



ENLanguagesEnglishDeutschFrançaisEspa-olItaliano New FeaturesCubase comes with many new features. The following list informs you of the most important improvements and provides links to the corresponding descriptions. IntroductionTha is the Operation Manual for Steinberg's Cubase. Here you'll find detailed information on all the program's features and functions. Platform-independent documentation Documentation applies to Windows and macOS operating systems. PDF documents to structure information. Key commands and online documentation, we use typographical and mark-up elements to structure information. Key commands and mark-up elements to structure information. use moderator keys, some of which are different depending on the operating system. Studio Setup DialogThe Studio S before you can use it in Cubase. SynchronizersWhen you use Cubase with external band transport, you probably need to add a synchronizer to your system. Audio Connections window. Here you can also set up group and fx channels, external effects, external instruments and the control room. Audio Connections Window The Audio Connections window allows you to set up entry and exit buses, group and external effects and external effects and external instruments. In addition, you can use this window to access and set up the control room. Rename hardware entries and outputsBefore setting up buses, you need to rename the default inputs and outputs of your audio hardware. This allows projects to be transferred between different computers and configurations. Adding entry and exit buses to connect your audio equipment to Cubase. The addition of Child BussesChild buses allows you to transport the tracks to particular channels inside a bus. Presets for entry and exit busesFor entry and exit busesFor entry and exit buses of presets. The addition of Group bus configurations. Bus MonitoringIn the Audio Connections window, you can set up the buses used for monitoring, turn on/off and open the Instruments and external effects You can integrate external effects devices and external instruments, for example, hardware synthesizers, into the sequencer signal flow. Bus configurations of the bus is backed up with the project. Project Window The project window an overview of the project, and allows you to browse and do the editing on a large scale. View/hiding You can view/hide areas of the Project window allows allows and cannot be hidden. Left-hand the left area of the Project window allows you to view the inspector and the Visibility tab. Lower ZoneThe lower area of the Project window allows you to view the inspector and laptops, for example. Right zoneThe right-hand area of the Project window allows you to view the VSTi rack, media support, control room rack and Meter rack. Focus of the keyboard in the project window can be controlled using key commands. To make sure that a key command has an effect on a specific area, you need to make sure that that area has keyboard focus. Zoom in the project windowYou can zoom into the Project window using standard zoom techniques. Snap FunctionThe Snap feature helps you find exact positions. Operations affected by Snap include moving, copying, drawing, sizing, splitting, selecting ranges, etc. Cursor crosshairThe cross-haired cursor appears when you work in the Project window and in publishers, making it easier to browse and edit, especially when organizing large projects. Changing the Dialog History Dialogue contains a list of all your changes. This allows you to undo all actions in the Project window as well as in the editors. Color ManipulationYou can color events and tracks in Cubase. This makes it easier to see the project window. Project to work with the program. Creating new projects You can create empty projects or projects that are model-based. HubHub keeps you up to date with the latest information and assists you in the organization of your projects. Dialog Project file Contains references to multimedia data that can be stored in the project file. Template FilesTemplates can be a good point departures for new projects. Models are projects where you can record all the settings you use regularly, such as bus configurations, etc. Setting up the Dialog Project Configuration dialogue allows you to create general parameters for your project. Open project files You can open one or more project files saved at the same time. Economics Files You can save the active project files and all related files in the respective project files. Back to the last recorded version You can go back to the last recorded version and reject any changes that have been introduced. Choosing a project locationYou can specify a project locationYou can specify a project sin the Hub and in the project sin the building blocks of your project. They allow you to import, add, record and edit parts and events. The tracks are listed from top to bottom in the list of tracks are listed from top to bottom in the MixConsole. Dialog Tracking Inspector SettingsThe Track Inspector's Dialog Diasthe settings allows you to set up for each type of track which inspector sections are displayed. You can also specify the order of the sections. Dialog Track Control settings allows you to set up the track controls displayed in the track control settings. The Dialogs-dialogue track control settings allows you to set up the track control settings. other. Add track dialogThe Add Track dialogue lets you set up and add tracks. Audio tracks to record and play audio events and audio track to record and play audio track to record and play audio tracks to record and play audio tracks to record and play audio track dialogThe Add Track dialogue lets you set up and add tracks. Audio tracks to record and play audio track can have any number of automate channel settings, effect settings, etc. Instrument tracksYou can use instrument tracks for dedicated VST instruments. Each instrument tracks has a corresponding instrument tracks to control audio sampler tracks to control audio sampler track has a corresponding channel in the MixConsole. A sample track can have a number of automation tracks. MIDI tracks to record and reseal the noon games. Each MIDI tracks to an under-mixing of several audio channels and apply the same effects to them. A group channel tracks you can use FX channel tracks to add sending effects. Each FX channel tracks to add sending shipments from an audio channel to an FX channel, you send audio from the audio channel to the effects on the FX channel tracks, apart from an FX channel tracks in a special FX channel tracks. VCA Fader TrackYou can use a VCA fader track to add VCA faders to your project. Marker TrackYou can use marker tracks to add and modify markers that help you locate certain positions quickly. Ruler TrackYou can use marker tracks to add and modify markers that help you locate certain positions quickly. as the rules and position displays in other windows. Folder TracksFolder follows work as containers for other tracks, making it easier to organize and manage the runway structure. They also allow you to change multiple tracks at the same time. More tracksCome types of tracks can only be added once. Track HandlingTracks are the building blocks of your project. In Cubase, events and parts are placed on the rails. Adding