
Subject: Suggestions for stereo compressors
Posted by [Don Nafe](#) on Thu, 03 Nov 2005 12:30:51 GMT
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p;nbsp; >> > =
>>> >=20
assertion
> >> >> > =
>>>=20
> failed and cannot save either on same name or=20
=3D
>other...
> >> >> =
> =20
>>> > The problem is that I want to use stereo effects as=20
l
=3D

Subject: Re: Suggestions for stereo compressors
Posted by [Don Nafe](#) on Thu, 03 Nov 2005 13:44:31 GMT
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;nbsp; >> >> > =20
>>>
> >> >> > =20
>>
> >> >> > =20
>>
> >> >> > =20
>=3D3D3D3D20
> >> >> =
>
> =20
>> >> >
> >> =
>> =20
>
> >> >> ><!DOCTYPE HTML =
PUBLIC=20
"-//W3C//DTD HTML 4.0 =3D
>Transitional//EN">
> =20
>> >> =
><HTML><HEAD>
> =20
>> >> ><META =
http-equiv=3D3D3D3DContent-Type=20
=3D
>content=3D3D3D3D"text/html; =3D3D
> =20
>>=3D3D3D3D
> >> >> =20
>charset=3D3D3D3DISO-8859-1">
> >> =20
>> ><META conten

Subject: Re: Suggestions for stereo compressors
Posted by [Cujjo](#) on Thu, 03 Nov 2005 14:33:03 GMT
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>did
> > =3D3D
> =20
>>=3D3D3D
> >> =
>>before
> =20

>> >> =3D3D3D3D
> >> =20
>> >&but
> >> >> =
> =20
>>&don't
> >> >> > =20
>>& > know why Paris doesn't let to...
> =20
>> >> > >>& >=20
Regards,
> >> >> > =
>>&=20
> Dimitrios
> >> >> > =20
>>>
>& &

Subject: Re: Suggestions for stereo compressors
Posted by [Don Nafe](#) on Thu, 03 Nov 2005 14:47:03 GMT
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p;> =
>BORDER-LEFT:20
#000000 2px solid; MARGIN-RIGHT: 0px">
> >> =

>> > <DIV>"erlilo" <<A =
=3D3D3D3D
> =20
>> >> =3D
>>href=3D3D3D3D"<A=20
=
href=3D'mailto:erlilo@online.no">er

Subject: Re: Suggestions for stereo compressors
Posted by [benjamin](#) on Thu, 03 Nov 2005 14:47:39 GMT
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r />
>>5px;
> >> =3D3D3D
> =
>> =20
>>=3D3D3D3D
> >> &am

Subject: Re: Suggestions for stereo compressors
Posted by [John \[1\]](#) on Thu, 03 Nov 2005 15:12:07 GMT
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ments are going wrong in=20
some
=3D
> > =3D3D
> =20
>>=3D3D3D
> >> =
>>the=3D3D3D3D20
> =20
>> >> >
>stereofiles, you =
can=20

rendering the old, hard way, as in
>>version
>> >> >>=3D3D3D
>> >>2,
> >>

Subject: Re: Suggestions for stereo compressors
Posted by [Don Nafe](#) on Thu, 03 Nov 2005 15:18:35 GMT
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 >> =20
=3D3D3D3D
> >> >> >> =20
>when=3D3D3D3D20
> >> >> >> =
> =20

>mixing down each stereopair with panning hard left=20
and
=3D
>=3D3D
> >>right =
=3D3D3D
> =20
>> >>and =3D3D3D3D
> >> =
>> =20
>muting=3D3D3D3D20
> >> >> >> =
> =20

>other tracks. Then you can import them into the=20
=3D
>project
> > =3D3D
> =20
>>=3D3D3D
> >> =
>>again
>&

Subject: Re: Suggestions for stereo compressors
Posted by [Cujjo](#) on Thu, 03 Nov 2005 15:19:56 GMT
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t=3D3D3D3D3D"MSHTML 6.00.2800.1400"=20
=3D
>name=3D3D3D3D3DGENERATOR>
> >> =20
>> ><STYLE></STYLE>
> =
>> =20
>> ></HEAD>
> >> =
>> =20
><BODY bgColor=3D3D3D3D#ffffff>
> =
>> =20
>> ><DIV><FONT face=3D3D3D3D3DArial=20
=
=3D
 >size=3D3D3D3D2>Dimitrios,</FONT& ></DIV>
>=
> =20
>> >> ><DIV><FONT =
face=3D3D3D3D3DArial=20
size=3D3D3D3D2>Rendering is =3D
>your =3D3D
> =
>>answer.=20

Posted by [Cujjo](#) on Thu, 03 Nov 2005 15:51:37 GMT

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lilo@online.no>=3D3D3D3D20'>mailto=
:erlilo@online.no">erlilo@online.no>=3D3D3D3D20
&g=
t; =20
>> >> > wrote in message=20
<A=3D3D3D3D20
> >> >> =
> =20
=3D3D3D
> >> =3D3D
> =20
=3D
>>>>>href=3D3D3D3D3D "<A=20
=
href=3D'news:43900b57\$1 @linux">news:43900b57\$1 @linux...</DI>news:439=
00b57\$1 @linux">news:43900b57\$1 @linux...</DI=3D
>=
>>Th=3D3D
> =20
>>ere
> >> >> =
=3D3D3D3D
> =20
>> >> >you have=3D3D3D3D20
> =20
>> >> > the problem. I think =
rendering the=20
tracks and look after =3D
>that =3D3D
> =20
>>=3D3D3D
> >> =20
>>
>each
> >> >> =20
=3D3D3D3D
> >> >> =
>
> =20
>> >> > stereopair is starting and =
ending at=20
the same places will =3D
>do =3D3D
> >>the=20
=3D3D3D
>

Subject: Re: Suggestions for stereo compressors

Posted by [Cujjo](#) on Thu, 03 Nov 2005 16:03:46 GMT

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sp; >> >>job =
=3D3D3D3D
> =20
>> >> =
>
>when=3D3D3D3D20
> =20
>> >> > saving under a new name, just =
to be=20
sure to go back if =3D3D
> >>something =
=3D3D3D
> =20
>> >>are =3D3D3D3D
> >> =
>> =20
>
>going=3D3D3D3D20
> >> =
>> =20
> wrong again. If the time align

Subject: Re: Suggestions for stereo compressors
Posted by [gene lennon](#) on Thu, 03 Nov 2005 16:57:19 GMT
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nbsp;=20
>> >> =3D3D3D3D
> >> =20
>> > on their=3D3D3D3D20
> >> =20
>> > old
>places and give them new=20
=3D3D3D3D
> >> >> =20
=
>names.

Erling& ;lt;BR>

 "Dimitr=
ios"=3D3D3D3D20
> =20
>> >> > <<A =3D3D
> =

>>href=3D3D3D3D3D"<A=20
=
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
@otenet.gr">musurgio@otenet.gr</A>=20
=3D
>=3D3D3D
> >> =
>>=3D3D3D3D
> =20
>> >> >&skrev i=3D3D3D3D20
> =20
>>&nb

Subject: Re: Suggestions for stereo compressors - Software
Posted by [gene lennon](#) on Thu, 03 Nov 2005 17:39:39 GMT
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sp; >> > melding =
<A=3D3D3D3D20
> =20
>> >> > =3D3D3D3D
> =
>> =20
>> =3D3D3D
> >> =
=3D3D
> =20
=3D
 >>>>>href=3D3D3D3 D3D "<A=20
=
href=3D'news:439000f1\$1 @linux">news:439000f1\$1 @linux...<BR'>news:4390=
00f1\$1 @linux">news:439000f1\$1 @linux...<BR=3D
>&=&

Subject: Re: Suggestions for stereo compressors
Posted by [excelav](#) on Thu, 03 Nov 2005 19:07:59 GMT
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r />
>><B=3D3D
> =20
>>&R>&g=3D3D3D
> >> =20
>>=3D3D3D3D
> >> >> =20

=
href="mailto:ennio@galicorp.net">ennio@galicorp.net=3D3D3D3D'>mail=
to:ennio@galicorp.net">ennio@galicorp.net>=3D3D3D3D=3D=

>20
> =20
>> >> > wrote:
>>The =
in-points=20
(and out-points) on both sides of
=3D
>the
> > =

=3D3D
> >>=3D3D3D3D
> >> =
>> =20
>>stereo=3D3D3D3D20
> >> >> =
> =20
file must be
>> at
>>the identical spot - =
down to=20
the
=3D
>=3D3D
> >>=3D3D3D3D
> =
>> =20
>> >&sample=3D3D3D3D20
> >> =
> =20
> (the furthest down you can go on
>>=20
=3D
 >the
>>zoom=3D3D3D3D20
> =
>> =20
>> > =
tool)
>>>
>&am p;>> "erlilo"=20
<<A=3D3D3D3D20
> >> >> =
> =20
=3D
>href=3D3D3D3D3D"<A=20
=
href="mailto:erlilo@online.no">erlilo@online.nomailto:erlilo@onlin=
e.no">erlilo@online.no>=20
=3D3D
> >>wrote in
> >> =20
=3D3D3D
> >> >>=3D3D3D3D
> =20
>> >> >message =
<A=3D3D3D3D20
> =20
>> >> > =3D3D3D3D
> =
>> =20
>> =3D3D
> =
=3D
>>>href=3D3D3D3D3D"<A=20
=
href="news:438f4d36@linux">news:438f4d36@linux...<BR'>news:438f4d36=
@linux">news:438f4d36@linux...<BR>>>
=
=3D
>=3D3D
> =20
>>=3D3D3D3D
> >> >> >&ls=20
it=3D3D3D3D20
> >> >> > =
exactly the=20
same length on each stereo files or no =3D3D
> =20
>>different=3D3D3D3D20
> >> =
>> =20
> holes
>>>in
>& amp;>>> any of the=20

