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Version History / Issues & Solutions

This document lists all update changes, fixes and improvements for the Cubase 5 product family:

CUBASE 5
CUBASE STUDIO 5

Please note:
- ▸ The following list contains issues that might concern specific Cubase versions only.
- ▸ Make sure to read the Issues & Solutions section of this document before contacting Steinberg support.

Version 5.5.3

The VST 3 plug-in REVerence no longer locks the Wet amount to 100% if used in a Group or FX-Channel, instead a new "Lock" symbol has been added. With active "Lock", the current Dry/Wet balance is maintained when browsing presets for REVerence. This update also fixes compatibility issues with OMF imports and exports as well as audio playback issues when working under Mac OS X 10.6.x using a USB 2 audio interface. More fixes are listed below:

ID #	Issue
27950	VST Preset browser window refresh issues resolved
27894	RoomWorks / RoomWorks SE could not find their VST Presets
27855	Resolved VST Bridge stability issues
27574	Resolved issue where all MediaBay drives were scanned unintentionally on Mac OS X
27305	Improved Audio CD Import stability
27304	Resolved VST time info issue with host-synced plug-ins
26353	Resolved loading of VST Presets when only one preset is saved

Version 5.5.2

The following issues have been fixed in version 5.5.2:

ID #	Issue
26444	Input Gain Automation did not work
26770	Potential crash when adjusting VariAudio pitch/warp fixed
26768	VariAudio: Scissors Tool was not always accessible
26710	Several potential crashes fixed for editing operations
26637	Crash when invalid MIDI data were received fixed
26591	Tempo changes caused MIDI events to be copied / pasted to wrong positions
26557	Zooming speed improved
26485	Program sometimes hung when items were renamed
26383	Improved compatibility for the VST Bridge when using Delphi-compiled plug-ins, e.g. from ImageLine with Cubase 64-bit
26369	MIDI tracks were also affected when an audio tracks was disabled
26360	Several potential crashes fixed involving the Crossfade editor
25892	Editing a large number of events simultaneously works more responsive now
26509	Several potential crashes fixed when working with the Group/Ungroup function
26521	MIDI Echo plug-in: Numeric parameter values were not visible
26589	Track Presets did not work in projects accessing more than 2 GB RAM on 64 bit systems
26372	MediaBay scanning improved
26685	Wrong MIDI Pan value was sent
26219	Several potential crashes in Score Editor fixed
26680	MediaBay scanning prevented Autosave to be executed
26507	Panning mono channels reacted slow on clicking
26447	"Convert Program List To VST Presets" menu entry was missing for some plug-ins

Version 5.5.1

This update addresses issues with some 3rd party plug-ins which fail Windows Vista/7 UAC compliance. Additionally, a problem with the VST Bridge has been resolved for plug-ins used in a mono track configuration (e.g. when using the DeEsser plug-in in Cubase on Intel-based Mac OS X computers or with the 64-bit Cubase version on Windows Vista/7). More fixes are listed below:

ID #	Issue
26235	Resolved an issue with wrong origin Time-code in Broadcast Wave files created by a Channel Batch Export
26299	Improved import compatibility for DV PAL video files
26207	Resolved an issue where Control Room went silent after using a Control Room preset

Version 5.5.0

This update features improvements and changes in the following program areas. For specific details please refer to the "New Features in Cubase 5.5 / Cubase Studio 5.5" PDF document.

Multi Core Performance
▶ When using low ASIO buffer settings the multi core performance of systems with more than 4 CPU cores has been improved.

Advice for improving real-time audio processing performance (PC Windows only)
▶ Steinberg recommends to check and adapt the following settings to improve the real-time audio processing performance of your system, especially when using low latency ASIO settings:
  ▶ Disable CPU Energy Saving: In Cubase you can find this option in the menu > Devices > Device Setup > VST Audio System. This option is disabled by default. By enabling it, the currently active power scheme settings from Windows will be duplicated, settings which are relevant to improve the system performance will be modified in this copied power scheme and will be used as long as the application is running. Quitting the application reverts back to the last used power scheme in Windows.
  ▶ BIOS setup "CPU C States": If the BIOS of your computer provides this option, we recommend to disable it, especially when your system is based on Intel i7 / i5 CPU models. This option is often described as "Disable CPU Idle State for Power Saving". If you are unsure where to look for please contact your system manufacturer.

