



Nuendo 5.5 – Issues and Solutions

The following chart describes issues you may encounter using this software and offers possible workarounds.

Area	Issue	Solution
Compatibility	Import of AAF files referring to MXF audio - no audio clips appear in the project window.	Please use "create new project" when importing the AAF first instead of importing into an existing project.
Compatibility	Possible crash when multiple MXF projects are imported consecutively.	After importing 5 MXF projects in a row, please restart the application once.
Compatibility	Projects created in Cubase 5.0 / 5.2 64 bit using "JBridge" for 32 bit plugins may not load.	Please consider to use VST-Bridge instead.
Compatibility	[Import] * Open TL files from Tascam MX 2424 aren't read correctly when they contain virtual tracks.	The application "EDLtranslate" can be used to adapt these TL files.
Compatibility	[Export] * Multichannel interleaved files are not compatible with other applications (e.g. Dolby Tools).	Please use the option "Don't use Extensible wave format" in the Audio Export Mixdown window.
Compatibility	[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.
Compatibility	[Import] * Some audio files cannot be found when importing OpenTL file.	If you want OpenTL file to be used in Nuendo later on, make sure not to choose a directory path in the Media Destination field when you export the file.
Editing Funtions	[AudioWarp] * Toggling Cycle on/off short 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.
Editing Funtions	[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 a wrong Snap point position. Move Snap Point of all resulting audio-files to event-start, then enable Musical Mode.
Editing Funtions	Sample Editor VariAudio sliders difficult to adjust	Please set the preference "Editing / Controls / Slider Mode to "Jump".
Editing Funtions	[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.

Editing Funtions	[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.
Editing Funtions	[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.	Please unpack audio events from their folders before copying them to another project.
Editing Funtions	[General] * Key commands [S] or [M] for Solo and mute do not work for Folder tracks in the project window.	Please check that no window with the "Always on Top" mode is opened.
GUI	Projects from Nuendo 4 open with plugins out of the screen view, so they cannot be closed or moved.	Toggle the screen resolution once in the Display Properties of Windows.
GUI	[MediaBay] * Nuendo MediaBay Selection in Previewer is inaccurate.	Please make sure that the previewed files match the project sample rate.
Media Management	[Track Archives] * Importing Track Archives via network volumes may result in unresolved media files without notice.	After the import, please open the Pool and resolve the media files (use "Find Missing Files..." from the context menu on the affected entries).
Media Management	Projects automatically created by the Export Audio Mixdown function "Create New Project" may open in undesired frame rate.	Please create an empty project once manually with the desired settings. Afterwards, the automatically created projects will use these settings.
Media Management	[MediaBay] * REX/RX2 files can not be played in project tempo/context in the MediaBay Previewer.	MediaBay Previewer can only play these files with their original tempo.
Media Management	If the language of the application is changed (e.g. from English to German), you cannot "Configure Defined Attributes" anymore.	Please consider to not change the application language once you have customized the MediaBay attributes.
Media Management	AIFF recordings cannot be recoverd if the recording was interrupted e.g. by power cut.	We recommend to use WAV files for recording in critical situations. They can be recovered.
Media Management	[MediaBay] * A sound that is used by HALion cannot be previewed in the MediaBay.	Please unload the programs with the affected samples or skip these files in MediaBay previewer.
Media Management	[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.
Media Management	[Import] * Nuendo crashes when loading a sample from the Magix Sound Pool	If you have to work with these files, convert them to a standard conform format.
Media Management	If "FileVault" is used on Mac OS-X, it is not possible to save Templates. This may affect other data the user saves as well.	Do not use accounts with "FileVault" active.
Media Management	[MediaBay] * Search for "number of bars" or "signature" leads to wrong results.	Consider to sort the result list by attributes rather than searching for these particular values.
Media Management	[MediaBay] * After a folder has been renamed in the Finder, it appears empty in the MediaBay (Mac OS X only).	Rescan the particular folder that has been renamed.
Media Management	[MediaBay] * Overwriting presets from the MediaBay Save Dialog (save VST Preset, save Track Preset, save PatternBank) does not update changes in the meta data.	We recommend you not to overwrite the preset but use "make UniqueName" and remove the old preset afterwards, if you want to change meta data.
Media Management	[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.
Media Management	[MediaBay] * Problems may occur (e.g. impossible to create Track Presets) depending on operating system User Account name.	To avoid potential MediaBay problems, please do not use user names consisting of only CAPITAL letters.

