
Subject: ****Partial Pcomp update****

Posted by [mike audet\[1\]](#) on Tue, 09 Oct 2007 00:22:10 GMT

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>happening=20

>again I'll take you up on the Hyperthreading fix.</DIV>

><DIV>Tom</DIV>

><BLOCKQUOTE=20

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

>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

> <DIV>"Mike Audet" <mike@....> wrote in message <A=20

> =

>href=3D"news:471f6311\$1@linux">news:471f6311\$1@linux...</DIV>
Hi=20

> Rod,

I'll post some instructions on my website later =

>today.

I=20

> think what is happening is that the PCI bus is tying up the 1 cpu and=20

>With a=20

>We'll=20

>best,

Mike

"Rod=20

> Lincoln" <<A=20

> =

>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=

>t;=20

> wrote:
>
>Yeah, I'll take you up on that. So you think by =

>turning=20

> hyperthreading on,
>and using your dual core fix, which will =

>fix the=20

> hyperthreading issue,
it
>will fix the problem?
>Just =

>to give=20

> you a little more info. I just tried a bounce to disk of =

>a
mix
>that=20

> only contained 1 track of UAD plugs..Uad Fairchild and Cambridge.=20

> I
>still got clicks and pops (about 6 total). when I get rid of =

>all the=20

> UAD
>plugs there are no clicks or pops.
>I have 3 UAD=20

> cards.
>I'd be willing to give it a try. =

>Thanks
>Rod
>"Mike=20

> Audet" <mike@....> wrote:
>>
>>Hi=20

> Rod,
>>
>>I'm pretty sure this happens because there =

>aren't=20

> enough CPU resources.
>
>>If you have hyperthreading =

>turned=20

> off, I've been using a dual core fix
for
>>a couple of =

>months now=20

>hyperthreading
>>on=20
 > and using the fix to see if that solves the=20
 > crackle.
>>
>>Good luck!
>>
>>Mike =
 >
 >
>>"Rod Lincoln" <<A=20
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 >href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
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 > wrote:
>>
>>Well...I had to go out of town =
 >for a=20
 > couple days and since I've got =
 >back
>>I've
>>>been=20
 > trouble shooting the problem I posted about last =
 >week.
>>>I've=20
 > definatly got it narrowed down to the UAD plugs. Now I think it=20
 > may
>>>be a bad UAD card. Not sure yet, still more tests =
 >to do=20
 > tommorrow. It's
>>either
>>>a software rev. =
 >mismatch with=20
 > Paris, or a card. I ghosted my system back
>>>to the 4.6 =
 >UAD=20
 > version and I still get clicks and pops. I think I=20
 > have
>>a
>>>4.5 version ghosted. going to try that =
 >tommorrow.=20
 > If it still has the
pops,
>>>I'll start pulling cards. =
 >Got 3 of=20
 > em.
>>>When I get rid of the UAD plugs the pops go away.=20
 >
>>>No, I'm not driving the plugs too hard. =
 >:-)
>>>No=20
 > overs anywhere. I set up an incredibly safe mix for testing=20
 > this.
>>>Rod
>>>
>
</BLOCKQUOTE>
 ><DIV>

I choose Polesoft Lockspam to fight spam, =
 >and=20
 >you?
<A=20
 >href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
 >
 >Mike...just to make sure I'm understanding you....I have a single core motherboard
 cpu....are you saying this method will still work, or are you thinking I
 have a dual core cpu?
 Rod
 "Mike Audet" <mike@....> wrote:
 >
 >
 >
 >Hi Rod,
 >

>Here's the text from a post I did a little while ago. It's not quite complete.
> It turns out that you also need the intaffinity flag set for it to work.
> I just had that set for other reasons already, so I didn't know it was
part
>of the fix.
>
>So, to add the intaffinity switch, open c:\boot.ini and add "/INTAFFINITY"
>so that the line reads something like:
>
>[Operating Systems]
>multi(0)disk(0)rdisk(0)partition(2)WINDOWS="Microsoft Windows XP Professional
>- int affinity" /fastdetect /NoExecute=OptIn /INTAFFINITY /usepmtimer
>
>I've attached my boot.ini for reference.
>
>The rest of my old post is as follows:
>
>Hi All,
>
>I'm not sure how many people this affects, but I recently picked up a C16
>and was finally faced with the dual core/c16 issues first hand.
>
>I've only tested for about an hour, but PARIS has worked perfectly for that
>long without disabling the second CPU, and it froze up immediately without
>the fix.
>
>I'm using Windows XP pro with an Athlon X2 3800+ with 2 EDS cards and one
>C16.
>
>The fix is a utility that you can launch before starting PARIS that assigns
>the PARIS software to one CPU. I selected CPU 1 for my tests. This leaves
>the other CPU free to run a MIDI sequencer, do Windows housekeeping, or
whatever.
>
>The cpu software is here:
>
> http://images.tomshardware.com/2004/05/28/getting_more_bang_out_of_your_dual_processing_buck/taskassign.zip
>
>If anyone has trouble downloading it, I could post it.
>
>There's a tab called "application profiles" where you can browse for software
>to assign a cpu affinity for it. As long as the program is running before
>PARIS starts, everything seems to work fine.
>
>Let me know if any of this is unclear.
>
>All the best,