Reverence (Cubase only)
▶ The ASIO load has been further decreased.
▶ New toggle for parameter fading on/off added: If disabled user can edit parameters without waiting time until the parameter transition has finished, this speeds up sound-design.
▶ Reverence now supports proper handling of "True Stereo" impulse responses.

VST Bridge
▶ Problems causing crashes involving UI operations in bridged plug-ins or lost connections to the VST Bridge have been fixed.
▶ When working with bridged plug-ins containing large sets of parameters, respectively internal preset lists, the overall performance has been improved.

Automation
▶ Four Fill modes have been added.
▶ Trim mode has been vastly improved.
▶ Automation panel has been re-designed.

Track Quick Controls
▶ Track Quick Controls are not only available for Audio / Instrument / MIDI channels but for Group / FX / Input & Output channels as well.

EQs – Gain Inverse
▶ Each EQ band of the Channel EQ in the mixer as well as for the StudioEQ plug-in (Cubase only) now features a Gain Inverse button.

VST Connections
▶ The VST Connection window now offers various detail improvements for convenient I/O and routing setup, such as incrementally assigning ports to multiple busses, working with multiple selections, easier and smarter naming and navigation using the TAB key.

Control Room (Cubase only)
- New option in Control Room preferences: "Exclusive Device Ports for Monitor Channels" allows assignment of the main mix bus and the CR to the same ports of the ASIO card or keep them exclusive (enabled means exclusive mode is active). This helps to avoid sudden jumps in volume when multiple outputs are using the same ASIO device ports.
- Improved VST Connection Setup for Control Room: The Studio tab now has a clearly indicative on/off switch and Arrangement Indicator (shows channel width of the main Monitor Bus, dependent of the channel width of the Main Mix Bus).

Video Engine
- Complete new video engine with OpenGL support, based on QuickTime video player.
- Video transport and locating is now done within the application, video picture is buffered in the graphic card. This allows for smoother transport with less CPU load.
- Video can be played in real-time through Firewire port even on Windows based computers.
- Please note: There are new system requirement for working with video files. Minimum is an OpenGL 1.2 capable graphics adapter/driver, recommended is an OpenGL 2.0 capable graphics adapter/driver. If these requirements are not met, the application can still be used but without video playback.

HD Video Frame Rate Support (Cubase only)
- To allow composers to work with video files delivered in HD format, additional HD frame rates are now available in the Project Setup window.

Sample Editor
- The Definition mode now displays a local timeline in context with the project timeline for improved definition editing in a musical context.
- Improved Hitpoint Detection and Editing: In previous versions sometimes very obvious transients in the audio material got undetected. This has been fixed. For editing the current slice is now highlighted and cursor left/right keys can be used to preview and move through the slices.

Groove Agent One 1.1 + New Content
- Various detail improvements have been added to Groove Agent One, e.g. sample start/end parameters, modifier key to replace samples on pads and the possibility to create archives of drum kits for easy sharing and backup.
- Added new VST Sound Content „Vintage Drum Machines": New Drumkits featuring 879 vintage drum machine samples (19 Kits/VST Presets, incl. Track Presets with matching Drum Maps).

LoopMash 1.2 (Cubase only)
- New parameter "Similarity Threshold": Only slices with a similarity higher than the threshold will be considered for selection. Slices below the threshold are not played. Similarity Threshold can be automated.
- New parameter "Track Volume", including level meters: Useful for adjusting level inconsistencies between loops; Track Volume can be automated.
- Improved ruler (combined with cycle control) showing bar and beat numbers. The project time signature is used.
- Maintenance and small details improvements, such as a Preset Loading and Analyzing indicator, faster scene switching, faster user interface updates, and more…

MediaBay
- The MediaBay and associated windows have been extensively re-worked, with a more elegant look and coherent layout. Various details have been improved.
- Please note: The MediaBay in this release uses a new database format. Databases created by previous program versions won't be re-used. Users updating from a previous Cubase version need to re-define their scan locations. Media files may need to be re-tagged with attributes in the case where meta-data was only stored in the database of the previous version. This affects e.g. attributes of ReCycle files, any write-protected files or user assigned ratings of the factory content (which is write-protected as well).