Subject: Re: Suggestions for stereo compressors
Posted by [Aaron Allen](#) on Fri, 04 Nov 2005 16:58:48 GMT
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both sides of the stereo=20

file
=3D3D3D
>>> must
>>> =
=3D3D
> =20
>>
> >> =3D3D3D3D
>>>=20
>&be
>>> > >=3D3D20
> >> =

at
>>& > >>the identical spot - down to=20
=3D3D
> >>the=3D3D20
> >> =
sample (the=20

furthest down you =3D3D3D
>>>can =3D3D
> =20
>>=3D3D3D3D
>>> >go=3D3D20
> =
>> =20

on
>>& > > the
>>& > =
=3D3D20
> =20

> >>zoom tool)
>>& > =
=3D3D
> =20

>>>& <
>>& a mp; > =3D3D20
> =
>> >=20

>>"erlilo" <<A=3D3D20
> >> =
href=3D3D3D"<A=20

=
href=3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erlilo@onlin=
e.no">erlilo@online.no</A>>=20

wrote in
=3D
>=3D3D
> =
>>message=3D3D20
> =20

>> =
=3D3D3D
>>>news:438f4d36@linux...<
>>>=20
> =3D3D
> >>>>=3D3D20
> =
>> =20

Is it exactly the same length on each stereo files or =
no=3D3D20
> =20

> =3D3D3D
>>>different
 >>>=20
=3D3D3D3D
>>> =3D3D20
> >> =20

>holes
>>& > >>in
>>&=20
=3D3D
> >>> =3D3D20
> >> =
>>>=20

any of the stereo objects?
>>& > =
=3D3D20
> =20

> >>& <
>>& >=20
>>>=3D3D20
> >> =

Erling
>>& >=20

>>& <
>>& =3D3D
> >>&=20
=3D3D20
> >> >>> "Dimitrios"=20
<<A=3D3D20
> >> href=3D3D3D"<A=20

=

href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
@otenet.gr">musurgio@otenet.gr</A>=20
skrev
=3D
>i=3D3D20
> >> =20
melding=3D3D3D3D20
>> > >>> =
<A=3D3D20
> =20
>> =3D3D
> =3D
>>href=3D3D3D"<A=20
=
href=3D'news:438f3760\$1 @linux">news:438f3760\$1 @linux...
>>&n=3D=
3D'>news:438f3760\$1 @linux">news:438f3760\$1 @linux...
=
>>&n=3D3D=3D
>
> =20
>>bsp;=3D3D20
> >> > >>>=20
>
>> > >>> =3D3D
> =20
>>>=3D3D20
> >> Hi,
>> =
>=20
>>> > I have almost =3D3D
> >>finished=20
my=3D3D20
> >> project mixing and when I try =
to=20
=3D3D3D
>>put =3D3D
> =
>>a
>>=20
=3D3D20
> >> =3D3D3D3D
>>=20
>
>> > >>> =3D3D
> =20
>>>=3D3D20
> >> =
stereo
>> >=20
>>> > =3D3D
> >>native
>> =

=3D3D20
> >> > >>> > effect on =
any audio=20
track on any submix =3D3D
> >>when =
l=3D3D20
> =20
>> try to save=20
l
>>=3D3D3D
>> >=3D3D3D3D
>>=20
=3D3D20
> >> >always
>> > =
>=20
get
>> =3D3D
> >>> =
=3D3D20
> =20
>> >>> > assertion
>> > =
>>>=20
=3D3D
> >>>=3D3D20
> >> =
failed and=20
cannot save either on same name or =3D3D
> =20
>>other...
>> =3D3D20
> =
>> >=20
>>> > The problem is that I want to use stereo =
=3D3D
> =20
>>effects=3D3D20
> >> as I did=20
=3D3D3D
>>before
>> >>> =3D3D
> =20
>>=3D3D3D3D
>> =3D3D20
> =
>> =20

>but
>> > >>don't
>>=20
=3D3D20
> >> > >>> > know why =
Paris=20
doesn't let=3D3D20
> >> =
to...
>> >=20
>>> >=3D3D20
> >> =
Regards,
>>=20
> >>> >=3D3D20
> >> =20
Dimitrios
>> > >>>
>>=2 0
=3D3D20
> >> > =
>>>
>>> >=20
=3D3D20
> >> >>
>>> >=20

Subject: Re: Suggestions for stereo compressors
Posted by [gene lennon](#) on Fri, 04 Nov 2005 17:19:00 GMT
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lt;BR>> >> =20
=
>>news:438f3760\$1 @linux">news:438f3760\$1 @linux...<B=
R>>=3D3D3D
> =20
>> =20
=
>>;>&g=3D3D3D 3D
>>=3D3D3D3D20
&g=
t;>=20
=3D3D3D20
> >> >> =
>
>>>=20
> Hi,
>>> > I have =3D3D3D
> =
>> =20
>>almost=3D3D3D20
> >> >> =20
=3D3D3D3D
>>finished my=3D3D3D3D20
>> project =
mixing and=20
when
=3D
>I =3D3D3D
> >> >>try =
to put=20
a=3D3D3D20
> >> >> =

>>>=20
>=3D3D3D3D20
>> =3D3D3D
> >> =20
>>stereo
>>>& > >=3D3D3D20
> =
>> =20
>> native
>>>& > effect on=20
any=3D3D3D20
> >> >> =20
=3D3D3D3D
>>audio=3D3D3D3D20
>> track on any =
submix when I=20
try
=3D
>to =3D3D3D
> >> >>save =

I=3D3D3D20
> >> >> =
always
>>=20

>>
> =20
>> >
> >>
> =20
>>
> >><!DOCTYPE HTML PUBLIC "-//W3C//DTD =
HTML 4.0=20
Transitional//EN">
> =20
>><HTML><HEAD>
> >><META=20
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
> =20
>> charset=3D3D3Diso-8859-1">
> >><META=20
content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
> =20
>><STYLE></STYLE>
> =20
>></HEAD>
> >><BODY=20
bgColor=3D3D3D#ffffff>
> >><DIV><FONT=20
face=3D3D3DArial =
size=3D3D3D2>Dimitrios,</ DIV>
> =20
>><DIV>I agree =
with Erlilo.=20
Try =3D3D
> >>different =
channels=3D3D20
> >>or=20
a different</DIV>
> =
>><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2>submix if you can. Otherwise=20
=3D
>=3D3D
> >>rebuilding =
the=3D3D20
> =20
>>mix from</DIV>
> =20
>><DIV>scratch =
in a new=20
project is the
=3D
>next =3D3D
> =20
>>best=3D3D20
> >>bet. Copy=20
all</DIV>
> >><DIV><FONT =

face=3D3D3DArial size=3D3D3D2>mixer settings and presets of =
=3D
>effects=20
=3D3D
> >>to make it=3D3D20
> =20
>>easier.</DIV> >
> =20
>><DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>Tom</DIV> >
> =20
>><DIV><FONT face=3D3D3DArial =
size=3D3D3D2>=20
</DIV>
> >><DIV> =
</DIV>
> =20
>><DIV><FONT face=3D3D3DArial =
size=3D3D3D2>=20
</DIV>
> >><BLOCKQUOTE=3D3D20
> =

>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT:=20

5px;
=3D
>=3D3D
> >>BORDER-LEFT: #000000 =
2px solid;=20
MARGIN-RIGHT: 0px">
> >> <DIV>"Rod =
Lincoln"=20
<<A=3D3D20
> >> =3D3D
> =20
=3D
>>href=3D3D3D"<A=20
=
href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</>ma=
ilto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</>=3D<=
BR>>A>&g=3D3D
> =20
>>t;=3D3D20
> >> wrote in message=20
<A=3D3D20
> >> =3D3D
> =20
=3D
>>href=3D3D3D"<A=20
=
href=3D'news:43908331\$1 @linux">news:43908331\$1 @linux...</DIV>
'new=
s:43908331\$1 @linux">news:43908331\$1 @linux...</DIV><=
>=3D
>Dimi=3D3D
> =20
>>trios,=3D3D20
> >> You probably know =
this, but=20
just to make sure...
If you want =
to
=3D
>use
> =20
> =3D3D
> >>stereo=3D3D20
> =
>> native=20
plugins, you can NOT have any mono plugins
on those=20
=3D
>tracks.
> > =3D3D
> =20
>>That=3D3D20
> >> goes for native and=20
EDS.
Do you have any mono eds or native =3D
>plugs=20
=3D3D
> >>also on=3D3D20
> =
>> the stereo=20
pair?
Rod
"Dimitrios" <<A=3D3D20
> =
>> href=3D3D3D"<A=20
=
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr>=3D3D20'>mailto=
:musurgio@otenet.gr">musurgio@otenet.gr>=3D3D20
>g=
t; =20
>> wrote:
>
>De ar =
Tom,
>It is=20
not the plugin under =3D3D
> >>other song =
l=3D3D20
> =20
>> can open a stereo native effect.
>In my =
project l=20
cannot open =3D
>=3D3D
> >>ANY =
stereo=3D3D20
> =20
>> effect.
>Even chainer =
only...
>I can=20
save my project no =3D3D
> >>problem =
if=3D3D20
> =20

>> I don't use a stereo native effect.
>ALSO =
 on submix=20
 3 I managed
=3D
>=3D3D
> >>toopen =
 a=3D3D20
> =20
 >> stereo native effect but not on submix
>1 =
 or 4 ,=20
 any =3D
>suggestion=3D3D20
> >> =20
 =
 ?
>Regards,
> ;Dimitrios
>
&g t=
 ;"Tom=20
 Bruhl" <<A=3D3D20
> >> =
 =3D
>href=3D3D3D"<A=20
 =
 href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net=>=3D3D20'>mail=
 to:arpegio@comcast.net">arpegio@comcast.net>=3D3D20<B=
 R>> =20
 >> =20
 =
 wrote:
>>
>& a mp;>>
>>Dimitrios,&a mp;<=
 ;BR>>>Are=20
 =3D3D
> >>you saying=3D3D20
> =
 >> you can=20
 save before this stereo plugin
>>is inserted? =
 =3D3D
> =20
 >>I'd say=3D3D20
> >> you may have a =
 rouge plugin=20
 that
>>>your wrapper or Paris just =
 =3D
>&=3D3D
> =20
 >>doesn't=3D3D20
> >> like. Try the same =

 thing
>>>in a different =3D3D
> =
 >>project.=20
 ie:=3D3D20
> >> Same stereo plugin=20
 inserted
>>>on another stereo pair of =
 =3D3D
> =20
 >>tracks. =3D3D20
> >> Now can you=20
 save?
>>>If so it may be your project. If =
 =3D3D
> =20
 >>not it's=3D3D20
> >> probably your=20
 plugin.
>>>
>& amp;>>Good=3D3D20
> =20
 >> luck,
>>>Tom
> >> =
 "Dimitrios"=20
 <<A=3D3D20
> >> href=3D3D3D"<A=20
 =
 href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
 @otenet.gr">musurgio@otenet.gr</A>>=20
 wrote
=3D
>in =3D3D
> =
 >>message=3D3D20
> =20

