

SoloVoice in Cubase — native setup

No PatchWork, no Satellites. One audio track carries your mic, one instrument track runs SoloVoice, and Cubase's own routing and Chord Track do the rest. Tested in Cubase 15 Pro on Apple Silicon with the Nextmidi *SWAM Bigband Core* template; the same wiring works with any instrument that takes MIDI. About 15 minutes. Track names like *SoloVoiceIN* and *Mic* are just what we call them — use whatever you like.

CUBASE

Pro or Artist (needs side-chain and the Chord Track).

SOLOVOICE

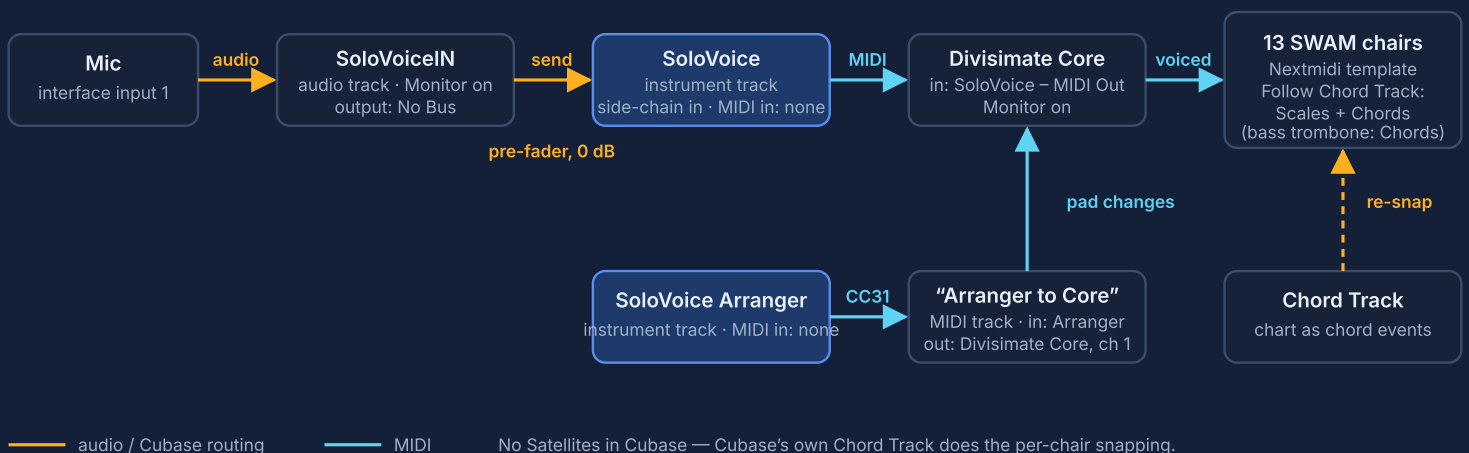
Run the SoloVoice installer first. Conductor edition installs SoloVoice; Orchestra edition also installs SoloVoice Arranger (and the Satellites, which Cubase doesn't use). Both appear in Cubase's Add Track ► Instrument list.

YOUR BAND

Any MIDI instrument; the big-band version shown uses Nextmidi's SWAM Bigband Core template (Divisimate 2 + SWAM Big Band).

YOUR CHART

A MusicXML lead sheet (iReal Pro export works) loaded into SoloVoice with LOAD XML.



