

Subject: New House adventure.
Posted by [Kim](#) on Fri, 04 Nov 2005 11:29:05 GMT
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[illegible]

>> =20
 >><DIV>your =
 wrapper or=20
 Paris =3D
>just =3D3D
> >>doesn't =
 =3D3D3D
> =20
 >> >>like. Try=3D3D3D20
> >> =
 >>the same thing</DIV>
> =
 >> =20
 >><DIV>in a =
 different=20
 project.
=3D
>ie: =3D3D
> >>Same =
 =3D3D3D
> =20
 >> >>stereo=3D3D3D20
> >> =20
 >>plugin inserted</DIV>
> =
 >> =20
 >><DIV>on =
 another stereo=20
 pair
=3D
>of =3D3D
> >>tracks. =
 =3D3D3D
> =20
 >> >>Now can you=3D3D3D20
> =
 >> =20
 >>save?</DIV>
> >> =20
 >><DIV>if so =
 it may be=20
 your =3D
>project. =3D3D
> >>if =
 =3D3D3D
> =20
 >> >>not it's=3D3D3D20
> >> =20
 >>probably your plugin.</DIV>
> =20
 >> >><DIV><FONT face=3D3D3D3DArial=20
 size=3D3D3D3D2> </DIV>
> =
 >> =20
 >><DIV>Good=20
 luck,</DIV>
> >> =20
 >><DIV><FONT face=3D3D3D3DArial=20
 size=3D3D3D3D2>Tom</DIV>
> =
 >> =20
 >><BLOCKQUOTE=3D3D3D20
> >> =20
 >>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px;=20
 MARGIN-LEFT:
=3D
>5px;
> > =3D3D
> =
 >>=3D3D3D
> >> >>BORDER-LEFT: =
 #000000 2px=20
 solid; MARGIN-RIGHT: 0px">
> >> =
 >> =20
 <DIV>"Dimitrios" <<A=3D3D3D20
> >> =
 >> href=3D3D3D3D"<A=20

=
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.grmailto:musurgio=
@otenet.gr">>musurgio@otenet.gr>>
=3D
>wrote <B=
R>> =20
 >=3D3D
> >>in =3D3D3D
> =
>> =20
 >>message=3D3D3D20
> >> >> =
<A=20
 =3D3D3D
> >> =3D3D
> =20
 =3D
>>>href=3D3D3D3D "<A=20
=
href=3D'news:43906b78\$1@linux">news:43906b78\$1@linux...</DIV">news:43=
906b78\$1@linux">>news:43906b78\$1@linux>...</DIV>=3D<=
BR>>
>=3D3D
> =20
 >>Than=3D3D3D
> >> =
>>ks=3D3D3D20
> =20
 >> >> for your suggestions.
>I have =
rendered=20
 using the hardware =3D
>method
> > =
=3D3D
> =20
 >>via
> >> >=3D3D3D
> =20
 >> >>adat=3D3D3D20
> >> =
>> =20
 and achieved one nice
>compact stereo track with my=20
acoustic
=3D
>=3D3D3D
> >> =
>>guitars, I=20
 even=3D3D3D20
> >> >> saved all =
audio=20
 files
>on new folder and saved under new =3D
>name =
I
> =20
 >=3D3D
> >>used
> >> =20
 >=3D3D3D
> >> =
>>the=3D3D3D20
> =20
 >> >> clear missing files just
>before =
that=20
 but again no luck when
=3D
>I =3D3D
> =20
 >>=3D3D3D
> >> >>put =
a=3D3D3D20
> =20
 >> >> stereo native effect on this=20
stereotrack
>even without =3D
>hitting =
=3D3D
> =20
 >>=3D3D3D
> >> >>play =
=3D3D3D20
> =20
 >> >> when I try to save assertion fails and=20
doesn't
>allow of any
=3D
>=3D3D
> =
>>save=20
 =3D3D3D
> >> =20
 >>!
>Note=3D3D3D20
> >> =

>>>=20
 that assertion failure appears ONLY when I hit =
 SAve=3D3D3D20
>>=20
 >>> >>>=20
 ...
rEGARDS,
dIMITRIOS& ;

 "Tom =
 Bruhl"=20
 <<A=3D3D3D20
>> >>> >>> =
 =3D3D
>>=20
 =3D
>>href=3D3D3D3D"<A=20
 =
 href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D3D3D20'>ma=
 ilto:arpeggio@comcast.net">arpeggio@comcast.net<A>>=3D3D3D20</=
 A>=3D
>
>>=20
 >>> >>>=20
 =
 wrote:
>
>& mp;
>Dimitrios,
> R=
 endering=20
 is your=3D3D3D20
>> >>> >>> answer. =
 Don't=20
 render tracks with plugins. In=3D3D3D20
>>=20
 >>> stereo
=3D3D3D3D
>> the right=20
 side=3D3D3D3D20
>>won't have =3D
>any =
 =3D3D3D
>>=20
 >>> >>>effect. =3D3D3D20
>> >>>=20
 >>> Double check to see that their timing is =
 =3D3D3D
>>=20
 >>>=20
 =
 >>correct
=3D3D3D3D
>>too.
>Some=3D=
 3D3D20
>>=20
 >>> >>> people have problems with=20
 that.
>Tom
> "erlilo" =3D3D3D
>>=20
 >>> >>><<A=3D3D3D20
>> >>>=20
 >>> href=3D3D3D3D"<A=20
 =
 href=3D'mailto:erlilo@online.no">erlilo@online.nomailto:erlilo@onlin=
 e.no">erlilo@online.no<A/>>=20
 =3D
>wrote in
>> >=3D3D
>>=20
 >>=3D3D3D
>> >>> >>>message=20
 <A=3D3D3D20
>> >>> >>>=20
 =3D3D3D
>>=20
 >>> =3D
>>href=3D3D3D3D"<A=20
 =
 href=3D'news:43900b57\$1@linux">news:43900b57\$1@linux...
news:4390=
 0b57\$1@linux">news:43900b57\$1@linux<A>>>
>>=20
 =3D
>=3D3D
>> >>>=3D3D3D
>>=20
 >>> >>>=20

There's a problem. I think rendering the tracks and look at the stereo pair is starting and ending at the same places will do the job of saving space under a new name, just to be sure to go back if something's wrong again. If the time alignments are going wrong in some of the stereo files, you can render the old hard version 2, when mixing is done, each stereo pair with panning hard left and right and then you can import them into the project again on their places and give them

new=3D3D3D20
> >> >> >> =20
 names.
>>
>>=2 0
 Erling
>>
>>&a mp;lt;BR>>> =3D3D3D
> =

>> >>"Dimitrios"=3D3D3D20
> =
 >> =20
 >> <<A =3D
>href=3D3D3D3D"<A=20
 =
 href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.grmailto:musurgio=
 @otenet.gr">musurgio@otenet.gr>=20
 =3D3D
> >>=3D3D3D
> >> >> =
 >>skrev=20
 i=3D3D3D20
> >> >> >> melding=20
 =3D3D3D3D
>>news:439000f1\$1@linux...
>>=20
 =3D3D3D
> >> >>>
>>=20
 =3D3D3D20
> >> >> > =
 Hi,
>>=20
 > Thanks for your replies.
>> =3D3D3D
> =
 >> =20
 >>> What I=3D3D3D20
> >> =
 >> have=20
 managed is to have the same start and end for =
 both=3D3D3D20
> =20
 >> >> =20
 audio
>=3D3D3D3D
>>fi les
>> > just by =
 cutting=20
 at cursor =3D
>=3D3D3D
> >> =
 >>pointy=20
 on=3D3D3D20
> >> >> both=20
 tracks.
>> > Buit insight the stereo tracks each of=20
 =3D
>=3D3D3D
> >> =20
 >>themhas=3D3D3D20
> >> >> =
 different=20
 cut =
 points
>=3D3D3D3D
>>a nd=3D3D3D3D20
>> > =

=3D3D3D
> >> >>joint
>>=20
 =3D3D3D20
> >> >> > points , =
 does this=20
 matter?
>> > If you ask me why =3D3D3D
> =20
 >> >>it is=3D3D3D20
> >> =20
 >> because these tracks are not actually =
 =3D3D3D
> =20
 >> =
 >>stereo
>=3D3D3D3D
>> but
>>=20
 =3D3D3D20
> >> >> > two takes =
 of acoustic=20
 guitar playing so I had tomove =3D3D
> =20

