

## Cubase 4 - Using Quantize in Score

*Q: How can I quantize the notes in score without changing the midi notes? I want to change the display without changing my performance.*

*A: Use the auto-quantize feature in Score.*

The Score Editor basically does the following:

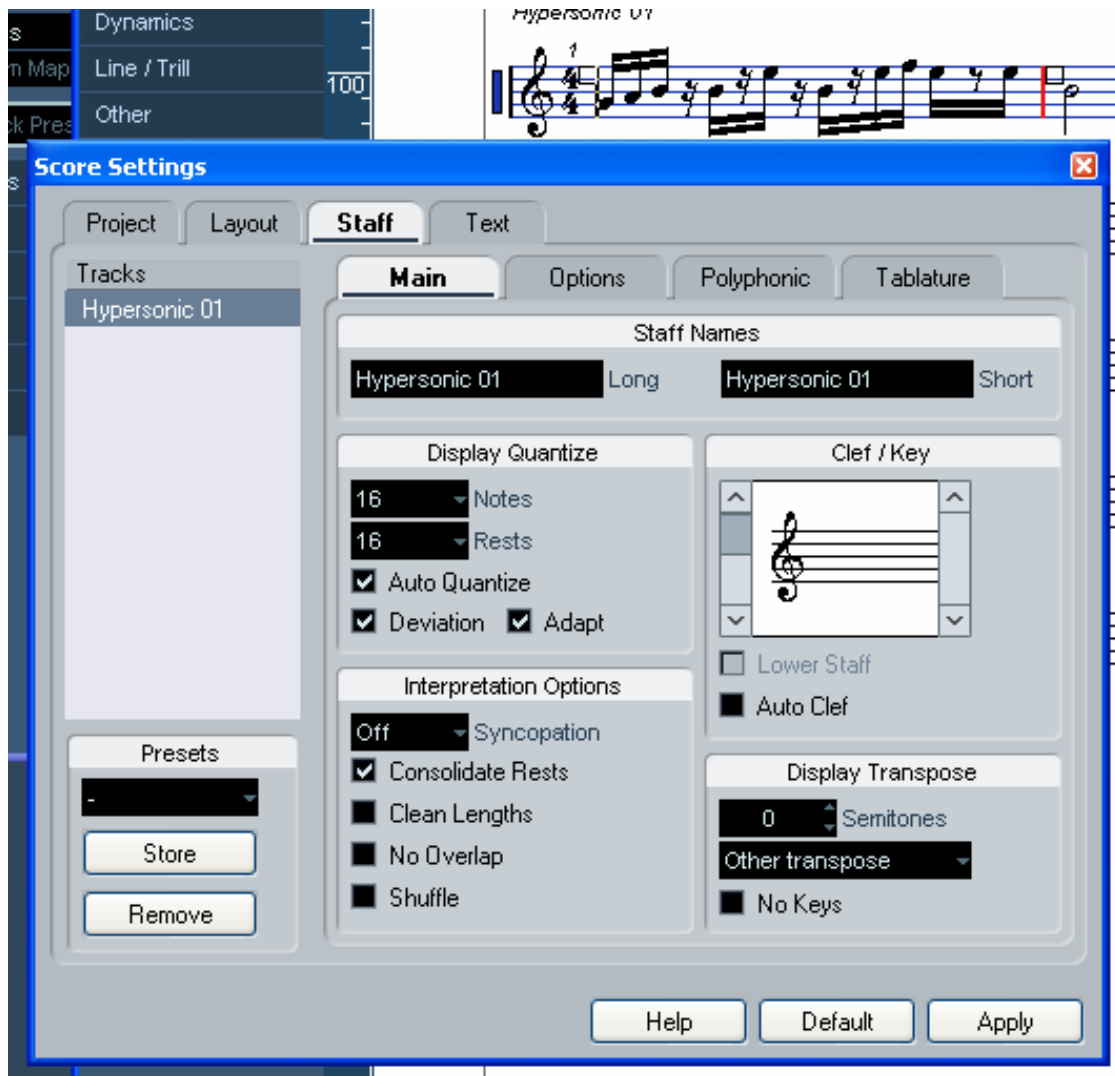
- Reads the MIDI notes in the MIDI parts.
- Looks at the settings you have made.
- Decides how the MIDI notes should be displayed according to the settings.

Score does not have to change the midi data in the performance. It changes the display of the data, via the settings you decide on in Display Quantize.