>> =20
=
=3D3D3D
>>news:43906b78\$1@linux...
>><BR=
>>>=20
=3D3D
> >>Thanks for=3D3D20
> =
>> your=20
suggestions.
>> I have rendered using the hardware=20
=3D3D
> >>method=3D3D20
> >> =
via adat=20
and achieved one =3D3D3D
>>nice
>>=20
=3D3D
> >>compact stereo=3D3D20
> =
>> =20
track with my acoustic guitars, I even saved all=3D3D20
> =20
>> =20
audio
>=3D3D3D
>& >>files
>> on =
new=20
folder and =3D3D
> >>saved=3D3D20
> =
>> =20
under new name I used the clear missing =3D3D20
> =
>> =20
files
>=3D3D3D
>& >>just
>> =
before that=20
but =3D3D
> >>again no luck=3D3D20
> =
>> =20
when I put a stereo native effect on=20
=3D3D3D
>>this=3D3D20
> >> =20
stereotrack
>> even without hitting play when I=20
=3D3D
> >>try to=3D3D20
> >> =
save=20
assertion fails and =3D3D3D
>>doesn't
>& >>=
=3D3D
> >>allow of any=3D3D20
> =
>> save=20
!
>> Note that assertion failure appears ONLY when=20
=3D3D
> >>I hit=3D3D20
> >> =
SAve=20
...
>> rEGARDS,
>> =3D3D20
> =
>> dIMITRIOS
>>
> >> "Tom =
Bruhl"=20
<<A=3D3D20
> >> =
=3D
>& href=3D3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D3D20'>mail=
to:arpeggio@comcast.net">arpeggio@comcast.net>=3D3D20<B=
R>> =20
>> wrote:
>> >
>>=20
>
>> =3D3D
> >>
> =

>> =20
>Dimitrios,
>> >Rendering is your answer.=20
=3D3D
> >>Don't=3D3D20
> >> =
render=20
tracks with plugins. In =3D3D
> =20
>>=3D3D3D
>>ste reo
>> =
=3D3D20
> =20
>> =3D3D3D3D
>> >the right=20
side=3D3D3D3D20
>> =3D3D
> =
>>>won't=20
have=3D3D20
> >> any effect. Double check to =
see that=20
their timing is=3D3D20
> >> =20
=3D3D3D
>>correct<BR&a mp>>> =
=3D3D3D3D
>>=20
=3D3D20
> >> >too.
>> =
>Some people=20
have problems with=3D3D20
> >> =
that.
>>=20
>Tom
>> > "erlilo" =3D3D
> =20
>><<A=3D3D20
> >> href=3D3D3D"<A=20
=
href=3D'mailto:erlilo@online.no">erlilo@online.no</A'>mailto:erlilo@onlin=
e.no">erlilo@online.no</A>>=20
wrote in
=3D
>=3D3D
> =
>>message=3D3D20
> =20
>> =20
=3D3D3D
>>news:43900b57\$1 @linux...
>> =
>=20
=3D3D
> >>There you=3D3D20
> =
>> have the=20
problem. I think rendering the tracks and=3D3D20
> =
>> =20
look
=3D3D3D
>> >=3D3D3D3D
>>=20
>>after=3D3D20
> >> =
that=3D3D3D3D20
>>=20
> each stereopair is starting =3D3D
> >>and=20
ending=3D3D20
> >> at the same places will=20
do
=3D3D3D
>> ;the
>> =
=3D3D20
> =20
>> =3D3D3D3D
>> =
>job=3D3D3D3D20
>>=20
> =3D3D
> >>when saving=3D3D20
> =
>> =20
under a new name, just to be sure to go back if=3D3D20
> =20
>> =3D3D3D
>>something
>>=20
=3D3D3D3D
>> =3D3D20
> >> =20
>>are=3D3D3D3D20
>> > going wrong again. If the=20

=3D3D
> >>time=3D3D20
> >> >> =
alignments=20
are going wrong in some
=3D3D3D
>& >of =
=3D3D
> =20
>>=3D3D3D3D
>> =3D3D20
> =
>> =20
>the=3D3D3D3D20
>> > stereofiles, you can =
=3D3D
> =20
>>rendering the=3D3D20
> >> old, hard =
way, as in=20
version =3D3D
> =20
=
>>2,
>=3D3D3D<B R>>>=3D3D3D3D
>& &=
gt;=20
=3D3D20
> >> =
>when=3D3D3D3D20
>> >=20
mixing down each =3D3D
> >>stereopair =
with=3D3D20
> =20
>> panning hard left and right and=20
=3D3D3D
>>=3D3D3D3D
>> =
=3D3D
> =20
>>>muting=3D3D20
> >> =20
all=3D3D3D3D20
>> > other tracks. Then you can=20
=3D3D
> >>import them=3D3D20
> =
>> into=20
the project again on =3D3D3D
>>their
& >>>=20
=3D3D20
> >> =3D3D3D3D
>>=20
>old=3D3D3D3D20
>> > =3D3D
> =
>>places=20
and=3D3D20
> >> give them new =
names.
>>=20
>
>> =3D3D
> >>> =
=3D3D20
> =20
>> Erling
>> >
>>=20
>
>> =3D3D
> >>
> =
>> =20
> "Dimitrios" <<A=3D3D20
> >> =
href=3D3D3D"<A=20
=
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
&@otenet.gr">musurgio@otenet.gr</A'>>=20
skrev
=3D
>i =3D3D
> =
>>melding=3D3D20
> =20
>> =3D3D3D3D
>>=20
>news:439000f1\$1@linux...
>> =3D3D
> =20
>>
> >> > >
>> > =
>>=20
=3D3D
> >>Hi,
>> =

=3D3D20
> =20
>> > > Thanks for your replies.
>> =
>=20
=3D3D
> >>>=3D3D20
> >> =
What I have=20
managed is to have the same start and end for =
=3D
>both=3D3D20
> =20
>> =3D3D3D
>>>audio<BR& ;>>>=20
=3D3D3D3D
>>> =3D3D20
> >> =20
>files
>>> > > just by cutting at cursor=20
=3D3D
> >>pointy=3D3D20
> >> =
on both=20
tracks.
>>> > > > Buit insight the =
=3D3D
> =20
>>stereo=3D3D20
> >> tracks each of =
themhas=20
different cut =3D3D
> =20
>>=3D3D3D
>>>poi nts
>>> =
=3D3D20
> =20
>> =3D3D3D3D
>>> =
>and=3D3D3D3D20
>>>=20
> =3D3D
> >>>=3D3D20
> =
>> =20
joint
>>> > > points , does =
this=3D3D20
> =20
>> matter?
>>> > > If you ask me why =
it is=20
=3D3D
> >>because=3D3D20
> =
>> these=20
tracks are not actually =
=3D3D3D
>>>stereo<BR&am p;>>>=20
=3D3D20
> >> =3D3D3D3D
>>>=20
>but
>>> > > two =3D3D
> =
>>takes=20
of=3D3D20
> >> acoustic guitar playing so I =
had tomove=20
different=3D3D20
> >> =20
=3D3D3D
>>>parts<BR& ;>>> =
=3D3D3D3D
>>>=20
=3D3D20
> >> =
>on=3D3D3D3D20
>>> > >=20
each
>>> =3D3D
> >>
> =
>> =20
>> of the "stereo" tracks to make them on =3D3D
> =20
>

Subject: Re: Suggestions for stereo compressors
Posted by [Tom Bruhl](#) on Fri, 04 Nov 2005 18:27:31 GMT
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>>=20
=3D3D20
> >&> >&> =
> actually=3D3D3D3D20
>&>&> ;=20
> stereo =3D3D
>& >&>&>but
>&> =
two=3D3D20
>& =20
>&>& takes of acoustic guitar playing so I had=20
=3D3D3D3D
>&>&> ;=3D3D20
>& >&>& =20
>& tomove=3D3D3D3D20
>&>&> >& different parts on=20
=3D3D
>& >&>&>
>&>=3D3D20
>& =
>&>& =20
each
>&> of the "stereo" tracks to =
=3D3D3D3D
>&>&>=20
=3D3D
>& >&>&>&>make=3D3D20
>& =
>&>& =20
them=3D3D3D3D20
>&>&> >& on time.
>&> I want=20
=3D3D
>& >&>&>a stereo=3D3D20
>& =
>&>& =20
effect=20
because I wanna expand the =3D3D3D3D
>&>&> =
=3D3D20
>& =20
>&>& >& stereo=3D3D3D3D20
>&>&> >& =
perspective of=20
=3D3D
>& >&>&>
>&>=3D3D20
>& =
>&>& =20
them
>&> pl;aying hard left and =3D3D
>& =20
>&&&>hard=3D3D3D3D20
>&>&& p;> ;=3D3D20
>& =
>&>& =20
>& right.
>&> Have you tried T-racks compressor's=20
=3D3D
>& >&>&>stereo=3D3D20
>& >&>& =
widening=20
=3D3D3D3D
>&>&> >& knob ??=3D3D3D3D20
>&>&>=20
=3D3D
>& >&>&>=3D3D20
>& >&>& =20
!!
>&> Amazing stereo result with complete mono =
=3D3D
>& =20
>&>& compatibility ,=3D3D20
>& >&>& =20
=3D3D3D
>&>&>=3D3D3D3D
>&>&> >& not =
=3D3D
>& =20
>&&&>like=3D3D3D3D20
>&>&& p;> ;=3D3D20
>& =
>&>& =20
>& waves
>&> imager
>&> at =3D3D
>& =20
>&&&>all...
>&>=3D3D20
>& >&>& =20
Cheers,
>&>=3D3D3D3D20
>&> t;>&& >& =
=3D3D20
>& =20
>&&& >& Dimitrios
>&>&>
>&> ;
>&>=20
"Ennio"=3D3D20
>& >&>& =
&&&>A=3D3D3D3D20
>&>&> t;=20