>>different=3D3D3D20
> >> >> >> =
 parts
>=3D3D3D3D
>>on =3D3D3D3D20
>> > =
 each
>> > =3D3D3D
> >> >> =
 >>>of=20
 the=3D3D3D20
> >> >> >> "stereo" =
 tracks to make=20
 them on time.
>> > I want a =3D3D3D
> >> >> =20
 >>&stereo=3D3D3D20
> >> >> >> =
 effect=20
 because I wanna expand the stereo=3D3D3D20
> >> >> =
 >> >> =20
 >> >> =20
 =
 perspective
>=3D3D3D3D
>& ;>of=3D3D3D3D20
>> =
 >>=20
 =3D3D3D
> >> >> >>&them
>>=20
 >=3D3D3D20
> >> >> >> pl;aying =
 hard left and=20
 hard right.
>> > Have you tried =3D3D3D
> >> =20
 >> >>&T-racks=3D3D3D20
> >> >> =20
 >> >>&compressor's stereo widening knob ?? !!
>> =
 >>=20
 Amazing =3D3D3D
> >> >> =
 >>&stereo=3D3D3D20
> >> >> =20
 >> >> >> result with complete mono compatibility =
 , not=20
 like=3D3D3D20
> >> >> >> >> =20
 =3D3D3D3D
>>waves=3D3D3D3D20
>&R>> > =
 imager
>>=20
 > at=3D3D3D20
> >> >> >> >> =20
 all...
>> > Cheers,
>> > =
 =3D3D3D
> >> >> =20
 >> >>&Dimitrios
>> =3D3D3D20
> >> =
 >> >> >> >
>> >
>> =
 >>=20
 "Ennio" <<A=3D3D3D20
> >> >> >> >> =
 =3D
>>href=3D3D3D3D"<A=20
 =
 href=3D'mailto:ennio@galicorp.net">ennio@galicorp.net>=3D3D3D20'>mail=
 to:ennio@galicorp.net">ennio@galicorp.net>=3D3D3D20<B=
 R>> >> =20
 >> >> >> wrote:
>> >>&The =
 in-points (and=20

>> =20
 >> melding=3D3D3D3D20
>> >>>=20
 <A=3D3D3D20
> >> >> =
 =3D3D3D
> =20
 >> =3D
>>>href=3D3D3D3D"<A=20
 =
 href=3D'news:438f3760\$1@linux">news:438f3760\$1@linux...<BR'>news:438f=
 3760\$1@linux">news:438f3760\$1@linux...<BR>>=20
 =3D
>=3D3D
> >>=3D3D3D
> =
 >> =20
 >>=3D3D3D20
> >> >> =
 >>>=20
 >
>> >>> > Hi,
>> =
 =3D3D3D20
> =20
 >> >> >>> > I have almost finished =
 my=20
 project mixing and when I =3D
>=3D3D3D
> =
 >> =20
 >>try to=3D3D3D20
> >> >> =
 put=20
 a
>=3D3D3D3D
>>
>> >>> >=20
 =3D3D3D
> >> >>stereo
>>=20
 =3D3D3D20
> >> >> >>> =
 >>=20
 native
>> >>> > effect on any =
 =3D3D3D
> =20
 >> >>audio=3D3D3D20
> >> =20
 >> track on any submix when I try to save I =
 =3D3D3D
> =20
 >> >>=3D3D3D3D
>>always&am p;lt;BR>>>=20
 >=3D3D3D20
> >> >> =
 get
>>=20
 >>> > assertion
>> =3D3D3D
> =
 >> =20
 >>>>> >=3D3D3D20
> >> =
 >> =20
 failed and cannot save either on same name or other...
>>=20
 =3D
>=3D3D3D20
> >> >> =
 >>> >=20
 The problem is that I want to use stereo effects as=20
 =3D
>=3D3D3D
> >> >>I =
 did=3D3D3D20
> =20
 >> >> =20
 before
>=3D3D3D3D
>>b ut
>>=20
 >>don't
>> =3D3D3D
> >> =20
 >>>>>=3D3D3D20
> >> =
 >> >=20
 know why Paris doesn't let to...
>> >>>=20

>=3D3D3D20
> > > > > =
Regards,
> =20
>>> > Dimitrios
> =3D3D3D20
> =
>> =20
>> >>>
> >>>
>=20
=3D3D3D
> >> >>>
>=2 0
=3D3D3D20
> >> >> >> =
>>
> =20
=3D3D3D
> >> =20
=
>>>=3D3D3D3D20
>
>
>
>
g=
t;><!DOCTYPE=3D3D3D20
> =20
>> >> HTML PUBLIC "-//W3C//DTD HTML=20
4.0=3D3D3D20
> >> >> =20
=
Transitional//EN" >
><HTML><t;HEAD>
>=
<META=3D3D3D20
> =20
>> >> http-equiv=3D3D3D3D3DContent-Type=20
=3D
>content=3D3D3D3D3D"text/html;=3D3D3D20
> =
>> =20
>> =20
=
=3D3D3D3D
> charset=3D3D3D3D3Diso-885 9-1 ">
><=
;META=20
=3D3D3D
> >> =20
>>content=3D3D3D3D3D"MSHTML=3D3D3D20
> =
>> =20
>> 6.00.2800.1400"=3D3D3D20
> >> =20
>> =3D3D3D
> >> =20
=
>>name=3D3D3D3D3DGENERATOR>
a mp;><STYLE></STYLE=
>
></HEAD=3D3D3D
> =20
>> =
>>D>
><B ODY=3D3D3D20
> =20
>> >> =20
bgColor=3D3D3D3D3D#ffffff>
>& amp;<DIV><FONT=20
=3D
>face=3D3D3D3D3DArial=3D3D3D20
> >> =
>> =20
=3D3D3D
> >> =20
=
>>size=3D3D3D3D3D2>Dimitrios,</F ONT></DIV>
=
><DIV><F=3D3D3D
> =20
>> >>ONT=3D3D3D20
> >> =
>> =20
face=3D3D3D3D3DArial size=3D3D3D3D3D2>Rendering is your answer. =
=3D
>Don't=20
=3D3D3D
> >> =20
>>=3D3D3D3D
>render=3D 3D3D20
> =

>> =20
 >> tracks=3D3D3D3D20
>with plugins. In stereo =
 the right=20
 =3D
>side=3D3D3D20
> >> >> =20
 </DIV>
& >></DIV><FONT=20
 face=3D3D3D3D3DArial=3D3D3D20
> >> =
 >> =20
 size=3D3D3D3D3D2>won't <FONT face=3D3D3D3D3DArial=20
 =3D3D3D
> >> =20
 =
 >>=3D3D3D3D
>size=3D3D 3D3D3D2>have=3D3D3D20
>&=

 >> =20
 >> >> any=3D3D3D3D20
>effect. =
 Double check=20
 to see that their timing
=3D
>is =3D3D
> =20
 >>=3D3D3D
> >> =20
 >>correct=3D3D3D20
> >> >> =20
 =
 =3D3D3D3D
>too. </DIV>
></DIV=

 ></FONT=20
 =3D3D3D
> >> =20
 >>face=3D3D3D3D3DArial=3D3D3D20
> >> =
 >> =20
 size=3D3D3D3D3D2>Some people have problems =
 with=3D3D3D20
> =20
 >> >> =20
 =
 =3D3D3D3D
>that. </DIV>
></DI=

 V></FONT=3D3D3D20
> =20
 >> >> =
 face=3D3D3D3D3DArial=3D3D3D20
> =20
 >> >> =3D3D3D
> >> =20
 =
 =3D
 >>>size=3D3D3D3D3D2>Tom</ FONT></DIV><BR=

 >></BLOCKQUOTE=3D3D3D3D20
=3D3D3D
> =20
 >> =
 >>>style=3D3D3D3D3D"PADDING-RIGHT:=3D3D3D20
> =20
 >> >> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
 5px;=20
 =3D
>=3D3D3D3D
>BORDER-LEFT: =3D3D
> =20
 >>=3D3D3D
> >> >>#000000=20
 2px=3D3D3D20
> >> >> solid; =
 MARGIN-RIGHT:=20
 0px">
> </DIV>"erlilo" =3D3D3D
> =
 >> =20
 >><<A=3D3D3D20
> >> >> =
 =3D3D3D3D
>href=3D3D3D3D3D"<A=3D3D3D20
> =

