

Cubase SX 2.2

Update Information
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About 2.2

With version 2.2 Steinberg offers a free maintenance update for its world-class music production system Cubase SX. In addition to several standard maintenance fixes and changes, this version also introduces new and improved hardware controller support, as well as three brand-new virtual instruments and effects.

Cubase SX 2.2 is available online as a free software update. The **SL 2.2** version includes the same new features and fixes with the exception of the additional plug-ins, which are exclusive to Cubase SX and Nuendo.

New Features

Here is a list of all new features included in Cubase SX 2.2:

- Support for Mackie Control Extender
- Improved Generic Remote implementation
- New option “Use System Timestamp” in DirectMusic Setup improves MIDI timing for DirectMusic devices
- New virtual instrument: Monologue – monophonic analog modelling synthesizer
- New virtual instrument: Embracer – surround-capable polyphonic pad synthesizer
- New VST effects plugin: Tonic – analog modelling multimode filter
- Various minor product enhancements (see version history for details)

New Feature Details

>> Mackie Control Universal Extender support

The 2.2 version includes the long-awaited Extender controller support. It covers the extender of the Mackie Control Universal Remote Controller. All faders and encoder/displays are combined to one continuous control surface. Multiple Extender units are supported. However, these Extender units need to be placed on the “left side” of the main control unit. “Right side” Extender placement (e.g. for groups or additional output busses) are currently not supported.

When the encoder section is used to display the data for one channel (channel strip mode, or for plugins), the parameters are presented over the encoder section of all devices from left to right. Fader bank navigation and encoder section assignment are controlled by the main Mackie Control unit.

For each Mackie Control and Mackie Control Extender unit, a new device needs to be added in the Device Setup menu. Appropriate MIDI ports need to be assigned. The top most device in the list represents the right most channels, the bottom most device in the list accordingly represents the left most channels.

>> Improved Generic Remote implementation

The Generic Remote implementation is now backwards compatible with Cubase 1.x XML remote description files, which will be converted automatically during import. For a VST mixer channel, the following parameters are supported by the conversion module:

- Main: Volume, Mute, Solo, Select, Write, Read, Record Enable, Monitoring On/Off
- Pan: Left/Right and Front/Rear
- EQ: Bypass, On/Off, Frequency, Gain, Q
- Sends: On/Off, Pre/Post, Volume
- Inserts: On/Off, Bypass, Edit, and the respective plug-in parameters, when a plug-in is loaded

>> Monologue – monophonic analogue modelling synthesizer

Monologue is a monophonic analog synthesizer based on physical modeling technology. It offers full, rich and colorful sounds without putting a lot of load on your computers CPU. Monologue the perfect tool for bass, lead and sequenced sounds.



Key Features:

- 2 oscillators with sawtooth, square and triangle waveforms
- additional noise generator producing white noise
- two filters: high pass filter and versatile multimode filter
- single LFO
- 4-stage ADSR mod and amp envelopes
- effects section with chorus, phaser, flanger, plus separate delay and overdrive units
- X/Y matrix pad for additional realtime modulation with access to all Monologue parameters
- 64 Presets included

>> Embracer – surround-capable polyphonic pad synthesizer

Embracer is a simple but powerful polyphonic synthesizer designed entirely for producing pads and accompaniment sounds. With its easy-to-use envelope and tone controls, it allows you to get the sounds you need fast instead of searching through thousands of presets. However, the most powerful feature of Embracer is its surround output. With a single switch, you can turn the instrument from stereo to surround and the width control allows you to spread your pad sound anywhere from mono to stereo to full 360° surround. The unique “eye” controller gives you an exact idea of how the sound will be placed in a mix.

If you've never worked with a surround system before, now is the time start exploring these possibilities.