> href="A="
> > > =
=3D
> =20
=
=3D
>>href="mailto:ennio@galicorp.net">ennio@galico=
rp.net>="3D3D3D20'>="3D
>mailto="3D3D
> =

=
>>:"ennio@galicorp.net">ennio@galicorp.net>="3D3D3D3D=
20
&g="3D3D
> =20
>>t;>="3D3D20
> >> >="20
wrote:
>The in-points (and out-points) on =
="3D3D
> =20
>>both="3D3D20
> >> sides of the="20
="3D3D3D3D
>>="3D3D
> =20
>>>stereo="3D3D3D20
& amp;>>="3D3D20
> =20
>> > file must be
> at
>>the =

="3D3D
> >>identical spot -="3D3D20
> =
>> =20
down to the ="3D3D3D3D
>>="3D3D
> =20
>>>sample="3D3D3D20
& amp;>> > =
="3D3D20
> =20
>> (the furthest down you can go="20
on
>="3D3D20
> >> =20
the
>>zoom="3D3D3D20
>> > =
="3D3D20
> =20
>> =20
tool)
>>
& amp;>> "erlilo"="3D3D20
> =

>> <<A="3D3D3D3D20
>&g t; >="20
href="A="3D3D20
> >> =
="3D3D
> =20
=
="3D
>>href="mailto:erlilo@online.no">erlilo@online.=
no</A'>mailto:erlilo@o="3D
>nlin="3D3D
> =20
=
>>e.no">erlilo@online.no</A>>="3D3D20
>&=&
 =20
>> wrote="20
in
="3D3D3D
>> ;="3D3D3D3D
>>="20
>message="3D3D20
> >> =
<A="3D3D3D3D20
>>="20
>="3D3D3D3D
>>="3D3D
> =20
>>>href="A="3D3D20
> >> =20
="3D3D
> =20
=
="3D
>>href="3D3D3D'news:438f4d36@linux">news:438f4d36@linu=
x...<BR'>news:438f="3D
>4d36="3D3D
>&

Subject: Re: Suggestions for stereo compressors
Posted by [Aaron Allen](#) on Sat, 05 Nov 2005 01:27:12 GMT
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eKruz.com

>>>>

>>>>

>>>>Mike Audet wrote:

>>>>

>>>>

>>>>>I agree completely. OSX was a big left turn, too. That spinning pizza

>>>

>>>is

>>>

>>>

>>>>>just completely unacceptable. They crash if they don't have enough ram.

>>>>>They're extremely slow compared to a PC (which will change when they

>

> use

>

>>>>>PC chips). And, they are very expensive for what the hardware and software

>>>>>are really worth.

>>>>>

>>>>>They had a really nice, simple, clean OS with OS8-9. They saved a lot

>>>

>>>of

>>>

>>>

>>>>>money not having to develop an OS from the ground up by going with UNIX,

>>>>>but they lost most of what made Apple wonderful and unique, too.

>>>>>

>>>>>Just my 2 cents. :)

>>>>>

>>>>>Mike

>>>>>

>>>

>>>

>"steve the artguy" <artguy@svnartichokespittle.net> wrote:

>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.

>

>-steve

1.0.4 seems to still work great. We are getting a multiple license
for the latest OSX soon and then I'll try updating to 1.5

I bet that will clear it up.

thanks

DCSorry Doug, I want you to stay alive,-) so I can't lie for you. It's using AMI bios but it seems to be much better working in these days than it has been earlier. Really easy to overclock too.

Erling

"DJ" <animix_spam-this-ahole_@animas.net> skrev i melding
news:43935785\$1@linux...

> Thanks Erling. Is this using the AMI Bios? Please say no. I hate the AMI
> bios. I gotta have the Award Bios or I will die.

>

> ;o(

>

> "erlilo" <erlilo@online.no> wrote in message news:439354d1@linux...

>>

>> Deej,

>>

>> I'm using the ASUS A8V-Deluxe with a 7 % overclocked dual core 3800
>> CPU(49

>> degrees Celsius), but not for Paris use. I'm using ATI 3700 graphiccard
> with

>> it and E-MU 1820M audiosystem. No problems at all with the little use I
> have

>> had with audio works on it.

>>

>> For the Paris system, I'm now using an Epox 9NDA3+ motherboard with a
> 3200+

>> processor. It couldn't use my Matrox G550 card with it, so I bought a
> G-Force

>> FX5200 card, to be sure it would work with the nForce3 Ultra chipset on
> the

>> motherboard. I'm using an Artic-Cooling Freezer 64 Pro on the processor
> and

>> a North-Q 400w power supply with a 140 mm super silent fan. I must say I

>> was asstonished when I saw the temperature was stable at about 42 degrees
>> Celsius on both processor and motherboard when driving the system hard.

>> Between the two Paris card it showes about 10-12 degrees higher, so the
> new

>> system is about 10-15 degrees cooler than my old Asus A/V600-X board with
> a

>> 3000+ processor. On the old system I had for the most problems wit Paris
> and

>> WinXP, but on the new system, I havn't had any problems at all on both
> WinME

>> or WinXP after using it a couple of weeks. So I'm crossing my fingers

>> that

>> WinXP now will work as WinME allways have done for me. So, it seems to be
> a
>> wonderful system if you're not using Matrox graphic cards with it, so
> Doug,
>> here you're out.
>> I have tested both boards with recoding videoes with Nero 7 and the dual
>> core system was unbelievable more speedy.
>>
>> Erling
>>
>> > Next, I'm going to build another native system. I'm going to need a
> mobo,
>> > RAM and a dual core AMD CPU. I'll be interfacing my audio
>> > hardware/UAD-1
>> > cards using a Magma 13 slot chassis so I'm not really concerned about
> the
>> > number of PCI slots. One thing I do want to be able to do is to use my
> two
>> > existing Matrox G450's (AGP and PCI) Due to this, I am leaning toward
>> > trying
>> > the ASUS A8V-Deluxe mobo just because I'm familiar with the quirks of
>> > ASUS,
>> > I know that one of the PCI slots will be hardwired to the AGP and I
>> > know
>> > that since the Matrox cards share the same driver, this **should** work
>> > nicely
>> > with the host card of the Magma using az PCI slot that (hopefully)
>> > isn't
>> > sharing an IRQ with any other device, or at least benignly with
> something
>> > friendly. I'm also going to be going with at least 2 gig of DDR in this
>> > machine.....maybe more. Guess I'll check ASUS' site to see what's
>> > recommended.
>> >
>> > Lastly is the CPU. I want to be able to operate this machine as much as
>> > possible at low latencies with VSTi's. I've been eyeing the dual core
> 3800
>> > CPU's because they are the least expensive right now, but skimping will
>> > defeat the whole purpose of this upgrade.
>> >
>> > Is anyone using an AMD dual core CPU system right now? If so, I'd be
>> > mighty
>> > interested to hear your experiences before I once again descend into
>> > computer building hell.
>> >
>> > Thanks,
>> >
>> > Deej

>> >
>> >
>> >
>>
>>
>

>i meant in the properties do they all say archive/read only or nothing.

On Sun, 4 Dec 2005 07:10:18 -0500, "Don Nafe" <dnafe@magma.ca> wrote:

>
><david@revealaudio.com> wrote in message news:439275de\$1@linux...
>> AFAIK, PARIS won't import 24 bit WAV files. If you want to keep the 24
>> bit
>> property, you'll need to convert them to PAF. Use the PAF-WAV converter
>> program.

>>
>> David

>
>Tried that and it didn't work

>
>>
>> On 2-Dec-2005, "Don Nafe" <dnafe@magma.ca> wrote:

>>
>>> Wav files (pcm audio) 24 bit / 44.1
>Sorry Rick

As the project is finished it doesn't really matter but I will look and see as I'd like to find out why...

Don

"rick" <parnell68@hotmail.com> wrote in message news:jo38p11ov7coj2inup8j124sj4eu23i1hc@4ax.com...
>i meant in the properties do they all say archive/read only or
> nothing.

>
> On Sun, 4 Dec 2005 07:10:18 -0500, "Don Nafe" <dnafe@magma.ca> wrote:

>
>>
>><david@revealaudio.com> wrote in message news:439275de\$1@linux...
>>> AFAIK, PARIS won't import 24 bit WAV files. If you want to keep the 24
>>> bit
>>> property, you'll need to convert them to PAF. Use the PAF-WAV converter
>>> program.

