

# Cubase 4

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New Product Guide  
29.08.2006



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<b>Product Name</b>	“Cubase 4” (please note correct spelling)
<b>Tagline</b>	“Advanced Music Production System”
<b>Marketing Theme</b>	“All 4 You”
<b>Positioning Statement</b>	<i>“Designed for professionals from the ground up, Cubase 4 sets a new standard for integrated music production software by combining powerful audio and MIDI recording, synthesis, editing, mixing and effects.”</i>
<b>Product Summary</b>	<p>Cubase 4 features a new set of plug-ins and integrated software instruments. The revolutionary SoundFrame™ Universal Sound Manager will change the way you make music. [25]</p> <p>Designed for professional music production from the ground up, Cubase 4 comes with a brand-new VST3 plug-in set and four new software instruments. The revolutionary SoundFrame™ is a powerful combination of Track Presets, Instrument Tracks, and MediaBay database, to help organize all your sounds from every instrument - both software VSTi and hardware. [50]</p> <p>Designed for professional music production from the ground up, Cubase 4 comes with a brand-new VST3 plug-in set and four new integrated software instruments with more than 1000 sounds. The revolutionary SoundFrame™ is a powerful combination of Track Presets, Instrument Tracks, and MediaBay database, to help organize all your sounds from every instrument - both software VSTi and hardware. Cubase 4's mixer now offers a flexible Control Room section and up to four independent studio mixes. Composers and musicians benefit from a streamlined and enhanced score editor. A redesigned user interface with many new features speeds up workflow and boosts creativity to new levels. [100]</p>
<b>Unique Selling Points</b>	<ol style="list-style-type: none"><li>1) Exclusive virtual Control Room section, based on Steinberg's world-class audio engine, processing and mixing environment</li><li>2) SoundFrame™ Universal Sound Manager manages any sound from any source</li><li>3) Unique combination of timeline-based and pattern-style arranging and composing using Steinberg's exclusive Play Order Track</li><li>4) Seamless integration of external hardware instruments and effects processors.</li><li>5) Studio Connections “Total Recall &amp; Audio” – Use Yamaha and third-party hardware like plug-ins.</li></ol>

### **Top-10 New Features**

- **SoundFrame™ – Universal Sound Manager**
- **Control Room**
- **33 All-New VST3 Audio Effects Plug-ins**
- **Four New Virtual Instruments**
- **Major Score Editor Enhancements**
- **MediaBay**
- **Instrument Tracks**
- **Track Presets**
- **User Interface Redesign**
- **Drag & Drop for Insert FX**

### **Additional New Features**

- Mac PPC/Intel - Universal Binary
- Advanced AudioWarp Realtime Transpose
- New Trim Tool
- User-configurable Track Inspector
- New state-of-the-art Channel EQ
- User-configurable Channel Strip
- Intuitive Audio + MIDI Hardware Setup
- MP3 Surround
- MPEX 3 – High-quality audio time-stretching and pitch-shifting

### **Added Value**

- Complete printed “Getting Started” and “Operation” manuals
- New tutorial manual including video tutorials

## Competitive Comparison

Feature	Cubase 4	Sonar Producer 5.2	Logic Pro 7.2	ProTools LE / M-Powered 7.1
Supported Platforms	Win (32; 64-bit compatible) OSX (Universal)	Win (32 + native 64-bit)	OSX (Universal)	Win (32-bit) OSX (Universal)
Audio Tracks	unlimited	unlimited	255	32
MIDI Tracks	unlimited	unlimited	unlimited	256
Virtual Instruments	unlimited (via VSTi Rack and Instrument Tracks)	unlimited	64 (VST only with Wrapper) (128 software instrument tracks)	RTAS only, via Instruments Tracks
Supported Plug In Formats	VST 2 and 3	VST 2, DirectX	AU and TDM	RTAS and TDM
Included Plug-ins				
Realtime Audio Plug-ins:	50	37	53	30
Offline Audio Plug-ins:	15	9	5	
Realtime Midi Plug-ins:	16	8	6	0
Virtual Instruments:	6	8	14	1
Media file database management system:	Powerful media file management system known as MediaBay. The central place for browsing, searching, managing and categorizing any type of media files.	Only file management tool with navigator pane and track folder	Small loop browser (AppleLoops) and small file explorer	Optional DigiBase
Sound Management	New Instrument Tracks, Track Templates, and VST3 categorization functions	no	Channel-Strip Presets, but no attributes and search engine	no
Control Room	yes, provides full control over external sources, alternative monitor sets, talkback and independent studio mixes inside the VST mixer	no	no	no
Realtime time stretching and pitch shifting with formant preservation	yes, extended AudioWarp (realtime transpose with formant preservation)	yes, but only with a Plug-In, no formant preservation	with AppleLoops only, no formant preservation	yes, but only for Acid-File playback
Full score layout and printing	yes, redesigned Score Editor with new features	no	yes	no
Full multi-channel audio path	yes, Surround with real multi-channel audio path up to 5.1	no, only for bus tracks	no	no
Play Order Track for pattern style arranging	yes	no	no	no
Recording with Effects	yes	no	yes	no
Extended Freeze	yes, extended Freeze function for CPU preservation (VSTi and audio channels) and Instrument freeze with or without effects	yes, Freeze function for tracks, FXs and synths	yes, but only for tracks	no
Full latency compensation, including external instruments and effects	yes	yes	only partly	no
OMF Support	yes	yes	yes	optional
Extensive Timecode and Sync features	yes	yes	yes	no
User-Configurable Toolbar, Track Inspector, Track Controls & Transport bar	Multiple new possibilities for the user to customize the client, like the fully customizable Track Inspector and Channel Strip window.	yes, extended customize functions	yes, but only some possibilities like changing the Track column view	no
Supported Hardware	Windows DirectMusic, ASIO or OSX CoreAudio	Windows ASIO/WDM only	OSX CoreAudio only	Windows ASIO or OSX CoreAudio
Free MP3 Encoder	yes	no	yes	yes
Price (US Retail excl. tax)	\$ 899.00	\$ 799.00	\$ 999.00	\$ 299.00 (MP) \$ 495.00 (Mbox 2)

