
Subject: OT: Cubase 4 first impressions

Posted by [Dedric Terry](#) on Wed, 04 Oct 2006 06:01:45 GMT

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C4 adds drag and drop inserts (to and from any channel, or the library). Very handy, and a much needed addition. There is an extensive library/preset capability to C4 to greatly speed up saving and loading presets for plugins, channels, VSTi's, mixers, etc.

One of the biggest new and unsung features is the Media Bay (and Sound Frame, and Loop browser) which accesses all media on your system, catalogs it by type and allows you to search, filter, drag and drop relevant files into your project - there is of course a preview for audio files, in addition to the ability to preview in context (e.g. project plays back, audio file plays in time, time stretched to match the project tempo - cool for loops that are cut to measure boundaries, not as useful for free form vocal tracks, etc). Sound Frame and the Loop browser are just versions of Media Bay with filters for audio and loops enabled, respectively. Not overly different, but perhaps saves a step over turning on filters in Media Bay.

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That's enough for now. fwiw...

Dedric

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Posted by [LaMont](#) on Wed, 04 Oct 2006 13:07:53 GMT
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(Lol) ;)
Thanks

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Posted by [TCB](#) on Wed, 04 Oct 2006 13:08:36 GMT
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Thanks for the info Dedric. Up through v.3 I was on the NFR gravy train so

if I want 4 I have to pony up full price. Not sure if that's worth it to me, esp. since Live has become the primary app I use and SX is started up only in specialized situations. Also, I'd be breaking compatibility with my fellow bandmates who are all on 2 or 3. We'll see though, it does sound like a bigger upgrade than they've done in a bit. As far as I could tell the only difference between 2 and 3 was the box.

TCB

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Posted by [Dedric Terry](#) on Wed, 04 Oct 2006 13:35:50 GMT
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Hey Lamont - of course, it goes to 11 now. ;-)

It includes a pretty good limiter and a loudness maximizer for crushing the
living daylights out of otherwise harmless audio.

On 10/4/06 7:07 AM, in article 4523b229\$1@linux, "LaMont"
<jjdpro@ameritech.net> wrote:

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Posted by [LaMont](#) on Wed, 04 Oct 2006 17:55:49 GMT
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Posted by [Jamie K](#) on Wed, 04 Oct 2006 18:41:53 GMT
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I agree, Lamont, that control room feature looks very useful. Thanks for

the report, Dedic.

Cheers,

-Jamie

<http://www.JamieKruz.com>

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Posted by [Detric Terry](#) on Thu, 05 Oct 2006 02:55:11 GMT
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DX is indeed gone. Not a big deal to me as Autotune is the only DX plugin I used, and I'll probably use Elastic audio in Sequoia for tuning vocals - sounds much better. Some users aren't so happy about it though.

I haven't mixed over 50 tracks yet - just got it Monday.

The control room is actually identical to Nuendo's (3.2) - just new to C4. I agree - it is quite nice - a huge plus for monitor management, esp. with 5.1 and stereo monitor configs.

The score editor is also improved - biggest positive for me is the palettes are now in the left column as dropdown panels rather than floating - much easier to use now that I don't have to arrange them in my template projects and work around them.

Detric

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Posted by [Nei](#) on Thu, 05 Oct 2006 03:58:47 GMT
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Guys, how's the CPU drainage on v4? Worse than v3?

Neil

Detric Terry <dterry@keyofd.net> wrote:

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Posted by [animix](#) on Thu, 05 Oct 2006 04:09:10 GMT
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Would that be the same as *suckage*?

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Subject: Re: OT: Cubase 4 first impressions
Posted by [Neil](#) on Thu, 05 Oct 2006 04:24:06 GMT
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"DJ" <notachance@net.net> wrote:
>Would that be the same as *suckage*?

Yes, in a way, but not in the negative connotations of "suckage", but rather in the "funneling power" type of connotations.