tracks via the dialogue Add the trackYou can add tracks via the Add The Track presets. Track presets contain sound and channel settings. Adding tracks by dragging files from MediaBayYou can add tracks by dragging files from MediaBay. Follow Import You can import tracks from other Nuendo or Cubase projects or follow archives. This allows you, for example, to import pre-advanced tracks or rods into your active project, or reuse the mixing settings of a previous project for a new song. Follow ExportYou can export selected tracks in the form of track archives. This is useful if you want to use specific tracks in other projects, for example. Export noon tracks as standard MIDI files You can export MIDI hardware to virtually any MIDI application on any platform. Splitting multichannel audio tracks you can split multichannel tracks, such as stereo or surround, into several mono tracks. This is useful if you want to use the tracks of an application that only supports mono tracks or if you want to change the individual channel tracks to make editing and mixing more convenient. Removing tracks can remove some tracks from the track list. Removing empty tracksYou can remove empty tracks from the track list. Renaming TracksYou can rename tracks. Automatically assigning colors to new tracks/channelsYou can automatically assign colors to newly added tracks or channels. View track images You can add images to the tracks to recognize your tracks to recognize your tracks to get a better overview. of your project. Track selectionYou can select one or more tracks from the track list. Select TracksYou can deselect selected tracks from the track list. Duplicate TracksYou can turn off audio, instrument, MIDI and sampler tracks you don't want to play or process at this time. Disabling a track limits its output volume and stops all disk activity and processing for the tracks. This allows you to edit on multiple tracks as a single entity. The back tracks can contain any type of track, including other tracks. Manipulation of audio overlapThe basic rule for audio tracks is that each track can only play one audio event at a time. If two or more events overlap, only the one in front will tighten. However, you can select the event/region you want to read. Follow the folding menuYou can view, hide or reverse the tracks that are displayed in the Project Window Event view. This allows you to divide the project into several parts by creating multiple folder tracks for different project elements and by showing/hiding their content by selecting a menu function or using a key command. You can also bend into the automation tracks this way. Viewing events on file tracks The closed folder tracks display data from audio, MIDI and instrument tracks contained as data blocks or events. Changing the display of events on folder tracksYou can change the display of the event on the following events, we focus on cycle recordings with plugs. However, you can also apply track operations and compilation methods to overlapping events or parts that you assemble on a single track. Definition of track time base of a track determines whether events on a track are positioned on bars and beats (musical time base). Changing the playing tempo only affects the time position of the events on the tracks with a musical time base. Track VersionsTrack versions create and manage multiple versions of events and parts on the same track. Presets Track tracking presets are templates that can be applied to newly created or existing tracks of the same type. Parts and events are the basic building blocks in Cubase. Events In Cubase, most types of events can be viewed and modified on their specific tracks in the Project window. PartsParts are containers for MIDI or audio events, and for tracks. Parts and Event Editing Techniques in the Project window. If not explicitly stated, all descriptions apply to both and parts, even though we use the term event for convenience. Scope EditionThe project window edition is not limited to managing entire events and parts. You can also work with selection ranges, which are independent of the event/party and track limits. Creating a selection ranges which are independent of the event/party and track limits. main transport functions as well as many other reading and recording. Transport bar contains several transport bar contains all transport functions in an integrated and fixed area of the project window. Transport-viewed window The transport context window allows you to access specific transport controls if the transport panel, transport controls in the project window. You can adjust its size and specify the time format you want to display. Left and right locators The left and right locators are a pair of markers that you can use as reference positions in the Project cursor to the positions in the Project cursor You can set the project cursor to the positions in the Project cursor to the position where you click, or to markers or other predefined positions. MenuAuto-Scroll automatic scroll settings let you keep the project cursor visible in the window while playing. Time formatsYou can set up different time formats. Pre-roll and post-roll vot can activate the pre-roll and post-roll with the corresponding buttons in the Pre-roll and post-roll. Punch In and Punch OutThe punch in and punch out points are a pair of markers that you can use to punch and hit off the records. The punch in position determines the record starting position and the punch output position determines the record starting position. Metronome ClickYou can use metronome as a sync reference to play and record. The two parameters that govern the time of the metronome are the tempo of the project and the time signature that you can set up on the Transport panel. ChaseChase A feature that ensures that your MIDI instruments sound the way they should when you locate a new position and start playing. To do this, the program transmits a number of MIDI messages to your instruments each time you move to a new position in the project, ensuring that all MIDI devices are properly set up with regard to program change, controller messages (such as MIDI note using your computer keyboard or mouse. This is useful if you don't have an external MIDI instrument at your fingertips and don't want to take notes with the Draw tool. Noon recording with the keyboard on the screen Keyboard to record MIDI in Cubase. On-screen keyboard offers different display modes as well as other options. RecordingIn Cubase, you can record audio and MIDI. Basic recording methods The basic recording methods apply to audio recordings and MIDI. SurveillanceIn Cubase, surveillance means listening to the entry signal while preparations and settings are required for audio recording. MIDI Recording SpecificsSpecific preparations and specific parameters are required for MIDI recordings. Remaining recording timeThe Max. Record Time display lets you see how much time you have left for recording mode. Import Audio FileYou can import compressed and uncompressed audio files in a variety of different formats. You can also import audio from audio CDs or extract audio from video files. MIDI File ImportCubase can import standard MIDI files. This allows you to transfer MIDI hardware to and from