
Subject: A question about Cubase 4

Posted by [DJ](#) on Mon, 04 Dec 2006 19:19:09 GMT

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I'm getting soem requests for radio ads here. One thing I've always loved about ACID is that it's so easy to paint up a generic soundtrack. I've got ACIOD V4.0 here and I'm getting ready to load it up and go to work but I've been thinking of upgrading to Cubase 4 and I hear it has a much improved way of dealing with loops than SX3 did.

Has anyone tried this? I'd love to be able to *paint audio* in Cubase but I'm not really crazy about having to deal with a bunch of workarounds to get it to function in a similar way o ACID. I just want it to work.

Does it?

Thanks,

Deej

Subject: Re: A question about Cubase 4

Posted by [Dedric Terry](#) on Mon, 04 Dec 2006 19:58:55 GMT

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Hi DJ,

I don't use Acid - what are you looking to do that SX3 didn't?

I don't know how much is new in the looping area, but C4 and N3 both support Rex and Acid

loops - automatically matched to tempo. Of course for extending loops you don't have a single

loop object feature as with Live/Acid, but rather duplicate, repeat, or fill loop (set your loop points

for a section, select a loop object (1 bar drum loop, whatever), and "fill loop" will repeat that object

for each measure or set of measures over the range. Of course all of this is much faster if

you just assign keycommands. Then there are hitpoints, etc to do much of what Rex files do.

Of course you also have Play Order Tracks to alter your arrangement in as many ways you might like.

Regards,
Dedric

"DJ" <nowayjose@dude.net> wrote in message news:45747206@linux...

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Subject: Re: A question about Cubase 4
Posted by [DJ](#) on Mon, 04 Dec 2006 20:11:19 GMT
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The ACID Pro 6.0 demo is downloading now. It's fully functional for 30 days (except you can't render to MP3-not an issue for me) and supports Rewire, ASIO and rudimentary video support. The upgrade price is \$199.00 if I decide I want it.same as Cubase SX 3x > Cubase 4.

Looks pretty cool.

We'll see.

;o)

"Dedric Terry" <dedric@echomg.com> wrote in message [news:45747b9a\\$1@linux...](news:45747b9a$1@linux...)

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Subject: Re: A question about Cubase 4
Posted by [AlexPlasko](#) on Mon, 04 Dec 2006 21:34:52 GMT
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dj.....what kind of problems did you hear about with the houston? my
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"DJ" <nowayjose@dude.net> wrote in message news:45747e41\$1@linux...

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Posted by [DJ](#) on Mon, 04 Dec 2006 21:57:06 GMT
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I heard it wasn't reliable and sometimes the Houston driver just didn't show up at all in cubase. Not true eh?

Do you have to uninstall v3 before going to v4 or can you just install it over v3 as an upgrade?

Thanks,

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"alex plasko" <alex.plasko@snet.net> wrote in message news:457491ff\$1@linux...
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Subject: Re: A question about Cubase 4
Posted by [EK Sound](#) on Mon, 04 Dec 2006 21:59:21 GMT
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Install C4 as a parallel app... that way you have access to both.

David.

DJ wrote:

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Subject: Re: A question about Cubase 4
Posted by [Chris Lang](#) on Mon, 04 Dec 2006 23:16:13 GMT
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Hi DJ-

FWIW, I have done extensive loop work over the years, and have never found anything like ACID. Versions 5 and 6 allow you to categorize and store loops according to genre or instrument or any category you choose. It's easier than ever. Great program, well worth upgrading.

Chris

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Subject: Re: A question about Cubase 4

Posted by [DJ](#) on Mon, 04 Dec 2006 23:48:40 GMT

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I'm running the demo right now via rewire in Cubase SX. and so ACID syncs right to the Houston controller..orif I want to sum in Paris, Acid rewired through Cubase syncs to the Paris C-16 and follows the Paris timeline like a puppy dog.

