

Steinberg CC121 controller and MR816csx interface | from £313

Steinberg and Yamaha have only gone and produced hardware specially designed for Cubase systems. **Bruce Aisher** gets plugged in...



WHAT IS IT?

CC121 is a USB hardware control mixer surface and the MR816CSX/X are multi-channel FireWire audio interfaces with on-board DSP processing

CONTACT

Who: Arbiter UK Ltd
Tel: +44 (0) 20 8207 7880
Web: steinberg.net

HIGHLIGHTS

CC121

- 1 Easy to use
- 2 Direct access to most essential mixer function
- 3 Includes Cubase AI software

MR816csx

- 1 Numerous high-quality in/out options
- 2 On-board DSP processing
- 3 Well integrated into Steinberg DAW systems

PRICING

CC121 Advanced Integration Controller

£313

MR816x FireWire Interface

£625

MR816csx FireWire Interface

£939

Steinberg have a long but sporadic history of producing hardware products to complement their software.

More recently Steinberg have developed Cubase AI (see the *Cubase AI* box) that is bundled with some Yamaha kit (Yamaha now own Steinberg). The two companies have cemented their relationship with three new pieces of hardware – the CC121 Advanced Integration Controller, designed for exclusive use with Cubase or Nuendo and two general-purpose FireWire audio interfaces optimised for the Steinberg range. All three are bundled with Cubase AI 4.5.

Ground control

Let's dive-in by taking a look at the CC121. Opening the box you will find a pleasant-looking angled metal box populated with a fader, knobs and buttons that should be immediately familiar to any user of Cubase. The unit takes the simple single channel approach to remote control, rather than an expandable multi-channel design. As a relatively simple USB device, I

expected it to be buss-powered, but unfortunately an (included) external PSU is required to power the motorised fader, although the unit will work in 'un-motorised mode' without the PSU in an emergency.

Installation is straightforward and, with the device being recognised immediately on connecting the USB cable. After booting-up Cubase I waited for the blue 'Cubase Ready' LED to light – but it didn't. After some

investigation I noticed that the CC didn't appear in the device setup menu. So I uninstalled my MIDI loopback software, rebooted XP and restarted Cubase – lo and behold, the CC121 kicked into life.

In use, the CC121 is easy to get to grips with – select a channel and the hardware will reflect the current software fader position and button assignments – including Solo, Mute, automation Read/Write, Track Record

Cubase AI

The Cubase line, somewhat confusingly now includes four variants of the main product. Cubase 4 sits at the top of the tree, followed by Cubase Studio, Cubase Essential and finally Cubase AI supplied with the kit we are reviewing.

AI can be upgraded to Essential or Studio for £75 or £199 respectively.

AI is a cut down bundle-only version of the main Cubase product limited to 48 audio and 64 MIDI tracks and smaller plug-in set. The



HalionOne sample playback synth, that features a sound set taken from the Yamaha Motif range, is the only included VSTi and there are various limitations in terms of in/out, buss and editing.

However, it doesn't feel particularly limiting in use, and is a perfect introduction to the Cubase family and, as it uses the standard Cubase 4 mix engine, is capable of professional results.



and Monitor Enable. In this section you also find a continuous rotary encoder for Pan and buttons for Edit Channel, Edit Instrument (when a VSTi is selected) and channel number selection. In the top of the centre section of the unit are twelve rotary encoders for the standard Cubase/Nuendo 4-band EQ, with Q, Frequency and Gain for each band. The EQ-type button when enabled turns the knobs into type/shape selector for each band – there's also an all-important EQ Bypass. Below the EQ lives the Transport section featuring the usual complement of Play, Record, Cycle and Locator buttons.



of the lock button. Press this while editing a given parameter and you can navigate away and continue working as usual, but with the knob maintaining control over the locked parameter. I

command shortcuts). Audio interfaces are the dowdy cousins of the computer recording world. They do the same job day after day, and once installed sit in lonely oblivion. However, they are one

of the most important parts of a recording setup – standing or falling in terms of their circuitry.

Light my fire
With the

MR816csx and MR816x, Steinberg (and Yamaha) have aimed to develop a product that lives up to the Advanced Integration moniker. On the face of it, you get a well-specified multiple in/out sound card with eight on board microphone preamps and decent digital interfacing options, but there is more to it than first meets the eye, in the shape of on-board DSP reverb effect processing. The CSX version adds some additional channel strip functionality (see the *Sweet Spot Morphing* box), but otherwise the two units are identical in functional terms.

Installation was quick and easy, and once inside Cubase it was possible

On the right of the front panel, things get a little more interesting. Pride of place is taken with the 'AI' knob. In Jog mode this is a standard Jog/Shuttle wheel for navigating the track and position the play locator – particularly useful on film or video synchronised projects. However, the default AI mode is what this knob was really designed for.

Hover over any parameter, knob or slider in Cubase and this knob has instant control focus. Those of you familiar with using a mouse wheel for parameter adjustment will be familiar with the concept, but the AI knob takes this one step further with its use

tried using the AI knob control on Cubase's internal plug-ins with much success, but things come a little unstuck when trying to get it to work on 3rd party plugs – it only works with VST3 plug-ins! Unfortunately, most plug-ins are not VST3, and many software companies are happy to stick with version 2 for the foreseeable future. Shame.

Lastly, we come to the Function section, where four knobs and a rotary encoder give you control over Studio and Monitor levels. Cubase Studio and AI don't feature a Control Room section so assignment is up to the user (they can be set to a range of

SPECS

System Requirements

PC: WinXP or Vista (32-bit) with a minimum 1.4GHz Pentium processor, 512MB RAM, 1280x800 full colour display and 1GB free hard disk space, USB 2.0 and FireWire ports

Mac: Power PC G4, or Core Solo 1.5GHz and Intel Macs running OS 10.4x or later with 512MB of RAM, 1280x800 full-colour display and 1GB free hard disk space, USB 2.0 and FireWire ports

CC121

1x100mm touch sensitive motorised fader, 1 footswitch jack, 14 Rotary encoders, 30 push buttons, 1 Jog wheel

Weight

1.5Kg

Size

28x180x43mm

MR816x and MR816csx

Up to 24-bit 96kHz capability, 8 analogue inputs and outputs, 8 Class-A phantom powered microphone preamps, 1 Hi-Z input, 1 ADAT I/O, 1 SPDIF Coax I/O, Wordclock I/O, 2 TRS insert points, 2 Headphone outputs, Onboard REV-X reverb processing, 8 x Sweet Spot Morphing Channel Strip (CSX only), Expanded system can include up to three systems

Weight

3.2Kg

Size

44x305x480mm





£99

presonus.com



£800

motu.com



£399

m-audio.com

The MSR816csx and x however, while not cheap, do perform rather well as master interfaces.