>> =20
>> =3D3D3D
> >> =3D3D3D
> =20
=
=3D
 >>>>>>href=3D3D3D3D'mailto:erlilo@online.no">erli=
lo@online.no>=3D3D3D3D20'>=3D
>mailto=3D3D
>= =20
>>:erlil=3D3D3D
> >> =20
=
>>o@online.no">erlilo@online.no>=3D3D3D3D20g=
t;
>=20
=3D3D3D20
> >> >> wrote in message =

<A=3D3D3D3D20
>> =
href=3D3D3D3D3D"<A=3D3D3D20
> =20
>> >> =3D3D3D
> >> =20
=3D3D
> =20
=
=3D
 >>>>>>href=3D3D3D3D'news:4 3900b57\$1@linux">news:4=
3900b57\$1@linux>...</DIV>>=3D
>Ther=3D3D
> =
;=20
>>e'>n=3D3D3D
> >> =20
=
>>ews:43900b57\$1@linux">news:43900b57\$1@linux>...</D=
IV>>Th=3D3D3D
> =20
>> =20

Subject: Re: New House adventure.
Posted by [Morgan](#) on Fri, 04 Nov 2005 12:03:02 GMT
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hard left and right and=3D3D3D20
> >> =20
>> =3D3D3D3D
>>muting=3D3D3D3D20
>> =
all=20

>other tracks. Then =3D
>=3D3D3D
> =
>> =20
>>you can=3D3D3D20
> >> >> =
import them=20
into the project again
>=3D3D3D3D
>>on =
=3D3D3D
> =20
>> >>>their=3D3D3D3D20
>> =
old=3D3D3D20
> =20
>> >>
>places and give them=20
new=3D3D3D20
> >> >> =
=3D3D3D
> =20
>> =20
=

>>=3D3D3D3D
>names.&am p;lt;BR>
Erling
=

=3D3D3D
> =20
>> >>"Dimitrios"=3D3D3D3D20
>=20
=3D3D3D20
> >> >> <<A=20
href=3D3D3D3D3D"<A=3D3D3D20
> >> =
>> =20
=3D3D3D
> >> =3D3D
> =20
=
=3D
 >>>>>href=3D3D3D3D'mailto :musurgio@otenet.gr">mu=
surgio@otenet.gr</A'>mailto:=3D
>musu=3D3D
> =20
>>rgio=3D3D3D
> >> =20
=
>>@otenet.gr">musurgio@otenet.gr</A>=3D3D3D2=
0
> =20
>> >> =3D3D3D3D
>skrev=20
i=3D3D3D3D20
> melding <A=3D3D3D3D20
>=20
=3D
>=3D3D3D
> >> >><

Subject: Re: New House adventure.

Posted by [Don Nafe](#) on Fri, 04 Nov 2005 12:41:35 GMT

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BR>> =

>> >> =20
=3D3D3D3D
>href=3D3D3D3D3D"<A=3D3D3D20
> =
>> =20
>> =3D3D3D
> >> =
=3D3D
> =20
=
=3D
 >>>>>href=3D3D3D3D'news:4 39000f1\$1@linux">news:4=
39000f1\$1@linux...
><=3D
>BR>&=3D3D=

> =20
>>=3D3D3D
> >> =20
=
>>g'>news:439000f1\$1@linux">news:439000f1\$1@linux..=
..
=3D3D3D
> =20
>> =20
=
>>>
&=3D3D3D3D
>t;=3D3D3D3D2=
0
>=20
=3D3D3D20
> >> >> =
Hi,
> Thanks=20
for your replies.
> What I have =3D3D3D
> =
>> =20
>>managed=3D3D3D20
> >> >> =
is to=20

=3D3D3D3D
>>have=3D3D3D3D20
>> the same start =
and end=20
=3D
>>for =3D3D3D
>> >> >> >>both=20
audio=3D3D3D20
> >> >> >> >> =
files
>>=20
just by cutting at =3D3D3D
> >> >> =20
>>=3D3D3D3D
>>cursor=3D 3D3D3D20
>>=20
pointy=3D3D3D20
> >> >> >> on both=20
tracks.
>> Built insight the stereo tracks each=20
=3D
>&of=3D3D3D20
> >> >> >> =20
=3D3D3D3D
>>themhas=3D3D3D3D20
>> different cut =
points and=20
=3D
>=3D3D3D
> >> >> >>

Subject: Re: New House adventure.
Posted by [cujo](#) on Fri, 04 Nov 2005 13:04:06 GMT
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br />
 =
 >>ere
=3D3D 3D3D
>you=3D3D3D20
>=
 ; = 20
 >> >> have=3D3D3D3D20
> the =
 problem. I think=20
 rendering the tracks =3D
>and =3D3D3D
> =
 >> = 20
 >>look after=3D3D3D20
> >> =
 >> that=20

each
=3D3D3D3D
& amp;gt;>
> =
 stereopair is=20
 =3D3D3D
> >> >>starting =
 and=3D3D3D20
> = 20
 >> >> ending at the same places will do the=20
 job=3D3D3D20
> >> >> = 20
 =3D3D3D3D
>
when=3D 3D3D3D20
> saving =
 under a new=20
 name, =3D
>=3D3D3D
> >> >>just to=20
 be=3D3D3D20
> >> >> sure to go =
 back if=20
 something are =3D3D3D
> >> = 20
 =
 >>=3D3D3D3D
>
going=3D3D3D3D20
>=20
 =3D3D3D20
> >> >> wrong again. If =
 the time=20
 alignments are going wrong in some =3D
>=3D3D
> = 20
 >>of=3D3D3D20
> >> >> = 20
 the=3D3D3D3D20
>
stereofiles, you can rendering =

the=20
=3D3D3D
> >> >> >> old, =
hard=3D3D3D20
> > =20
>> >> way, as in version=20
2,
>=3D3D3D3D
> when= 3D3D3D3D20
>=20
=3D3D3D
> >> >>
>mixing=20
down=3D3D3D20
> >> >> each =
stereopair with=20
panning

Subject: Re: New House adventure.
Posted by [Rod Lincoln](#) on Fri, 04 Nov 2005 14:42:59 GMT
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 =20
>>
>=3D3D3D20
> >> =
>> =20
joint
> points , does this=3D3D3D3D20
>=20
=3D3D3D
> >> =20
>>matter?
>=3D3D3D20
> >> =20
>> If you ask me why it is because these tracks are=20
not=3D3D3D20
> >> >> =20
=3D3D3D3D
>>actually=3D3D3D3D20
>> stereo =
but
>>=20
two =3D3D3D
> >> >> >> takes =
of=3D3D3D20
> =20
>> >> acoustic guitar playing so I had=20
=3D
> >=3D3D3D3D
>>tomove=3D3D3D3D20
>>=20
=3D3D3D
> >> =
>>>different=3D3D3D20
> =20
>> >> parts on
>> =
each
>> of=20
the "stereo" tracks to=3D3D3D20
> >> =
>> =20
=3D3D3D3D
>>make them=3D3D3D3D20
>> on =
time.
>> I=20
want =3D3D3D
> >> >> >> a =
stereo=3D3D3D20
> =20
>> >> effect because I wanna expand the=20
=3D
> >=3D3D3D3D
>>stereo=3D3D3D3D20
>>=20
=3D3D3D
> >> =
>>>perspective=3D3D3D20
> =20
>> >> of
>> them
>> =
pl;aying=20
hard left and=3D3D3D20
> >> >> =20
hard=3D3D3D3D20
>> right.
>> Have you tried =
T-racks=20

=3D3D3D
> >> =
>>compressor's=3D3D3D20
> =20
>> >> stereo widening =
=3D3D3D3D
>knob=20
??=3D3D3D3D20
> !!
> =
=3D
>=3D3D3D
> =20
>> >>Amazing=3D3D3D20
> >> =20
>> stereo result with complete mono compatibility ,=20
=3D3D
> =
>>=3D3D3D3D<B

Subject: Re: New House adventure.