OK, well, then that would be negative, too lol

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Posted by [Dedric Terry](#) on Thu, 05 Oct 2006 05:52:23 GMT
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Subject: Re: OT: Cubase 4 first impressions
Posted by [animix](#) on Thu, 05 Oct 2006 12:04:37 GMT
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>no jumping cpu spikes

that's pretty major IMO. Probably worth the price of admission.

;o)

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with
>>> 5.1 and stereo monitor configs.
>>>
>>> The score editor is also improved - biggest positive for me is the
palettes
>>> are now in the left column as dropdown panels rather than floating -
much
>>> easier to use now that I don't have to arrange them in my template
projects
>>> and work around them.
>>>
>>> Dedic
>>>
>>> On 10/4/06 11:55 AM, in article 4523f5a5\$1@linux, "LaMont"
>>> <jjdpro@ameritech.net> wrote:
>>>
>>>>
>>>> So, know digital artifacts and the like when mixing over 50 tracks
with
>>>> plugins?
>>>>
>>>> Also, I hear that they dropped direct-X support? If that is true, then
>> have
>>>> have at least eliminataed some of their summing issues, but it really

> > is
> >>> too bad..
> >>>
> >>> The Control Room is much more intuitive than Nuendo's version..This
> >>> (Control
> >>> Room) is some good stuff.
> >>>
> >>> Dedic Terry <dterry@keyofd.net> wrote:
> >>>> Hey Lamont - of course, it goes to 11 now. ;-)
> >>>>
> >>>> It includes a pretty good limiter and a loudness maximizer for
crushing
> >>> the
> >>>> living daylights out of otherwise harmless audio.
> >>>>
> >>>> On 10/4/06 7:07 AM, in article 4523b229\$1 @linux, "LaMont"
> >>>> <jjdpro@ameritech.net> wrote:
> >>>>
> >>>>>
> >>>>> Hey Dedic,
> >>>>>
> >>>>> Thanks for the report..But, you already know my question???
> >>>>>
> >>>>> What about the audio engine (Summing bus) ..Improved?? Can you slamm
> > it!!
> >>>>> (Lol) ;)
> >>>>> Thanks
> >>>>>
> >>>>> Dedic Terry <dterry@keyofd.net> wrote:
> >>>>>> Thought some of you that use Cubase or Nuendo with Paris or on its'
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> >>>>> audio file plays in time, time stretched to match the project tempo
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Subject: Re: OT: Cubase 4 first impressions
Posted by [excelav](#) on Thu, 05 Oct 2006 14:56:10 GMT
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It looks cool. Control room features are nice, but the word is, it's the same old Cubase audio engine, not the Nuendo audio engine: (

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Subject: Re: OT: Cubase 4 first impressions
Posted by [LaMont](#) on Thu, 05 Oct 2006 15:27:56 GMT
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Nuendo and Cubase share the same audio engine..

"James McCloskey" <excelsm@hotmail.com> wrote:

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Subject: Re: OT: Cubase 4 first impressions-while were at it
Posted by [Nappy](#) on Thu, 05 Oct 2006 16:33:41 GMT
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Considering a Project Mix I/O.

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Subject: Re: OT: Cubase 4 first impressions
Posted by [excelav](#) on Thu, 05 Oct 2006 16:49:36 GMT
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"LaMont" <jjdpro@ameritech.net> wrote:

>

>Nuendo and Cubase share the same audio engine..

I thought they had moved to that engine years ago, but I read on GS or some
where people said that it was still using the old Cubase audio engine.
I've been misinformed.

James

>

>"James McCloskey" <excelsm@hotmail.com> wrote:

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Subject: Re: OT: Cubase 4 first impressions-while were at it

Posted by [LaMont](#) on Thu, 05 Oct 2006 18:18:57 GMT

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Imho.. :) Pro Tools Sounds the best, and works for pretty much for all Genres
fo music and it's mixer is very flexible.

Now, Cubase's editing,workflow, and sound quality makes it a formidable
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For me, SX & Nuendo cannot handle the mid to big mixes (40 Plus) with plug-ins, mixing aggressively. The summing bus (to me) seems to breakdown when. If you mix safe(staying in the -4 -6 db) ranges on your channels, then SX/nuendo will be fine.

