

[Steinberg Forums] [Cubase] Ableton Link Sync With Cubase 10

Posted via Steinberg Forums <steinberg@discoursemail.com> 7 February 2022 at 16:30
Reply-To: Steinberg Forums <steinberg+2b11079366021717a8119f10d4a@discoursemail.com>
To: waynejoseph@gmail.com

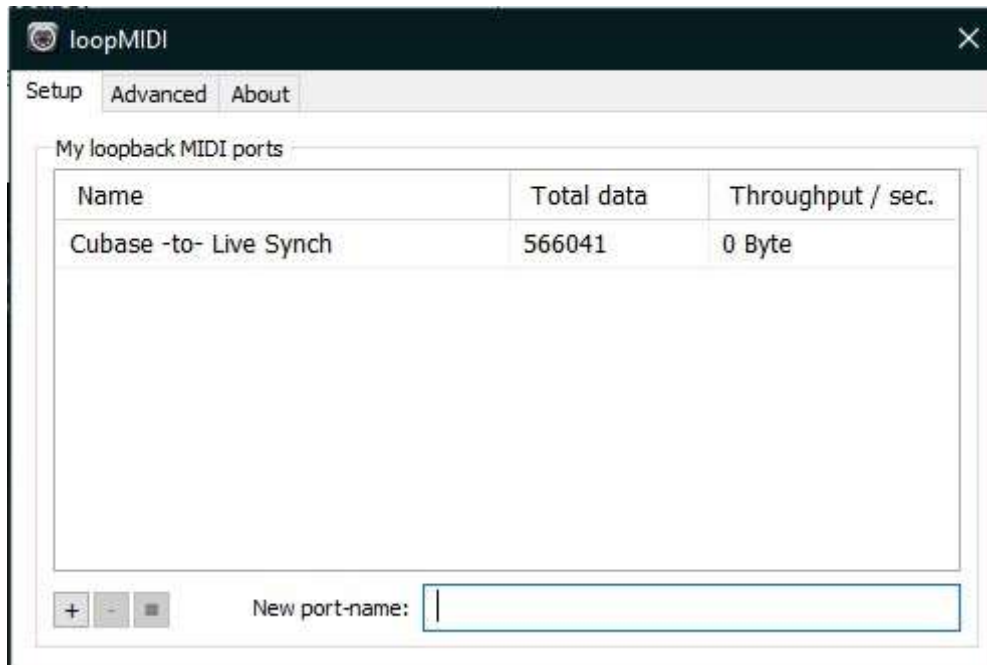


oqion
February 7

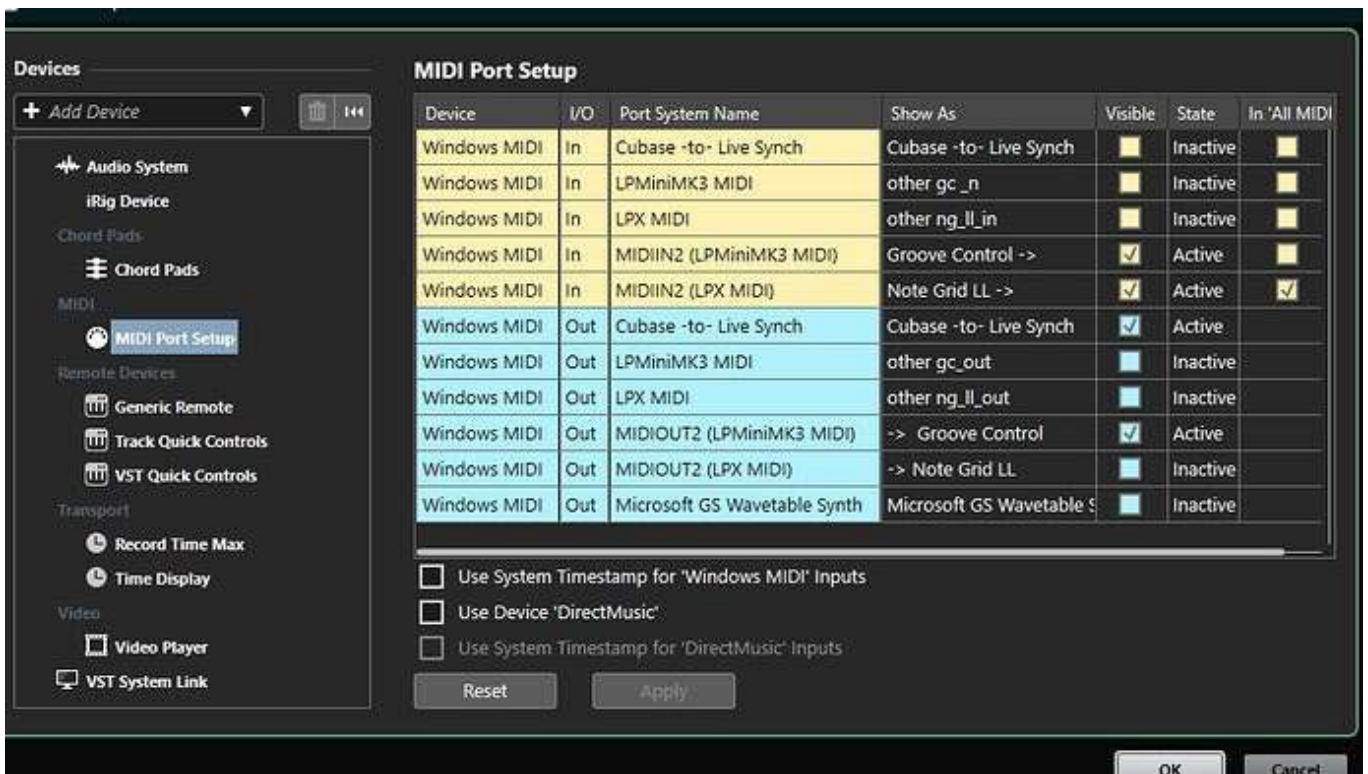
It's not perfect but I got it to work. With the cost of Live and Blue Cat together it makes for one really expensive Clip Launcher... which isn't likely to be that stable.