Very cool I'm thinking that ACID 6.0 might be worth the price of admission (\$199.00 upgrade)

I also have Vegas Pro here that I registered back in 2000 but that I haven't used since I moved to Colorado. I called Sony about this and I can upgrade to the latest/greatest DVD authoring version for \$249.00. I don't really need a video editing rig right now but it's nice to know I can get into this relatively inexpensively if need be.

Deej

"Chris Lang" <yo@yo.yo> wrote in message news:45749e2d\$1@linux...

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Subject: Re: A question about Cubase 4

Posted by [Chris Ludwig](#) on Mon, 04 Dec 2006 23:58:55 GMT

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Hi DJ,

I do this all the time in Cubase sense I think VST 3.6.

Using the object selection tool select the part . Hold the ALT key and draw it across. If it is an Acidized file. then the tempo should already be read into the audio pool. I would double check cause some times it won't be. The play order track is another very cool method also but haven't gotten into all that so far. If you want to go back and tweak tempo related info on individual parts then ACID is a little faster. Both Cubase and ACID aren't as intuitive as Ableton Live for this type of arrangement IMHO especially if you also want to use non-looped content and MIDI/VSTi.

Chris

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Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.com

Subject: Re: A question about Cubase 4
Posted by [DJ](#) on Tue, 05 Dec 2006 01:08:55 GMT
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.....yeah.....I know.....

;oP

"Neil" <iUOI@Ol.com> wrote in message news:4574c059\$1@linux...

>

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> But if you're starting to do radio spots, then the next thing

> the ad agencies will want from you are tv spots (or at least

> the audio portion for tv spots), and so at that point, you will

> find you have to have that application, or...

>

> :)

>

Subject: Re: A question about Cubase 4
Posted by [emarenot](#) on Tue, 05 Dec 2006 01:10:13 GMT
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I've tried to work Acid-like in SE3 and you can certainly get it to "mimic" Acid. But, its not nearly as "out-of-the-box-easy" as Acid is for working with loops.

I've been running Acid pro 2.0 for years and have Acid 6.0 on my wish list. By the way, Acid sync's pretty well via MTC. I've never done any testing to see how accurate this is, but my ear gave it the nod.

Cheers,
MR

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> >> I'm getting soem requests for radio ads here. One thing I've always
loved
> >> about ACID is that it's so easy to paint up a generic soundtrack. I've
> >> got ACIOD V4.0 here and I'm getting ready to load it up and go to work
> >> but I've been thinking of upgrading to Cubase 4 and I hear it has a
much
> >> improved way of dealing with loops than SX3 did.
> >> Has anyone tried this? I'd love to be able to *paint audio* in Cubase
but
> >> I'm not really crazy about having to deal with a bunch of workarounds
to
> >> get it to function in a similar way o ACID. I just want it to work.
> >>
> >> Does it?
> >>
> >> Thanks,
> >>
> >> Deej
> >>
> >>
> >
> >
>
>

Subject: Re: A question about Cubase 4
Posted by [Neil](#) on Tue, 05 Dec 2006 01:42:01 GMT
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"DJ" <nowayjose@dude.net> wrote:
>I'm running the demo right now via rewire in Cubase SX. and so ACID syncs

>right to the Houston controller..orif I want to sum in Paris, Acid

>rewired through Cubase syncs to the Paris C-16 and follows the Paris
>timeline like a puppy dog.
>Very cool I'm thinking that ACID 6.0 might be worth the price of admission

>(\$199.00 upgrade)
>
>I also have Vegas Pro here that I registered back in 2000 but that I haven't

>used since I moved to Colorado. I called Sony about this and I can upgrade

>to the latest/greatest DVD authoring version for \$249.00. I don't really

>need a video editing rig right now but it's nice to know I can get into
this
>relatively inexpensively if need be.

But if you're starting to do radio spots, then the next thing
the ad agencies will want from you are tv spots (or at least
the audio portion for tv spots), and so at that point, you will
find you have to have that application, or...

:)
