

New Audio Engine - New Features - New Design

Cubase • SX

Cubase SX 2.0 – Time for change.

The new generation of Cubase.

The new VST 2.3 Audio Engine



◆ There's one thing the new Cubase SX 2.0 doesn't do: compromise. Cubase SX 2.0 combines the proven and the pioneering in one fascinating new program. We'd even go so far as to say we think that this new generation of Cubase is a quantum leap for production technology and music creation in general.

Why? The heart of Cubase SX 2.0 is the new VST audio engine, with its multi-channel architecture offering up to 6 channels featuring complete plug-in delay compensation throughout. This gives you sample-accurate timing throughout the entire signal path including Aux sends, Group channels and FX Return channels. But there is so much more to discover...

Putting your creativity in the foreground.

With Cubase SX 2.0, Steinberg shows the way into the future. The fact that Steinberg is one of the very few manufacturers offering music production systems for both Macintosh and Windows PCs clearly shows the Steinberg vision of what's important: the customer. Our goal is to develop advanced, forward-looking products not for platforms, but for users. With Cubase SX 2.0 it doesn't matter which system you're using, because your personal choice is always right.

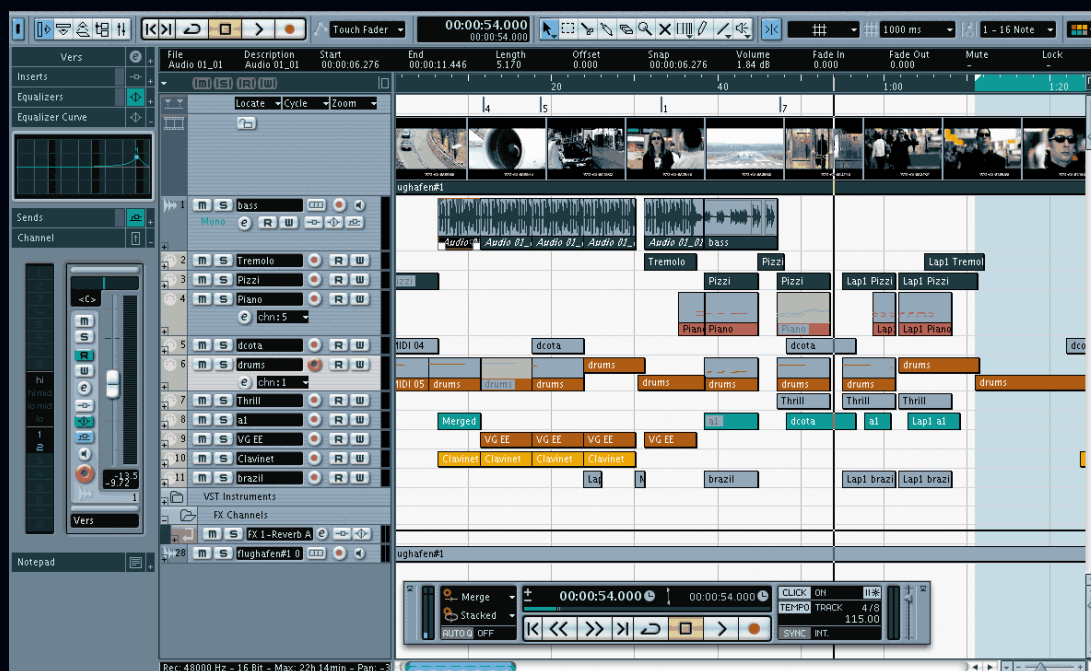
Cubase SX 2.0:
engineered for musicians
and producers




CUBASE • SX 2.0

Cubase SX 2.0 Overview

- For Mac and PC
- New VST 2.3 Audio Engine
- Multi-channel audio throughout
- Full plug-in delay compensation



The Cubase SX 2.0 Project Window offers a clearer overview and excellent workflow

Composition: Creativity in its purest form

It's a long way from the first idea to the finished production, and one of the major parts of this long process is composition. Being able to count on the support of a fully developed, flexible and stable system can prove a huge advantage. With its clear structure and huge range of powerful editing tools, Cubase SX 2.0 is the perfect environment for artists, composers and producers. Because composition is a very personal thing, Cubase SX 2.0 has been engineered to support just about any individual approach to composition. Features include the ability to edit multiple MIDI parts simultaneously or the harmonically corrected transposition capability. And don't forget the huge range of available VST effects and instruments you can choose from. Because we support both Mac and Windows platforms, and because it includes such features as OMF import and export, Cubase SX 2.0 offers more facilities for working with other studios and producers than ever before.