Posted by [Jamie K](#) on Fri, 04 Nov 2005 15:44:40 GMT

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/>
>>=3D3D3D3D
>href=3D3D 3D3D3D "<A=3D3D3D20
> =p;=20
>> >> =3D3D3D
> >> =20
=3D3D
> =20
=
=3D
>>>>href=3D3D3D3D'news:438f4d36@linux">news:438=f4d36@linux...<BR'>news:=3D
>438f=3D3D
> =;=20
>>4d36=3D3D3D
> >> =20
=
>>@linux">news:438f4d36@linux ...<BR>&am p;g=t;>>=3D3D3D20
> =20
>> >> =3D3D3D3D
>ls=20
it=3D3D3D3D20
> exactly the same length on =3D
>each =

=3D3D3D
> >> >>stereo =
files=3D3D3D20
> =20
>> >> or no different=3D3D3D3D20
> =

=3D3D3D20
> >> >> =20
holes
>>&in
& >>> any of=20
the=3D3D3D20
> >> >> =20
stereo=3D3D3D3D20
> =3D3D3D20
> >> =

>> =3D3D3D
> >> =20
=
>>objects?
>>&a mp;gt;
>>&=3D3D3D3D20& >|=t;BR>>=20
=3D3D3D20
> >> >> =20
Erling
>>><BR&a mp;gt;>>&=20
"Dimitrios"=3D3D3D20
> >> >> =20

<<A=3D3D3D20
> =
href=3D3D3D3D"<A=3D3D3D20
> =20
>> >> =3D3D3D
> >> =20
=3D3D
> =20
=
=3D
 >>>>href=3D3D3D3D'mailto :musurgio@otenet.gr&qu

Subject: Re: New House adventure.
Posted by [rich](#) on Fri, 04 Nov 2005 15:49:51 GMT
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t; >>>>href=3D3D3D3D'mailto :ennio@galicorp.net">en=
nio@galicorp.net>=3D3D3D3D=3D
>>20'>ma=3D3D
>&=
nbsp;=20
>>ilto:e=3D3D3D
> >> =20
=
=3D
>>>nnio@galicorp.net">ennio@galicorp.net>=
=3D3D3D3D20>
> =20
>> >>>bsp;=3D3D3D20
> >> =
>> =20
wrote:
>>>The in-points (and out-points) on both sides=20
=3D3D3D
> >> >> of =
the=3D3D3D20
> =20
>> >> =20
=3D3D3D3D
>>stereo=3D3D3D3D20
>> file must=20
be
>>=3D3D3D20
> >> >> =20
at
>>>the identical spot - down to =
the=3D3D3D20
> =20
>> >> =20
=3D3D3D3D
>>sample=3D3D3D3D20
>> (the furthest =
down you can=20
=3D
>>go=3D3D3D20
> >> >> =20
on
>> the
>>>zoom=3D3D3D3D20
>>=20
=3D3D3D20
> >> >> =20
tool)
>>>
>> "erlilo" =
=3D3D3D
> =20
>> >>&<A=3D3D3D3D20
> t;> =
=3D3D3D20
> =20
>> >> =
href=3D3D3D3D3D"<A=3D3D3D20
> =20
>> >>& =3D3D3D

Subject: Re: New House adventure.
Posted by [Tom Bruhl](#) on Fri, 04 Nov 2005 16:49:05 GMT
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gt; > l=20
want a stereo effect because I wanna expand the =3D3D
> =20
>>stereo=3D3D20
> >> =20
=3D3D3D
>>perspective< BR>>> =
=3D3D3D3D
>>=20
=3D3D20
> >> =
>of=3D3D3D3D20
>> > >=20
them
>> =3D3D
> >>
> =
>> =20
> > pl;aying hard left and hard right.
>>=20
=3D3D20
> >> > > Have you tried T-racks=20
compressor's stereo widening =3D3D
> >>knob=20
??=3D3D20
> >> !!
>> > > =
Amazing=20
stereo result with =3D3D
> >>complete =
mono=3D3D20
> =20
>> compatibility , not=20
like
>>=3D3D3D
>> =

=3D3D
> >>
> >> =20
>waves=3D3D3D3D20
>> > > =3D3D
> =20
>>imager
>> =3D3D20
> >> =
> >=20
at all...
>> > >=3D3D20
> =
>> =20
Cheers,
>> > > DImitrios
>>=20
=3D3D20
> >> > >
>> >=20
>
>> =3D3D
> >>> =
=3D3D20
> =20
>> > "Ennio" <<A=3D3D20
> =
>> =20
href=3D3D3D"<A=20
=
href=3D'mailto:ennio@galicorp.net">ennio@galicorp.net>=3D3D20'>mailto=
:ennio@galicorp.net">ennio@galicorp.net>=3D3D20
>=
t; =20
>> wrote:
>> &

Subject: Re: New House adventure.

Posted by [uptown jimmy](#) on Fri, 04 Nov 2005 17:12:40 GMT

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R>> >> =20

>that.</DIV>< t;BR>>> =

=3D3D
> =20

>>><DIV><FONT=3D3D 20
> >> =20

face=3D3D3D3D3DArial =3D3D
> =20

=
>>size=3D3D3D3D2>Tom</FONT& ;gt;</DIV>
>>=
;=20
=3D3D20
> >> =20
><BLOCKQUOTE=3D3D3D3D20
& gt;> =3D3D
> =20
>>>style=3D3D3D3D3D"PADDING-RIGHT: 0px;=3D3D20
> =20
>> PADDING-LEFT: 5px; MARGIN-LEFT: =3D3D
> =20
=
>>5px;
=3D3D3D<BR& gt;>>=3D3D3D3D
>&g t=
;=20
=3D3D20
> >> >BORDER-LEFT: #000000 2px =
solid;=20
MARGIN-RIGHT: =3D3D
> >>0px">
>>=20
=3D3D20
> >> > <DIV>"erlilo" =
<<A=20
=3D3D3D3D
>> =3D3D20
> >> =20
>&href=3D3D3D3D3D"<A=3D3D20
> >> =
=3D3D
> =20
=
=3D
>>&href=3D3D3D'mailto:erlilo@online.no">erlilo@online.=
no>=3D3D3D3D20'>mail=3D
>to:erl=3D3D
> =

=
>>ilo@online.no">erlilo@online.no>=3D3D3D3D20</A=
>
>>& n=3D3D
> =20
>>bsp;=3D3D20
> >> > wrote in message =

<A=3D3D3D3D20
>> > =3D3D20
> =
>> =20
=3D3D3D
>>&href=3D3D3D3D3D"<A=3D3D20
> =
>> =20
=3D3D
> =20
=
=3D
>>&href=3D3D3D'

Subject: Re: New House adventure.
Posted by [gene lennon](#) on Fri, 04 Nov 2005 17:30:24 GMT
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>time.
>> =3D3D20
> >> =
&

Subject: Re: New House adventure.
Posted by [John \[1\]](#) on Fri, 04 Nov 2005 18:14:37 GMT
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same length on each stereo files or no
>>different
>> > holes
any of
the
stereo
=
>>objects?
t;BR>>>& n=3D3D
>>bsp;=3D3D20
Erling
>><BR&a mp;gt;>>>=3D3D
=>>"Dimitrios"
<<A=3D3D3D3D20
>&g t; >=20
href=3D3D3D3D3D"<A=3D3D20
=3D3D
=
=3D
net.gr</A'>mailto:musu=3D
=
>>@otenet.gr">musurgio@otenet.gr</A>>=3D3D20<=
BR>> skrev
>=3D3D3D
& amp ;gt;>i=20
=3D3D3D3D
>>=3D3D20
> >> =20
>melding=3D3D3D3D20
>> >
>>>=20
=3D3D
> >>
> >&

Subject: Re: New House adventure.
Posted by [excelav](#) on Fri, 04 Nov 2005 21:31:53 GMT
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bsp=
;=20
>> face=3D3D3D3DArial size=3D3D3D3D2>is inserted? I'd =
say you may=20
have =3D
>=3D3D
> =20
>>=3D3D3D
>>a=3 D3D20
> >> =20
rouge=3D3D3D20
>>plugin=3D3D2 0
> =
>> =20
that</DIV><BR& gt;>><DIV><FONT=20
=3D3D
> >>face=3D3D3D3DArial=3D3D20
> =
>> =20
size=3D3D3D3D2>your wrapper or Paris just doesn't=20
=3D
 >=3D3D3D
>>like.=3D3D2 0
> =
>> =20

Try=3D3D3D20
>>the same=3D3D20
> =
>> =20
thing></DIV>>
& amp ;>>></DIV>><FONT=20
=3D3D
> >>&face=3D3D3D3DArial=3D3D20
> =
>> =20
size=3D3D3D2>in a different project. ie: =
Same=3D3D20
> =20
>> =20
=
=3D3D3D
>>>stereo=3D3D3D20& amp ;
>>>plugin=3D3D20 <B=
R>> =20
>> =20
inserted></DIV>>
 & amp ;>>></DIV>><FONT =