>
>Mike
>
>
>
>
>
>
>
>
>"Mike Audet" <mike@....> wrote:
>>
>>Hi Rod,
>>
>>I'll post some instructions on my website later today.
>>
>>I think what is happening is that the PCI bus is tying up the 1 cpu and
>samples
>>are overflowing a buffer and not making it to disk. With a second CPU.
>it
>>may be enough to keep things moving smoothly. We'll just have to try
it.
>>
>>All the best,
>>
>>Mike
>>
>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>
>>>Yeah, I'll take you up on that. So you think by turning hyperthreading
>on,
>>>and using your dual core fix, which will fix the hyperthreading issue,
>>it
>>>will fix the problem?
>>>Just to give you a little more info. I just tried a bounce to disk of
a
>>mix
>>>that only contained 1 track of UAD plugs..Uad Fairchild and Cambridge.
>I
>>>still got clicks and pops (about 6 total). when I get rid of all the UAD
>>>plugs there are no clicks or pops.
>>>I have 3 UAD cards.
>>>I'd be willing to give it a try. Thanks
>>>Rod
>>>"Mike Audet" <mike@....> wrote:
>>>>
>>>>Hi Rod,
>>>>
>>>>I'm pretty sure this happens because there aren't enough CPU resources.

>>>

>>>>If you have hyperthreading turned off, I've been using a dual core fix

>>for

>>>>a couple of months now with no issues. We could try turning hyperthreading

>>>>on and using the fix to see if that solves the crackle.

>>>>

>>>>Good luck!

>>>>

>>>>Mike

>>>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>>>>

>>>>>Well...I had to go out of town for a couple days and since I've got

>>>>back

>>>>I've

>>>>>been trouble shooting the problem I posted about last week.

>>>>>I've definatly got it narrowed down to the UAD plugs. Now I think it

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>>>>>be a bad UAD card. Not sure yet, still more tests to do tommorrow. It's

>>>>either

>>>>>a software rev. mismatch with Paris, or a card. I ghosted my system

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>>>>>to the 4.6 UAD version and I still get clicks and pops. I think I have

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>>>>>4.5 version ghosted. going to try that tommorrow. If it still has the

>>pops,

>>>>>I'll start pulling cards. Got 3 of em.

>>>>>When I get rid of the UAD plugs the pops go away.

>>>>>No, I'm not driving the plugs too hard. :-)

>>>>>No overs anywhere. I set up an incredibly safe mix for testing this.

>>>>>Rod

>>>>>

>>>>

>>>

>>

>>Well.....if we had such a system here, then the liberals could get all

>of

>the fraudulent votes from the undocumented alien residents,and a bunch of

>dead people that they trot out to pad the rolls with every election cycle,

>not publicize this (about as likely as the sun exploding at noon tomorrow)

>and use as a "no confidence" bludgeon to grind every ballot to a halt here.

In that case, the best thing to do would be to throw your hands up in the

air and say "Why bother?". ;o)

Cheers,

Kim.Dead people and actual aliens have been trending Republican...

Cheers,
-Jamie
www.JamieKrutz.com

DJ wrote:

> Well.....if we had such a system here, then the liberals could
get all of
> the fraudulent votes from the undocumented alien residents, and a bunch of
> dead people that they trot out to pad the rolls with every election cycle,
> not publicize this (about as likely as the sun exploding at noon tomorrow)
> and use as a "no confidence" bludgeon to grind every ballot to a halt here.
>
> Cool!!!
>
> So your "quirk" is almost like having a ballot space for "none of the
above?"

Because that's another improvement I wouldn't mind seeing.

It sounds like your preferential voting system is leading the way, and
we in the USA could learn a thing or two from Australia.

Cheers,
-Jamie
www.JamieKrutz.com

Kim wrote:

>> How does your preferential system work?
>
> It's pretty basic, but effective for mine. Imagine you have 4 candidates.
> You get four boxes. I am paraphrasing here, but the paraphrase will be "conceptually
> accurate" if you get my drift:
>
> "You must place a number in every box. The numbers must start from one, and
> be sequential".
>
> That is basically it. So, for example, you can (and I have many times) give
> a 1 and 2 to a couple of people who are highly unlikely to win, and give
> 3 and 4 to the major parties. Assuming a major party victory, your vote ends
> up, in full strength, being counted as a vote for whoever you put 3rd, just
> as if you voted them as 1. As they count the votes, once it is established
> that a given candidate cannot possibly win, their preferences are distributed
> to other candidates, if you get my drift. At the end of the count, every
> single valid vote will be in one of two piles, being the victor, or the runner
> up.