Musical Functions	Depending on the ASIO buffer size, the MIDI Plugin "Step Designer" may cause monophonic instruments to play unintended "Glides".	Put MIDI Plugin "TrackFX" after the Step Designer and set "length compression" e.g. to 20/21.
System and Connectivity	[Plug-ins] * When working with the 64-bit version of Cubase some 3rd party plug-ins may not work correctly if they are not in compliance with the User Account Control (UAC) feature of Windows. Plug-ins affected by this are e.g. based on the "SynthEdit Audio Plug-in Creator".	Please contact the respective plug-in manufacturer for a solution. As a workaround, please either start the 32-bit version of Cubase or start the 64-bit version with administrator privileges if you need to work with such plug-ins anyway.
System and Connectivity	Program freezes when pressing the "Control Panel" button in the ASIO RME Hammerfall HDSP dialog.	Driver update from RME should solve this issue. In the meantime, please adjust audio card settings only while Cubase / Nuendo is not running.
System and Connectivity	[General] * Umlauts and special characters might not work as key commands (Mac OS X only).	Please use other keys instead.
System and Connectivity	[Hardware] * Switching sample rates while the project is played back may crash the application.	Please only switch sample rates when in stop mode.
System and Connectivity	Installing on case sensitive filesystems (like UFS or case sensitive HFS+) may lead to stability issues.	We recommend you to not use case sensitive filesystems.
System and Connectivity	[Hardware] * VST performance meter peaks on Apple laptops.	Please set "Line in" as input source in Core Audio device settings.
System and Connectivity	[Hardware] * CC121 Controller: Automatic configuration doesn't work if Nuendo was launched before the CC121 was turned on (or plugged in).	Please connect and turn on the CC121 before launching Cubase.
System and Connectivity	[Virtual Katy] * Editing operations may cause an unexpected increase of RAM consumption.	Please lower the maximum undo count in the preferences.
System and Connectivity	[General] * If system is close to running out of RAM, the application may behave erratically or crash. This may happen if a memory-intensive plugins are loaded in such situations (e.g. Sampler VSTi) but also when total audio recording time is extremely long.	You can reduce the 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. We recommend you to consider a 64-bit OS with the 64-bit version of Cubase / Nuendo. For recording length information, please refer to the operation manual.
System and Connectivity	Generic Remote does not work right with multiple Controller in some Setups.	Please use only one Generic Remote Crontroller.
System and Connectivity	[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.
Transport / Timeline / Sync	Transport panel timecode display doesn't show the "days" digit when subframes are displayed.	In preferences, please disable "Show Timecode Subframes".
Transport / Timeline / Sync	Imported markers from CMX 3600 EDL show up at wrong timecode positions when the project frame rate is 23,98 fps.	If the EDL timecode is 24 fps, the Nuendo project must temprarily set to 24 fps as well as during the import.
Transport / Timeline / Sync	User-defined attributes for Marker Tracks are not getting stored in a Track Archive.	If you plan to export Marker Tracks, please avoid using user-defined Marker attributes.
Transport / Timeline / Sync	[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.	Please stop and start playback again or consider bouncing the audio files.
Transport / Timeline / Sync	[SyncStation] * SyncStation does not get recognized by Windows.	We recommend Windows users to always set the USB connection first and afterwards powering on the unit.
Transport / Timeline / Sync	[SyncStation] * Do not use the SyncStation Firmware Uploader while Nuendo is running. In this case the upload fails resulting in a corrupt firmware.	If this should accidentally happen you can reactivate the SyncStation by pressing the down-arrow key while powering on the unit. Then you can launch the Firmware Uploader again and install a current firmware.

