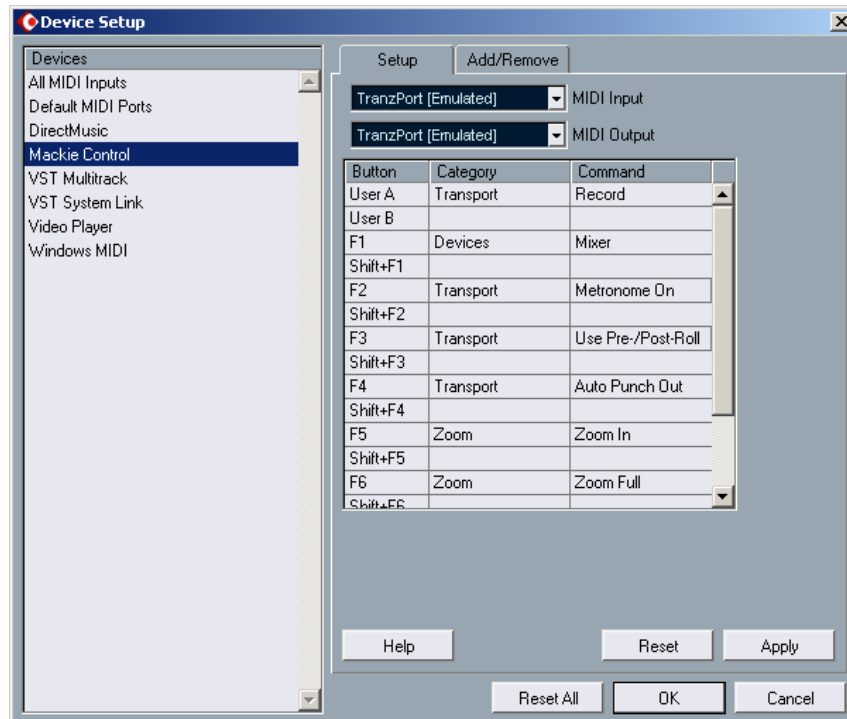# Steinberg Cubase SX-SL-LE and TranzPort

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 drivers with Cubase SX (Version 2.2) and Cubase (Version 1.0.7), but may apply to earlier versions of these programs as well. Note: Cubase SE does *not* support the Mackie Control, and therefore cannot be used with TranzPort. Note: Users of Cubase SX 3 or SL 3 should refer to the document "Cubase SX3-Nuendo3.pdf" instead of this.

## Set-up

Before starting Cubase, set the TranzPort control mode to "Cubase (Mackie Control)." (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 MIDI messages as if it were a Mackie Control. For more information on Control Modes see the TranzPort Users Guide.doc.

Start Cubase and open the "Devices/Device Setup…" window. Click on the "Add/Remove" tab, select "Mackie Control," and click the "Add" button. Select the new "Mackie Control" line under Devices on the left, then click on the "Setup" tab. In both the "MIDI Input" and "MIDI Output" field, select TranzPort. Below these fields is an area for setting up the user-programmable functions. TranzPort supports 8 of these, 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.



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 allows all other buttons to perform more then one function, expanding the range of control that TranzPort has over Cubase. SHIFT is a momentary button that is only active while it is being held.

When you open a Cubase project, TranzPort's LCD shows the name of a track in your project, the track fader level, and the sequencer location. Once any button is pressed, the track's pan position is also shown. You may also have one or more status LED's lit indicating the track's solo, mute, and record arm status, and 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 (Mackie Control).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 | Shifted Function |
|---|---|---|
| REW | Rewind | Go to start |
| FFWD | Fast forward | Go to end |
| STOP | Stop | Save |
| PLAY | Play | F1 (user programmable) |
| RECORD | Record | F2 (user programmable) |
| | | |
| PREV | Go to previous marker | F3 (user programmable) |
| ADD | Add marker at current location | F4 (user programmable) |
| NEXT | Go to next marker | F5 (user programmable) |
| | | |
| IN | Go to left position | Set left position |
| OUT | Go to right position | Set right position |
| PUNCH | Toggle punch in on/off | Toggle time mode beats/SMPTE |
| LOOP | Toggle cycle on/off | Cycle through track level, track pan, and master level control |
| | | |
| < TRACK | Previous track (left/up) | Go to first track |
| TRACK > | Next  track (right/down) | F6 (user programmable) |
| REC | Toggle track's record arm on/off | F7 (user programmable) |
| MUTE | Toggle track's mute on/off | Clear all mutes |
| SOLO | Toggle track's solo on/off | Clear all solos |
| UNDO | Undo last action | Redo last undo |
| | | |
| DATA WHEEL | Scroll timeline | Adjust level, pan, or master level |
| | | |
| FOOTSWITCH | User A (user programmable) | |

## 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 will move the "now" time along the timeline of your project. This is handy for quickly locating a point to begin playback or recording. However, if you press and hold the SHIFT button, arrows will appear on the display around the level or pan setting of the selected track. If you continue to hold SHIFT and turn the data wheel, you will now be adjusting the parameter indicated by the arrows. Holding SHIFT and pressing LOOP will cycle through track level, track pan, and master level control.

## User Programmable Buttons

The footswitch function and the shifted functions of 7 buttons 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.