

Cubase Pro 8.5

Cubase Artist 8.5

Version History

Issues & Solutions

June 2016

Steinberg Media Technologies GmbH

Table of contents

Table of contents	2
About	3
Cubase 8.5.20	4
Improvements.....	4
Issues resolved	4
Cubase 8.5.15	8
Issues resolved	8
Cubase 8.5.10	9
Improvements.....	9
Issues resolved	10
Cubase 8.5.0	12
Known issues and solutions	13
Audio	13
MIDI	15
Instruments & effects.....	16
Other	19
Steinberg hardware related issues	20

Trademark notice:

Steinberg, Cubase, ASIO and VST are registered trademarks of Steinberg Media Technologies GmbH. Windows is a registered trademark of Microsoft Corporation in the United States and other countries. Macintosh, Mac and OS X are trademarks of Apple Inc., registered in the U.S. and other countries. All other product and company names are trademarks and registered trademarks of their respective holders. All specifications are subject to change without notice. Made in Germany. Copyright © 2016 Steinberg Media Technologies GmbH. All rights reserved.

About

Congratulations and thank you for using Cubase!

This document is the Version History for Cubase Pro and Cubase Artist and includes a list of issues and solutions.

Please be sure to read through the known issues and solutions before contacting Steinberg support.

Enjoy using Cubase!

Your Steinberg Team

Cubase 8.5.20

June 2016

This version contains all improvements from previous maintenance releases as well as the following improvements and issue resolutions.

Improvements

- **MediaBay Rack:** There is a new, dedicated “User Presets” tile to access all your MediaBay managed user presets for different types of media
- **Timeline operation by mouse:** If the <CTRL/CMD & ALT> keys are held while performing a single, un-dragged click on the upper draw area, the left and right locators are positioned at the same nearest snapped position
- **Export Audio Mixdown:** There is a new option “Don't Use RF64 compliant File Format”. If enabled, you can export wave files which are compatible with third-party legacy products, which do not comply to the RF64 format

Issues resolved

The following table lists all issues that have been resolved in this version.

ID #	Issue
B-15479	CHORD: Fixed an issue where empty Chords Pads could appear
B-16132	CHORD: Fixed an issue where Chord Pads Remote Keys could not be properly disabled
B-17210	CHORD: Fixed an issue where editing a Chord Track Event could render the application unreliable in case the Chord Track was routed to a disabled Instrument Track
B-16905	COMPATIBILITY: Fixed an issue where some projects could not be loaded
B-13622	CONTROL ROOM: Fixed an issue where the scrollbar in the Control Room was sometimes not visible

B-16172	EDITING: Fixed an issue where setting Info Line parameters with modifier key for "All Events Same Value" was not working
B-16603	EDITING: Fixed and issue where "Delete Time" was not working after importing Tempo Track data
B-17147	EDITING: Fixed an issue where using Undo on certain Offline Process settings could lead to corrupted audio files
B-17148	EDITING: Fixed an issue where using "Edit in WaveLab" could result in corrupted audio files opened in WaveLab
B-17554	EDITING: Fixed an issue where Logical Editor Presets could not be properly triggered by key commands assigned to them
G-3616	GROOVE AGENT SE: Note Repeat: An issue has been resolved that occurred when using Note Repeat with trigger source "Controllers" and "Aftertouch" or "Pitchbend" as controller
G-3617	GROOVE AGENT SE: Pattern: An issue has been resolved where first notes in the pattern player were not triggered correctly
G-3619	GROOVE AGENT SE: Export: An issue with double MIDI Events for ride cymbal when exporting styles with "Crash Mode" set to "off" has been resolved
G-3622	GROOVE AGENT SE: Effects: An issue with malfunctions of effects with kits that use a very large number of effects has been resolved
B-16262	IMPORT: Fixed an issue where TrackVersion ID could wrongly be assigned when importing tracks from projects
B-14732	INSTRUMENTS: Fixed an issue where changing volume in Volume field of Track List for Instrument Return Channels was not working
B-17440	INSTRUMENTS: Fixed an issue where closing a project could render the application unreliable if Padshop was used (Mac OS X only)
B-15632	MEDIABAY: Fixed an issue where the MediaBay scanning icon remained visible after scanning
B-16351	MEDIABAY: Fixed an issue where previewing audio files with different samples in cycle could render the application unreliable
B-11202	MIXCONSOLE: Fixed an issue where using Solo Defeat on VCA Faders led to wrong solo states of connected channels
B-16259	MIXCONSOLE: Improved the Rec-Arm behavior when selecting channels linked to VCA Faders