virtually any MIDI application on any platform. Quantifying noon and audioquantization means moving the recorded or noon audio and positioning it on the nearest grid position that is musically relevant. Quantizing is designed to correct errors, but you can also use it in a creative way. Quantize functions of the project window toolbar. Quantification of MIDI event departures You can quantify the starting positions of the MIDI event. Quantification of MIDI event lengths You can quantify the duration of the MIDI event. Quantification of the ends of the MIDI event or audio event or audio event or audio event. Quantifying audio event lengths (audiowarp quantification) You can quantify an audio event or audio selection range by applying a stretch time to the content of the audio event. Quantification of multiple audio tracks at the same time. PanelThe Quantify audio or noon to the grid or groove. Depending on the method you choose, different settings are displayed. Fades, Crossfades and EnvelopesFades allow you to gradually increase or decrease the volume at the beginning or end of audio events or audio clips, and create smooth transitions. Event-based fades. These are calculated in real time when you replay audio events. You can create bland ins and event-based fades. and in the same audio clip. Audio. FadesYou based on the clip can create and edit bland ins based on clips and fade with the help of offline direct processing. These fades are applied to the same clip get the same fades. CrossfadesCrossfades lets you create smooth transitions for consecutive audio events on the same track. Crossfades are always event-based. Auto Fades and CrossfadesCubase has an Auto Fade feature that can be defined both globally and separately for each audio track. Automatic fades allow you to create smoother transitions between events by applying bland ins and fades with a length of between 1 and 500 ms. EnvelopesEvent Event Envelopes envelopes are volume curves for audio events. They allow you to create volume changer works in Cubase allow you to specify how and when specific sections are linked, even in live performances. This way, you don't need to move, copy and paste events in the Project window. Adding arrangers to the arranger track, you can add arranger editor, you set up arranger track, you can add arranger editor, you can set up arranger strings and add events. Jump Modelf you have set up an arranger track and replay it, you have live access to the play order. This way, you can complete your arranger events to fill a specific video section with music. The following is an example of how you might do it. Transposed functions transposed for audio and MIDI for playback without changing the actual noon notes or audio. Project rootThe root key of the project allows you to transpose your project. The audio or MIDI events in your project use it as a reference. Transpose trackThe transpose in Octave range on the way transpose in Octave range. Transpose to the InfoIn the project window information line, you can change the transposed value for individual parts or events. Excluding individual Global Transposed events, you can exclude specific events from being transposed. This is useful for drum and percussion loops or special effects loops (FX). Mark markers are used to locate certain positions quickly. Quickly. are two types of markers: position markers and cycle markers, you can record a specific positions as the beginning and end positions of a range and recall them by clicking twice on the corresponding marker. Window Markers in the list of markers in the order in which they occur in the project. Marker Track are displayed for adding and editing markers. Import and export markers and marker tracks can be imported and exported. MixConsole provides a common environment for producing stereo or surround mixes. It allows you to control the level, pan, solo/mute status, etc. for audio and MIDI channels. In addition, you can set up the input and route output for multiple tracks or channels at the same time. You can cancel/re-do MixConsole in the lower area of the Project window. This is useful if you want to access the most important MixConsole in the lower area of the Project window. The MixConsole in the lower area of the Project window. area of the Project window is a separate MixConsole that does not track any changes in visibility that you make in the MixConsole window. The FadersVCA VCA faders serve as remote controls for channel fader groups in the MixConsole. VCA Fader SettingsVCA fader channels are different from the default fader channels. Creating VCA Faders in the MixConsoleYou can create VCA faders in the MixConsole. Assign VCA faders to control them. Removing VCA faders from link groupsYou can create VCA faders in the MixConsole. Assign VCA faders to control them. control other VCA faders. VCA Fader AutomationVCA fader automation influences the automation of link groups. Control room allows you to divide the studio environment into a performance area (studio) and an engineer/producer zone (control room). Adding channels to the control room allows you must first add the channels you need. Exit routingExclusive Monitoring channel allocation The control room is exclusive. However, it may be useful to create monitoring channels that share device ports with each other as well as inputs and exits. This can be useful if you use the same speakers as a stereo pair and also as the left and right channels of a surround speaker configuration, for example. Control room ChannelsEach Type of control room channel as you create defines an entrance or exit from the control s for the channels you set on the Control Room - Main TabThe The Room's Main tab displays information and controls for the channels you set on the Control Room - TabThe Control Room Inserts tab contains additional settings for channels. Setting up a Cue MixYou can create a mix of cues from the fader and pan levels that are used in the MixConsole and modify them to meet the needs of individual performers. Setting the overall tail sending level tail sending levels that are used in the MixConsole and modify them to meet the needs of individual performers. mixture, keeping the mixture intact while lowering the overall volume. This is sometimes necessary, because the levels in the main mix are often optimized for the strongest possible signal level without interruption. Metering and Loudness Cubase provides a master meter that works like a true multichannel peak meter, and a volume counter that allows you to measure volume in accordance with the European Broadcasting Union's (EBU) volume recommendation R 128. MeteringCubase provides a main counter that can be shown in the right area of the project window and the MixConsole, or in a separate window in the control room. Audio EffectsCubase comes with a number of effectincluded plug-ins that you can use to process audio, group, instrument and ReWire channels. Insert effects and send effects to audio channels using insertion effects or send effects and send effects. Insert effects and send effects and send effects to audio channels using insertion effects and send effects. VST Effect SelectorThe VST Effects Selector lets you select VST effects from the active collection. Send effects are