

---

Subject: New Yammy digital mixers

Posted by [Bill L](#) on Mon, 18 Jun 2007 12:57:18 GMT

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.com/refer.html" target="\_blank">http://www.polesoft.com/refer.html

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---

Subject: Re: New Yammy digital mixers

Posted by [Chris Ludwig](#) on Mon, 18 Jun 2007 13:39:14 GMT

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---

E>

></HEAD>

><BODY bgColor=3D#ffffff>

><DIV><FONT face=3DArial size=3D2>Guys,</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>I'm all set with the cables and the =

>which card is A=20

>bit.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>Rod you were right about what I was=20

>asking.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>In any event I scaled down to one EDS =

>(Pretty sure=20

>that's card A right?!!!)</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>and plugged it into each of my two =

>working=20

><DIV><FONT face=3DArial size=3D2>even internal clock was never found nor

=

>were the=20

>in/outs on each Mec.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>The 442 on the other hand works like a

=

>champ one=20

><DIV><FONT face=3DArial size=3D2>either all my Mecs are screwy now or =

>the SCSI=20

>cables are in

---

Subject: Re: New Yammy digital mixers  
Posted by [Deej \[4\]](#) on Mon, 18 Jun 2007 15:09:22 GMT  
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---

br />

> <DIV><FONT face=3D3DArial size=3D3D2>Yes, it does, and the =  
>orientation=20

>combination with=20

>this.=20

>

><DIV><FONT=20

> <DIV><FONT face=3D3DArial size=3D3D2>Start with a new SCSI =  
>cable and a=20

>know if=20

> there is a problem there, add a<BR>=3D<BR>>new =

> and another card. Put different modules in the MECs so you can =  
>=3D<BR>>see=20

>will give you=20

>initializing and=20

>adding more=20

> hardware. the MEC i sent you is one of 4 that were=20

>off line. I=20

>pins on SCSI=20

> cables can be a serious issue though. Your system =3D<BR>>will=20

> =

>=3D<BR>>cables.</FONT></DIV></DIV></B>

---

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Subject: Re: New Yammy digital mixers  
Posted by [EK Sound](#) on Mon, 18 Jun 2007 15:32:13 GMT  
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---

It still powers up but it's

=

>out

> > >of the picture now. Loaded with modules too.

> > >

> > >Now nothing gets it going except maybe the lowly 442. I'll try

> > >that next. I have a local engineer coming over to see what=3D3D20

> > >Paris can do. He's very well respected in these parts.

> > >To bad I'm down for the count it seems.

> > >Ass

> > >

> > > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D3D

> > >news:4696c93b\$1@linux...

> > >

> > > Tom, have you done anything to rule out the possibility that it

=

>may

> =3D

> >be

> > =3D3D

> > >a funky

> > > MEC word clock connection, or perhaps the Lucid clock is flakey.

=

>Or

> =3D

> >=3D3D

> > >even

> > > a bad mogami wordclock cable (I know that's a longshot, but =3D

> > >anything's

> > >=3D3D

> > >possible)

> > > Just a thought.

> > > Rod

> > > "Tom Bruhl" <arpeggio@comcast.net> wrote:

> > > >

> > > >

> > > >Deej,

> > > >Ya, I've uninstalled, reinstalled Paris about five times total

=

>in

> =3D

> >the

> > =3D3D

> > >=3D3D3D

> > > >last day and a half.

> > > >I am close to starting from scratch and possibly doing the =3D

> > > >antipace =3D3D

> > > >=3D3D3D

> > > >thing.

