Installing Cubase Patch Scripts

A patch script, or patch list, is the bridge that integrates your external MIDI keyboards and sound modules with your sequencing software. Without this list, there is no way for the software to know which sounds reside in your gear. A patch script is basically a listing of all the sounds with their MIDI addresses programmed in the format that the software requires. As of yet, there are no universal formats for such listings. Each program requires a different type of format and as such, there is no real way to guarantee that an individual patch script will work in your specific setting.

Patch scripts have been tested on several different versions and platforms of Cubase SX, but they are provided "As Is" and there is no guarantee that they will work with new or old releases of Cubase. Roland Corporation U.S. does not provide any additional support for setting up, installing or troubleshooting Cubase patch scripts beyond this document. Please refer to your software's documentation for more detailed use of patch scripts.

Installing the patch script is a simple matter of copying it to the correct directory on your computer and then enabling it from Cubase's MIDI Device Manager. At this point you should already have the patch script file on your Desktop and ready to install.

Let's Begin.

(Macintosh users can skip this section)

Windows Users:

In order to gain access to the directory you need, you will need to enable the View Hidden Files option.

1. From the Start menu select "Control Panel".

2. Select "Appearance and Themes."

3. Select "Folder Options."
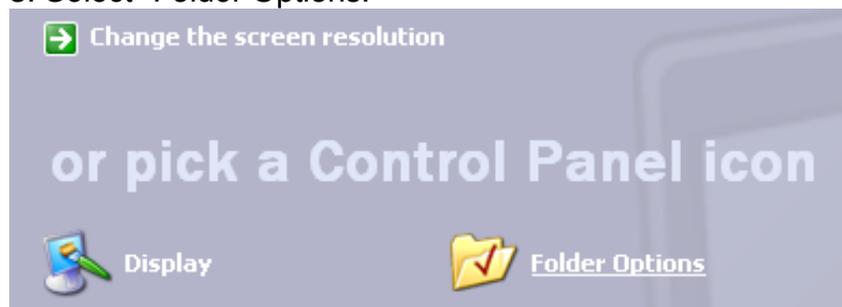
4. In the "View" tab enable the "Show hidden files and folders" radio button.
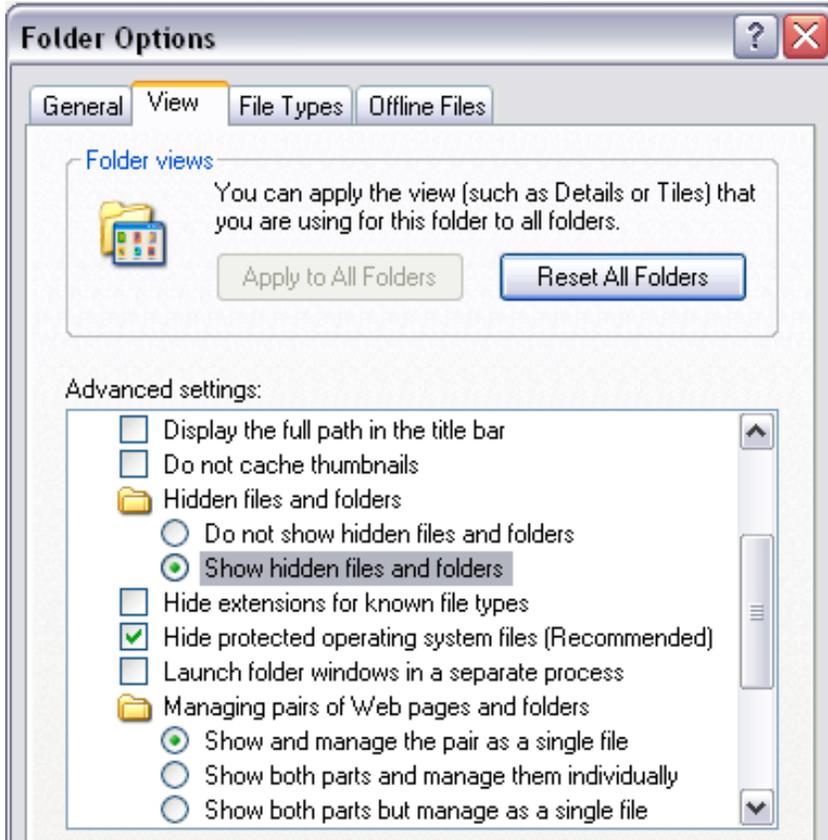
5. Click "OK"

6. Close the "Control Panel."

Now that you can view hidden files, you are ready to copy the Cubase patch script to your user Cubase script folder. Follow these steps to navigate to the correct folder.

