CUBASE VST

Modules

5

Steinberg

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Modules – Activating and Using

Handling Modules

Since primary memory (RAM) sometimes is limited, and one user's needs differs from another, certain parts of the program are handled as "modules", files that can be loaded in and "thrown out" at will.

Nine modules are included with Cubase VST: The MIDI Processor, the Arpeggiator, the CD-Player, the DS Video Monitor, Rocket Network module, the SMPTE Display, the Style Tracks module, the Studio module and the SysEx Editor (described in a separate document, called System Exclusive Handling). Depending on which version of Cubase VST you use, other modules may be included. Other modules may also be available from your Steinberg dealer. For more information about these optional modules, see their respective documentation.
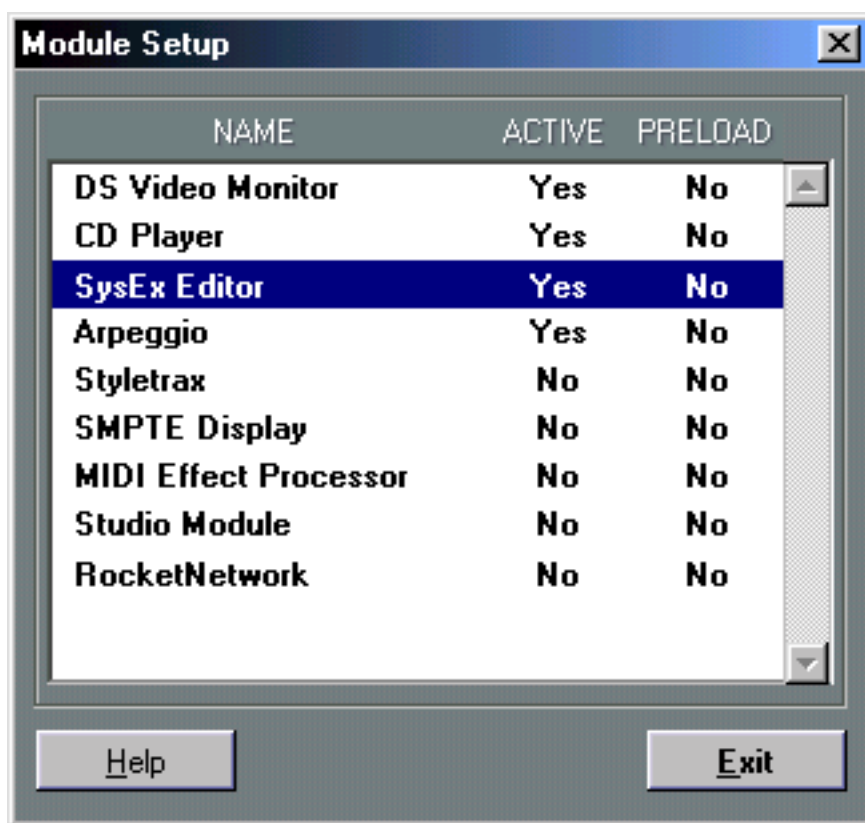
Modules are handled from the Modules menu, which allows you to activate, deactivate and open Modules.
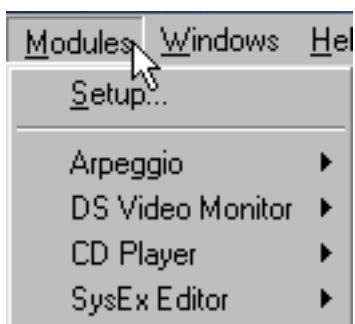
- **Which items are available on this menu varies, depending on which modules are activated in the Setup dialog.**
  When no modules are activated, "Setup..." is the only menu item.

Setup...

This menu item opens the Module Setup dialog, which consists of a list with three columns. The list contains all modules that currently are in the MODULES directory on your hard disk.

• **To add or remove modules from the list, quit Cubase VST and move the module files in or out of the MODULES directory.**
Adding a module to the list is not the same as activating (loading) it, it only means making it available for activating.

The columns

|	
Name	The name of the module.
Active	This column shows if the module is activated (ready for use in the program). Click in the column to activate a module ("Yes") or deactivate it ("No").
Preload	If this column shows "Yes", the module will be loaded automatically when the program starts. Click in the column to activate or deactivate Preload for each modules.

• **When you have activated the modules you want, and made settings for Preload, click Exit to close the dialog.**
The modules you have activated appear on the Modules menu.

