Cubase 10

Version History

June 2019
Steinberg Media Technologies GmbH

Cubase 10.0.30

New Feature

ARA 2 support is now available with this version. This feature can be found under the Extensions heading. There are three ways to apply ARA-capable Extensions to an audio event:

- Audio Menu > Extensions > Choose Extensions (e.g. Melodyne)

- Context Menu on Audio Events > Extensions > Choose Extensions

- Info Line in project window for selected Audio Events > Extensions > There you can either select an Extension, or you can read which Extension is already active for the selected event.

The Extension item only appears if ARA-enabled extensions have been found by Cubase. If there is nothing on the system, you won't be able to see it in the menu.

Issues & Improvements

Audio Alignment

In Cubase 10.0.30, the Audio Alignment function is also able to turn the phase of the signal by 180° if necessary, to provide clean and steady sound.

- When applying Audio Alignment with the Prefer Time Shifting option, the inversed phase of the target is detected and corrected automatically. The phase inverse is applied as a real-time process.

- The real-time Phase Inverse process can also be applied manually by setting the parameter in the Info Line.

List of resolved issues

The following list details resolved issues and improvements in this version.

ID #	Area	Issue
CAN-21994	Audio Alignment	An issue has been resolved where unintentionally applying clips to missing media files could render the application unreliable.
CAN-22464	Audio Alignment	An issue has been resolved where Audio Alignment did not work correctly on project sample rates other than 44.1 or 48 kHz.
CAN-22166	Audio Connections	Improved behavior when assigning multiple busses at once using modifier keys in the Audio Connections window.
CAN-22110	Audio Export Window	An issue has been resolved where selecting disabled items in the Audio Export window were still possible with the mouse wheel.
CAN-22488	Audio Export Window	An issue has been resolved where the Export Channel option in the Audio Export window was not preselected when changing preferences.
CAN-18473	Automation	An issue has been resolved where overwritten Automation was read incorrectly when the reduction level was set to 0%.
CAN-21850	Automation	An issue has been resolved where activating Show Data on Tracks in the Automation Panel settings could render the application unreliable.
CAN-16784	Control Room	An issue has been resolved where the Mixconvert Center level would automatically be set to -∞ when applying the Audio Connections Output Channels default preset.
CAN-16765	Control Room	An issue has been resolved where the Control Room area would not be displayed correctly when toggling between projects.
CAN-22667	Converting Tracks	An issue has been resolved where converting tracks would not result in expected track names.
CAN-21755	Direct Offline Processing	An issue has been resolved where certain languages could be displayed in truncated form when working with the Normalize process.
CAN-21322	Editing	An issue has been resolved where the Scrub tool was not working correctly when using the editor on a secondary screen.

CAN-22295	Editing	An issue has been resolved where Nudging crossfades in the Quantize Panel when using Folder Track Group Editing could led to nudging events.
CAN-22307	Expression Maps	An issue has been resolved where scroll bars in the Expression Maps setup window were invisible.
CAN-5757	Hardware	An issue has been resolved where USB MIDI connections were not automatically recovered after temporary disconnecting a device.
CAN-18359	Hardware	An issue has been resolved where the MIDI Device Manager would not automatically reconnect to external MIDI ports.
CAN-22272	Hardware	An issue has been resolved where the MIDI Reset command could reset faders on external controllers.
CAN-21860	Metering	An issue has been resolved where Input Bus Metering did not work correctly when Direct Monitoring was active.
CAN-18836	MixConsole	Improved MixConsole user interface responsiveness when expanding the EQ Rack.
CAN-19005	MixConsole	An issue has been resolved where the left zone of the MixConsole would reset every time the right zone was activated or switched.
CAN-19367	MixConsole	An issue has been resolved where gain reduction meters were missing on dynamic modules in the MixConsole channel strip user interface.
CAN-21325	MixConsole	An issue has been resolved where combining automation of VCA master and slaves could render the application unreliable.
CAN-21408	MixConsole	An issue has been resolved where, after copying and pasting channel settings, existing pan settings would not be included.
CAN-22167	MixConsole	An issue has been resolved where assigning routing for multiple channels at once using the SHIFT modifier key could render the application unreliable.
CAN-22364	MixConsole	An issue has been resolved where MixConsole Quick Link was not working correctly when using EQ sliders.
CAN-21706	Plug-in	An issue has been resolved where VST AmbiDecoder did not receive any signal on output busses.