Pro Tools LE/M-Powered-Has that nice, very true top end sound that's heard on many records. Suffice it to, it's very easy to mix on PT (LE/M_)..

"Nappy" <mgrant01@san.rr.com> wrote:

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Posted by [Nappy](#) on Thu, 05 Oct 2006 19:55:15 GMT
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> I've been misinformed.
>
> James
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>> "James McCloskey" <excelsm@hotmail.com> wrote:
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>>> It looks cool. Control room features are nice, but the word is, it's the
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Subject: Re: Cubase 4 first impressions
Posted by [gmmccurdy](#) on Tue, 10 Oct 2006 12:27:02 GMT

So, no DirectX equals no Waves Plugins?

"Dedric Terry" <dterry@keyofd.net> wrote in message
news:C148AA69.3F6B%dterry@keyofd.net...

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> Dedic
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Subject: Re: Cubase 4 first impressions
Posted by [Kim W](#) on Tue, 10 Oct 2006 14:07:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi, Mark.
Go here:

<http://perso.orange.fr/vb-audio/us/products/dxrack/dxrack.htm>

Scroll down and there is a link to a free fully functional DX-VST chainer which allows up to four DX plugs to be inserted into a non-DX compliant host.

It's not often I've needed it in Paris, but it has bailed me out a few times with older DX plugins which don't play nice. (Usually the opposite scenario with Paris..)

Preset management works well, too.

Kim

"Mark McCurdy" <gmmccurdy@hotmail.com> wrote:

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>"Dedric Terry" <dterry@keyofd.net> wrote in message

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Subject: Re: Cubase 4 first impressions

Posted by [gmmccurdy](#) on Tue, 10 Oct 2006 14:55:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice.. thx big time.

"Kim W" <no@way.com> wrote in message news:452ba936\$1@linux...

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Subject: Re: Cubase 4 first impressions
Posted by [Kim W](#) on Tue, 10 Oct 2006 15:11:09 GMT
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Just found this useful looking tool on VB's site:
http://perso.orange.fr/vb-audio/us/mm/plugman/vb_plugman.htm
It's a plugin manager which apparently lets you remove or reinstate plugins
at will. (without uninstalling..)
Reckon I could use it to tidy up Paris's tiny plugin window.
Haven't tried it yet, though.
Kim

"Mark McCurdy" <gmmccurdy@hotmail.com> wrote:
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Subject: Re: Cubase 4 first impressions
Posted by [gmmccurdy](#) on Thu, 12 Oct 2006 12:18:23 GMT
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Ok, I received my upgrade last night and installed it. Wow, very nice! :)
The cool part is my Waves Plugins are all there and working like a charm. I
did loose my AutoTune but then again when I have used it in the past it was
always within Wavelab. Steinberg did add nice new plugins to the mix.
They've always had the "cheesy" reverb, delay and compressors but they've
revamped them and with the little I played with them last night they are not

half bad.

I also loaded up a few of my SX3 mixes and noticed the CPU performance was improved. One mix I had in particular used to really push my CPU usage but after opening it in Version 4 I noticed the CPU usage was dropped.

"Mark McCurdy" <gmmccurdy@hotmail.com> wrote in message
news:452b8fad\$1@linux...

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>> configs (multichannel, stereo, mono, etc), 4 different monitor outputs,
>> dim,
>> talkback, monitor source selects, studio configs for headphone mixes,
>> etc.
>>
>> Instrument tracks are a quick way to add a VSTi with a track directly in
>> the
>> project window (doesn't use the VSTi rack). The only downside is only a
>> single stereo out is used. The VSTi rack still supports full
>> multi-output
>> VSTi's, but adds a dropdown list on a button next to each insert to
>> select
>> which outputs are enabled - easing the clutter of VSTi outputs in the
>> mixer.
>>
>> That's enough for now. fwiw...
>>
>> Dedic
>>
>>
>
>