outside the signal path of an audio data that needs to be processed must be sent to effect. Side chain entryMany Effects VST 3 have a side chain entryMany. track to control the action of an effect on another track. Dither Effects Other effects allow you to control the noise produced by quantification errors that can occur when you mix up to a lower bit depth. External Effects You can integrate external effect control the sequencer signal flow by setting up external FX buses. Effect Control PanelThe effect control panel lets you set up the settings for the selected effect. The content, design and layout of the control panel depend on the selected effect. The included effects are with a number of presets that you can load, adjust and save. System Component Information WindowThe System Component Information Window lists all available MIDI plug-ins, audio-codec plug-ins, project import-export plug-ins, project import-export plug-ins, project import-export plug-ins, audio processes to selected audio events, clips or ranges, without destroying the original audio. Direct offline processing workflowYou can perform offline processing operations in the direct offline processing window. The window always displays the processing window always displays the processing of the selected audio. Direct offline processing window always displays the processing window always displays the processing window. cancel any audio processing, anytime and in any order. Built-In Audio ProcessesCubase provides several integrated audio processing using key commands. Time stretching and step shift algorithmsIn Cubase, time stretching and height change algorithms are used for offline processes, in the sample editor or for the flattening real-time processing function. Depending on the feature, elastical algorithm is suitable for polyphonic and monophonic materials. MPEX, or standard presets algorithm. StandardThe Standard algorithm is optimized for efficient real-time processor processing. LimitationsApplying stretching time or no movement to audio hardware can lead to a degradation of audio algorithm. AudioCubase features offer special functions to analyze audio in your project. Detecting Silence Dialogue The Detect Silence dialogue allows you to search for silent sections. Window Spectrum Analyzer window displays the audio spectrum of an event, clip or selection range as a two-dimensional graph, with a range of frequencies on the x axis and level distribution on the y axis. Statistical WindowThe Statistics function analyzes selected audio events, clips or selection ranges. audio by cutting and adorning, deleting or drawing audio data, and Audio. The editing is non-destructive so you can undo the selection is non-destructive so you can undo the selective so you can undo the selection is non-destructive range. OverviewThe preview line displays the entire clip and shows which part of the clip is displayed in the waveform display. Inspector Editor-in-Chief of the Sample editor. RulerThe rule shows the project's timeline and display format, the project tempo grid. Waveform DisplayThe waveform display shows the waveform image of the edited audio clip. Beach EditionIn the sample editor, you can change the selection of the audio waveform, or if you want to create a new event or clip. Regions are sections of an audio clip that allow you to mark important sections of the audio. You can add and edit regions for the selected audio clip in the regions area. Snap PointThe breaking point is a marker in an audio event that can be used as a reference position. HitpointsHitpoints mark musically create health points by analyzing the beginnings and melodic changes of the audio. Calculating access points. Location of access points in the project windowYou can navigate through the health points of an audio event in the Project window. SlicesYou can create slices from health points, where each slice ideally represents an individual sound or a beat of the audio. Creating markersYou can create markers at point-of-contact positions. This allows you to break at hitpoint positions. Creating regionsYou can create regions at point-of-contact positions. This allows you to isolate recorded sounds. Creating distortion markers at contact point-of-contact positions. This allows you to quantify the audio based on hitpoint positions. Creating MIDI NOTESYou can create MIDI notes from health points. This allows you to double, replace or enrich drumming by triggering the sounds of a VST instrument. Tempo Matching AudioCubase offers several features that allow you to match the tempo of the audio in your project. Algorithm PresetsYou can select an algorithm preset that is applied for real-time reading and time stretching. Stretching

Audio Events to the Project TempoYou can stretch audio loops to the tempo of your audio loops at the project tempo. Auto Adjust function is useful if you don't know the tempo of your audio. After that, you can tempo match the project tempo file with the musical mode. Manual adjustment function is useful if you need to manually change the grid and tempo of your audio file. This is the case if the extraction of a definition grid with the Automatic Adjustment function has not results, for example. Free Warp tool allows you to correct the timing of individual positions in audio hardware. Flattening the processing, or apply any offline processing, or apply any offline processing. Flattening the dialogThe Real-Time Processing Processing in Real Time allows you to select an algorithm. Unstretched audio files You can remove real-time stretches of audio events. VariAudio before using VariAudio data becomes invalid. We therefore recommend that you apply offline processing or modifications before using VariAudio features. VariAudio Inspector SectionThe VariAudio section allows you to edit individual notes from your audio. The Smart ControlsEach segment has smart controls that allow you to change the starting and end points of the segment and make height changes, volume editing, forming shift and synchronization changes of the associated audio. Segments and gapsCubase must analyze the audio and divide it into segments. AuditionYou can audition the segments one by one or loop them, or play them from start to finish. Navigation and ZoomYou can navigate through the segments and zoom in on them. The EditingSegment segment segment segment segment segment segment segments and zoom in on them. effect sounds. Height changes You can change the height of audio segments for corrective or creative purposes. By changing the pitches of notes, you can change the timing of segments in monophonic recordings. Viewing MIDI Reference TracksYou can use a MIDI track as a reference for your height and timing corrections. Forming ShiftingFormants are the harmonic frequencies that occur in the human voice. They define the timbre and change perception of how a voice was performed (more of the diaphragm than the throat, for example). The forming move does not affect the height or timing of a segment. Edition VolumeYou can increase or reduce the volume of audio for a segment or mute it. MenuHarmony Voices features for AudioCubase lets you quickly create harmonies for monophonic audio. Audio Parts EditorThe audio part editor gives an overview of the audio