Menu Reference

CUBASE 6

Advanced Music Production System

CUBASE ARTIST 6

Music Production System

steinberg

Cristina Bachmann, Heiko Bischoff, Marion Bröer, Sabine Pfeifer, Heike Schilling

Release Date: December 16, 2010

Menu Reference

Introduction

This manual lists all main menu items in Cubase and Cubase Artist for quick reference. For further information, please refer to the Operation Manual.

Cubase menu (Mac OS X only)

About Cubase

Opens a window with information about the Cubase version number, etc.

Preferences…

The Preferences dialog contains several pages with settings and options affecting the general program behavior, for example. You access the pages by selecting items in the list on the left. To make settings without closing the dialog use the Apply button.

Use the Help button in the dialog for information about the items on the selected page.

Quit

Quits the program. If there are any unsaved changes in an open project, you will have the option of keeping these or discarding them before the program quits.

File menu

New Project…

This item opens the Project Assistant dialog, where you can create a new project, which can either be empty or based on a template. Templates are preconfigured setups to suit various types of projects. You can also access any other project on your system or open a project from a list of recently opened projects.

New Library… (Cubase only)

Allows you to create a library – a stand-alone Pool file that is not associated with a project (extension ".npl"). You will be asked to specify a project folder (where all files in the library are stored). Libraries are excellent for storing files that you want access to in many different projects (sound effect collections, etc.).

Open…

This opens a file dialog allowing you to locate and open saved project files. Cubase project files have the extension ".cpr". Several projects can be open at the same time, but only one can be active. The active project is indicated by a highlighted button at the top left corner of the Project window.

Open Library… (Cubase only)

Allows you to open a library file (see above). When you open a library, it will appear as a separate, additional Pool window. To add files from the library to your project, use drag and drop.

Close

Closes the active window. If the Project window is active, the corresponding project will be closed.

Save

Saves any changes made to the project since you last saved. The Save command stores the project under its current name and location.

Save As…

Save As allows you to specify a new name and a new project folder for the project.

Back up Project…

This item allows you to save the project into a new empty folder. It has some additional features that can be used for backup purposes.

When you back up a project, all files relating to the project based on the options set will be saved in the new project folder. The contents of the original project folder will be left untouched. If you are absolutely certain that you do not have any further need for the unused files and/or the video files from the original project, you can exclude them from the backup version.

Save as Template…

You can save any project as a template. When you create a new project, the available templates are listed, allowing you to base the new project on the selected template.

Saved templates will contain everything that was in the original project, including clips and events.

Save Library… (Cubase only)

Saves the currently open and active library. Library files have the extension ".npl".

Revert

This menu item allows you to revert to the last saved version of a project. If any new audio files have been recorded since you last saved, you have the option of keeping or deleting these.

Page Setup…

This item opens the standard Page Setup dialog, used for deciding about paper formats, etc., before printing a score. The item is only available when the Score Editor is open.

Print…

Opens the standard Print dialog, allowing you to select which pages to print, how many copies of each, etc. This item is only available when the Score Editor is open.

Import

Option	Description
Audio File…	Lets you import audio files directly into a project. The imported file will be placed at the current cursor position of the selected audio track.
Audio CD…	Opens the Import from Audio CD dialog where you can import audio from CDs. For details use the Help function in the dialog.
Video File…	Opens a file dialog allowing you to import a video file onto the video track. You do not have to create a video track before importing, it is automatically created. The imported video will be placed at the current cursor position.
Audio from Video File…	Allows you to extract the audio from a video file on disk. The audio in the selected video file is extracted and converted to a Wave file in the project's Audio folder.
MIDI File…	Allows you to import standard MIDI files of Type "0" (all data on single track) or Type "1" (data on several tracks). When you import, you can choose to import the file into the current project, or to create a new project.
Track Archive… (Cubase only)	Allows you to import tracks exported from another Cubase (or Nuendo) project.
Tempo Track… (Cubase only)	Tempo track information (including time signature events) can be exported as a special XML file (file extension ".smt"). This menu item allows you to import a tempo track file exported from another project. This will replace all tempo track data in the current project (although the operation can be undone if needed).
MusicXML… (Cubase only)	Allows you to import MusicXML files created with version 1.1. This makes it possible to represent sheet music in Cubase.
OMF… (Cubase only)	Allows you to open an OMF file (Open Media Framework Interchange) and convert it to a Cubase project.

Export

Option	Description
MIDI File…	Allows you to export MIDI tracks as standard MIDI files.
MIDI Loop…	Allows you to export MIDI loops (file extension "midiloop") in Cubase. MIDI loops contain MIDI part information plus all settings that are saved in instrument track presets.
Audio Mixdown…	Allows you to mix down and export output busses. You can also export audio track channels or any kind of audio channel in the Mixer (including VST instrument channels, FX channels, group channels, and ReWire channels). The resulting mixes are saved as files on your hard disk in one of several file formats, complete with effects, automation EQ, etc.
Selected Tracks… (Cubase only)	Allows you to export selected tracks from the current project, complete with contents, Mixer settings, automation, effects, etc. The exported tracks can then be imported into other Cubase projects by selecting "Track Archive…" from the Import submenu.
Tempo Track… (Cubase only)	Tempo track information (including time signature events) can be exported as a special XML file (file extension ".smt"), which can later be imported into another project.
Scores… (Cubase only)	Here you can export a score (in Page mode) as a picture, e.g. a Bitmap file.
MusicXML… (Cubase only)	Allows you to export MusicXML files.
Notepad Data…	Allows you to export notepad data as text file. On export, an external text editor will be opened automatically.
OMF… (Cubase only)	Saves the active project as an OMF (Open Media Framework Interchange) file.

Replace Audio in Video File…

This lets you insert audio into a video file. If the video file already contains an audio track, this will be replaced by the audio you insert into it.

Cleanup…

The Cleanup function helps you to save hard disk space by locating unused files which you can delete in the project folders on your disk.

Preferences…

⇨ Under Mac OS X, the Preferences dialog is accessed from the Cubase menu.

The Preferences dialog contains several pages with settings and options affecting, the general program behavior, for example. You access the pages by selecting items in the list on the left. To make settings without closing the dialog use the Apply button.