1. From the "Start" menu, open "My Computer."

2. Open (double-click) the "Local Disk (C:)" drive.

3. Open the "Documents and Settings" folder.
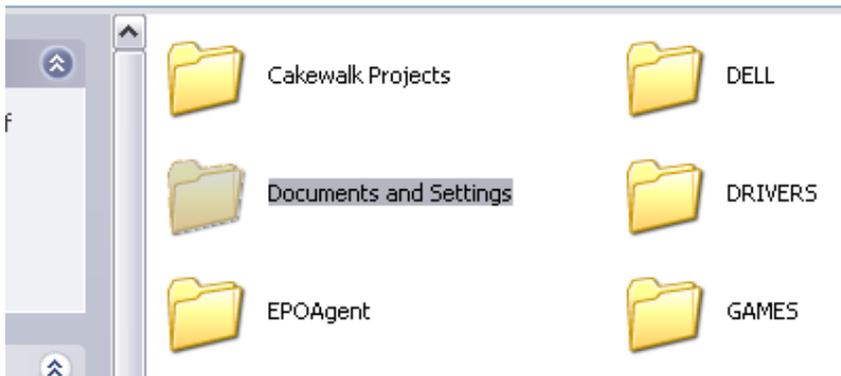
4. Open your *username* folder (this should have the same name as your Windows log-in account name).

5. Open the "Application Data" folder. If you do not see the "Application Data" folder, then confirm that you have enabled "Show hidden files and folders" (see page 1 for these steps).
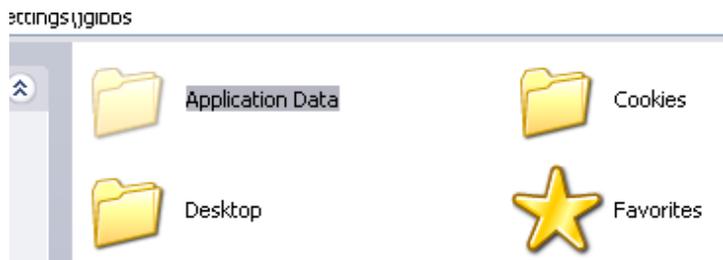
6. Open the "Steinberg" folder.

7. Open the "Cubase" folder for the current version of Cubase that you will be running.

8. Open the "Scripts" folder.

9. Open the "Patchnames" folder.

10. Open the "inactive" folder.

11. Copy the Cubase patch script file from your Desktop to the "Roland" folder here.
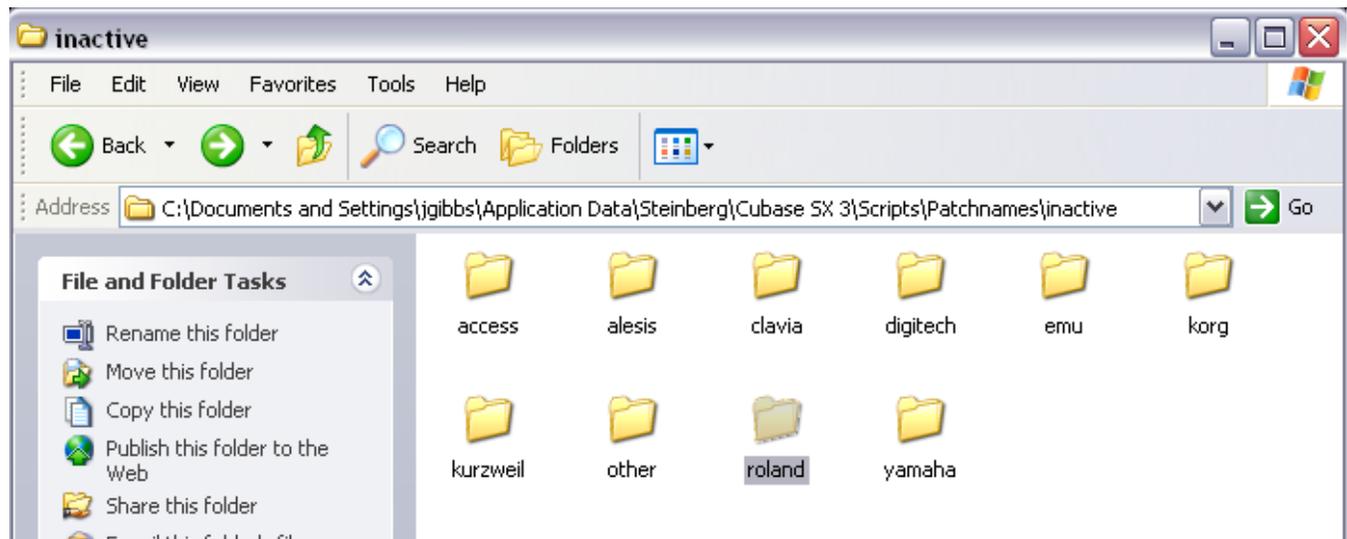
Now that the file has been copied to the correct folder, your device will be available in Cubase's MIDI Device Manager. Skip to "Setting Up Cubase" for more information.

