CUBASE ELEMENTS 6

Personal Music Production System

CUBASE AI 6

Integrated Music Production Software

CUBASE LE 6

Music Production Software

6.0.7 Version History
Known issues and solutions

About

Congratulations and thank you for using Cubase!

This document lists all update changes, fixes and improvements as well as known issues and solutions for Cubase Elements 6, Cubase AI 6 and Cubase LE 6.

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

Version History 6.0.7

The 6.0.7 version contains the following improvements and corrections as well as all improvements of previous maintenance updates.

Issues resolved in 6.0.7

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.
29643	Audio: Selecting multiple mixer channels via SHIFT modifier no longer selects input/output channels accidentally.
29526	Audio: Recalling a VST Connection preset while the Audio Export Mixdown dialog is open no longer renders the application unresponsive.
29680	Audio Editing: Using the "Close Gaps (Time Stretch)" function no longer introduces unwanted audible artefacts.
29665	Audio Editing: Inserting silence into a selected range now works as expected if the selection end is directly followed by a signature change.
29507	MIDI: Recording in MIDI Replace mode now works as expected at any project time.
29418	Plug-in: After saving and loading VST Presets, the bypass state of specific plug-ins is now recalled correctly.

Version History 6.0.6

March 2012

The 6.0.6 version contains the following improvements and corrections as well as all improvements of previous maintenance updates.

Improvements in 6.0.6

The 6.0.6 maintenance update introduces the following improvements:

▸ **Rewire x64 support**

Cubase now connects to ReWire client applications in a pure 64-bit environment under Windows and Mac OS X. (AI / Elements only)

▸ **Quantize Preset list with 128th Note Preset**

The Quantize Preset list has been extended to include a 128th Note Preset by default.*

* Existing installations will show the additional presets only if the factory presets are restored from within the Quantize Panel or if the "RAMPreset.xml" is deleted from Preferences.

Issues resolved in 6.0.6

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

ID #	Issue
29645	Plug-in: Scaling the user interface now works properly with FXpansion instruments.
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.
29481	Pool: Emptying the pool no longer leads to stability issues.
29555	Video: Playing back projects containing certain video files using Cubase LE 6 / AI 6 / Elements 6 no longer renders the application unreliable.

Version History 6.0.5

November 2011

The 6.0.5 version contains the following improvements and corrections as well as all improvements of previous maintenance updates.

Improvements in 6.0.5

The 6.0.5 maintenance update introduces the following improvements:

▸ **Automation handle visibility**

Automation handles are now displayed independently from any zoom level as soon as the mouse cursor is placed over an automation lane. If automation handles are selected, handles on all other automation lanes are displayed as well.

▸ **Video engine optimizations**

Under Windows OS, Cubase 6.0.5 features further improved decoding performance for Motion JPEG OpenDML video in AVI containers as well as Photo JPEG material.

Issues resolved in 6.0.5

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

ID #	Issue
29941	Record: Recording MIDI in "merge" mode no longer creates additional MIDI parts instead of merging.
29324	MediaBay: Enabling the "Align beats to project" and "Wait for project play" options no longer leads to playback issues with loops in the MediaBay previewer.
29446	MediaBay: Naming folders with dots no longer leads to cropped names in the result view.
29447	MediaBay: When the preference "Scan unknown file types" is active, audio files without file extensions are now properly recognized when scanning.
29233	MediaBay: Clicking on the "Key commands" button in the lower left area of the MediaBay window no longer renders the application unreliable.
29124	VST Bridge: VST 2 32-bit plug-ins in Cubase in 64-bit mode under Mac OS X Lion are now displayed properly.
29463	VST-Bridge: Under OS X certain plug-ins no longer show up as bridged even though they were updated to support 64 bit.
29278	Plug-in: When using HALion Sonic SE in GM mode and exporting MIDI tracks, the resulting Standard MIDI files include all program changes.

Version History 6.0.4 pre-release

September 2011

This pre-release version offers improvements which 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.

Cubase Elements 6.0.4 contains the following corrections as well as all improvements of the 6.0.1, 6.0.2 and 6.0.3 maintenance updates.

Issues resolved in 6.0.4

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

ID #	Issue
29311	When using the new-in-6.0.3 "Gridlines in front of parts/events" function, the performance of the User Interface does not diminish anymore.
29235	When using audio samples as metronome click, toggling the metronome on/off doesn't lead to interruption of audio recordings.
29181	Steinberg CI series audio hardware and Yamaha MOX synthesizer specific VST Connection port naming issues under Mac OS X Lion (10.7) systems is resolved.
28849	Using the Altiverb plug-in or Yamaha MOTIF Editors in a Project together with video material does not render the application unreliable anymore.