Channel Batch Export
- New file naming options are available.
- Import into Project: A Pool folder can be specified.
- Audio Export Window now operates as floating panel and can stay open while working in the project.

User Interface Appearance
- Improved "Add Track" dialog: All "Add Track" windows follow the new MediaBay look and feel.
- Consolidated Toolbar Items: Toolbars in Editors have been cleaned-up and consolidated to save space and improve consistency across the application.
- New Setup Window Layout: In various places the Show/Hide toggles for certain Window Layout Items have been replaced by a new Setup Window Layout button, offering context-sensitive show/hide options.
- Infoline Re-Design: The Infoline in all Editors have been re-designed using a new format to improve readability.
- Edit History window improvements: Edit History window now operates as floating panel and has a re-designed

window appearance.

- More color options: The application color appearance follows the settings from "Preferences" > "Appearance" > "General" / "Work Area" more consistently and allows for a wider range of customization.

Scrubbing
- The Scrub/Jog wheel and Scrub Tool can be used more efficiently for precision editing with improved audio quality ("tape-like" response with higher resolution).

Marker Track and Window
- Markers on the Marker track and the Marker window have a new look.
- Cycle markers no longer interfere with standard markers and copy/paste/duplicate operations have been improved.

Change of location of VST3 user presets (PC Windows only)
- The application stores VST3 user presets at a new location. User presets are now saved in a folder named "VST3 Presets" inside the "(My)Documents" folder of the user account currently in use. This change makes finding, sharing or backup of VST3 presets much easier. For details on how to migrate VST3 presets stored in the original (previous) location follow this link (requires login at MySteinberg):

  https://www.steinberg.net/en/support/knowledgebase_new/show_details/kb_show/VST3-Presets-location-changed

TimeWarp Tool
- The TimeWarp tool handling has changed: To create a tempo event just left click with mouse in editor grid. To remove a tempo event use SHIFT key + left click on tempo event in the timeline. To adjust the tempo without adding a tempo event use SHIFT key + left click and drag mouse to left or right.
- When inserting tempo events in editors using the TimeWarp tool, tempo events are no longer created at part boundaries.
- Please note that these changes have not been updated in the program documentation for this release.

General
- New function in "Edit" > "Select" menu: "Select Events under Cursor".
- Zoom with Mouse Wheel: Pressing modifier key CTRL (PC) or CMD (Mac) key allows zooming with mouse wheel at current mouse cursor position.
- The limit to max. 500 audio tracks has been removed.

MIDI XF Support
- MIDI files including XF data can be seamlessly imported, edited and exported without damaging this data.

VST System Link
- Improved Transport handling of multiple simultaneous machines.
- Locating on master system instantly locates all slave systems on the fly, instead of slave just jumping to new position after issuing a locate command; this includes Fast Forward/Rewind and Jog/Shuttle.
- Please note: For optimal usability all products which are part of a System Link network must be on the same product version (latest generation, e.g. Nuendo 5 with Cubase 5.5)

The following issues have been fixed in version 5.5.0:

