

Cubase Studio 4 – Complete List of New Features

Mixing

Extended Mixer with configurable views for inserts, sends, EQ and metering.

Drag & Drop copying and swapping of insert plug-ins

Re-organized mixer control strip

“Command Target” controls in mixer control strip

Improved Show/Hide management for mixer channels

Improved channel selection and visibility

Inserts show preset names for plug-ins

User-configurable channel strip window for audio and instrument tracks, including preset management

User-configurable track inspector with preset management

Dynamic output configuration for VSTi's

Files and Formats (Import and Export)

WMA Pro import and export

Audio

AudioWarp realtime pitch shifting with formant preservation for natural realtime audio transpose

MPEX3 high-quality time stretching and pitch shifting algorithm for offline processing and editing

MediaBay

New MediaBay media management system with extensive search, preview and attribute editing functions

SoundFrame™ – Universal Sound Manager (links MediaBay with Track Presets, VST3 Plug-in Presets and built-in synth engine)

Preview function to play loops in project tempo

Auto-Preview for Track Presets and VST Presets

Editing

Combined editing of notes and controllers

Key Editor: New Trim Tool for trimming event start or end points for multiple events

Improved selection of tool modifiers in editors, controller lanes and automation lanes

New preference: track selection follows event selection

Plug-ins and Instruments

New VST3 plug-in set:

Delay: MonoDelay, StereoDelay, PingPongDelay

Distortion: ToneBooster, AmpSimulator

Dynamics: Limiter, Gate, VSTDynamics

Filter: WahWah

Modulation: StudioChorus, Flanger, Phaser, Tremolo, Vibrato, AutoPan, Rotary

Spacial: MonoToStereo, StereoEnhancer

Reverb: Roomworks, Roomworks SE

Other: Octaver, Tuner

(Plus 10 original VST plug-ins)

New Virtual Instrument: Prologue – professional analog modeling synthesizer

New Virtual Instrument: HALion One – sample playback synthesizer

More than 600 ready-to-play instrument sounds, drum kits and effects

Project/General

Instrument Tracks combining MIDI Input and Audio Output for VST instruments into a single track and mixer channel

Track Presets save entire channels and track parameters without events for convenient sound management

Integration of VST3 for plug-ins and virtual instruments

Re-organized Preferences dialog with extended customization features

Freeze button in Track Controls

Part/Event names are preserved after bouncing a selection

Option to use L/R keys to set range or move playhead

Improved snapping, including option to snap events to the right side

Option to have track selection follows event selection

“Snap to Zero-crossing” button in tool bar

Display time format in time display devices

Reverse time keyboard input for faster editing

Scrolling improvements

MIDI & Music

Score Editor: complete score editing, layout and printing

Score Editor: New settings dialog with consolidated setup parameters for score layout, staff settings, and more

Score Editor: New inspector-style symbol pallets for improved layout workflow

Score Editor: Category system for staff presets linked with SoundFrame™

Score Editor: Two new score fonts: “Jazz” and “Classic”

Score Editor: Improved Auto-Layout function

Score Editor: Function to import lyrics from MIDI file

Toggle selection status with control modifier

Various

Redesigned User Interface with new look & feel

Mac OSX Intel support (Universal Binary)

Complete printed operations manual and plug-in reference

New set of key commands:

- Constrain delay compensation on/off
- Switch automation modes
- Deactivate all solo
- Unmute all
- Grid and snap modes
- Lane display type
- Enable/disable track
- Lock/unlock track
- Open channel settings window for selected track
- Switching of ruler modes
- Show sends
- Inserts
- EQ
- FX
- Etc. for selected track
- Jump to cycle marker
- Zoom cycle marker
- Add cycle marker
- Toggle auto-monitoring
- Toggle mixer views
- Open MediaBay
- Open SoundFrame Browser
- Open Loop Browser