Key Features:

- Polyphonic surround pad synthesizer
- 2 oscillators with 12 waveforms
- independent envelope and tone controls
- stereo and surround outputs
- up to 32 voices of polyphony per instance
- dynamic width control for exciting 3D sounds
- unique “eye” controller for simultaneous tone and width control
- full MIDI control implementation
- 32 Presets included

>> Tonic – analogue modelling multimode filter

Tonic is a versatile and powerful analog modeling filter plugin based on the filter design of the Monologue monophonic synthesizer. Its variable characteristics plus the powerful modulation functions make it an excellent choice for every type of current music style. Designed to be more a creative tool rather than a tool to fix audio problems, it can add color and punch to your tracks while being light on CPU usage.



Key Features:

- dynamic multimode analog modeling filter (mono/stereo)
- 24dB low pass, 18 dB low pass, 12 dB low pass, 6 dB low pass, 12 dB band pass and 12 dB high pass modes
- adjustable drive and resonance up to self-oscillation
- envelope follower for dynamic filter control with an audio signal
- audio and MIDI trigger modes
- powerful step LFO with smoothing and morphing
- X/Y matrix pad for additional realtime modulation with access to all Tonic parameters
- 32 Presets included

Changes Cubase SX 2.0.2 to Cubase SX 2.2.0

New features:

Support for Mackie Control and Mackie Control Extender units in Cubase SX 2.x and Nuendo 2.x:

The support will cover the extension of the Mackie Control system with Mackie Control Extender devices to the "left side". All faders and encoder/displays will be combined into one continuous surface.

When the encoder section is used to display the data for one channel (channel strip mode, or for plugins), the parameters are presented over the encoder section of all devices from left to right. Fader bank navigation and encoder section assignment is controlled by the Mackie Control unit.

For each Mackie Control and Mackie Control Extender a new device need to be added in the Device Setup. For each device select the appropriate MIDI ports. The top most device in the device list represents the right most channels, the bottom most device in the list represents the left most channels. Please make sure that the used MIDI ports are deactivated in the "All MIDI Inputs" device.

Generic Remote:

Upon import of a v1.x XML remote description file an automatic conversion to the new format happens. This conversion will provide access to most of the "missing" parameter.

For a VST Mixer Channel the following parameter are supported for the conversion and for the Generic Remote setup.

Volume, Mute, Solo, Select, Write, Read, Record Enable, Monitoring
Pan: Left/Right und Front/Rear
EQ's: Bypass, On, Freq, Gain, Q
Sends: On, Pre/Post, Volume
Inserts: On, Bypass, Edit, and the appropriate plugin parameter, when a Plugin is loaded

In DirectMusic Setup the option "Use System Time" is present now. Use this option if following problem occurs: recorded MIDI notes get placed too early on the MIDI track.

Fixes:

Recording on many audio tracks simultaneously using the Punch In / Punch Out at locators leads to inaccurate file lengths - this bug has been fixed now

VSTi channels appearing at wrong places in the mixer and arrangement at seemingly random occasions, sometimes even disappearing altogether or being converted into a kind of shadow tracks, grayed out tracks that are not routed to anything anymore, can be deleted but can't be tweaked and are basically useless. This may happen if VSTi inserted by skipping slots and if VSTi are removed, which are not the last one - This has been fixed now

VST Instruments connected via VST System link: VST System link does not allow MIDI note auditioning from an MIDI editor: Any note selected within an editor

will drone. It appears note off are not being issued. - fixed

VST Instruments: In cases where multiple instances of the same plugin are present and the order of the plugins is being altered (e.g. by removing an instance from a lower slot number), on loading the project there, problems can occur: - wrong assignment of the VST Instruments - no connection to the automation. These problems have been fixed.

Generic Remote: If all entries are deleted and another Remote-Setup is loaded, Nuendo/SX/SL may crash - this bug has been fixed now

Occasional crossfade crackling – fixed

Changes Cubase SX 2.0.1 to Cubase SX 2.0.2

New features:

Remote controller (Yamaha DM2000v2/01x, Steinberg Houston/ID, Mackie HUI/Control, Radikal SAC-2k, CM Motormix):

Unused motor fader are moved to lowest position

Added "Hold" mode for buttons: Shortly pressing a button toggles it, holding it pressed longer will turn off the parameter when releasing the button

Fixes:

MIDI Parts play out of time if they were copied where subtle tempo changes are present. Fixed.