ID #	Issue
26318	Resolved an issue with plug-in preset compatibility for Steinberg MR hardware series
26277	Resolved an issue in the Cubase Start Center for starting the installer of the Sequel 2 Trial Content
26275	Resolved an issue where VST Preset Browser windows could not be closed from Yamaha KX keyboard controller
26036	Fixed a crash when creating a new folder in a "Save Track Preset" window
26023	Resolved an issue where trying to save a track preset was not possible because the OK button did not respond
25501	Resolved an issue where certain operations record-armed tracks unintentionally
25444	Fixed a crash when flattening an Arranger Chain
25109	Improved reliability using the Apple Remote Control (Mac OS X only)
25014	Resolved an issue where Quick Controls stopped working on duplicated tracks
24820	Fixed a crash which could occur when trying to save a MIDI track preset
24764	Replaced invalid presets for the MIDI effect "Auto LFO" with working versions
24748	Resolved an audio file naming issue involving Cycle Markers and doing an Audio Export
24715	Resolved an issue with last used MIDI input ports not being remembered for new created tracks
24537	Resolved an issue with QuickTime movies and the Backup Project function
24528	Improved reliability of MIDI clock sync and plug-in delay compensation
24521	Fixed a crash when entering parameter values of VST2 plug-ins without pressing [Enter] or [Return] key

24429	Resolved an issue with Offline Process plug-ins not showing their user interface when invoked by key command
24309	Resolved an issue where a wrong error message was displayed doing an Audio Export with swapped locators
24306	Improved behavior of soloed or muted tracks in folder
24305	Improved behavior of various solo or mute states of tracks regarding automation
24304	Improved behavior of various copy / paste operations for soloed or muted tracks
24205	Resolved an issue where preferences states have not been remembered (Legato settings)
24091	Resolved an issue with VST Expressions and dual key switches not released correctly
24044	Resolved an issue with Offline Process files not correctly recalled when project was openend on another computer
24020	Improved file handling for Reverence where file path to impulse response files could not be resolved
24018	Resolved an issue where selecting an automation point did not deselect events or parts
23759	Fixed a crash when removing external FX or Instruments then refreshing the Plug-in information window
23728	Resolved an issue where the certain preferences states have not been remembered (MIDI Export Resolution settings)
23723	Improved response of engaging Solo using Generic Remote
23646	Resolved an issue dissolving parts from a MIDI file import
23513	Resolved an issue with drag&drop not working for MIDI files from the MediaBay window into the Project window
23476	Fixed a crash by accidentally pasting useless information into the Input Position fields in the Transport panel
23470	Fixed a crash which occurred in certain situations when closing the Audio Export window
23461	Improved the vertical zoom slider behavior in the Sample Editor (works consistent now)
23339	Added a new option in the CoreAudio2ASIO panel to control the reset of the volume to 0db for certain audio devices
22712	Improved the Scissor tool when used by modifier key of the Pointer tool for cutting folder parts
22320	Resolved an issue where the Project Ruler did not stay on user FPS rate
22035	Resolved an issue where real-time Freeze stopped sometimes without obvious reason
21090	Resolved a Control Name field naming issue for Generic Remote
19403	Resolved an issue where long held mouse clicks temporarily froze the GUI (Windows only)

Version 5.1.1

This update features improvements in the following program areas:

Operating System Compatibility
‣ Version 5.1.1 is now compatible with Apple Mac OS X Snow Leopard (10.6) and Microsoft Windows 7.

eLicenser Control Center
‣ Version 5.1.1 includes the new eLicenser Control Center (eLCC) which replaces the former License Control Center (LCC). For more details please visit: http://www.elicenser.net

Project Assistant
‣ All Cubase retail versions now include a new Project Assistant.
‣ The "Save as Template…" window has been redesigned for tagging Project Templates with attributes.
‣ In the Browser section of the MediaBay, a new entry for Project Templates appears in the VST Sound node. Attributes of Project Templates can be modified there using the Tag Editor (Cubase only).
‣ A complete new set of Project Templates is included and replaces all previous factory templates.
‣ For further details working with the Project Assistant please consult the separately available "New Features" PDF document.

AmpSimulator
‣ The AmpSimulator plug-in has a new look and feel.

Jog/Scrub Wheel
‣ All Jog/Scrub features known from Cubase 5 are now also available in Cubase Studio 5.
‣ The Jog/Scrub wheel can be invoked by activating it from the Transport Panel context menu.
‣ Related Key Commands can be assigned in the Transport section of the "Key Commmands" window.
‣ Jog/Scrub can be used from remote control devices.

