What's new in Cubase VST 5.0?

If you know Cubase VST already but want a fast guide to what's new in Cubase VST 5.0, here it is. Click on the green links in the text below to jump to the relevant sections in the main documentation, or look up the referred page numbers in the printed Getting Started book.

❒ **This document only lists the most significant additions - there are numerous other enhancements throughout the program. We very much recommend that you take a look at the new 'Getting into the Details' manual that has been fully updated to reflect the changes in Cubase VST 5.0.**

- **All Cubase versions can record audio in 24 bit resolution.**
  Where previously the standard and Score versions were limited to 16 bit recording, all Cubase VST 5.0 versions can record 24 bit audio (provided you have a suitable audio card). See "Selecting Recording Resolution".

- **Cubase VST/24 replaced by Cubase VST/32.**
  Cubase VST/32 is the new top of the line Cubase VST program. It allows recording and playback of 32 bit floating point audio files. The 32 bit float file format maintains an incredible dynamic range that otherwise would be lost. Additionally, 32 bit float files are practically impossible to overload - especially useful for mixdown of audio or virtual synth Tracks, where previously even a simple clip would ruin the mixdown. See "32 Bit Recording".

- **Cubase VST now includes dithering.**
  The new dithering options ensure a smooth high quality transition when mixing down to a 16 bit file (for example when preparing to burn a CD). See "Using Dither".

- **Cubase VST/32 includes Apogee UV22 Dithering.**
  Cubase VST/32 goes one step further and includes the industry acclaimed UV22 dithering algorithm from Apogee. See "Using Dither".

- **All Cubase VST versions include support for Live Internet Sessions.**
  Cubase VST can now be used live with other Cubase users on the Net with the InWire system supported by the Rocket Network.
  This is described in the separate document "Using Cubase VST with RocketPower".

- **Cubase VST decodes MP3**
  Cubase VST will import MP3 files and convert them to Wave files directly on import (see "Using the Import Audio function"). With the optional MP3 encoder plug component, Cubase VST can also export directly to MP3.

- **Cubase VST/32 sounds uniquely analog.**
  Cubase VST/32 features the TrueTape™ recording process, bringing the warm sound of analog tape machines to the cool world of precision digital recording.
  See "TrueTape 32 Bit Recording".

- **Auto Crossfade feature ensures smooth audio playback.**
  The Auto Crossfade function automatically crossfades between consecutive audio segments, for smooth click-free transitions. See "Using Auto Crossfade".

- **New VST Effects.**
  Cubase VST 5.0 comes with a completely new set of VST Effect plug-ins, including new reverb, distortion, tempo-based delays and much more. The earlier effects are also included, making your effect palette more complete than ever. See "VST Effects".

- **New "Universal Sound Module" VST Instrument.**
  The USM is a multi-timbral General MIDI compatible VST Instrument, especially useful if you are collaborating with other Cubase VST users on the Net and want to play back MIDI with the same sound source. See "VST Instruments".

- **Use any MIDI control device to remote control Cubase VST mixer settings.**
  With the new "Generic" Remote Control Device you can set up any MIDI control device for controlling the VST mixers, the MIDI Track Mixer or the Transport controls.
  See "VST Remote Control Devices".

- **Yamaha DSP Factory support is now available in all three Cubase VST versions!**
  See "Using Cubase VST with DSP Factory".