Opening a Module Window

If a module is activated in the Setup dialog or Preloaded, it appears as an item on the Modules menu. To open the module's window, proceed as follows:

1. **Pull down the Modules menu.**

2. **Position the pointer on the module's name.**
   A submenu with two or more items appears.
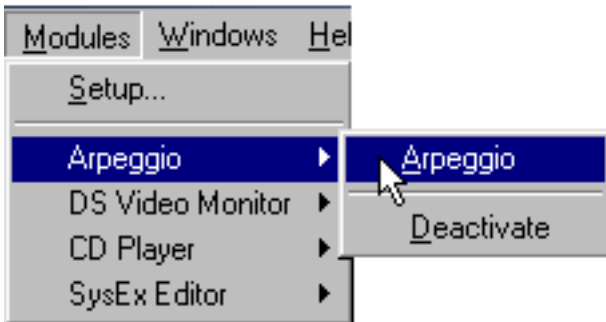
3. **Select the module name from the submenu.**

❏ **Some modules may have several options on this submenu. In such cases, refer to the manual for information on how to launch it.**

Deactivating a Module

You may deactivate an active module without opening the Setup dialog. Proceed as follows:

1. **Pull down the Modules menu.**

2. **Position the pointer on the module's name.**
   A submenu with two or more items appears.

3. **Select "Deactivate" from the submenu.**
   The module is removed from the Modules menu. To activate the module again, use the Setup dialog as described above.

2
The MIDI Processor Module
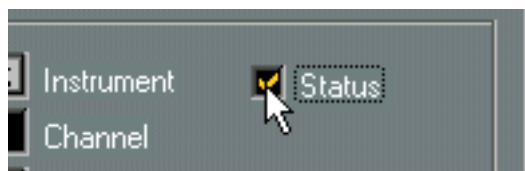
The MIDI Processor

This module is Cubase VST's MIDI equivalent to a regular sound signal processor. It can produce echo, chorus and pitch-shifting type of effects, plus a lot of things you can't do with a normal signal processor.

❒ **Before you open the MIDI Processor, turn off Remote Control in the "Remote Setup" dialog (opened from the Options menu).**
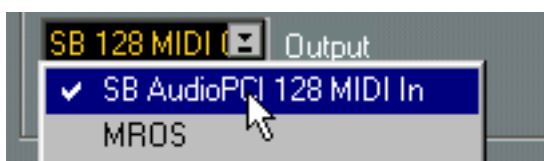

Turning the MIDI Processor On and Off

This is done by ticking/unticking the Status box.

❒ **The MIDI Processor can be active even if its dialog box is closed.**

Input

The MIDI Processor takes MIDI data coming in from somewhere, and generates new data according to the settings of the sliders. The data can come from any Input. You select this with the Input pop-up menu in the lower left corner of the dialog box.

Taking the Input Data from the MIDI In Port

• **Set Input to the interface to which your controlling MIDI instrument is connected.**
Now, the MIDI processor will use anything you play on your MIDI instrument and change it according to the settings of the sliders.

### Using Already Recorded Music as Input

You may also "process" MIDI data already recorded on a Track:

1. **Go to the Arrange Window.**

2. **Set the Output value for the desired Track to "MROS".**

3. **Open the MIDI processor and set Input to "MROS".**

   M•ROS is the invisible MIDI cable that runs inside Cubase VST. Performing the above mentioned steps, is the same as connecting the output of the Track to the input of the MIDI processor, as with a MIDI cable.

• **You may use more than one Track for input to the MIDI processor.**

Output, Channel and Instrument
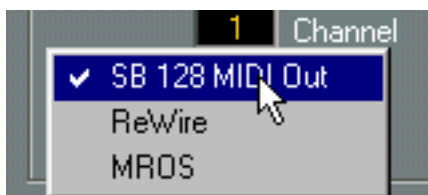
Use the Output pop-up to direct the output of the MIDI processor. You can specify an Output port and a MIDI Channel, define an Instrument etc., as in the Track List.

Sending the Processed MIDI Data to a MIDI Output Port

• **Set Output to the port to which you want to send out the processed MIDI data.**
Now, the MIDI Instruments connected to this port will receive the processed MIDI data.

Sending the Processed MIDI Data back into Cubase VST

1. **Set Output to MROS.**

2. **Open the MIDI Setup dialog (from the Options menu) and make sure MROS is activated as an Input.**
   This will output the data from the MIDI processor to the recording input of Cubase VST, allowing you to re-record processed Tracks or process data while you record it.

Setting the Output MIDI Channel

This is simply the MIDI Channel that the data will be sent out on. If you set this to "Any" the data will be sent out on the same MIDI Channel(s) as the data is coming in on.

About the Instrument Value

The Instrument value is a combination of a certain Output and a certain MIDI Channel and a Patchname Source. You can select any previously defined Instruments with the Setup Instrument dialog, or define a new one.

Using the Sliders

You can change the values for each slider in the following ways:

- **By dragging the "handle".**

- **By clicking somewhere on the slider.**
  The handle will jump to where you clicked.

- **By changing the numeric value in the box below the slider.**
  You may use the mouse buttons, or double click and type in a value.

The changes take effect immediately, and you can use this to "play" the MIDI processor (and even record your "playing").

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