B-16886	MIXCONSOLE: Fixed an issue where "Mono" could not be selected for Insert Routing on stereo channels
B-17262	MIXCONSOLE: Fixed an issue where clicking on the Insert Rack header could render the application unreliable
B-7759	MIXCONSOLE: Fixed an issue where MixConsole Low/High Cut Settings in the Pre-Rack were wrong from Projects created in Cubase versions prior to Cubase 8.x
B-16619	PERFORMANCE: Improved the zooming performance for projects containing massive amount of events
B-15168	PLUG-INS: Fixed an issue where Delay settings in VST Amp Rack were not rendered correctly to audio files
B-16242	PLUG-INS: Fixed an issue with rendering stereo tracks with VST Amp Rack involved
B-16311	PLUG-INS: Fixed an issue where active sidechain of the MultiBand Compressor could render the application unreliable
B-16423	PLUG-INS: Fixed an issue where REVERence plug-in sometimes did not load the correct impulse response file
B-12610	REMOTES: Fixed an issue where Logical Editor Presets contained within Macros were not executed when triggered by MIDI Remote
B-14673	SCORE: Fixed an issue where copying/moving endings in the Score Editor could cause loss of text
B-15468	SCORE: Fixed an issue where collapsed, nested folder structures could produce double note-heads in Score Editor
B-16852	SCORE: Fixed an issue where adding Time Signature events could render the application unreliable when opening the Score Editor afterwards
B-17267	SCORE: Fixed an issue where the composite of Chord Symbol characters could visually collide with each other
B-15416	TRANSPORT: Fixed an issue where Pre-Roll settings were recalled with a wrong value
B-13081	USER INTERFACE: Fixed an issue where the main menu bar disappeared in certain situations (PC Windows only)
B-13896	USER INTERFACE: Fixed an issue where the main application window could no longer be operated when the "Import From Tracks" window was opened and focus was changed to another application

-
- B-13972** USER INTERFACE: Fixed an issue where certain operations sometimes cut off portions of the playback cursor
-
- B-14747** USER INTERFACE: Fixed an issue where Logical Editor Presets could not be applied when Project window had no active focus
-
- B-15047** USER INTERFACE: Fixed an issue where opening/closing windows sometimes restored window focus for wrong window
-
- B-15158** USER INTERFACE: Fixed an issue where the main menu bar could not be operated (PC Windows only)
-
- B-14128** VST EXPRESSION: Fixed an issue where disabled tracks lost their Expression Map settings
-
- B-14130** VST EXPRESSION: Fixed an issue where certain notes could get stuck when using Sustain Pedal in Expression Map
-

Cubase 8.5.15

March 2016

This version contains all improvements from previous maintenance releases as well as the following improvements and issue resolutions.

Issues resolved

The following table lists all issues that have been resolved in this version.

ID #	Issue
B-16596	MIXCONSOLE: Fixed an issue that rendered the VCA connected channels unusable when adjusting the volume fader with the mouse scroll wheel
B-16607	VIDEO: Fixed an issue where the video engine stopped outputting video to external device

Cubase 8.5.10

February 2016

This version contains all improvements from previous maintenance releases as well as the following improvements and issue resolutions.

Improvements

The Hover Control design and operation has been improved for the following items in the MixConsole and related areas in the Inspector and Channel Settings window (in addition to the Inserts, EQ and Sends introduced with Cubase 8.5.0):

- Routing Rack
- Pre Rack: Now includes indicator of current Low/High Cut band slope setting and also offers two different "Show..." options in the context menu of the Rack Header in the MixConsole
- Strip Rack
- Sends Rack: Now also shows their full target name in the tooltip
- Cues Rack
- Direct (Routing) Rack
- Quick (Controls) Rack: Now also offers two different "Show..." options in the context menu of the Rack Header in the MixConsole
- Link Group/VCA area above the faders
- Channel Name field below the faders

Issues resolved

The following table lists all issues that have been resolved in this version.

ID #	Issue
B-14529	PROJECT: Fixed an issue where double-clicking the Cubase project file did not load the project
B-14991	PROJECT: Fixed an issue where enabling Folder Group Editing could crash the application in case tracks where hidden in the folder
B-15322	PROJECT: Fixed an issue where entering a track name using the input method for Japanese characters crashed the application when pressing return
B-15515	PROJECT: Fixed an issue where dragging Events/Parts could lead to ASIO dropouts on PC Windows systems
B-15603	PROJECT: Fixed an issue where using editing tools affected the responsiveness of the playback cursor and metering displays on PC Windows systems
B-14710	TRANSPORT: Fixed an issue where using Punch Points worked inconsistently in some cases
B-14121	AUDIO: Improved the audio waveform zooming performance on Mac OS X systems using Retina displays
B-15163	AUDIO: Improved the Audio Mixdown accuracy when exporting projects with VST instruments
B-14062	MIDI: Fixed an issue where switching window focus from MIDI Editor to Project window could crash the application while in record
B-15432	CHORD: Fixed an issue where Chord Pad Remote features where not working as expected
B-13298	SCORE: Fixed an issue where pasting Note Symbols was added to the Undo History but had no effect in the Score Editor
B-13740	SCORE: Fixed an issue where vertical scrolling was broken in Score Editor when exceeding 126 staves
B-14036	SCORE: Fixed an issue where certain Quantize settings could lead to a crash when opening the Score Editor
B-14887	MIXCONSOLE: Fixed an issue where no audio was perceived after the channel was connected to a VCA Fader

