



Voice Command For Cubase | History

Hi Ryan Anthony here, moniker 'Phat Monkey' and the creator of Voice Command Cubase. The original idea behind the VCC project I began between 2018-2019 was not only to create a fun way to use and navigate Cubase but also to help those that are physically challenged one way or another. I remember a couple of decades ago I did not have a music studio of my own so I used to hire a local one that was ran by a great talented kind gentlemen that had muscle wasting disease, I thought back then how great it would be if someone in that position could have an easier time navigating his / her DAW with their voice rather than use a stick tapping one key at a time or worse. Unfortunately life happened, I lost my mother, lost my dog, was the sole carer for my father that had dementia and cancer for over two years until he died, I was lucky to have a couple of hours sleep per night.

But anyway, not to depress anyone reading this further, I realised I am sitting on something that potentially could help people. My original idea was to have a plugin developer interested which did happen but then they went cold. I then decided to go the VoiceAttack route which is fine, to be honest I was going to follow a similar business model to another developer that uses the same tech to create voice command profiles for a known PC game, but I do not have that fire I once had in me anymore and the spark is gone, but equally I feel it would be selfish of me to sit on this rather than release it. So here we are, July 2023, I decided I am going to give my hundred hours or so of work out free and I understand others will probably build upon it, copy, take credit, story of my life, but all I ask is remember whose idea it was first, remember who the Monkey God of Voice Command For Cubase originally was. I think something like this should be built into DAW's in 2023, music production should be made accessible to all xXx

SYSTEM REQUIREMENTS

Windows 9 64bit or better (was created using Windows 11 64bit)

Steinberg Cubase (*VCC was designed around Cubase Pro 12, but should work on previous versions of Cubase*)

A copy of 'VoiceAttack' which can be purchased here: <https://voiceattack.com>

Please note voice commands can only be in English.

For best experience use a dedicated audio device for Cubase and your PC on-board audio or another audio device for MIC input for VCC, you can even use a webcam that has a built in mic.

A Suggestion Before Using VCC

In order to get the best results from VCC for 'VoiceAttack' I strongly advise training your PC to understand you better. You will need to set aside around 5-10 mins for this and the more you do it the better your PC will understand you.

The procedure is pretty simple and explained step by step below.

1. In your Windows search bar type: **Control Panel**
2. Look for and click: **Speech Recognition**
3. Choose: **Train Your Computer To Understand You Better**
4. Follow the simple instructions from there on and your done.

VoiceAttack

VCC is a profile for 'VoiceAttack' containing over 321+ commands for Cubase. For best results ensure 'VoiceAttack' is set to start-up in Administration mode. If you are unsure how to do this please follow the simple steps below:

1. Right click 'VoiceAttack' icon on your desktop or task-bar.
2. Click: **Properties**
3. Click: **Compatibility**
4. Near the bottom check mark: **Run This Program As Administrator**
5. Click: **Apply**

'VoiceAttack' is now set up and you will not need to redo the above steps again.

Manually Installing VCC

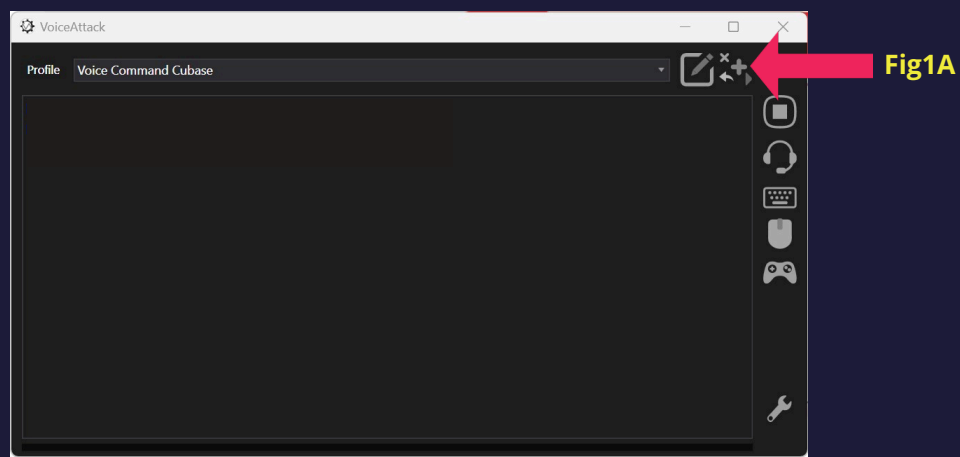
In the ZIP folder you will see a folder named 'VCC FOR CUBASE' you need to drag this folder into the 'SOUND' folder where you have installed 'VoiceAttack' and your done, simple :)