It is not possible to copy and paste events in the tempo track. Fixed.

MIDI part overlap problem when copying into tempo altered position in project: This problem appears if tracks are set to musical time base and a tempo track contains tempo changes. Copying Parts to a different destination may result in overlapping Parts.

Copy/Move multiple parts (ppq) with tempo track active: Parts may be placed at wrong destinations if you move/copy them. - fixed.

Only Mac: Importing files which are bigger than 2GB is not possible. This bug has been fixed.

Copy / Paste between INPUT CHANNELS und AUDIO CHANNELS results in crash. This has been fixed

Midex users can make use of the "ignoreportfilter" option now (if the system suffers from the 'early MIDI notes' issue)

Only Mac: improved OMF compatibility

Some macros do not work as expected – fixed

Sometimes wrong audio is played if clips are layered – fixed

On Mac OS 10.3 (Panther) some buttons disappear – fixed

Mac version: Certain USB audio interfaces (e.g. Emagic A 26/62) problems – fixed

Mac version: Improved plug and play detection of USB and Firewire audio interfaces

Under certain circumstances it is possible that on "empty trash" (pool) the application crashes - fixed

Score Editor crash: Pressing [CTRL] for note-symbol-pop-up menu - fixed

UV22 Plugin can crash if it is inserted in a mono audio channel (Mac version only) - fixed

Crash in List Editor if Length and Data2 values are altered using the [Alt]-Click method - fixed

Problem, when multiple Plugin windows are open and some of them have "Always on Top" status. Status is altered after saving the project. Can also cause a lockup (freeze) - fixed

Crash if a PC made project that contains frozen VST Instruments is loaded on a Mac and vice versa. - fixed

Link/unlink faders does not work when mixer is set to always on top - fixed

Switching between different Stereo Pan modes does not work correctly. One side of the stereo channel may get muted - fixed

Score: Using function "Blocktext" in the layout modus causes exception. - fixed

When several sample editors are open and you edit at one a sample it may happen that all sample editors show the same sample - fixed

Use the range selection tool in the part editor when multiple lanes are available. It does not highlight the selection correctly, instead all lanes are highlighted. - fixed

Part editor: Copy a marked selection to new lane is not possible - fixed

Using track delay feature causes actual audio events to be shifted on the arrange window - fixed

The undo history may get messed up if you use macros - fixed

Under certain circumstances it may happen that removing DC offset with lots of events selected crashes the application - fixed

In some cases it may happen that importing marker track crashes application - fixed

Under certain circumstances it may happen that automation is not followed correctly when cycling - fixed

DirectX plugins memory issues have been improved by better memory managing

A crash may occur when multiple projects are open and you are closing a project with opened plugin editor - fixed

Remote DM 2000: several bugs have been fixed

Remote Roland MCR-8: Crash when Roland MCR-8 remote is active in device setup - fixed

When big latency buffer size is set it may happen that samples are missed in audio export which are locate at position 00:00:00:00 - fixed

WMA - Export with lossless Mode has been fixed

Changes Cubase SX 2.0.0 to Cubase SX 2.0.1

Fixes and Changes:

Audio

Bouncing events on a track that has no name could hang Cubase

Fixed possible problems with insert silence (SHIFT+CTRL+E)

Loading certain Projects containing REX files could lead to crash

Audition didn't work in Part Editor
Groove Quantize and Match Quantize
Speaker Tool now works in Part Editor and on tracks in stacked mode

Changing the Sample Rate changed VST Time Info for plugins, too

"Reverse" function was missing in the Process menu (OSX)

Crossfade on/off status wasn't saved correctly with Project

"Auto Crossfades" now works properly

Routing were set to "No Bus" after toggling Projects

Offline Processing: Preview button could cause a "serious error"

Double-clicking on crossfade on parts with no audio files could hang Cubase

Offline Process History: replacing any action with "Acoustic Stamp" could lead to exception