Use the Help button in the dialog for information about the items on the selected page.

Key Commands…

The Key Commands dialog allows you to specify key commands for virtually any Cubase function, as well as customize existing key commands to your liking. Use the Help button in the dialog for information about the items in the dialog.

Recent Projects

This submenu provides shortcuts to the projects you have been working with recently. The list is chronological with the most recent project at the top.

Quit

⇨ Under Mac OS X, this item is accessed from the Cubase menu.

This quits the program. If there are any unsaved changes in an open project, you will have the option of keeping these or discarding them before the program quits.

Edit menu

Undo/Redo

Cubase offers wide-ranging, multiple Undo, allowing you to undo virtually any action you perform.

- To undo the last performed action, select Undo from the Edit menu, or use the corresponding key command (by default [Ctrl]/[Command]-[Z]).
If you select Undo again, the previously performed action will be undone, and so on.

- To redo the last undone action, select Redo from the Edit menu, or use the corresponding key command (by default [Ctrl]/[Command]-[Shift]-[Z]).
Undone actions will be available for Redo until you perform another action (at which point the “Redo Stack” is cleared – see “History…” below).

⚠ With the Maximum Undo setting in the Preferences dialog (General page), you can specify how many levels of Undo are available.

History…

The Edit History window contains a representation of the “Undo Stack” (the performed actions, with the most recent action at the top of the stack) and the “Redo Stack” (the undone actions, with the most recently undone action at the bottom of the stack). The two stacks are separated by a divider line.

The Edit History dialog allows you to undo or redo several actions in one go, by moving the divider between the Undo Stack and the Redo Stack (moving actions from the Undo Stack to the Redo Stack, or vice versa).

Cut/Copy/Paste

You can cut or copy selected events (or selection ranges) and paste them in again at the cursor position.

Delete

This will delete all selected events.

Functions

The items on the Functions submenu have the following functions:

Option	Description
Paste at Origin	This will paste an event at its original position, i.e. where it was originally cut or copied from.
Split at Cursor	This splits selected events at the cursor position. If no events are selected, all events on all tracks intersected by the cursor will be split.
Split Loop	This splits all events at the left and right locator positions.
Duplicate	This creates a copy of the selected event and places it directly after the original. If several events are selected, all of these are copied “as one unit”, maintaining the relative distance between the events.
Repeat…	The Repeat option opens a dialog, allowing you to create a number of copies (regular or shared) of the selected event(s). This works just like the Duplicate function, except that you can specify the number of copies.
Fill Loop	This creates a number of copies starting at the left locator and ending at the right locator. The last copy is automatically shortened to end at the right locator position.
Convert to Real Copy	This creates a new version of a clip (that can be edited independently) and adds this to the Pool.

Range

The items on the Range submenu have the following functions:

Option	Description
Global Copy	This copies everything in the selection range.
Cut Time	Cuts out the selection range and moves it to the clipboard. Events to the right of the removed range are moved to the left to fill out the gap.
Delete Time	The selection range is removed and events to the right are moved to the left to fill out the gap.
Paste Time	Pastes the clipboard data at the start position and track of the current selection. Existing events are moved to make room for the pasted data.
Paste Time at Origin	Pastes the clipboard data back at its original position. Existing events are moved to make room for the pasted data.
Split	Splits any events or parts that are intersected by the selection range, at the positions of the selection range edges.
Crop	All events or parts that are partially within the selection range are cropped, that is, sections outside the selection range are removed, leaving only events that are fully inside or outside the selection range.
Insert Silence	Inserts empty track space at the start of the selection range. The length of the inserted silence equals the length of the selection range. Events to the right of the selection range start are moved to the right to “make room”. Events that are intersected by the selection range start are split, and the right section is moved to the right.

Select

The items on this submenu have different functions, depending on whether the regular event selection tool (Arrow tool) or the Range Selection tool is selected:

Event selection

Option	Description
All	Selects all events in the window.
None	Deselects all events.
Invert	Inverts the selection status, so that all selected events are deselected and all events that were not selected are selected instead.
In Loop	Selects all events that are partly or wholly between the left and right locator.
From Start to Cursor	Selects all events that begin to the left of the project cursor.
From Cursor to End	Selects all events that end to the right of the project cursor.
Equal Pitch – all Octaves	Selects all MIDI notes (in MIDI editors only) that have the same pitch as the selected note (regardless of octave). Cubase only: In the Sample Editor, this option is also available for VariAudio (see the chapter “The Sample Editor” in the Operation Manual).
Equal Pitch – same Octave	Selects all MIDI notes (in MIDI editors only) that have the same pitch as the selected note (within the same octave). Cubase only: In the Sample Editor, this option is also available for VariAudio (see the chapter “The Sample Editor” in the Operation Manual).
Select Controllers in Note Range	Selects the MIDI controller data within range of the selected notes.
All on Selected Tracks	Selects all events on the selected track.
Events under Cursor	Selects all events on the selected track(s) that are “touched” by the project cursor.

Range selection

Option	Description
All	In the Project window, this makes a selection that covers all tracks, from the start of the project to the end. In the Sample Editor, this selects the whole clip.
None	Removes the current selection range.
In Loop	Makes a selection between the left and right locator. In the Project window, the selection will span all tracks.
From Start to Cursor	Makes a selection from the start of the project to the project cursor. In the Project window, the selection will span all tracks.
From Cursor to End	Makes a selection from the project cursor to the end of the project. In the Project window, the selection will span all tracks.
All on Selected Tracks	Selects all events on the selected track.
Select Event	This item (only available in the Sample Editor) selects the audio that is included in the edited event only.
Left Selection Side to Cursor	Moves the left side of the current selection range to the project cursor position.
Right Selection Side to Cursor	Moves the right side of the current selection range to the project cursor position.

Quantize

Quantizing is a function that moves recorded events, positioning them on exact note values. This quantizes the selected audio or MIDI events, according to the current Quantize Presets pop-up menu setting.

Reset Quantize

This reverts your audio or MIDI to its original, unquantized state. This function is independent from the regular Undo History.

