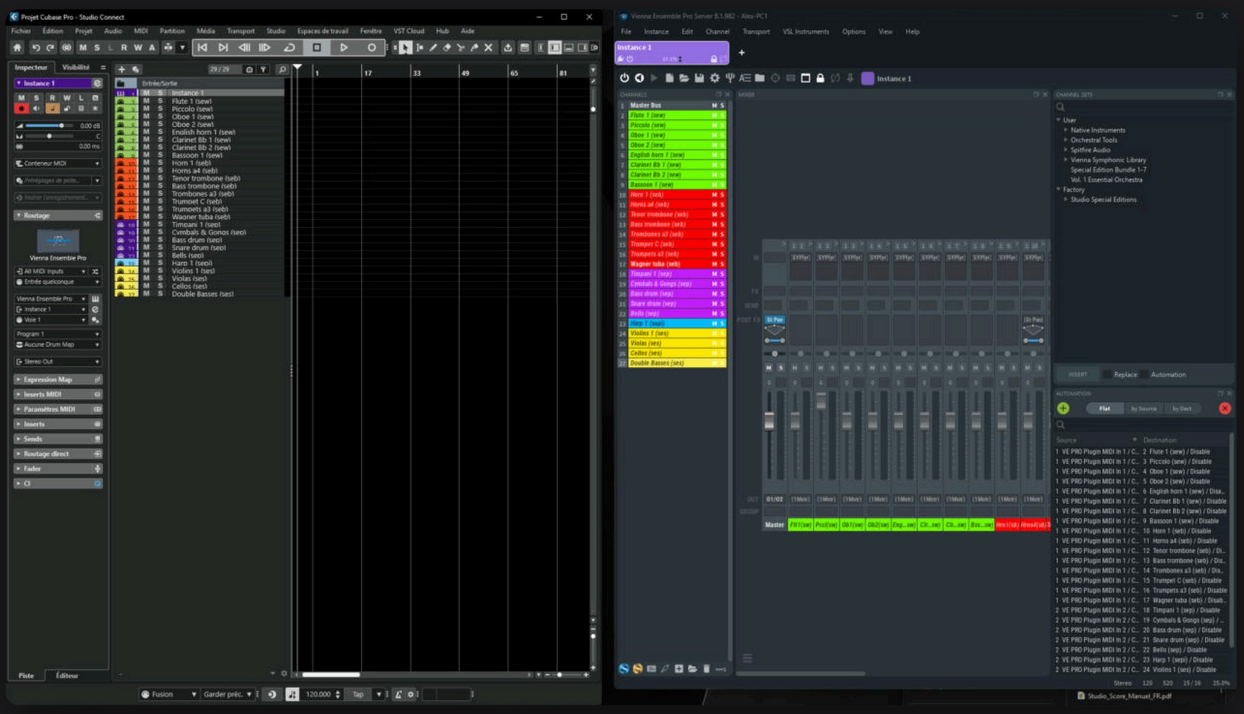
STUDIOCONNECT v.1

Connection Manual

Cubase / Nuendo and Vienna Ensemble Pro



Studio Connect v.1

English edition — October 2026

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Table of Contents

1 **Introduction** 3
1.1 What this manual is for 3
1.2 What you need before you start 3
1.3 The steps, in order 4

2 **The MIDI ports** 5
2.1 Checking the ports in Cubase 5

3 **Setting up Cubase / Nuendo** 7
3.1 The MIDI Remote script 7
3.2 The “PLE” Generic Remote (Track Name Out) 9
3.3 The “QC” Generic Remote (Track Name IN) 11
3.4 The MIDI file preferences 12
3.5 The Project Logical Editor presets 13
3.6 The tracks created in Cubase 13

4 **Vienna Ensemble Pro** 15
4.1 VE Pro Server 15
4.2 The plug-in in Cubase 16
4.3 Turning instruments on and off (Disable) 16
4.4 Several computers 17

5 **What each part does in the DAW** 18
5.1 Studio Manager: creating the tracks 18
5.2 Saving an instance and reusing it 19
5.3 Studio Connect: playing the selected track 19
5.4 Studio Score: the score linked to the project 21
5.5 The DAW project and its score 23
5.6 The mixer in SYNC: volume, pan, M and S 23
5.7 Velocity 24
5.8 Dynamics, expression and volume written in the DAW
5.9 Articulations in SYNC 26

6 **Troubleshooting** 27
6.1 Quick reference 27

CHAPTER 1

Introduction

1.1 What this manual is for

Studio Connect works with your DAW. This manual explains, step by step, how to connect Studio Connect to **Cubase** or **Nuendo**, with **Vienna Ensemble Pro** (VE Pro), and then what each part of Studio Connect does in the DAW:

- **Studio Connect**, the touch page: articulations, Quick Controls, mics, libraries;
- **Studio Manager**: creating the VE Pro instances and the DAW tracks;
- **Studio Score**: the score linked to the project (SYNC mode, drag and drop).

Cubase and Nuendo are set up in exactly the same way: everything written here for Cubase also applies to Nuendo. The pictures in this manual come from Cubase in French.

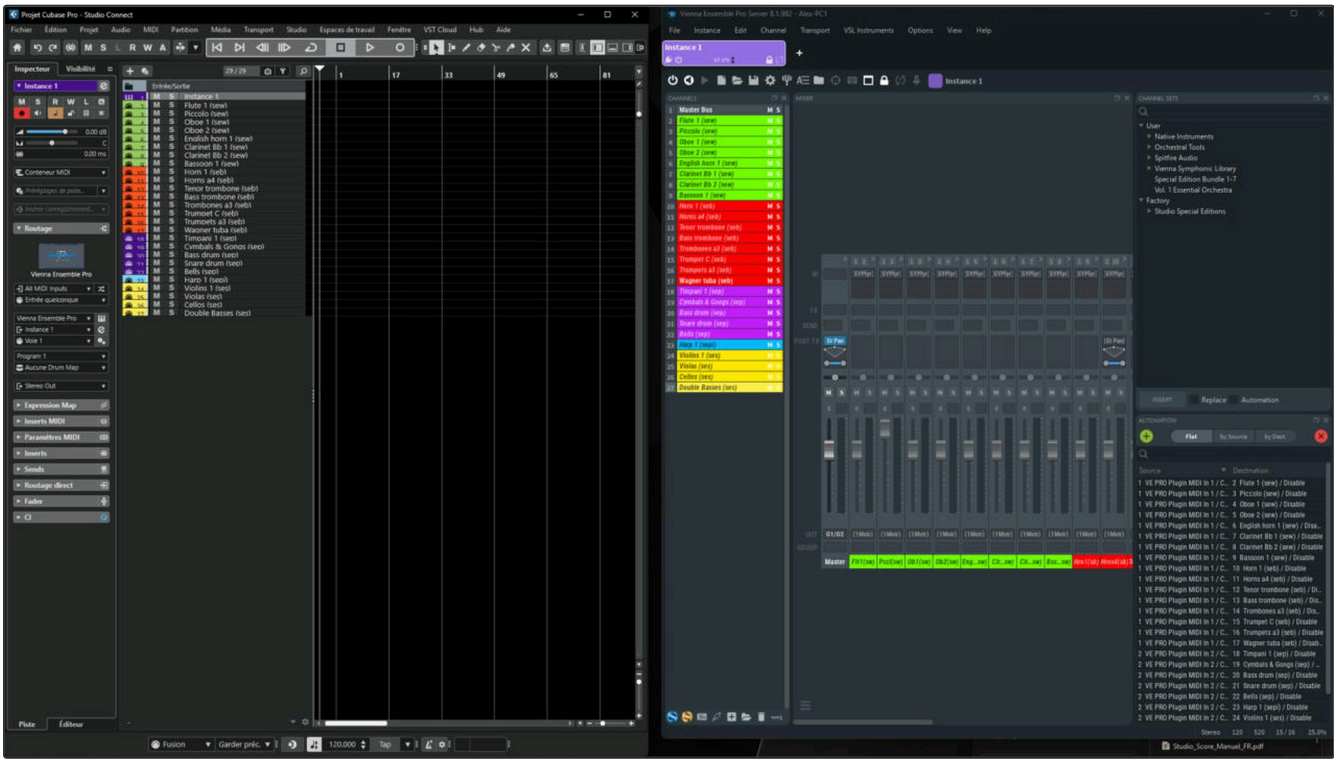


Figure 1 — Cubase (left) and VE Pro Server (right): an instance created by Studio Manager, with its MIDI tracks and its channels

1.2 What you need before you start

Item	Role
Cubase Pro or **Nuendo**	The DAW. You need a version that has the **MIDI Remote** window.
Vienna Ensemble Pro	Optional. It hosts the instruments, on this computer or on other computers on the network. Without VE Pro, Studio Manager creates VST instrument tracks.
Studio Connect installed	The installation creates the MIDI ports (chapter 2), copies the MIDI Remote script, the remote control files and the Project Logical Editor presets.

> **NOTE**
> Studio Connect must be open while you work: it passes the messages between the touch page, Studio Manager, Studio Score, VE Pro and the DAW. Start it before or after Cubase, it does not matter.

1.3 The steps, in order

1. Check the MIDI ports (chapter 2).
2. Set up Cubase once: MIDI Remote script, two remote devices, MIDI file preferences, presets (chapter 3).
3. Start VE Pro Server, if you use it (chapter 4).
4. Create your instances in Studio Manager and send them to the DAW (chapter 5).

CHAPTER 2

The MIDI ports

Studio Connect and Cubase talk to each other through **virtual MIDI ports**. The Studio Connect installation creates them (with loopMIDI or with Windows MIDI, depending on what you chose during installation). They must have exactly these names:

Port	Direction	What goes through
TrackName	Cubase ↔ Studio Connect	The MIDI Remote script: name, color and number of the selected track, track list, transport, mixer.
Track Name IN	Studio Connect → Cubase	The articulations (keyswitches), the mics (MIC MIX) and the Quick Controls sent to the selected track.
Track Name Out	Studio Connect → Cubase	The commands: Project Logical Editor presets, track archive import, tools.
Track Name TC	Studio Connect ↔ Cubase	The timecode, the tempo and the expression maps.
StudioScore OUT	Studio Score → Cubase	The notes from Studio Score to the DAW (step input).
StudioScore IN	Cubase → Studio Score	The notes from the DAW to Studio Score.