The following issues have been fixed in version 5.1.1:

ID #	Issue
24610	Fixed a Score Editor issue with Copy & Paste from clipboard not working
24581	Fixed a problem with Templates not found in user location
24555	Fixed a problem with MediaBay previewer playing MIDI Loops from e.g. VST Sound Instrument Set "Synthesizers"

24530	Fixed a Score Editor issue with broken block text
24520	Improved VST3 plug-in scanning time at start-up
24519	Fixed an issue on Mac OS X Snow Leopard with wrongly positioned menus and dialogs
24515	Fixed an issue with East West Wordbuilder plug-in not working
24319	Fixed an issue on Mac OS X Snow Leopard with graphical glitches in Score Editor
24140	Fixed an issue where VSTi channel faders appeared with transparent fader caps
24115	Fixed an issue with PitchCorrect plug-in not working correctly when using sample-rates other than 44.1kHz
23293	Fixed various redraw issues

Version 5.1

This update features improvements in the following program areas:

Hardware support / Advanced Integration

‣ Integration of Yamaha Motif XS plug-in editor as External Instrument has been enhanced and allows usage without having an audio-connection of the device to your audio/computer hardware (e.g. Motif is only connected to the system by MIDI and not by FireWire). Instrument Channels will appear with a transparent fader cap in such cases.

‣ Steinberg CC121 AI knob can be used to control parameters of most VST2 plug-ins. Please note that this does not work with plug-ins with no mouse-wheel support implemented. Some plug-ins may require a click on the desired parameter first, instead of just hovering the mouse cursor over the parameter. The Lock button of CC121 is not supported for VST2 plug-ins. These restrictions do not apply to VST3 plug-ins.

‣ Support for software version 1.5 of MR816 hardware series and CC121 Advanced Integration Controller.

MediaBay

‣ Project Tagging: In all Cubase versions featuring MediaBay, projects can be tagged permanently, just like e.g. audio media. In the past attributes for project have been only stored in the MediaBay database, with version 5.1 attributes will be written into the project file. Attributes are not lost when transferring project files from one system to another, allowing you to use the MediaBay to its full extent managing your project files.

‣ Presets can be now rated in "Browse Sounds..." or any other Preset Browser windows.

‣ There are some minor changes in the default setup of Filters and Attributes for "Browse Sounds..." and other Preset Browser windows.

General

‣ Dragging MIDI Trigger Part from Groove Agent One to an already existing MIDI or Instrument track will place it there, instead of always creating a new track. It is no longer needed to adjust the MIDI File Import Preferences for this workflow.

‣ Audio Track Presets are now saved with Input Bus settings, loading such Track Presets will connect them to the most suitable Input Bus found in the current VST Connection Input Bus setup.

The following issues have been fixed in version 5.1:

ID #	Issue
23907	Fixed a problem with Control Room volume being resetted under certain conditions, if DirectMonitoring is enabled
23870	Fixed a stability problem with MediaBay if computer is equipped with 2GB RAM or more (Mac OS X only)
23754	Fixed a problem with wrong track names after dissolving a MIDI Part separated by channels
23742	Fixed a problem with MIDI FX plug-in "Auto LFO" not finding the factory presets
23681	Fixed a problem involving Groove Agent One when Instrument is freezed while playback is running
23647	Fixed a graphical problem in the "Browse Sounds..." window: The Volume fader cap was missing
23631	Fixed a problem with Project Bar Offsets and Info Line values for Time Signature events
23511	Fixed a problem renaming items properly in the Generic Remote editor
23482	Fixed a MIDI Clock problem when Cycle was toggled on/off or when jumping to Arranger Parts
23469	Fixed a problem with Freeze: Frozen Track was assigned to wrong plug-in instance
23468	Fixed problem with Link Editor preference not working for List Editor
23465	Fixed a problem with Track Notepad: Text could not be deleted
23412	Fixed a problem with Automation: Value did not match with e.g. Volume fader position under special conditions
23306	Fixed a problem with MIDI Device Preset Bank names when exporting or importing setups
23206	Fixed Score font compatibility problems for Mac OS X
23177	Fixed issues with QuickConnect feature of Steinberg MR816 series
22553	Fixed a Freeze issue with Output Busses not being recovered when unfreezing an External Instrument