Macintosh Users:

You will copy the Cubase patch script file to one of two locations depending on the version of Cubase you will be running.

1. Open (double-click) your hard drive and navigate to your "*User*/Library".
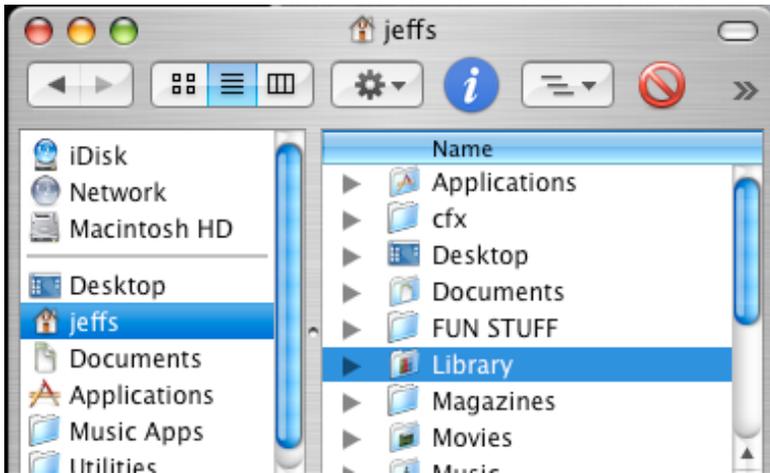
2. For Cubase SX 2 and Cubase SX 3, navigate to "Preferences/Cubase SX 2~3/Scripts/ Patchnames/inactive/roland."
