Cubase • SX 3

Complete List of New Features

Mixing

- Extended Freeze for VST instruments offers more options for freezing VSTi's and VSTi channels
- Freeze for Audio Channels to reduce CPU load by audio insert plugins
- Dummy Plugin replaces missing plugins when transferring projects to another system; thereby preserving the original plugin when moving back to the original system
- Glide return-time on touch fader automation
- Play Order Track for intuitive arranging and re-arranging of projects
- Volume envelope for parts offers automation of volume that moves with the part
- Audition channel creates separate monitor bus for scrubbing, preview and editing audio
- AUX send panners linked to channel panners facilitates surround mixing
- Option to route send busses of FX return channel to any output channels

Files and Formats (Import and Export)

- Import / export markers with Standard MIDI File
- Improved Drag & Drop for Standard MIDI Files into project window
- Import/Export selected tracks from/to OMF
- OMF: Option to export clip names

Recording and playback

- Adjustable audio pre-record up to 10 minutes serves as a virtual audio sketch pad; audio clips can be expanded at the event start to reveal pre-recorded data
- Improved scrubbing
- New project start time options: keeps events absolute or relative to project start time
- Audition option during export
- Post-Record cleanup after MIDI recording (resets pitch bend, sustain and other controllers)

Editing

- Audio Warp realtime algorithm supports realtime time stretching and pitch shifting on individual or all clips
- Time-Warp content tool allows for manual audio warping of individual clips
- Hitpoint/loop rhythm info improvements
- Improved Hitpoint Detection
- Tempo processing for fast and accurate tempo operations based on the project's tempo track

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- In Place Editor puts the key editor directly on the project page and allows for MIDI event editing (notes and controllers) in context with other tracks and track types
- Relative snapping of objects: parts keep their relative start position when moved by snap values
- Audio feedback for velocity changes in controller lanes
- Key commands to recall logical editor presets
- Key commands to recall controller lane setups
- MIDI Controller input for controller lane editing
- MIDI controller input for data in Info-Line
- Moving sync-point shows timecode indicator
- Select tool automatically changes to pencil tool when moving mouse pointer to a velocity MIDI controller lane.

Project/General

- Color coding for all tracks and mixer channels, including a new color tool, expanded color palette, view/hide button and more
- Child bussed for VST group/fx busses facilitate signal routing in multi-channel applications
- Alternative audio waveform visualization improves visibility of dynamics/loudness at small track heights
- Performance Optimization (general and processor-specific)
- Apple G5 and Intel P4 (Prescott) Optimization
- Workspaces for managing window sets or entire desktops
- Advanced metronome settings, including/adjustable pitch/volume for metronome click and alternative click samples
- Alternative PPQ (bars+beats) linear view in project window
- Optional position display for selection tool
- Expand/collapse Inspector sections by clicking on entire title bar
- Content indicator for Inspector Notepad

Plug-ins

- External FX plugins allow integration of external hardware signal processors into the VST mixer as insert or send effects
- New MIDI Plugin: Context Gate
- New MIDI Plugin: Arpache SX
- Dummy plugin for freeze (replaces missing plugins when projects are transferred to other systems)

MIDI & Music

- MIDI Device Maps and Panels give access to external MIDI equipment (synthesizers, signal processors, digital mixers, etc.)
- User Panel for Track Inspector allows access to sections of Device Panels or specially designed user panels
- User-definable channel strip in VST mixer as part of Device Panel integration
- Integration of Yamaha Studio Manager 2 (Studio Connections open standard) to access compatible hardware editors, edit and manage devices, and save/recall settings with Cubase SX projects (Total Recall)
- Quantizing MIDI can move associated controller events
- MTC Loop sends continuous MTC timecode from seq. timecode when sequencer loops, jumps, locates, etc. (user preference)
- MMC Machine Control Panel allows transport control and track arming of external MIDI devices
- New Synchronization Setup Dialog organizes all related parameters in a new and more intuitive way

Score

- Improved slurs (insert, move, edit, delete)
- User symbols; custom created symbols can be created and edited
- Playback of the form; repeat marks, endings, da capo, etc. are played back properly
- Improved text import; import blocks of text, in *.txt or *.rtf format

Various

- New command "set cursor to selection end"
- Marker window now offers sortable columns
- Quick assign of multiple inputs or outputs of a channel to one input or output
- Quick assign for incrementing input or output of objects for multiple channels
- Grid Match color option for MIDI events
- Option to open plug-in GUI directly from the plug-in information window
- Maximize button for video window expands window to full screen
- Key commands for the inspector sections expand or collapse respective sections
- 64-Bit compatible with upcoming Windows XP 64-Bit Edition; supports up to 4 GB of RAM

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MUSIC CREATION AND PRODUCTION SYSTEM

WELCOME TO THE CUTTING EDGE.

