steinberg

Issues & Solutions

Cubase SX3.0.1

This document describes issues you may encounter using this software as well as possible workarounds

#	Issue	Solution
1	Deactivating a "DirectMusic MIDI In" port results in complete loss of all "DirectMusic Midi In" ports.	Activating any "Direct Music In" cures the situation.
2	Trimming multiple event volumes, automation points or linked mixer faders: db relation is not retained	Be aware of this. A solution will be made available.
3	Mac only: Performance / Playback problem due to sample rate mismatch between Cubase and the audio card.	If your audio interface is clocked externally (e.g. via Word Clock), Cubase might not take notice of sample rate changes (e.g. from 48 KHz to 44.1 KHz), which will disturb the audio playback. Make sure the sample rate is properly set in the Project Setup.
4	Mac only: Changing Paper sizes has side effects. The layout isn't adjusted to fit the new size.	Adjust Layout again.
5	VST System Link synchronisation: The slaved system doesn't follow "Preroll" of the master correctly.	Disable "Preroll" if VST System Link synchronisation is required.
6	Export Audio: VSTi responds to incoming MIDI during export.	Do not play MIDI to VSTi while exporting audio.
7	Possible VST System Link synchronisation problem when the same port is used for both audio and VST System Link.	Run VST System Link through dedicated audio (separate from audio) port if this occurs.
8	WMA Pro Audio Export Mixdown may sound distorted if audio card is clocked externally (e.g. by Word Clock) to a different sample rate than the exported WMA file.	Set audio card to Sync = "Master" before you perform the export.
9	Synchronization: Timecode Source = ASIO Audio Device: Record does not work if you push record before SX/Cubase goes into sync although tracks are record-enabled. Cubase goes only into Play mode.	Record with Punch In and Punch Out method.
10	With a remote control device enabling record on tracks and starting/stopping recording on the transport at the same time might lock up the program.	Do not press the track record enable buttons and the transport record button simultaneously.
11	Adjustments made on a remote controller affect real time audio mixdown.	Don't make adjustments on the remote controller during real time audio mixdown.
12	Different velocity values in midi parts have no influence to the playback. All events use the same velocity value.	Cut the midi parts with the cut tool.
13	Realtime-time stretching of event is not reflected in audiotempo/tempodefinition-tool in sample-editor.	First set tempo and (if wanted) musical mode for the audio CLIP, then do external stretching of EVENT if still necessary.
14	Mac only: Margins in Print Dialog may not be recognized.	Toggle "Measure In" Radio Buttons.
15	Automation with the UAD Fairchild plug-in can lead into crash sometimes.	Install an update of UAD Fairchild plug-in once available.
16	System Link: VST System Link Slave device plays MIDI to external devices incorrectly.	Send MIDI to external devices directly from the VST System Link Master.

17	VSL 2020 audio card only: System Link - Synchronization is being affected by "Lower Latency" ON or OFF status when using the Steinberg VSL 2020 cards.	Run VSL 2020 using "Lower Latency" OFF if you have synchronicity problems using System Link.
18	Import / Export of OMF: Problems if Umlauts or special characters are used in file names and descriptions.	Avoid Umlauts and special characters are used in file names and descriptions.
19	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 (e.g. by adding a MIDI track), it may happen that Windows Direct Music causes a short system halt, which can disturb the Cubase SX audio engine.	Go to Device Setup/VST Multitrack and execute Reset.
20	Some windows are "gone" when a project was saved on a dual-monitor setup but is loaded on a single-monitor setup.	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 setup.
21	Events can get slightly dislocated (by a few samples) after Pitch shift with MPEX algorithm.	Use another algorithm if processed range is timing-critical.
22	DirectX plug-ins are not disabled in the offline processing menu after deactivating in plug-in Information window.	Restart the application to reinitialize the offline processing menu.
23	Inserting Wavelab Leveller plug-in may cause crash.	Do not use it in Cubase.
24	Extreme settings with real-time processes (time stretch, transpose) can cause very high CPU loads.	Avoid extreme settings with real-time processes or freeze the real-time processes.
25	Selecting regions in audio clips and processing these with MPEX may produce short dropouts.	Select either whole clips or regions beginning and ending with silence, or select regions larger than wished and trim after processing.
26	Audio files from frozen audio material won't be deleted after "prepare archive" is executed.	This is meant to be like this by design. Audio files won't be deleted if the project is saved previously in order to avoid the risk of deleting files used in earlier saved projects.
27	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.
28	The first send slot of the Default Output Bus is setup automatically with the Audition Channel as a destination. Even if the user changes the destination, pressing the "Listen" button on any channel will change the send destination again to "Audition Channel".	Do not use the first send slot on Output Busses for anything else than sending to the Audition Bus.
29	Text input not working in Japanese version.	Only the Romaji input method seems not to work. Hiragana and Katakana are working fine.
30	Mac only: Project files saved by Cubase 3.0 show file info "Cubase 2.xx" document. But they are actually not compatible with Cubase SX 2.x.	This can occur if a previous Cubase SX version is installed on the computer.
31	Possible incompatibility with GRM Tools dongle, might cause Blue Screen when plug ins are initialized.	Get GRM Tools dongle driver update.
32	Mac only: Program can crash when a project is closed that uses the plug in "VST Dynamics".	Use "Dynamics" plug in instead.
33	Audio Channel button "Bypass all Sends" does not work after loading a project.	Use the ON / OFF buttons of the individual Sends.
34	Tracks with monitor on (manual) are not included in export audio mixdown.	Turn input monitoring OFF before exporting.
35	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.

36	UNDO cross fades in "Fixed Lane" recording mode can cause errors.	Remove cross fades manually instead of using UNDO.
37	Cross fading events on lower lanes in the audio part editor does not work correctly. Happens when only one of two events to be cross faded is selected.	Make sure both events that shall be cross faded are selected.
38	Mac only: Playing QuickTime Video can cause random crashes if the system performance is maxed out and the preference "Show Video Thumbnails" is ON.	Turn Thumbnails OFF if your projects are very CPU demanding.
39	Trimming multiple event volumes, automation points or linked mixer faders: dB relation is not retained	Just be aware of this. A solution will be made available.