> > > >I'm getting pretty good at it. I have Mec 1 loaded with cards  
=  
>=3D3D  
> > >attached  
> > > =3D3D3D  
> > > >to what h

---

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Subject: Re: New Yammy digital mixers  
Posted by [xpam\\_mark](#) on Mon, 18 Jun 2007 17:40:48 GMT  
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ncoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=  
></A=3D  
> >>&g=3D3D  
> > >t;=3D3D20  
> > > wrote in message <A=3D3D20  
> > > =3D3D  
> > =3D  
> =  
>>>href=3D3D3D"news:4696c93b\$1@linux">news:4696c93b\$1@linux</A>...</DIV><B=  
>R>T=3D  
> >om,=3D3D  
> > > have=3D3D20  
> > > you done anything to rule out the possibility that it may be a =  
>=3D3D  
> > >funky<BR>MEC=3D3D20  
> > > word clock connection, or perhaps the Lucid clock is flakey. Or  
=  
>=3D3D  
> > >even<BR>a bad=3D3D20  
> > > mogami wordclock cable (I know that's a longshot, but =3D  
> >anything's=3D3D20  
> > > possible)<BR>Just a

---

---

Subject: Re: New Yammy digital mixers  
Posted by [Bill L](#) on Tue, 19 Jun 2007 01:57:59 GMT  
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---

> > is=3D3D3D20<BR>> > swapping the last=3D20  
> > </FONT></DIV><BR>> > =3D20  
> > <DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>EDS card with =3D  
> >another or=3D20  
> > go<BR>=3D3D<BR>>down to<BR>> =3D3D3D<BR>> >four.=3D20  
> > =3D3D3D20<BR>> > Maybe=3D20  
> > it's</FONT></DIV><BR>> > =3D20

---

> > <DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>card 5? Or, =3D  
> >triple check=3D20  
> > the<BR>=3D3D<BR>>=3D3D3D<BR>> =3D  
> >>connectors=3D3D3D20<BR>> =3D20  
> > > between all the=3D20  
> > cards</FONT></DIV><BR>> > =3D20  
> > <DIV><FONT face=3D3D3D3DArial=3D20  
> > size=3D3D3D3D2>again.</FONT></DIV><BR>> =3D20  
> > > <DIV><FONT face=3D3D3D3DArial=3D20  
> > size=3D3D3D3D2></FONT> </DIV><BR>> =3D  
> >> =3D20  
> > <DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>All EDS cards are =3D  
> >up and=3D20  
> > =3D3D<BR>&

---

---

Subject: Re: New Yammy digital mixers  
Posted by [Chris Ludwig](#) on Tue, 19 Jun 2007 03:46:17 GMT  
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---

t; >size=3D3D3D3D2>What=3D20  
> > else is =3D3D<BR>>there?</FONT></DIV><BR>> =3D20  
> > > <DIV><FONT face=3D3D3D3DArial=3D20  
> > size=3D3D3D3D2>Sadly,</FONT></DIV><BR>> =3D20  
> > > <DIV><FONT face=3D3D3D3DArial=3D20  
> > size=3D3D3D3D2>Tom</FONT></DIV><BR>> =3D20  
> > > <DIV><FONT =3D  
> >size=3D3D3D3D2><BR><BR>I=3D20  
> > choose Polesoft Lockspam to fight<BR>=3D3D<BR>>=3D3D3D<BR>> =3D  
> >>spam,=3D20  
> > and=3D3D3D20<BR>> > =3D20  
> > you?<BR><A=3D3D3D20<BR>> > =3D20  
> > =3D3D3D<BR>> =3D3D<BR>>>href=3D3D3D3D"<A=3D20  
> > =3D  
> =  
>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=  
>'>h=3D  
> =  
>>ttp://www.polesoft.com/refer.html">http://www.polesoft.com/re</A>=3D3D<B=  
>=3D  
> >R>>fer=3D3D3D<BR>> =3D20  
> > >.html</A>=3D20  
> > =3D  
> ></FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY&=3D  
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---

---

Subject: Re: New Yammy digital mixers  
Posted by [Sarah](#) on Tue, 19 Jun 2007 08:32:49 GMT  
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---