2.1 Checking the ports in Cubase

PROCEDURE

1. In Cubase, choose **Studio › Studio Setup...** (shown as « Studio › Configuration du studio... » in the picture).
2. On the left, under **MIDI**, click **MIDI Port Setup** (shown as « Configuration des ports MIDI »).
3. Scroll down the list: the ports above must appear as **In** (« Entrée ») and as **Out** (« Sortie »), with the state **Active** (« Actif ») and the **Visible** checkbox selected.

Result: the ports are ready. Leave the **In 'All MIDI Inputs'** column (shown as « Dans 'Tous MIDI' ») as in the picture.

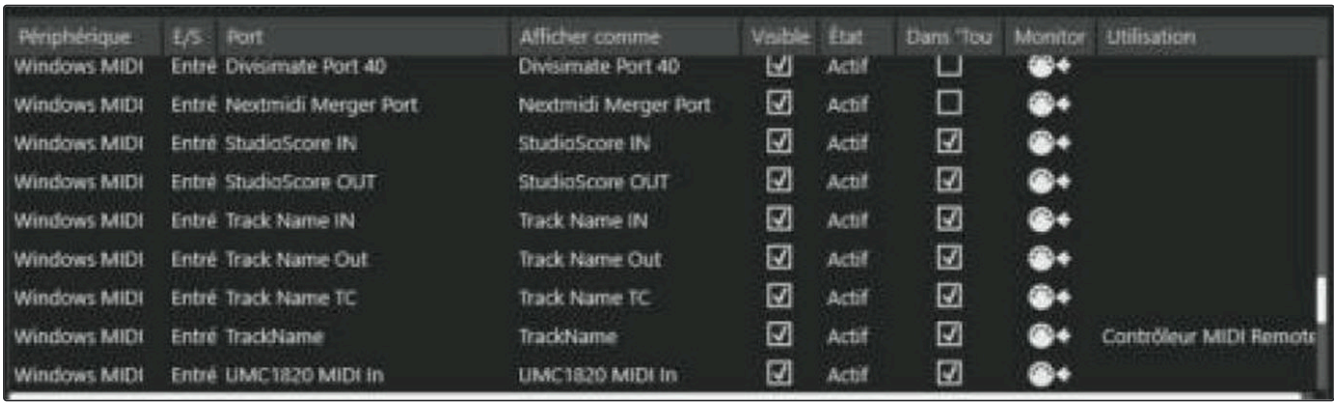


Figure 2 — The input ports. The Usage column (« Utilisation ») shows that TrackName is used by the MIDI Remote controller

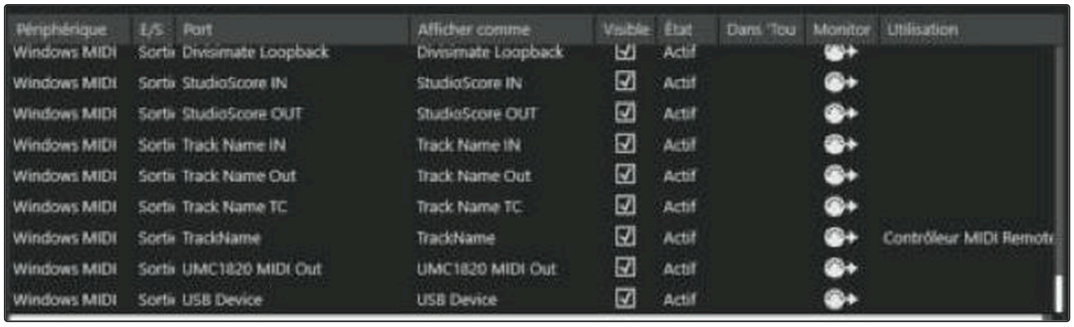


Figure 3 — The same ports as outputs

CAUTION

If a port is missing, Studio Connect cannot do the work that goes through it: without **Track Name Out**, for example, the track import does not start on its own. Run the Studio Connect installation again to recreate the ports, then restart Cubase.

CHAPTER 3

Setting up Cubase / Nuendo

These settings are made **only once**. Cubase keeps them for all your projects. Everything happens in the **Studio › Studio Setup…** window (shown as « Studio › Configuration du studio… » in the pictures), except the preferences (**Edit › Preferences…** menu, shown as « Édition › Préférences… »).

Setting	Port	What it is for
MIDI Remote MyStudio / Studio Manager	TrackName	Studio Connect follows the track selected in Cubase and receives the track list.
Generic Remote "PLE" (shown as « Périphérique générique »)	Track Name Out	Studio Connect runs the Project Logical Editor presets and the track import.
Generic Remote "QC"	Track Name IN	The 8 Quick Controls of the touch page control the selected track.
Preferences › MIDI › MIDI File (shown as « Préférences › MIDI › Fichier MIDI »)	—	The import creates one track per instrument, in the right place.

3.1 The MIDI Remote script

The **MyStudio_StudioManager.js** script connects Cubase to Studio Connect through the **TrackName** port. The Studio Connect installation copies it into the Cubase scripts folder:

```
Documents\Steinberg\Cubase\MIDI Remote\Driver Scripts\Local\MyStudio\StudioManager
```

(for Nuendo: **Documents\Steinberg\Nuendo\…**, same continuation). A copy is in the **Install/MyStudio/StudioManager** folder of Studio Connect in case you need to copy it yourself.

Everything is set up in the **MIDI Remote Manager** (shown as « Gestionnaire MIDI Remote »): **Studio › MIDI Remote Manager** menu, or the **Open MIDI Remote Manager** button (« Ouvrir le Gestionnaire MIDI Remote ») on the MIDI Remote page of Studio Setup.

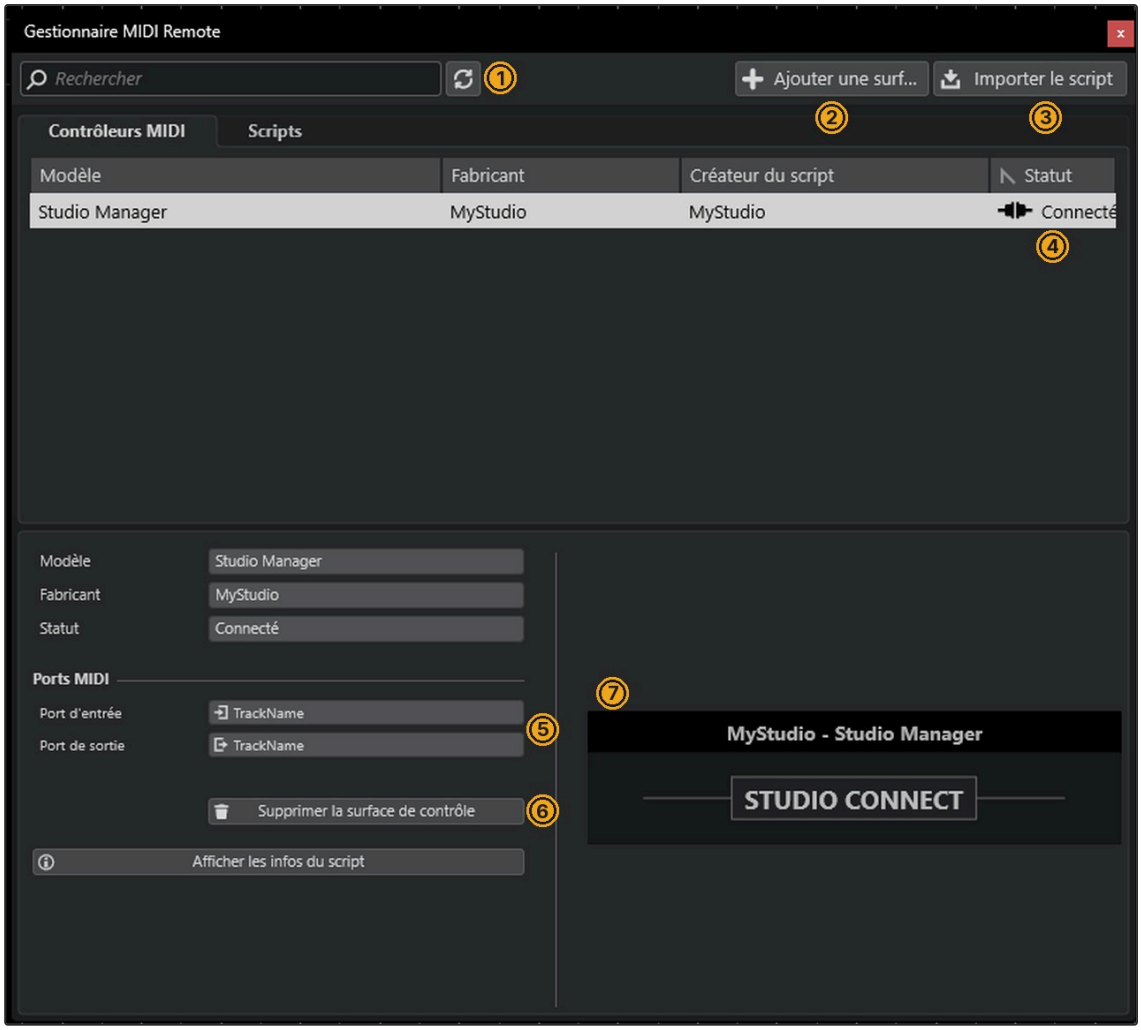


Figure 4 — The MIDI Remote Manager: the Studio Manager controller is connected

1. **Reload Scripts** (« Recharger les scripts »): Cubase reads the scripts folder again (after a copy or an update)
2. **Add Surface** (« Ajouter une surface »): creates the Studio Manager controller
3. **Import Script** (« Importer le script »): used for scripts delivered as a .midiremote file; not used for Studio Connect
4. The **Studio Manager / MyStudio** row and its status: it must be **Connected** (« Connecté »)
5. **MIDI Ports** (« Ports MIDI »): Input Port and Output Port **TrackName**
6. **Remove Controller Surface** (« Supprimer la surface de contrôle »): removes the controller (to create it again)
7. **Surface preview** (« Aperçu de la surface »): shows **STUDIO CONNECT** when the script is loaded correctly

PROCEDURE

1. Open the **MIDI Remote Manager**, **MIDI Controllers** tab (« Contrôleurs MIDI »).
2. If the **Studio Manager** row is there with the status **Connected**, just check the two ports (no. 5): you are done.
3. Otherwise, click **Reload Scripts** (no. 1), then **Add Surface** (no. 2). Choose Vendor **MyStudio** (« Fabricant »), Model **Studio Manager** (« Modèle »), Input Port **TrackName** (« Port d'entrée »), Output Port **TrackName** (« Port de sortie »), then confirm.

Result: the status changes to **Connected**. When you select a track in Cubase, Studio Connect shows its articulations and its Quick Controls.