>>>
>>> David

>>
>>Tried that and it didn't work
>>
>>>
>>> On 2-Dec-2005, "Don Nafe" <dnafe@magma.ca> wrote:
>>>
>>>> Wav files (pcm audio) 24 bit / 44.1
>>
>Nothing is checked off

Don

"rick" <parnell68@hotmail.com> wrote in message
news:jo38p11ov7coj2inup8j124sj4eu23i1hc@4ax.com...
>i meant in the properties do they all say archive/read only or
> nothing.
>
> On Sun, 4 Dec 2005 07:10:18 -0500, "Don Nafe" <dnafe@magma.ca> wrote:
>
>>
>><

Subject: Re: Suggestions for stereo compressors
Posted by [Tom Bruhl](#) on Sat, 05 Nov 2005 15:34:10 GMT
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; </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=20
in message <A=20
href=3D"news:4392fb60@linux">news:4392fb60@linux...</DIV>Hi=20
Cujo,
Unfortunately, I was not able to save it. Paris =
would not=20
let me do
anything at all until I responded to the error =
window and=20
then it was all
gone! I tried to pull up the project =
window or=20
do anything but it was a
hard freeze.
Since I only had a =
single=20
submix going and was only using a couple effects
in the aux =
module on=20
one channel, I was surprised to get this error. I =

have
a gig of=20
 memory and a fast processor as well. I am using XP pro =
 with=20
 SP1
though.
Thanks,
E

"Cujo" <<A=20
 =
[chris@nospamapplemanstudio=](mailto:chris@nospamapplemanstudio.com)
[..com>=20](mailto:chris@nospamapplemanstudio.com)
 wrote in message
<A=20
 =
[news:4392898b\\$1@linux...
>
&g=](news:4392898b$1@linux)
[t;
>=20](news:4392898b$1@linux)
 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, do =
 not=20
 respond to the
error
> message on the screen, get to =
 the=20
 project window and save the project
under
> a new name =
 (songV2=20
 or something) and the let paris crach, your =
 project
will
> be A=20
 OK when you get paris back up!
>
>
> "Edna" =
 <<A=20
 =
[edna@texomaonline.com>=20](mailto:edna@texomaonline.com)
 wrote:
> >Has anyone been able to interpret just what =
 this=20
 message means? And
> >basically what causes =
 it? I=20
 only had 8 tracks recorded and was working
> on
> =
 >aux=20
 effects on the piano track which I had copied, delaying =
 the=20
 copy,
> >shifting the pitch, and then panning =
 them L and=20
 R. After working most
> of
> >the day on =
 the=20
 project, this error appeared but I wasnt able to save =
 the
>=20
 >project and since I hadn't remembered to save the project =
 earlier I=20
 lost
> it
> >all. Think I will call it a =
 day!=20
 :-(
> >
>=20
 >

</BLOCKQUOTE></BLOCKQUOTE></BLOCKQUOTE>
 </BLOCKQUOTE></BODY></=

-----=_NextPart_000_00CB_01C5F9D6.BAC1AE60--I use a G4 for Paris Only, works nice reliable

ect. BUT Mac now sucks because
paris wont run on them ! Might have to set up a Pc for paris soon as my mac
getting old and I have real bad luck with used Macs.

>

>I make most of my living doing IT work, and I work with Mac's all the time.
> I stand by everything I wrote because it comes from first hand experience
>that I have found to be true.

>

>Good luck,

>

>Mike

>

>

>

>

>"A Mac User" <no@no.com> wrote:

>>

>>"Mike Audet" <mike@mikeF-SPAMaudet.com> wrote:

>>>

>>>I agree completely. OSX was a big left turn, too. That spinning pizza
>>is

>>>just completely unacceptable. They crash if they don't have enough ram.

>>>They're extremely slow compared to a PC (which will change when they use
>>>PC chips). And, they are very expensive for what the hardware and software
>>>are really worth.

>>>

>>>They had a really nice, simple, clean OS with OS8-9. They saved a lot
>of

>>>money not having to develop an OS from the ground up by going with UNIX,
>>>but they lost most of what made Apple wonderful and unique, too.

>>>

>>>Just my 2 cents. :)

>>>

>>>Mike

>>>

>>

>>Mike, what you should do, is actually us Mac OSX for some time before commenting
>>on it. It is obvious to me, that you are repeating the same ignorant stuff
>>some other ignorant PC user told you, or you read in a PC biased article.
>> What is unbelievable is the ignorance PC users have about the Mac, and
>the

>>fact that they perpetuate the same ignorant bull shit. A lot of PC users
>>talk about the Mac like they know what they're talking about, when in fact,
>>they have no idea what they are talking about!

>>

>>Go use a Mac G5 with OSX everyday for a year, then you'd have the right
>and

>>knowledge to tell people that the Mac sucks, but, that isn't what you'd

>be
>>saying. I don't think you would give up your XP box right away because
>there
>>would be some proprietary software you wouldn't want to give up, although
>>you could run XP on your Mac. What would happen is you would end up using
>>your Mac for 90% of your computing, and you would start to think that XP
>>is more of a PITA to use.
>>
>>Why would you use a Mac over your PC??? Because it is hassle free computing,
>>it's fast and it just works! It is a more pleasurable experience. You
>don't
>>have to be a security administrator, worms and other viruses are not so
>much
>>an issue. Pop ups, spy-ware, are not much of an issue either. You don't
>>have to tweak and fuss with your computer to get it to work. PC guys are
>>constantly trouble shooting and tweaking their computers. It is amazing
>>to me that there is supposed to be standardized hardware for a PC, but
>a
>>lot of it doesn't work with out trouble shooting, that is such a hassle.
>> The amount of buggy software sold retail for the PC amazes me. All the
>>B.S. PC users must put up without much complaint, simply amazes me. A
>lot
>>of time is lost on trying to debug and get PCs to work. For the most part,
>>the hassle factor doesn't exist with a Mac.
>>
>>
>> A Mac, works differently than a PC, once you understand how a Mac works,
>>then you will understand why Mac users are somewhat fanatical. I'll put
>>it this way, Mac users are fanatical about their Macs, because they've
>used
>>PCs, and know a Mac is better. I personally use both platforms and have
>>for years. I use XP and 2000 for what I have to, and I use a Mac for the
>>other 80% of my computing. The Mac is simply less headaches. It is less
>>time consuming, and time is money. PC users always talk about how much
>cheaper
>>a PC is than a Mac because of the hardware cost. It's not cheaper when
>you
>>figure in time, the time to build, administrate, trouble shoot, bug fix,
>>down load drivers and patches. You guy's talk about band-aids and patches,
>>Microsoft software has more holes in it than a sieve.
>>
>>When PC users start Mac bashing, Mac users just shake their heads, we've
>>heard the lies for so long we usually have to just turn and walk away.

>The
>>guys that are brain washed are zealot PC users that repeat old bull shit
>>about how Mac suck, and Macs can't do this and that. Some people have
>their

>>heads so far up Bill Gates ass they can't see strait. Please don't repeat
>>the same dumb stuff! Find out for your self, and I'm not talking about
>trying
>>out a mac at a store or library, either.
>>
>>Mike you say Mac OSX crashes, that is pure bullshit! You say, Macs are
>extremely
>>slow compared to a PC, More dumb bullshit! Not even close to the truth!
>> Your talking out your back side. Mike, honestly, you wouldn't know what
>>the software on a Mac is worth, because you don't use a Mac. You say that
>>OSX was a left turn, if Apple ever releases a version of OSX for PC, you
>>will see major erosion in the Windoz market share by general computer users,
>>because it's better than Windoz!
>>
>>As for the four processor in the new G5s and software not being able to
>utilize
>>the four processors, more ignorance. Mac OSX was written so that the processing
>>load of a program is distributed across all four processors. It is not
>>necessary to run software that is optimized for multi processors to take
>>advantage of multi processors on a Mac. Although there are plenty of programs
>>on the Mac platform that are optimized for multi processors. You really
>>should read up on these things!
>>
>>As for the Pizza box (Beach Ball) spinning, if you where a Mac user you
>would
>>under stand what this means and what to do. First, on Windows it is the
>>hour glass, same thing on a Mac only it is a spinning beach ball. On a
>windows
>>machine you would get an error message saying " The program is not responding
>>" and you would go through the dialog boxes and quit the program. On a
>Mac
>>when you get a spinning beach ball you would do a force quit, to quit a
>program
>>that was not responding. It's the same as on a PC, but you are going to
>>say the Mac sucks, when in fact you don't understand how it works. It
doesn't
>>suck, your just ignorant about it.
>>
>>The Mac bashing gets old, especially when some one is speaking from a point
>>of ignorance, but acts as if they are an expert on the subject. Some here
>>have comparing Mac OS9 on an old machine to Windows XP on the latest machine
>>is not a fair comparison, either.
>>
>>If your a PC user, and you don't ever want to know about a Mac fine. You
>>can stick your head in the sand or up Bill Gates ass or whatever, stay
ignorant
>>if you want, but don't bash the Mac until you have honestly used a new
Mac

>>with OSX for a year or more.
>>
>Yay, Mac vs. PC "debates". Wank wank...

"I hate computers" <BO@spamno.com> wrote:

>
>
>
>"Chris Wargo" <NA@NA.NA> wrote:

>
>Yay, Mac vs. PC "debates". Wank wank...

>
>"I hate computers" <BO@spamno.com> wrote:

>>
>>
>>

Speaking of crappy Macs, Sweetwater tests DP/Mac systems and gets:
100 simultaneous inputs at 48kHz/24 bits, recorded to a second internal SATA
drive, and play back of 146 simultaneous tracks from a dual G5. (48kHz/24-bit)
My system running an internal 10K RAID can do a little better.

Gene

<http://www.sweetwater.com/feature/motu/>

And yes I could build a PC with equal power. This is a multi-part message in MIME format.

-----=_NextPart_000_018E_01C5F9EA.B2A4B790

Content-Type: text/plain;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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" <arpegio@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

editor and changing their lengths together? That one gets me once = in a while.

Lesson is Control S, Cut all tracks needing editing to the exact = same length,

Control S, then do the edit, then control S.

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 in = their title.

Tom

"Edna" <edna@texomaonline.com> wrote in message = news:43944a50@linux...

Thanks. Yes I have a P4, but have HT off. The error message does = have "cache: 460. . ." in it.(?)