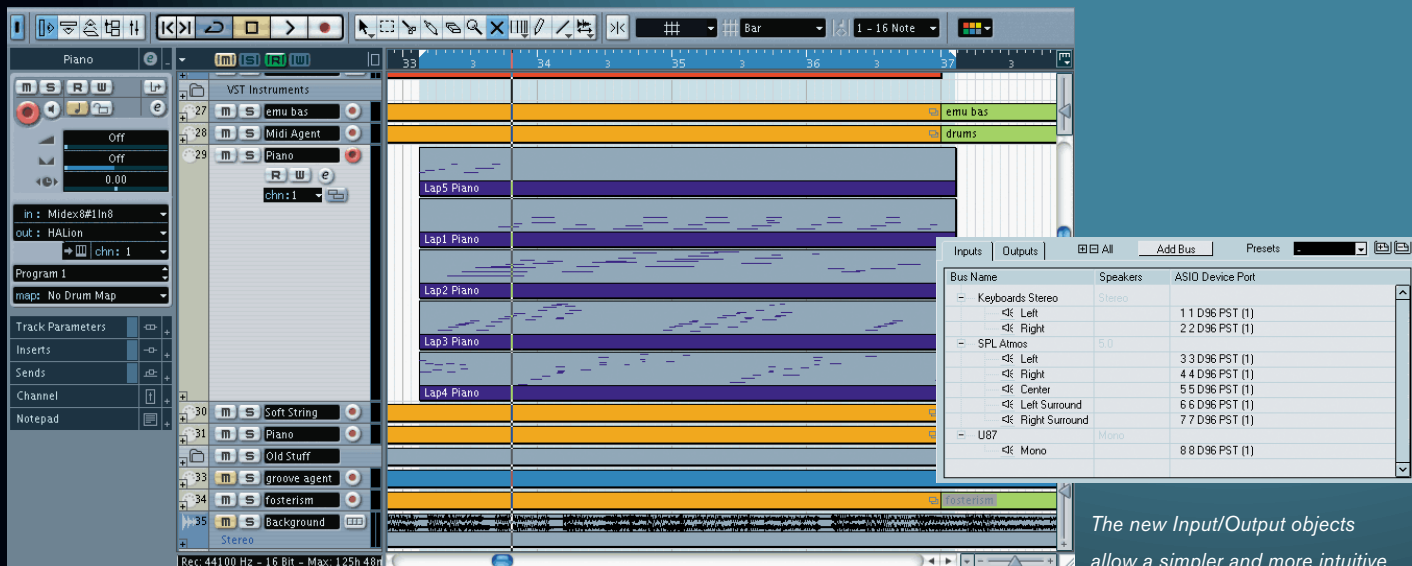
Cubase SX 2.0 – the number one for music

Cubase SX offers a range of elegant functions especially engineered for film music, multimedia or music for computer games. The video thumbnail track, facilities for full screen output via Firewire (Mac only) and support for an array of video formats such as Windows Media Video, Quicktime, AVI and MPEG are features Cubase SX 2.0 users can take for granted. The unique new Time Warp tool offers a fresh, modern approach to composition to recorded audio and picture. Import and export of tempo maps, user-definable frame rates and the support of several tempo tracks in the Project Window are tools that producers for multimedia will find indispensable. Cubase SX 2.0 offers multimedia professionals a working environment that supports more efficiency and productivity.

Composition Feature Highlights

- Clear, well-structured Project Window
- Powerful editing tools
- Many integrated VST effects and instruments

Recording



The new Input/Output objects allow a simpler and more intuitive handling of connections to and from Cubase SX 2.0

The new Stacked recording mode makes compiling 'the' take quicker, simpler and more efficient than ever before, for both MIDI and audio

Recording made easy

Every musician and producer knows how difficult the search for the right take from countless recordings can be. This search has now been confined to history, because Cubase SX 2.0 now offers a fantastic new feature: Stacked Recording mode.

