
Subject: OT: Cubase 4 first impressions

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

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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

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><jjdpro@ameritech.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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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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that's pretty major IMO. Probably worth the price of admission.

;o)

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> >>>> 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:
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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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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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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
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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.

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"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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>>>>Dedric
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Subject: Re: OT: Cubase 4 first impressions
Posted by [Dedric Terry](#) on Fri, 06 Oct 2006 02:33:53 GMT
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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
>
>>
>> "James McCloskey" <excelsm@hotmail.com> wrote:
>>>
>>> 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: (
>>>
>>>
>>> Detric Terry <dterry@keyofd.net> wrote:
>>>> Thought some of you that use Cubase or Nuendo with Paris or on its' own
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>>>> Dedric
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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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- > might be interested in this if you haven't upgraded yet, etc. I took the
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>
> Dedic
>
>

Subject: Re: Cubase 4 first impressions
Posted by [Kim W](#) on Tue, 10 Oct 2006 14:07:50 GMT
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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

>news:C148AA69.3F6B%dterry@keyofd.net...

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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
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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>> 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.
>>
>> 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
>>
>>
>
>