parts. It allows you to visualize, audition and modify parts by cutting and adorning, crossing, drawing level curves, or processing parts. The editing is non-destructive so you can undo the changes at any time. Audio parts. Info Line The information line displays information about the audio part, such as the beginning, end, length or time stretching algorithm. RulerThe rule shows the project's timeline and display format. LanesLanes can make it easier to work with multiple audio events in a game. Moving some events to another route can make it easier to work with multiple audio events to another route can make it easier. lower area editor. Extensions in CubaseCubase supports extensions such as Audio Random Access (ARA). ARA allows you to integrate compatible programs as plug-ins into your DAW. This integration allows random access to audio events in the musical context of your project. Activating an extension to CubaseTo you can use an extension in Cubase, you must activate it. Publisher for ExtensionsIn Cubase, extensions are integrated into the publisher. From there, you have access to all their editing functions. Expansion Edition in the Project window, you can still apply basic editing techniques to audio events if you've changed the event with an extension. Permanent application of extension changes The permanent application of extension changes is useful if you want to open the project with another program, or if you want to apply offline processing to the edited audio event. Sampler track allow you to color-play any sound from your audio sample library via MIDI. You can create and modify new sounds based on specific samples, and integrate them into an existing project. Loading audio sampler ControlYou can load MIDI parts from instrument tracks or MIDI tracks in Sampler Control by dragging. Creation of Sampler TracksSampler Controll the sampler track is selected, sampler control is available in the lower area of the Project window. Sampler Control is not destructive. Transfer samples from Sampler Control to VST InstrumentsYou can transfer audio samples with all the settings you've made in Sampler Control to specific Steinberg VST instruments. PoolAll the time you record on an audio track, a file is created on your hard drive. A reference to this file, a clip, is added to the Pool. Pool WindowThe Pool window lets you manage the media files of the active project. Working with the and Media RackYou can manage the media files of the active project. media files on your computer as well as presets from multiple sources from MediaBay or the Media support in the right area of the Project window. MediaBay WindowWorking with Volume DatabasesCubase records all media file information used in MediaBay, such as paths and attributes, in a local database file on your computer. However, in some cases, it may be necessary to browse and manage this type of metadata on an external volume. MediaBay SettingsSurround SoundCubase provides built-in surround sound features with support for multiple formats. All audio channels and buses can handle multichannel speaker configurations. A channel in the MixConsole can contain either complete surround mix in Cubase can be sent in multichannel audio form from the surround exit bus to a recorder, or can be exported to audio files on your hard drive. Surround channel configurations availableCubase supports multiple surround channel configurations. Preparations to create surround format and specifying which audio inputs are used for the different channels on the buses. VST MultiPannerThe VST MultiPanner plug-in allows you to position a sound source in the surround field or modify existing premixes. The plug-in that convert V6 is a plug-in that converts a multichannel audio source into another multichannel destination. It is most often used to demix a multichannel surround mix in a format with fewer channels, for example, a 5.1 surround mix in a stereo mix. Surround mix in a stereo mix. Surround mix in a stereo mix using the Export Audio Mixdown feature. 3D Mixes for AmbisonicsCubase lets you create 3D mixes in Ambisonics format for virtual reality (VR) or augmented reality (AR) productions. You can use built-in features and plug-ins for spatial mixing or head tracking monitoring, or use dedicated third-party plug-ins. AutomationIn essence, automation means recording the values of a particular setting control. AutomationIn a Cubase project, changes in the value of a parameter over time are reflected as curves on automation tracks. Static value line. This is reflected in the event display as a dotted horizontal line, the static value line. This line line The current setting. Write/Read AutomationYou can automate MixConsole tracks and channels by activating their W-write automation Event Edition Automation Event Edition Automation Event Edition Automation Events can be modified much like other events. Automation tracks in your project have automation paths, one for each automated setting. Virgin territory vs. initial valueFor the automation of parameters, Cubase works either with an initial value or with a virgin territory. Automation panel is a floating window and can be left open while you work. AUTOMATION of MIDI controllersWhen it works with Cubase, it is possible to record automation data for MIDI controllers in the form of MIDI part data and data on an automation track. VST Instruments are software synthesizers or other sound sources that are contained in Cubase. They are played in-house via MIDI. You can add effects or QE to VST instruments. Adding the control panel to the VST InstrumentsVST he VST instrument control panel allows you to set up the parameters of the selected instrument. The content, design and layout of the control panel depend on the instrument selector lets you select VST instrument selector lets you select VST instrument selected. dedicated VST instruments. VST instruments in the right zoneSV instruments in the right area of the Project window allows you to add VST instruments for noon and instruments for noon and instruments Window ToolbarThe VST Instruments window toolbar contains commands that allow you to add and configure VST instrument. Instrument PresetsYou can load and record instrument presets. These contain all the settings that are needed for the sound you want. Read VST instruments and selecting a sound, you can read the VST instrument or track in your project. Latency represents the time it takes the instrument or track in your project. Latency represents the time it takes the instrument or track in your project. Latency depends on your audio hardware and its ASIO driver. Import and export optionsVST Quick Controls VST Quick Controls VST Quick Controls VST instruments window. Side chain input for VST instruments window. Side chain allows you to use the exit of to control the action of one instrument on another track. External Instruments An external instrument bus is an entry (return) to your audio equipment, as well as a MIDI connection via Cubase and additional settings. Plug-ins and collectionsThe VST plug-in manager displays the VST effects and VST instruments that are installed on your computer. Adding new plug-in collections You can add new collections of VST effects or VST instruments. Hide plug-ins You