

# Cubase 9.5

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## Version History

December 2017

Steinberg Media Technologies GmbH



## Cubase 9.5.10

### Issues & Improvements

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

ID #	Area	Issue
CAN-8988	Automation	An issue has been resolved where MIDI Device Automation was not correctly chased and wrong parameter values were shown after locating to different positions in the project.
CAN-10475	Direct Offline Processing	An issue has been resolved where Direct Offline Processing could not be applied to audio clips in the Pool.
CAN-12236	Direct Offline Processing	An issue has been resolved where no "New Version" option window was shown when applying processes.
CAN-12244	Direct Offline Processing	An issue has been resolved where applying processes to audio data edited with VariAudio removed all VariAudio edits.
CAN-11996	Inspector	An issue has been resolved where VST Presets from FX plug-ins could not be dragged from MediaRack to be dropped to the Inserts section in the Inspector.
CAN-12310	Installer	An issue has been resolved where the FLUX wavetable synth was not installed when a HALion Sonic SE 3 standalone installation was already present on a Windows system.
CAN-12188	Metronome	An issue has been resolved where a selected MIDI output connection was reset to "Not Connected".
CAN-11062	MIDI Editing	An issue has been resolved where merging MIDI Parts could lead to issues with editing data on Controller Lanes afterward.
CAN-11907	MIDI Editing	An issue has been resolved where opening the In-place Editor could render the application unreliable.
CAN-11322	MixConsole	An issue has been resolved where the red colored key command focus frames were incorrectly drawn.
CAN-11559	MixConsole	An issue has been resolved where zooming the channel width, making it very narrow could lead to truncated numerical metering read-outs.

CAN-12181	Plug-ins	An issue has been resolved where adjusting the HF-Adjust parameter of Magneto 3 had no effect.
CAN-11173	Project Window	An issue has been resolved where pop-up windows were sometimes placed underneath the Windows Task Bar (e.g. Click Pattern Editor).
CAN-11560	Project Window	An issue has been resolved where the zoom slider handles at window edges could be moved beyond their intended range.
CAN-11562	Project Window	An issue has been resolved where MIDI Insert slots in the Lower Zone MixConsole disappeared after zooming the channel width.
CAN-11743	Project Window	An issue has been resolved where Insert and Send slots were cut off in the Lower Zone MixConsole after zooming channel width.
CAN-11756	Project Window	The Track Selection responsiveness for a project with large track count has been improved.
CAN-12117	Project Window	An issue has been resolved where navigating the Track List with a remote controller (e.g. Steinberg CC121) could lead to graphical glitches in the Track List.
CAN-12180	Project Window	An issue has been resolved where Pre/Post Insert slot coloring was inconsistent.
CAN-12224	Project Window	An issue has been resolved where dragging tracks within the Track List could leave a graphical glitch with the green positioning indicator line.
CAN-12379	Recording	An issue has been resolved where no waveform data was shown while recording on audio tracks (when using 16-bit as record format).
CAN-12313	Score	An issue has been resolved where using Custom Symbols could render the application unreliable when trying to open the Score Editor.
CAN-12076	Transport	An issue has been resolved where time values were sometimes shown cut off (e.g. in Time Display windows).
CAN-11791	VST Connections	An issue has been resolved where creating or removing external instruments could render the application unreliable.
CAN-12167	Workspaces	An issue has been resolved where MediaBay windows were incorrectly handled when using Workspaces.

## **Additional improvements**

By default, available ReWire Devices on the system are no longer activated automatically when starting Cubase.

To use ReWire Devices in Cubase, go to the menu "Studio > ReWire > ReWire Setup...". In the ReWire Setup window activate the ReWire Devices you intend to actively use. All activated ReWire Devices will be then listed in the menu "Studio > ReWire". From there you can open the respective ReWire Device to set up the ReWire channels you want to use, just as in previous versions.

The ReWire Setup is stored globally and it needs to be done just once. It is recommended to only activate the ReWire Devices you really want to work with.

## **Issues & solutions**

Saving a project takes an unexpected long time when using VST instruments with sample-based content libraries, e.g. with Native Instruments Kontakt.

In general save times will increase the more instances of instruments and sample-based content is involved. However, save times can increase unexpectedly the more instances of NI Kontakt are actively in use and depends on the scope and size of content libraries you use there within a project. Please contact the plug-in manufacturer for a solution. To decrease project save time, consider rendering tracks and removing instances of the instruments afterward.