The **MIDI Remote** page of Studio Setup shows the same controller:

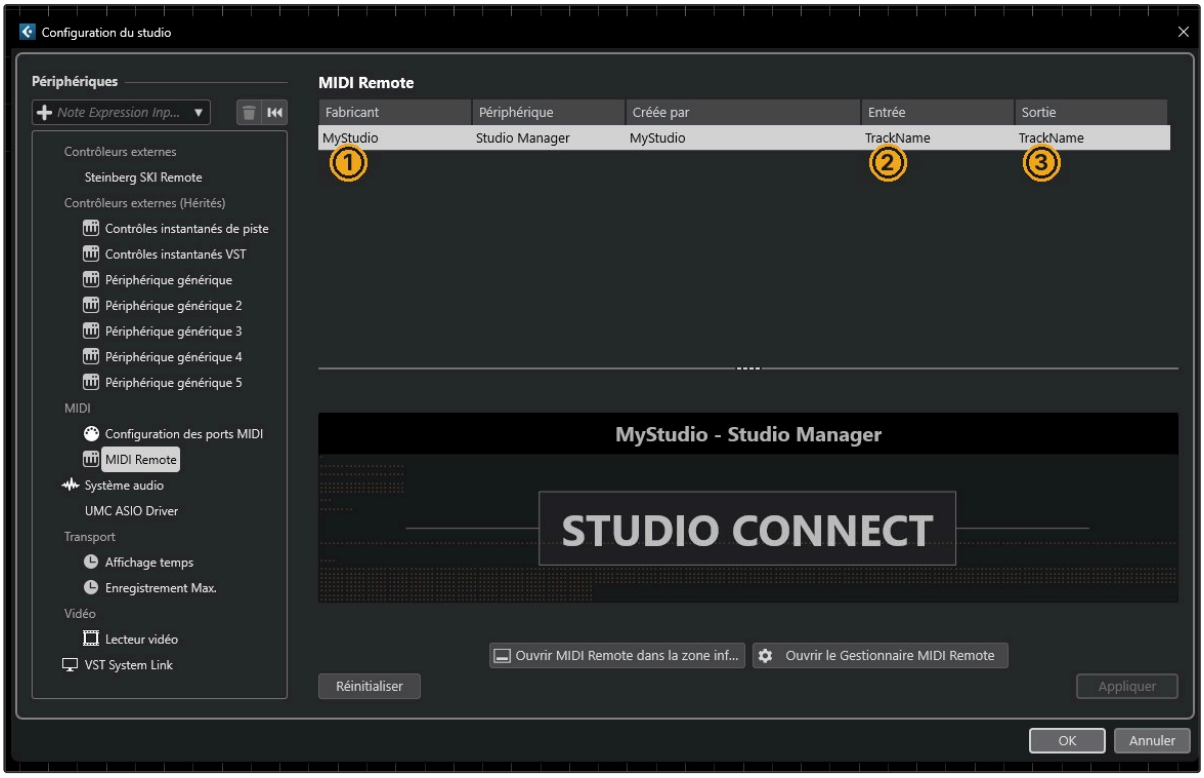


Figure 5 — The controller in Studio › Studio Setup › MIDI Remote (« Studio › Configuration du studio › MIDI Remote »)

1 Vendor **MyStudio**, device **Studio Manager**

2 Input **TrackName**

3 Output **TrackName**

CAUTION

If the status is not **Connected**, or if Studio Manager does not appear in the **Add Surface** list: check that the **MyStudio\StudioManager** folder is in the scripts folder above and that the **TrackName** port exists (2.1), then click **Reload Scripts**. If a wrong port was chosen, use **Remove Controller Surface** (no. 6) and start again.

3.2 The “PLE” Generic Remote (Track Name Out)

This device receives the commands from Studio Connect: each controller (CC) runs a Cubase action. It comes ready to use in the file **Generique PLE Studio Connect=TRACK NAME Out.xml**, in the **Install** folder of Studio Connect.

PROCEDURE

1. In **Studio Setup**, click **+** (Add Device) at the top left and choose **Generic Remote**. A new “Generic Remote” appears under **Remote Devices (Legacy)** (shown as « Contrôleurs externes (Hérités) »).
2. Select it. Click **Import** (« Importer ») and choose the file **Generique PLE Studio Connect=TRACK NAME Out.xml**.
3. Set **MIDI Input** (« Entrée MIDI ») to **Track Name Out**. Leave **MIDI Output** (« Sortie MIDI ») set to **Not Connected** (« Non connecté »).
4. Click **Apply** (« Appliquer »), then **OK**.

Result: the **VST 17-32** bank is displayed with the PLE, ARC... rows. Studio Connect can run the track import and the presets.

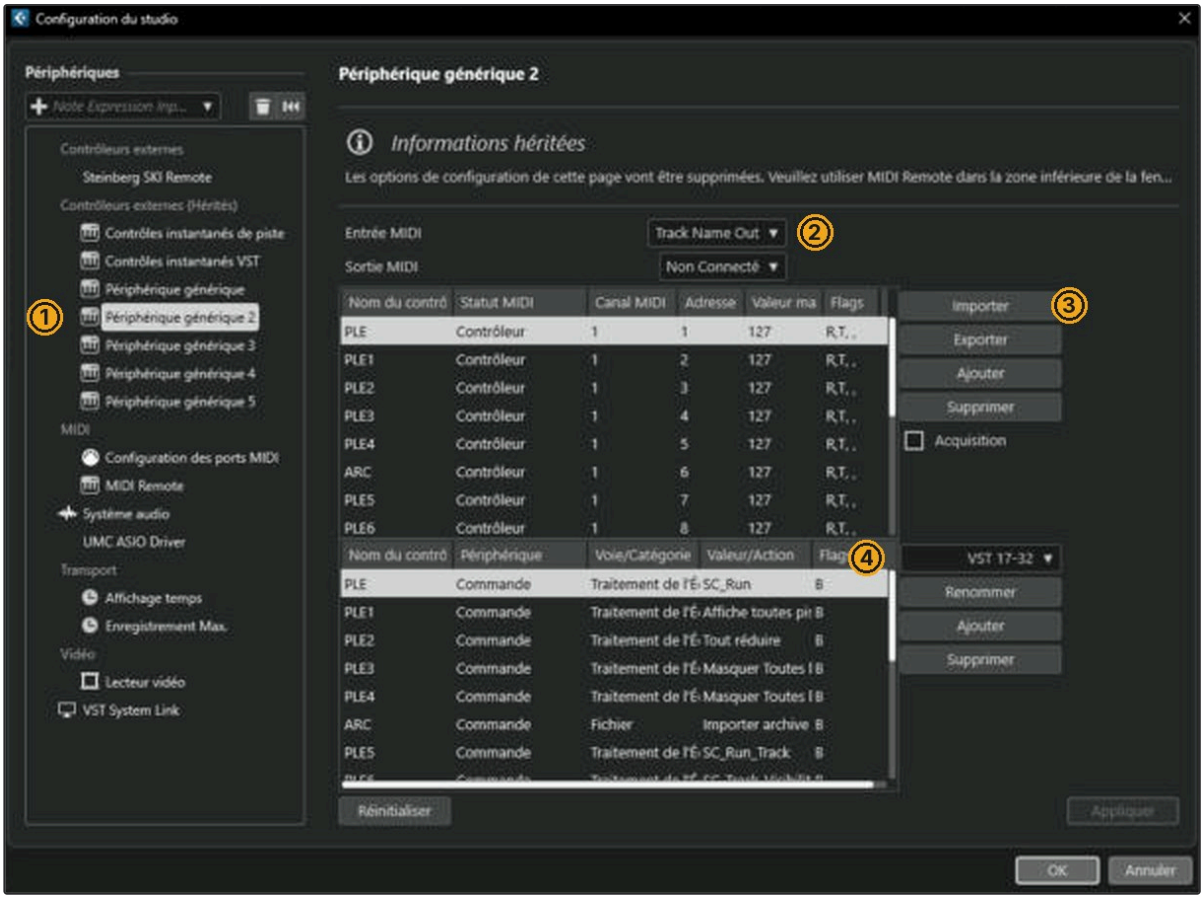


Figure 6 — The "PLE" Generic Remote (here no. 2: the number does not matter)

1. The device in the list
2. MIDI Input **Track Name Out**
3. **Import** the XML file
4. The **VST 17-32** bank with the commands

CC	Command	What Cubase does
1	SC_Run	Shows only the tracks of the library selected in Studio Connect.
2	Show All Tracks (« Afficher toutes les pistes »)	Shows all tracks again.
3	Fold All (« Tout réduire »)	Closes the track folders.
4 – 5	Hide... (« Masquer... »)	Hides groups of tracks.
6	ARC	**File › Import › Track Archive** (« Fichier › Importer › Archive de pistes »): this is the import started by Studio Manager.
7 – 8	SC_Run_Track, SC_Track_Visibility	Selection and visibility of a track.
9 – 12	SC_Note_Move, Select All (« Tout sélectionner »), SC_Part_Length, SC_Pistes_MIDI	Editing tools used by Studio Score and the touch page.

13 – 17	Range Selection Tool (« Outil Sélection d'intervalle »), Object Selection (« Sélection d'objets »), selection sides (« côtés de sélection »), Delete Time (« Supprimer le temps »)	Deleting bars from Studio Connect.

CAUTION

Do not change the rows of this device: Studio Connect sends specific CCs. If a row has been modified, select the device, click **Remove Selected Device** (the trash can at the top left, « Supprimer »), then repeat the procedure.

3.3 The "QC" Generic Remote (Track Name IN)

This device links the 8 Quick Controls sliders of the touch page to the **Track Quick Controls** of the track selected in Cubase. File: **Generique QC studio connect=TRACKNAME.xml**, in the **Install** folder.

PROCEDURE

1. Add a second **Generic Remote** with **+**.
2. **Import**: choose **Generique QC studio connect=TRACKNAME.xml**.
3. **MIDI Input**: **Track Name IN**. **MIDI Output**: **TrackName**.
4. **Apply**, then **OK**.

Result: the QuickControl 1 to 8 rows use CC 1 to 8 on **channel 16**, to **Track Quick Controls** (shown as « Contrôles instantanés de piste »).