can add new collections. This is useful if you have plug-ins You can hide plug-ins You ControlsCubase lets you set up 8 different track settings or settings as quick track controls for quick access. Assigning settingsYou can use quick controls to control all automatable settings. This allows you to control settings on other tracks using quick controls. Connecting fast lane controls with RemotesTrack Quick Controls becomes powerful if you use them with a remote control. Connecting remote devicesYou can connect your remote devicesYo remove the remote entry from all MIDI entries. Setting up remote devices and automationYou can write automation using remote devices. Assigning command to which a key command to which a key command to which a key command can be assigned to remote devices. remotely control almost any function in Cubase. After setting the device up to a generic distance, you can control the specified settings from the DEVICE remotely MIDI. Remote Control EditorThe remote control editor lets you set your own map of VST plug-in settings at the controls of supported hardware controllers. This is useful if you think that automatic mapping of plug-in settings to remote control devices is not too intuitive. JoysticksYou can use a joystick to control the panoramic operations in Cubase. This can be useful, for example, to create smooth automation curves. Follow Quick ControlsMIDI Real-time Settings and MIDI EffectsMIDI in real time means you can edit or transform MIDI events on noon or instrument tracks before they are sent to MIDI releases. This allows you to change the way MIDI data is weighted. MIDI track parameters are located in the highest inspector section for the midi and instrument tracks. turn the tightened MIDI data from the track into real time. Transpose and Velocity on the Info You can change the transposition and speed of some MIDI devices, i.e. representations of external MIDI hardware. Program change messages and bank selection messages to that device. Patch Banks list may have two or more major banks, depending on the device selected. MIDI Device ManagerThe MIDI device manager lets you install pre-defined MIDI devices or set new ones. Device PanelsThe MIDI Device Manager allows you to build device maps with control panels, including all controllable settings from Cubase. MIDI pieces in the Project window or within a MIDI editor. Transpose Setup DialogThe Transpose Setup dialogue contains parameters for transposing selected events. Merging MIDI events into a new partYou can merge all MIDI events, apply midi modifiers and effects, and generate MIDI events into a part depending on the channels or locations and dissolve the room on different tracks or tracks. Bouncing MIDI PartsYou can combine MIDI parts on different tracks to a MIDI part. This is useful if you want to reassemble a part of drum that you have dissolved in the tracks, for example. Rehearsal of MIDI events from an independent track loops You can repeat MIDI events from an independent track loops You can repeat MIDI events inside an independent track loops You can repeat MIDI events inside an independent track loop to complete a MIDI part. This is useful if you want to convert events from an independent track loops You can repeat MIDI events of independent track loops You can repeat MIDI events inside an independent track loop to complete a MIDI part. track loop into real MIDI events. Extension of midit notes You can extend the noon notes so that they reach the next notes. Fixing MIDI note speeds You can set the speed of some MIDI notes to the note insertion speed value. Rendering sustain pedal data to note lengthsYou can make sustain pedal data to record lengths. This is useful if you've recorded MIDI data with a MIDI keyboard and a sustain pedal, so change the notes later. Removing overlapsYou can remove overlapping notes that have the same or different locations. This is useful if your MIDI instruments can't handle overlapping events. Mount velocityYou can manipulate the speed of notes. Removing double notes can occur when recording in cycle mode, after quantification, for example. Removing controller dataYou can delete controller data SELECTed MIDI parts. Removing continuous controller dataYou can delete continuous controller data from certain MIDI parts. Restriction of polyphonic voicesYou can to make sure all the notes are played. Slimming controller dataYou can clear up controller data in some MIDI parts. Use it to lighten the load on your external MIDI devices if you have recorded MIDI parts to MIDI track automation data, so you can change them in the Project window. Reverse the order of playback of MIDIYou can reverse the order of selected events in a rhythmically selected part. This makes the MIDI play backwards. However, this is different from reversing an audio recording. Individual noon notes always play as usual, but the order of play changes. Reverse the order of selected MIDI events This feature graphically reverses the order of selected events, or all events in selected parts. Technically, this feature turns a note off message and vice versa, which can lead to rhythmic inaccuracies if the note off position of a note has not been quantified. Creating a tempo track from TappingYou can create a full tempo track based on your listening. MIDISEEther there are several ways to edit MIDI in Cubase. You can use the tools and functions of the Project window for large-scale editing or MIDI data on a graphical interface, you can use MIDI editors. Common functions of the MIDI EditorYou can use the tools and functions within the noon editors to process MIDI parts in different ways. Controller display. Editor is the default MIDI editor. It displays notes graphically in a piano roll-style grid. The key editor allows you to edit notes and un rated events, such as MIDI controllers, in detail. Key Editor's Operations This section describes key publishing operations within the key publisher. Drum Editor to use when editing drum or percussion pieces. this section describes the general editing operations within the battery publisher. Drum MapsA drum in a MIDI instrument is most often a set of different drum sounds with each sound placed on a separate key. For example, different sounds are assigned to different sounds are assigned to different MIDI note numbers. One key plays a bass drum sound, another a snare drum, and so on. List EditorThe list editor displays all events in the MIDI parts selected as a list, allowing you to view and edit digital properties. It also lets you edit SysEx messages. List Editor's Operations The section describes the main editing operations within the list editor. On-site editor the noon notes and controllers directly in the Project window, for a quick and efficient editing in context with other tracks. Expression MapsExpression maps allow you to set up a map for all your joints. This allows you to audition a project with joints. ArticulationsArticulesmusical define how specific notes are sung or performed on a given installation window allows you to load, create and set up expression cards. Creating and editing mapsInserting ArticulationsNote Expressions are note-specific. They are suitable for polyphonic contexts because they allow you to change the expression of