B495 | AUDIO: Tagging audio files in the Mediabay now works correctly. |
| B469 | AUDIO: Under Mac OS X 10.8 Cubase now detects sample rates properly provided by the audio driver. |
| B489 | AUDIO: When a certain external input is removed in VST Connections, the selected channel is no longer changed. |

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| B442 | MIDI: Creating a new project when importing a MIDI file now loads GM programs in HALion Sonic SE properly. |
| B449 | MIDI: Expression Maps with no Sound Slot entry in "Articulation 1" now works correctly. |
| B494 | MIDI: Logical Editor Presets in Cubase Artist are no longer grayed out. |
| B441 | MIDI: MIDI Monitor plug-in no longer displays a wrong MIDI channel. |
| B455 | MIDI: MIDI CC is no longer resetted when "Reset on stop" is disabled in the Preferences. |
| B444 | MIDI: Recording in loop mode in the Key Editor no longer renders the application unreliable. |
| B453 | MIDI: Using the key command for "Edit Active Part" when not focussing on the Key Editor window no longer leads to an unstable application state. |
| B510 B437 | MIDI: Using the Freeze MIDI Modifier on a VOCALOID instrument track now works properly. |
| B457 | MIDI: When exporting and importing MIDI files, MIDI length adjustment is now working properly. |
| B458 | SCORE: Beams are now handled correctly. |
| B492 | AUTOMATION: VST 3 plug-in parameter automation can now be edited correctly in case the automation values are inversed. |
| B451 | PLUG-IN: Creating an instrument track and undoing this operation no longer renders the application unreliable. |
| B504 | PLUG-IN: Hiding a VST 2 plug-in no longer hides the VST 3 version as well. |
| B509 | PLUG-IN: Loading Neo Soul Keys Presets via Cubase 6.5 Inspector into HALion Sonic SE now works as expected. |

# Cubase 6.5.4

September 2012

## Issues resolved

The following table lists all issues that have been resolved in this version.

| ID # | Issue |
|------|-------|
| B196 | Prologue: Fine-tune values corrected. |
| B372 | Audio: Scrubbing functionality repaired in OS X 64-bit. |
| B384 | Audio: Broadcast Wave descriptions now displayed correctly when converting BWAV files (e.g. by using Convert Files in Pool). |

# Cubase 6.5.3

### April 2012

This pre-release version offers improvements that we would like to make available to our customers as soon as possible. While preliminary testing carried out for this version indicates that it is stable and reliable, it has not gone through our full QA testing cycle. Therefore, please note that this pre-release version is not officially supported.

## Issues resolved

The following table lists all issues that have been resolved in this version.

| ID # | Issue |
|------|-------|
| 29450 | Plug-in: Changing of knob mode in Preferences now applies directly to opened VST plug-in windows and does no longer require an unloading and reloading of the plug-in. |
| 29733 | VST Expression: Vienna Symphonic Library titles now work correctly with Expression maps, even when the entry for Articulation 1 is empty. |
| 29770 | VST Expression: Placing different parts that contain VST Dynamic events on the same track now works as expected. |
| 29563 | Surround: 5.0 surround audio files now import with a correct speaker configuration (LCRLfeLs). |

# Cubase Artist 6.5.2 pre-release

## April 2012

This pre-release version offers improvements that we would like to make available to our Cubase Artist 6.5 customers as soon as possible. Please note that none of the issues listed below are present in Cubase 6.5, therefore using this update is not recommended for Cubase 6.5 users.

While preliminary testing carried out for this version indicates that it is stable and reliable, it has not gone through our full QA testing cycle. Therefore, please note that this pre-release version is not officially supported.

## Issues resolved

The following table lists all issues that have been resolved in this version.

| ID # | Issue |
|------|-------|
| 29931 | Score Editor: Opening the Score Editor does no longer lead to an unexpected shutdown of Cubase Artist 6.5. |
| 29932 | Key Editor: Entering notes in the Key Editor with the info line displayed no longer renders Cubase Artist 6.5 unreliable. |

# Cubase 6.5.1 pre-release

## March 2012

This pre-release version offers improvements that we would like to make available to our customers as soon as possible. While preliminary testing carried out for this version indicates that it is stable and reliable, it has not gone through our full QA testing cycle. Therefore, please note that this pre-release version is not officially supported.