## Key Features & Benefits

Feature	What it does	Benefit
<b>SoundFrame™ – Universal Sound Manager</b>	<p>Combines the new Instrument Tracks, Track Templates, and VST3 categorization functions with a powerful database system (MediaBay). Cubase's MediaBay is the central for organizing, categorizing, searching and even previewing sounds.</p> <p>SoundFrame™ is present throughout the entire program and serves as a universal interface for managing and accessing sounds.</p>	<p>SoundFrame™ is a set of features which – when combined – turn Cubase into a powerful sound management system.</p> <p>SoundFrame™ can be used to organize and browse any sound from any source – regardless from where it's coming from. The user can preview sounds before loading, mix, and match or replace sounds on the fly, as well as substitute missing sounds from imported projects.</p>
<b>Control Room</b>	<p>Provides full control over external sources, alternative monitor sets, talkback and independent studio mixes inside the VST mixer</p>	<p>With the addition of Control Room in Cubase, many project studios will no longer require an external mixer or monitor controller. In combination with suitable multi I/O audio hardware, Cubase now provides a full-functional user-definable control room monitoring system.</p>
<b>New VST3 Plug-in Set</b>	<p>More than 30 new plug-ins have been designed based on the new VST3 plug-in standard. These professional quality effects cover a wide range of types and applications and showcase some of the new features available in VST3.</p>	<p>These great-sounding plug-ins showcase brand-new VST3 features like multi-channel capability and SoundFrame™ integration. They are highly optimized for different processor platforms, run natively on MacIntel systems and support the VST3 “silence flag” to reduce processor load when no signal is present.</p>
<b>Four new Virtual instruments</b>	<p>Adds three new virtual synthesizers – Prologue, Spector and Mystic – as well as a special optimized player version of Steinberg's HALion sampler: HALion One.</p>	<p>With these four additional virtual instruments, Cubase 4 now offers a powerful built-in synthesis engine equipped with more than 1000 ready-to-play instruments and sounds.</p>
<b>New Score Editor Settings Dialog</b>	<p>All settings in the Score Editor have been consolidated into a new intuitive settings window incorporating project, layout, staff and text settings.</p>	<p>The new Score Editor settings window is a major workflow improvement and speeds up the process of setting-up Cubase's score editor drastically.</p>
<b>New Symbol Inspector in Score Editor</b>	<p>The symbols pallets have been consolidated into a new “inspector-style” sidebar with collapsible tabs and a new favorites section</p>	<p>Another major workflow improvement for score layout work. All available symbols are now conveniently located in a separate window section and no longer cover other windows.</p>
<b>MediaBay</b>	<p>Integrated media management system featuring file browser, database, search engine, preview functions and attribute editor</p>	<p>More than just a database, MediaBay is the new central media management system that handles all your media files: audio, MIDI, video, plug-in presets, track presets and even Cubase project files. Organize, catalog, categorize and preview files – even in project context.</p>
<b>Instrument Tracks</b>	<p>Instrument Tracks combine MIDI Input and Audio Output into one single track and mixer channel.</p>	<p>Instrument Tracks are a huge time-saver for using virtual instruments in Cubase. Setting up a track for a VSTi is now only two clicks away. Instrument Tracks are fully integrated with Cubase's new SOUND-FRAME Universal Sound Manager, create only a single channel in the VTS mixer and have the additional benefit of showing MIDI and plug-in automation in the same location.</p>