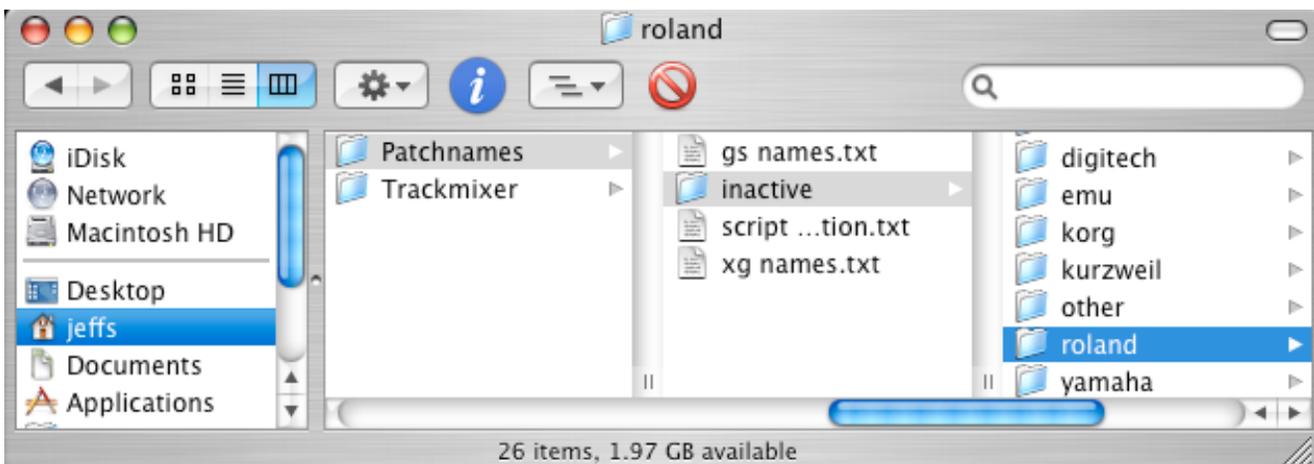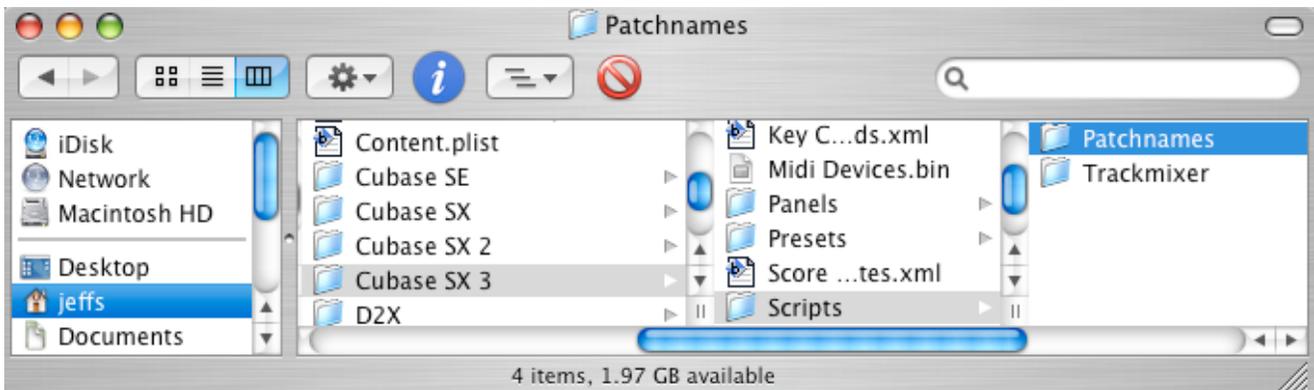
For other versions of Cubase, navigate to "Application Support/Steinberg/Cubase *version/ Scripts/Patchnames/inactive/roland."*
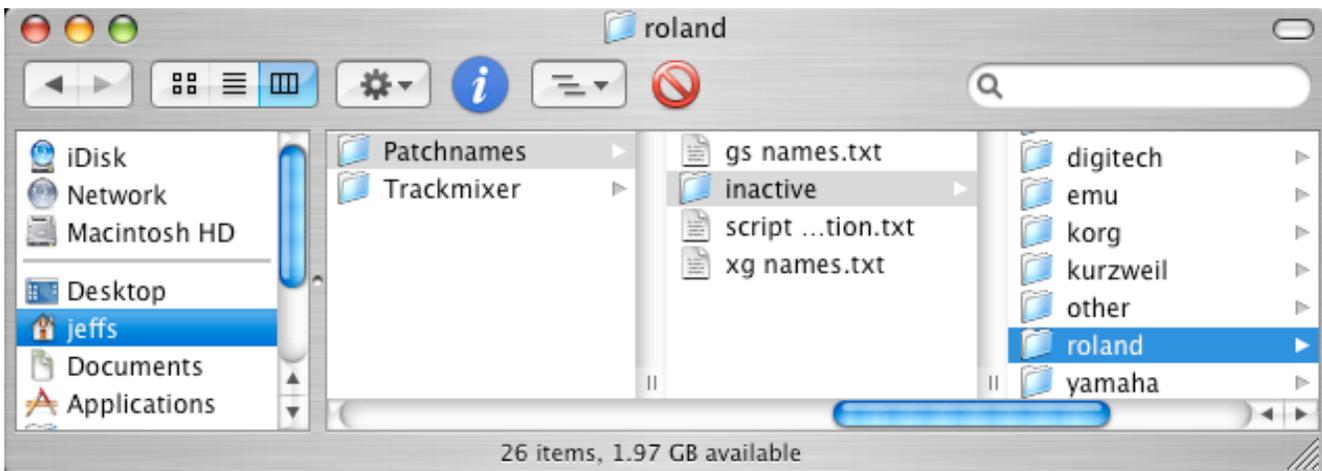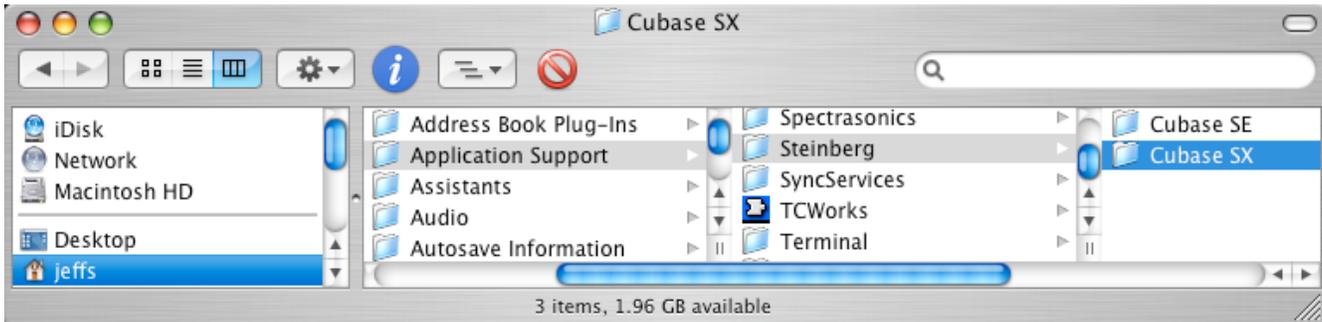
3. Copy your Cubase patch script file to the "roland" folder.