⇨ The Reset function will also reset any length changes that you performed using the “Scale Length/Legato” slider, see the chapter “The MIDI editors” in the Operation Manual.

Quantize Panel

Opens the Quantize Panel where you can make various quantize settings.

Advanced Quantize

The following functions are available from this submenu:

Option	Description
Audio Warp Quantize	Quantizes the content of your audio event by applying time stretch.
Quantize MIDI Event Lengths	Quantizes the length of MIDI notes without changing their start positions.
Quantize MIDI Event Ends	Moves the ends of your MIDI notes to the nearest grid positions, taking the Quantize Presets pop-up menu setting into account.
Freeze MIDI Quantize	Makes the start and end positions of MIDI events permanent. This is useful in situations where you want to quantize a second time, having the results based on the current quantized positions rather than the original positions.
Create Groove Quantize Preset	Lets you create a groove quantize preset from a MIDI part, a sliced audio part, or an audio event containing hitpoints.

Move to

The following functions are available from this submenu:

Option	Description
Cursor	Moves the selected event to the project cursor position. If there are several selected events on the same track, the first event will start at the cursor, and the following will be lined up end-to-start after the first one.
Origin	Moves the selected events to their original positions, i.e. the positions at which they were originally recorded.
Front/Back	This function does not actually change the position of the events, but moves the selected events to the front or back, respectively. This is useful if you have overlapping events and want to see one that is partially obscured. For audio events, this is an extra important feature, because only the visible sections of events will be played back. Moving an obscured audio event to front (or moving the obscuring event to back) will allow you to hear the whole event on playback. Note that it is also possible to use the “To Front” function on the event context menu for this (although this works in a different way).

Group/Ungroup

You can group several events so that they are treated as a single unit, meaning that if you edit one of the grouped events, all other events in the group are affected as well.

Similarly, you can ungroup the events by selecting “Ungroup”.

Lock…/Unlock

If you want to make sure that you do not edit or move an event by accident, you can lock the selected event(s). Locking can affect one (or any combination) of the following properties:

Option	Description
Position	If this is locked, the event cannot be moved.
Size	If this is locked, the event cannot be resized.
Other	If this is locked, all other editing of the event is disabled. This includes adjusting the fades and event volume, processing, etc.

To specify which of these properties are affected by the Lock function, use the “Lock Event Attributes” pop-up menu in the Preferences dialog (Editing page).

Selecting locked events and choosing “Unlock” will unlock the events.

Mute/Unmute

You can mute (silence) events by selecting them and selecting “Mute”.

Similarly, you can unmute the selected events by selecting “Unmute”.

Project Logical Editor… (Cubase only)

This opens the Project Logical Editor, where you can perform advanced “search and replace” operations on project level.

Process Project Logical Editor (Cubase only)

This submenu contains various presets for use with the Project Logical Editor.

Automation follows Events

When activated, automation events will automatically follow when you move an event or part on a track that contains automation for them. This means that the automation events that affect an event will be moved along with it rather than remain in a specific position in the project. This option can also be activated in the Preferences dialog (Editing page).

Auto Select Events under Cursor

When activated, all events on the selected track(s) that are “touched” by the project cursor are automatically selected. This option can also be activated in the Preferences dialog (Editing page).

Enlarge Selected Track

When activated, the selected tracks in the Project window are automatically enlarged in height. This option can also be activated in the Preferences dialog (Editing–Project & Mixer page).

Zoom

The following options are available on the Zoom submenu:

Option	Description
Zoom In	Zooms in one step, centering on the position cursor.
Zoom Out	Zooms out one step, centering on the position cursor.
Zoom Full	Zooms out so that the whole project is visible. “The whole project” means the timeline from the project start for the length set in the Project Setup dialog.
Zoom to Selection	Zooms in both horizontally and vertically so that the current selection fills the screen.
Zoom to Selection (Horiz.)	Zooms in horizontally so that the current selection fills the screen.
Zoom to Event	This option is only available in the Sample Editor.
Zoom In Vertically	Zooms in one step vertically.
Zoom Out Vertically	Zooms out one step vertically.
Zoom In Tracks	Zooms in selected track(s) one step vertically.
Zoom Out Tracks	Zooms out selected track(s) one step vertically.
Zoom Selected Tracks	This zooms in vertically on the selected track(s) and minimizes the height of all other tracks.
Undo/Redo Zoom	Undo lets you undo the last performed zoom action, and redo lets you redo the last undone zoom action. How many levels of undo are available for zoom actions is the same as for “regular” undo, as set on the General page in the Preferences dialog.

Macros

If you have created macros, these will be available on the Macros submenu. A macro is a combination of several functions or commands, to be performed in one go. Macros are set up in the Key Commands dialog.

Project menu

Add Track

Select a track type from the Add Track submenu to add a new track. The “Using Track Preset…” option opens a dialog in which you can search for track presets or VST presets.

Duplicate Tracks

This will create a duplicate (copy) of the selected track.

Remove Selected Tracks

This will remove all selected tracks and any parts or events on them from the Project window.

Remove Empty Tracks

This removes all tracks not containing any events.

Track Folding

Here you can quickly show, hide or invert what is displayed in the Project window event display. This enables you to fold in automation tracks, for example.

Option	Description
Toggle Selected Track	Reverses the fold state of the selected track, i.e., if the track was folded in (its subtracks were hidden), it is now unfolded (all subtracks displayed) and vice versa.
Fold Tracks	Folds all open folder tracks in the Project window. The exact behavior of this function depends on the “Deep Track Folding” setting in the Preferences dialog.
Unfold Tracks	Unfolds all open folder tracks in the Project window. The exact behavior of this function depends on the “Deep Track Folding” setting in the Preferences dialog.
Flip Fold States	Flips the fold states of the tracks in the Project window. This means that all tracks that were folded in will be unfolded and all unfolded tracks will be folded in, respectively.
Move Selected Tracks to New Folder	This menu option is available if at least one folder track is available. Selecting this option moves all selected tracks to the folder track.
Show All Used Automation	This will open all used automation tracks for all tracks.
Hide All Automation	This closes all open automation tracks.

Pool

This opens the Pool, which contains all clips (audio and video) that belong to a project.