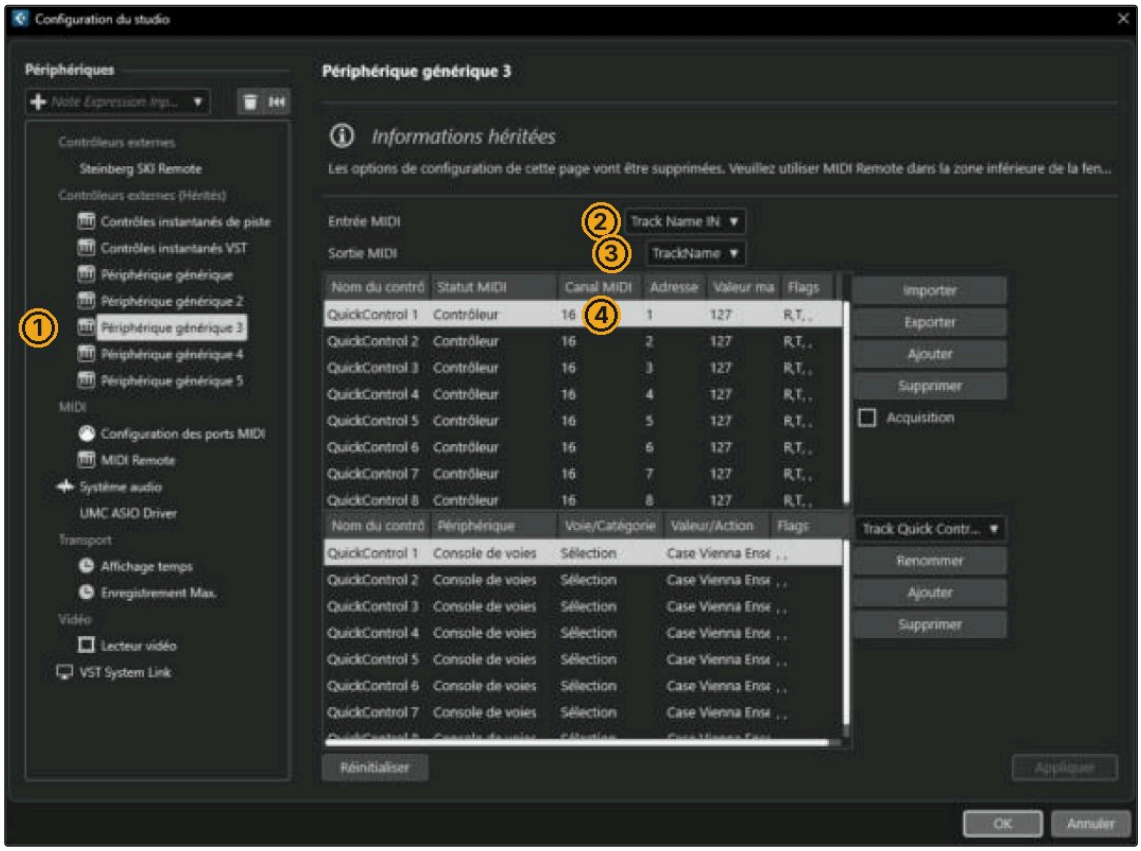


Figure 7 — The "QC" Generic Remote

1 The device in the list	2 MIDI Input **Track Name IN**
3 MIDI Output **TrackName**	4 Channel **16**: reserved for the Quick Controls

> **NOTE**
> Channel 16 is reserved for the Quick Controls: the articulations and the mics, which also go through Track Name IN, use other channels. They do not interfere with each other.

3.4 The MIDI file preferences

Studio Manager sends the tracks to Cubase as an archive. For each instrument to arrive on its own track, two checkboxes must be **deselected**.

PROCEDURE

1. **Edit › Preferences...** menu.
2. Open **MIDI**, then **MIDI File** (« Fichier MIDI »).
3. Deselect **Import dropped File as single Part** (shown as « Importer fichier comme un conteneur lors du Glisser-Déposer ») and **Auto Dissolve Format 0** (shown as « Répartir format 0 automatiquement »).
4. Click **OK**.

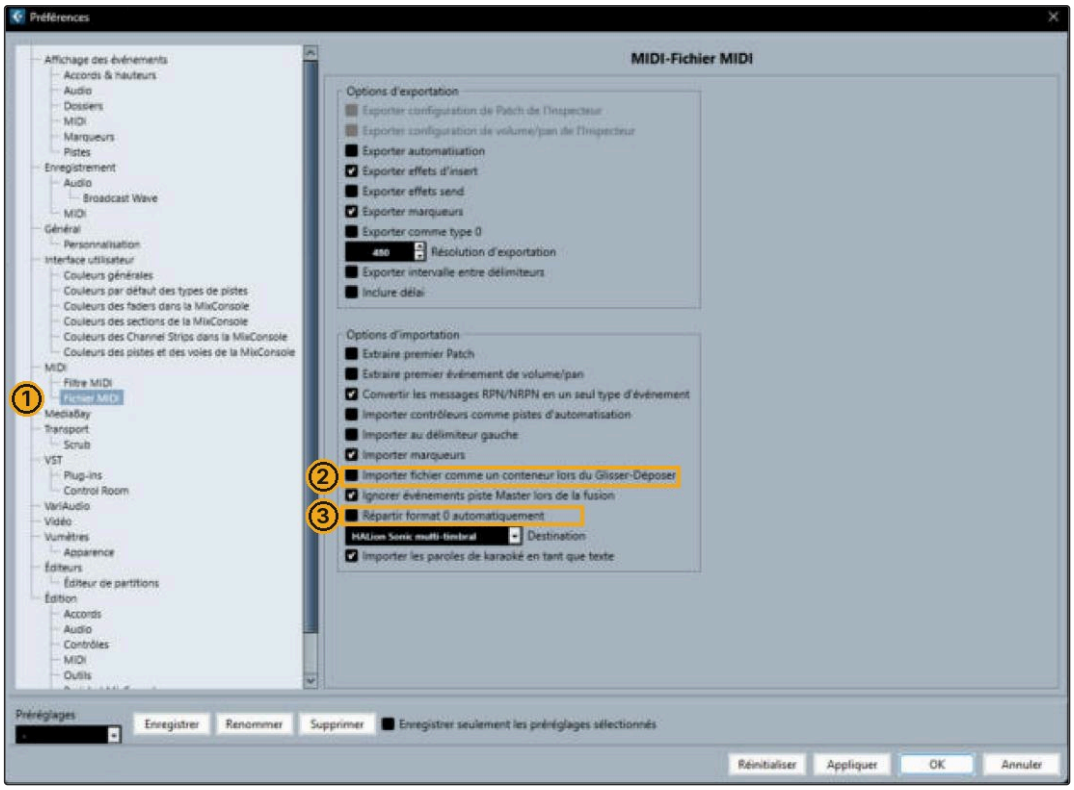


Figure 8 — Preferences › MIDI › MIDI File (« Préférences › MIDI › Fichier MIDI »)

1 The **MIDI File** page (« Fichier MIDI »)	2 **Import dropped File as single Part** (« Importer fichier comme un conteneur... »): deselected
3 **Auto Dissolve Format 0** (« Répartir format 0 automatiquement »): deselected	

> **CAUTION**
> If one of these checkboxes is selected, the notes dragged from Studio Score arrive in a folder or on a single track instead of the instrument's track.

3.5 The Project Logical Editor presets

The commands of the "PLE" device run presets stored in the **Studio Librairie Manager** folder (SC_Run, SC_Run_Track, SC_Track_Visibility, SC_Part_Length, SC_Pistes_MIDI, SC_InsertTempo, SC_InsertSignature...).

You have nothing to do: **Studio Connect writes the missing presets itself** at each startup, and rewrites **SC_Run** each time you select a library (it keeps only the tracks whose name contains the library abbreviation, for example **(sew)**).

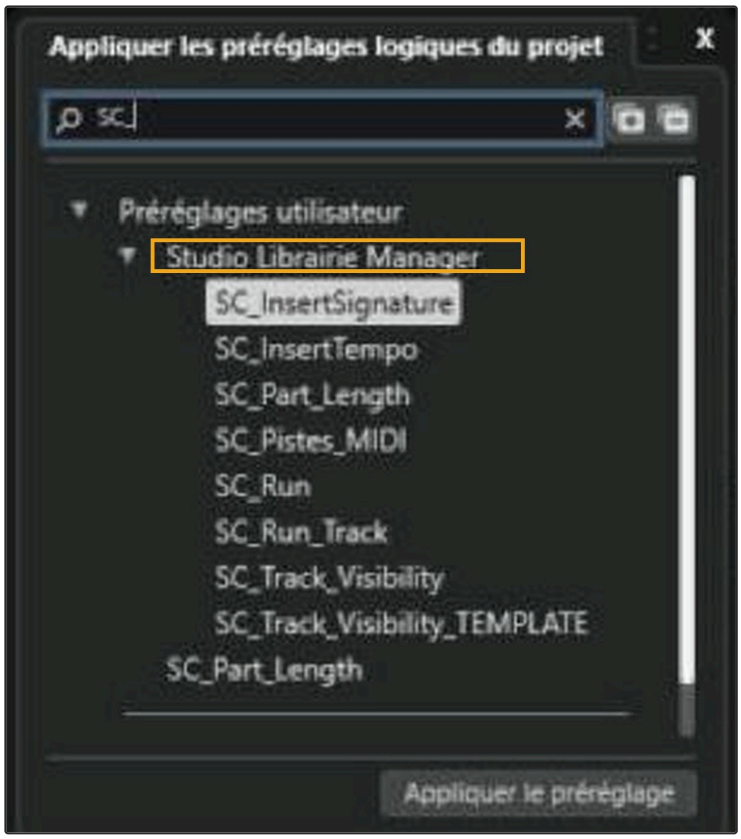


Figure 9 — Project › Project Logical Editor (« Projet › Éditeur logique de projet »): the Studio Librairie Manager folder

> **NOTE**
> To see the folder: **Project › Project Logical Editor** menu (shown as « Projet › Éditeur logique de projet »). If the folder does not appear, close Cubase, restart Studio Connect, then reopen Cubase.

3.6 The tracks created in Cubase

After an **Export DAW** from Studio Manager (chapter 5), the project contains:

- one **Vienna Ensemble Pro** instrument track per instance (with VE Pro);
- one MIDI track per instrument, named after the instrument followed by the library abbreviation, for example **Flute 1 (sew)**, with the color chosen in Studio Manager.

