

Issues & Solutions

Cubase SX 2.0.1

This document describes Issues you may encounter using the software and possible solutions to workaroud them.

<u>Issue</u>	<u>Solution</u>
"Step Designer" MIDI plug-in "pattern change" automation can not be written.	Use the function to record the "pattern changes" as MIDI notes.
Quantizing Audio does not work, if a MIDI Track is placed ABOVE the audio tracks.	Re-order the tracks so that the audio tracks are above the MIDI tracks.
MIDI recording from VST Instruments onscreen keyboards or pads creates endless notes.	Switch OFF Cycle Mode.
Performance / Playback problem due to sample rate mismatch between Cubase SX/SL and the audio card (Mac version only).	If your audio interface is clocked externally (e.g. via Word Clock), Cubase SX/SL might not take notice of sample rate changes (e.g. from 48 kHz)
Importing MPEG 1 video files does not work (Mac version only).	Convert video files to standard QuickTime format before importing.
Setting Audio Priority to "Very High" (Device Setup/VST Multitrack/"Expert") can cause crash on multi processor CPU computers.	Set Audio Priority to "High" or "Normal".
Crash on start-up if connected audio interface (e.g. MOTU 2408) is switched OFF (Mac version only).	Make sure the interface is switched ON.
Crash: Changing Accuracy of Pitch-Shift-Envelope while previewing.	Stop the preview before making adjustments, then re-start the preview.
Projects sometimes load with wrong Generic Remote Preset.	Set the correct preset manually after loading.
Mixer shows Channels in "hidden" status.	Saving the project with the Mixer window CLOSED solves this.
MIDI Parts play out of time if they were copied where subtle tempo changes are present.	If occurring, straighten up the tempo map in the Tempo Track or re-quantize the copied part.

<p>Linking MIDI Channel faders (MIDI Mixer) does not work correctly (faders "jump").</p>	<p>Do not link the faders if at least one of them is all the way down. Setting the faders to a level other than "OFF" lets them link correctly.</p>
<p>Possible crash: Setting VST Connection busses to audio card inputs / outputs when a new project is based on one of the built-in surround templates.</p>	<p>If this occurs, assign the VST Connection busses to your audio card inputs / outputs *before* the template.</p>
<p>Some windows are "gone" when a project was saved on a dual-monitor setup but is loaded on a single-monitor setup.</p>	<p>Make sure the window is not in "Always on Top" status when it's saved. The window will then appear at a suitable position on a single-monitor.</p>
<p>Crash when importing certain Cubase 5.x Songs.</p>	<p>Can be solved in many cases by deleting the "Audio Mix" Track in Cubase 5.x before importing them.</p>
<p>Old Magneto plug-in may crash.</p>	<p>Use the built-in version of this plug-in.</p>
<p>VST System Link doesn't submit Nudge Up / Down ([CTRL]+[NUM+], [CTRL]+[NUM-] accurately no a slaved system.</p>	<p>Nudge locally on the slaved system.</p>
<p>Crash in List Editor if Length and Data2 values are altered using the [Alt]-Click method.</p>	<p>Use other data entry method.</p>
<p>Score-bug (Mac) : Changing note-symbol crashes SX</p>	<p>Score Editor crash: Pressing [CTRL] for note-symbol-pop-up menu.</p>
<p>Crash with some plug-ins (Mac only): Entering numeric values by pressing [ENTER] key instead of the [RETURN] key.</p>	<p>Always enter values by using the [RETURN] key.</p>
<p>Inaccurate results if the Timetretch Tool is used in the project window.</p>	<p>Depending on the algorithm selected, modifying the event length using the Time Stretch tool Use the Time Stretch Offline Audio Process instead.</p>
<p>Imported Cubase SX 1.x projects containing Halion 1.x loads with 'pending connections' if Halion 2.x is installed.</p>	<p>Manually set the MIDI connections and save the project.</p>
<p>Stuttering Playback of video files through Firewire OUT (Mac version only).</p>	<p>Performance problem - try less compressed video codec (e.g. DV format).</p>
<p>Opening Video Window (Direct Show Player) or importing video files can affect sample rate of the ASIO audio card.</p>	<p>If this happens frequently, a dedicated soundcard (or built-in sound chip) should be set as Preferred Device in the Windows Multimedia panel.</p>

<p>Inaccurate results if the Timetretch Tool is used in the project window.</p>	<p>Depending on the algorithm selected, modifying the event length using the Time Stretch tool Use the Time Stretch Offline Audio Process instead.</p>
<p>Length of the mixdown can be inaccurate if Midex MIDI interface is connected. The Direct Music components of the operating system can cause a timing problem of the audio engine.</p>	<p>If this happens on your system, please use the Windows MIDI ports instead.</p>
<p>Recording using the Punch In / Punch Out at locators leads to inaccurate file lengths.</p>	<p>The timing positions are however correct and the timestamps of the files do mention this, thus there's no workaround needed.</p>
<p>Pool - "Prepare Archive" does not work for video files (only if video is present on video track).</p>	<p>Copy video file to the project folder manually or do Prepare Archive while the video is not present on the Video Track but in the Pool.</p>
<p>Automation is read inaccurately.</p>	<p>If the ASIO block size (latency) is very big, the automation is read inaccurately. Lower the ASIO buffer size.</p>
<p>Paste Time doesn't work on Marker Track.</p>	<p>Use "Insert Silence" function instead.</p>
<p>Selecting Midex3 resets audio card sample rate.</p>	<p>Adding a MIDI Track can disturb the audio engine. ASIO Sample rate can be changed or lost. If a Direct Music MIDI port (example: MIDEX 8) is opened for the first time (f.i. by adding a MIDI track), it may happen Windows Direct Music causes a short system.</p>
<p>FX or VST Instrument plug-ins sound strange (like having a "feedback").</p>	<p>Enable "Old Host Behaviour" compatibility mode in the Plugin Information Window. Please note that the mode works after re-loading the plug-in.</p>
<p>Virtual Guitarist automation does not work after storing the project.</p>	<p>If you run into this problem, please render the automation into track mixdowns before closing the project.</p>
<p>Surround Output Channel Order is wrong on imported Nuendo 1.6 Projects.</p>	<p>Prepare the Surround Projects in Nuendo 1.6 before importing them into Nuendo 2.0.</p>
<p>Imported WMA Surround File appears as stereo mixdown in the project(Windows 2000 only).</p>	<p>Use Windows XP Operating System if this function is required.</p>
<p>Editing EQ via Generic Remote can crash.</p>	<p>No solution, please avoid atm.</p>