<b>Track Presets</b>	Track Presets are snapshots of entire track/channel strips. They are available for Audio, MIDI and Instrument Tracks and can be categorized using MediaBay attributes. Audio Track Presets contain EQ and insert effect information, MIDI Track Presets save MIDI port, channel and patch data, as well as additional MIDI track parameters like MIDI plug-ins. Instrument Track Presets include a combination of all of the above, as well as selected instrument/preset information.	Track Presets open a whole new dimension in sound and track management. Besides being used as templates for new tracks, Track Presets can also be used to extract EQ or FX settings and paste these into other tracks. Track Presets are also the basis for Cubase's SOUND-FRAME Universal Sound Manager. Since any type of sound (external MIDI or internal VSTi) can be organized in Track Presets, searching sounds across instruments is possible. Finally, even multiple Tracks can be saved into a single (Multi-) Track-Template. This allows for complex sound textures from multiple sources.
<b>User Interface Redesign</b>	The entire Cubase user interface has been cosmetically updated. Several dialogs have been redesigned. The mixer has many new view options.	Although many functions have been added, the overall look of Cubase is now clearer and more concise. Inactive objects no longer distract, while active objects have more focus.
<b>Drag&amp;Drop for Insert FX</b>	Insert FX plug-ins can be copied or swapped using drag & drop, even across channels.	Allows for more flexibility in routing effects and speeds up the process of setting up and comparing multi-effect chains.
<b>Advanced AudioWarp Realtime Transpose</b>	A new realtime audio pitch-shifting and time-stretching algorithm has been added to provide formant preservation.	Solo tracks like vocals or single instruments can now be transposed in realtime without the unwanted artifacts of formant shifting.
<b>Trim Tool</b>	The key editor has a new tool to cut the heads or tails of multiple selected MIDI events.	This has been a long requested feature from Cubase VST power-users. Now it's back in Cubase 4. Can be used to create arpeggiated chords, strums or more accurate note-offs.
<b>User-configurable Track Inspector</b>	As part of the UI redesign, the track inspector can now be custom configured for each track type. Any Inspector section can be switched on or off, plus the order of sections can be changed. Furthermore, configurations can be stored as view presets and quickly recalled.	With more and more items added to the Track Inspector, visibility has suffered especially on smaller monitors. With the new configuration features, Cubase users can customize the Track Inspector to their taste and improve overall usability of this important Cubase feature.
<b>User-configurable Channel Strip</b>	Just like the Track Inspector, the Channel Strip window for audio and MIDI tracks can now be custom configured as well. Sections can be switched on or off, and their left-to-right order can be changed as well. Configurations can be saved as view presets.	With the addition of new sections like the studio sends, this allows for more flexibility in working with the Channel Strip view.
<b>Dynamic Output Configuration for VSTi's</b>	Virtual Instruments with multiple outputs no longer create return channels for each available output. Instead, the user can change the output configuration on the fly.	Managing multiple-output VSTi's has become a lot more flexible using this new function.
<b>New state-of-the-art Channel EQ</b>	In line with the new plug-in set, the Channel EQ has been converted into a high-end multi-mode studio equalizer that provides unparalleled sonic detail and flexibility when compared to "standard" channel EQs in other DAWs.	This new EQ – and the new StudioEQ plug-in – represent a major advancement in sound quality. Instead of the previous "analytic" EQ, this new EQ is a creative tool, which adds character and depth to any sound – and it's fully backward compatible.
<b>Intuitive new Audio+MIDI Hardware Setup</b>	Audio and MIDI Hardware Setup control panels have been consolidated and simplified. Management of missing or replaced hardware has been improved as well.	This not only improves the entire hardware setup and management process, it also speeds up the entire workflow, especially when projects are exchanged between users working on different hardware setups.

<b>VST3 backwards-compatibility</b>	Existing VST2 plug-ins run smoothly within the new VST3 plug-in system. Although they do not benefit from proprietary VST3 features,	VST3 is a major technological advancement with major code changes under the hood of Cubase. Still, users can continue to work with most of their existing VST plug-ins and projects are still compatible.
<b>MP3 Surround</b>	The latest Fraunhofer MP3 codecs are included with Cubase 4. MP3 Surround is a special extension to the existing MP3 format which encodes multi-channel audio information into a compressed file that is playable on both stereo and surround playback systems.	MP3 Surround is a convenient way to deliver multi-channel audio files in a space-saving compressed format. With the great benefit of backwards-compatibility to MP3 Stereo, a single MP3 Surround file can be used even if there's no surround playback hardware present.
<b>MPEX3</b>	MPEX3 is the latest and highest-quality MPEX time-stretching and pitch-shifting algorithm available. It offers improved overall sound quality, MacIntel compatibility, support for more sampling rates, better performance, and seven different modes to chose from.	MPEX3 sounds fantastic and the new modes are optimized for specific audio material, which improves sound quality even further.