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

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 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 I lost

> it

> >all. Think I will call it a day! :-(

> >

> >

-----=_NextPart_000_018E_01C5F9EA.B2A4B790

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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><FONT face=3DArial size=3D2>Edna,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Are you referring to Paris =
effects?&nbsp; They are=20
pretty robust when it</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>comes to Windows problems.&nbsp; Maybe =
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subsystem needs a&nbsp;</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>reload?&nbsp; You also might be right =
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the project is corrupt in</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>one way or another.&nbsp; Try the same =
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another equalling demanding</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>project and see if it crashes there=20
too.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV>&nbsp;</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" &lt;<A=20
  href=3D"mailto:edna@texomaonline.com">edna@texomaonline.com</A>&gt; =
wrote in=20
  message <A =
href=3D"news:4394f1eb@linux">news:4394f1eb@linux</A>...</DIV>
  <DIV><FONT face=3DArial size=3D2>Im just beginning to wonder if =
there's something=20
  amiss in the project itself.&nbsp; I also have two other projects and =
have=20
  never had the error with them, although I wasnt doing a lot of fxs and =

  adjustments of fx during playback??&nbsp;</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=20
    message <A =
href=3D"news:4394716f@linux">news:4394716f@linux</A>...</DIV>
```

<DIV>Edna,</DIV>
<DIV>I really don't have any better =
answer for=20
you. Control S is your friend though.</DIV>
<DIV>Maybe you found another Paris =
bug? Like=20
grabbing too many tracks in the </DIV>
<DIV>editor and changing their lengths=20
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<DIV>Lesson is Control S, Cut all tracks =
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S.</DIV>
<DIV> </DIV>
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do have an issue with Paris and your computer.</DIV>
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<DIV>Tom</DIV>
<DIV> </DIV>
<DIV> </DIV>
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style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
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<DIV>"Edna" <<A=20
=
href=3D"mailto:edna@texomaonline.com">edna@texomaonline.com> =
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message <A =
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<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
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net> =
wrote in=20
message <A =
href=3D"news:4393cad7@linux">news:4393cad7@linux...</DIV>
<DIV>Edna,</DIV>
<DIV>By chance are you using a P4 =

chip? lf=20
so make sure</DIV>
<DIV>Hyperthreading is turned off in =
your=20
BIOS. That can really </DIV>
<DIV>ruin a nice <FONT =
face=3DArial=20
size=3D2>day in 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>=20
wrote in message <A=20
=
href=3D"news:4392fb60@linux">news:4392fb60@linux...</DIV>Hi=20
Cujo,
Unfortunately, I was not able to save it. Paris =
would=20
not let me do
anything at all until I responded to the =
error window=20
and then it was all
gone! I tried to pull up the =
project=20
window or do anything but it was a
hard freeze.
Since I =
only had=20
a single submix going and was only using a couple =
effects
in the=20
aux module on one channel, I was surprised to get this =
error. I=20
have
a gig of memory and a fast processor as well. I =
am using=20
XP pro with SP1
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=20
help.
> If you see this error, stop what you are doing, =
do not=20
respond to the
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> message on the screen, get to =
the=20

project window and save the project
under
> a new =
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project
will
> be A OK when you get paris back=20
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> >Has anyone been able to interpret just what =
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> =
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earlier=20
I lost
> it
> >all. Think I will call it =
a day!=20
:-(
> >
>=20
=
>

</BLOCKQUOTE></BLOCKQUOTE></BLOCKQUOTE>
</BLOCKQUOTE></BLOCKQU=

-----=_NextPart_000_018E_01C5F9EA.B2A4B790--This is a multi-part message in MIME format.

-----=_NextPart_000_013A_01C5F9E8.167DF6D0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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...

Subject: Re: Suggestions for stereo compressors
Posted by [cujo](#) on Sat, 05 Nov 2005 15:57:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

in;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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

Edna,
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Maybe you found another Paris bug? Like grabbing too many tracks in =
the=20

editor and changing their lengths together? That one gets me once in =
a while.

Lesson is Control S, Cut all tracks needing editing to the exact same =
length,

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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 in their =
title.

Tom

"Edna" <edna@texomaonline.com> wrote in message =
news:43944a50@linux...

Thanks. Yes I have a P4, but have HT off. The error message does =
have "cache: 460. . ." in it.(?)

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

Edna,
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Tom

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

-----=_NextPart_000_00CB_01C5F9D6.BAC1AE60

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>Im just beginning to wonder if there's =
something=20

amiss in the project itself. I also have two other projects and =
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<BLOCKQUOTE dir=3Dltr=20

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

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<DIV>ruin a nice <FONT =
face=3DArial=20

size=3D2>day in Paris.</DIV>

<DIV>Tom</DIV>

<DIV> </DIV>

<DIV>>

Subject: Re: Suggestions for stereo compressors

Posted by [Tom Bruhl](#) on Sat, 05 Nov 2005 16:35:03 GMT

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c. I still have a couple of Macs

>though.

>

>Nothing wrong with having a PC, but not being PC is rather unpopular right

>now. I have PCs, but try to avoid being one.

>

>

>On 12/5/05 9:10 PM, in article 43950137\$1@linux, "gene lennon"

><glennon@NOSPmyrealbox.com> wrote:

>

>>

>> "Chris Wargo" <NA@NA.NA> wrote:

>>>

>>> Yay, Mac vs. PC "debates". Wank wank...

>>>

>>> "I hate computers" <BO@spamno.com> wrote:

>>>>

>>>>

>>>>

>> Speaking of crappy Macs, Sweetwater tests DP/Mac systems and gets:

>> 100 simultaneous inputs at 48kHz/24 bits, recorded to a second internal
SATA

>> drive, and play back of 146 simultaneous tracks from a dual G5. (48kHz/24-bit)

>> My system running an internal 10K RAID can do a little better.

>> Gene

>> <http://www.sweetwater.com/feature/motu/>

>>

>> And yes I could build a PC with equal power.

>>

>heyyyyyyyyyyyyyyyyyy, I'm not yelling, just saying hiiiiiiiiiiiiiiiiiiii back.

Christmas is coming, maybe with new 'puter gifts for many of us, ummmhhh....

.....Have you been a nice enough boy the last couple of months to get some

gifts from Santa Claus?;o)....

"justcron" <justcron@hydrorecords.com> skrev i melding
news:439483bb@linux...

> hey yall

>

> just sayin hi

>

>.....hmmm... again, it seems to be some fanatic, anonymous "MAC-religion"
writings here....hmmm...

....but I think we can live well here with that kind of religion too....

....I think most of us here, both Mac and PC users, are just smiling when
seeing this kind of "religious" stuff again is popping up from a kind of
troll ;-)...

erlilo

"A Mac User" <no@no.com> skrev i melding news:4394db78\$1 @linux...

>

> "Mike Audet" <mike@mikeF-SPAMaudet.com> wrote:

>>

>>I agree completely. OSX was a big left turn, too. That spinning pizza

> is

>>just completely unacceptable. They crash if they don't have enough ram.

>>They're extremely slow compared to a PC (which will change when they use

>>PC chips). And, they are very expensive for what the hardware and software

>>are really worth.

>>

>>They had a really nice, simple, clean OS with OS8-9. They saved a lot of

>>money not having to develop an OS from the ground up by going with UNIX,

>>but they lost most of what made Apple wonderful and unique, too.

>>

>>Just my 2 cents. :)

>>

>>Mike

>>

>

> Mike, what you should do, is actually us Mac OSX for some time before

> commenting

> on it. It is obvious to me, that you are repeating the same ignorant

> stuff

> some other ignorant PC user told you, or you read in a PC biased article.

> What is unbelievable is the ignorance PC users have about the Mac, and the

> fact that they perpetuate the same ignorant bull shit. A lot of PC users

> talk about the Mac like they know what they're talking about, when in

> fact,

> they have no idea what they are talking about!

>
> Go use a Mac G5 with OSX everyday for a year, then you'd have the right
> and
> knowledge to tell people that the Mac sucks, but, that isn't what you'd be
> saying. I don't think you would give up your XP box right away because
> there
> would be some proprietary software you wouldn't want to give up, although
> you could run XP on your Mac. What would happen is you would end up using
> your Mac for 90% of your computing, and you would start to think that XP
> is more of a PITA to use.
>
> Why would you use a Mac over your PC??? Because it is hassle free
> computing,
> it's fast and it just works! It is a more pleasurable experience. You
> don't
> have to be a security administrator, worms and other viruses are not so
> much
> an issue. Pop ups, spy-ware, are not much of an issue either. You don't
> have to tweak and fuss with your computer to get it to work. PC guys are
> constantly trouble shooting and tweaking their computers. It is amazing
> to me that there is supposed to be standardized hardware for a PC, but a
> lot of it doesn't work with out trouble shooting, that is such a hassle.
> The amount of buggy software sold retail for the PC amazes me. All the
> B.S. PC users must put up without much complaint, simply amazes me. A lot
> of time is lost on trying to debug and get PCs to work. For the most
> part,
> the hassle factor doesn't exist with a Mac.
>
>
> A Mac, works differently than a PC, once you understand how a Mac works,
> then you will understand why Mac users are somewhat fanatical. I'll put
> it this way, Mac users are fanatical about their Macs, because they've
> used
> PCs, and know a Mac is better. I personally use both platforms and have
> for years. I use XP and 2000 for what I have to, and I use a Mac for the
> other 80% of my computing. The Mac is simply less headaches. It is less
> time consuming, and time is money. PC users always talk about how much
> cheaper
> a PC is than a Mac because of the hardware cost. It's not cheaper when
> you
> figure in time, the time to build, administrate, trouble shoot, bug fix,
> down load drivers and patches. You guy's talk about band-aids and
> patches,
> Microsoft software has more holes in it than a sieve.
>
> When PC users start Mac bashing, Mac users just shake their heads, we've
> heard the lies for so long we usually have to just turn and walk away.