It;DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
spam, =3D  
>and=3D20  
>you?<BR><A=3D20  
=  
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=  
fer=3D  
>.html</A> </FONT></DIV></BODY></HTML>  
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<STYLE></S

---

---

Subject: Re: New Yammy digital mixers  
Posted by [Chris Ludwig](#) on Tue, 19 Jun 2007 13:20:42 GMT  
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---

DIV>  
<DIV><FONT face=3DArial size=3D2>Not sure why.&nbsp; The ribbons are all =  
wired=20  
correctly.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>I'm off to a hellish gigging =  
weekend.&nbsp; No more=20  
time for hell in Paris.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Thanks for all your input,</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
<DIV>"Rod Lincoln" &lt;<A=20  
=  
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=  
t;=20  
wrote in message <A=20  
href=3D"news:4697ab8a@linux">news:4697ab8a@linux</A>...</DIV><BR>Did =  
you try=20  
hiding the default ppj to see if it would boot up with a MEC =  
when<BR>creating=20  
a new session? <BR>Rod<BR>"Tom Bruhl" &lt;<A=20  
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;<BR>&gt;<BR>&gt;Guys,<BR>&gt;I'm all set with the cables =  
and the=20  
which card is A bit.<BR>&gt;Rod you were right about what I was=20  
asking.<BR>&gt;<BR>&gt;In any event I scaled down to one EDS (Pretty =  
sure=20  
that's card A =3D<BR>&gt;right?!!!)<BR>&gt;and plugged it into each of =  
my two=20  
working Mecs.&nbsp; Paris will boot but<BR>&gt;even internal clock was =  
never=20  
found nor were the in/outs on each Mec.<BR>&gt;The 442 on the other =  
hand works=20

---

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Subject: Re: New Yammy digital mixers  
Posted by [wireline\[28\]](#) on Tue, 19 Jun 2007 21:54:09 GMT  
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---

;i=3D20<BR>> =20  
>>>> agree--<BR>>>though i have received some criticism about =  
>>>>the=20  
>>>> =3D<BR>>room=3D20<BR>> reverb--<BR>>>i'm an =  
>>>>ancient user=20  
>>>> and don't have any plug-ins or =3D<BR>>><BR>> =20  
>>>> revised<BR>>>>FX for the room=20  
>>>> rev.--<BR>>>>any=3D20<BR>> =20  
>>>> =  
>>>>=3D<BR>>suggestions?<BR>>>thanks<BR>>>jp<BR>=  
>>>>>><BR>>>"LaMO=3D<BR>>nt"=3D20<BR>> =20  
>>>> <<A =3D<BR>>>href=3D3D"<A=20  
>>>> =  
>>>>href=3D'mailto:jjdpro@ameritech.net">jjdpro@ameritech.net</A>>=3D20'>ma

---

---

Subject: Re: New Yammy digital mixers

Posted by [LaMont](#) on Tue, 19 Jun 2007 22:41:37 GMT

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---

il=  
>>>>to:jjdpro@ameritech.net">jjdpro@ameritech.net</A>>=3D20</A><B=  
>>>>R>> =20  
>>>> wrote:<BR>>>><BR>>>>As I've and other =  
>>>>have been=20  
>>>> =3D<BR>>making our=3D20<BR>> way thru the new analog=20  
>>>> botique<BR>plugins,<BR>>>>I'm even=20  
>>>> =3D<BR>>more=3D20<BR>> resolved in stating that Paris FX =  
>>>>are=20  
>>>> were=3D20<BR>> =20  
>>>> stellar.<BR>>>><BR>>>>Paris's Eq (4 =  
>>>>band) is=20  
>>>> very =3D<BR>>good for=3D20<BR>> most applications. The =  
>>>>Plate=20  
>>>> verb<BR>adn<BR>>>>Chorus, Delays=20  
>>>> =3D<BR>>are=3D20<BR>> right up with the best. The Gate is =  
>>>>cool, and=20  
>>>> is=3D20<BR>> =20  
>>>> =  
>>>>=3D<BR>>the<BR>>>>Comp..  
>>>>;>>>><BR>>>>With=3D<BR>>=3D20<BR>> =20  
>>>> UAD's, USZR, Sonalkis, Waves new vintage plugs setting the=20  
>>>> new=3D20<BR>> standards<BR>>&g

---

Subject: Sad But True, Lamont...

