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Subject: OT: Cubase 4 first impressions

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

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Thought some of you that use Cubase or Nuendo with Paris or on its' own might be interested in this if you haven't upgraded yet, etc. I took the Nuendo users' offer to get it for \$199 (separate license/dongle) to run on a VST System link slave PC, though I'm enjoying the new features enough it has superceded Nuendo 3.2 temporarily on my main system.

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.

The sequencer engine has been rewritten from what I understand. C4 feels more tightly integrated than Nuendo 3.2. It runs really well (not without some bugs still, of course).

C4 adds VST3.0 support, and new built in VST3 plugins. The new plugins with are actually very good - new EQs, compressors, expander, gate, chorus, delays, etc. They will operate in mono, stereo or multichannel depending on the channel format they are inserted on (the delays and chorus are not multichannel unfortunately). Btw, a 5.1 instance of the multiband comp eats up a lot of cpu power. The new VSTi's are also very good - Halion One is a rompler based on the Motif to some degree - no editing, but has quite a few useful presets. The other VSTi's are quite nice and creative and stand up well along side the Raptures and Absynths of the soft synth world (albeit not as versatile as either of these).

C4 adds the Control Room that is already in Nuendo 3.2 - a great feature for mixerless setups, esp. with key commands for switching between speaker configs (multichannel, stereo, mono, etc), 4 different monitor outputs, dim, talkback, monitor source selects, studio configs for headphone mixes, etc.

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That's enough for now. fwiw...

Dedric

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Subject: Re: OT: Cubase 4 first impressions  
Posted by [LaMont](#) on Wed, 04 Oct 2006 13:07:53 GMT  
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Hey Dedric,

Thanks for the report..But, you already know my question???

What about the audio engine (Summing bus) ..Improved?? Can you slamm it!!  
(Lol) ;)  
Thanks

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Subject: Re: OT: Cubase 4 first impressions  
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  
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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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Subject: Re: OT: Cubase 4 first impressions  
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>

LaMont wrote:

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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

On 10/4/06 11:55 AM, in article 4523f5a5\$1@linux, "LaMont" <jjdpro@ameritech.net> wrote:

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Subject: Re: OT: Cubase 4 first impressions  
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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Subject: Re: OT: Cubase 4 first impressions  
Posted by [animix](#) on Thu, 05 Oct 2006 04:09:10 GMT  
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Would that be the same as \*suckage\*?

"Neil" <OIUOI@OIU.com> wrote in message news:452482f7\$1@linux...  
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Subject: Re: OT: Cubase 4 first impressions  
Posted by [Dedric Terry](#) on Thu, 05 Oct 2006 05:52:23 GMT  
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I haven't made any direct comparisons with Nuendo 3, but overall it seems better - more stable - no jumping cpu spikes. I had C4 at 90% while playing around the other day (multiband comp on a 5.1 buss eats up the cpu fast), and it didn't flinch.

Dedric

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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)

"Detric Terry" <[dterry@keyofd.net](mailto:dterry@keyofd.net)> wrote in message  
news:C149F9B7.3FE4%[dterry@keyofd.net](mailto:dterry@keyofd.net)...

> I haven't made any direct comparisons with Nuendo 3, but overall it seems  
> better - more stable - no jumping cpu spikes. I had C4 at 90% while  
playing  
> around the other day (multiband comp on a 5.1 buss eats up the cpu fast),  
> and it didn't flinch.  
>

> Dedic  
>  
> On 10/4/06 9:58 PM, in article 452482f7\$1@linux, "Neil" <OIUOI@OIU.com>  
> wrote:  
>  
>>  
>> Guys, how's the CPU drainage on v4? Worse than v3?  
>>  
>> Neil  
>>  
>>  
>> Dedic Terry <dterry@keyofd.net> wrote:  
>>> 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.  
>>>  
>>> 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'  
> > own  
> >>>>>> might be interested in this if you haven't upgraded yet, etc. I  
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>

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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: (

Dedric Terry <dterry@keyofd.net> wrote:

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>Dedric  
>  
>

---

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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>It looks cool. Control room features are nice, but the word is, it's the  
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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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---

LaMont and others,  
Who does the best job on the audio side between Cubase and Pro Tools Le?  
I'm still trying to decide between the two. I can get a academic version  
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M-Powered Pro Tools le for \$150 as long as I want to use M-audio a interface.  
Considering a Project Mix I/O.

respect  
Nappy

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>>>Dedric  
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>>>  
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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  
weapon, as well as it's price.

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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Subject: Re: OT: Cubase 4 first impressions-while were at it  
Posted by [Nappy](#) on Thu, 05 Oct 2006 19:55:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks LaMont!

respect  
Nappy

"LaMont" <jjdpro@ameritech.net> wrote:

>  
>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  
>weapon, as well as it's price.  
>  
>For me, SX & Neundo cannot handle the mid to big mixes (40 Plus) with plug-ins,  
>mixng agressivley. 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/neundo  
>will be fine.  
>  
>Pro Tools Le/M-Powered-Has that nice, vry true top end sound that's heard  
>on many records. Sufiice it to, it's very easy to mix on PT (LE/M\_)..  
>"Nappy" <mgrant01@san.rr.com> wrote:  
>>  
>>LaMont and others,  
>>Who does the best job on the audio side between Cubase and Pro Tools Le?  
>>I'm still trying to decide between the two. I can get a academic version  
>>of  
>>M-Powered Pro Tools le for \$150 as long as I want to use M-audio a interface.