I am only using audio clips.

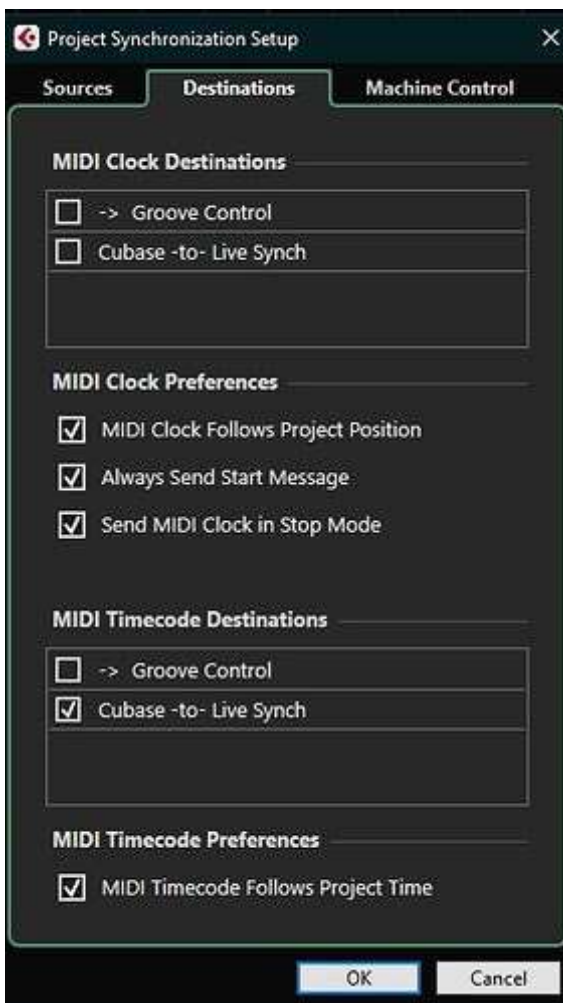
First make a LoopMIDI port before starting Cubase or Live. I named it "Cubase to Live Synch".



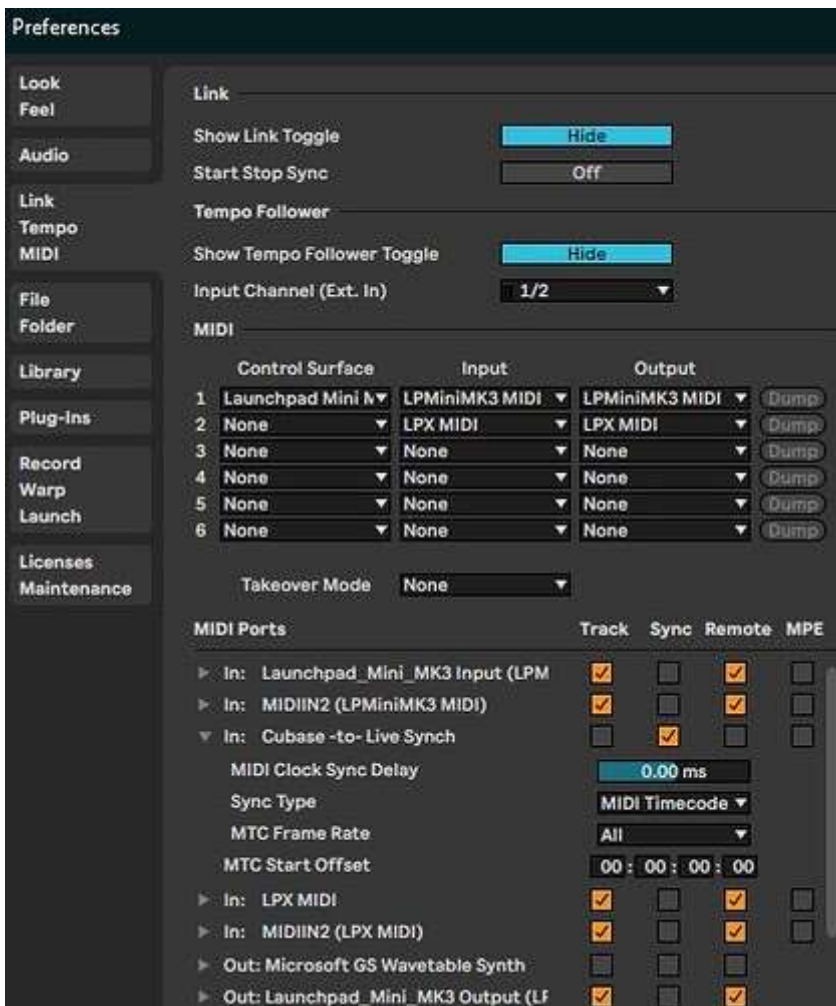
Open Cubase and got to Studio Setup and hide the Cubase to Live Synch and turn of it's input.