each individual note in an agreement. MIDI ControllersMIDI controllersMIDI controllers are channel specific, with the exception of poly-pressure messages. They affect the whole voice, whether they are inserted for a part or a note. Note Expression Tools Note expression tools are available on the key editor toolbar. Mapping ControllerBefore you can record VST note expression events with external keyboards, you need to map or assign specific MIDI controller messages, or pitchbend and aftertouch, or input movements to expressions. RecordingYou can save note expression data with MIDI notes, or you can save note expression data for existing notes. Note Expression Events offers different ways of editing and adding note expression dataYou can cut the note expression data to automatically match the length of the note. Removing all note expression dataYou can delete all note expression data to automatically match the length of the note. data from the selected note or MIDI portion. Note Expression MIDI Setup DialogThe Note Expression MIDI Setup Dialogue lets you specify exactly which MIDI messages as note expression data or convert them. Agreement featuresThe agreement functions offer you many opportunities to work with agreements. Chord TrackThe Chord Track lets you add chord events and escalate events. Chord EventsChord events are representations of chords that control or transpose playback on noon, instrument, and audio tracks. Scale EventsScale events inform you which chord events are part of a specific root note. Specific. determine how agreement events are implemented. They define the vertical spacing and the order of heights in an chord, but also the instrumentation and the genre of a musical piece. Conversion of chord events into MIDI for a more final edit or for printing a lead sheet in the score editor. Control of the noon or audio playback using the chord trackYou can use the chord track to control audio playback. Assigning notes to notesYou can transpose noon notes to match the voices of a selected expression library. Midi Chord Events ExtractionYou can extract chords of midi notes, parts or pieces. This is useful if you have a MIDI file and want to show its harmonic structure, and use that file as a starting point for other experiments. Recording chord events with a MIDI keyboard to record chord pads allow you to play with chords and change their expressions and tensions. In terms of harmonies and rhythms, they allow a more playful and spontaneous approach to composition than the functions of the chord blocks. MenuChord Assistant FunctionsThe chord assistant allows you to use a chord as a starting point for suggestions for the next chord. It helps you find the right chords to create chord progression for your song. Chord Assignments for 2 pads. Copy Chord Assignments You can also assign your own agreements are pre-assigned to chord blocks. But you can exchange chord assignments for 2 pads. another pad. Reading and recording chordsYou can read and record chords that are assigned to chord blocks using midi or instrument pieces. Player configuration The player's configuration allows you to select a player and an expression setting typical of that type of player, and determine whether the notes of a chord are played in the form of simple chords, patterns or sections. Chord Pads Setup DialogThe chord pads configuration dialogue allows you to modify remote key assignments and the layout of chord pads. Creating chord blocks. Creating chord events from Chord PadsYou Use chord agreements assignments and the layout of chord pads. chord blocks to create chord events in the Project window. Creating MIDI parts from Chord PadsYou can use chord chord sto create MIDI parts in the Project window. Logic EditorThe logical editor is a powerful tool for searching for and replacing functions on MIDI data. Window OverviewThe Logical Editor window allows you to combine filter conditions, functions and actions to perform a very powerful MIDI treatment. Filter Conditions of the filter, determining what to find. The list may contain one or more conditions, each on a separate line. Selecting a featureThe pop-up menu at the bottom of the logical editor is where you select the function, that is, the type of editing base to perform. Specify actions You can specify the actions, i.e. changes to the items found, in the bottom list of the logical editor. Actions are relevant to all types of functions, except delete and select. By applying defined actionsOnce you have set up filter conditions, selected a function, defined the required actions, or loaded a predefined, you apply the actions defined with the logical Editor by clicking the Apply button. PresetsYou can load, save and manage logical Editor window allows you to combine filter conditions, functions, functions, actions and macros to perform a very powerful processing. Filter ConditionsBy the configuration of filter conditions, you can specify the actions, i.e. changes to the items found, in the bottom list of the project's logical editor. The actions are only relevant to the transform type of function. Selecting a featureThe pop-up menu left at the bottom of the project's logical editor is where you select the function - the type of editing base to perform. By applying MacrosIn the Macro pop-up menu, you can select a macro that will run automatically after completing the defined actions. By applying defined actionsOnce you have set up filter conditions, selected a function and defined the required actions, or loaded a predefined, you apply the actions defined with the project's logical editor presets. Changing tempo and time signatureproject tempo For each project, you can set a tempo mode, depending on whether your music has a fixed tempo or whether it changes of a track the tempo changes of a project that is set in tempo track EditorThe Tempo Track Editor provides an overview of the project tempo settings. It allows you to add to modify tempo events. Tempo TrackYou can use the tempo track is enabled, you can set up tempo changes for your project. Setting a fixed project tempol fyour music doesn't contain tempo changes, and as the tempo track is disabled, you can set a fixed tempo for your project. Beat Beat Calculator is a tool for calculator is a tool f click or if it contains tempo drift. Exporting a Tempo TrackYou can export a tempo track like an XML file for use in other projects. Importing a Tempo dialogue allows you to set a range over a specific length or adjust its end time by automatically adjusting the tempo track. Dialog Process BarsThe Process Bars process allows you to insert, delete, replace or reinterpret signature events by automatically adjust the musical positions of events or parts to time positions. Set the definition from Tempo DialogThe definition defined from the Tempo dialogue allows you to set up freely recorded audio material to track a specific tempo. Time Signing EventsYou can set up one or more time signatures for a project. It allows you to view and edit all events on all tracks. Project browser toolbarThe toolbar contains editing tools and settings in the project browser. Project Structure The project structure allows you to select, different elements may be available in the project structure. Viewing the event