CAN-22088	Plug-in	An issue has been resolved where ModMachines's manual modulation mode took LFOs into account.
CAN-21392	Plug-in Manager	VST Plug-in Manager now allows Enabled/Disabled and Reactivate for multiple selected plug-ins at once.
CAN-22168	Pool	An issue has been resolved where dragging more than 5000 files between folders in the pool could render the application unreliable.
CAN-22252	Preferences	An issue has been resolved where the Legato Mode: Between Selected Notes Only preference was not remembered.
CAN-22421	Preferences	An issue has been resolved where the Connect Sends Automatically for Each Newly Created Channel setting was not working correctly on group channels.
CAN-21992	Process Bars	An issue has been resolved where the Reinterpret Bars function did not work as expected.
CAN-17775	Project Window	An issue has been resolved where converting tracks from multi-mono to interleaved format resulted in incorrect track names.
CAN-21361	Project Window	An issue has been resolved where confirming the prompt to switch timeline to bars/beats could render the application unreliable.
CAN-21921	Project Window	An issue has been resolved where an automation track inside a closed folder could not be deselected when selecting a new track.
CAN-22187	Project Window	An issue has been resolved where replacing a track picture by dragging a file from the Finder could render the application unreliable (macOS only).
CAN-22633	Project Window	An issue has been resolved where opening the Auto Fade window could render the application unreliable.
CAN-22568	Project Window	An issue has been resolved where toggling Visibility Zones in the project window could render the application unreliable.
CAN-22008	Project Window	An issue has been resolved where Save and Save As key commands did not work when the HALion user interface was in front.
CAN-17789	Remote Devices	An issue has been resolved where Generic Remote commands could not access defined Insert plug-in slots.

CAN-22378	Sample Editor	An issue has been resolved where the Sample Editor Warp Marker changed to being nearly invisible.
CAN-22728	Score Editor	An issue has been resolved where switching Workspaces involving the Score Editor could render the application unreliable.
CAN-21896	Score Editor	Improved support of double dotted notes.
CAN-17498	Stability	An issue has been resolved where quitting Cubase with an open pop-up window could render the application unreliable.
CAN-22221	Stability	Improved stability when loading projects from earlier versions.
CAN-22539	Stability	An issue has been resolved where certain Track Archive files could render the application unreliable.
CAN-22928	Stability	An issue has been resolved where converting tracks while Automatic Hitpoint creation was active could render the application unreliable.
CAN-22996	Stability	An issue has been resolved where opening multiple Channel Settings could render the application unreliable.

Cubase 10.0.20

Issues & Improvements

Channel Settings window

The window has been internally reworked to resolve issues such as truncated areas or enlarged faders.

Direct Routing and Show Output Chain can be toggled in the Setup Window Layout menu. Other options have been removed. Please check and adapt your Workspaces when this window is included.

The Always on Top option is now placed in the right-click menu of the Toolbar (or when clicking on the Set Up Toolbar button).

Color handling additions

Cubase 10.0.15 re-introduced the Color tool. Cubase 10.0.20 adds some more features to Color Handling.

The previous Set up Colors… button in the Colorize pop-up has been moved to the Project > Project Colors Setup… menu

You can manage your color set more easily in the Color Set tab:

- Use the cog wheel icon to insert, duplicate, remove, and reset specific colors.
- When you insert a color in between two other colors, the newly created color is a blend of these two, not plain white.

In the Presets tab you can easily expand the default color set from 16 to 24 or 32 colors. You can also automatically add varying tints on the fly, without being forced to set up color shades on your own with a color picker. You can then decide how the colors should be sorted and use the New Color Set area to preview the result.