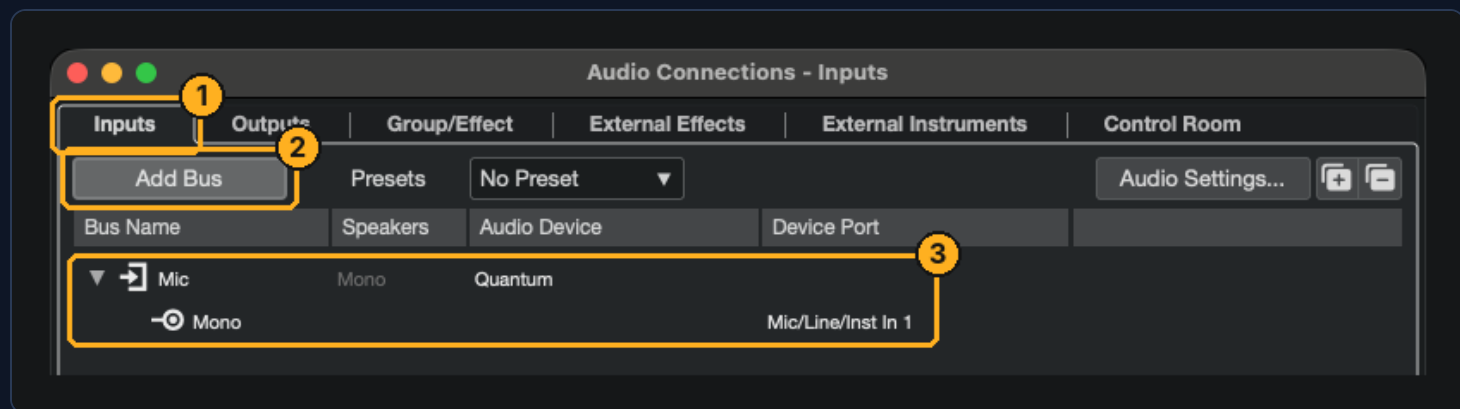
How the signal moves. Amber = audio and Cubase routing, blue = MIDI. The Arranger row is Orchestra edition only.

A · Audio in and out

1

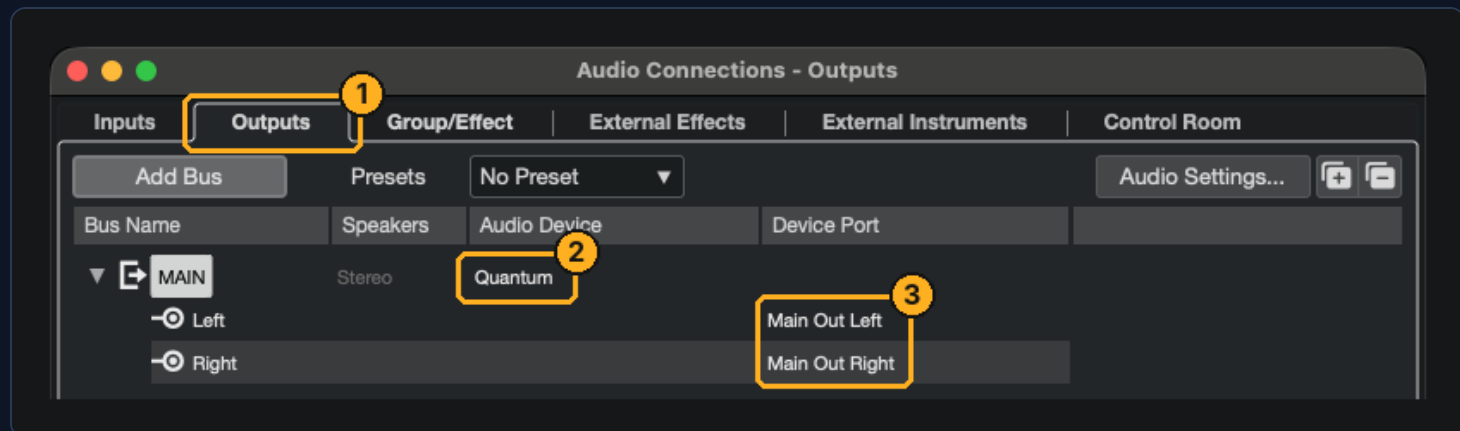
Studio ► Audio Connections, Inputs tab (top-left): click **Add Bus**, choose Mono, name it **Mic**, click OK. Click the new bus's Device Port column and pick the input your mic is plugged into.

Cubase only lets a track use a bus that exists here — the mic bus is the one thing most templates don't have.



2

Click the **Outputs** tab, click the **Audio Device** column on the MAIN row and pick your interface, then check Left/Right show its main outs. Close the window.

