

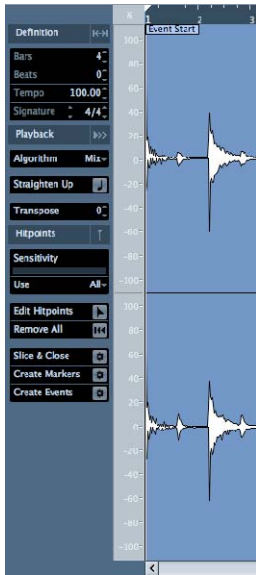
Supplement

What's new in Cubase AI 4.1?

What's new in Cubase AI 4.1?

Sample Editor Function Inspector

Just like the Score Editor, the Cubase AI 4.1 Sample Editor now has a new Inspector-style section to the left, which consolidates all audio editing functions; especially those used for musical tempo operations (including Musical Mode, AudioWarp and Hitpoints). Things that were spread across different parts of the program are now in one place. The first two tabs include everything needed to identify an audio event's tempo and timing, as well as to apply quantize ("Straighthen Up") or audio warp.

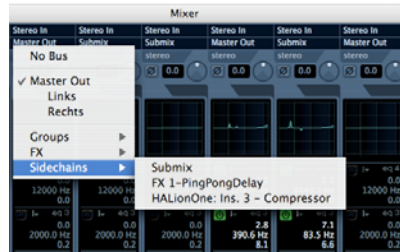


The first tab "Definition" is used to define an audio event's tempo and timing (grid). The second tab "Playback" is used to apply audio quantize or audio warp. The third tab includes all Hitpoint related functions.

The new Inspector doesn't replace the existing audio menu functions. However, it does replace the previous "Musical Mode" function, which is now integrated.

Free Routing

While previous versions of the routing system included some restrictions, the new routing capabilities allow totally unlimited routing between group channels regardless of their order, and supports sending from groups to FX returns as well as from FX returns into group channels. In addition, audio tracks can not only send signals into groups and FX returns with help of the pre fader sends, but now also patch signals post fader from the output tab to group channels and FX returns.



Windows Vista 32-bit/64-bit and Mac OS X 10.5 (Leopard) support

Cubase AI 4.1 now fully supports Windows Vista (32-bit and 64-bit) and Mac OS X 10.5 (Leopard). Running on a 64-bit Vista system, Cubase AI 4.1 (32-bit version) supports up to 4GB of RAM. XP64 is not supported.

New VST3 Plug-ins

The following new or updated plug-ins have been added to Cubase AI 4.1:

Group	Plug-in	Description
Distortion	Distortion	Simple distortion effect with Drive, Feedback, and Tone controls.
Filter	DualFilter	This unique effect combines low-pass and high-pass filters with single Cutoff and Resonance controls. Great for DJ-style filter effects.

Modulation	Chorus	This single-stage Chorus is identical to the Studio Chorus, but with a single modulation stage only.
Reverb	Roomworks SE	Roomworks SE is now available as VST3 plug-in, offering the same great features as the entire VST 3 plug-in set. This includes the "silence flag" support, which ensures that the plug-in only draws CPU performance when audio signals are passing.

VST Plug-in Bridge

The new VST Plug-in Bridge in Cubase AI 4.1 ensures maximum compatibility of plug-ins on Intel Macs. Mac PPC-only versions of plug-ins can be used in Cubase AI 4.1 on Macs with Intel processors. In such case, performance drawbacks must be expected. Therefore it is generally wise to use native (Universal Binary) versions of plug-ins or instruments whenever available.

- ① To determine if a plug-in is bridged, note the symbol in front of every plug-in name listed in the plug-in menu. VST3 plug-ins are indicated by "///". VST 2.x plug-ins have no symbol. Bridged (Mac PPC) plug-ins are indicated by a framed "///".

Improved QuickTime 7 Support

QuickTime compatibility has improved in Cubase AI 4.1 in several areas:

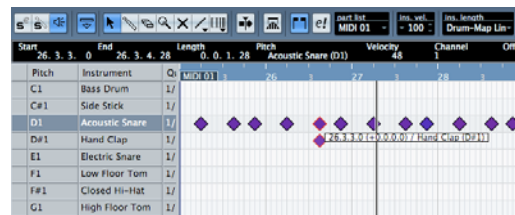
- MPEG1, MPEG4, .H264 formats are now supported
- "Replace Audio in Video File" now works with every audio file format supported by QuickTime
- "HQ" flag support (high-resolution video playback)
- Half/Double Size support

Cubase AI 4.1 is now compatible with the latest and most popular video formats and offers more flexibility and enhanced image quality.

Drum Editing Enhancements

Several enhancements have been added for better drum editing:

- Velocity data can now be edited for multiple pitches simultaneously.
- Instrument names are shown in the key editor, when selecting/moving events (if a drum map has been assigned).
- Instrument names are also shown in the drum editor info line, as well as the context display when selecting/moving events.



Remote Control Extensions

Hardware remote controllers now have access to Instrument Tracks in Cubase AI 4.1. For instrument tracks, instrument parameters can now be accessed from a remote control device. The list of controllers using these new functions includes Mackie Control, Mackie HUI, Steinberg Houston, SAC-2K, Yamaha 01X and Yamaha DM2000.

Apple Remote Support

Mac users who are in the possession of an Apple Remote will be pleased to find their little infrared remote control to be available as a remote device in Cubase AI 4.1. "Apple Remote Control" is now available from the device setup window. It is already programmed with preset functions but it's fully programmable with hundreds of available functions. (OSX-only)

Load Projects inactive

Support for multiple projects open at the same time is one major advantage of Cubase. In version 4.1, this feature has become even more useful.

- ① With one or more projects opened at the same time, opening another project brings up this message: “Do you want to activate the project?”.

Opening a project inactive significantly reduces load times, especially for large projects. With multiple projects opened, parts or entire sections can easily be copied from one project to another.

MIDI File Playback using HALionOne

Cubase AI 4.1 users have access to more than a hundred great-sounding instruments using HALionOne, which is delivered with sample-content taken Yamaha’s award-winning MOTIF synthesizers. This sound library audio includes a complete General-MIDI Sound-Set. With Cubase AI 4.1, Standard MIDI Files can be imported and played directly using HALionOne’s GM Sound-Set. With the new “Import To Instrument Tracks” preference enabled, dragging a MIDI File into Cubase will automatically set up instrument tracks with HALionOne and select the correct GM sound. Users may now edit or replace sounds, add effects, and so on.



- ① To import a Standard MIDI File song into Cubase AI 4.1 and playback with HALionONE, first check the MIDI preferences. Open the Preferences window and select “MIDI File”. Locate the Import Options. Make sure “Auto Dissolve Format 0” and “Import To Instrument Tracks” are both checked. Click “OK” to save the preferences and close the window. Next, select “MIDI File...” from the File>Import menu and chose a MIDI File in SMF format. Alternatively, drag & drop a MIDI file directly into the project window.

Minimum System Requirements

<Macintosh>

- Power Mac G4 1 GHz or Intel Core Solo 1.5 GHz
- 512 MB RAM
- OS X Version 10.4 or 10.5
- Display Resolution 1024 x 768 pixels
- CoreAudio compatible audio hardware
- DVD-ROM drive
- Internet access required for license activation

<Windows>

- Pentium / Athlon 1.4 GHz
- 512 MB RAM
- Windows XP Home and XP Professional,
- Windows Vista
- Display Resolution 1024 x 768 pixels
- Windows DirectX compatible audio hardware; ASIO compatible audio hardware recommended for low latency performance
- DVD-ROM drive
- Internet access required for license activation