Stacked Recording mode

The Stacked mode when recording allows several recordings within one track, with each recording displayed on a separate lane. Each recording is numbered automatically and can be individually edited and previewed. Once the final take has been compiled, one simple command displays the take as a single part.



Surround Recording

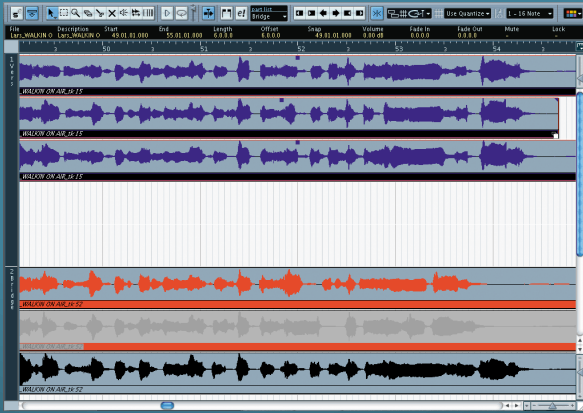
Thanks to the new VST 2.3 audio engine, you can now record in surround to multichannel surround interleaved files. At the same time, you can print insert plug-in effects directly into the audio files you record. And with support for Wave64 files, the old limit of 2GB for recorded files has also been consigned to history.

Cubase SX 2.0 reflects our ethos that major new features aren't enough, the details are just as important.

Input/Output Objects

In the new VST Connections window, you can create as many input and output objects as you wish, these then appear as inputs and outputs in the mixer, putting all available hardware I/Os at your disposal. Multi-channel input and output objects are also possible, and you can route audio to and from these objects as you wish with a single click. But these new objects don't just offer a transparent, clear way of organizing your I/O busses, they also offer a more practical way of using external effect equipment or older hardware synthesizers in your mix.

Editing



The ability to open several audio parts in the same editor makes everyday editing tasks dramatically more efficient



Adjust the song tempo to match "freely" recorded audio quickly and intuitively with the new Time Warp tool

Improved Scoring features include fast previews with MIDI Meaning, optimized handling of song lyrics and much more ...

Editing – work or play?

Editing is one of the most important areas for any music production software and Cubase SX 2.0 has some of the most user-friendly yet efficient editing tools around. And to keep a clear overview, you can hide controls and elements you don't need. MIDI file import and export are included, as is drag and drop of MIDI files directly into the Project Window. Display options have also been improved, with the ability to combine and work on several audio parts in one editor at the same time. This is also available for MIDI parts. But that's not all. With the new Time Warp tool, you can now carry out complex tempo changes and adjustments either directly in the Project Window or in any editor. This unique new tool is ideal for adjusting the song tempo to match "free" recorded MIDI or adapting your MIDI arrangements to picture. Now that's what we call easy to use.