## Issues resolved

The following table lists all issues that have been resolved in this version.

| ID # | Issue |
| --- | --- |
| 29764 | VST Expression: When using VST Dynamics events, no drop outs of other MIDI events on the track will occur. |

# Cubase 6.5.0

## New features at a glance

### New synths on the block

#### Phat, phresh and phunky

Ideal for creating fat and funky lead and bass sounds, Retrologue offers those old-school analog synth sounds and biting sonic blocks. Grab your keyboard and start creating memorable hooks with its two multi-oscillators featuring up to eight detunable voices each, plus an earth-shattering sub- and noise-oscillator.

#### Out-of-this-world atmospheres

Straight from the Steinberg sound lab, Padshop boasts granular synthesis at its finest to create fantastic-sounding spheres and dramatically moving textures which evolve over time. Fasten your safety strap, tweak the knobs and get ready to expand your universe.

### Supersonic sidekicks

#### Filling the floors

DJ-EQ is an easy-to-use three-band equalizer with the typical kill switches you find on professional DJ mixers. It was specially made to recreate the atmosphere of a live floor performance right in your studio.

#### Create your own blend

Filtering is an art all its own and we just cultivated it: the new MorphFilter effect brings the superior filter types of Steinberg's HALion 4 sound creation system to Cubase. MorphFilter allows you to blend between the classic low, high and band-pass filters heard on countless records.

#### More insane tones for your guitar

The VST Amp Rack guitar tone suite now features a maximizer and limiter as new stomp box effects, as well as level meters and brand-new classic and signature presets crafted by world-class guitarists from bands the likes of Meshuggah, Emperor, and Accept.

## One step closer to perfection

### Comp as you are

Cubase's already impressive lane comping system just got better! Tailored closely to the requests of our professional users, we optimized the comping workflow by introducing a dedicated Comp tool. Handy click-and-drag features give you the results you want in a more intuitive and faster way.

### Warp this way

Cubase 6.5 fuses the hitpoint and AudioWarp system and embeds warp quantizing directly into the dedicated quantize panel. By creating warp markers straight from hitpoints, single audio loops or the entire arrangement can be non-destructively quantized with a single mouse click. Lock those grooves together!

## Intercommunication 2.0

### Connect to the cloud

Upload sounds and mixes directly from Cubase to your SoundCloud account, and share your original music with your social networks. Collaborate and distribute within the cloud and bask in the spotlight!

### Size does matter

Cubase 6.5 now integrates the lossless FLAC audio compression codec throughout the application. Import and export FLAC files in a breeze and save up to 60% disk space when recording audio tracks in real time using the FLAC format!

### ReWire 64-bit support

Cubase 6.5 now connects your favorite ReWire client applications in a pure 64-bit environment under Windows and Mac OS X!

### Ni hao ma?
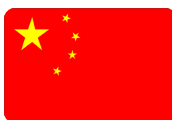
Cubase 6.5 is the first Cubase version ever to provide the entire user interface in simplified Chinese. We welcome our Chinese-speaking friends around the world!

## Issues resolved

The following table lists all issues that have been resolved in this version.

| ID # | Issue |
|------|-------|
| 29380 | Project: When im- & exporting Track Archives, Marker tracks are now properly stored and restored. |
| 27259 | Project: Project saving time is improved. |
| 29555 | Video: Playing back projects containing certain video files using Cubase LE 6 / AI 6 / Elements 6 no longer renders the application unreliable. |
| 29564 | Surround: Processing 5.0 surround audio offline with Waves C360 (v9 or higher) no longer leads to memory issues. |
| 29481 | Pool: Emptying the pool no longer leads to stability issues. |
| 29643 | Audio: Selecting multiple mixer channels via SHIFT modifier no longer selects input/output channels accidentally. |
| 29549 | Audio: Exporting a quad-channel audio mixdown to MP3 format no longer renders the application unresponsive. |
| 29526 | Audio: Recalling a VST Connection preset while the Audio Export Mixdown dialog is open no longer renders the application unresponsive. |
| 29702 | Audio Editing: After splitting a VariAudio segment of a shared clip, pressing the Cancel button in the "New Version" window no longer renders the application unresponsive. |
| 29696 | Audio Editing: Editing an audio clip with VariAudio, then deleting it and undoing the whole operation now works as expected. |
| 29680 | Audio Editing: Using the "Close Gaps (Time Stretch)" function no longer introduces unwanted audible artifacts. |
| 29665 | Audio Editing: Inserting silence into a selected range now works as expected if the selection end is directly followed by a signature change. |
| 29085 | Editing: After saving and (re-)loading a project, the event order on Lanes is restored properly under all conditions. |
| 29507 | MIDI: Recording in MIDI Replace mode now works as expected at any project time. |
| 29612 | Plug-in: When using the Mix6to2 plug-in, the first channel (volume left) is now fully automatable. |