21548   Fixed an issue with erratic Start/Stop messages when using MIDI Clock sync

Version 5.0.1

This update features improvements in the following program areas:

VST Expression
- ‣ In the VST Expression Setup window it is now possible to define up to two individual MIDI Control Change messages for a Sound Slot in the Output Mapping area.
- ‣ Each sound slot can be associated with a color. When working in the MIDI Editors (e.g. Key Editor) you can use the Color Scheme Selector in the Toolbar to colorize note events by Sound Slots.
- ‣ The Pre/Post button for MIDI Sends controls if VST Expression events are sent through MIDI Sends (Pre = no, Post = yes).

LoopMash
- ‣ Saving or deleting a scene can be aborted by clicking in empty space beside the Scene Pads.
- ‣ An "Empty" preset has been added to easily clear an entire LoopMash instance.
- ‣ LoopMash now supports the AI Knob of the Steinberg CC121 controller.
- ‣ The MIDI control capabilities have been extended by additional MIDI note events:
  C2 = Start, D2 = Stop, E2 = Sync on, F2=Sync off. The MIDI note events C1 – B1 recall the respective Scene Pad 1 – 12. Please note that it is no longer possible to recall a Scene Pad using MIDI note events outside that range, you may need to adapt your LoopMash tracks in your projects for proper playback in version 5.0.1.
- ‣ The "Jump" parameter is now saved within the project and user presets.

Groove Agent One
- ‣ Groove Agent One now supports the AI Knob of the Steinberg CC121 controller.
- ‣ For the Pads C1 - B4 additional automation parameters have been added.
- ‣ A polyphony counter has been added to the central display on the Play page.

Reverence
- ‣ The ASIO load of Reverence has been decreased greatly and the plug-in latency has been reduced from 2048 to 256 samples. Please note that the ASIO load depends on the length of the impulse response and the number of channels used. This should be considered when setting the ASIO buffer size.

General
- ‣ Plug-in scanning at program start-up has been optimized. In the Plug-in Information window, a button "Update Plug-in Information" has been added. Using this button scans through all installed plug-ins and adds additional information about plug-in properties to the list.
- ‣ Automation-Write behaviour has been changed back to Cubase 4 behaviour (keep last value).

The following issues have been fixed in version 5.0.1:

ID #	Issue
19340	Fixed an issue with Track Quick Control settings not loaded correctly from Track Presets
22476	Fixed an issue where a crash could occur when dragging MIDI file from Groove Agent One to project window while playing back the project
22753	Fixed an issue in LoopMash with tooltips not disappearing
23003	Fixed an issue with UTF encoding for path/file names when non-US ASCII characters were involved (affected e.g. LoopMash)
23022	Fixed an issue in Groove Agent One with audible jitter when using long samples and project was not running in 44.1 kHz sample rate
23044	Fixed an issue in Groove Agent One with audio export when no realtime export was used
23053	Fixed Transport key command issues with some 3rd party plug-ins set to "Always on top"
23058	Fixed a VariAudio issue with resetting Warp/Pitch or Reanalyze for audio events in the project window
23110	Fixed an issue with wrong file references when using "Backup Project"
23123	Fixed an issue with Groove Agent One which increased the ASIO load over time
23153	Fixed a redraw issue in the Drum Editor
23158	Fixed an issue when a Range Selection was used both in Sample Editor and Project window simultaneously
23174	Fixed an issue loading Track Presets when required Instrument was not installed (e.g. HSO)
23208	Fixed an issue with Retrospective Record and VST Expression
23210	Fixed an issue with previewing audio CD import
23376	Fixed an issue which could crash the Logical Editor
23422	Fixed a VST Expression issue with default remote keys when in Cycle mode

