

# Using Waves Surround Plug-Ins in Cubase/Nuendo

This document explains how to use the plug-ins in the Waves 360° Surround Toolkit in Cubase and Nuendo.

Cubase and Nuendo *allow* you to insert any kind of plug-in on any kind of track. However, in order to use the Waves surround plug-ins *correctly*, you must **put your audio material (whether it is mono, stereo or surround) on a Surround Track (5.0/5.1)** and insert the appropriate surround Waves plug-in on that track.


The Waves surround plug-ins have different components:

- Mono → Surround (5.0/5.1)
- Stereo → Surround (5.0/5.1)
- Surround (5.0/5.1) → Surround (5.0/5.1)

If, for instance, you want to pan stereo audio content to 5.1 surround, then open a **5.1 audio track** and place your stereo audio file on that track.

Next, insert a Waves Stereo → 5.1 Surround plug-in on that track.

## Step by step instructions for using Waves Surround Plug-ins in Cubase/Nuendo:

- First, open a surround 5.0 or 5.1 track (**NOT a mono or stereo track**).
- Next, place your audio source material on that track (whether it is a mono, stereo or surround audio file).
- Then, click on channel edit button  (either in Project, Track View or on the fader in the Mixer).

If you want to open other plug-ins on your track, keep in mind that:  
Mono and Stereo plug-ins need to come *before* the Stereo→Surround plug-ins and that Surround→Surround plug-ins need to come *after* the Stereo→ Surround Plug-ins.

Therefore, it is recommended to insert your Surround plug-in the 4<sup>th</sup> or 5<sup>th</sup> (pre-fader) insert.

In the example below, we put the S360 Panner Stereo→5.1 on insert 5, leaving room for other Surround plug-ins to come after it (the M360 Manager 5.1 on insert 6), and room for several mono or stereo plug-ins to come before it.



That's it! Enjoy playing your material through the amazing Waves Surround Plug-ins!