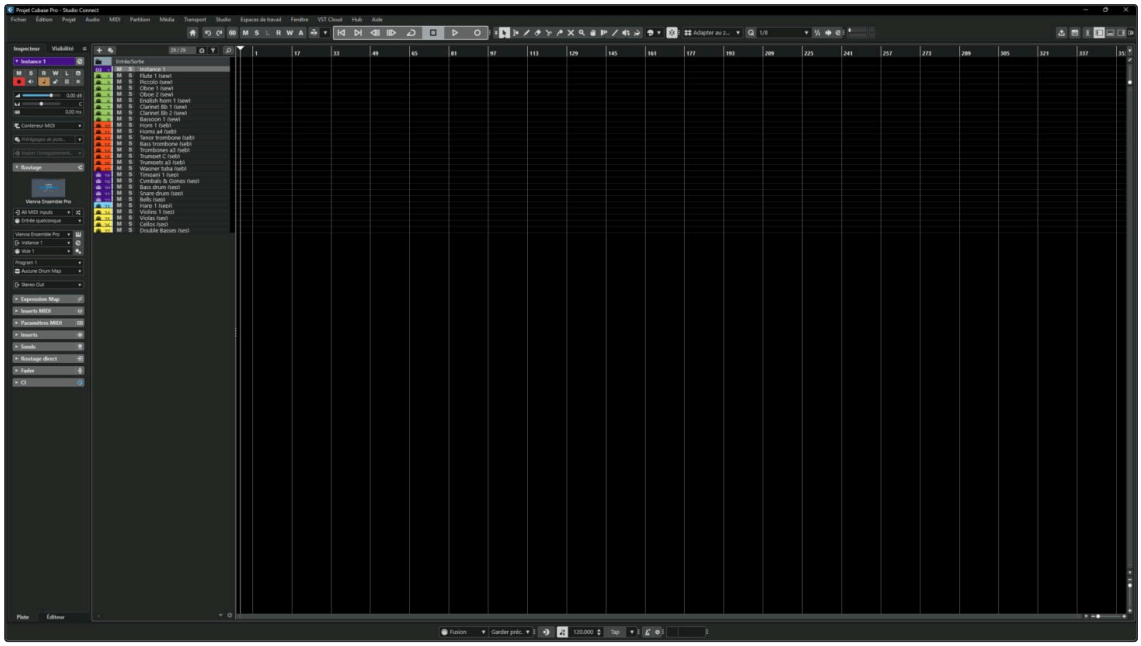


Figure 10 — The project after an Export DAW: the instance and its MIDI tracks

Each MIDI track is already set up. In the Inspector (« Inspecteur »), you see:

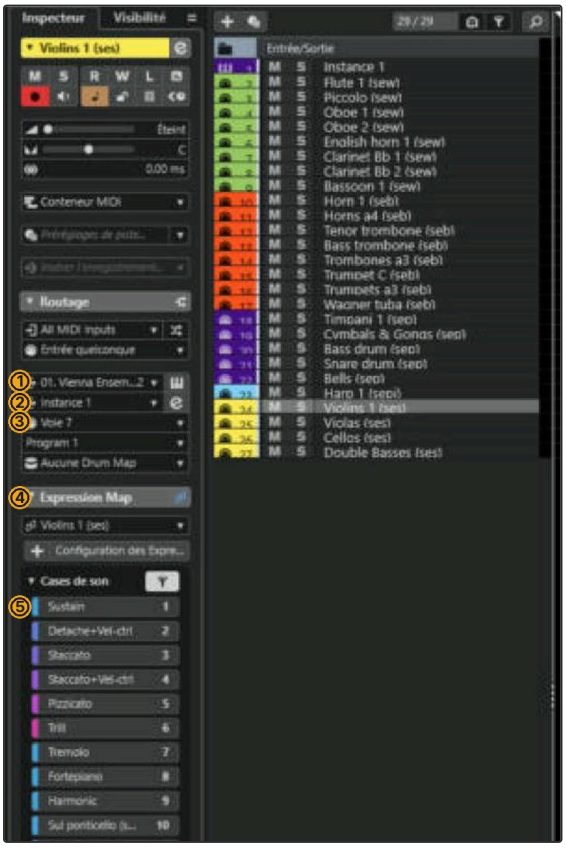


Figure 11 — The Inspector of a MIDI track created by Studio Manager

1	Output **01. Vienna Ensemble Pro**
2	The VE Pro instance (**Instance 1**)
3	The instrument's channel in the instance
4	The instrument's **Expression Map**
5	The sound slots of the expression map (« Cases de son »)

> **NOTE**
>
> Keep the track names: Studio Connect finds the instrument by this name. You can move the tracks, put them in folders or change their color.

CHAPTER 4

Vienna Ensemble Pro

With VE Pro, the instruments are not loaded in Cubase but in **VE Pro Server**, on this computer or on another computer on the network. Studio Manager creates the instances and the channels directly in VE Pro Server; Cubase only has one **Vienna Ensemble Pro** plug-in per instance.

4.1 VE Pro Server

PROCEDURE

1. Start **Vienna Ensemble Pro Server** before using Studio Manager (on each computer that hosts instruments).
2. For another computer on the network, add it in Studio Manager with the **VEP servers** button (see the Studio Manager manual).
3. Create your instances in Studio Manager. They appear in VE Pro Server, each one in its own tab.

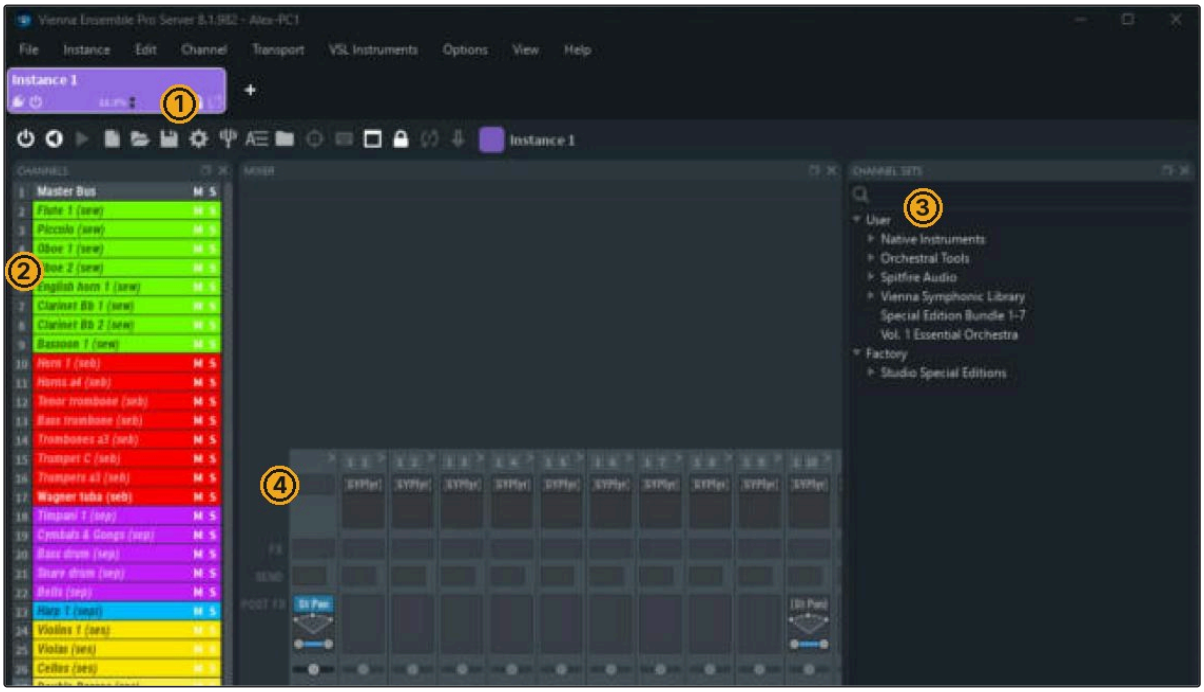


Figure 12 — An instance created by Studio Manager in VE Pro Server

1 The instance tab	2 The channels: one per instrument, in the Studio Manager order
3 The **channel sets**: one per instrument, named after the instrument	4 The mixer: output buses created by Studio Manager

What Studio Manager creates	Why
Instance	A group of instruments, linked to a single Vienna Ensemble Pro track in Cubase.
Channels	One channel per instrument, with its MIDI port and channel.
Channel sets	The instrument saved with its name: Studio Manager reloads it as is next time.
Output buses	The audio outputs chosen in OUTPUT BUS.
“Disable” automation	Turning each instrument on or off with a CC (section 4.3).

4.2 The plug-in in Cubase

The **Vienna Ensemble Pro** track created by the export connects to the instance on its own. Open it to check:

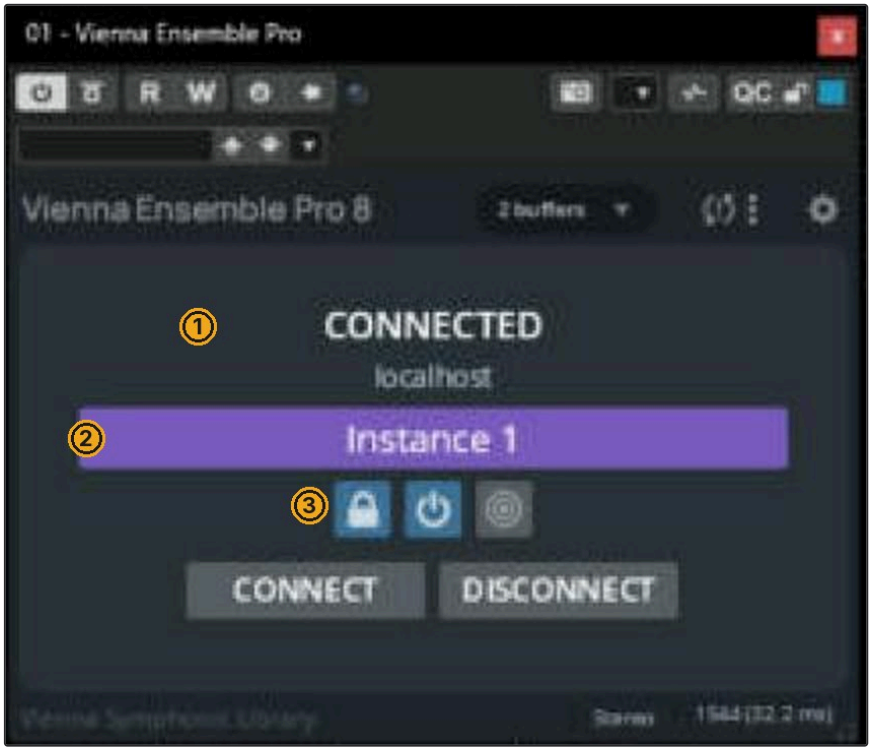


Figure 13 — The Vienna Ensemble Pro plug-in connected to the instance

1 **CONNECTED** and the computer (localhost = this computer)	2 The instance name
3 The padlock: **preserved** instance	

> **NOTE**
> Studio Manager creates **preserved** instances (padlock closed): they stay in VE Pro Server when you close the project, and Cubase finds them again when the project is reopened. Do not unlock the padlock, otherwise the instance disappears from the server when the project is closed.