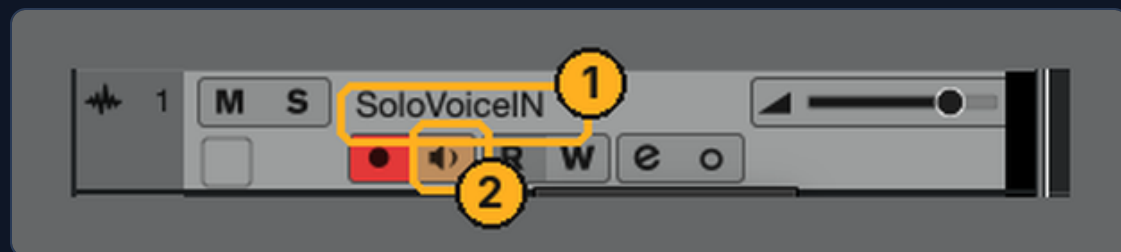


B · The two SoloVoice tracks

3

Project ► Add Track ► Audio: Mono, Audio Inputs = Mic, name it **SoloVoiceIN**. In the track list, click its speaker-shaped **Monitor** button so it lights.

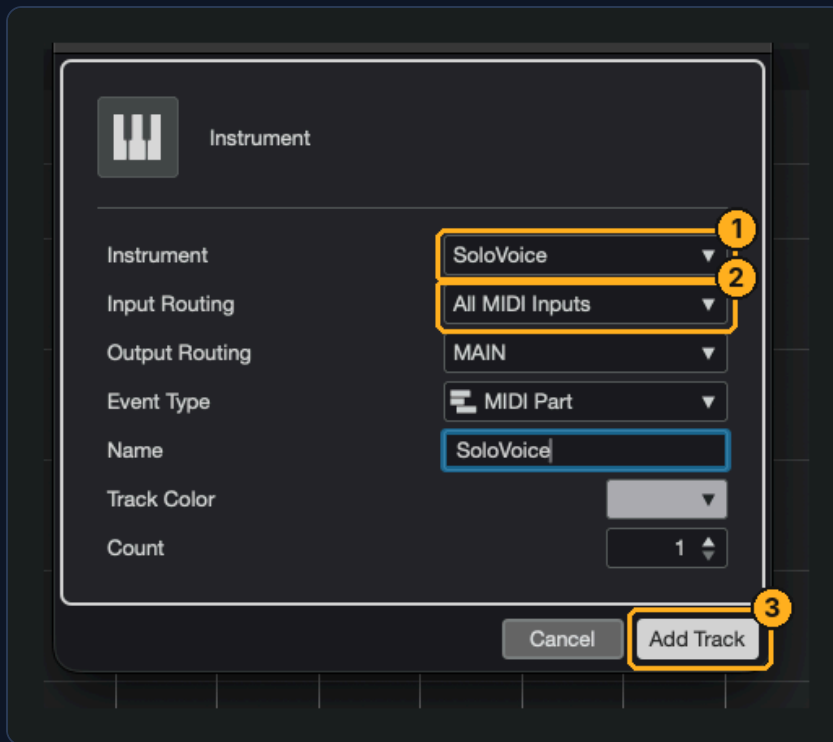
Drag it to the very top of the track list if you like — just drop it *above* the Divisimate Core track, not into the Big Band folder.



4

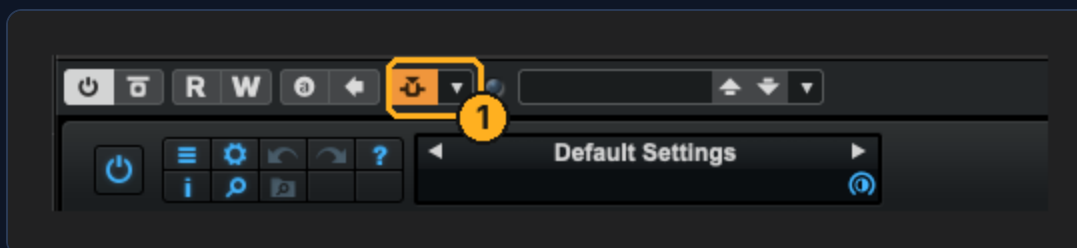
Project ► Add Track ► Instrument: Instrument = **SoloVoice**, Input Routing = **Not Connected**, name it SoloVoice, click **Add Track**. The SoloVoice window opens.