=3D3D
> >>&face=3D3D3D3DArial=3D3D20
> =
>> =20
size=3D3D3D2>on another stereo pair of tracks. =
=3D3D3D
>>>Now=20
can
=3D
>=3D3D
> >>
> =
>> =20
=3D3D
> =20
=
>>you=3D3D3D20
>>&g t;save?></DIV>><B=
R>>></DIV>>=3D3D
> =20
>></FONT=3D3D20
> >> =
face=3D3D3D3DArial=20
size=3D3D3D2>If so it may be your project. If =3D3D
> =

>>=3D3D3D
>>>not =3D3D20
> =
&am

Subject: Re: New House adventure.
Posted by [DC](#) on Fri, 04 Nov 2005 23:12:51 GMT
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ef="mailto:1@linux" target="_blank">1@linux">news:43906b78\$1@=
linux>...</DIV>>
& amp ;>=3D
>Than=3D3D
> =
;=20
=
>>'>news:43906b78\$

Subject: Re: New House adventure.
Posted by [Kim](#) on Fri, 04 Nov 2005 23:29:32 GMT
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1@linux" target="_blank">1@linux">news:43906b78\$1@linux...=
</DIV>=3D3D
> =20
=
>>;
Than=3D 3D3D
>>ks=3D3D3D20<=
BR>>>=20
=3D3D20
> >> for your suggestions.
I =
have=20
rendered using the hardware =3D3D
> =20
>>method=3D3D20
> >> =20
=
via
>=3D3D3D
&g t;>adat=3D3D3D20
>>=
and=20
achieved one =3D3D
> >>
> >> =

nice
compact stereo track with my acoustic =
=3D3D
> =20
>>=3D3D3D
>>gui tars, I=3D3D20
> =
>> =20
even=3D3D3D20
>> saved all audio files
on new=20
=3D3D
> >>folder and=3D3D20
> =
>> saved=20
under new name I =3D3D
> =20
=
>>used
>=3D3D3D
>>the=3D3D3D20
=
>>=20
clear=3D3D20
> >> missing files =
just
before=20
that but again no luck when I=3D3D20
> >> =20
=3D3D3D
>>put a=3D3D3D20
>> stereo =
native effect on=20
=3D3D
> >>this=3D3D20
> >> =20
stereotrack
even without hitting=20
=3D3D3D
>>play=3D3D20
> >> =20
=3D3D3D20
>> when I try to save assertion fails=20
and=3D3D20
> >> doesn't
allow of any=20
save=3D3D20
> >> =20
=3D3D3D
>>!
 Note=3D3D3D20
>> =
that assertion=20
=3D3D
> >>failure=3D3D20
> =
>> appears=20
ONLY when I hit SAve=3D3D3D20
>> =3D3D20
> =20
>> =20
...
REGARDS,
DIMITRIOS
"Tom=20
=3D3D
> >>Bruhl"=3D3D20
> >> =

<<A=3D3D3D20
>> =
href=3D3D3D3D"<A=3D3D20
> =20
>> =3D3D
> =20

=
=3D
>>href=3D3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net>=3D3D3D20'>=3D
>mailto=3D3D
> =

=
>>:arpegio@comcast.net">arpegio@comcast.net>=3D3D3D=20
&g=3D3D
> =20
>>t;> =3D3D20
> >> =
=3D3D
> =20

=
>>wrote:
><BR&a mp;>>
>Dimitrios,
>R=3D3D
> =20
>>endering=3D3D20
> >> is=20
your=3D3D3D20
>> answer. Don't render tracks with=20
=3D3D
> >>plugins.=3D3D20
> =
>> =20
In=3D3D3D20
>> =
stereo
=3D3D3D3D
>t he right=20
=3D3D
> >>
> >> =20
side=3D3D3D3D20
>won't have any=20
=3D3D3D
>>effect.=3D3D20
> >> =20
=3D3D3D20
>> Double check to see that their timing=20
is=3D3D20
> >> =3D3D
> =20

=
>>=3D3D3D
>>cor rect
=3D3D3D3D
>=
too.
>Some=3D3D
> =20
>>=3D3D3D20
>> =3D3D20
> =
>> people=20
have problems with that.
>Tom
> =
=3D3D
> =20
>>"erlilo"=3D3D20
> >> =20
=3D3D3D
>><<A=3 D3D3D20
>>=20
href=3D3D3D3D"<A=3D3D20
> >> =
=3D3D
> =20

=
=3D
>>href=3D3D3D'mailto:erlilo@online.no">erlilo@online.=no</A'>mailto:erlilo@o=3D
>nlin=3D3D
> =20

=
>>e.no">erlilo@online.no</A>>=3D3D20
>&=nbsp;=20
>> wrote in =3D3D3D
>>message=20
<A=3D3D3D20
>> =3D3D20
> >> =20
=3D3D3D
>>href=3D3D3D3D"<A=3D3D20
> =
>> =20
=3D3D
> =20

=
=3D
>>href=3D3D3D'news:43900b57\$1@linux">news:43900b57\$1@=linux...<BR'>news:=3D
>4390=3D3D
> =20

=

>>0b57\$1@linux">news:43900b57\$1@linux...<BR</A&g=

t;>>=3D3D20
> =20

>> =3D3D3D
>> =

There=3D3D3D20
>> you have=20

the problem. I =3D3D
> >>think=3D3D20
> =20

>> rendering the tracks and look=3D3D20
> =

>> =20

=

=3D3D3D
>>=3D3D3D3D
>after=3D3D3D20
&=

gt;>=20

=3D3D20
> >> that=3D3D3D3D20
> =

each stereopair=20

is starting and ending at =3D3D
> =

>>the=3D3D20
> =20

>> =

=3D3D3D
>>same=3D3D3D20&l t;BR>>> places=20

will do=3D3D20
> >> =20

the
=3D3D3D3D
>job= 3D3D3D3D20
> when=20

saving=3D3D20
> >> =

=3D3D3D
>>under a=20

new=3D3D3D20
>> name, just to be =3D3D
> =

>>sure=20

to go back=3D3D20
> >> if =3D3D
> =20

=

>>=3D3D3D
>>som ething
=3D3D3D3D
&g=

t;are=3D3D3D3D20
=3D3D
> =20

>>>=3D3D20
> >> =

=3D3D3D20
>> going=20

wrong again. If the time alignments are =3D3D
> =20

>>going=3D3D20
> >> wrong in some=20

of=3D3D3D20
>> =3D3D
> =20

=

>>=3D3D3D3D
>>the=3D3D3 D3D20
>=3D3D20
>=

; =20

>> stereofiles, you can rendering the =

=3D3D3D
>>old,=20

=3D3D
> >>hard=3D3D3D20
>& gt; =

=3D3D20
> =20

>> way, as in version 2,=20

=3D3D3D3D
>>when=3D3D3D3D20
> =

=3D3D
> =20

>>mixing down=3D3D20
> >> =20

=3D3D3D
>>each=3D3D3D20&l t;BR>>> stereopair =

with panning=20

=3D3D
> >>hard left and=3D3D20
> =

>> =20

right and =3D3D3D3D
>>muting=3D3D3D20
>>=20

=3D3D
> =
>>all=3D3D3D3D20
>=3D3 D20
> =20
>> other tracks. Then you can import them into=20
the=3D3D20
> >> =20
=3D3D3D
>>project=3D3D3D20&am p;lt;BR>>> again=20
on=3D3D20</DIV></BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0013_01C5F92E.3954AE70--This is a multi-part message in MIME format.

