
Subject: Piano 101

Posted by [duncan5199](#) on Fri, 16 Sep 2005 03:13:41 GMT

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

mailto:rlincoln@kc.rr.com" target="_blank">rlincoln@kc.rr.com>>

> wrote:

> >

> > >Tom, you could install a program such as CDex (I think it's =

> >shareware, but

> > >I'm not sure)it converts mp3's to waves and vice versa. That's

> what I

> =

> >usually

> > >use.=20

> > >Rod

> > >"Tom Bruhl" <

Subject: Re: Piano 101

Posted by [Kim](#) on Fri, 16 Sep 2005 05:00:03 GMT

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

"Dimitrios" <musu

Subject: Re: Piano 101

Posted by [Neil](#) on Fri, 16 Sep 2005 05:28:10 GMT

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

rgio@otenet.gr <mailto:musurgio@otenet.gr>>

> wrote in message =3D

> > >news:434bd54b@linux...

> > > Dear Tom,

> > > If you load mp3's on wavelab you can then save them as wave
> files.

> > > It is that simple.

> > > Regards,

> > > Dimitrios

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

> <mailto:arpeggio@comcast.net>> wrote in message =3D

> > >news:434bd28b@linux...

> > > The files are Winamp Media Files which are mp3s. =3D20

> > > I want to lay guitar tracks over Steely Dan covers for him. =

> >=3D20

> > >&

Subject: Re: Piano 101
Posted by [DC](#) on Fri, 16 Sep 2005 05:47:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

gt; Can I make them individual wavs with either Paris, strip
> wav or
> > >> Wavelab 3.0?
> > >>
> > >> He can send me the individual wavs and I can convert those
> but =
> >we're
> > >=3D
> > >>
> > >> trying to save a step for him I guess...
> > >> Tom
> > >>
> > >> PS Don't eat too much roasted garlic at one sitting.
> > >>
> > >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> > >><HTML><HEAD>
> > >><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> > >> charset=3D3Diso-8859-1">
> > >><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> > >><STYLE></STYLE>

Subject: Re: Piano 101
Posted by [gene lennon](#) on Fri, 16 Sep 2005 07:07:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

> >>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > >> <DIV>"Dimitrios" <<A=3D20
> > >> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr <mailto:musurgio@otenet.gr">musurgio@otenet.gr>> wrote
> =
> >in =3D
> > >>message=3D20
> > >> <A
> href=3D3D"news:434bd54b@linux">news:434bd54b@linux...</DIV
> <news:434bd54b@linux">news:434bd54b@linux...</DIV>>
> > >> <DIV>Dear Tom,</DIV>
> > >> <DIV>If you load mp3's on
> wavelab
> =
> >you can
>

Subject: Re: Piano 101

Posted by [EK Sound](#) on Fri, 16 Sep 2005 15:56:49 GMT

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

; >>

> > >>

> > >> Alright, now I have to reinstall Wavelab...

> > >>

> > >> "Dimitrios" <musurgio@otenet.gr =

<mailto:musurgio@otenet.gr>>

> wrote in message =3D3D

> > >>news:434bd54b@linux...

> > >> Dear Tom,

> > >> If you load mp3's on wavelab you can then save them as =

wave

> files.

> > >> It is that simple.

> > >> Regards,

> > >> Dimitrios

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

> <mailto:arpeggio@comcast.net>> wrote in message =3D3D

> > >>news:434bd28b@linux...

> > >> The files are Winamp Media Files which are mp3s. =

=3D3D20

> > >> I want to lay guitar tracks over Steely Dan covers for =

him. =3D

> >=3D3D20

> > >> Can I make them individual wavs with either Paris, =

strip

> wav or

> > >> Wavelab 3.0?

> > >>

> > >> He can send me the individual wavs and I can convert =

those

> but =3D

> >we're

> > >=3D3D

> > >>

> > >> trying to save a step for him I guess...

> > >> Tom

> > >>

> > >> PS Don't eat too much roasted garlic at one sitting.

> > >>

> > >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =

Transitional//EN">

> > >><HTML><HEAD>

> > >><META http-equiv=3D3D3DContent-Type =

content=3D3D3D"text/html"; =3D3D

> > >>charset=3D3D3Diso-8859-1&qu

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

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

The PARIS Forums

Subject: Re: Piano 101

Posted by [Deej](#) [1] on Mon, 19 Sep 2005 03:04:28 GMT

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

==

> </DIV>
<DIV><FONT=20

[illegible]

> =

size=3D3D3D2>PS Don't eat too much roasted=20

==

> at=3D3D20
>>=20

[illegible][illegible]

==

>t;/BODY></HTML><BR&g t;>>
>>< BR>=

></BLOCKQUOTE>=3D


```
:=20
```

></BODY></HTML>
 >=20

[illegible]

-----= NextPart 000 00D9 01C5CE97.6E49EFD0--This is a multi-part message in MIME format.

Content-Type: text/plain

I want to build my own footswitch for my keyboards for sustain. My idea was

to have one momentary footswitch which acts like a normal sustain pedal,

and one locking switch for each keyboard, so that if I was to have a big

bass not or key pad which sustains

Posted by [Aaron Allen](#) on Mon, 19 Sep 2005 07:27:16 GMT

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

will I need to make two

CDs so that I can insert the second when the prompt appears saying, "Please install the second disk"?

3. Is it possible, at this late date, to obtain the official Paris 3.0 software CD that I failed to obtain years ago?

Many thanks. You can install Paris 3 on it's own. Indeed the installer says you should uninstall previous versions, however this is not required (you can run a previous version side by side with 3 as it has a different install path).

Authorisation can be done via email. You get 7 days from install to get your Pace key authorised, which is done at support@intdevices.com

You can still buy version 3 from Morgan at East Coast music mall, but if you have the downloaded one and a license allocated to you I can hardly see the point. I don't beleive the disk offers anything that the download doesn't.

Cheers,
Kim.

"Richard Faylor" <RichardFaylor@aol.com> wrote:

>

>I want to install Paris 3.0 on a Mac G4 I just bought. Will installing the

>Paris 3.0 update that I downloaded from the Internet years ago do the trick

>by itself? Or do I need to install Paris 1.55, then Paris 1.8, and then

Paris

>3.0? Anybody know?

>

>Thanks,

>Richard Faylor

>

>The above question is key at this moment, but there may be