Not Connected keeps a stray keyboard from feeding SoloVoice's snapper; the mic arrives by side-chain in the next step.



5

In the dark strip across the top of the SoloVoice plug-in window (Cubase's own header), click the **Side-Chain** button — the small arrow-into-box icon just left of the preset name box — so it lights orange.

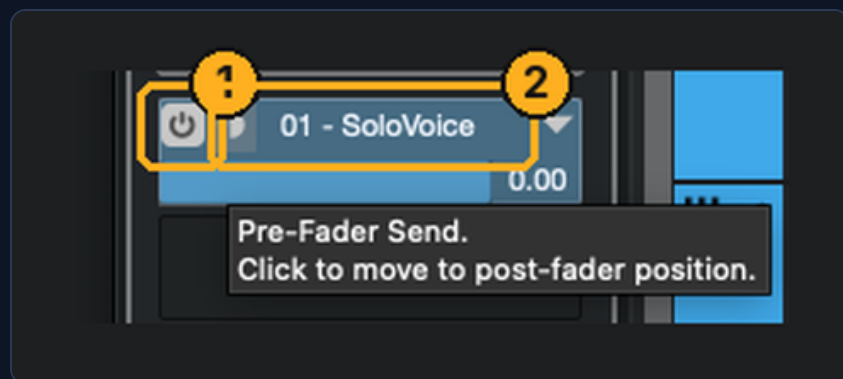
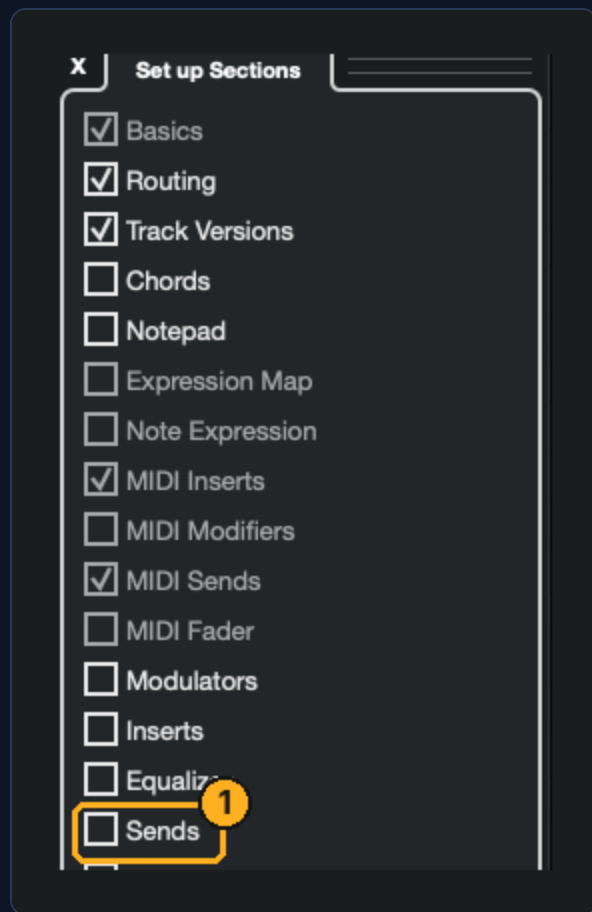


6

Click the **SoloVoiceIN** track. If the Inspector on the left has no **Sends** section, click the empty space at the bottom of the Inspector, choose **Set up Sections**, and tick **Sends**. Open Sends, click the first slot, and pick **Side-Chain Inputs ▶ 01 – SoloVoice**.

Then make the send live: click the slot's **power** button (it turns blue), and click the small pre/post button beside it until the tip reads **Pre-Fader Send**. Leave the level at 0.00.