Acknowledging A Command

VCC acknowledges a command by giving off a glitch sound effect, when you hear this sound you will know a spoken command has been understood. If you cannot hear this effect then either your command was not understood or VCC has not been set up correctly with your audio device. The only exception being when telling VCC to 'stop listening' or 'start listening' the default VoiceAttack sound effect is used.

Importing VCC Into VoiceAttack

Run 'VoiceAttack' and you will be presented with a similar GUI as shown in Fig1A below. Click the plus symbol (+) and a list of options will pop up, choose to import profile, navigate to the 'VCC FOR CUBASE' folder found within the 'VoiceAttack' 'SOUND' folder and import the 'Voice Command Cubase-Profile.vap' file inside the 'PROFILE' folder. Congratulations, VCC is now imported and ready to use with Cubase, all the hard work is now done, it is time to get creative and create MUSIC....



VCC Commands

The commands for VCC has been created around the Cubase key short-cut manual which you will find at Steinberg: https://steinberg.help/cubase_ai/elements/v9/en/cubase_nuendo/topics/key_commands/key_commands_default_c.html

Most commands are mirrored from the official manual, for example in the 'Chords Category' if I say "Chord Pads" then chord pads will open, when I say 'Close Chord Pads' then chords pads will close. There are special commands also which we will get to later that are not relevant to the Cubase key-short-cut manual. A full list of available commands will be listed at the end of this PDF manual.

VCC is always listening, this is something you have to be careful about, you could be talking to your client in the studio and VCC might accidentally carry out commands from your conversation. In order to prevent this, when you say "STOP LISTENING" VCC will cease carrying out your voice commands until you say the words "START LISTENING"

When Commands Do Not Work

Remember many commands are situational, for example you have to be on the correct screen in order for them to work, just like when using key-shortcuts. If you find a command does not work but is recognised this is because you are in the wrong window for said particular command to be carried out.

Special Commands

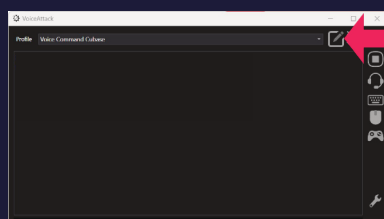
These are a list of useful commands that may help increase the speed of your work flow but are not necessary, I created them for my own personal work-flow.

1. When I say *“Enter Tempo”* followed by any number between *“50-190”* then that tempo will be entered into Cubase. This is very handy if you need to change or test various tempos for your production on the fly. Note when you reach any number in the hundreds you will need to say for example for 102BPM *“One Hundred And Two”* do not say *“Hundred And Two”*
2. In the Mixer window, when I say *“Select Channel”* one of the mixer channels will be selected, when I say *“Left”* the channel left of the chosen channel will be selected, alternatively when I say *“Right”* the opposite is true. In addition if you have a large session then you do not want to keep saying “left left left” Instead you can say *“5 Left”* or *“10 Left”* or the opposite and the fifth or tenth channel from the original mixer channel will be selected.
3. In the *EDIT WINDOW* you can also select channels by saying *“UP”* or *“DOWN”*, which is handy to select a channel to mute or arm record and just like the Mixer window you can also say *“Up 5”* or *“Up 10”* or the opposite.
4. In the main edit window it is possible to seek forward or backwards by saying *“Seek Forward 5 seconds”* or *“Seek Forward One Minute”* or *“Seek Backwards 5 seconds”* or *“Seek Backwards One Minute”* If you choose to forward or go backwards by one minute you can stop at any time by saying *“Hold”* If you plan to seek forward or backwards for one minute then you can alternatively say *“Seek Forward”* or *“Seek Backwards”* followed by *“Hold”* when you want it to stop seeking.