4.3 Turning instruments on and off (Disable)

To save memory, Studio Manager sets up an **automation** in each instance: a CC, on the channel of each instrument, enables or disables (**Disable**) that channel. The CC number is the one chosen in Studio Manager (VEP ON/OFF CC setting).

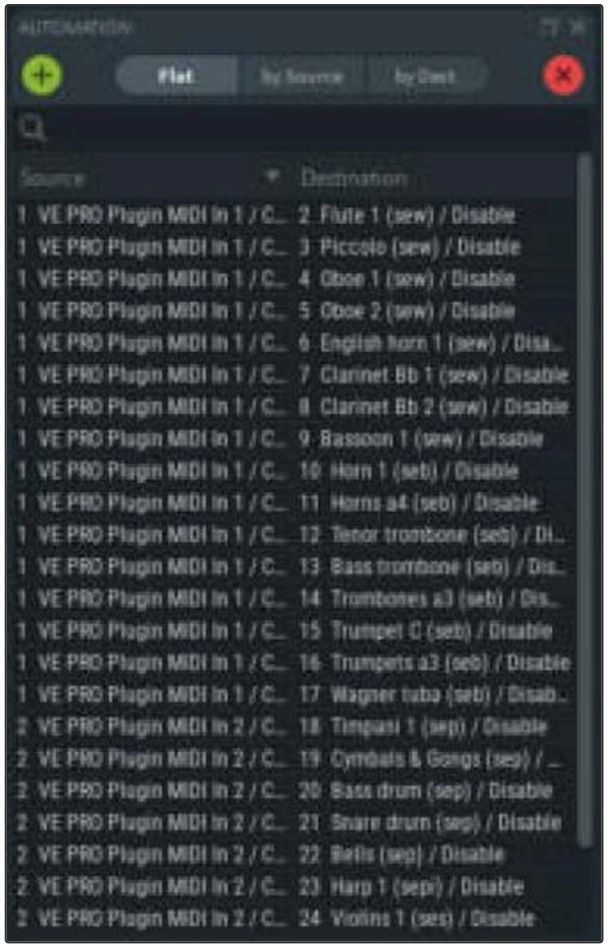


Figure 14 — VE Pro Automation window: one “Disable” per instrument

Studio Connect sends this CC when an instrument is turned on or off. Each row shows the plug-in port (**VE PRO Plugin MIDI In 1**, **MIDI In 2**…) and the channel of the instrument concerned.

4.4 Several computers

Each server is chosen in the list at the top of Studio Manager. The Cubase plug-in then shows the name or address of that computer instead of **localhost**. The instrument must be installed on the computer that hosts it: if it is not, Studio Manager shows “**Instruments not created**” with the list (see the Studio Manager manual).

CHAPTER 5

What each part does in the DAW

Once Cubase and VE Pro are set up, the three parts of Studio Connect work together with the project.

Part	What it sends to the DAW	What it receives from the DAW
Studio Manager	The VE Pro instances, the MIDI tracks, the expression maps, the import (CC6).	The track list.
Studio Connect (touch page)	Articulations, Quick Controls, mics, library selection, transport.	The name and color of the selected track.
Studio Score	The notes (drag and drop, input), the tempo, the time signature.	The tracks and notes of the project (SYNC, TR).

5.1 Studio Manager: creating the tracks

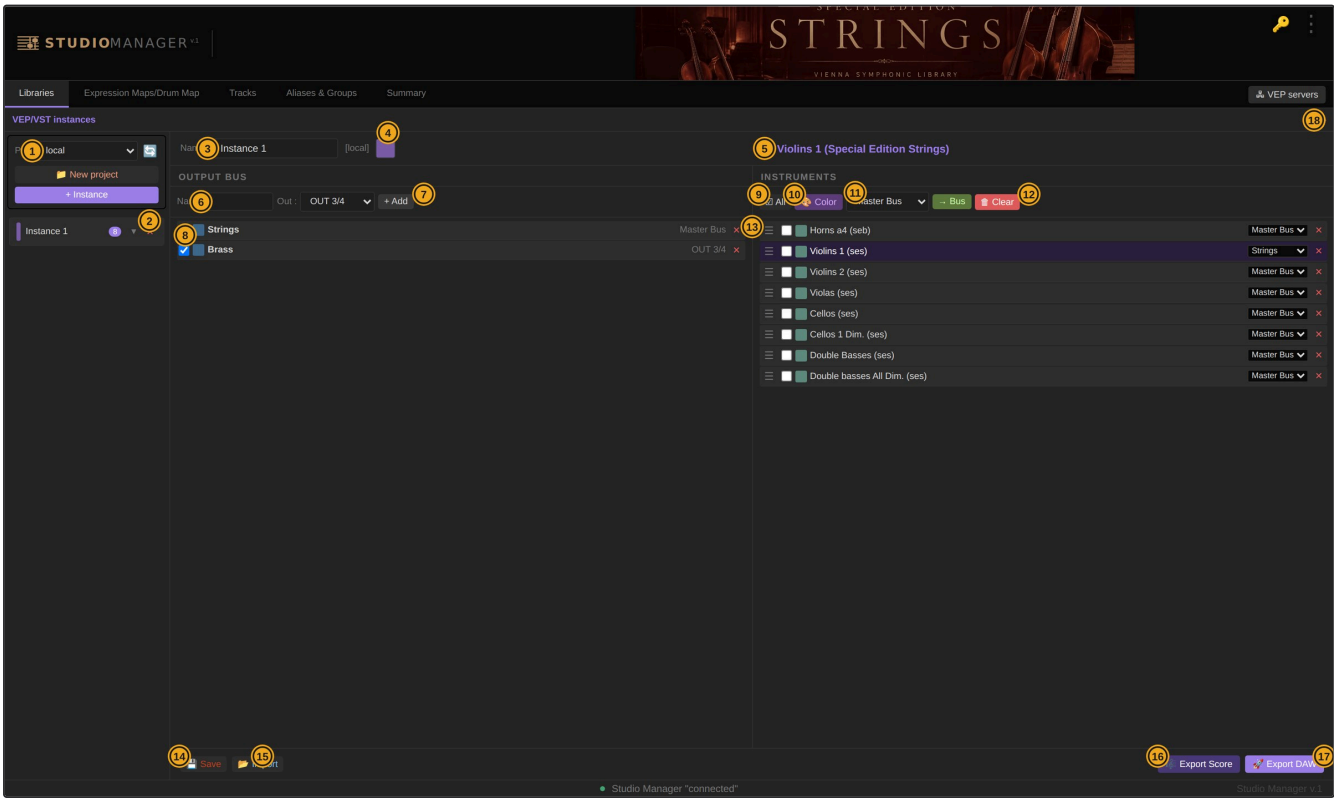


Figure 15 — Studio Manager, Libraries tab: an instance and its instruments

PROCEDURE

1. In Studio Manager, create an instance (**+ Instance**) and add your instruments.
2. Click 🚀 **Export DAW** (no. 17), at the bottom right.
3. Choose **VEP** (instruments in VE Pro) or **VST** (instruments loaded in Cubase).

Result: Studio Manager creates the instance in VE Pro Server, prepares the track archive, then sends CC6 on **Track Name Out**: Cubase imports the tracks on its own (section 3.6).

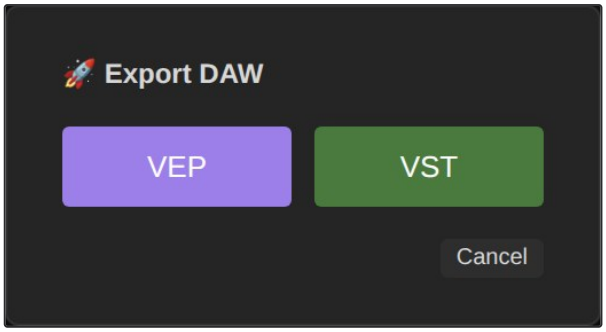


Figure 16 — The Export DAW window

> **CAUTION**
> A project must be open in Cubase at the time of the export. If the tracks do not arrive, check the "PLE" device (section 3.2). To add an output bus to an instance already sent to the DAW, see the Studio Manager manual.

5.2 Saving an instance and reusing it

An instance prepared in Studio Manager can be saved to a **.stmg** file, then imported again into another project.

PROCEDURE

1. In Studio Manager, save the instance (**.stmg** file, see the Studio Manager manual).
2. In a new DAW project, import this file again into Studio Manager.
3. Click 🚀 **Export DAW**.

Result: Studio Manager **always** recreates the instance in VE Pro Server, with the **Vienna Ensemble Pro** track and the MIDI tracks in the DAW.

> **NOTE**
> One single exception: when you only add an instrument to an instance **already** sent to the DAW, Studio Manager does not recreate the instance; it adds the channel and the MIDI track of that instrument.

5.3 Studio Connect: playing the selected track

Select a track in Cubase: the touch page immediately shows the instrument of that track, thanks to the MIDI Remote script.

