

All New Features in Cubase SX 2.0¹

New and improved look and feel

2.0 comes with new “Skins” and “Appearance” controls, which allow the user to customize the colour scheme of Cubase. In addition, many graphics improvements have been made to the arrange and mixer windows, as well as menu bars, tool bars and transport window.

Complete MIDI File import/export

MIDI File Import and Export is now completely implemented, including drag-and-drop of MIDI files from desktop to arrange window, a “classic” Cubase feature.

Define active part (when multiple parts are selected)

A new menu item allows toggling between parts when multiple parts are selected for editing in a single window.

Add velocity in info line

Velocity values can now be edited individually or in groups directly from the info line.

Improved grid in key editor (pitch visible)

The background grid in the key editor now has dark and light bars reflecting the pitch in a keyboard-style.

Add Controller # to Names

Controllers are now displayed with names and numbers.

Multiple audio parts combined in audio editor

Multiple audio parts can now be combined and edited together, an often requested “classic” VST feature.

Select options (invert, equal pitch)

New options for selecting events in editors or toggling the selection

Shortcut Events in drum editor (with predefined velocity values)

A Set of new key commands allows creating events with pre-defined velocity values.

New Record Mode “Stacked” for Audio and MIDI

Audio or MIDI can be recorded in multiple passes or in cycle mode onto a single track. Every take can be displayed and edited in its own lane within the track. “Remove Overlaps” can be used to collapse all takes to the final take.

Chord recognition in editor windows

Moving the cursor over a chord in the key editor displays the chord in the menu bar.

Transpose: scale correction

Automatic Scale Correction can be activated in the transpose window for any MIDI part. A list of pre-defined scales is available.

Import/Export Tempo Maps

Tempo Maps can now be ported from one project to another. Important for any music-for-picture work, especially in workgroups.

Key Command to nudge SPP bar-wise (“step bar”)

A new key command “Step Bar” allows to nudge the Song Position Pointer in bars.

Repeat events/parts using pencil tool

Alt-Clicking a part in the right bottom corner and dragging creates copies of the part and repeats the events

List Editor: multiple tracks open in single window

Multiple parts from multiple tracks can be opened in a single list editor window by shift clicking the parts to make a multi-part selection and then opening the list editor. Parts can either be selected by clicking the associated events or by selecting a part from the part list.

¹ Not available in Nuendo 2.0

“Open tool-box with right-click

Right-clicking in any editor window opens the tool box (new preference entry under “editing”), cntrl-right-click opens the regular context menu in this setting.

Time Warp Tool: New Mastertrack with timeline editing and tap tempo function

A new tool called “Time Warp” allows the user to edit the tempo track by dragging a timecode or bar position to a specific event or hitpoint, thereby creating a new tempo track entry. Use Time Warp to create a complex tempo map for free-form audio or MIDI on the fly, or to match MIDI music to picture without complex re-arranging. All this happens directly from the project page or editor windows. This dramatically expands the tempo editing features of Cubase.

Tempo Record slider in Tempo Track Editor

A slider has been added to the Tempo Track Editor which allows realtime tempo changes to be recorded on the fly.

Precount from tempo track

User can specify whether a precount before a tempo change will have the old or the new tempo.

Freeze!

A new “Freeze” button has been added to the VST instrument rack. Selecting “Freeze” for an instrument disables the instrument and replaces any MIDI tracks played by the instrument with invisible audio tracks. These are generated offline and held in a separate “Freeze” folder within the project folder. Instrument and associated tracks are disabled. MIDI Channel’s volume/pan can still be changed. “Unfreezing” an instrument re-enables the midi tracks and the instrument and deletes the freeze files.

New Score Features:

- MIDI Meaning
- More definable guitar symbols
- Tabulators for 12 strings
- Colorize notes
- Lyrics assigned to verse
- Paste lyrics from clipboard
- Copy chord symbols
- Auto layout improvements

Groove/Match Quantize

Right-click a MIDI part accesses a new command “advanced quantize > part to groove”. A new groove template is created and appears in the quantize window. Patterns can be edited from within the quantize menu.

Smooth Cycle

Cycle can be activated/deactivated while sequencer plays. Cycle plays uninterrupted even when the cycle is moved while sequencer plays. Exception: when moving the cycle before the current play position, the song will continue to play.

Chase MIDI Events improvements

Chasing Controller data and sending reset messages has been optimized resulting in better overall chase performance.