Markers

This opens the Marker window. Markers store positions to facilitate quick navigation to important locations in a project.

Tempo Track

This menu item opens the Tempo Track Editor. For tempo based tracks, the tempo can follow the tempo track (activated with the Tempo button on the Transport panel), which may contain tempo changes.

Browser (Cubase only)

This opens the Project Browser window which provides a list-based representation of the project. This allows you to view and edit all events on all tracks by using regular value editing in a list.

Automation Panel (Cubase only)

This opens the Automation Panel, a floating window that gives you access to all automation options in Cubase.

Beat Calculator…

This opens the Beat Calculator window. The Beat Calculator is a tool for calculating the tempo of recorded audio or MIDI material.

Tempo Detection… (Cubase only)

This option opens the Tempo Detection Panel, which contains functions for analyzing the tempo of the selected audio event.

Set Timecode at Cursor…

This allows you to set the project start position at the cursor position. When synchronizing Cubase with external devices, the start position denotes which timecode frame on the external device corresponds to the beginning of the project.

This can also be set in the Project Setup dialog. However, if you know that a certain position in your project coincides with a certain timecode position in the external device, using this menu item might be preferable. Move the project cursor to the desired position, select “Set Timecode at Cursor” and specify the corresponding timecode position in the dialog that opens – the Start value is adjusted accordingly.

Notepad

This opens a standard text notepad.

Project Setup…

This dialog contains general settings for a project. See the dialog help for specifics.

Auto Fades Settings…

This opens the Auto Fades dialog, where you can specify various fade options. Use the Help button in the dialog for details.

Audio menu

Process

Basically, you apply audio processing by making a selection and selecting a function from the Process submenu. For details about the functions and parameters in the various processing dialogs, use the Help button in the corresponding dialog.

Option	Description
Envelope	Allows you to apply a volume envelope to the selected audio.
Fade In/Out	Allows you to set fade-ins and fade-outs.
Gain	Allows you to change the gain (level) of the selected audio.
Merge Clipboard	This function mixes the audio from the clipboard into the audio selected for processing, starting at the beginning of the selection. For this function to be available, you need to have cut or copied a range of audio in the Sample Editor first.
Noise Gate	Scans the audio for sections weaker than a specified threshold level, and silences them.
Normalize	Allows you to specify the desired maximum level of the audio. This analyzes the selected audio and finds the current maximum level. Finally, the function subtracts the current maximum level from the specified level, and raises the gain of the audio by the resulting amount (if the specified maximum level is lower than the current maximum, the gain will be lowered instead). A common use for normalizing is to raise the level of audio that was recorded at too low an input level.
Phase Reverse	Reverses the phase of the selected audio, turning the waveform “upside down”.
Pitch Shift	This function allows you to change the pitch of the audio with or without affecting its length. You can also create “harmonies” by specifying several pitches, or apply pitch shift based on a user specified envelope curve.
Remove DC Offset	This function will remove any DC offset in the audio selection. A DC offset is when there is too large a DC (direct current) component in the signal, sometimes visible as the signal not being visually centered around the “zero level axis”. DC offsets do not affect what you actually hear, but they affect zero crossing detection and certain processing, and it is recommended that you remove them. It is recommended that this function is applied to complete audio clips, since the DC offset (if any) is normally present throughout the entire recording.
Resample	This function changes the length, tempo, and pitch of the audio by resampling it to a higher or lower sample rate.
Reverse	Reverses the audio selection, as when playing a tape backwards.
Silence	Replaces the selection with silence.
Stereo Flip	This function works with stereo audio selections only. It allows you to manipulate the left and right channel in various ways.
Time Stretch	This function allows you to change the length and “tempo” of the selected audio, without affecting the pitch.

Plug-ins (Cubase only)

All installed effect plug-ins are available separately on the Audio menu. This allows you to apply effects processing to one or several selected events.

Spectrum Analyzer

This function analyzes the selected audio, computes the average “spectrum” (level distribution over the frequency range) and displays this as a two-dimensional graph, with frequency on the x-axis and level on the y-axis.

Statistics

The Statistics function analyzes the selected audio (events, clips, or range selections) and displays a window with various information. Use the Help button in the dialog for details.

Hitpoints

This submenu relates to the special Hitpoint detection functions in Cubase. These functions detect transient attacks in audio material and add a type of marker, a “hitpoint” at each attack. Once the hitpoints have been correctly set, you can slice up the file which amongst other things enables you to change the tempo without affecting pitch.

The submenu contains the following items:

Option	Description
Calculate Hitpoints	Invokes the hitpoint calculation in the Sample Editor.
Create Audio Slices from Hitpoints	Slices the event according to the hitpoints and adjusts the tempo of the loop to the current project tempo.
Create Markers from Hitpoints	Creates markers (on the marker track) according to the hitpoints.
Divide Audio Events at Hitpoints	Splits the event into several events, according to the hitpoints.
Remove Hitpoints	Removes all hitpoints.

Realtime Processing

The items on this submenu relate to the realtime processing features in Cubase.

The submenu contains the following items:

Option	Description
Create Warp Tabs from Hitpoints	This creates warp tabs from calculated hitpoints. This can be done by either directly selecting this item without creating hitpoints first, or by first creating and editing hitpoints and then selecting this item.
Flatten	This allows you to flatten the realtime processing to conserve CPU power.
Unstretch Audio	This allows you to undo the realtime time stretching processing. For this item to be selectable an audio event has to be opened in the Sample Editor.