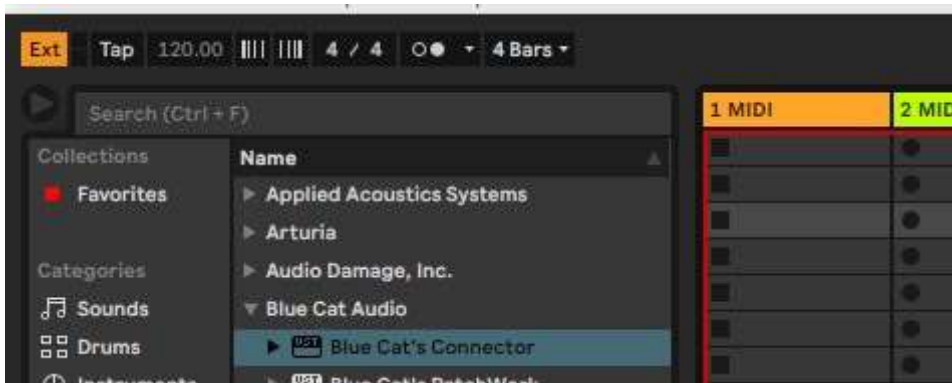
Then Set Cubase to send Midi Timecode; Transport → Project Synchronization Setup



Open Live and Preferences and set Cubase to Live Synch to only synch. Click the arrow and set it to receive Midi Time Code. I also hid "Link" and "Tempo Follower".



Close the Preferences and click the Ext in the top left. Now go back to Preferences, and toggle the sych checkbox on Cubase to Live Synch. (weird but that's what worked.)



Put a Blue Cat Connector (BCC) on a track in Cubase and activate send. I named it "Cubase Send 6", and set it's port to 6.



Create a Group track and put a BCC on it, activate receive, and set it to port 16 , I named the track “Live Return 6”, and named the BCC “Cubase Return 6”.



In Live create an audio track set it to have no inputs, I named it "Cubase Receive 6", but a BCC on it, activate and set it to port 6. (It will show that it is connected to Cubase send 6)



In Live make another audio track, I named it "Cubase 6". Make it's inputs from Cubase Receive 6. Put a BCC on it, activate send, and name it "Live Send 6".



The names don't matter, but help to see that everything is working.

You can now arm to record (or use a launchpad or Push) the "Cubase 6" track in Live.

If you were using Midi Clips, you could do this with a LoopMIDI Port, but the problem is, Live will remove any Channel information and replace it with Channel 1. I don't care, because I am not using Live for MIDI here.

If you only have the Light version of Ableton you will only get 4 Clip tracks this way, as you need 2 for each "channel". Maybe someone else knows a better way.

I have not tested this thoroughly, and my guess is that it's going to get out of synch some, or have latency! Live has synch latency compensation, and Blue Cat has something that looks like that too, but it worked with Live Lite and the Demo of Blue Cat for 20 minutes or so. Blue Cat was dropping out, but it said it would do that with the demo.

It is irritating when they do that. If it drops out in the demo, and then you buy it and it drops out in the paid product, you feel ripped off, like they did it intentionally.

There were also issues with the first install of Blue Cat, but it worked after re-installing.

References:

 **Ableton**

 **Synchronizing Live via MIDI**

Live Versions: All Operating System: All Live's playback can be synced with external hardware and software applications using MIDI. Note: If the app or device has Ableton Link support, we recomme...

[steinberg.help](#)

Project Synchronization Setup Dialog

The Project Synchronization Setup dialog provides a central place to configure a complex synchronized system. In addition to settings for timecode sources and machine control settings, basic transport controls are available for testing the system.

<https://www.tobias-erichsen.de/software/loopmidi.html>



[bluecataudio.com](#)



Blue Cat's Connector - Audio and MIDI Streaming Plug-In (VST, AU, VST3, AAX)

Blue Cat's Connector is an audio & MIDI streaming plug-in that can be used to transmit audio and MIDI signals in real time between several computers or applications, or create your own routings within a single application, with minimal latency. Have...

[Visit Topic](#) or reply to this email to respond.

To unsubscribe from these emails, [click here](#).

[Quoted text hidden]