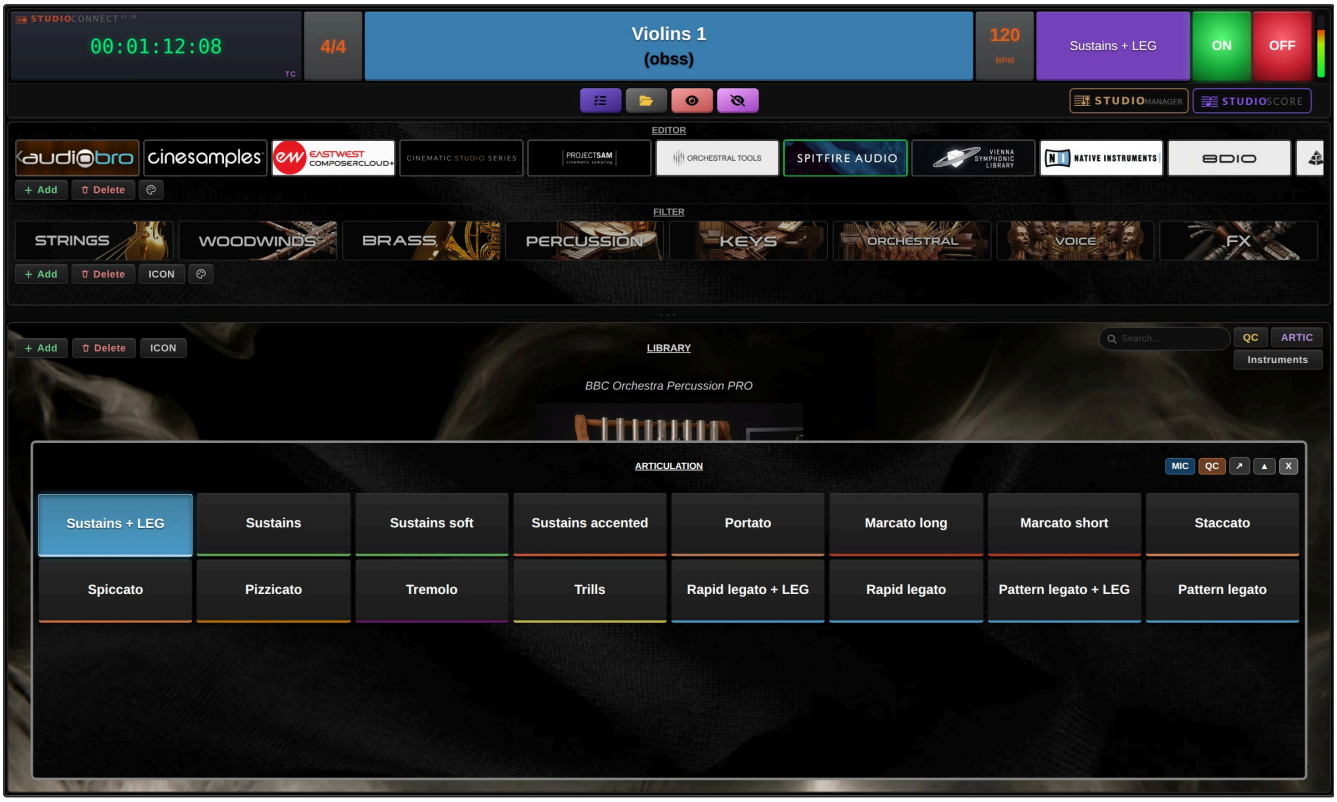


Figure 17 — ARTIC: the articulations of the selected track

- **ARTIC**: touch an articulation; the keyswitch is sent on **Track Name IN** to the selected track, and the track's expression map does the rest.
- **QC**: the 8 sliders control the track's Quick Controls (channel 16, "QC" device).
- **MIC**: the instrument's mic positions.
- **LIBRARY**: touch a cover; Cubase then shows only the tracks of that library (SC_Run preset).

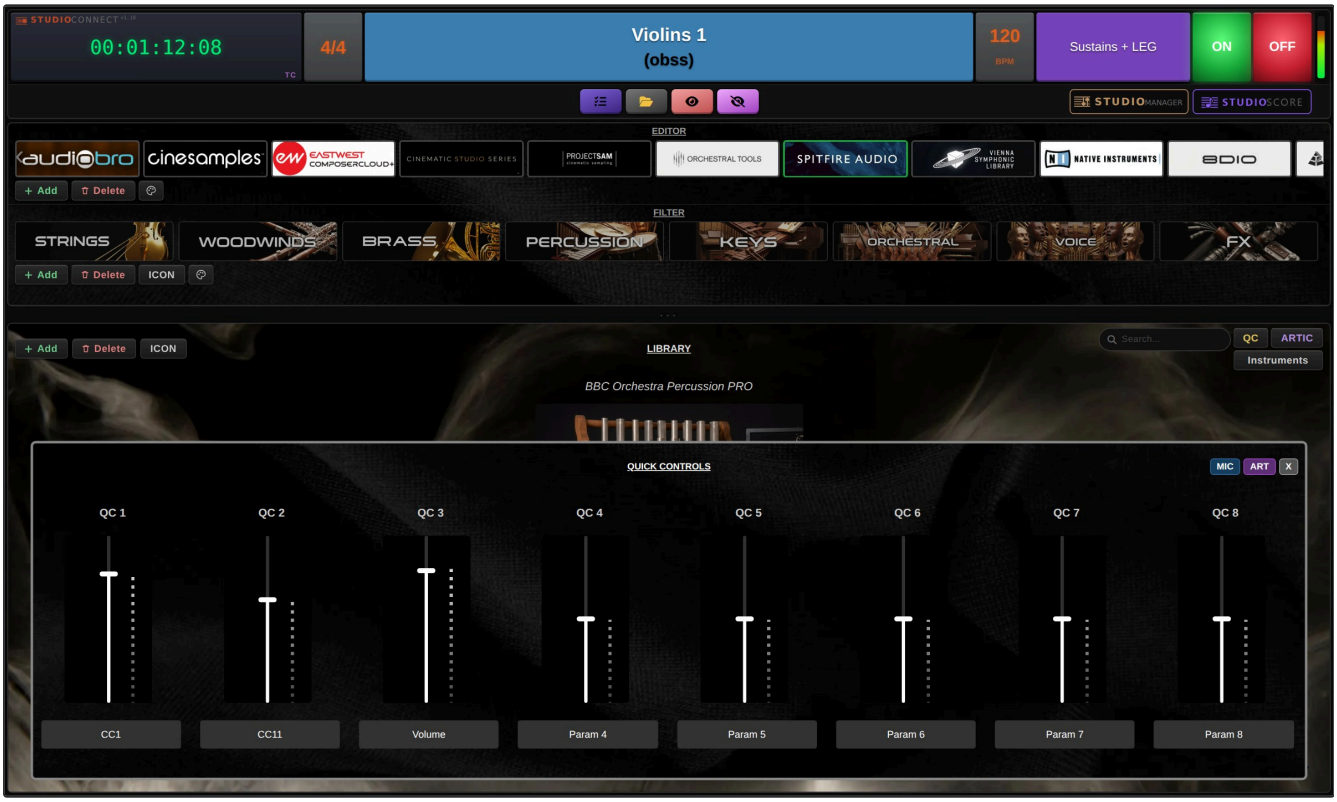


Figure 18 — QC: the Quick Controls of the selected track



Figure 19 — MIC: the instrument's mics



Figure 20 — LIBRARY: selecting a library filters the tracks in Cubase

> **NOTE**
> The Cubase tracks must have **All MIDI Inputs** (« Tous MIDI ») as input, like the tracks created by Studio Manager: this is how the selected track receives the articulations and the mics.

5.4 Studio Score: the score linked to the project

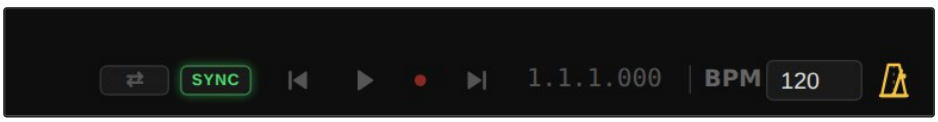


Figure 21 — The SYNC bar of Studio Score

- **SYNC**: when it is green, Studio Score follows the project (playback, position, tempo). See the Studio Score manual for the colors and the ⇄ Sync PC button.

- **TR**: the list of the project's tracks; Studio Score finds the instruments created by Studio Manager there.
- **Drag and drop**: select notes, then drag the handle to Cubase; the notes arrive on the instrument's track (**StudioScore OUT** port).



Figure 22 — The selection handle, to drag to the DAW

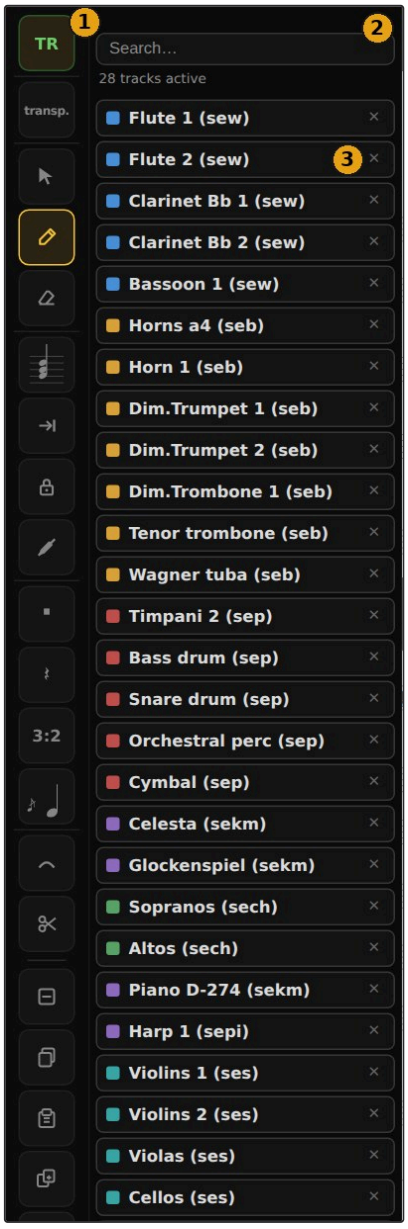


Figure 23 — TR: the project's tracks

5.5 The DAW project and its score

In SYNC, each DAW project has its Studio Score score, with the **same name**, stored in the **Projets Score** folder of Studio Connect. Studio Score follows the project on its own; you have nothing to do.

In the DAW	What Studio Score does
Open a project	Opens the score with the same name. If there is none, it does not create one: it puts the project's instruments in TR.
Save the project (Ctrl+S)	Also saves the score, immediately, without asking anything.
Save As another name	The score takes the new name.
Close the project, or quit the DAW	Saves the score, then Studio Score is cleared and returns to its startup state.
Open **another** project	Saves the score of the previous one, then opens the score of the new one.

> **NOTE**
> This only happens if **Studio Score is open**. With only Studio Connect or Studio Manager, nothing is created or saved. A score opened from another folder is never linked to the DAW project.

> **CAUTION**
> To detect the save (Ctrl+S), Studio Connect finds the project file through the DAW's list of **recent projects**. If you save a project for the first time in a folder where you have never stored a project before, quit the DAW once and start it again: after that, every save is followed. Closing the project, on the other hand, always saves the score.

5.6 The mixer in SYNC: volume, pan, M and S

In SYNC, each channel strip of the Studio Score mixer controls the **DAW track** that has the same name, in both directions.

