

# Cubase SX 3/Nuendo 3 with the TranzPort Plug-in

**! NOTE:** To use the TranzPort plug-in you must be running CubaseSX/Nuendo version 3.02 or greater.

## Changes

This release introduces a dedicated TranzPort plug-in file for Steinberg products beginning with Cubase SX 3 and Nuendo3. This plug-in has more functionality than the previous Mackie Control emulation mode, and some functions have changed.

- Track metering with a maximum signal level bar was added to the normal mode, along with a signal clip indicator.
- A calibrated Big Meter mode was added, and mapped to Shift+RecArm.
- Holding the <TRACK or TRACK> button while turning the data wheel now scrolls through the tracks for fast track selection over the entire project.
- SHIFT + <TRACK or TRACK> now cycles control through predefined channel view sets and the first 10 user channel view presets.
- With the addition of SHIFT+ STOP buttons as a modifier, the number of user programmable button combinations has increased to 14 plus the footswitch.
- Precount, Metronome, and Jog Mode enable/disable have been added as shifted functions.
- Automation Read/Write on and off has been added for individual tracks and for all tracks.

This document assumes you have already installed the TranzPort driver and have the TranzPort remote ready for operation. (If not, see the TranzPort Users Guide or Quick Start Guide for installation details.) It is based on using TranzPort v1.0.0 Mac OS X drivers, or v1.21 Windows drivers with Cubase SX 3.02 or Nuendo 3.02, and later versions of software.

**! NOTE:** references to “Cubase” in this document apply to both Cubase SX 3 and Nuendo 3. This plug-in will *not* work with prior versions of Cubase or Nuendo.

## Set-up

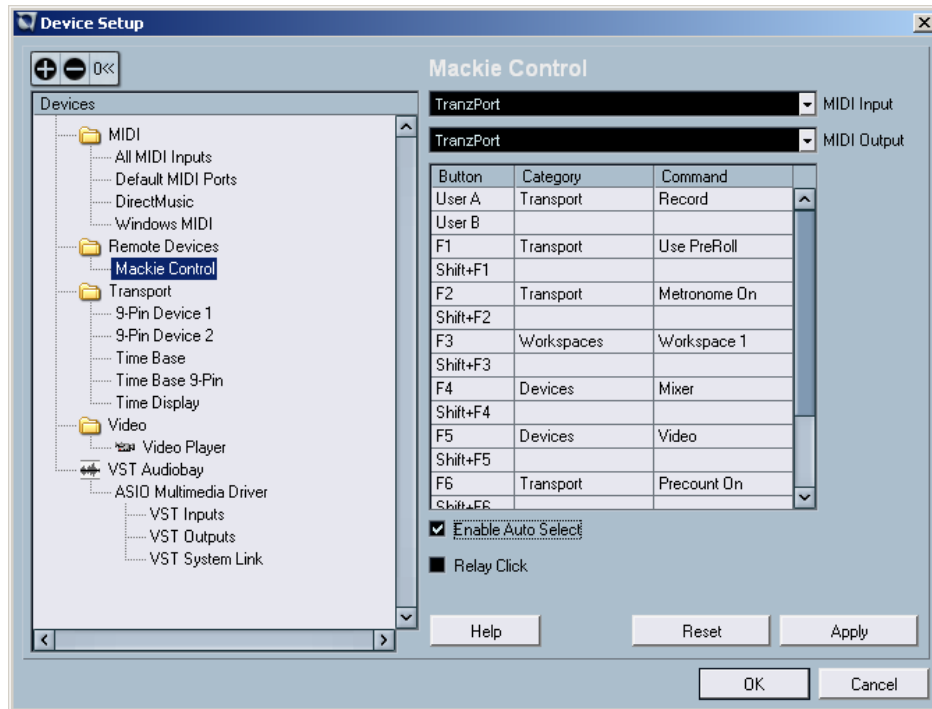
Mac OS X users: Locate the file TranzPortCN.bundle in the ‘CubaseSX3/Nuendo3 Plug-In’ folder on your TranzPort CD-ROM. CTRL+Click on the Cubase application icon, and select “Open Package” from the menu that appears. Open the “Contents” folder and drag the TransPortCN.bundle file into the “Components” folder.