Once you have changed the color set the application tries to match the current colors to the new ones, ensuring the coloring in your projects remains intact (as far as possible).

All changes you make in the Project Colors Setup window can now be undone.

The main new addition to the Options tab is the return of a preference to allow selecting colors with visible names. Once active, the Colorize pop-ups change to a menu list, showing colors and names together.

Context menu additions

Additional commands have been added to the context menus within the project and editor windows. The most notable change is the inclusion of a Tools submenu. There is also now a context menu available in the Sample Editor and Audio Part Editor.

Intensity parameter in hitpoint detection

The hitpoints section in the Sample Editor now features a new Intensity parameter and allows you to filter hitpoints by additional characteristics beyond peak threshold.

Depending on the audio material, one or the other will be more effective. However, a combination of both can help to get even difficult cases of selecting hitpoints under control. Working with threshold and/or intensity, both percussive and tonal material should benefit.

Locator range duration

This is a new item in the Transport Zone (and panel or toolbar) which shows you the duration between the left and right locator in the format of the current primary time display.

You can also edit this value to adjust the locator range. The left locator position will remain the same and the right locator position is adjusted.

Use a simple click on the button of the item to set Locators to Selection or a long click to quickly reverse the locators (see tooltip).

Plug-in (G)UI updates

The following plug-ins include updated graphics for high resolution displays. Some of them have had a complete redesign to continue the graphical rework of the plug-in set:

- ModMachine
- AmpSimulator
- Magneto
- Quadrafuzz v2
- TubeCompressor
- Vintage Compressor
- VSTDynamics
- REVelation
- RoomWorks
- MonoToStereo
- Mix6to2
- Tuner

Show notification when switching tool mode with key command

You may have noticed that pressing a key command (e.g. 1 for the object selection tool) shows a yellow notification of your choice of sub tool. If you find it too distracting, you can switch off this notification in the preferences... > Editing > Tools section.

Steinberg Library Manager support for Cubase content

This update installs a new version of the Steinberg Library Manager, which is now able to manage not only HALion/Sonic/SE and Groove Agent/SE Content, but also other Cubase Audio and MIDI Loop content, including PadShop.

Vertically zoom in/out on waveform

The waveform zoom sliders in the Project Window, Sample Editor and Part Editor can now be operated via key commands.

Dedicated zoom commands have been added to the Edit > Zoom menu and have the default assignment ALT/Option+G and ALT/Option+H.

You can change the assignment in Edit > Key Commands... > Zoom.

Apple T2 chip audio controller compatibility

Recent Apple Mac computers ship with Apple's T2 chip, which also provides an audio controller (it's used when you select the Built-in Audio ASIO driver in the VST Audio System in Cubase).

The architecture is different than in the audio controllers used before, so we had to modify our CoreAudio2ASIO component.

In situations where you plug cables (e.g. headphones) in or out, port connections are now resolved automatically, so you should always have an output on either internal speakers or devices connected to the headphone jack.

If you need to check details, open the Control Panel for the built-in audio device in the Studio Setup window.

List of resolved issues

The following list details resolved issues and improvements in this version.

ID #	Area	Issue
CAN-18714	Editing	An issue has been resolved where the draw tools did not work correctly, depending on the selected snap value.
CAN-21137	Editing	An issue has been resolved where changing tools while the Choose Event Color panel is open could render the application unreliable.
CAN-18275	Expression Maps	An issue has been resolved where the last Expression Map in the Expression Maps Setup window could not be reached when a certain amount of Maps were already present.
CAN-20361	MIDI Plug-ins	An issue has been resolved where involving the MIDI plug-ins Arpache 5 and SX could render the application unreliable.
CAN-12866	MediaBay	An issue has been resolved where MediaBay related windows only showed up with a noticeable delay after each startup of the application (macOS only).
CAN-19839	MixConsole	An issue has been resolved where the settings of the Maximizer module of the Channel Strip were not correctly applied when using the Freeze function.
CAN-20466	Plug-ins	An issue has been resolved where a saved default preset was not applied when the plug-in was inserted via drag & drop from the MediaRack.
CAN-21151	Plug-ins	An issue has been resolved where bypassing plug-ins did not work correctly when plug-ins were inserted that do not support a native bypass mode.
CAN-20568	ReWire	An issue has been resolved where MIDI overdub recordings using other DAWs with ReWire introduced a noticeable additional latency.
CAN-13042	Routing	An issue has been resolved where re-enabling instrument tracks using instruments with multiple active outputs could lead to orphaned outputs.
CAN-19984	Sampler Track	An issue has been resolved where Monophonic mode was not correctly restored when loading a project.
CAN-21043	Sampler Track	An issue has been resolved where the value of the Filter Envelope Amount was truncated in the GUI.