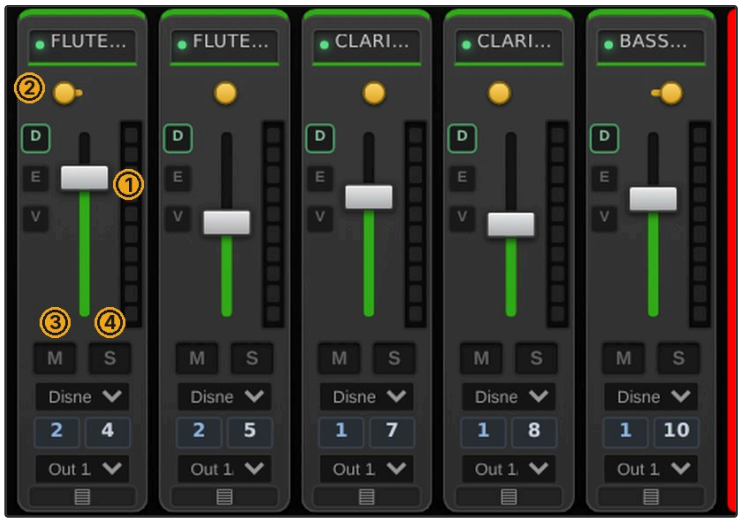


Figure 24 — A channel strip of the Studio Score mixer

1	**Volume**: the fader of the DAW track	2	**Pan**: the pan of the DAW track
3	**M**: mutes the DAW track	4	**S**: plays the DAW track alone (solo)

- You move a setting in Studio Score: the DAW track moves too.
- You move the track in the DAW: the Studio Score channel strip follows.
- The DAW's **instrument** tracks follow the same rule as the MIDI tracks.

> **NOTE**
> Everything goes through the **MIDI Remote** script (section 3.1). Its rows of faders and buttons, at the bottom of the surface, are required: do not delete them.

5.7 Velocity

A note dragged from Studio Score to the DAW stays linked: if you change its **velocity** in Studio Score, it also changes in the DAW.



Figure 25 — The Velocity lane, at the bottom of the Studio Score piano roll

1 The lane selection: **Velocity**	**2** One bar = the velocity of one note
3 Drag a bar up or down: the note changes in Studio Score and in the DAW	

The DAW receives the notes one by one: allow about **2 seconds** for a change to arrive.

> **ADVANCED SETTING**
> The time given to the DAW between two notes is set in the **config/cubase_sync.json** file of Studio Connect, for example **{"note": 0.12}** (in seconds). Smaller = faster. If the DAW misses notes, increase the value, or delete the file to go back to the factory setting (0.30). Restart Studio Connect after a change.

5.8 Dynamics, expression and volume written in the DAW

The three Studio Score curves are also written in the DAW part, on their own, like the velocity:

In Studio Score	In the DAW	Where the curve comes from
D — Dynamics	CC 1 (Modulation)	The written dynamics (p, f, hairpins…) and what you draw.
E — Expression	CC 11 (Expression)	What you draw.
V — Volume	CC 7 (Channel Volume)	What you draw.

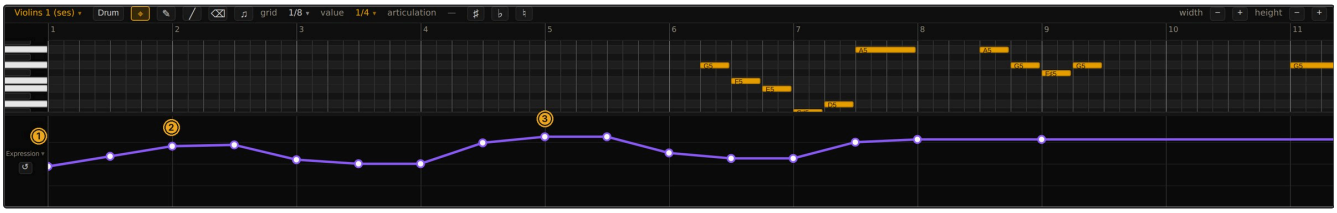


Figure 26 — An expression curve drawn in the Studio Score piano roll

1 The lane selection: Velocity, **Dynamics**, **Expression** or **Volume**	2 A point of the curve: drag it to change the value
3 The points are connected: the DAW receives the curve exactly as Studio Score plays it	

To see the curve in the DAW, open the track's editor and choose the controller lane at the bottom:

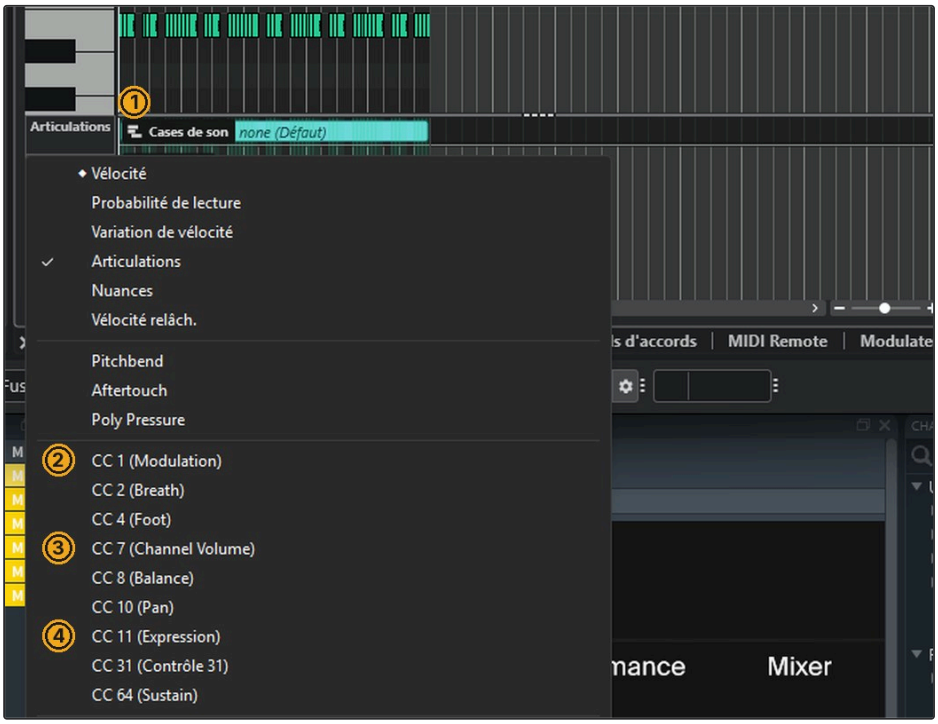


Figure 27 — The lanes at the bottom of the DAW editor

1 The **Articulations** lane (Sound Slots, « Cases de son »): see section 5.9	2 **CC 1**: the dynamics (D)
3 **CC 7**: the volume (V)	4 **CC 11**: the expression (E)

HOW IT WORKS

1. Turn on **SYNC** and drag the instrument from Studio Score to its DAW track.
2. Draw or change a curve (or write a dynamic) in Studio Score.

Result: Studio Connect erases the old curve at that position in the DAW, then writes the new one there, point by point. A long curve can take a few seconds.

NOTE

- Only the instruments **dragged** from Studio Score to the DAW are followed, and only in SYNC.
- The DAW builds each curve point from a note of the part: there must be **at least one note** in the part.
- On the first pass, Studio Score does not touch anything: a curve already in the DAW is never erased as long as you do not change the curve at that position in Studio Score.
- Nothing to set up in the DAW: the Logical Editor presets are supplied by Studio Connect (**Install\Cubase Presets** folder).

5.9 Articulations in SYNC

In SYNC, the articulation chosen in Studio Score is sent to the DAW immediately, exactly like the **ARTIC** button of the Studio Connect page:

- you touch an articulation in the articulations panel of Studio Score;
- or Studio Score chooses it on its own (for example, a staccato dot placed on a note gives **Staccato**).

WHAT HAPPENS

1. The sound slot of the expression map changes on the DAW track: the sound follows.
2. The **ARTIC** panel of the Studio Connect page lights up on the same articulation.
3. Your choice is kept note by note in Studio Score (when several staccatos exist, the one you chose).

CAUTION

The DAW does not allow any program to write in its **Articulations (Sound Slots)** lane: it stays on "none (Default)" (shown as « none (Défaut) » in the picture). The articulation is sent live while you work in SYNC; to write it in the DAW part, choose it in that lane, in the DAW.

CHAPTER 6

Troubleshooting

Problem	What to check
The touch page does not follow the selected track.	The MIDI Remote Manager: Studio Manager **Connected**, **TrackName** ports (3.1). Is Studio Connect open?
After Export DAW, no track arrives.	A project is open; the "PLE" device has its Input set to **Track Name Out** (3.2); the port exists (2.1).
The tracks arrive in a folder or as a single track.	The two checkboxes of the MIDI File preferences must be deselected (3.4).
The Quick Controls do not move.	The "QC" device: Input **Track Name IN**, channel 16 (3.3). Does the track have Quick Controls assigned?
The articulations do not change the sound.	The track has its **Expression Map** and receives **All MIDI Inputs** (3.6).
The VE Pro plug-in is not **CONNECTED**.	VE Pro Server is running on the right computer; the instance is preserved (padlock) (4.2).
An instance does not appear in VE Pro, or an instrument no longer plays.	The instance is **decoupled** ("Decouple" in VE Pro): couple it again in VE Pro, or with the padlock of its channel strip in the Studio Score mixer. Studio Score reports it with the message "Instance … decoupled in VE Pro" (4.2).
"Instruments not created" message.	These instruments are not installed on the computer of the selected server.
Selecting a library does not filter the tracks.	The **Studio Librairie Manager** folder exists (3.5); the track names contain the library abbreviation.
The Studio Score mixer does not move the DAW (volume, pan, M, S).	SYNC is green; the MIDI Remote script is **Connected** (3.1); the channel strip has exactly the name of the DAW track (5.6).
A curve (D, E, V) or a velocity does not arrive in the DAW.	SYNC is green; the instrument was **dragged** to the DAW; the part contains at least one note (5.8).
The score is not saved when I save the project.	Studio Score is open and linked to the project; for a project saved for the first time in a new folder, quit and restart the DAW once (5.5).
The DAW's Articulations lane stays on "none".	Normal: the DAW does not let anyone write in this lane; the sound still follows in SYNC (5.9).

6.1 Quick reference

Where	Setting
MIDI Remote	MyStudio / Studio Manager — In **TrackName**, Out **TrackName**
Generic Remote "PLE"	File **Generique PLE Studio Connect=TRACK NAME Out.xml** — In **Track Name Out**, Out Not Connected
Generic Remote "QC"	File **Generique QC studio connect=TRACKNAME.xml** — In **Track Name IN**, Out **TrackName**
Preferences › MIDI › MIDI File	"Import dropped File as single Part" and "Auto Dissolve Format 0" deselected
VE Pro	VE Pro Server running; instances preserved (padlock)