B-15605 MIXCONSOLE: Fixed several VCA Fader issues related to writing automation

B-14125 MEDIABAY: Fixed an issue in the MediaBay Rack Search field which dropped the first entered character

B-14126 MEDIABAY: Fixed an issue in the MediaBay Rack Search field where the last used search term was displayed again

B-14271 MEDIABAY: Fixed an issue in the MediaBay Rack where the division between Filters and Result List area was always set back to default

Cubase 8.5.0

December 2015

Initial release.

To get an overview of the new features Cubase Pro 8.5 and Cubase Artist 8.5 have to offer, please refer to:

www.steinberg.net/cubase85

Known issues and solutions

Audio

16138: ASIO dropouts occur when working with tools showing "Extra Info" as tooltips

ASIO dropouts may occur when working with tools showing "Extra Info" as tooltips in the Project window or inside the MIDI Editors on PC Windows systems.

Please disable "Select Tool: Show Extra Info" under Preferences > Editing Tools.

5321: Importing Track Archives via network volumes

Importing Track Archives via network volumes may result in unfound media files without notice. After import, open the Pool and find the media files by using "Find Missing Files..." from the context menu on the affected entries.

6341: No track presets available for Track Control Configurations

The presets will appear once you start Cubase without previously existing preferences from older Cubase versions. Please delete preferences of previous versions.

5150: Bouncing RF64 may fail under FAT32

Bouncing RF64 audio files may fail if the used file system doesn't support large file sizes (>4 GB) such as FAT32.

6341: No track preset support for input and output channels

Please note that saving and loading track presets is currently not supported on Input/Output channels.

R4521: An exported 64 kBit MP3 mono file will result in a shorter file when imported again

There is currently no solution for this type of MP3.

6593: Using "Render In Place" with mono tracks does not produce mono audio material as a result

This happens if mono tracks are routed to e.g. stereo outputs. The resulting files will have the channel width of the connected output bus. If you need to render mono tracks, please make sure their outputs are connected to a mono bus.

12307: Projects using a significant amount of audio material in musical mode with élastique tend to consume more disk load and dropouts may occur

The élastique v3 algorithm consumes more computer resources. In critical cases please switch back to the élastique efficient mode or standard algorithms — or consider bouncing the audio files.

MIDI

10151: Score display issues with MusicXML files created by Finale

Importing a MusicXML file created by the Finale application may result in an unreadable score. To resolve these score notation display issues, please open the Score Editor and execute the “Auto Layout” function.

2788: MIDI Learn for the remote setup of the Chord Pads does not work

The MIDI Controller you want to learn is probably already in use by the Track / VST Quick Controls setup. Please reassign controllers to avoid conflicts.

5462: Using VCA Faders with MIDI channels does not seem to have an audible effect

VCA Faders are not designed to work with MIDI channels. Please use audio-based channels with this function only.

6284: If tracks are following the Chord Track in voicing mode, the pitch of notes cannot be changed manually. If you change the pitch of a note event in the Key or VariAudio Editor it will immediately snap back to its position according to the voicing

This is due to using the voicing mode and is intentional behavior as long as the track is following the Chord Track. If you want to manually edit notes, please make sure the track isn't set to follow the Chord Track.

Instruments & effects

14061: VST 2 instruments not displayed in MediaBay Rack result list

To show results, please open the VST 2 instrument, click on the MediaBay icon (next to preset selection) and choose "Convert Program List To VST Presets". The presets (.fxp format) will be converted to VST 3 format and shown in the result list again (MediaBay Rack, Home > Instruments > VST 2 Instrument > preset result list).

8590: Some output channels of instruments have not been rendered (using the Render In Place feature)

Please make sure to not deactivate specific outputs between activated ones.

14489: Render in Place doesn't work when trying to render an external instrument (configured in VST Connections) inserted in the Instrument Rack (and played by a MIDI track)

Please use the external instrument with an instrument track instead.