CAN-20215   Score Editor   An issue has been resolved where setting up the Score Editor as Default Editor could leave the application unreliable when the editor was supposed to open in the Lower Zone.

Cubase 10.0.15

Issues & Improvements

Color handling improvements

The Color Tool is back and the following color handling improvements have been added:

- The Color Tool can be selected from the toolbox and coexists with the Colorize Selected Track or Events item again.

- Clicking events with this tool colors them with the last selected color.

- You can quickly change to another color using the mouse scroll wheel button on the Color Tool button when the tool is selected.

- The last selected color is indicated in the background of the tool button when the tool is active.

- Clicking events with the Command/CTRL modifier key allows you to select another color first from the current palette.

- Clicking events with the ALT/Option modifier key switches to a Color Sampler tool which picks up the color from a clicked event to set as the current selected color.

- In the Color Panel use Use Track's Color to set events to the same color of the track they reside on.

- Colorizing Tracks: On the track header you can now select a track color by clicking with any modifier key in the area showing the track type icon to open the Color Panel. Additionally, you can also use the mouse scroll wheel + any modifier key.

List of resolved issues

The following list details resolved issues and improvements in this version.

ID #	Area	Issue
CAN-20183	Chord Pads	An issue has been resolved where working with Chord Pads and the pattern player could render the application unreliable.
CAN-19528	Editing	Selecting tools (which have sub-tools) by key command now leads to a small hint appearing on the screen for an improved indication.
CAN-18275	Editor	An issue has been resolved where the background color of the (Project) Logical Editor was shown in white.
CAN-19365	Editor	An issue has been resolved where it was not possible to colorize events within the Part Editor.
CAN-19490	Editor	The maximum possible vertical height for the Lower Zone Editor has been increased.
CAN-19798	Editor	An issue has been resolved where incoming MIDI notes were not indicated in the left-side keyboard display of the Key Editor.
CAN-20231	Editor	An issue has been resolved where controller lanes disappeared when reducing the height of the Lower Zone Editor tab, but did not reappear when height was increased again.
CAN-18754	Expression Maps	An issue has been resolved where switching between different Expression Maps in the Expression Maps Inspector section would cause the text lines to overlap.
CAN-18700	Import	Several issues with preview controls in the file selector window for importing audio files have been resolved.
CAN-17155	MIDI Plug-ins	An issue has been resolved where the Step Designer MIDI plug-in was not correctly scaled when HiDPI was enabled.
CAN-17669	MixConsole	An issue has been resolved where text input fields for Channel Strip controls were truncated or misaligned.
CAN-17910	MixConsole	An issue has been resolved where the "Time" column in the MixConsole History tab was not properly restored with its last size and position.

CAN-18936	Persistency	An issue has been resolved where MIDI send routings were set back to 'Not connected' for disabled MIDI tracks after saving and reloading a project.
		(Please note that , for already affected projects, connections will have to be set again).
CAN-19665	Plug-ins	An issue has been resolved where removing all unavailable plug-ins removed plug-ins from all plug-in collections in the Plug-in Manager.
CAN-15449	Project Window	An issue has been resolved where tracks (or channels) remained unexpectedly selected in various situations.
CAN-19550	Project Window	An issue has been resolved where the last used window layout was not restored correctly, but always showed the default layout (only affecting Cubase LE/AI/Elements).
CAN-19603	Score Editor	An issue has been resolved where printing scores could lead to artefacts in the print-out (Windows only).
CAN-20200	Score Editor	An issue has been resolved where the function Show Rhythmic Notation was not working.
CAN-19760	Transport	An issue has been resolved where the secondary time display was missing in the Transport Zone (only affecting Cubase LE/AI/Elements).