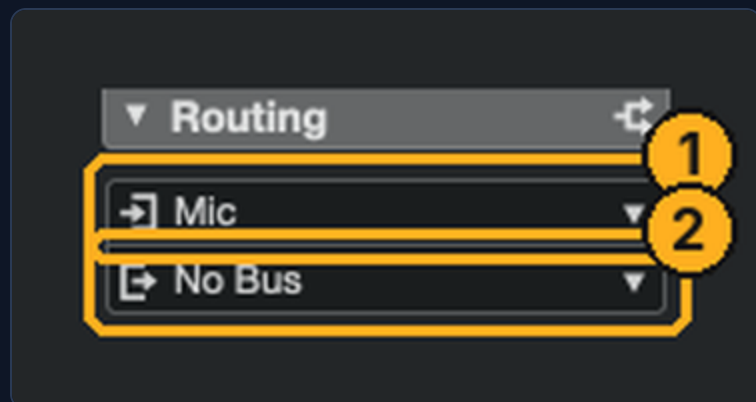
Cubase creates sends switched off and post-fader — both silently defeat the setup, so check the slot looks like this.



7

Still on SoloVoiceIN, in the Inspector's **Routing** section set the output (lower row) to **No Bus**. Hum into the mic: SoloVoice's meters and note strip should move, and your own voice should no longer come out of the speakers.

The send is pre-fader, so cutting the track's output changes nothing on the way to SoloVoice. SoloVoice's side-chain meters light on the second pair — that's correct.



C · MIDI to the band

8

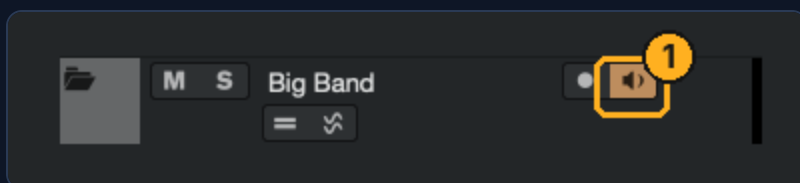
Click the **Divisimate Core** track (or your instrument track). In its Inspector **Routing** section, click the top **Input Routing** field and pick **01. SoloVoice – MIDI Out** from the Plug-ins part of the list. Leave the channel filter on Any Input.

Cubase names the plug-in's MIDI port after the plug-in, not the track. This is the whole link: SoloVoice's snapped notes now drive Divisimate (or whatever instrument you chose).



9

Click the speaker-shaped **Monitor** button on the Divisimate Core track and on the **Big Band** folder track (which lights all 13 chairs at once). Hum — you should hear the band.



D · Load the chart and line up the timing

10

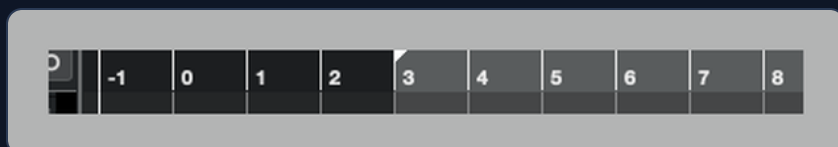
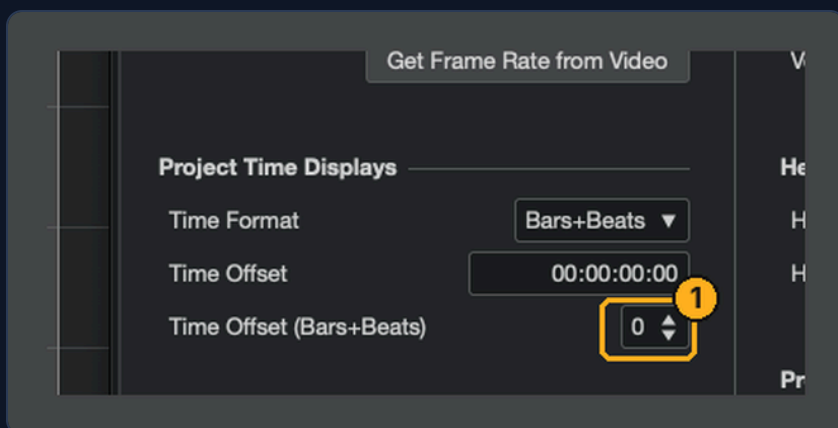
In the SoloVoice window click **LOAD XML** (bottom-left) and open your MusicXML chart. Set the Cubase tempo to the chart's tempo.

