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Subject: Well.....I'm thinking that \*awesome\* is possible to achieve natively  
Posted by [animix](#) on Wed, 18 Oct 2006 02:22:53 GMT

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t;> > > >href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>> > > >.html</A> </FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=
>>> > > ></HTML>
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```

>Actually, Chas's instructions worked. I don't doubt that you know what you  
are talking about Alex - and I do appreciate the info - I just don't think  
you understand my confusing confusioness. :)

thanks,  
-Carl

"alex plasko" <[alex.plasko@snet.net](mailto:alex.plasko@snet.net)> wrote in message [news:4554f958@linux...](#)  
> cubase 4 does that, with 1 button push of the FREEZE function. and puts a  
> copy in the audio pool.  
> what chas wrote will not work on a virtual instrument track u

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Subject: Re: Well.....I'm thinking that \*awesome\* is possible to achieve natively  
Posted by [audioguy\\_editout\\_](#) on Wed, 18 Oct 2006 03:55:47 GMT

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>-Carl  
>> >> >  
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>

>I don't have an interface hooked up - I'm just playing around with cubase.  
No-a-light-a-pipe-a. :)

-Carl

"Neil" <[IOUOIU@OIU.com](mailto:IOUOIU@OIU.com)> wrote in message [news:45550e43\\$1@linux...](#)  
>  
> I think I would've just sent the VSTi audio out through two  
> lightpipe channels, in thru two others, & hit "record" on an  
> empty track.  
>  
> LOL

>  
>  
>  
> "Carl Amburn" <carlamburn@hotmail.com> wrote:  
> >Actually, Chas's instructions worked. I don't doubt that you know what  
you  
> >are talking about Alex - and I do appreciate the info - I just don't  
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> >you understand my confusing confusioness. :)  
> >  
> >thanks,  
> >-Carl  
> >  
> >"alex plasko" <alex.plasko@snet.net> wrote in message  
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> >> cubase 4 does that, with 1 button push of the FREEZE functio

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