> The

> guys that are brain washed are zealot PC users that repeat old bull shit
> about how Mac suck, and Macs can't do this and that. Some people have
> their
> heads so far up Bill Gates ass they can't see strait. Please don't repeat
> the same dumb stuff! Find out for your self, and I'm not talking about
> trying
> out a mac at a store or library, either.
>
> Mike you say Mac OSX crashes, that is pure bullshit! You say, Macs are
> extremely
> slow compared to a PC, More dumb bullshit! Not even close to the truth!
> Your talking out your back side. Mike, honestly, you wouldn't know what
> the software on a Mac is worth, because you don't use a Mac. You say that
> OSX was a left turn, if Apple ever releases a version of OSX for PC, you
> will see major erosion in the Windoz market share by general computer
> users,
> because it's better than Windoz!
>
> As for the four processor in the new G5s and software not being able to
> utilize
> the four processors, more ignorance. Mac OSX was written so that the
> processing
> load of a program is distributed across all four processors. It is not
> necessary to run software that is optimized for multi processors to take
> advantage of multi processors on a Mac. Although there are plenty of
> programs
> on the Mac platform that are optimized for multi processors. You really
> should read up on these things!
>
> As for the Pizza box (Beach Ball) spinning, if you where a Mac user you
> would
> under stand what this means and what to do. First, on Windows it is the
> hour glass, same thing on a Mac only it is a spinning beach ball. On a
> windows
> machine you would get an error message saying " The program is not
> responding
> " and you would go through the dialog boxes and quit the program. On a
> Mac
> when you get a spinning beach ball you would do a force quit, to quit a
> program
> that was not responding. It's the same as on a PC, but you are going to
> say the Mac sucks, when in fact you don't understand how it works. It
> doesn't
> suck, your just ignorant about it.
>
> The Mac bashing gets old, especially when some one is speaking from a
> point
> of ignorance, but acts as if they are an expert on the subject. Some here

> have comparing Mac OS9 on an old machine to Windows XP on the latest
> machine
> is not a fair comparison, either.
>
> If your a PC user, and you don't ever want to know about a Mac fine. You
> can stick your head in the sand or up Bill Gates ass or whatever, stay
> ignorant
> if you want, but don't bash the Mac until you have honestly used a new Mac
> with OSX for a year or more.
>man, that fence you're sitting on has got to be killing your butt.
;o)

On Mon, 05 Dec 2005 22:31:28 -0700, DTerry <dterry@no_spamkeyofd.net>
wrote:

>My wife's Mac crashes or locks up 5 times a day on average, but icy roads
>caused way more than 5 crashes here today.
>
>It's good to know Sweetwater's G5 can run 146 tracks while tracking 100
>more. I used to run track. I probably sweated as much as the G5, but I bet I
>can still kick it's butt in the 100m high hurdles.
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>> Gene
>> <http://www.sweetwater.com/feature/motu/>
>>
>> And yes I could build a PC with equal power.
>>no dickheads...no free fridays for interstaters...no fires...= no fun.
what is this a party for mac owners?
;o)

On 6 Dec 2005 12:28:16 +1000, "Kim" <hiddensounds@hotmail.com> wrote:

>
>
>Ah, yes, that time of year hath arrived once again. The Meredith Music Festival
>looms on the horizon like the coastline of a tropical beach after a storm
>has passed.
>
>Unfortunately resident house band Comba La Revelacion seem to be missing
>from the bill this year, for the first year ever as far as I'm aware. Hmph.
>My prime concern is, without them, how will I know when to start having fun???
>;o)
>
>But the tents are being dusted off, the beer is in the fridge, and the bands
>are tuning up. Weather is set to be mostly fine, the wallet is nicely topped
>up...
>
>...I have no idea who hardly any of the bands are, but I'll soon find out...
>
>www.mmf.com.au
>
>Summer, here we come...
>
>Cheers,
>Kim.Oh, no, I don't fence. Skiing is more my sport. And yes, I've busted my
butt a few times. But fortunately I've never crashed into any fences.

Disclaimer: This email was typed on a Mac and edited on a PC, but could very
easily have been done the other way around in the same amount of time.

On 12/6/05 3:15 AM, in article 84pap1dg2s03o0aki2oihrei8fpcmmdcjrj@4ax.com,
"rick" <parnell68@hotmail.com> wrote:

> man, that fence you're sitting on has got to be killing your butt.
> ;o)
>
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>>> And yes I could build a PC with equal power.
>>>
>"justcron" <justcron@hydrorecords.com> wrote:
>hey yall
>
>just sayin hi

Yo Cron, whazzup?

NeilHi 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@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
> editor and changing their lengths together? That one gets me =
>once in a while.
> Lesson is Control S, Cut all tracks needing editing to the exact
=
>same length,
> Control S, then do the edit, then control S.
>
> 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 in
=
>their title.
> Tom
>
>
> "Edna" <edna@texomaonline.com> wrote in message =
>news:43944a50@linux...
> Thanks. Yes I have a P4, but have HT off. The error message
=
>does have "cache: 460. . ." in it.(?)
> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =
>news:4393cad7@linux...
> 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 =
>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 I lost
>     > it
>     > >all. Think I will call it a day! :-(
>     > >
>     > >
>
>
>
><!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 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV><FONT face=3DArial size=3D2>Edna,</FONT></DIV>
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><DIV><FONT face=3DArial size=3D2>Good luck with your =
>search!</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</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>"Edna" <<A=20
> href=3D"mailto:edna@texomaonline.com">edna@texomaonline.com</A>> =
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```

> wrote in message
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> =
>[>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, do=20
> not respond to the
error
> message on the screen, =
>get to=20
> the project window and save the project
under
> a =
>new=20
> name \(songV2 or something\) and the let paris crach, your=20
> project
will
> be A OK when you get paris back=20
> up!
>
>
> "Edna" <<A=20
> =
>\[> wrote:
> >Has anyone been able to interpret just =
>what=20

>causes=20

>working
>=20
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> >aux effects on the piano track which I had =
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> >the day on the project, this error appeared =
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>hadn't=20
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>it
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> =
>>

</BLOCKQUOTE></BLOCKQUOTE></BLOCKQUOTE></BLOCKQUOTE
></BLOCKQU=\]\(3D\\)](3D\)

>OTE></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>
>
>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@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
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> >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
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> > one way or another. Try the same effects in another equalling =
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> > "Edna" <edna@texomaonline.com> wrote in message =
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> > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =
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> > Edna,
> > By chance are you using a P4 chip? If so make sure
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> > 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 =
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> > >
> > >
> > > "Edna" <edna@texomaonline.com> wrote:
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> >         > >
> >
> >
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> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D#ffffff>
> ><DIV><FONT face=3DArial size=3D2>Edna,</FONT></DIV>
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> ><DIV><FONT face=3DArial size=3D2></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>"Edna" <<A=20
> > href=3D"mailto:edna@texomaonline.com">edna@texomaonline.com</A>> =
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> > href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net> =
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></BLOCKQUO=
> >OTE></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>
> >
> >
> >This is a multi-part message in MIME format.

-----=_NextPart_000_0028_01C5FA40.EBF57470

Content-Type: text/plain;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Will try that, but its sort of unpredictable.

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:43952ef1@linux...

Edna,

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right before a crash. Is the CPU usage maxing out? I'm
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Content-Transfer-Encoding: quoted-printable

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>

</BLOCKQUOTE></BLOCKQUOTE></BLOCKQUOTE>
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charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Edna,
I'd say reload the Paris effects subsystem. That seems to work out many problems that are effect related.
Tom

"Edna" <edna@texomaonline.com> wrote in message news:4395a414@linux...
Will try that, but its sort of unpredictable.

"Tom Bruhl" <arpegio@comcast.net> wrote in message =
news:43952ef1@linux...

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@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.

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"Edna" <

Subject: Re: Suggestions for stereo compressors

Posted by [cujo](#) on Sat, 05 Nov 2005 17:11:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

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> a new =
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(songV2 or something) and the let paris crach, your=20
project
will
> be A OK when you get paris back=20
up!
>
>
> "Edna" <<A=20

It's good to know Sweetwater's G5 can run 146 tracks while tracking 100 more. I used to run track. I probably sweated as much as the G5, but I bet I can still kick it's butt in the 100m high hurdles.

Macs are can make life easier, but Big Macs can cut it short. I don't remember the last time I had a Big Mac. I still have a couple of Macs though.

Nothing wrong with having a PC, but not being PC is rather unpopular right now. I have PCs, but try to avoid being one.

On 12/5/05 9:10 PM, in article 43950137\$1 @linux, "gene lennon" <glennon@NOSPmyrealbox.com> wrote:

>
> "Chris Wargo" <NA@NA.NA> wrote:
>>
>> Yay, Mac vs. PC "debates". Wank wank...
>>
>> "I hate computers" <BO@spamno.com> wrote:
>>>
>>>
>>>

> Speaking of crappy Macs, Sweetwater tests DP/Mac systems and gets:
> 100 simultaneous inputs at 48kHz/24 bits, recorded to a second internal SATA
> drive, and play back of 146 simultaneous tracks from a dual G5. (48kHz/24-bit)
> My system running an internal 10K RAID can do a little better.
> Gene
> <http://www.sweetwater.com/feature/motu/>
>
> And yes I could build a PC with equal power.
> This is a multi-part message in MIME format.

-----=_NextPart_000_01AE_01C5FA03.82766410
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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"Tom Bruhl" <arpeggio@comcast.net> wrote in message = news:43950551@linux...