Cubase SX 2.0: Complete List of New Features

Mixing

FX return channels

Multiple input & output bus objects with sub busses

Complete signal flow in mixer up to 6 (5.1) channels wide

Plug-in delay compensation in complete signal path

Patch editor for routing plug-in channels in surround channels

Surround Panner in channel sends

Unlimited number of VSTi & group channels

Unlimited number of Rewire 2 channels

Narrow, Wide and Extended mixer views

Phase reverse and gain per input channel

VST Connection window: Routing between ASIO device and all system Input/Output Busses

All mixer audio channels can be routed from and to any input & output bus

Multiple output configurations (speaker arrangements)

Three stereo panning modes: Balance, Dual Pan and Combined Pan

EQ and insert FX for FX recording

8 Insert slots per channel (2 post fader)

Hold channel LED peak forever

Post fader VU

Global VU peak reset

Plug-in FX bypass function

New Automation modes: Trim, Overwrite

Automation data moves with the audio events

Files and Formats (Import and Export)

Wave64 - Breaking the 2 GB barrier when recording

WMV and WMV Pro (Video and Audio)

Export of multi-channel files as split or interleaved

Ability to convert multi-channel interleaved files into mono-files during import

Track Exchange

OMF import/export, Video information is converted to markers

Sample-rate and Bit-rate conforming

Real-time export

Import/Export Tempo Maps

Recording and playback

Record files can be up to 6 channels wide

Long file recording using 64 Bit WAV format

Multiple user definable record destinations per track

New record mode: keep last

Local Loop functionality (in editor windows only)

Project Scrubbing

Project Shuttle

Smooth Cycle

Reverse Locators

Various shuttle speeds can be triggered with key commands

Enhanced marker Management

Editing

Time Warp Tool: New Mastertrack with timeline editing and tap tempo function

Tempo Record slider in Tempo Track Editor

Unlimited view/zoom undo/redo

Open tool-box with right-click

Groove/Match Quantize

Multiple selections allowed in Info Line

List Editor: multiple tracks open in single window

Second Track List with fixed tracks (for video thumbnail, timeline and marker tracks only)

Real-time non-destructive cross-fades

Auto-fade and Auto-cross-fades with user definable fade times

Separate FX return mixdown

Sync points scrub the audio

Drag and drop Regions from the sample editor to the Arrange window

Framerate display locked to project setting

Option to move cycle selection with key modifier

Option to link L/R locators to the Range tool (cycle follows selection)

Auto-select events under cursor on selected Track

Fade from cursor to event end and Fade from event begin to cursor

Remove unused tracks

Open default editor for active track when no events are selected

Multiple audio parts combined in audio editor

Define active part (when multiple parts are selected)

Improved grid in key editor (pitch visible)

No selection after event cut

Draw Tools in Controller Editor Lanes

Add Controller # to Names

Select options (invert, equal pitch)

Shortcut Events in drum editor (with predefined velocity values)

Key Command to nudge SPP bar-wise ("step bar")

Repeat events/parts using pencil tool

General

New VST 2.3 audio engine: 32-bit floating point audio, true multi-channel surround, improved I/O routing of plug-ins, full latency compensation

All-new and improved look and feel

Hyper-Threading Support for optimum performance

Multi-Processor support – dynamically spread for maximum CPU performance

User-definable frame-rate option for multimedia applications

Double display counters in transport and tool bar

Configurable toolbar

Key command sets can be stored & recalled selectively

Key commands open with last action selected

Preferences can be stored & recalled selectively

Single Preference entries can be switched with toggled by key commands

Configurable track controls

Plug-ins

Multiple VST plug-in directories

Q

SurroundDither

Integrated Waveshell support for Waves plug-ins

Mix Delay

Magneto

MIDI & Music

Drag & Drop of MIDI Files into project window

Chord recognition in editor windows

Convert "Tap in MIDI Track" to tempo track

Metronome Settings: Precount from tempo track

Transpose: scale correction

User definable PPQ display resolution

Bar offset in ruler

Chase MIDI Events (improvements)

Score

MIDI Meaning

More definable guitar symbols

Tabulators for 12 strings

Colorize notes

Lyrics assigned to verse

Paste lyrics from clipboard

Copy chord symbols

Auto layout improvements

Various

MMC Slave

Advanced Search field with preview option

Time stamping relative to start time

Audio Re-sampling offline process

Activate/deactivate offline process in process history

Notepad

** Please note that few of the features listed above are Operating System specific and can only be available on OSX or Windows machines.*