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The Audio Group of Pinnacle Systems

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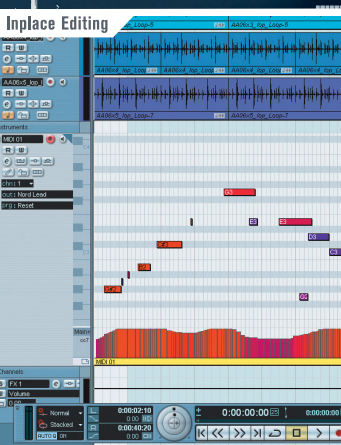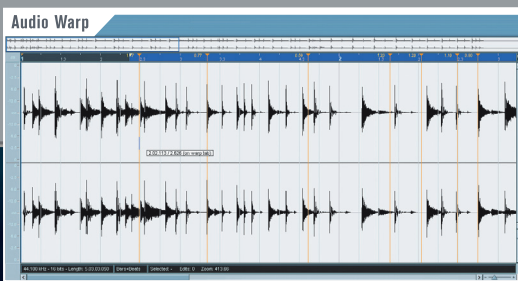# A NEW VISION IN MUSIC PRODUCTION TECHNOLOGY.

Sometimes a vision sets itself apart from the crowd to an extent that puts it beyond comparison. An ethos of enlightened innovation, of creative progress, and of integrative advancement.

Cubase SX3 is the child of this philosophy, with even more of what has made the name Cubase what it is: a synonym for musical creativity, workflow efficiency and integration.

What you want, how you want it

Cubase SX3 extends our ethos of user customizability. **User-definable Workspaces** (window layouts) help organizing your desktop. Create and save a separate workspace for each step of the production process. Switch Workspaces on the fly, as if working on multiple computers or monitors, with a single key command.

The **extended Freeze** functionality now includes audio tracks and insert effects, removing the potential headache of running out of CPU power because of the number of used VST instruments, audio tracks and their insert effects. Just click, freeze and carry on working…

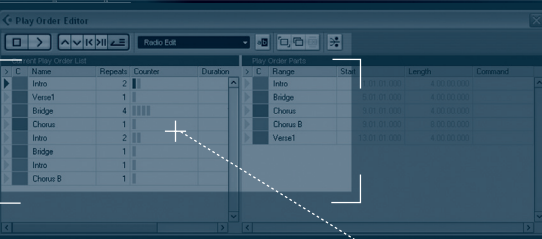**User-definable Workspaces**

Audio Warp

Compose yourself

Cubase SX3 offers even more tools for free-and-easy composition, and for intuitive songwriting. **Audio Warp** unleashes the power of real-time timestretching and pitch shifting. Automatically fit loops into the song tempo in real-time, transform your audio to 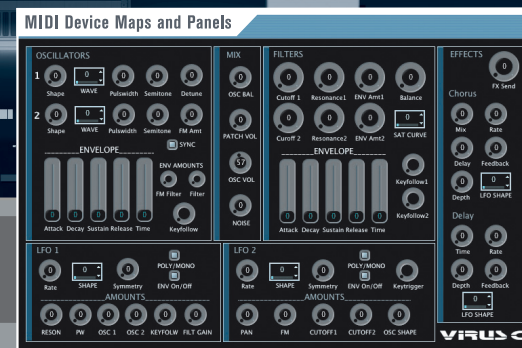match tempo changes in the project. In real-time, of course. ACID® files dragged into a project will instantly take on the song's tempo. Perform complex tempo matching and audio quantizing tasks on the fly – in realtime with instant audio feedback.

Having to open up an editor every single time you want to edit any MIDI information is time-consuming. Enter the new **Inplace Editing** concept. Save yourself valuable time by editing your MIDI data directly in the Project Window, right next to your audio and video data. Couldn't be easier...
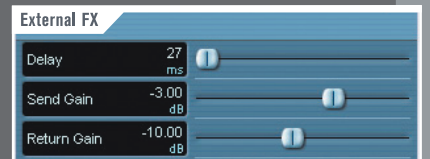
Cubase SX3 also bridges the gap between traditional recording and mixing DAWs and pattern-based, flow-orientated composition tools with the new **Play Order Track**. Reorder song parts and rearrange complex projects in just a few seconds. Try out alternative arrangements in just a few seconds, and make the reordered arrangement permanent at the press of a button. Dance, techno, RnB and HipHop producers will relish the ability to use true pattern-based arranging embedded in a traditional DAW environment.

Inplace Editing

Play Order Track

MIDI Device Maps and Panels

Hardware Integration

The promise of true integration of hardware into the software DAW environment has proved elusive. Until now. Cubase SX3 delivers a range of technologies to make using your trusted, great-sounding hardware within Cubase a breeze. The new **MIDI Device Maps and panels** allow you direct, customizable access to all your MIDI hardware, either from the Track Inspector or even directly from the Cubase SX3 VST Mixer. The **External FX Plug-in** now lets you use outboard effect processors with the same ease of use as if you were loading an effect in your Cubase mixer, including automatic delay compensation.

But we didn't stop there. Cubase SX3 is the world's first software DAW to feature **Studio Connections**, a next generation software/hardware integration protocol designed by Steinberg and Yamaha. That means seamless integration of supported Yamaha hardware, with all settings saved in your Cubase project file, and which are reloaded to the hardware automatically when the project is opened.

External FX

STUDIO CONNECTIONS
RECALL

Studio Connections