-----=_NextPart_000_003E_01C5F92F.47A9B2D0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Edna,
By chance are you using a P4 chip? If so make sure
Hyperthreading is turned off in your BIOS. That can really=20
ruin a nice day in Paris.
Tom

"Edna" <edna@texomaonline.com> wrote in message news:4392fb60@linux...
Hi Cujo,
Unfortunately, I was not able to save it. Paris would not let me do
anything at all until I responded to the error window and then it was =
all
gone! I tried to pull up the project window or do anything but it was =
a
hard freeze.
Since I only had a single submix going and was only using a couple =
effects
in the aux module on one channel, I was surprised to get this error. =
I have
a gig of memory and a fast processor as well. I am using XP pro with =
SP1
though.
Thanks,
E

"Cujo" <chris@nospamapplemanstudio.com> wrote in message
news:4392898b\$1@linux...
>
>
> Hey E,
> THis is one of my fave's cause I can actually help.
> If you see this error, stop what you are doing, do not respond to =
the
error

> message on the screen, get to the project window and save the =
 project
 under
 > a new name (songV2 or something) and the let paris crash, your =
 project
 will
 > be A OK when you get paris back up!
 >
 >
 > "Edna" <edna@texomaonline.com> wrote:
 > >Has anyone been able to interpret just what this message means? =
 And
 > >basically what causes it? I only had 8 tracks recorded and was =
 working
 > on
 > >aux effects on the piano track which I had copied, delaying the =
 copy,
 > >shifting the pitch, and then panning them L and R. After working =
 most
 > of
 > >the day on the project, this error appeared but I wasnt able to =
 save the
 > >project and since I hadn't remembered to save the project earlier I =
 lost
 > it
 > >all. Think I will call it a day! :-(
 > >
 > >

-----=_NextPart_000_003E_01C5F92F.47A9B2D0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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charset=3Diso-8859-1">

<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>Edna,</DIV>

<DIV>By chance are you using a P4 =

chip? If so make=20

sure</DIV>

<DIV>Hyperthreading is turned off in your =

BIOS. =20
That can really </DIV>
<DIV>ruin a nice <FONT face=3DArial =
size=3D2>day in=20
Paris.</DIV>
<DIV>Tom</DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Edna" <<A=20
 href=3D"mailto:edna@texomaonline.com">edna@texomaonline.com> =
wrote in=20
 message <A =
href=3D"news:4392fb60@linux">news:4392fb60@linux...</DIV>Hi=20
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Unfortunately, I was not able to save it. Paris would =
not let=20
 me do
anything at all until I responded to the error window and =
then it was=20
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gone! I tried to pull up the project window or do =
anything but it=20
 was a
hard freeze.
Since I only had a single submix going and =
was only=20
 using a couple effects
in the aux module on one channel, I was =
surprised to=20
 get this error. I have
a gig of memory and a fast processor =
as=20
 well. I am using XP pro with=20
 S

Subject: Re: New House adventure.
Posted by [Kim](#) on Fri, 04 Nov 2005 23:41:16 GMT
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P1
though.
Thanks,
E

"Cujo" <<A=20
=
href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
..com>=20
 wrote in message
<A=20
=
href=3D"news:4392898b\$1@linux">news:4392898b\$1@linux...
>
&g=
t;
>=20
 Hey E,
> This is one of my fave's cause I can actually =
help.
> If=20
 you see this error, stop what you are doing, do not respond to=20
 the
error
> message on the screen, get to the project window =

and save=20

the project
under
> a new name (songV2 or something) and the =
let=20

paris crash, your project
will
> be A OK when

Subject: Re: New House adventure.

Posted by [Kim](#) on Fri, 04 Nov 2005 23:48:08 GMT

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you get paris =

back=20

up!
>
>
> "Edna" <<A=20

href=3D"mailto:edna@texomaonline.com">edna@texomaonline.com>=20

wrote:
> >Has anyone been able to interpret just what this =
message=20

means? And
> >basically what causes it? I only =
had 8=20

tracks recorded and was working
> on
> >aux effects on =
the=20

piano track which I had copied, delaying the copy,
> =
>shifting=20

the pitch, and then panning them L and R. After working=20

most
> of
> >the day on the project, this error =
appeared but I=20

wasnt able to save the
> >project and since I hadn't =
remembered to=20

save the project earlier I lost
> it
> &am

Subject: Re: New House adventure.

Posted by [Kim](#) on Fri, 04 Nov 2005 23:50:41 GMT

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p;gt;all. =

Think I will=20

call it a day! :-(
> >
> =

>

</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_003E_01C5F92F.47A9B2D0--"DC" <dc@spamsafari.com> wrote:

>

>Hi all,

>

>Just a heads up for us remaining Mac fans.

>

>Avoid Firefox 1.5 for OSX. (it's the current re

Subject: Re: New House adventure.
Posted by [Kim](#) on Fri, 04 Nov 2005 23:58:44 GMT
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lease)

>

>It's pretty buggy. The worst issue is it's refusing to quit out and
>keeping the computer from shutting down.

>

>I went back to 1.0.4 and everything is fine again.

>

>DC

>

on my G5. What other bugs do you know about?

Gene! I'm lovin' 1.5 on PC. I especially like the "save all tabs" feature. I have my standard browser window with my two web email accounts and the Paris newsgroup all in separate tabs, and now I can simply select "Open in tabs" and it will open all three pages in their own tabs in one swift move. Very cool.

Haven't had any issues, but of course it is a different platform...

Cheers,
Kim.

"gene lennon" <glennon@NOSPmyrealbox.com> wrote:

>

>"DC" <dc@spamsafari.com> wrote:

>>

>>Hi all,

>>

>>Just a heads up for us remaining Mac fans.

>>

>>Avoid Firefox 1.5 for OSX. (it's the current release)

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>>

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>>

>>DC

>>

>

>on my G5. What other bugs do you know about?

>Gene

>"gene lennon" <glennon@NOSPmyrealbox.com> wrote:

>on my G5. What other bugs do you know about?
>Gene

Hi,

It does not select entire urls when clicking in the address box.

I could not find a pref to do this. There were some other niggles
I do not remember at the moment.

The worst was the failure to quit out, which kept the Mini on all
night.

My OS is out of date, so that may explain it, but it should have quit
when shutting down.

I do like it better than Safari, but I'm back with 1.0.4

DC"DC" <dc@spamgates.com> wrote:

>

>"gene lennon" <glennon@NOSPmyrealbox.com> wrote:

>

>>on my G5. What other bugs do you know about?

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>

>

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>

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>

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>I do not remember at the moment.

>

>The worst was the failure to quit out, which kept the Mini on all
>night.

>

>My OS is out of date, so that may explain it, but it should have quit
>when shutting down.

>

>I do like it better than Safari, but I'm back with 1.0.4

>

>DC

>

don-

don't know if it's worth the difference, but I'm on 1.0.7 and it's working fine with OS 10.2.8.

-steveYeah, it really sucks that PARIS development stopped pre-OSX.

BTW, I last ran PARIS on a G4 running OS9. FWIW it ran much better than on my (albeit slower) Wi98 box. I'm relieved to not be working in either OS9 or Wi98 these days.

Anyhoo, you can read Apple's official propaganda on core audio here:
<http://www.apple.com/macosx/features/coreaudio/>

For developers:
<http://developer.apple.com/audio/coreaudio.html>

Here's a bit on core image, that's kinda fun, too. Real time image filtering/manipulation with OpenGL:
<http://www.apple.com/macosx/features/coreimage/>

You can s

Subject: Re: New House adventure.
Posted by [Kim](#) on Sat, 05 Nov 2005 00:02:30 GMT
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tart to see how Apple has moved the proverbial ball forward with OS support for media stuff.

Cheers,
-Jamie
<http://www.JamieKrutz.com>

Mike Audet wrote:

> It sounds like I should read up on core audio. Too bad our beloved PARIS
> won't be able to take advantage of it. Windows XP completely sucks for MIDI
> timing as soon as a few DX plugins are thrown into the mix. I haven't tested
> this since getting a dual Athlon setup, so maybe it will do better with extra
> CPUs. Most of my software doesn't, though. Who knows.
>
> I'm using fewer and fewer plugins all the time. I caught myself wishing
> I could run PARIS in windows 3.1 earlier. :) Maybe I should try it in an
> old mac running os 9.
>
> Take care,

>
> Mike
>
>
>
>
>
>
>
>

Subject: Re: New House adventure.
Posted by [Kim](#) on Sat, 05 Nov 2005 00:04:34 GMT
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> Jamie K <Meta@Dimensional.com> wrote:
>
>>Hi Mike,
>>
>>No offense taken at all. I didn't mean to say OS 7-8-9 was useless,
>>either, just that I was never impressed with it on a technical basis,
>>whereas OSX does impress me. Glad you got good use out of OS9 despite my
>
>
>>naysaying. :^)
>>
>>OSX is not just "old UNIX" - it's been developed for media production
>>and offers significant advantages. Before you dismiss Core Audio, or for
>
>
>>that matter the other core media elements, you might want to look into
>>what's there. It took a lot of work for Apple to get to this point. And
>
>
>>Apple is way ahead of the game on this.
>>
>>Most of my software that needs it does advantage of dual processors and
>
>
>>would take advantage of quad processors. It's actually not "just
>>marketing." It's faster DVD encoding, more audio plugins (like I need
>>any more than my dual 2.5GHZ can do already), faster animation
>>rendering, etc. etc.
>>
>>BTW, when OSX goes Intel it will be able to take good advantage of the
>>next round of Intel duallies.
>>

>>Anyway, enjoy what you have. What matters in the end is the music we make.
>>
>>Cheers,
>> -Jamie
>> <http://www.JamieKrutz.com>
>>
>>Mike Audet wrote:
>>
>>>Hi Jamie,
>>>
>>>I appologize if I offended you. I certainly didn't mean to. I used to
>
> love
>
>>>the mac back in th day, and despite the layers of bandaids below the surface,
>>>the elegance of having extentions, control pannels, and preference files
>>>made for a beautiful system.
>>>
>>>No, it didn't have pre-emptive multitasking or protected memory, but those
>>>things can just get in the way of timing sensitive multimedia processes
>
> anyway.
>
>>> I know that Windows XP sucks compared to Windows 3.1 for midi timing,
>
> and
>
>>>it's because of the "features" that are great for office apps and server
>>>processes, but bad for audio.
>>>
>>>BeOS woul dhave been wonderful. Unix is only good because it is old.
>
> It's
>
>>>not the best design - or even a good design - it's just so old that all
>
> the
>
>>>major bugs have been worked out.
>>>
>>>I haven't had any expereince with core audio - maybe it smokes Windows
>
> XP
>
>>>for timing. I just don't know. I doubt it, though.
>>>
>>>The lack of CPU speed is 100% because Apple's partners let them down.