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| 29597 | Plug-in: When using Cloner, automating the "Detune natural" button no longer mutes the audio signal. |
| 29596 | Plug-in: Automating the Voices parameter in Cloner now works properly. |
| 29418 | Plug-in: After saving and loading VST Presets, the bypass state of specific plug-ins is now recalled correctly. |
| 29645 | Plug-in: Scaling the user interface now works properly with FXpansion instruments. |

# Undocumented features

The following last-minute features have not yet been documented in the Cubase 6.5 operation manual:

## Export Audio Mixdown > Open in WaveLab

You may notice an additional "Post Process" area in the Export Audio Mixdown window of Cubase 6.5. By selecting "Open in WaveLab" any finished audio export automatically starts WaveLab and imports the exported audio files from Cubase. This feature is available as soon as WaveLab 7.0.1 or higher has been installed on the system.

## Operations affecting selected channels

You can add or remove a VST plug-in to or from all selected channels at once by holding down [Shift]-[Alt]/[Option] and selecting the desired plug-in from any of the insert effect slots. With the same key combination you can also activate/deactivate effects or toggle their Bypass state. For Send Routing use this key combination to route all selected tracks into a FX- or Group-Channel, to activate/deactivate a Send slot or toggle their Pre-Fader state.

## File > Preferences > Events Display

The preference "Show Overlaps" controls the visibility of event overlaps. You can select to show overlaps always, never or when hovering with the mouse over the respective event area in the Project window.

## File > Preferences > Event Display > Audio

There are three new preferences which affect the project view event appearance.

- Waveform Brightness

    Controls the relative brightness of the waveform. The starting point is the actual event color. It is possible to adjust the color smoothly from black, through the event color, to white.

- Waveform Outline Intensity

  Controls the intensity of the outline of the waveform. The range is from the waveform color set with the Waveform Brightness through to black.

- Fade Handle Brightness

  Controls the brightness of the Fade Handles. The starting point is the actual event color. It is possible to adjust the color smoothly from black, through the event color, to white.

## File > Preferences > Event Display > MIDI

Note Brightness and Controller Brightness can be adjusted independently from each other.

## Automation handle visibility

The visibility of handles for editing automation curves is zoom-dependent. When hovering with the mouse over automation lanes, the automation handles are displayed without zoom-dependence.

# Known issues and solutions

The following table describes known issues you may encounter using Cubase as well as possible workarounds.

| ID # | Issue | Solution |
|---|---|---|
| 27682 | [ASIO Devices] * Application may become instable when trying to access the Control Panel of RME audio devices. | Please check the RME website for driver/software component updates. |
| 27406 | [Audio / Bounce Selection] * When you have bounced from range selection, the resulting audio files may run out of sync when enabling musical mode. | This is caused by wrong snap point position. Move snap point of all resulting audio files to event start, then enable Musical Mode. |
| 28336 | [AudioWarp] * If playback runs in the same cycle loop for several minutes an offset may occur with events warped with élastique Pro after a while (Mac OS X only). | Stop then Start playback again or consider bouncing the audio files. |
| 27549 | [AudioWarp] * Toggling Cycle on/off shortly before reaching the right locator may produce an audible artifact when using one of the élastique Pro AudioWarp presets. | There is currently no workaround except to avoid this or using the Standard algorithms for warping. |
| 28894 | [EuCon] * Removing multiple outputs at once (e.g. by using "Deactivat All Outputs") from a VSTi on the VST Instrument rack may result in sluggish update on EuCon remote and Track List. | This may be improved in future versions. |
| 22805 | [Export] * Channel Batch export may start to export data even if there is not enough disk space available. | Please make sure to export with sufficient disk space available. |
| 19325 | [Export] * Multichannel interleaved files are not compatible with certain third-party  applications (for example, Dolby Tools). | Use the option "Don't use Extensible wave format" in the Audio Export Mixdown window. |