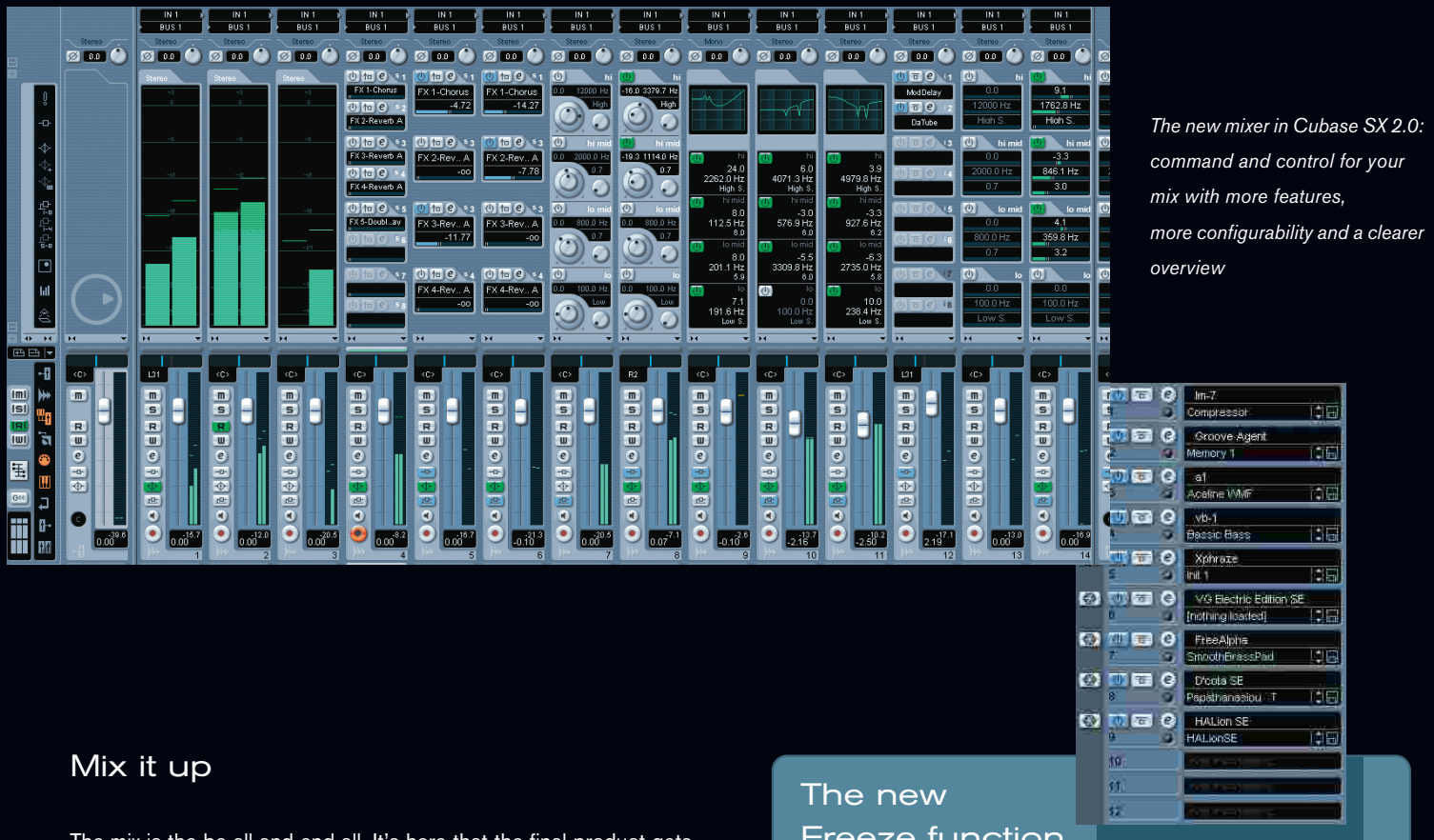
A winning score with Cubase SX 2.0

The renowned Cubase scoring features have now been made even better in Cubase SX 2.0. The new MIDI Meaning feature translates scoring symbols in MIDI parameters, offering a lightning fast preview capability. Alongside the improved song lyrics handling, the ability to color notes and additional guitar tablature features round off the plethora of included scoring tools.



Editing highlights in Cubase SX 2.0

- Completely overhauled user interface
- MIDI File Import and Export
- Drag and Drop of MIDI files to and from the Project Window
- Improved display options
- New Time Warp tool



The new mixer in Cubase SX 2.0: command and control for your mix with more features, more configurability and a clearer overview

Mix it up

The mix is the be all and end all. It's here that the final product gets its "sound". And to help you get exactly the sound you're after, we've packed Cubase SX 2.0 with some of the most advanced mixing features anywhere. The centrepiece is the new mixer with its FX return channels. Each FX Return channel offers the same facilities as any other audio channel, including EQs and routing features. And thanks to the new VST 2.3 audio engine, each channel in the virtual mixer can incorporate up to 6 channels. This state of the art architecture offers the ideal environment for creating outstanding 5.1 surround mixes. Mixing has been made even easier, with complete plug-in delay compensation across all send, group, FX Return and audio channels, even when using top of the line DSP cards such as TC Works' Powercore or the Universal Audio UAD-1. New mixer views now show enlarged VU meters, EQ curves and surround panner. Options such as the new panning modes, phase reverse and a gain control per channel make mixing in Cubase SX 2.0 a uniquely intuitive and enjoyable experience. Mastering tools such as multi-band compressor or the Magneto tape distortion plug-in are also included, as are the first class Apogee UV22HR dithering algorithm.