Version History 6.0.3

The 6.0.3 version contains the following improvements and corrections as well as all improvements of the 6.0.1 and 6.0.2 maintenance updates.

Improvements in 6.0.3

The 6.0.3 maintenance update introduces the following improvements:

▸ **Event Handling Opacity while slip-editing**

Event Handling Opacity is now also applied when you use the tool modifiers to slip-edit an event. When slip-editing, the event will now turn semi-transparent just like when dragging and moving it in 6.0.2.

The actual event handling opacity can be adjusted freely in *File > Preferences > Event Display > Event Handling Opacity* from full to zero opacity. The default setting is a medium value.

Please note that the setting was previously named "Drag Opacity" and has been renamed in this version. For further details, please have a look in the improvements section of the 6.0.1 release below.

▸ **Gridlines in front of parts/events**

To further simplify editing and positioning of Audio Events and MIDI Parts, Cubase 6.0.3 introduces the ability to draw the Grid Lines of the Project window and the Audio Part Editor in front of them.

A new setting in the *Preferences > Event Display* section called "Grid overlay intensity", controls the intensity with which the Grid Lines are laid over Events. The default is a subtle setting.

Please note that there is no overlay on Audio Parts.

▸ **Show Event Data/Name options**

Now it's possible to control the smallest track height where data and/or names should be displayed or hidden.

The previous preference "Show Event Data on Small Track Heights" has been removed and replaced by two new settings, which can be found in the *Preferences > Event Display* section.

▸ **Video improvements**

Cubase 6.0.3 features improved playback performance of HD video formats in general. Single-threaded codecs (like Motion-JPEG, Photo-JPEG, and QuickTime DV) will benefit from the also new "Boost Video" option: if enabled, one CPU core is excluded from audio processing and reserved

for video decoding and playback tasks, resulting in smoother performance.

The "Boost Video" option can be found in the *Device Setup > Video Player* page. Please note that the Multi Processing option must also be activated in the *Device Setup dialog > VST Audio System* page. Activating "Boost Video" may reduce the audio performance by design in order to prioritize video tasks.

▸ **Audio import: Split File Name Format**

To higher the level of compatibility when exchanging audio files with other products and to give more flexibility in general, creating split files from multi-channel files can now be named. For example, it's now possible to add suffixes like "_L" or "_R" to the corresponding channel.

The naming options can be found in the "Split File Name Format" pop-up menu below the "Split multi-channel files" or the "Split channels" options in the Preferences dialog (Editing Audio page), the Import Options dialog, or the Export Audio Mixdown dialog.

▸ **New Patchname Script**

A Patchname Script for the Yamaha MOX synthesizer is now available in the MIDI Device Manager.

Issues resolved in 6.0.3

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

ID #	Issue
28859	Folder track: When expanding a folder track, the track list now doesn't scroll to keep the focus on the track folder.
28683	AudioWarp: A warped audio event now stays in sync, also when placed in a part with multiple splits and the project includes tempo changes.
28659	AudioWarp: A potential AudioWarp issue with shifted audio events, when changing the tempo in the Sample Editor toolbar, has been resolved.
28652	Quantize: Some quantizing errata for Audio Events is corrected.
28651	Quantize: Iterative quantizing for audio events behaves correctly and approximates the chosen quantize preset and grid value.
28404	Metronome: Distortion at certain sample rates when using user-samples for the Metronome has been eliminated.
28580	ReWire: Improved playback/transport synchronicity using Reason, respectively for ReWire connected applications.
28668	Plug-in: Producing additional ASIO load when enabling the improved silence detection in the MonoDelay plug-in has been resolved.
24746	Plug-in: The LFO waveform state is now displayed correctly in the AutoPan plug-in.
28528	Score: An issue has been resolved, where the Delete Overlaps function deleted preceding events under certain conditions.

The following last-minute features have not yet been documented in the Cubase 6 operation manual:

‣ **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.
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.
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.
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.
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.

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.
28451	[Plug-ins] * Lexicon PCM Native plug-ins may become instable when used via the VST Bridge in certain screen resolutions with Cubase 64-bit version.	Use the Cubase 32-bit versions instead until the issue is fixed in the plug-ins.
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.
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.
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.	It's recommended to set the ASIO buffer size before loading a project.
	[Plug-ins] * When running Cubase 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.

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