Now that the file has been copied to the correct folder, your device will be available in Cubase's MIDI Device Manager. Skip to "Setting Up Cubase" for more information.

Setting Up Cubase:

1. Start Cubase.

2. Select "MIDI Device Manager" from the "Devices" drop-down menu.

3. Click "Install Device."

4. Select the new device from the "Add Device' pop-up window and click "OK."
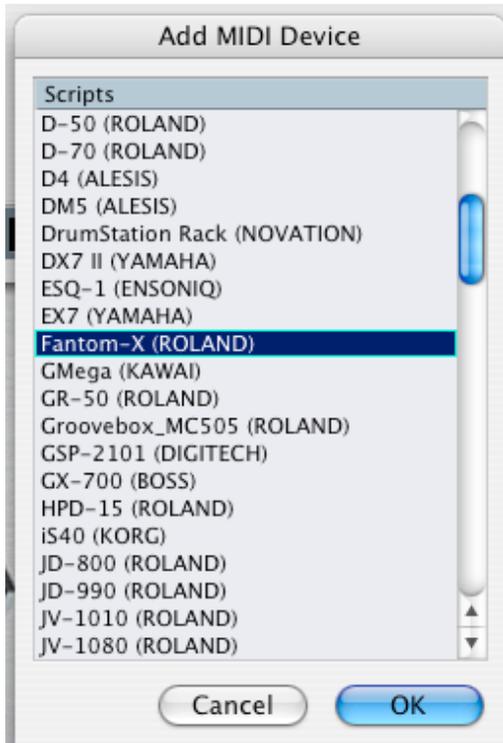
5. The device will now show up in the "Installed Devices" pane. Be sure the new device is selected.
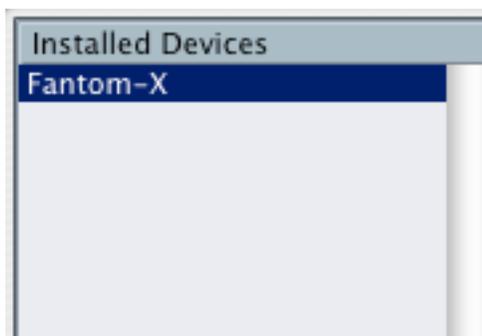
6. Select the "Output" port that your device will be connected to. This will be either your MIDI interface port that you are using or the device itself if you are connecting it directly to your computer via USB. If no ports are available then be sure your MIDI interface or device drivers have been installed and that your MIDI interface or device are properly connected and turned on.