23426	Fixed a phase problem with PitchCorrect
23454	Fixed an issue when renaming files in Pool
23457	Fixed an issue with writing Trim Automation
23459	Fixed an issue using the Enter key vs. using the Return key in certain dialogues
23467	Fixed a VariAudio issue where realtime processing could not be flattened outside the Sample Editor
23480	Fixed an issue where Track Quick Control settings were lost for MIDI tracks when project was re-loaded
23486	Fixed an issue with audio CD import on Japanese systems
23516	Fixed an issue dragging a MIDI part to another track when Score Editor was open
23530	Fixed an issue dissolving MIDI parts from MIDI file format 0
23543	Fixed a redraw issue when working with Lanes

Version 5.0.0

Initial release.

Issues & Solutions

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

ID #	Issue	Solution
n/a	[Cubase Start Center] * Start Center does not launch, so Cubase installer can no be started.	Open the Cubase disk manually. Mac OS X: Go into the folder "Cubase for Mac OS X" and double click "Cubase.mpkg". PC Windows: Go into the folder "Cubase for Windows" and double click "Setup.exe".
19674	[Automation] * Automated VST2 plug-ins (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.
22724	[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.
22805	[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.
19325	[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.
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.
22670	[Freeze] * Frozen files are excluded from sample rate conversion when changing project sample rate	Unfreeze before project sample rate change.
13276	[Freeze] * If a MIDI track inside a (closed) folder track is unfreezed, that MIDI track will still be frozen and nothing can be done to fix the state.	Repeat un-freeze with the folder track in unfolded state.
21161	[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.
19024	[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.
11600	[FX Plug-ins] * Switching the ASIO / Core Audio buffer size can cause a system freeze when certain plug-ins (e.g. Waves RVox) when the plug-ins are active but in Bypass mode.	It's recommended to set the ASIO buffer size with no project loaded.
19819	[General] * If system is short before running out of RAM, the application may behave erratically or crashes."	This can happen if a memory-intensive Instrument is loaded in such situations (e.g. a sampler VSTi). 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.
25339	[Hardware] * Deleting an Instrument Track while having a Yamaha KX series keyboard in use may result in a crash.	Please check for an update to the latest version of the Yamaha KX drivers and extensions.
20376	[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.
20370	[Hardware] * CC121 Controller: Cubase works sluggish if the CC121 was unplugged and re-plugged while Cubase is running.	Do not unplug the CC121 during Cubase operation.
21667	[Hardware] * On PowerPC-based Mac OS X systems, CPU performance (shown in the Mac OS X Activity Monitor) may be degraded (compared to previous Cubase version 4.5).	Use higher buffer sizes of you experience dropouts. A switch to Intel-based Macintosh computers is recommended, as noted in the minimal system requirements.
22730	[Hardware] * VST performance meter peaks on Apple laptops.	Set "Line in" is set as input source in Core Audio device settings.
24799	[Hardware] * Nuendo / Cubase 5 do not follow external ADAT sync from the RME Audio HDSP9652 card.	Check for a RME driver update.
23176	[Help] * Mac OS X only: Online Help does not open in correct language (if Cubase 4 is also installed).	The Apple Help system stores a cache with the "path" to the online help files. But it can not distinguish between Cubase 4 and Cubase 5. A solution will be to delete the "Cubase Help" Properties. After Starting Cubase the cache will be updated.