>>Considering a Project Mix I/O.  
>>  
>>respect  
>>Nappy  
>>  
>>"LaMont" <jjdpro@ameritech.net> wrote:  
>>>  
>>>Nuendo and Cubase share the same audio engine..  
>>>  
>>>"James McCloskey" <excelsm@hotmail.com> wrote:  
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>>>>It looks cool. Control room features are nice, but the word is, it's  
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>>>>Dedric Terry <dterry@keyofd.net> wrote:  
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Subject: Re: OT: Cubase 4 first impressions  
Posted by [Dedric Terry](#) on Fri, 06 Oct 2006 02:33:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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I believe SX 1.0 was the first to implement the new audio engine. Nuendo 2.0 followed - that was the first point at which the two products really began to merge into a single development cycle with product specific phases. Now, Cubase 4 and Nuendo 4 are using a new sequencer/midi engine (as I understand it).

There are bugs in C4, but overall it's a significant upgrade in terms of fluidity in workflow (I imported a channel preset - various different plugins) from Nuendo 3.2 to C4 today - worked perfectly, all plugin settings retained.

Lamont and I will continue to disagree on the existence of a track count breakdown issue. I've never had a problem mixing in Nuendo regardless of track count (along with many other Nuendo users) and still contend that if you can more easily mix 50 tracks in another DAW (audible at the same time, not just 50 tracks of hit or miss parts), the mixing platform is doing some EQ and stereo image "management" for you by cutting lows and narrowing the stereo field. To me, this is a limitation, not an advantage, but to each their own. We all mix differently and hence will have preferences, even if the logo is the only technical difference.

Regards,  
Dedric

On 10/5/06 10:49 AM, in article 452537a0\$1@linux, "James McCloskey" <excelsm@hotmail.com> wrote:

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

- > Thought some of you that use Cubase or Nuendo with Paris or on its' own
- > might be interested in this if you haven't upgraded yet, etc. I took the
- > Nuendo users' offer to get it for \$199 (separate license/dongle) to run on
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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](#)

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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

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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](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](mailto:gmmccurdy@hotmail.com)> wrote:  
>Nice.. thx big time.

>  
>"Kim W" <no@way.com> wrote in message news:452ba936\$1@linux...  
>>  
>> 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  
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>>  
>> "Mark McCurdy" <gmmccurdy@hotmail.com> wrote:  
>>>So, no DirectX equals no Waves Plugins?  
>>>  
>>>  
>>>  
>>>"Dedric Terry" <dterry@keyofd.net> wrote in message  
>>>news:C148AA69.3F6B%dterry@keyofd.net...  
>>>> Thought some of you that use Cubase or Nuendo with Paris or on its'  
own  
>>>> might be interested in this if you haven't upgraded yet, etc. I took  
>> the  
>>>> Nuendo users' offer to get it for \$199 (separate license/dongle) to  
run  
>> on  
>>>> a  
>>>> VST System link slave PC, though I'm enjoying the new features enough  
>> it  
>>>> has  
>>>> superceded Nuendo 3.2 temporarily on my main system.  
>>>>  
>>>> 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  
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>> 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.  
>>>>  
>>>> The sequencer engine has been rewritten from what I understand. C4  
  
>>>> feels  
>>>> more tightly integrated than Nuendo 3.2. It runs really well (not  
>>>> without  
>>>> some bugs still, of course).  
>>>>  
>>>> C4 adds VST3.0 support, and new built in VST3 plugins. The new plugins  
>>  
>>>> with  
>>>> are actually very good - new EQs, compressors, expander, gate, chorus,  
>>>> delays, etc. They will operate in mono, stereo or multichannel  
>>>> depending  
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>>>> the channel format they are inserted on (the delays and chorus are not  
>>>> multichannel unfortunately). Btw, a 5.1 instance of the multiband comp  
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>>>> eats  
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>> is  
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>>>> useful presets. The other VSTi's are quite nice and creative and stand  
>> up  
>>>> well along side the Raptures and Absynths of the soft synth world  
>>>> (albeit

>>>> not as versatile as either of these).  
>>>>  
>>>> C4 adds the Control Room that is already in Nuendo 3.2 - a great feature  
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>>>> for  
>>>> mixerless setups, esp. with key commands for switching between speaker  
>>>> configs (multichannel, stereo, mono, etc), 4 different monitor outputs,  
>>  
>>>> dim,  
>>>> talkback, monitor source selects, studio configs for headphone mixes,  
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>>>>  
>>>> Instrument tracks are a quick way to add a VSTi with a track directly  
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>> a  
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>>>> multi-output  
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>>>> That's enough for now. fwiw...  
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>>>> Detric  
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Subject: Re: Cubase 4 first impressions  
Posted by [gmmccurdy](#) on Thu, 12 Oct 2006 12:18:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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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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>

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