Transport / Timeline / Sync	[Recording] * Audio Recording might fail if individual track recording folders were used and the record disk (e.g. Firewire Device) has been removed.	Please re-assign track record folder before continuing recording.
Transport / Timeline / Sync	[Sync] * Wrong MTC is sent If Preroll is used and you START from 00:00:00:00 using 29.97 fps.	Please set projects with NTSC frame rate to a project start time of 00:00:00:00.
VST / Plugins / Audio Engine	[Plug-ins] * Lexicon PCM Native plug-ins may crash when used via the VST Bridge in certain screen resolutions with Cubase 64-bit version.	Please use this plug-in with the 32-bit version of Cubase. Please contact Lexicon regarding the availability of a 64-bit version.
VST / Plugins / Audio Engine	FX- or Group Channels cannot be selected as input source for newly created Audio Tracks.	Deactivate preference "VST / Connect Sends automatically for each newly created Channel" before creating the new recording tracks.
VST / Plugins / Audio Engine	Plugin doesn't process although side chain is fed into it.	Set the preference "Suspend VST3 processing when no audio signals are received" to inactive.
VST / Plugins / Audio Engine	Certain stereo VST Plugins do not route correctly in 5.1 busses and non default configurations.	Please use the routing editor to correct the setting.
VST / Plugins / Audio Engine	If a license is missing or expired for a iLok protected plugin, Cubase / Nuendo might crash on startup.	Please make sure proper licenses are installed.
VST / Plugins / Audio Engine	UAD presets don't show in Mediabay.	Please have a look at the Steinberg knowledge base: https://www.steinberg.net/en/support/knowledgebase_new/show_details/kb_show/VST3-Presets-location-changed
VST / Plugins / Audio Engine	[Plug-ins] * Izotope RX doesn't work in Offline Process mode.	The plug-in must be adapted to match the VST specification.
VST / Plugins / Audio Engine	[Surround] * Panning is wrong after a the Surround Panner has been switched to Nuendo SurroundPan V5.	Please verify and adjust the panning manually if you want to continue a Nuendo 4 mix using Nuendo Surround Panner V5.
VST / Plugins / Audio Engine	[Export] * Exporting Audio is not responsive for a long period of time.	If the project contains a complex tempo track the audio export will take a longer time.
VST / Plugins / Audio Engine	[Plug-ins] * Program crashes if Wavelab Plugin "Leveler" is used.	Please avoid using this plugin with Cubase / Nuendo.
VST / Plugins / Audio Engine	[VST Expression] * Negative track delay may not work reliable with VST Expression events.	Please avoid using a negative track delay with more than 250ms if you work with VST Expression events.
VST / Plugins / Audio Engine	[Instruments] * Dragging audio data from project into LoopMash may result in wrong tempo detection within LoopMash, if there is tempo track data involved.	Please cut the desired part of the audio file, then use "Bounce Selection". Now you can drag the bounced version into LoopMash.
VST / Plugins / Audio Engine	[Freeze] * Frozen files are excluded from sample rate conversion when changing project sample rate	Please unfreeze the files before you change the project sample rate.
VST / Plugins / Audio Engine	[Instruments] * Prologue, Spector & Mystic may sound different after switching project sample rate.	Please do not switch the sample rate when having the project open.
VST / Plugins / Audio Engine	[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 Native Instruments to solve this issue permanently.
VST / Plugins / Audio Engine	[MIDI Plug-ins] * Routing from MIDI tracks to Audio Plugins (e.g. MIDI Gate) may get lost.	Changing the MIDI track order may cause the connections to the plugins to not get saved with the project file. Please verify and correct the MIDI routing after you have reloaded the project.
VST / Plugins / Audio Engine	[Instruments] * If the application is set to background while a plug-in is in the process of loading sample content, it may crash.	Please wait until the plug-ins have completed the loading process.
VST / Plugins / Audio Engine	[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, please start the application in "Rosetta" mode and enter the settings. Afterwards please start the application without Rosetta again.

VST / Plugins / Audio Engine	[FX Plug-ins] * Roomworks plug-in stops working after a while (if very extreme parameter values are set).	Please avoid using very extreme parameter values such as Reverb Time = minimum / Room Size = maximum value.
VST / Plugins / Audio Engine	[Mixer] * Surround Panners are being reset when channels settings are copy / pasted to other channels.	Please re-adjust the panning manually after you have copied channel settings.
VST / Plugins / Audio Engine	[Mixer] * When plugins are dragged between insert slots while "Constrain Delay Compensation" is turned ON, problems with the plugins might occur. This applies to plugins that introduce a delay, such as e.g. plug-ins from UAD.	Please disable the "Constrain Delay Compensation" function before dragging plug-ins between insert slots.
VST / Plugins / Audio Engine	[Mixer] * Mixer Title bar view is outside the screen. (Mac OS X only on dual monitor setups).	Please put the Mixer window in an unextended state and move it to a lower place on the screen. Please extend it once again.
VST / Plugins / Audio Engine	[FX Plug-ins] * Switching the ASIO / Core Audio buffer size can cause a system freeze when certain plugins (e.g. Waves RVox) when the plugins are active but in Bypass mode.	This depends on the respective 3rd party plug-ins in use. Please look for updates. If no update are available and the issue persists, we recommend you to set the ASIO buffer size with no project loaded.
VST / Plugins / Audio Engine	[Instruments] * BFD plug-ins: Sounds may be cut when Freezing Instruments channels.	If possible, please use small ASIO buffer sizes before freezing BFD plugins channels.
VST / Plugins / Audio Engine	[VST Connections] * VST Connection presets don't restore ASIO ports correctly if "not connected" ports are involved.	Please assign the VST connection busses to existing ports or remove unused busses.
VST / Plugins / Audio Engine	32 bit plugins under 64 bit application (using VST-Bridge) may cause audio dropouts when video is used at the same time.	Steinberg will provide an updated VST-Bridge component.
Video	On some graphic cards, onscreen video may be jerky when the window is placed on the secondary monitor.	Please try using the primary monitor for the video window.
Video	Interlaced video shows only upper fields.	Please consider transcoding in progressive format.
Video	[Video] * Slow video response and possible other problems occurring with old Matrox graphic cards.	Please consider to change to current graphic cards or components.
Video	[Video] * Windows XP: In systems with 2 or more graphic cards, full screen video works only on the the card with primary windows monitor assigned.	OpenGL has a driver limitation in Windows XP. Please consider to upgrade to Windows 7.
Video	Video engine conflict with Altiverb plugin, potential lockup. Quick time bug.	Please deactivate QuickTime support for the plugin using the utilities provided by Audio Ease.