19753	[Import] * When MP3 files are imported from a network server, it the program gets unresponsive for several minutes (applies to Cubase AI, Cubase LE and Cubase Essential only).	Copy files to the local hard disk before importing. Alternatively, purchase the MP3 decoder from Steinberg website.
n/a	[Instruments] * Drag&Drop of samples in Velocity Layer area of the "LCD"-display of Groove Agent One does not work.	Drop samples on pads instead, edit Velocity Layers afterwards if needed.
n/a	[Instruments] * If a Groove Agent One kit was created by the user and only saved within a project it may happen that samples are not located correctly after re-loading the project.	After creating a new drum kit, make sure to save it as a VST Preset.
11381	[Instruments] * BFD plug-ins: Sounds may be cut when Freezing Instruments channels.	If possible, use small ASIO buffer sizes before freezing BFD plug-ins channels.
22803	[Instruments] * Dragging audio data from project into LoopMash may result in wrong tempo detection if there is tempo track data involved.	Cut the desired portion of the audio file, then use "Bounce Selection". Then drag the bounced version into LoopMash.
19122	[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.
11606	[Instruments] * Incompatibility with presets of older version of BFD plugin.	Make sure to use the current version of BFD plug-ins.
22669	[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.
10660	[Instruments] * Some sounds of the Prologue synth may sound slightly different on Mac (Intel) and PPC computers (Mac OS X only).	When porting projects using the between Mac (Intel) and PPC computers you might need to have to readjust some synth settings.
23102	[Instruments] * HALion Symphonic Orchestra on Vista 64-bit system with native Cubase 64-bit version may crash when attempting to load Instrument or when browsing its presets.	Please download the Vista 64-bit patcher for HALion Symphonic Orchestra from the Steinberg website.
22274	[Instruments] * Certain 3rd party instruments, e.g. Reaktor from Native Instruments, may produce ASIO overloads on multi core CPU systems.	Toggling 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.
18502	[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."
18525	[MediaBay] * Media Bay stops scanning (hangs) when there are corrupted media files (mainly video) in the folder.	Please make sure there are no corrupted files in the folders you scan.
20923	[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.
22997	[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.
18561	[MIDI Plug-ins] * In some cases, depending on the ASIO buffer size, the MIDI Plugin "Step Designer" may cause monophonic instruments to play unintended "Glides".	Put MIDI Plug-in "TrackFX" after the Step Designer and set "length compression" e.g. to 20/21.
18314	[Mixer] * Dragging plug-ins from stereo to mono channels may cause problems (mising channels, garbled sound)	If possible, reload the plug-in rather than dragging between stereo / mono channels.
18992	[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.
19379	[Mixer] * The Mix Convert plug-in setting are reset it to default if the plug-in 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.
13873	[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.

18003	[Mixer] * When plug-ins are dragged between insert slots while "Constrain Delay Compensation" is turned ON, problems with the plug-ins might occur. This applies to plug-ins that introduce a delay, such as e.g. plug-ins from UAD.	Turn "Constrain Delay Compensation" OFF before dragging plug-ins between insert slots.
18690	[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.
23797	[Plug-ins] * iLok-protected plug-ins with no valid or an expired license on the iLok key may crash the application.	Make sure to have valid licenses for these products on your iLok key.
25752	[Plug-ins] * Izotope RX doesn't work in Offline Process mode.	Plug-in must be adapted to match the VST specification.
23906	[Plug-ins] * Program crashes if WaveLab plug-in "Leveler" is used.	Do not use this plug-in with Cubase / Nuendo.
11279	[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.
22701	[Project] * Project saved with Cubase 5 does not load in Cubase Studio 5 if there is a Ruler track involved.	Remove the Ruler track in the Cubase 5 project before trying to load it Cubase Studio 5.
15203	[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.
10728	[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.
19096	[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.
20725	[Score] * Program crashes when MusicXML is exported.	Switch to Page Mode first.
11430	[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.
19049	[Sequel] * GM Drum Maps are not available after loading a Sequel project.	1. Create a new project with a MIDI track. 2. Open a GM Drum Map and save it. 3. Load your Sequel project and load the previously saved GM Map.
21661	[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.
23664	[Video] * Audio drop outs occur when Video-Playback is displayed in Full-Screen mode.	In the Device Settings for the VST Audio System please set the Audio Priority to Boost.
25731	[Video] * Slow video response and possible other problems with old Matrox graphic cards.	Please consider to change to new graphic components.
25020	[Video] * Windows XP: In systems with 2 or more graphic cards, full screen video works only on the card with main windows monitor assigned.	This is an OpenGL driver limitation in Win XP. Please consider to upgrade to Windows 7.
19082	[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.
11121	[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.
23438	[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.