Advanced

The Advanced submenu contains the following items:

Option	Description
Detect Silence	The Detect Silence function searches for silent sections in an event, and either splits the event, removing the silent parts from the project, or creates regions corresponding to the non-silent sections.
Event or Range as Region	This function is available when one or several audio events are selected or a selection range has been made encompassing one or several audio events. It creates a region in the corresponding clip, according to the following rules: ▪ If no selection range or hitpoints exist, the start and end position of the region will be determined by the start and end position of the event within the clip. ▪ If a selection range exists in the event, this will be used. ▪ If hitpoints exist in the event, regions will be created between each hitpoint.
Events from Regions	This function is available if you have selected an audio event whose clip contains regions within the boundaries of the event. The function will remove the original event and replace it with event(s) positioned and sized according to the region(s).
Set Tempo from Event	Adjusts the project tempo to the tempo detected in the edited loop.
Set Definition from Tempo…	Opens the Set Definition From Tempo dialog, which you can use to save the tempo information from the tempo track in the selected audio clips.
Close Gaps (Time Stretch)	Applies time stretch to close the gaps between slices of a sliced audio event (typically when the project tempo is lower than the loop tempo).
Close Gaps (Crossfade)	Closes the gaps between slices of a sliced audio event and applies crossfades.
Stretch to Project Tempo	Stretches the selected event(s) to fit the project tempo. Requires that hitpoints have been calculated for the event(s).
Delete Overlaps	Used when recording audio in Stacked Cycle Recording mode. In this mode, each take (cycle lap) ends up on a separate lane on the track in the Project window. After editing the takes (composing a “perfect take” for example), you can select Delete Overlaps to return the separate takes to a single lane and remove all overlapped material – i.e., only the material that will be played back is visible in the Project window.

Events to Part

This allows you to create a part from selected audio events.

Dissolve Part

This menu item dissolves a selected audio part and makes any audio events it contains appear as independent objects on the track.

Snap Point to Cursor

This allows you to set the snap point to the current cursor position.

Bounce Selection

This allows you to create either a new clip or a new audio file from a selection.

Find Selected in Pool

This can be used to quickly find the clips in the Pool for events selected in the Project window. When this menu item is selected, the Pool opens with the corresponding clip(s) highlighted.

Update Origin

The original start position where a clip was recorded in the project is shown in the Pool's "Origin Time" column. As this value can be used as a basis for the "Insert into Project" Media menu item (and other functions), you can change it if desired. This can be done by selecting the corresponding clip in the Pool, moving the project cursor to the new position and selecting this menu item.

Crossfade

This allows you to create a crossfade between two selected consecutive audio events.

- If the two events overlap, the crossfade will be applied to the overlapping area.
- If they do not overlap (but their respective audio clips do), the events are resized and a crossfade is applied in the overlapping range.

Remove Fades

This will remove any fades or crossfades from a selected event.

Open Fade Editor(s)

This opens the Fade dialog for a selected event. Note that this will open two dialogs if the event has both fade-in and fade-out curves.

Adjust Fades to Range

This allows you to adjust a fade area according to a range selection.

Fade In to Cursor (Cubase only)

This applies a linear fade in from the start of the selected event(s) to the position of the project cursor.

Fade Out to Cursor (Cubase only)

This applies a linear fade out from the end of the selected event(s) to the position of the project cursor.

Remove Volume Curve

This will remove any event envelope curves for selected events.

Offline Process History…

This opens the Offline Process History dialog. In the dialog you can remove some or all processing previously applied to a clip. See the dialog help for details.

Freeze Edits…

This allows you to make any processing or applied effects permanent for a clip.

MIDI menu

Open Key Editor

This opens the Key Editor for the selected MIDI part(s) or track(s). This editor consists of a piano-roll type graphic interface, with the notes shown as boxes in a grid.

Open Score Editor (Cubase only)

This opens the Score Editor where MIDI data is interpreted as a musical score.

Scores (Cubase Artist only)

This opens a submenu, allowing you to open the Score editor and containing several Score Editor functions. The Score Editor shows MIDI notes as a musical score.

Open Drum Editor

This opens the Drum Editor which is designed especially for editing drum and percussion tracks.

Open List Editor

This opens the List Editor. In this editor, MIDI notes, controllers and other events are shown in a list.

Open In-Place Editor

This opens the In-Place Editor in the Project window. It looks like a miniature Key Editor and allows MIDI editing.

Transpose Setup…

This opens the Transpose Setup dialog, where you can make transpose settings for selected notes.

Merge MIDI in Loop…

This function combines all unmuted MIDI events on all unmuted tracks, applies MIDI modifiers and effects, and generates a new MIDI part, containing all the events as you would hear them during playback. The new part is created on the selected track, between the locators.

A typical use for this is to “freeze” the settings you have made in the Inspector of the MIDI track, such as applying MIDI effects to a single part.

Freeze MIDI Modifiers

This function applies all filter settings permanently to the selected track (in contrast to “Merge MIDI in Loop”).

Dissolve Part

This opens a dialog where you can separate MIDI events according to channels or pitches:

- When you work with MIDI parts (on MIDI channel “Any”) containing events on different MIDI channels, activate the option “Separate Channels”.
- To separate MIDI events according to pitch, activate the option “Separate Pitches”.
  A typical example are drum and percussion tracks, where different pitches usually correspond to separate drum sounds.

The dialog contains two additional options:

Option	Description
Optimized Display	When this is activated, the silent (empty) areas of the resulting parts are automatically removed. This option is not available when “Dissolve to Lanes” is activated, see below.
Dissolve to Lanes	When this is activated, the part will not be dissolved onto different tracks but onto different lanes of the original track.

Bounce MIDI

With this function, you can combine MIDI parts on several lanes to a single MIDI part. This can be used to reassemble a drum part that you dissolved onto several lanes for editing, for example.

During the bounce process, any muted parts will be removed. If transpose and velocity values were specified for the parts, these are taken into account as well.

O-Note Conversion

This function (only available if a drum map has been assigned for the MIDI track) goes through the selected MIDI part(s) and sets the actual pitch of each note according to its O-note setting. This is useful if you want to convert the track to a “regular” MIDI track (with no drum map) and still have the notes play back the correct drum sound.

Repeat Loop

This menu item is only available if an Independent Track Loop has been set in one of the MIDI editors. When selected, the events inside the loop range will be repeated until the end of the part. Events in the same part that follow the loop will be replaced by the events in the loop.