Windows users: If you selected the checkbox for installing the Cubase SX 3 or Nuendo 3 plugin during the TranzPort driver installation then you can skip to this paragraph. If not, just reinstall the driver from the CD-ROM, checking the right plug-in box along the way. If your CD-ROM did not have those operation (pre-Windows v1.2.1), then download the standalone plug-in installer and run it to automatically install the file TranzPortCN.dll into c:\Program Files\Steinberg\Cubase SX 3\Components.

Before starting Cubase, set the TranzPort control mode to “Native” (In Windows, right-click the TranzPort taskbar icon; on the Mac, click on the TranzPort status bar icon). This will configure the TranzPort to send and receive the correct set of MIDI messages for use with the Cubase plug-in. For more information on Control Modes see the TranzPort Users Guide.doc.

Start Cubase and open the “Devices/Device Setup...” window. Click on the “+” button to access the Add Hardware list and select “Frontier TranzPort.” Set both the “MIDI Input” and “MIDI Output” field to TranzPort.

Below these fields is an area for setting up user-programmable functions. TranzPort supports 14 user-programmable button combinations plus the footswitch, which are described in more detail in a section below. Click “OK” to exit the Device Setup window.



**! NOTE:** Depending on your computer configuration Cubase may display your MIDI ports as “(Emulated).” If you experience any difficulty with these, or for more information on Cubase MIDI port filtering, go to [http://service.steinberg.net/knowledge\\_pro.nsf/show/sx\\_emulated\\_midi\\_ports](http://service.steinberg.net/knowledge_pro.nsf/show/sx_emulated_midi_ports).

Also, to avoid confusion, we recommend that you go to “File/Preferences...”, select “Editing”, and uncheck “Enable Record on Selected Track.”

## Operation

The TranzPort has 18 function buttons, 2 local control buttons, a data wheel, and a backlit 2x20 character LCD display. Silk screened labels clearly indicate the basic functions of the buttons. The SHIFT button and SHIFT+STOP button combination act as modifiers and allow most other buttons to perform more than one function, expanding the range of control that TranzPort has over Cubase. These buttons are momentary and only act as modifiers while they are being held.

When you open a Cubase project, TranzPort’s LCD shows the name of a track in your project, the track fader level, pan position, and the sequencer location, along with a vertical bar indicating full scale signal level when metering is active. You may also have one or more status LED’s lit indicating the track’s solo, mute, and record arm status, as well as LED’s indicating punch in, cycle, and record status. Pressing play will cause the project to begin playback just as if you had clicked the play button on the screen. Likewise most of the buttons function just like their on-screen equivalents.

Below is a chart that describes the normal and shifted functions of each button. You will also find “Cubase-Nuendo 3 Layout.pdf” on the CD-ROM with this file which serves as a quick visual guide for the TranzPort functions with Cubase. You may want to print that document for quick reference.

## TranzPort Button and Data Wheel Functions

Name	Normal Function	Shift + Function	Shift+Stop+Function
<b>REW</b>	Rewind	Go to start	User defined
<b>FFWD</b>	Fast forward	Go to end	User defined
<b>STOP</b>	Stop	none	none
<b>PLAY</b>	Play	Toggle Automation Read	Toggle Automation Read, All channels
<b>RECORD</b>	Record	Toggle Automation Write	Toggle Automation Write, All channels
<b>PREV</b>	Go to previous marker	Toggle PreCount	User defined
<b>ADD</b>	Add marker at current location	Toggle Metronome	User defined
<b>NEXT</b>	Go to next marker	Toggle Jog Mode	User defined
<b>IN</b>	Go to left position	Set left position	User defined
<b>OUT</b>	Go to right position	Set right position	User defined
<b>PUNCH</b>	Toggle Punch In	Toggle Punch Out	User defined
<b>LOOP</b>	Toggle Cycle	Toggle Input Mon.	User defined
<b>&lt; TRACK</b>	Previous track (left/up)	Previous Channel View Set	User defined
<b>TRACK &gt;</b>	Next track (right/down)	Next Channel View Set	User defined
<b>REC</b>	Toggle track's record arm on/off	Toggle Big Meter Mode	User defined
<b>MUTE</b>	Toggle track's mute on/off	Clear all mutes	User defined
<b>SOLO</b>	Toggle track's solo on/off	Clear all solos	User defined
<b>UNDO</b>	Undo last action	Redo last undo	Save
<b>DATA WHEEL</b>	Scroll timeline	Adjust Level	Adjust Pan
<b>FOOTSWITCH</b>	User defined	none	none

Note: See below for instructions on programming user defined button combinations.