Posted by [wireline\[2\]](#) on Tue, 19 Jun 2007 23:02:17 GMT

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---

t;>>in plugins =  
>>>>modeling,=20  
>>>> Paris's plugins after 10 =3D<BR>>years=3D20<BR>> are still =  
>>>>  
>>>> holding<BR>it's<BR>>>>own with the best=20  
>>>> of=3D20<BR>> =20  
>>>> =  
>>>>them..  
>>>><BR>><BR></BLOCKQUOTE><BR>><DIV><F=  
>>>>ONT=20  
>>>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
>>>>spam,=20  
>>>> =  
>>>>=3D<BR>>and=3D20<BR>>you?<BR><A=3D20<BR>>href=3D3D "<A=20  
>>>> =  
>>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=

>>>>=3D<BR>>.html</A> =20

>>>> =

>>>></FONT></DIV></BODY></HTML><BR>><BR>><BR></=

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

>>>>

>>>>

>>>

>>

>He's really lucky he posted here when he did. I guess you'n me aren't gonna  
have to go over there and crash on his couch and wait f

---

---

Subject: Re: New Yammy digital mixers

Posted by [Aaron Allen](#) on Wed, 20 Jun 2007 01:58:04 GMT

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---

> > >the slots=3D3D20

> > > you are using in combination with the orientation of the =3D

> > >ribbon=3D3D20

> > > cables will determine this. Have you changed them around during

=

>=3D3D

> > >your=3D3D20

> > > reconfiguration?</FONT></DIV>

> > > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>

> > > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Start with a new SCSI =

>cable =3D

> >and a =3D3D

> > >single EDS=3D3D20

> > > card. Test each MEC. Once you know if there is a problem there,

=

>add

> =3D

> >a

> > =3D3D

> > >new SCSI=3D3D20

> > > cable and another card. Put different modules in the MECs so you

=

>=3D

> >can =3D3D

> > >see which=3D3D20

> > > one is on card A, B, C at all times. this will give you the info

=

>=3D

> >=3D3D

> > >as to=3D3D20

> > > how the cards are initializing and which card is card A, B, C as

=

>=3D  
> >you =3D3D  
> > >start=3D3D20  
> > > adding more hardware. the MEC i sent you is one of 4 that were =  
>=3D  
> >working  
> > =3D3D  
> > >  
> > > perfectly when I took my system off line. I can't imagine it =  
>being  
> =3D  
> >a =3D3D  
> > >problem.=3D3D20  
> > > Bent pins on SCSI cables can be a serious issue though. Your =  
>system  
> =3D  
> >=3D3D  
> > >will not=3D3D20  
> > > function with bad SCSI =3D3D  
> > >cables.</FONT></DIV></DIV></BLOCKQUOTE></BODY></HTML>  
> > >  
> > >  
> >  
> >  
> >  
> >  
> >I choose Polesoft Lockspam to fight spam, and you?  
> >

---

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Subject: Re: New Yammy digital mixers  
Posted by [Bill L](#) on Wed, 20 Jun 2007 02:50:16 GMT  
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> ></HEAD>  
> ><BODY bgColor=3D3D#ffffff>  
> ><DIV><FONT face=3D3DArial size=3D3D2>Guys,</FONT></DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2>I'm all set with the cables and  
> =  
> the =3D  
> >which card is A=3D20