The Project Browser event view lets you view and edit the selected item. Render Tracks DialogThe Render Tracks dialogue lets you customize the track's rendering settings. Render Selection DialogYou can make selection dialogue lets you customize the selection rendering settings. Render Selection Settings or custom settings or custom settings. Audio Mixdown feature allows you to mix and export all audio content between the left and right locators of a project or in ranges defined by cycle markers. Export Audio Mixdown DialogThe Export Audio Mixdown DialogTh Audio Mixdown dialogue contains a list of channels that you can export as an audio mixdown. File FormatsThe file-type pop-up menu in the Export section lets you select a format and create additional settings for the mixdown file. SyncSynchronization is the process of getting 2 or more devices to play together at the same speed, position and phase. These devices can range from audio and video tape machines to digital, digital audio, sequencers, synchronization controllers and digital video devices. Master and slave can lead to confusion. Therefore, the timecode relationship and the control relationship of the machine must be differentiated in this regard. Time code formats The position of any device is most often described using a time code. Timecode represents time by using hours, minutes, seconds and images to provide a location for each device. Each image represents time by using hours, minutes, seconds and images to provide a location for each device. central location to set up a complex synchronized system. In addition to settings for time code sources and machine control settings, basic transport controls are available to test the system. In addition to settings, basic transport control se portable hard drive recorder used for live remote recordings. VST System LinkVST System Link is a digital audio hardware and set up digital audio connections. Activation of the VST System Link on all network computers in order to work with VST System Link. Apps ExampleVST System Link lets you divide different tasks between 2 or more computers. The following application examples should give you an idea of what is possible. VideoCubase lets you work with video content. Video file compatibilityWhen it works on a project involving a video file, you need to make sure that the video and film images. Video release devicesCubase supports multiple video output devices. Preparations for creating video projectsBefore you can start working with video in Cubase, some basic preparations need to be done. Preparations for video event editing are created automatically when you import a video file. Export VideoYou can export a video file from your project. This allows, for example, to share intermediate results sections or completed videos with customers or other users. Audio extraction from VideoYou can extract the audio stream from an imported video file. File exchange with other applicationsMF FilesOpen Media Framework Interchange (OMFI) is a platform-independent file format that allows you to transfer digital media between different applications. AAF FilesThe Advanced Author Format (AAF) is a multimedia media file which allows you to exchange digital media and metadata across multiple platforms. Metadata includes fades, automation and information processing. ReWireIntroductionReWire is a special protocol for streaming audio between two computer applications. Activating ReWire apps available on your computer in your project, you need to activate them in the ReWire apps available on your computer in your project, you need to activate them in the ReWire apps available on your computer in your computer in your project, you need to activate them in the ReWire apps available on your computer in your project, you need to activate them in the ReWire apps available on your computer in your project, you need to activate them in the ReWire apps available on your computer in your project, you need to activate them in the ReWire apps available on your computer in your project, you need to activate them in the ReWire apps available on your computer in your project, you need to activate them in the ReWire apps available on your computer in your project, you need to activate them in the ReWire apps available on your computer in your project, you need to activate them in the ReWire apps available on your computer in your project. Activation supports streaming up to 256 separate audio channels. The exact number of ReWire channels available depends on the synthesizer application. ReWire channels in Cubase allow you to activate the channels in Cubase allow you to activate the channels in Cubase allow you to activate the channels available depends on the synthesizer application. ReWire device panels, they will become available as channels in the MixConsole. MIDI routing via ReWireConsiderations and limitationsKey Commands Are assigned to most of Cubase's main menus and functions. They are stored as preferences that are used for all your projects. Key Commands DialogThe key commands dialogue lets you view and modify key commands for Cubase's main menus and functions. Assigning key commands You can add key commands to the key commands to the key commands to the key commands to the key commands for Cubase functions. Removing key commands Set up MacrosYou can set up a combination of multiple functions or commands to perform at once as a macro. Recording key command presetsYou can load key order presets. Importing key command settingsYou can import key order settings that you've saved with a previous program version. Reset key commandsDefault Key commandsThe default key commands are arranged in categories. Setting up tool modifier keysYou can set up tool-modifying keys that allow you to get an alternative function when using a tool. PersonalizationIn Cubase, you can organize windows and dialogues in workspaces, set up specific elements and save the program settings as profiles. Workspaces in Cubase allow you to organize specific windows and dialogues for your day-to-day work routines. Configuration OptionsYou can switch from one profile to another and import and export your profiles to use on different computers. Windows DialogThe Windows dialogue lets you manage open windows in Cubase. Where are the settings stored? Safe Mode DialogThe safe mode dialogue lets you manage open windows in Cubase. get the most out of your Cubase system, in terms of performance. Preferences The Preferences Dialogue provides options and settings that control the overall behavior of the entries on the navigation list opens a settings page. EditingEditorsEvent DisplayThe Event View section contains several settings to customize the view in the Project window. General page contains settings that affect the program's user interface. Define them according to your favorite work methods. MIDI This page contains settings that affect noon recording and playback. MediaBayMeteringRecordThis page contains settings related to audio recording and MIDI. ScoresTransport This page contains options that allow you to adjust the colors of the default user interface. VST This page contains settings for the VST audio engine. VariAudioVideo VariAudioVideo

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