Functions

Option	Description
Legato	Extends each selected note so that it reaches the next note. You can specify the desired gap or overlap with the "Legato Overlap" setting in the Preferences dialog (Editing–MIDI page).
Fixed Lengths	Resizes all selected notes to the length set with the Length Quantize pop-up menu on the MIDI editor toolbar.
Pedals to Note Length	This function scans for sustain pedal on/off events, lengthens the affected notes to match the sustain pedal off position, and then removes the Sustain Controller on/off events.
Delete Overlaps (mono)	This function allows you to make sure that two notes of the same pitch do not overlap (i.e. that one starts before the other ends). Overlapping notes of the same pitch can confuse some MIDI instruments (a new Note On is transmitted before the Note Off is transmitted). This command can then be used to automatically rectify the problem.
Delete Overlaps (poly)	This function shortens notes when required, so that no note begins before another ends. This happens regardless of which pitch the notes have.
Velocity…	Opens a dialog that allows you to manipulate the velocity of notes in various ways.
Fixed Velocity	This function sets the velocity of all selected notes to the Insert Velocity value on the toolbar in the MIDI Editors.
Delete Doubles	Removes double notes, i.e. notes of the same pitch on the exact same position. Double notes can occur when recording in Cycle mode, after Quantizing, etc. This function always affects whole MIDI parts.
Delete Notes…	Allows you to delete very short or weak notes. This is useful for automatically removing unwanted "ghost notes" after recording. Selecting "Delete Notes…" opens a dialog in which you set up the criteria for the function.
Delete Controllers	Removes all MIDI controller events from the selected MIDI parts. This function always affects whole MIDI parts.
Delete Continuous Controllers	Removes all continuous MIDI controller events from the selected MIDI parts. On/Off events, such as sustain pedal events, are not removed. This function always affects whole MIDI parts.
Restrict Polyphony…	Selecting this item opens a dialog in which you can specify how many "voices" are to be used (for the selected notes or parts). Restricting the polyphony this way is useful when you have an instrument with limited polyphony and want to make sure all notes will be played. The effect is achieved by shortening notes as required, so that they end before the next note starts.
Thin Out Data	This thins out your MIDI data. Use this to ease the load on MIDI devices if you have recorded very dense controller curves, etc.
Extract MIDI Automation	This option allows you to automatically convert continuous controller data of a MIDI part into MIDI track automation data.
Reverse	This inverts the order of the selected events (or of all events in the selected parts), causing the MIDI music to play backwards. Note though, that the effect is different from reversing an audio recording. With MIDI, the individual notes will still play as usual in the MIDI instrument – only the order of playback is changed.
Merge Tempo from Tapping (Cubase only)	If you have freely recorded audio or MIDI and want to match the project tempo to that, you can tap the tempo by recording MIDI notes, select the recorded part and select this function. This adapts the tempo track to the tempo you have tapped, adding new tempo events where needed.

Logical Editor… (Cubase only)

This opens the Logical Editor where you can perform advanced "search and replace" operations on MIDI data.

Logical Presets

This submenu contains various presets for performing advanced "search and replace" operations on MIDI data.

Drum Map Setup…

This is where you load, create, modify, and save drum maps. The list to the left shows the currently loaded drum maps; selecting a drum map in the list displays its sounds and settings to the right.

Insert Velocities…

All MIDI editors feature an Insert Velocity pop-up menu where one of five different velocity values can be selected when inserting notes. This menu item allows you to specify which five velocity values are available on the Insert Velocity pop-up menu.

CC Automation Setup…

This opens the MIDI Controller Automation Setup dialog, where you can specify how existing MIDI controller automation is handled on playback (if there is a conflict), and where new controller automation is recorded. See the chapter “Automation” in the Operation Manual for details.

Note Expression (Cubase only)

Option	Description
Convert to Note Expression	Converts the MIDI controller data on the controller lanes into Note Expression data, leaving the corresponding controller lanes empty.
Consolidate Note Expression Overlaps	Eliminates controller conflicts when converting regular MIDI controllers into Note Expression data or editing MIDI controllers which have been recorded as Note Expression data.
Distribute Notes to MIDI Channels	Distributes the MIDI notes onto different channels in order to eliminate MIDI controller conflicts that occur when multiple notes with MIDI Note Expression data are playing on the same channel at the same time.
Dissolve Note Expression	Converts Note Expression data into MIDI controller data on controller lanes. This applies only to Note Expression data that consists only of MIDI controllers (i.e. not the VST 3 controller data).
Remove Note Expression	Deletes all Note Expression data for the current selection.
Trim Note Expression to Note Length	Deletes any Note Expression data present after the end of the release phase for the notes (e.g. if you have reduced the release length of a note after entering Note Expression data for the release phase) and keeps only those Note Expression events that are actually used.
Note Expression MIDI Setup…	Opens the Note Expression MIDI Setup dialog where you can make some global settings for the use of the Note Expression functionality with MIDI.

Expression Map Setup… (Cubase only)

This opens a dialog that allows you to load and/or set up expression maps. Expression maps allow you to define a set of musical articulations that can be used for a track, allowing you to correctly play back legatos and accents, or switch from bowed to plucked sounds for strings for example. See the Operation Manual for details.

Reset

This function sends out note-off messages and resets controllers on all MIDI channels. You can use this if you experience hanging notes or stuck controllers, etc.

Scores menu (Cubase only)

Open Selection

This opens the selected part(s) in the Score Editor.

Open Layout…

This opens a list of available score layouts. Select the desired layout in the list and click OK to open the tracks contained in the layout in the Score Editor.

Page Mode

This option switches the score display to Page Mode, which shows how the score appears on printed pages. Some features of the Score Editor are only available in Page Mode.

Settings…

This opens the Score Settings dialog in which you can set the appearance and behavior of the score.

Group/Ungroup Notes

This function allows you to manually group and ungroup selected notes.

Convert to Grace Note

This allows you to manually convert one or more selected notes to grace notes.

Build N-Tuplet…

This allows you to create tuplets from selected notes, with or without changing the MIDI data.

Insert Slur

This option allows you to insert a slur over a selection of notes.

Hide/Show

This function toggles between the hiding and showing of objects. All objects can be hidden, e.g. notes, rests, symbols, clefs, bar lines, and even entire staves. To make hidden objects temporarily visible, activate the Hidden Notes checkbox on the display filter bar. To make them permanently visible, select them and click Hide/Show again.

Flip

This allows you to flip a selected crescendo/diminuendo symbol.