> >bit.</FONT></DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2>Rod you were right about what I  
=  
>was=3D20  
> >asking.</FONT></DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2>In any event I scaled down to =  
>one EDS =3D  
> >(Pretty sure=3D20  
> >that's card A right?!!!)</FONT></DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2>and plugged it into each of my =  
>two =3D  
> >working=3D20  
> >Mecs. Paris will boot but</FONT></DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2>even internal clock was never =  
>found nor  
> =3D  
> >were the=3D20  
> >in/outs on each Mec.</FONT></DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2>The 442 on the other hand works  
=  
>like a  
> =3D  
> >champ one=3D20  
> >card only. I suspect</FONT></DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2>either all my Mec's are screwy =  
>now or =3D  
> >the SCSI=3D20  
> >cables are intermitant at best.</FONT></DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2>It's working fine with the 442 =  
>so I'm =3D  
> >sticking with=3D20  
> >that for today.</FONT></DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2>I'll add my EDS cards one by one  
=  
>and =3D  
> >see if that is=3D20  
> >back to normal.</FONT></DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2>Thanks for the help and if I =  
>need scsi  
> =3D  
> >cables what=3D20  
> >and where to buy them would be good info too.</FONT></DIV>  
> ><DIV><FONT face=3D3DArial size=3D3D2>Mr

---

---

Subject: Re: New Yammy digital mixers  
Posted by [Bill L](#) on Wed, 20 Jun 2007 02:56:06 GMT  
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Testy</FONT></DIV>  
> ><BLOCKQUOTE=3D20  
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>=3D  
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
> > <DIV>"Rod Lincoln" <<A=3D20  
> > =3D  
> =  
>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=  
>>&g=3D  
> >t;=3D20  
> > wrote in message <A=3D20  
> > =  
>href=3D3D"news:469780ce\$1@linux">news:469780ce\$1@linux</A>...</DIV><BR>I  
> =3D  
> >think Tom=3D20  
> > was asking if there was a "3.0" version of the EDS card that =3D  
> >needed<BR>to be=3D20  
> > connected to the master. The answer to that would be no. <BR>Is =  
>this =3D  
> >what you=3D20  
> > were asking Tom?<BR>DJ's advice is very important though. I would =  
>do =3

---

---

Subject: Re: New Yammy digital mixers  
Posted by [Bill L](#) on Wed, 20 Jun 2007 03:07:25 GMT  
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---

D  
> >it, if=3D20  
> > you haven't already.<BR>I don't want to sound like a "RTFM" kind of  
> =  
>=3D  
> >guy, but=3D20  
> > the Paris manual describes<BR>this procedure pretty well.<BR>It's =  
>on =3D  
> >page 4=3D20  
> > and 5 of the 3.0 version.<BR>It kind of sounds to me like you may =  
>not  
> =3D  
> >be=3D20  
> > hooking up the correct eds card<BR>to the master =  
>mec.<BR>Rod<BR>"DJ"=3D20

> > <animix \_ at \_ animas \_ dot \_ net>=3D20  
> > wrote:<BR>><BR>><BR>><BR>> "Tom Bruhl" <<A=3D20  
> > href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =  
>wrote =3D  
> >in message=3D20  
> > =3D3D<BR>>news:46972376@linux...<BR>> This is really a =3D  
> >novice oriented=3D20  
> > question but . . .<BR>> It doesn't matter which card is the =3D  
> >"A"=3D20  
> > card<BR>> in your system as far as Paris' ID orientation=3D20  
> > right?<BR>><BR>> Yes, it does, and the orientation of the =3D  
> >slots=3D20  
> > you are using in =3D3D<BR>>combination with the orientation of the  
=  
>=3D  
> >ribbon=3D20  
> > cables will determine =3D3D<BR>>this. Have you changed them ar