## The Data Wheel

In addition to controlling display contrast, backlight level, and the sleep timeout interval when used with the local control buttons (see the User's Guide for details), the data wheel performs several functions within Cubase. Rotating the data wheel alone will move the "now" time along the timeline of your project. This is handy for quickly locating a point to begin playback or recording. Putting the TranzPort into Jog mode (SHIFT+NEXT) lets you scrub audio for audible details. If you hold SHIFT and turn the data wheel, you will now be adjusting the level of the selected track. SHIFT+STOP+data wheel will adjust the track pan. To make track selection easy in large projects, if you hold either the <TRACK, or TRACK> button and turn the data wheel you will be able to scroll quickly through the tracks or busses currently available.

## Metering and Big Meter Mode

With the TranzPort plug-in you can display signal metering. This is great for checking input and output levels without returning to your computer. In normal operation stereo metering is displayed in the lower left corner of the display. No reference values are indicated, however a thin vertical bar indicates full scale signal. This bar turns to a box symbol momentarily to indicate clipping. Normal mode metering is useful as a quick reference where detail is not required.

Pressing SHIFT+REC toggles the TranzPort display to Big Meter mode. In this mode the entire display is used as a stereo meter. Calibrated values are given referenced to dBFS. Again, a thin vertical bar marks full scale with a momentary box indicating a clipping situation. This mode is particularly useful when setting up input levels prior to a recording session.

## Selecting Channel View Sets

One feature of Cubase is the ability to view, or access on screen only, specific types of Tracks or Busses. Additionally the user can define and save 'Presets' of different views within Cubase. TranzPort also allows you to select a set of predefined channel views, as well as the first 10 user 'Presets' to access. This can make navigation within large or complex projects much simpler.

Using the SHIFT + <TRACK, and SHIFT + TRACK> button combinations you can select from the following list of channels types to control from TranzPort. Channel types appear in this order with the TranzPort defaulting to the "All" channel view set. When a different selection is made the new channel type is momentarily displayed in the lower left portion of the display.

"Audio"	show audio channels only
"MIDI"	show MIDI channels only
"Groups"	show group channels only
"FX-Ret"	show FX return channels only
"Instr"	show instrument channels only (VSTi and ReWire)
"All"	show all channels (excluding Input and Output channels)
"Input"	show input channels only
"Output"	show output channels only
"Preset 1"	show user preset 1
...	
"Preset 10"	show user preset 10

**! NOTE:** As per normal Cubase operation, selecting from the first 8 (standard) channel types will have no affect on your computer display. However Presets 1 through 10 will alter your computer display to match the selection made from either the TranzPort, or the computer. Returning to a standard channel type will leave your computer displaying only the channel type's selected in Preset 1 unless you manually change the display from the computer. As a result, we suggest that you configure and save Preset 1 to display the channel types that you most commonly use.

**! NOTE:** The predefined "Input" and "Output" settings are currently the only ones that give you control of the inputs and outputs. Even if they are visible in the user presets, they cannot be accessed by TranzPort the way Cubase is currently programmed.

## User Defined Buttons

The footswitch function and 14 other button combinations are user programmable in the “Devices/Device Setup...” window of Cubase. There are literally hundreds of functions that can be used here, making the TranzPort extremely adaptable different needs. Open the Devices/ Device Setup panel and select Frontier TranzPort from the list. In the right-hand portion of the panel is a chart listing the various button combinations available. Click in the appropriate fields to select functions by category and specific command from the available lists. When you have entered your choices click Apply and close the panel to begin using them.

## Known Issues

- A bug exists in Cubase v3.02 (but *not* Nuendo v3.02) where a previously defined controller may not be recognized when Cubase is first opened. Clicking on the RESET button in the Devices/Device Setup panel will cause Cubase to crash. The correct thing to do in this case is to select the controller in the Device Setup list (in this case the TranzPort) and click the Remove button (-) in the upper left corner to remove it from the list. Then click the Add button (+) and immediate reselect the device. This should reestablish communication between Cubase and the TranzPort.
- When using the TranzPort in Jog mode, pressing the Play button too quickly after scrubbing audio could result in playback being interrupted after 1-2 seconds. To prevent this behavior wait for 2-3 seconds before pressing Play, after scrubbing audio.