Align Elements

Option	Description
Left/Right/ Top/Bottom	Aligns the selected objects in the respective way.
Center Vertically/ Horizontally	Centers the selected objects in the respective way.
Dynamics	Aligns all selected dynamic symbols (e.g. crescendo) horizontally.

Make Chord Symbols

This analyzes the selected notes and displays the resulting chord symbols.

Make Guitar Symbols

This analyzes the selected notes and displays the resulting guitar chord symbols.

Functions

Option	Description
Merge All Staves	Allows you to combine up to four tracks onto a new track with polyphonic voices.
Extract Voices	Allows you to extract 2–8 voices from a polyphonic track into new tracks of their own (reverse function to Merge All Staves).
Explode	Allows you to split the notes on a staff into different tracks. It is also possible to use this function to convert a polyphonic staff into polyphonic voices.
Scores Notes to MIDI	Converts the score data, as displayed, into MIDI data.
Lyrics From Clipboard	Inserts lyrics (written in another program) via the clipboard. For this, select the first note to which you want the lyrics to be added.
Text From Clipboard	Inserts text (written in another program) via the clipboard.
Find and Replace…	This text function allows you to replace all occurrences of a certain word or group of words, regardless of their formatting.
Force Update	Redraws the screen.

Auto Layout…

Here you can set the preferences for the automatic layout of the Score Editor.

Reset Layout…

This function allows you to delete invisible layout elements, which in effect restores the score to default settings. Enter your preferences in the dialog that opens.

Advanced Layout

Option	Description
Number of Bars	Here you can set the desired number of bars across the page.
Display Markers	Activate this to show the marker names.
Marker Track to Form	Inserts rehearsal markers and double bar lines into the score.

Media menu

Open Pool Window

Opens the Pool.

MediaBay

Opens the MediaBay.

Loop Browser

Opens the Loop Browser.

Sound Browser

Opens the Sound Browser.

Mini Browser

Opens the Mini Browser.

Import Medium…

The Import Medium dialog is used for importing files directly into the Pool.

Import Audio CD…

This opens a dialog that allows you to import audio from audio CDs.

Import Pool… (Cubase only)

Steinberg's Cubase applications, as well as Nuendo, can export the Pool as a separate file (file extension ".npl"). Such Pool files can be imported into Cubase by using the Import Pool command on the Media menu. When you import a Pool file, the file references in it are "added" to the current Pool.

The audio and video files themselves are not saved in the Pool file, only a reference to them. For there to be any point in importing a Pool file, you need access to all reference files (which preferably should have the same file paths as when the Pool was saved).

Export Pool… (Cubase only)

This allows you to export the Pool as a separate file (see above).

Find Missing Files…

This opens the Resolve Missing Files dialog that can be used to find referenced files that may have been moved or renamed, etc.

In the dialog that appears, decide if you want the program to try to find the file for you (Search), if you want to do it yourself (Locate) or if you want to specify in which directory the program searches for the file (Folder).

Remove Missing Files

If the Pool contains audio files that cannot be found or reconstructed, you may want to remove these:

Select this item to remove all missing files from the Pool (and remove their corresponding events from the Project window).

Reconstruct

If a missing file cannot be found (e.g. if you have accidentally deleted it from the hard disk), this will normally be indicated with a question mark in the Status column in the Pool. However, if the missing file is an edit file (a file created when you process audio, stored in the Edits folder within the project folder), it may be possible for the program to reconstruct it by recreating the editing to the original audio file.

Convert Files…

This opens the Convert Options dialog which operates on selected files. Use the pop-up menus to specify which audio file attributes you want to keep and which you want to convert.

Conform Files…

This will change all selected files that have different file attributes to what is specified for the project, to conform to this standard.

Extract Audio from Video File

This allows you to extract the audio from a video file on disk, whereupon a new clip with the audio will appear in the Pool Record folder. The clip will get the same name as the video file from which it was extracted, and the sample rate and file format used in the project.

Generate Thumbnail Cache

This generates a thumbnail cache of the video, used for display in case of strained computing resources.

Create Folder

This allows you to create a new audio or video subfolder.

Empty Trash

To delete a file permanently from the hard disk, it must first be moved to the Trash folder. When clips are in the Trash folder they can be removed permanently by using this command.

Remove Unused Media

This function finds all clips in the Pool that are not used in the project, and either moves them to the Pool Trash folder where they can be permanently deleted, or removes them from the Pool.

Prepare Archive…

Use this command when you want to archive a project. It checks that every clip referenced in the project is located in the same folder.

Set Pool Record Folder

This is used to designate a new Pool Record folder. Select the folder, and choose this command to change the Pool Record folder to the selected folder.

Minimize File

This allows you to change the size of audio files according to the audio clips referenced in a project. The files produced using this option will only contain the audio file portions actually used in the project, which can significantly reduce the size of the project (given that large portions of the audio files are unused).

New Version

This allows you to create a new version of a selected clip. The new version appears in the same Pool folder, with the same name but with a "version number" after it, to indicate that the new clip is a duplicate. The first copy made of a clip will logically get the version number "2" and so on.

⇨ Copying a clip does not create a new file on disk, but just a new edit version of the clip (referring to the same original file).

Insert into Project

This allows you to insert clips selected in the Pool into the project, at the current cursor position, at the left locator or at the clip's original position.

Select in Project

With this function you can find out which events in the project refer to a particular clip in the Pool. Select the clip in the Pool, and use this menu item. The corresponding event(s) will then be selected in the Project window.

Search Media…

You can perform a search of the Pool to locate particular clips or regions. You can specify various criteria to match in the dialog that appears.

Transport menu

Transport Panel

This opens the Transport panel.

Locators to Selection

This will set the locators to encompass the current selection or selection range.

Locate Selection

This moves the project cursor to the start of the current selection or selection range.

Locate Selection End

This moves the project cursor to the end of the current selection or selection range.

Locate Next/Previous Marker

This moves the project cursor to the next/previous marker position.

Locate Next/Previous Hitpoint

This moves the project cursor to the next/previous hitpoint position.

Locate Next/Previous Event

This moves the project cursor to the next/previous event start or end on the selected track.

Post-roll from Selection Start/End

This starts playback from the beginning or end of the currently selected range and stops after the time set in the Post-roll field on the Transport panel.