List Of Original Commands

Note more have been added for 2023 update that are not listed below

Auto scroll	Paste at origin	Video	Down five	fifty one
Auto scroll off	Paste Relative to Cursor	Virtual keyboard	Down ten	fifty two
Close	Paste Time	Write	Up five	fifty three
Close media bay	Preview cycle on (multipart)	Stop listening	Up ten	fifty four
Close pool	preview cycle off (multipart)	Start listening	Hold	fifty six
Close tempo track	Preview Start	Chord pads	Eighty	fifty seven
Close video	Preview Stop	Close chord pads	Ninety	fifty eight
Close virtual keyboard	Primary parameter decrease	Show controller lanes (multipart)	Ninety eight	fifty nine
Copy	Primary parameter increase	hide controller lanes (multipart)	Ninety two	sixty
Cut	Quantize	Close mixer	One hundred and eight	sixty one
Cut time	Quit	Mixer	One hundred and fifteen	sixty two
Delete	Record Enable	five left	One hundred and fifty	sixty three
Delete time	Redo	Five right	One hundred and forty five	sixty four
Duplicate	Reduce	Select channel	One hundred and forty nine	sixty five
Exit	Repeat	ten left	One hundred and seventy six	sixty six
Expand	Right Selection Side to cursor	ten right	One hundred and seventy two	sixty seven
Invert	Search media bay	Left	One hundred and thirty five	sixty eight
Left selection side to cursor	Secondary Parameter decrease	Right	One hundred and thirty nine	sixty nine
Move to cursor	Secondary Parameter increase	End left	One hundred and thirty seven	seventy one
Move to front	Select all	End right	One hundred and thirty two	seventy two
Mute events	Select none	Start Left	One hundred and twenty	seventy three
Mute objects (multipart)	Solo	Start right	one hundred and twenty eight	seventy four
unmute objects (multipart)	Split At Cursor	Open Markers	One hundred and twenty five	seventy five
Mute (multipart)	Split Range	Open pool	One hundred and twenty four	seventy six
unmute (multipart)	Stationary Cursor	Open tempo track	One hundred and twenty seven	seventy eight
New	Undo	Remove Selected Tracks	One hundred and two	seventy nine
Open	Unmute Events	Setup	seventy	Eighty one
Open media bay (multipart)	V S T Connections	Save	forty	Eighty two
media bay (multipart)	V S T Instruments	Save as	fifty	Eighty three
Paste	V S T Performance	Down	fifty one	Eighty four
Eighty five	One hundred and twenty two	One hundred and sixty three	Mute tool	Nudge Cursor Left
Eighty six	One hundred and twenty three	One hundred and sixty four	Next tool	Set Marker one
Eighty seven	One hundred and twenty six	One hundred and sixty five	Play tool	Nudge Cursor Right
Eighty eight	One hundred and twenty nine	One hundred and sixty six	Previous tool	Panel
Eighty nine	One hundred and thirty	One hundred and sixty seven	Range tool	Set Marker two
Ninety one	One hundred and thirty one	One hundred and sixty eight	Select tool	Set Marker three
Ninety three	One hundred and thirty three	One hundred and sixty nine	Split tool	Set Marker four
Ninety four	One hundred and thirty four	One hundred and seventy	Activate punch in	Set Marker five
Ninety five	One hundred and thirty six	One hundred and seventy one	Activate punch out	Set Marker six
Ninety six	One hundred and thirty eight	One hundred and seventy three	Cycle	Set Marker seven
Ninety seven	One hundred and forty	One hundred and seventy four	Enter tempo	Set Marker eight
Ninety nine	One hundred and forty one	One hundred and seventy five	Go to left locator	Set Marker nine
One hundred	One hundred and forty two	One hundred and seventy seven	Go to project start	Use External Synchronization
One hundred and one	One hundred and forty three	One hundred and seventy eight	Go to right locator	Use Metronome
One hundred and three	One hundred and forty four	One hundred and seventy nine	Loop selection	Use Tempo Track
One hundred and four	One hundred and forty six	One hundred and eighty	Play (multipart)	Seek forward five seconds
One hundred and five	One hundred and forty seven	One hundred and eighty one	stop (multipart)	Seek forward one minute (multipart)
One hundred and six	One hundred and forty eight	One hundred and eighty two	Enter left locator	Seek forward (multipart)
One hundred and nine	One hundred and fifty one	One hundred and eighty three	Enter project cursor position	Rewind five seconds
One hundred and ten	One hundred and fifty two	One hundred and eighty four	Enter right locator	Rewind one minute
One hundred and eleven	One hundred and fifty three	One hundred and eighty five	Enter time signature	Rewind two seconds
One hundred and twelve	One hundred and fifty four	One hundred and eighty six	Exchange time formats	Seek backwards five seconds
One hundred and thirteen	One hundred and fifty five	One hundred and eighty seven	Locate next event	Seek backwards one minute (multipart)
One hundred and fourteen	One hundred and fifty six	One hundred and eighty eight	Locate next hitpoint	Seek backwards (multipart)
One hundred and sixteen	One hundred and fifty seven	One hundred and eighty nine	Locate next marker	Mix console lower zone
One hundred and seventeen	One hundred and fifty eight	One hundred and ninety	Locate previous event	Show lower zone (multipart)
One hundred and eighteen	One hundred and fifty nine	Draw	Locate Previous Hitpoint	hide lower zone (multipart)
One hundred and nineteen	One hundred and sixty	Drumstick	Locate Previous Marker	Show next tab
One hundred and twenty one	One hundred and sixty one	Erase	Locate Selection Start	Show previous tab
One hundred and twenty two	One hundred and sixty two	Glue tool	Locators to Selection	Show transport zone (multipart)
hide transport zone (multipart)				
Show left zone				
Hide left zone				
Show info line (multipart)				
hide info line (multipart)				
Zoom				
Zoom full				
Zoom in				
Zoom in tracks				
Zoom out				
Zoom out tracks				
Zoom out vertically				
Zoom to event				
Zoom to selection				
Zoom tracks exclusive				