7. Close the MIDI Device Manager.

Using the Patch Script

1. Select a MIDI track from your main arrange window.

2. Select the device you wish to use as your "Input" port and "Output" port.
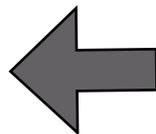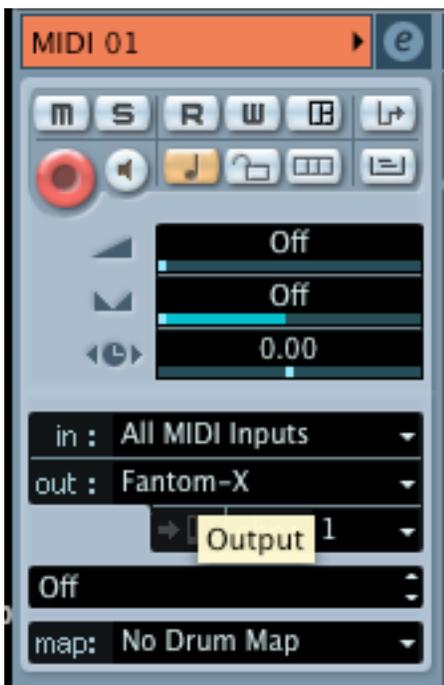
3. With your device selected as the "Out:" port, you can now select your patches by name from the Programs drop down menu.
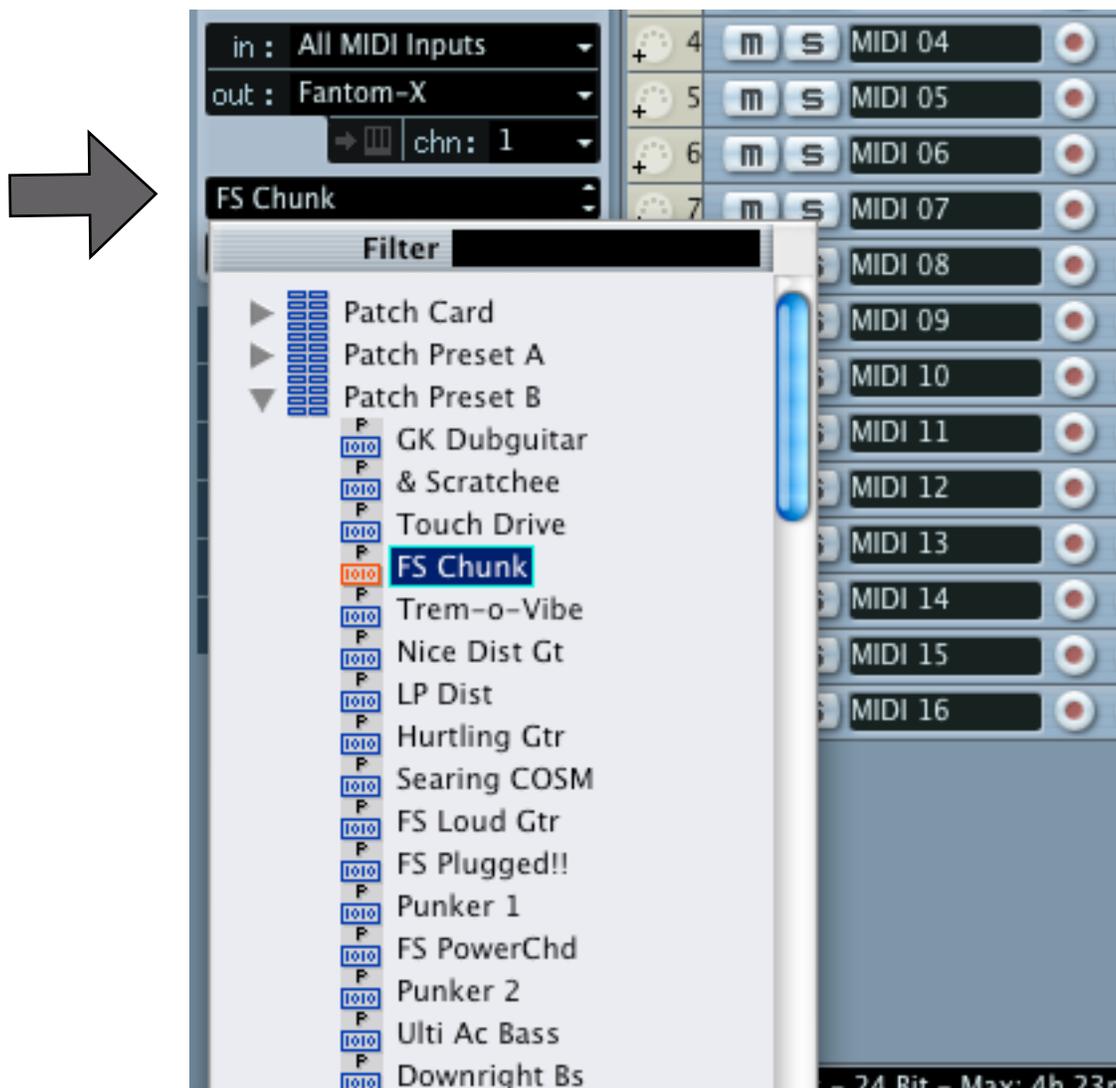
You are now ready to use the Cubase patch script in your music production. For more information about patch scripts or Cubase, please refer to the Cubase documentation.