The new Freeze function

The VST instrument rack now features a new Freeze function that lowers the performance demanded of your computer's CPU. When you activate Freeze for a VST instrument, all MIDI tracks routed to this instrument are turned off instead. These tracks are generated offline and saved in a separate Freeze folder with your project. You can, however, still adjust volume and pan information for the MIDI tracks. If you need to adjust any settings, simply Unfreeze your VST instrument with a single click and all MIDI tracks and instruments can be edited.

Mixing highlights in Cubase SX 2.0

- New freely configurable mixer
- FX Return channels
- Multi-channel capable signal path throughout (up to 6 channels)
- Full plug-in delay compensation
- New automation modes



Feature	Cubase SL	Cubase SX
Native audio - no additional DSP hardware required	●	●
Simultaneous playback of hundreds of audio tracks	●	●
Unlimited number of MIDI tracks	●	●
Physical Inputs/Outputs	128	256
Inserts	5	8
Group channels	128	256
FX channels	8	64
VST Instrument Slots	16	64
MIDI insert plugins	4	4
Rewire 2 support	●	●
Adaptive and configurable track mixer	-	●
Number of mixer views	2	3
Extended Mixer view	-	●
Automation modes	touch fader	touch fader, x-over, outlatch, trim, overwrite
New VST 2.3 audio engine	●	●
Surround: True multichannel audio path	-	●
24-bit/96 kHz audio resolution	●	●
32-bit floating point audio resolution	●	●
Unlimited Undo and Redo functions	●	●
Offline Process History	for built-in audio processes	for built-in audioprocesses and all plug-ins
VST System Link	●	●
New Look & Feel	●	●
Configurable Toolbar & Track Controls	●	●
VST Connections Window	●	●
User-Definable window layouts	●	●
Project Browser	●	●
FX Return Channels	●	●
Video Thumbnail track and preview	●	●
Recording Modes: Mix, Overwrite, Normal, Merge, Stacked	●	●
Editors: Key, Drum, List, SysEx, Score	●	●
Logical Editor	●	●
Audio/Tempo analysis and Audio/Groove analysis	●	●
Slice & Stretch for audio loops, automatic tempo matching	●	●
Professional Score layout and printing functions	-	●
Improved handling of multiple parts (audio and MIDI)	●	●
Musical Timebase	●	●
Linear Timebase	●	●
Soft Quantize	●	●
Time Warp Tool	●	●
Spectral Analysis	-	●
Statistics functions	-	●
Pitch Shifting/Time Stretching algorithm	3 modes	3 modes plus MPEX
Dithering	Apogee UV22	Apogee UV22/UV22HR
User-definable macros	●	●
Pool import/export	●	●
Cubase VST 5.x song import	●	●
Freeze for VST Instruments	●	●
Hardware Controller Support	●	●
Supports LTB for high-precision MIDI Timing (w/ Midex 8)	●	●
MTC/MMC support	●	●
CD audio grabbing	●	●
Full MP3 Fraunhofer Encoding	available as additional upgrade	●
Windows Media WMA Pro surround encoding	-	●
A1, LM7, VB1 VST instruments included	●	●

Required System

PC

- Pentium® III / Athlon 800 MHz, 384 MB of free RAM
- Windows® 2000, Windows XP Home or XP Professional
- Windows MME compatible audio hardware
- ASIO compatible sound card recommended
- USB component connector required
- Display Resolution 1024 x 768 pixels

Recommended System

- Pentium IV / Athlon 1.4 GHz or faster, 512 MB RAM
- Display Resolution 1152 x 864 pixels, dual monitor setup

Required System

MAC

- PowerMac G4 867 MHz, 384 MB RAM
- Mac® OS X Version 10.2.5 or higher
- CoreAudio compatible audio hardware
- USB-component connector required
- Display Resolution 1024 x 768 pixels

Recommended System

- PowerMac G4 1,25 GHz or faster, 512 MB RAM
- Display Resolution 1152 x 864 pixels, dual monitor setup