By clicking here 'VoiceAttack' will show you a list of spoken commands that have been programmed for VCC. Please be careful in this window as you could accidentally alter commands.

Additional Commands Added Since Writing The First PDF Manual

In addition to the commands listed in the index I have since added some mouse controls which are listed below.

“Left Click”

“Right Click”

“Scroll Up” (this will scroll up by 2 clicks)

“Scroll Down” (this will scroll down by 2 clicks)

Transport Record

I did not want “*Record Enabled*” to be confused with recording, to begin recording say “*Transport Record*”

Previous Marker

When you say “*Previous Marker*” unless set otherwise the transport will jump to the beginning of the track.

Troubleshooting

Q: I have accidentally altered a command is there a way to get it back?

A: Simply exit ‘VoiceAttack’ and either uninstall then reinstall VCC or simply drag and drop the ‘VCC FOR CUBASE’ folder from within the original ZIP archive into the SOUND folder in the ‘VoiceAttack’ directory and you should be back up and running.

Q: VCC acknowledges my commands but does not carry them out!

A: This is probably because the Cubase window relevant to the command has not been selected.

Q: I feel overwhelmed by the list of commands available.

A: Just like learning keyboard short-cuts try keeping things simple for now, for example using commands such as: Play / Stop / Open Mixer / Open Media Bay / Chord Pads / Mute / Record / Enter Tempo

Also note, if you have created your own short-cuts for Cubase this will conflict with VCC, It is strongly recommended to use default short-cuts unless you change the commands yourself which is pretty easy to do.

Uninstall

You can simply delete the VCC folder within the 'VoiceAttack Sounds'

2023 UPDATE

I have added 'Render' to the list of commands, this will render a channel governed by the settings you have set in Cubase, for example rendering with FX or without. To get this to work you will need to create a shortcut in Cubase, search for render, then press **RIGHT SHIFT** key and **>** to create the shortcut, render command should now work. Another addition is the 'UN-MUTE PART' and 'MUTE PART' command which is useful if after rendering Cubase mutes the original you can un-mute with your voice, this command is identical to the 'OBJECT UN-MUTE' command.

Good luck for the future

Ryan Anthony

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'The one thing we have in common that binds us all together is music, it is the ice breaker, the new family, unity, a feeling of togetherness in harmony that rivals all differences. Music can be heard in many forms throughout the known universe and beyond because that is the grand design of all things long before we were born and long after we become dust amongst the stars'

-- Ryan Anthony | Phat Monkey 2022 --