Subject: Re: New House adventure.

Posted by [Kim](#) on Sat, 05 Nov 2005 00:09:30 GMT

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>
> A
>
>>>power PC CPU should be faster than a CISC processor - but when the money
>>>doesn't get spent to make it happen, it doesn't happen. As for quad processor
>>>systems, how much software can use 4 CPUs? Not very much. It's just
>
> marketing.
>
>>> The fact that all modern CPUs are more than fast enough for most people
>>>most of the time means that the gap between a G5 and an Athlon64 may not
>>>be all that apparent. But, it's there, and it's big.
>>>
>>>For me, it all comes down to that damn spinning disk, though. Who at
>
> Apple
>
>>>thought that it is ok to lock up the user interface for minutes at a time
>>>while some disk spins? Unbelievable!
>&g

Subject: Re: New House adventure.

Posted by [Martin Harrington](#) on Sat, 05 Nov 2005 01:49:26 GMT

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he screen, get to the project window and save the =
project
 under
 > a new name (songV2 or something) and the let paris crach, your =
project
 will
 > be A OK when you get paris back up!
 >
 >
 > "Edna" <edna@texomaonline.com> wrote:
 > >Has anyone been able to interpret just what this message means? =
And
 > >basically what causes it? I only had 8 tracks recorded and was =
working
 > on
 > >aux effects on the piano track which I had copied, delaying the =
copy,

> >shifting the pitch, and then panning them L and R. After =
 working most
 > of
 > >the day on the project, this error appeared but I wasnt able to =
 save the
 > >project and since I hadn't remembered to save the project earlier =
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 > it
 > >all. Think I will call it a day! :-(
 > >
 > >