---

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Subject: Re: New Yammy digital mixers  
Posted by [Neil](#) on Wed, 20 Jun 2007 06:00:35 GMT  
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ound  
=  
>=3D  
> >during your=3D20  
> > reconfiguration?<BR>><BR>> Start with a new SCSI cable and =3D  
> >a=3D20  
> > single EDS card. Test each MEC. Once<BR>=3D3D<BR>>you know if there  
=  
>=3D  
> >is a=3D20  
> > problem there, add a new SCSI cable and another =3D3D<BR>>card. Put  
=  
>=3D  
> >different=3D20  
> > modules in the MECs so you can see which one is on =3D3D&

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Subject: Re: Sad But True, Lamont...  
Posted by [erlilo](#) on Wed, 20 Jun 2007 08:07:30 GMT  
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=3D  
> >pins on SCSI=3D20  
> > cables can be a serious issue though. Your system =

>=3D3D<BR>>will=3D20  
> > not=3D3D20<BR>> function with bad SCSI=3D20  
> > =3D  
> >=3D3D<BR>>cables.</FONT></DIV></DIV></BLOCKQUOTE>=3D  
> >;</BODY></HTML><BR>><BR>><BR></BLOCKQUOTE>  
> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
>spam, =3D  
> >and=3D20  
> >you?<BR><A=3D20  
> =  
>>href=3D3D"

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Subject: Re: New Yammy digital mixers  
Posted by [Bill L](#) on Wed, 20 Jun 2007 11:30:12 GMT  
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/>  
>think I'm safe=20  
>there regarding</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>drivers.</FONT></DIV>  
  
><DIV><FONT face=3DArial size=3D2>I am only able to intermitantly get the  
=  
>442 working=20  
>as the master.</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>I think that's do to the scsi cable =  
  
>need four new ones.</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>I am unable to get more than one EDS =  
>card working=20  
>WITH the 442.</FONT></DIV>&gt;

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Subject: Re: Sad But True, Lamont...  
Posted by [LaMont](#) on Wed, 20 Jun 2007 16:06:09 GMT  
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>>MF Ch 2 =3D Mono Input/Snare  
>>>MF Ch 3 =3D Mono Input/Hat  
>>>MF Ch 4 =3D Mono Input/Cowbell & digital cowbell sample triggers  
>>>MF Ch's 5&6 =3D Stereo Input/OH's  
>>>MF Ch's 7&8 =3D Stereo Input/Drum Room-Ambience Mics  
>>>MF Ch's 9&10 =3D (SPDIF/Not used in this scenario)  
>>>MF Ch's 11 to 14 =3D ADAT (Lightpipe) inputs used for 4 tom mics.  
>>>  
>>>... and the only OUTputs you have assigned are:

>>>MF Ch's 1&2 (OUTPUTS) =3D main monitors  
>>>  
>>>OK, so that wipes out ALL the inputs except for SPDIF in the  
>>>first Multiface, yes? All the other inputs would have to be  
>>>routed through the 2nd Multiface in this scenario... here's the  
>>>thing... when you get to mixdown & external EFX routing, let's  
>>>say you want your VST connections to look like this on your  
>>>first (Master!!!) Multiface - i.e the same one as above:  
>>>  
>>>MF Ch's 1&2 OUTPUTS =3D main monitors (no change there)  
>>>MF Ch 3 OUTPUT =3D send to external EFX/Distressor on vox track  
>>>MF Ch 3 INPUT =3D return from external EFX/Distressor on vox track  
>>>MF Ch 4 OUTPUT =3D send to external EFX/Massenburg EQ on kik  
>>>MF Ch 4 INPUT =3D return from external EFX/Massenburg EQ on kik  
>>>MF Ch's 5&6 OUTPUTS =3D send to external Lexi 480L, Engine "A"  
>>>MF Ch's 5&6 INPUTS =3D return from external Lexi 480L, Engine "A"  
>>>MF Ch's 7&8 OUTPUTS =3D send to external Lexi 480L, Engine "B"  
>>>MF Ch's 7&8 INPUTS =3D return from external Lexi 480L, Engine "B"  
>>>MF CH's 9&10 OUTPUTS =3D SPDIF to Quantec Yardstick IN's/Sends  
>>>MF CH's 9&10 INPUTS =3D SPDIF to Quantec Yardstick OUTS/Returns  
>>><lightpipes not used in mixdown in this example>  
>>>  
>>>Quite a bit different routing scenario than the one you used for  
>>>tracking, yes? I suspect what's happening is that you're not  
>>>saving your VST connections routing - if that's the case, every  
>>>time you open up a project it'll take you to the last "saved"  
>>>version, including any routing changes you've made & saved,  
>>>but NOT any routing changes you've made, but not saved!  
>>>  
>&g