Pre-roll to Selection Start/End

This starts playback from a position before the start or end of the currently selected range and stops at the selection start or end, respectively. The playback start position is set in the Pre-roll field on the Transport panel.

Play from Selection Start/End

This activates playback from the beginning or end of the current selection.

Play until Selection Start/End

This activates playback two seconds before the start or end of the current selection and stops at the selection start or end, respectively.

Play until Next Marker

This will activate playback from the current project cursor position to the next marker and stop there.

Play Selection Range

This will play back the current selection range and stop at the end.

Loop Selection

This will loop playback of the current selection range.

Use Pre-roll

When this is activated and you start playback or recording, Cubase will “roll back” a bit before starting.

Use Post-roll

When this is activated, Cubase will play back a short section after automatic punch-out.

Start Record at Left Locator

If this is activated, the project cursor will jump to the left locator position and begin recording when you hit the Record button. If this is off (unticked), recording will start directly from the current project cursor position.

Metronome Setup…

Opens the Metronome Setup dialog where you can make various metronome settings.

Metronome On/Off

Activates/Deactivates the metronome.

Precount On/Off

Activates/Deactivates the precount – a count-in that will be heard when you start recording from stop mode and the metronome is activated. This can also be activated on the Transport panel. You can specify the number of precount bars in the Metronome Setup dialog.

Project Synchronization Setup…

Opens a dialog where settings relating to synchronization can be made.

Use External Sync

Activates synchronization.

Retrospective Record

Performs retrospective MIDI recording. If the Retrospective Record function is enabled in the Preferences dialog (Record–MIDI page) and a MIDI track is record enabled, any MIDI notes you play in stop mode or during playback are captured in buffer memory. If you then select Retrospective Record, the MIDI notes you played – i.e. the contents of the buffer memory – are turned into a MIDI part on the record enabled MIDI track. The MIDI part will appear where the cursor was when you started playing.

Devices menu

Control Room Mixer (Cubase only)

This opens the Control Room Mixer for operating the Control Room features.

Control Room Overview (Cubase only)

This opens the Control Room Overview which displays a visual overview of the Control Room channels and signal flow.

MIDI Device Manager

The MIDI Device manager allows you to install MIDI devices. You can either select pre-configured MIDI devices from a list, or define a device from scratch.

MMC Master (Cubase only)

This opens the MIDI Machine Control master transport panel.

Mixer

This opens the Mixer. All audio, MIDI, FX channel, and group tracks in a project have a corresponding channel strip in the Mixer, as do input (Cubase only) and output busses and any activated VST instruments and ReWire channels.

Cubase only: The additional “Mixer” menu items are not additional mixers, but separate windows of the same mixer. Each Mixer window can be configured to show different combinations and configurations of channels.

Plug-in Information

The Plug-in Information window lists all installed VST Plug-ins and MIDI plug-ins, and shows various information about them.

Record Time Max

This opens a separate window showing the remaining record time. This lets you see how much time you have left for recording, depending on your project settings and available hard disk space.

Time Display

Opens a separate window showing the time display. This is a larger view of the time display in the Transport panel, showing the position of the project cursor in the selected primary time format.

VST Connections

Opens the VST Connections window. This is where you set up input and output busses to route the audio between your audio hardware and Cubase in various channel configurations (mono, stereo, and in Cubase also a number of surround formats).

VST Instruments

Opens the VST Instruments window, where you can select VST instruments. When a VST instrument has been selected for a slot in the window, the corresponding instrument is selectable as a destination on the Output Routing pop-up menu for MIDI tracks.

VST Performance

This window indicates the current CPU load and disk transfer rate.

Video Player

This opens the Video Player window for playing back video files on your computer screen.

Virtual Keyboard

This opens the Transport panel (if not already opened) and activates the Virtual Keyboard. Please note that when the Virtual Keyboard is active, the usual key commands are blocked.

Show Panel

Opens a panel where you can directly select any of the currently available devices on the Device menu.

Device Setup…

This dialog allows you to add or remove remote control devices and to make various basic settings for audio and MIDI such as selecting ASIO drivers and MIDI ports, etc.

Window menu

Minimize

Minimizes the active window.

Maximize

Maximizes the active window.

Close All

Closes all windows.

Minimize All

Minimizes all windows.

Restore All

Restores all minimized Cubase windows.

Workspaces

A configuration of windows for the active project is called a “workspace”. By storing different window combinations as workspaces, you can quickly switch between different working modes.

Option	Description
Lock Active Workspace	Activate this to keep the active workspace from being accidentally changed.
New Workspace	Creates a new workspace.
Organize…	Opens a dialog in which you can organize workspaces and presets.
The workspaces list	Selecting a workspace from the list opens this workspace.

Windows…

Opens a dialog where you can manage and make settings for all open windows.

The open windows list

Selecting a window from the list at the bottom of the menu brings it to front.

Help menu

Documentation (Adobe PDF format)

⇨ To read these documents, you need to have a suitable PDF reader application.

Option	Description
Quick Start Guide	Opens the Quick Start Guide in Adobe PDF format.
Operation Manual	Opens the Operation Manual in Adobe PDF format. It includes the parts “Getting into the details” and “Score layout and printing”.
Remote Control Devices	Opens the separate PDF document describing the MIDI remote control devices supported by Cubase.
Plug-in Reference	Opens the separate PDF document containing descriptions of the included plug-in audio effects, MIDI effects, VST instruments, and their parameters.
HALion Sonic SE	Opens the separate PDF document describing the VST instrument HALion Sonic SE.
MIDI Devices	Opens the separate PDF document that describes how to manage MIDI devices.
Menu Reference	Opens the Menu Reference (the document you have in front of you) in Adobe PDF format.

Steinberg on the Web

You can open various Steinberg web sites directly from within the Help menu, provided that you have a web browser application installed on your computer, and a working Internet connection.

Registration

When you click this item, the Steinberg web page opens, where you can register your product. An active internet connection is required.

Credits and Copyrights

Lists credits and copyright information and opens the Steinberg web site.

About Cubase

⇨ Under Mac OS X, this menu item is accessed from the Cubase menu.

This opens a window with information about the Cubase version number, etc.