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"Edna" <edna@texomaonline.com> wrote in message = news:43944a50@linux...

Thanks. Yes I have a P4, but have HT off. The error message = does have "cache: 460. . . " in it.(?)

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

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...

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> it
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> >
> >

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</HEAD>
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<DIV><FONT face=3DArial size=3D2>Edna,</FONT></DIV>
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wrote in message <A=20
=
href=3D"news:4392fb60@linux">news:4392fb60@linux...</DIV>Hi=20
Cujo,
Unfortunately, I was not able to save it. =
Paris=20
would not let me do
anything at all until I responded =
to the=20
error window and then it was all
gone! I tried to =

pull up=20

the project window or do anythin

Subject: Re: Suggestions for stereo compressors

Posted by [cujo](#) on Sun, 06 Nov 2005 16:43:22 GMT

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nline.no> wrote in message news:43954c97@linux...

>hmmm... again, it seems to be some fanatic, anonymous "MAC-religion"

> writings here....hmmm...

> ...but I think we can live well here with that kind of religion too....

> ...I think most of us here, both Mac and PC users, are just smiling when

> seeing this kind of "religious" stuff again is popping up from a kind of

> troll ;-)...

>

> erlilo

>

> "A Mac User" <no@no.com> skrev i melding news:4394db78\$1@linux...

> >

> > "Mike Audet" <mike@mikeF-SPAMaudet.com> wrote:

> >>

> >>I agree completely. OSX was a big left turn, too. That spinning pizza

> > is

> >>just completely unacceptable. They crash if they don't have enough ram.

> >>They're extremely slow compared to a PC (which will change when they use

> >>PC chips). And, they are very expensive for what the hardware and

software

> >>are really worth.

> >>

> >>They had a really nice, simple, clean OS with OS8-9. They saved a lot

of

> >>money not having to develop an OS from the ground up by going with UNIX,

> >>but they lost most of what made Apple wonderful and unique, too.

> >>

> >>Just my 2 cents. :)

> >>

> >>Mike

> >>

> >

> > Mike, what you should do, is actually us Mac OSX for some time before

> > commenting

> > on it. It is obvious to me, that you are repeating the same ignorant

> > stuff

> > some other ignorant PC user told you, or you read in a PC biased
article.

> > What is unbelievable is the ignorance PC users have about the Mac, and
the

> > fact that they perpetuate the same ignorant bull shit. A lot of PC users
> > talk about the Mac like they know what they're talking about, when in
> > fact,
> > they have no idea what they are talking about!
> >
> > Go use a Mac G5 with OSX everyday for a year, then you'd have the right
> > and
> > knowledge to tell people that the Mac sucks, but, that isn't what you'd
be
> > saying. I don't think you would give up your XP box right away because
> > there
> > would be some proprietary software you wouldn't want to give up,
although
> > you could run XP on your Mac. What would happen is you would end up
using
> > your Mac for 90% of your computing, and you would start to think that XP
> > is more of a PITA to use.
> >
> > Why would you use a Mac over your PC??? Because it is hassle free
> > computing,
> > it's fast and it just works! It is a more pleasurable experience. You
> > don't
> > have to be a security administrator, worms and other viruses are not so
> > much
> > an issue. Pop ups, spy-ware, are not much of an issue either. You
don't
> > have to tweak and fuss with your computer to get it to work. PC guys
are
> > constantly trouble shooting and tweaking their computers. It is amazing
> > to me that there is supposed to be standardized hardware for a PC, but a
> > lot of it doesn't work with out trouble shooting, that is such a hassle.
> > The amount of buggy software sold retail for the PC amazes me. All the
> > B.S. PC users must put up without much complaint, simply amazes me. A
lot
> > of time is lost on trying to debug and get PCs to work. For the most
> > part,
> > the hassle factor doesn't exist with a Mac.
> >
> >
> > A Mac, works differently than a PC, once you understand how a Mac works,
> > then you will understand why Mac users are somewhat fanatical. I'll put
> > it this way, Mac users are fanatical about their Macs, because they've
> > used
> > PCs, and know a Mac is better. I personally use both platforms and have
> > for years. I use XP and 2000 for what I have to, and I use a Mac for
the
> > other 80% of my computing. The Mac is simply less headaches. It is

less

> > time consuming, and time is money. PC users always talk about how much
> > cheaper
> > a PC is than a Mac because of the hardware cost. It's not cheaper when
> > you
> > figure in time, the time to build, administrate, trouble shoot, bug fix,
> > down load drivers and patches. You guy's talk about band-aids and
> > patches,
> > Microsoft software has more holes in it than a sieve.
> >
> > When PC users start Mac bashing, Mac users just shake their heads, we've
> > heard the lies for so long we usually have to just turn and walk away.
> > The
> > guys that are brain washed are zealot PC users that repeat old bull shit
> > about how Mac suck, and Macs can't do this and that. Some people have
> > their
> > heads so far up Bill Gates ass they can't see strait. Please don't
repeat
> > the same dumb stuff! Find out for your self, and I'm not talking about
> > trying
> > out a mac at a store or library, either.
> >
> > Mike you say Mac OSX crashes, that is pure bullshit! You say, Macs are
> > extremely
> > slow compared to a PC, More dumb bullshit! Not even close to the truth!
> > Your talking out your back side. Mike, honestly, you wouldn't know
what
> > the software on a Mac is worth, because you don't use a Mac. You say
that
> > OSX was a left turn, if Apple ever releases a version of OSX for PC, you
> > will see major erosion in the Windoz market share by general computer
> > users,
> > because it's better than Windoz!
> >
> > As for the four processor in the new G5s and software not being able to
> > utilize
> > the four processors, more ignorance. Mac OSX was written so that the
> > processing
> > load of a program is distributed across all four processors. It is not
> > necessary to run software that is optimized for multi processors to take
> > advantage of multi processors on a Mac. Although there are plenty of
> > programs
> > on the Mac platform that are optimized for multi processors. You really
> > should read up on these things!
> >
> > As for the Pizza box (Beach Ball) spinning, if you where a Mac user you
> > would
> > under stand what this means and what to do. First, on Windows it is the

> > hour glass, same thing on a Mac only it is a spinning beach ball. On a
> > windows
> > machine you would get an error message saying " The program is not
> > responding
> > " and you would go through the dialog boxes and quit the program. On a
> > Mac
> > when you get a spinning beach ball you would do a force quit, to quit a
> > program
> > that was not responding. It's the same as on a PC, bu

Subject: Re: Suggestions for stereo compressors
Posted by [gene lennon](#) on Sun, 06 Nov 2005 19:16:52 GMT
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>
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Subject: Re: Suggestions for stereo compressors
Posted by [cujo](#) on Sun, 06 Nov 2005 19:49:21 GMT
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gt;would
>>under stand what this means and what to do. First, on Windows it is the
>>hour glass, same thing on a Mac only it is a spinning beach ball. On a
>windows
>>machine you would get an error message saying " The program is not responding
>>" and you would go through the dialog boxes and quit the program. On a
>Mac
>>when you get a spinning beach ball you would do a force quit, to quit a
>program
>>that was not responding. It's the same as on a PC, but you are going to
>>say the Mac sucks, when in fact you don't understand how it works. It
doesn't
>>suck, your just ignorant about it.
>>
>>The Mac bashing gets old, especially when some one is speaking from a point
>>of ignorance, but acts as if

Subject: Re: Suggestions for stereo compressors
Posted by [dc\[4\]](#) on Mon, 07 Nov 2005 08:54:52 GMT
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br />
>>>>>>>connected to Mec 1 (submix 1).
>>>>>>>
>>>>>>>i am at 44.1
>>>>>>>
>>>>>>>any suggestions?
>>>>>>>
>>>>>>>Jeremy
>>>>>>>
>>>>>>>
>>>>>>>

obviously its connected...

"Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote in message news:43965531\$1@linux...

> Apply terminator to the output of MEC 2 and try again.

>

> David.

>

> Jeremy Luzier wrote:

> > Thanks Dave!!!!

> >

> > ok... so now i get adat modules in mec 2 working.

> >

> > digi settings now say "lock" instead of "sync". (i thought they always said

> > "sync", my bad, doh!)

> >

> > but i get an occassional pop... and spdif is not synced anymore... it goes

> > back and forth between 48k and No Lock.

> >

> > big ben shows output 2 (going to mec1) as under-terminated or not connected.

> >

> >

> > "Jeremy Luzier" <j.luzier@comcast.net> wrote in message

> > news:43964ef0@linux...

> >

> >>ok i'll try that.

> >>

> >>but won't that mean its not getting direct pure lock from big ben??

> >>

> >>

> >>"Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote in message

> >>news:43964cf4@linux...

> >>

> >>>House sync line only required for 3 interfaces and up, you

> >>>don't need it.

> >>>

> >>>Loop out of the first MEC to the second, do not route

> >>>directly to the second MEC from the Big Ben. Ignore

> >>>termination for now.

> >>>

> >>>Make sure that the adat modules are selected in the patchbay.

> >>>

> >>>David.

> >>>
> >>>Jeremy Luzier wrote:
> >>>
> >>>
> >>>>man i am stumped!
> >>>>
> >>>>its like the adat modules in mec 2 aren't even there... i can't get
> >>
> >>audio in
> >>
> >>>>or out of them.
> >>>>
> >>>>but the digi settings say "sync".
> >>>>
> >>>>i don't get it. 44k or 48k doesn't matter.
> >>>>
> >>>>HEY!!!! isn't there something you have to put in the cfg file to make
> >>>>external clock work right????? maybe that's it!!!!
> >>>>
> >>>>now if i could just search this newsgroup that would be great!!
> >
> > anybody
> >
> >>out
> >>
> >>>>there know what to put in the cfg file??
> >>>>
> >>>>housesync=1
> >>>>
> >>>>???
> >>>>
> >>>>jeremy
> >>>>
> >>>>
> >>>>"Jeremy Luzier" <j.luzier@comcast.net> wrote in message
> >>>>news:43964737@linux...
> >>>>
> >>>>
> >>>>>yea.... ok.... sorry.
> >>>>>
> >>>>>Paris on 98se.
> >>>>>
> >>>>>2 Mecs 3 cards.
> >>>>>Mec 1 has 8in, 8out, 1 adat.
> >>>>>Mec 2 has 2 adat.
> >>>>>
> >>>>>Nuendo 3 and Sx 3 on XP.
> >>>>>1 Digi 9652

> >>>>
> >>>>
> >>>>
> >>>>Big ben is sending wordclock to digi9652 and both mecs... 3 apogee
> >>
> >>cables
> >>
> >>>>going from 3 outs on ben to each input... terminating with a T and
> >
> > 75ohm
> >
> >>>>wordclock terminator at the input of all.
> >>>>
> >>>>like i said... everything looks good on RME DIGI Settings... clock
> >
> > mode
> >
> >>is
> >>
> >>>>set to word clock, sync ref says word, all adats say sync, spdif in
is
> >>>>
> >>>>dead
> >>>>
> >>>>
> >>>>set on 44.1 and not moving.
> >>>>
> >>>>i turned off both mecs and still no go.
> >>>>
> >>>>i am gonna try to re-connect the adat cables and the word cable to
> >
> > mec2.
> >
> >>>>
> >>>>
> >>>>
> >>>>
> >>>>"Jeremy Luzier" <j.luzier@comcast.net> wrote in message
> >>>>news:439630e8\$