Cubase 10.0.10

Issues & Improvements

Window handling

The update addresses issues related to window handling, especially in the context of using HiDPI-capable displays on Windows systems with multiple displays using different scaling settings in Windows.

Workspaces

The Workspaces feature now works more reliably on all platforms.

Please note that the layout and size of the MixConsole windows will be reset to default, no matter how they were saved in your project files before. After adapting the MixConsole to your desired layout again and saving the project with this version, the layout will correctly be restored the next time you load this project.

When your Workspaces contain MixConsole windows, it is recommended to update them:

- Recall affected Workspace

- Adapt the MixConsole layout

- Update the Workspace

List of resolved issues

The following list details resolved issues and improvements in this version.

ID #	Area	Issue
CAN-19221	Add Track	The amount of Return key strokes required in order to create (nameable) tracks has been reduced.
CAN-18704	Audio Alignment	An issue has been resolved when using Audio Alignment on shared audio events (using Musical Mode or AudioWarp and crossfades) could render the application unreliable.
CAN-19402	Audio Export Window	An issue has been resolved where downsampling from project sample rate to file format sample rate could render the application unreliable.
CAN-19590	Audio Export Window	An issue has been resolved where it was not possible to open the path browser when clicking on the path field.
CAN-19619	Audio Export Window	An issue has been resolved where it was not possible to preselect a file name when choosing a file path.
CAN-18738	Direct Offline Processing	An issue has been resolved where audio data was not properly interchanged with RX Connect (IZotope RX6/RX7).
CAN-18831	Direct Offline Processing	An issue has been resolved where using time stretch without time correction enabled could lead to audible artefacts.
CAN-17925	Expression Maps	An issue has been resolved where articulation symbols collided with their text description in the menu when setting up Sound Slots (Windows only).
CAN-19304	Expression Maps	The Expression Maps selector in the Inspector has been changed from a menu to a pop-up selector, to improve the handling of large numbers of Expression Maps.
CAN-19390	HiDPI	An issue has been resolved where plug-in windows could appear truncated in a mixed multiple-display setup (Windows only).
CAN-19285	MixConsole	The zooming performance when enabling the equalizer curve display in the rack section has been improved.
CAN-9422	Plug-ins	An issue has been resolved where using stereo effects within VST Bass Amp on a stereo track with mono audio material resulted in mono output of the plug-in.
CAN-18395	Plug-ins	An issue has been resolved where using Add VST Plug-in Picture to Media Rack could create an image unrelated to the plug-in.

CAN-15009	Remote Devices	An issue has been resolved when importing XML files to set up Quick Controls could render the application unreliable.
CAN-18481	Sample Editor	An issue has been resolved when the behavior of the Paste command changed from inserting audio data (extending the overall length) to replace audio data (overall length is retained).
CAN-19230	Stability	An issue has been resolved which could occur when Auto Track Color Mode was set to 'Use Last Applied' color in Preferences > Event Display > Tracks.
CAN-18676	Stability	An issue has been resolved when enabling/disabling the Control Room via key command (triggered from a remote control device) could render the application unreliable.
CAN-19212	Stability	An issue has been resolved when using the remote control app Cubase iC Pro could render the application unreliable.
CAN-18713	Transport Panel	An issue has been resolved where the Click & Count-In & Click Pattern item was missing in the Set up Transport section.
CAN-18588	Transport	The handling of accessing various transport time values via key command, when affected value field is not visible on screen, has been improved.
CAN-16632	User Interface	An issue has been resolved where pop-up menus appeared offset to the clicked GUI item (macOS only).
CAN-19084	User Interface	An issue has been resolved where panel descriptions were truncated, e.g. in recording mode panels, depending on the language used.