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Subject: Re: Sad But True, Lamont...  
Posted by [EK Sound](#) on Wed, 20 Jun 2007 16:21:48 GMT  
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t;>You can save these routing/patching changes in one of two ways:  
>>>  
>>>1.) set up all your routing for your patching & external EFX,  
>>>and make sure you save the project again once you do that  
>>>(either under a new project name or just overwrite what you've  
>>>got... I tend to save under a new name in case I fuck anything  
>>>up - or simply hate what I've done - and need to go back :) )  
>>>  
>>>2.) Save your routing scenarios in the "VST Connections"  
>>>dialogue... there's an option that let's you save those...  
>>>you could go from:  
>>>"ScreamingOkapis-SongOfWorldPeace-BasicTrackRouting", to...

>>>"ScreamingOkapis-SongOfWorldPeace-OverdubRoutingA", to...  
>>>"ScreamingOkapis-SongOfWorldPeace-VocalOverdubs", to...  
>>>"ScreamingOkapis-SongOfWorldPeace-MixdownRoutingA", to...  
>>>"ScreamingOkapis-SongOfWorldPeace-MixdownRoutingB"  
>>>  
>>>Now, it's true I have SX3 and you have C4, but I would bet it's  
>>>the same basic idea. Got it? Kewl?  
>>>  
>>>Let us know if that works for you.  
>>>  
>>>Neil  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>  
>>>"DJ" <animix \_ at \_ animas \_ dot \_ net> wrote:  
>>>  
>>>>Every time I close a project and then reopen it, various patches to =  
my  
>>>>external gear are disabled.....especially prevalent on the inputs, =  
but not  
>>>  
>>>>always, and sometimes the outputs are reassigned to different ones. =  
I never  
>>>  
>>>>know what I'm going to be faces with when I recall a project. =  
Sometimes  
>>>  
>>>>it=20  
>>>  
>>>>takes me 10-15 minutes just hunt everything down to repatch.  
>>>>  
>>>>This really sucks.....and I mean to the point that I'm about to =  
kick  
>>>  
>>>>this=20  
>>>  
>>>>damn thing out the window. Does Nuendo do this too? I need to be =  
able to

>>>  
>>>>save a project with AD/DA's assigned to external processors and be =  
able  
>>>  
>>>to=20  
>>>  
>>>>recall it.....CONSISTENTLY!!!. This **\*\*FUCKING POS\*\*** is about to =  
PISS ME  
>>>  
>>>>OFF!!!!!=20  
>>>>  
>>>>  
>>>  
>>  
>>  
-----=\_NextPart\_000\_0359\_01C7C5ED.0AC879A0  
Content-Type: text/html;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable  
  
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
<HTML><HEAD>  
<META http-equiv=3DContent-Type content=3D"text/html; =  
charset=3Diso-8859-1">  
<META content=3D"MSHTML 6.00.6000.16414" name=3DGENERATOR>  
<STYLE></STYLE>  
</HEAD>  
<BODY>  
<DIV><FONT face=3DArial size=3D2>I called Steinberg USA. They called =  
Germany. I got=20  
the following in an e-mail:</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;  </DIV>  
<DIV><FONT face=3DArial size=3D2><EM>Maybe the 2x audio cards are =  
cascaded=20  
differently each time on booting up the machine? This would explain how =  
the=20  
busses are set wrong in C

---