SoloVoice carries the chart and follows Cubase's transport: press **space** and the chord grid advances with the project.



11

Only if your backing track has a count-in (Band-in-a-Box style, two bars): **Project ► Project Setup**, set **Time Offset (Bars+Beats)** to **2**, click OK, and answer **No** to “keep the project content at its bar positions”. The ruler now runs -1, 0, 1 ... and set SoloVoice's **COUNT IN** to 2 bars to match.



E · Arranger (Orchestra edition)

The Arranger fires Divisimate pad changes (voicings, mutes, section colors) by bar number. You'll see SoloVoice Arranger in the Instrument list only if you installed the Orchestra edition — Conductor users skip to section F.

12

Project ► Add Track ► Instrument: Instrument = **SoloVoice Arranger**, Input Routing = Not Connected, name it Arranger. In its window click the ≡ button (top-left of the blue toolbar) and load your song's Arranger preset, or type your lanes.

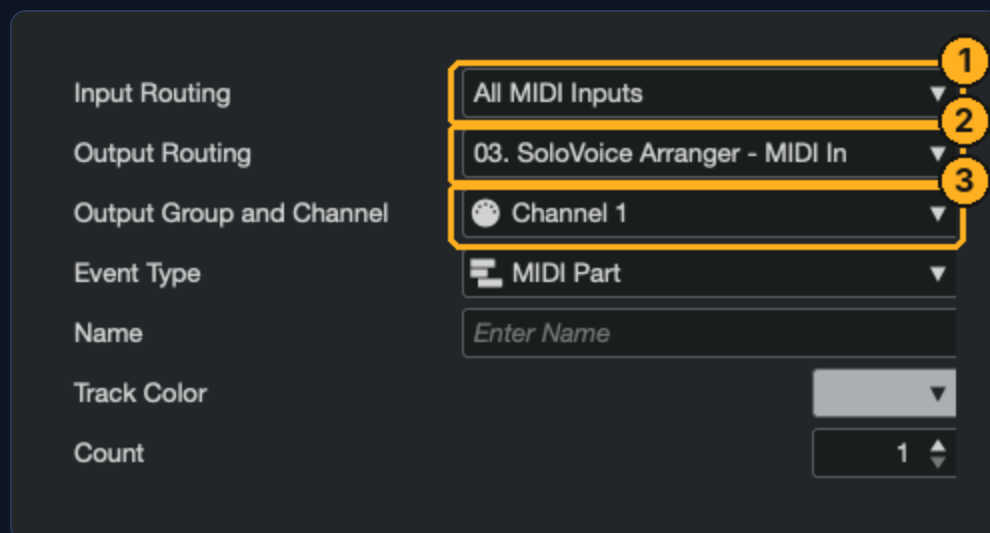
If you used the 2-bar Time Offset in step 11, turn **Head Bar** to **3** so chart bar 1 lands on Cubase's bar 1.



13

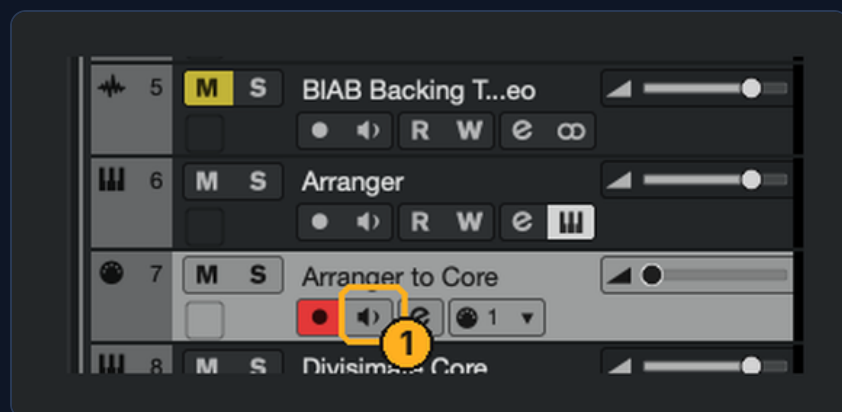
Project ► Add Track ► MIDI. In the dialog set Input Routing = **SoloVoice Arranger – MIDI Out**, Output Routing = **Divisimate Core**, Channel 1, name it **Arranger to Core**, click Add Track.