6011: Using Render in Place on tracks including plugins with side-chain input does not contain the side-chain processing in the result

This is currently not supported for the "Render in Place" function. Please use the regular Audio Mixdown function in this case.

6310: Using Render In Place with VST Instruments having multiple outputs active, results in files for every active output, also for the ones that do not actively play back any audio

If you want to render only single events or single tracks from a multi-timbral VST instrument source, using individually assigned outputs, please make sure to use the render option "Complete Signal Path" or "Complete Signal Path + Master FX". In this case, you'll only get audio for the selected tracks or events/parts.

12344: Exporting audio of a Project containing LoopMash may render the application unusable

To avoid stability issues when using LoopMash, please make sure to enable the "Real-Time Export" option in the Export Audio Mixdown window.

9921: Performance peaks with certain plug-ins under Windows

Using CPU intensive plug-ins (for example, VST Connect SE) may cause ASIO peaks if the Windows power scheme is set to "balanced" and ASIO-Guard is enabled. To avoid these peaks, please make sure to enable the "Steinberg Audio Power Scheme" under Devices > Devices setup > VST. For more information, refer to:

https://www.steinberg.net/en/support/knowledgebase_new/show_details/kb_show/optimizing-windows-for-daws.html

7573: Bridged VST plug-ins may freeze when displaying dialog on plug-in load

Using the 64-bit version of Cubase may lead to freezing 32-bit plug-ins on Cubase start-up, when the plug-in is trying to open a window while being scanned. Update such plug-ins to 64-bit versions or consider using the 32-bit version of Cubase.

5494: When using Altiverb 7 on tracks with active input monitoring, the plug-in has no effect

Please contact the vendor of this plug-in if an update is available. In the mean time please set "ASIO-Guard" to "Inactive" in the Plug-in Manager > "Show Plug-in Information" for this plug-in.

6594: When using e.g. HALion Sonic SE connected with several MIDI tracks to use it as one multi-timbral VST instrument instance, clicking "Rec-Enable" on one of the connected MIDI channels may increase the ASIO load significantly

Multi-timbral VST Instruments can be only processed as a whole in conjunction with ASIO-Guard. If one of the connected MIDI channels is enabled for record, the whole Instrument switches back to real-time operation and thus may increase the ASIO load. Please consider using dedicated Instrument instances for each sound instead of using just one instance with several sounds loaded.

7519: Switching between tracks using instruments from Vienna mutes the audio playback for a short moment

Please deactivate ASIO-Guard for these plug-ins using the Plug-in Manager.

14048: In the MediaRack no presets are shown when clicking on the tiles for the products "Dark Planet", "Hypnotic Dance" or "Triebwerk"

Please make sure to install the latest updates available for the products.

Other

12220: No video playback is possible on Window 10 systems

For functional video playback, please make sure that Apple Quicktime is installed. The current information is that Apple Quicktime 7.7.6 version can be installed under Windows 10 but not newer ones. Please contact Apple for further details.

14042: Video cannot be used, the application is crashing (Mac OS X only)

In case you are using "Flip4Mac", please uninstall it as it is not compatible with our video engine.

2926: Opening then closing a project and opening the same project directly afterwards again consumes large amount of memory and may render the application unreliable

There is currently no workaround except loading another (smaller) project in-between.

5200: Using macros which contain the commands "Remove Unused Files" and "Empty Trash" may render the application unreliable

There is currently no solution. Please avoid using this combination of commands within one macro.

8199: Triggering a "Save As" dialog twice using a remote controller may render the application menu bar unusable afterward (Windows only)

In this case, please close the application by clicking in the red close icon in the application window title. If asked to save changes, confirm this. Then launch the application again to continue working.

13779: Loading a project saved with Cubase 8.x into Cubase 7.x results in an error message "This program version cannot load it"

Cubase 7.x cannot handle the project if there is a signature track using TrackVersions as the very first track in the track list. Please remove the TrackVersions or move the signature track lower in the track list in Cubase 8.x, save and then load it into Cubase 7.x.

12472: Parameter changes may appear with a delay on EuCon remote control devices (Mac OS X only)

Please contact Avid about this issue. In the meantime it may help to enable the "Prevent App Nap" option in the Mac OS X "Get Info"-Panel of the Avid EuControl application.



Steinberg hardware related issues

Please make sure to install the latest available driver for your Steinberg hardware to ensure full compatibility.

12108: Hardware Rack section for Steinberg UR/MR audio interfaces

If the Hardware Rack section for Steinberg UR/MR audio interfaces does not appear in the MixConsole, please make sure that your audio interface is not running in "class-compliant-mode" and is switched on before launching the application.