When recording from a child bus Track-PDC failed

Fixed Waves plugin settings incompatibility with Projects that were saved with Waves version pre V 4.0

"Bounce Selection" works correct now

Scrubbing forward stopped too late

Fixed Distortion on SDII Files (OSX)

Enlarge Part in Part Editor works as expected now (OSX)

Mixer

Direct Monitoring: monitored volume were 6dB too loud

Rewire: fixed several problems with Ableton Live

Mixdown of 5.1 now works as expected

Surround Panner settings weren't stored in channel-/mixer settings

Surround Panner had graphic redraw issues under OSX

Freeze

HALion 5.1 output (Center, LFE, Sur_L, Sur_R) didn't work

Frozen MIDI tracks can't be moved in the Project Window anymore

Freeze won't render empty spaces with certain VSTis anymore

MIDI

Device Manager: xml import crashes application

Drum Editor: Out-note conversion now works as expected

It wasn't possible to enable a MIDI send without an effect being added

Repeating Events with Mouse drag+<ALT> didn't work in Editors

Creating MIDI-Devices could fail

CC#64 "Sustain off" command is send on stop now

All MIDI outputs of selected tracks can be changed together now (with Modifier)

Score

Fonts were displayed wrong after opening the Editor for the first time

Setup could lead to crash when exiting

Fixed editing of % values in the MIDI Meaning Dialog

Editing various

Including Folder Parts in selection for "Part to Event" could lead to crash

Arming a Folder Track during recording of other tracks could lead to crash

Deleting 2 Folder Track events could lead to crash

Fixed possible problems when editing in multiple Parts

Repeat Loop now works as expected

Automation

Fixed Crash when using Undo after moving MIDI parts together with Automation

VSTi Automation data from a SX1.06 Project now playback correctly

Automation of multiple events with different start times weren't copied correctly

If the Song position was beyond an active cycle range, chase failed

Several performance issues fixed

Trim automation for mute in playback stop mode fixed

Mackie Control

Channel Bank reset to Channel 1 if Cubase were minimized

Project- and Mixer-Buttons didn't bring up Project- and Mixer-Window to front

Solo Defeat button didn't work properly

Centering values by pushing rotary encoders works correctly now, push function of the encoders is now supported

Wasn't cleared and released properly when exiting Cubase

Edit Button works now

Center LED under rotary encoder does light now when in centered position

Last Character of "Page:xx/xx" text in the display is displayed now

FX Send section – selecting Output Bus is working now

Hardware various

Houston: Fader Sets can be selected now

OSX: Digigram Pocket V2 will work with more than 16 bit

OSX: Aardvark USB 3 will not be used in 8 bit mode anymore

OSX: Event EZ-Bus support is now available, however limitations apply due to clocking issues caused by the hardware

OSX: Fixed problems with Digidesign CoreAudio Driver v6.1.2 under OSX (Digi 002, Digi 002r, M-Box)

Import

VST5 Projects: Audio tracks are played back correctly now

VST5 Projects: MIDI is played back correctly now

VST5 Projects: FX-Send channel-settings are imported correctly now

SX 1.06: MIDI Device Setup is imported correctly now

SX 1.0x: Projects containing VSTi channels work correctly now

Export

Export to WMA VBR export fixed

OMF

Fixed issues with layered events

Exported file isn't removed anymore if any audio file can't be found in Project

Transport & Sync

Moving Locators during playback could hang Cubase

Fixed incorrect frame display in transport-bar

Fixed Bar Display nudge

Tempo: it's not possible anymore to insert several signature events on top of each other at the same position

Project and various

"Always on top" function of Mixer window interfered with copy/paste function in Project Window

Fixed problems with Alternative Key Command Macro

Deleting duplicate devices could hang Cubase

Video Thumbnails didn't work correctly

"Save project to new folder": record files weren't create in the current Project Folder

Project Window position and size weren't stored in Window Layouts

After "Save new version" the wrong Project name were displayed

Zoom: fixed temporary freezes when horizontal Zoom were changed