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| 24828 | [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. Please contact Microsoft for further details. |
| 22670 | [Freeze] * Frozen files are excluded from sample rate conversion when changing project sample rate. | Unfreeze before changing the project sample rate. |
| 19819 | [General] * If system is running out of RAM in 32-bit mode, the application may behave erratically or become instable." | This may occur when a memory-intensive instrument, such as a sampler VSTi, is loaded. Reduce memory load by freezing 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. |
| 20376 | [Hardware] * CC121 Controller: Automatic configuration may not work if Cubase was launched before the CC121 was turned on (or plugged in). | Connect and turn on the CC121 before launching Cubase. |
| 22803 | [Instruments] * Dragging audio data from a project into LoopMash may result in wrong tempo detection, if tempo track data is involved. | Cut the desired portion of the audio file and use "Bounce Selection". Then, drag the bounced version into LoopMash. |
| 20923 | [MediaBay] * An OS user account name consisting only of capital letters may lead to issues such as being unable to create Track Presets. | To avoid potential MediaBay problems, please do not use OS user account names consisting only of capital letters. |
| 18525 | [MediaBay] * MediaBay stops scanning and may become unresponsive, if a scanned folder contains corrupted media files. | Please make sure there are no corrupted files in the folders that you scan. Further details can be found in the Steinberg Knowledge Base. |
| 22997 | [MediaBay] * Overwriting presets from the MediaBay Save Dialog, such as Save VST Preset, Save Track Preset and Save Pattern Bank, does not update changes in the meta data. | If you want to change meta data, please don't overwrite the preset, but use "Make Unique Name" and remove the old preset afterwards. |

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| 27560 | [MediaBay] * Volume databases cannot be mounted on Mac OS X if the drive is formatted with NTFS, respectively volume databases can not be mounted on PC Windows if the drive is formatted with HFS+. | Please make sure to use a file system format which can be read and written on both platforms (for example, FAT-32, although it has a file size limitation of 4GB) or consider installing third-party software supporting the file system format. |
| 18003 | [Mixer] * When plug-ins are dragged between insert slots while "Constrain Delay Compensation" is enabled, problems with the plug-ins may occur. This applies to plug-ins that introduce a delay, such as plug-ins from UAD. | Disable "Constrain Delay Compensation" before dragging plug-ins between insert slots. |
| | [Plug-ins] Under OS X 10.7 PowerPC plug-ins are missing and can not be loaded or found, affecting e.g. Monologue, Embracer and Tonic. | No workaround: Apple does not provide the Rosetta component anymore, which is required to run PowerPC code on Intel-based Macintosh computers. |
| 11600 | [Plug-ins] * Changing the ASIO / Core Audio buffer size may render Cubase unstable, when the Project contains certain plug-ins that are active but in bypass mode. | This depends on 3rd party plug-ins in use, please look for updates. If none are available and the issue persists, it is recommended to set the ASIO buffer size with no project loaded. |
| 23797 | [Plug-ins] * iLok-protected plug-ins with an invalid license may render the application unstable. | Make sure to have valid licenses on your iLok key for these products. |
| 28451 | [Plug-ins] * Lexicon PCM Native plug-ins may become instable when used via the VST Bridge in certain screen resolutions with Cubase 6.54-bit version. | Please use this plug-in with the 32-bit version of Cubase. Please contact Lexicon if a 64-bit version is available. |
| 19024 | [Plug-ins] * The Roomworks plug-in may become unresponsive if extreme parameter values are set. | Avoid using min. / max. parameter values for Reverb Time or Room Size. |
| | [Plug-ins] * When running Cubase 6.5 in 64-bit mode under OS X 10.7, the VST Bridge is not working (e.g. no 32-bit plug-ins can be loaded) | Currently there is no workaround. The issue will be resolved in a future update. |

| 19049 | [Sequel] * GM Drum Maps are not available after loading a Sequel project. | Please create a new project with a MIDI track, then open a GM Drum Map and save it. Finally, load your Sequel project and the previously saved GM Map. |
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| 28907 | [Track Archives] * Importing Track Archives via network volumes may result in unresolved media files without notice. | After the import open the Pool and resolve the media files there (use "Find Missing Files..." from the context menu on the affected entries). |
| 21661 | [VariAudio] * The Pitch Quantize slider may be slow in response when a large amount of note segments are selected (for example in very long audio files). | 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. |
| 25731 | [Video] * Using very old Matrox graphic cards (10 years and more) result in slow video performance. | Please replace old Matrox cards with a new graphic adapter. |
| 23438 | [VST Expression] * Setting track delay to negative values may render VST Expression events unreliable. | Avoid using a negative track delay greater than 250 ms when working with VST Expression events. |
| 28973 | [VST Expression] * VST Dynamics pop-up menu for existing Dynamics Events on Articulations/Dynamics lane can not be used if MIDI Part is edited in In-Place-Editor. | Open the MIDI Part with e.g. the Key Editor and edit the Dynamics Events there. |