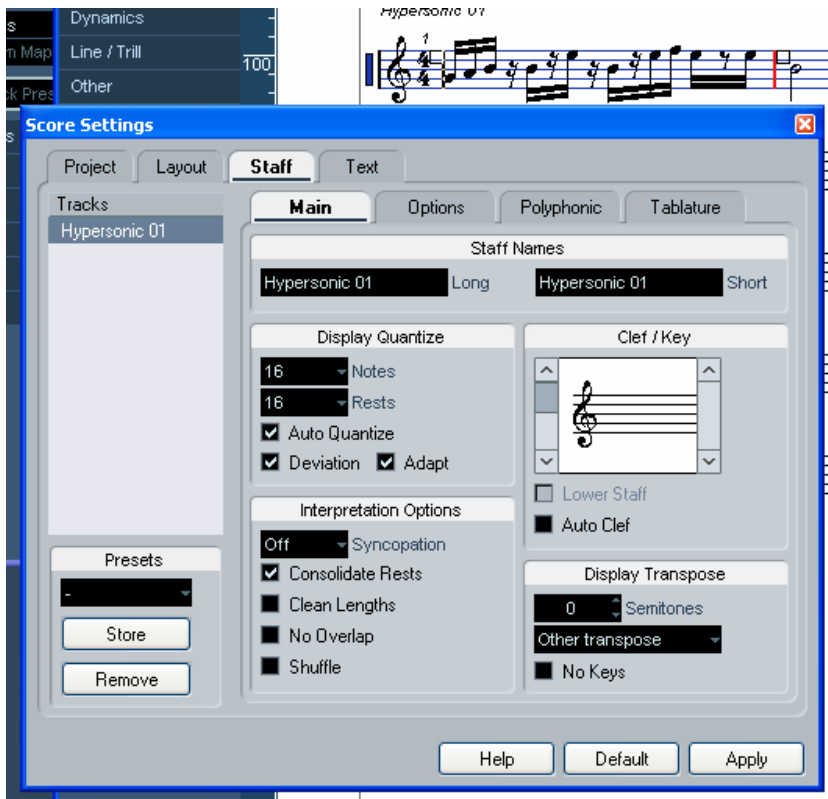
Display quantize is a setting which is used to tell the program two things:

1. How precise the Score Editor should be when displaying the note positions.
2. The smallest note values (lengths) you want displayed in the score.

This is set in the Staff Settings Dialog. Under Quantize, it is suggested that you select auto-quantize, Dev., and Adapt.



The setting of notes will determine what the smallest note value will be. For example, if the smallest note is a 16<sup>th</sup> note, set 16.



If you set the notes to a number larger than the smallest notes, you may see something like this:

Dynamics  
Line / Trill  
Other

Hypersonic V1



### Score Settings

Project    Layout    **Staff**    Text

Tracks

Hypersonic 01

**Main**

Options

Polyphonic

Tablature

Staff Names

Hypersonic 01    Long

Hypersonic 01    Short

Display Quantize

- 16
- 64
- 32
- ✓ 16
- 8
- 4

Notes

Rests

Quantize

Adapt

Notation Options

Syncopation

Stem Rests

Stem Lengths

Stem Cap

Shuffle

Clef / Key



Lower Staff

Auto Clef

Display Transpose

0    Semitones

Other transpose

No Keys

Presets

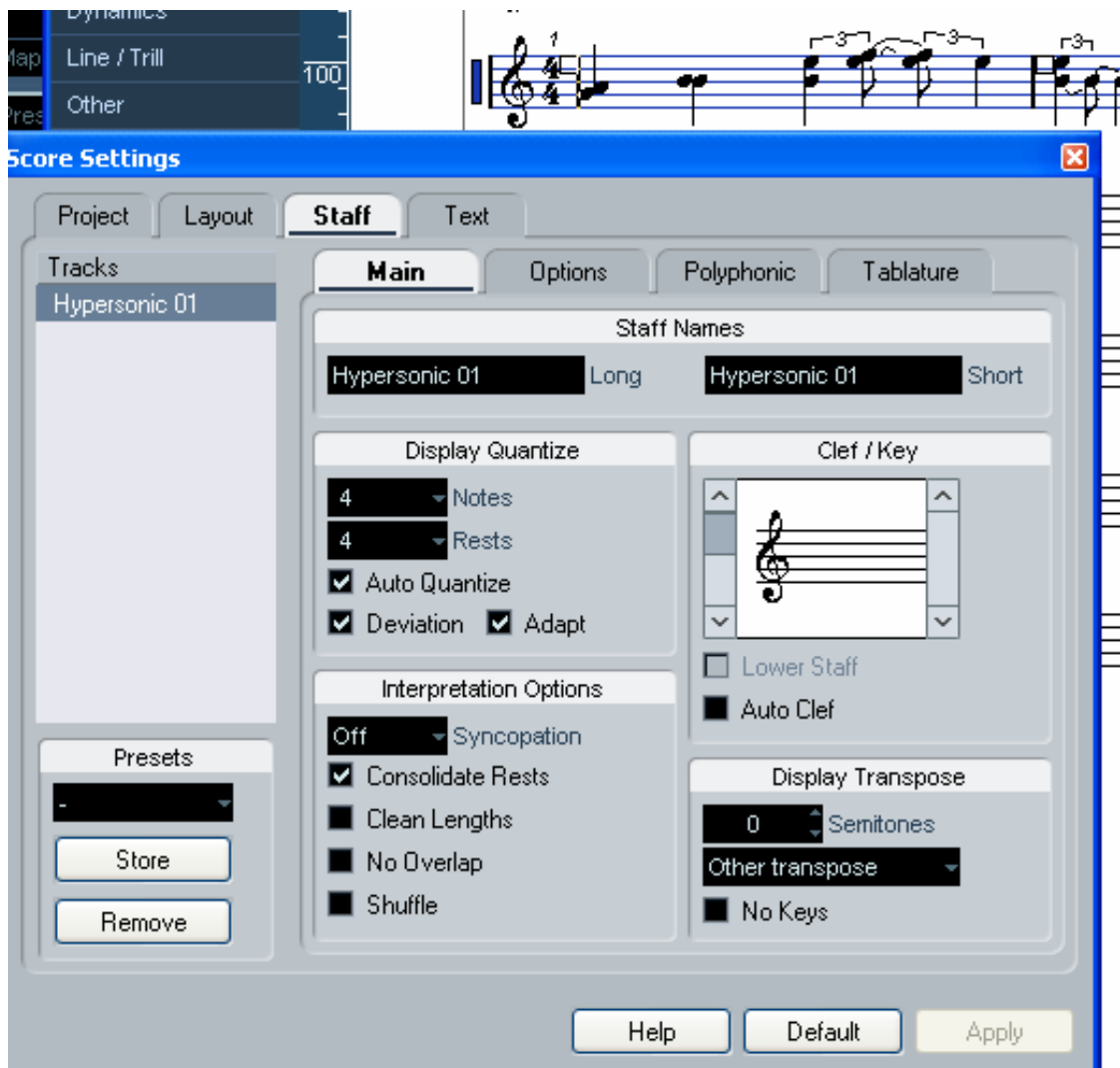
Store

Remove

Help

Default

Apply



The rest setting will determine what the smallest rest is to be displayed. However, this will work in conjunction with the note setting to create the score.

Map Line / Trill 100  
Pres Other



### Score Settings

Project Layout **Staff** Text

Tracks  
Hypersonic 01

**Main** Options Polyphonic Tablature

Staff Names  
Hypersonic 01 Long Hypersonic 01 Short

Display Quantize  
16 Notes  
16 Rests  
64 Quantize  
32 Adapt  
16  
8  
4  
64T  
32T  
16T  
8T  
4T

Clef / Key  
  
 Lower Staff  
 Auto Clef

Display Transpose  
0 Semitones  
Other transpose  
 No Keys

Presets  
-  
Store  
Remove

Help Default Apply

onic  
Note Symbols  
S Dynamics  
n Map Line / Trill 100  
k Pres Other

*Hypersonic 01*



### Score Settings

Project    Layout    **Staff**    Text


Tracks  
Hypersonic 01

**Main**    Options    Polyphonic    Tablature

Staff Names  
Hypersonic 01 Long    Hypersonic 01 Short

Display Quantize  
16 Notes  
4 Rests  
 Auto Quantize  
 Deviation     Adapt

Interpretation Options  
Off Syncopation  
 Consolidate Rests  
 Clean Lengths  
 No Overlap  
 Shuffle

Clef / Key  
  
 Lower Staff  
 Auto Clef

Display Transpose  
0 Semitones  
Other transpose  
 No Keys

Presets  
-  
Store  
Remove

Help    Default    Apply