-----=_NextPart_000_001F_01C5F972.D7DC1580

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1106" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Thanks.&nbsp; Yes I have a P4, but have =
HT=20
off.&nbsp; The error message does have "cache: 460. . ." in =
it.(?)</FONT></DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Tom Bruhl" &lt;<A=20
  href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; wrote =
in message=20
  <A href=3D"news:4393cad7@linux">news:4393cad7@linux</A>...</DIV>
  <DIV><FONT face=3DArial size=3D2>Edna,</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>By chance are you using a P4 =
chip?&nbsp; If so=20
  make sure</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>Hyperthreading is turned off in your =
BIOS.&nbsp;=20
  That can really </FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>ruin a nice </FONT><FONT face=3DArial =
size=3D2>day in=20
  Paris.</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
```

<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
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anything=20
 but it was a
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Since I only had a single submix =
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fast=20
 processor as well. I am using XP pro with=20
 SP1
though.
Thanks,
E

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 =
href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
..com>=20
 wrote in message
<A=20
 =
href=3D"news:4392898b\$1@linux">news:4392898b\$1@linux...
&am

Subject: Re: New House adventure.
Posted by [excelav](#) on Sat, 05 Nov 2005 02:11:42 GMT
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t;>>>
>>>>The transition wasn't cheap. But it did capitalize on the experience of
>>>
>>>
>>>>NeXT and the engineering talent they acquired with the buyout.
>>>>Reportedly it was either that or buy BeOS, the other major option on the
>>>
>>>
>>>>table. Both were good choices with advantages and disadvantages.
>>>>
>>>>At this point the dual G5 boxes out now have plenty of muscle and
>>>>available software for audio production, with the ability to do amazing

>>>
>>>
>>>>amounts of real time tracks, virtual instruments and effects.
>>>>
>>>>Speaking of desktop hardware speed, at times Motorola has been faster,
>
>
>>>>at times, Intel, at times AMD and at times IBM. Motorola's
>>>>slower-than-expected rollout of improved G4 chips and then IBM's
>>>>slower-than-expected rollout of G5 upgrades the last few years have put
>>>
>>>
>>>>Apple trailing more often than

Subject: Re: New House adventure.
Posted by [Kim](#) on Sat, 05 Nov 2005 05:29:52 GMT
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Ty7U/53uH/RWT9aeg4ePhtzsL2Vlw3NmR7voubK3HZ/Rc4h
mU307elsBaR/bas76xdBa7AdkY1rn11idhMjb/IcnTAlkYiEo9OD0zh/eY8c
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nRKW/ve/wUJNgChp17/3m0I0SbJ4q06Rr91//9EGLQCwaSIWtgVBgOmpVbBq
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rThBxjHZoV+DPp7a6nW

Subject: Re: New House adventure.
Posted by [Martin Harrington](#) on Sat, 05 Nov 2005 06:01:24 GMT
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JCJ148klKnueSn+aYcwOOyUpKf/Vt4dgDBr2WgL9NSsPHvhg1Vn7Vpykpv2X
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WG2

Subject: Re: New House adventure.

Posted by [rick](#) on Sat, 05 Nov 2005 11:13:23 GMT

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cWy5jnl0nzKMuxF4xEVC

JJKzD8XyCHNZyyMuYzxdH9L9GEBLxiMflj6ZJ+mYFVGFL+YlcfEbTa43AiwM
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jmVxCSSnr1JvBXHJJKezbwITjfOi4tJJT27vXjThNT6m8T4riUklPplHqbQl
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wZJJT9A0+rpKO71NolfO6SSn3nJ9SSgM3TpC8NSSU++VG3TRK2deF4Gkkp9l
ztslc7m7NYmfJeeJJKeusiSq3u9f+TtXNJJKf//Z

---=_linux4394ef77--"Ed" <AskMe@gmail.com> wrote in message news:43946b74\$1@linux...
>

> Edna, I just reviewed your question and I see no one really answered the
question..

> what is it... First, you can do quite a few possible tricks (as some
offered),

> but not all work perfect. If you had it once, you'll have it again. From

> my understanding of computers, programming and using Paris (which I have

> gotten the error)... I believe it basically something within the computer

> is either going too fast or hardware or visa-vera. I haven't seen what
your

> settings are... but have you followed any guidelines to editing your
paris.cfg

> file for the i/o?

No, and I am using XP pro. It was my understanding that with XP I didn't
need to do the i/o or other W98 related tweaks(other than turning off HT).
I did check my Vcache though and it was 8196.

Another possibility is something *could* be conflicting

> and basically hanging when Paris is trying to process... if you don't use

> midi, there is a command line to add in the paris.cfg to turn that off.
> I don't use midi and make it a habit of putting that in the cfg. The bad
> thing about that error is that it is really hard to find the culprit. I
would
> first make sure that your appropriate settings are in the paris.cfg, of
course
> be sure your drives are set for DMA, and also be sure to turn off
background
> services that hog the processor.. such as task scheduler, etc.

Yes, this has all been done from a list I got from "tweaking xp for audio."
It only seems to happen when I am adjusting aux FX during playback.

Hope this

> helps and Good luck.... ~ Ed

Thanks Ed

Edna

>

>

> "Edna" <edna@texomaonline.com> wrote:

> >Thanks, I will. Well, all was not lost as I had thought. I started a
new

> >project using the same name and my recorded tracks appeared, only the

> >project was lost. 8:)

> >

> >"John" <

Subject: Re: New House adventure.

Posted by [audioguy_nospam_](#) on Sat, 05 Nov 2005 15:38:16 GMT

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Im just beginning to wonder if there's something amiss in the =
project itself. I also have two other projects and have never had the =
error with them, although I wasnt doing a lot of fxs and adjustments of =
fx

Subject: Re: New House adventure.

Posted by [jef knight\[1\]](#) on Sat, 05 Nov 2005 16:36:09 GMT

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64;texomaonline.com" target="_blank">edna@texomaonline.com> wrote in message =
news:43944a50@linux...

Thanks. Yes I have a P4, but have HT off. The error =

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"Tom Bruhl" <arpegio@comcast.net> wrote in message =
news:4393cad7@linux...

Edna,

By chance are you using a P4 chip? If so make sure
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news:4392fb60@linux...

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in the aux module on one channel, I was surprised to =
get this error. I have

a gig of memory and a fast processor as well. I am =
using XP pro with SP1

though.

Thanks,

E

"Cujo" <chris@nospamapplemanstudio.com> wrote in =
message

news:4392898b\$1@linux...

>

>

> Hey E,

> THis is one of my fave's cause I can actually help.

> If you see this error, stop what you are doing, do =
not respond to the

error

> me

Subject: Re: New House adventure.

Posted by [Neil](#) on Sat, 05 Nov 2005 16:51:37 GMT

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during playback?? =20

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:4394716f@linux...

Edna,

I really don't have any better answer for you. Control S is your =
friend though.

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> a new name (songV2 or something) and the let paris crach, =
your project
will
> be A OK when you get paris back up!
>
>
> "Edna" <edna@texomaonline.

Subject: Re: New House adventure.
Posted by [gene lennon](#) on Sat, 05 Nov 2005 17:58:38 GMT
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> a new name (songV2 or something) and the let paris =
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Subject: Re: New House adventure.
Posted by [Martin Harrington](#) on Sat, 05 Nov 2005 21:59:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Arial size=3D2>Tom</DIV>
<DIV> </DIV>

<DIV> </DIV>

<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px; BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Edna" <<A=20
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href=3D"mailto:edna@texomaonline.com">edna@texomaonline.com>=20
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size=3D2>day in Paris.</DIV>
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<DIV> </DIV>
<DIV> </DIV>
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memory and a fast processor as well. I am using =
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though.
Thanks,
E

"Cujo" =
<<A=20
=
href=3D"mailto:

Subject: Re: New House adventure.
Posted by [Deej \[1\]](#) on Sat, 05 Nov 2005 22:01:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

manstudio.com"
target="_blank">chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
..com>=20
wrote in message
<A=20
=
href=3D"news:4392898b\$1@linux">news:4392898b\$1@linux...
>
&g=
t;
>=20
Hey E,
> THIS is one of my fave's cause I can =
actually=20
help.
> If you see this error, stop what you are =
doing,=20
do not respond to the
error
> message on the =
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get to the project window and save the=20
project
under
> a new name (songV2 or =
something) and=20
the let paris crach, your project
will
> be A =
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you get paris back up!
>
>
> "Edna" =
<<A=20
=
href=3D"mailto:edna@texomaonline.com">edna@texomaonline.com>=20
wrote:
> >Has anyone been able to interpret =
just what=20

this message means? And
> >basically =
what=20
causes it? I only had 8 tracks recorded and was=20
working
> on
&am

Subject: Re: New House adventure.
Posted by [Martin Harrington](#) on Sun, 06 Nov 2005 02:13:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

p;gt; >aux effects on the =
piano track=20
which I had copied, delaying the copy,
>=20
>shifting the pitch, and then panning them L =
and=20
R. After working most
> of
> >the =
day on=20
the project, this error appeared but I wasn't able to =
save=20
the
> >project and since I hadn't remembered =
to save=20
the project earlier I lost
> it
> =
>all. =20
Think I will call it a day! :-(
> >
>=20
=
>

</BLOCKQUOTE></BLOCKQUOTE></BLOCKQUOTE>
</BLOCKQUOTE></BLOCKQU=
OTE></BLOCKQUOTE></BLOCKQUOTE></BLOCKQUOTE></BLOCKQUOTE>
</BODY></HTML>

-----=_NextPart_000_001C_01C5FA4A.1BB1ACC0--PC Freebies were some free effects that
Chuck released when he first started
up Skunkworks. I don't see them on his site though so I suppose you probably
don't have them installed. I had problems with my FX system when they were
installed.

"Edna" <edna@texomaonline.com> wrote:
>Not sure what these are?
>
>
>"PaulN" <pn@nospam.com> wrote in message news:4395a058\$1@linux...
>>
>> Hi Edna,
>>
>> Have you installed the "PC Freebies" effects? If so, that might be
>contributing
>> to your problem. They are buggy with XP. Also, if you haven't already,

>try
>> reinstalling the effects subsystem.
>>
>> Paul
>>
>>
>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>> >
>> >
>> >Edna,
>> >In XP run Task Manager Performance to see what's going on
>> >right before a crash. Is the CPU usage maxing out? I'm
>> >not sure what to make of it but it might lead you to a solution.
>> >
>> >Good luck with your search!
>> >Tom
>> >
>> >
>> > "Edna" <edna

Subject: Re: New House adventure.
Posted by [DC](#) on Sun, 06 Nov 2005 04:58:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

@texomaonline.com> wrote in message news:43950f0a@linux...
>> > Yes all from Paris, from the aux section, delay and reverb, and an
EDS
>> =
>> >insert compressor. I do have some VST FX I am going to add to Paris
as
>> =
>> >well. One thing I just thought of also is I havent disabled HD caching
>> =
>> >on my drives yet.
>> > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =
>> >news:43950551@linux...
>> > Edna,
>> > Are you referring to Paris effects? They are pretty robust when
it
>> > comes to Windows problems. Maybe the effects subsystem needs a=20
>> > reload? You also might be right in assuming the project is corrupt
>> =
>> >in
>> > one way or another. Try the same effects in another equalling =
>> >demanding
>> > project and see if it crashes there too.
>> > Tom

>> >
>> >
>> > "Edna" <edna@texomaonline.com> wrote in message =
>> >news:4394f1eb@linux...
>> > Im just beginning to wonder if there's something amiss in the =
>> >project itself. I also have two other projects and have never had the
=
>> >error with them, although I wasnt doing a lot of fxs and adjustments
of
>> =
>> >fx during playback?? =20
>> > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =
>> >news:4394716f@linux...
>> > Edna,
>> > I really don't have any better answer for you. Control S is
=
>> >your friend though.
>> > Maybe you found another Paris bug? Like grabbing too many =
>> >tracks in the=20
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>> > Lesson is Control S, Cut all tracks needing editing to the exact
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>> > I wish I could be of more help. Maybe you do have an issue with
>> =
>> >Paris and your computer.
>> > My assertion failures usually have something related to .dll
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>> =
>> >their title.
>> > Tom
>> >
>> >
>> > "Edna" <edna@texomaonline.com> wrote in message =

Subject: Re: New House adventure.
Posted by [Deej \[1\]](#) on Sun, 06 Nov 2005 06:38:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

>
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>> >
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>> =
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>> ></FONT></DIV>
>> > <BLOCKQUOTE dir=3Dltr=20
>> > style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
>> =
>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"Tom Bruhl" <<A=20
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>> > <DIV> </DIV>
>> > <BLOCKQUOTE dir=3Dltr=20
>> > style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:
>> =

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>> >5px; BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"Edna" <<A=20
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>> >href=3D"mailto:edna@texomaonline.com">edna@texomaonline.com</A>>=20
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>> >5px; BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"Edna" <<A=20
>> > =
>> >href=3D"mailto:edna@texomaonline.com">

```

Subject: Re: New House adventure.

```
>
>> <META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>> <STYLE></STYLE>
>> </HEAD>
>> <BODY bgColor=3D#ffffff>
>> <DIV><FONT face=3DArial size=3D2>Edna,</FONT></DIV>
>> <DIV><FONT face=3DArial size=3D2>In XP run Task Manager Performance to
=
>> >see what's=20
>> >going on</FONT></DIV>
>> <DIV><FONT face=3DArial size=3D2>right before a crash. Is the CPU =
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=
>> >there's=20

```

Subject: Re: New House adventure.
 Posted by [Kim](#) on Sun, 06 Nov 2005 09:23:10 GMT
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```

com" target="_blank">edna@texomaonline.com</A>>=20
>> > wrote in message <A=20
>> > =
>> >href=3D"news:4392fb60@linux">news:4392fb60@linux</A>...</DIV>Hi=20
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Subject: Re: New House adventure.
Posted by [rick](#) on Sun, 06 Nov 2005 10:37:59 GMT
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>> > SP1
though.
Thanks,
E

"Cujo" <<A=20
>> > =
>>
>>href=3D