Divisimate's track input is already taken by SoloVoice; this MIDI track is how Cubase merges a second source into it.



14

Click the new track's speaker-shaped **Monitor** button so it lights — a MIDI track only passes live input with Monitor on. Play from the top: the band's voicing changes at the Arranger's bars.

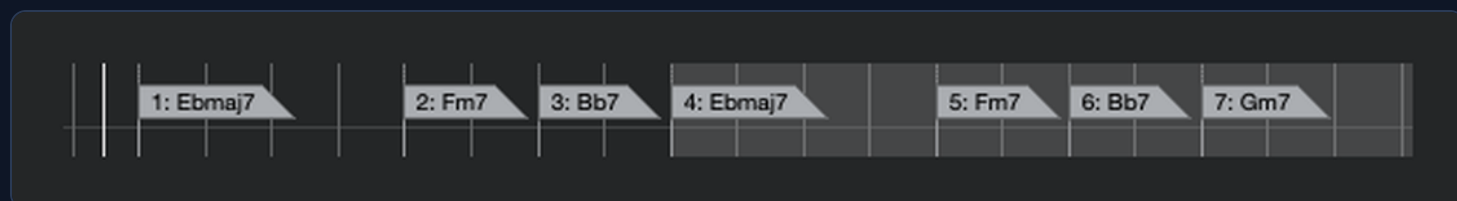


F · Let the chairs follow the chart (Cubase's Chord Track)

SoloVoice snaps your line to the chart. In Cubase, each chair can also be re-snapped by the Chord Track — Cubase's built-in version of what the Satellites do in PatchWork. Outside-the-key chords land cleanly, with no extra plug-ins.

15

In SoloVoice click **EXPORT MIDI** (bottom-left) and save the file. Drag that .mid into the Project window onto an empty area — it lands as a chord-notes MIDI part with one marker per chord.



16

Click the imported MIDI part, then **Project ► Chord Track ► Create Chord Symbols**. A Chord Track appears with one chord event per bar. Walk it against the marker lane and fix any chord Cubase simplified: double-click the chord event and type it exactly as the marker reads (E7 $\flat$ 13, A $\flat$ 13 ...).

Cubase's analysis is nearly perfect but drops some extensions — the markers are the ground truth.

17

Click a chair track (Alto Sax 1 ...). In its Inspector open the **Chords** section (add it with Set up Sections if it isn't shown) and set **Follow Chord Track** to **Chords & Scales**. Repeat for every chair; we run **Chords** on the bass trombone, which sounds best anchored to chord tones.

If the Follow dropdown is greyed out: the track needs a MIDI part on it, even an empty one. Draw a short empty part on the track with the pencil tool and the menu comes alive.

G · Play

Click the ruler at the start of the song, press **space**, and sing. Press **space** to stop. Save the project as a template (**File ► Save As Template**) and you'll never wire it again.

If something's off

SoloVoice doesn't react to the mic

Send slot powered on, pre-fader, going to 01 – SoloVoice; side-chain button lit in the plug-in header; audio track Monitor on.

I hear my own voice

SoloVoiceIN's output should be No Bus.

Band is silent

Monitor must be lit on Divisimate Core and on every chair (click the folder's speaker). Core's input must be 01. SoloVoice – MIDI Out.

Arranger changes land two bars early

Set its Head Bar to 3 when the project has a 2-bar Time Offset.

Follow Chord Track is greyed out

Put a MIDI part on that track (an empty one is fine).

Stuck notes?

None in our tests in Cubase 15. If you get one, press PANIC! in SoloVoice (bottom-left).