>
> Additionally, if you read my legal paraphrase above, there is a little quirk
> in the system. It was found in a court of law that placing " 1 2 3 3
> " in your boxes counted as being sequential. As a result, for example, you
> can deliberately vote for one person, or another, but refuse to allow your
> vote to go to any of your non-preferences. As you can see, this quirk is
> an amazingly powerful little tool for democracy. Of course the "powers that
> be" didn't like that at all. Unfortunately for them, fortunately for us,
> changing the voting system requires a referendum, so the whole country would
> have to be informed of the issue and would then vote on it. The powers that
> be would have known that such an event would serve only to educate the public
> on how powerful this tool could be, and the vote would likely not go in their
> favour, so the "quirk" still exists. The bad new is that they actually made
> it illegal to publicise it. A couple of years back somebody was actually
> put in prison for a couple of years for informing the public of a perfectly
> legal way to vote.
>
> Go figure.
>
> But that's the system. Basically if you number each candidate sequentially
> in order of preference, until you run out of people you like, at which point
> you put the same number in each box. Assuming you haven't used the quirk
> to avoid your vote ending up with somebody you dislike, you will always end
> up with a full strength vote against one of the two most popular candidates.
>
> I actually think our system is really good. If the Australian public knew
> how to use it, and, for that matter, who to vote for for their own best interests,
> it would work pretty well methinks.
>
> Cheers,
> Kim.Yeh, I actually think it's pretty close to ideal. I have given it thought
> over the years and can't really work out anything I could justifiably change
> and say "That would make it better". Any other modifications risk things
> like votes not ending up equal, or incorrect votes being included which don't
> reflect the voters intention, etc.

Clearly it should be legal to publicise it, but aside from that, I reckon
it's a very nice system. Rare in political land...

Cheers,
Kim.

Jamie K <Meta@Dimensional.com> wrote:

>
> So your "quirk" is almost like having a ballot space for "none of the
> above?"
>
> Because that's another improvement I wouldn't mind seeing.

>

>It sounds like your preferential voting system is leading the way, and

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>> how to use it, and, for that matter, who to vote for for their own best interests,
>> it would work pretty well methinks.
>>
>> Cheers,
>> Kim. This is a multi-part message in MIME format.

-----=_NextPart_000_00B1_01C816B2.F05BFFD0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Hey everyone,
I am functional but barely right now. One 442 with no SPDIF is no =
bargain...

Major problems with newest install and computer:

At Paris start up it says: StockFx.dll not found twice.
It also says: mod3a.dll in system32 folder not a valid Windows image.

I think I should just remove the mod3a.dll from the system32 folder =
right?

StockFx.ddl should have been part of the Paris install right? Where can I find it and where does it go? Paris Pro folder?

Paris also works smoothly except two of the three C-16s won't work = entirely right.

I tried to get them all working in classic mode but the configuration is = never saved.

It remains C-16 1 is Classic and 2 & 3 are Pro mode.

I saved the project before resarting though. Hmmm? Everything else = seems to save ok.

The audio on card B never works. I have to assign Submix 2 to Card C. = I've tried two cards

with the same results. I'll try another. Paris closes fine but a =

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asks if I want to send it to their sorry asses everytime. No BSOD = though.

Lots of nutty stuff here but at least it kinda works.

Any tips would be great at this time. I have two days to get in tip top = shape for

real work. I wish I knew more.

Thanks for all the help you guys.

Tom

"Tom Bruhl" <arpeggio@comcast.net> wrote in message = news:47201cc6\$1@linux...

Had a minimal session today. Paris performed but there are kooky things going on. I'll post the error messages as soon as I get down = there=20

again tonight.

"Tom Bruhl" <arpeggio@comcast.net> wrote in message = news:471f77cc@linux...

Also it's not retaining the Configuration on the C-16 Pro settings.

Odd Tom

"Tom Bruhl" <arpeggio@comcast.net> wrote in message = news:471f0f51\$1@linux...

Clean install or so I thought. Three cards, 3 C16s, 1 442.

SPDIF isn't outputting signal

2 of the 3 C-16s send now line to middle of song when double = striking rewind.

No audio from card B except solo bus.

At start up messages read missing stuff. Nothing about audio =

connections

or any of that. I'm too tired to remember but will post it = tomorrow.

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_00B1_01C816B2.F05BFFD0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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charset=3Diso-8859-1">

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

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

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-----=_NextPart_000_00B1_01C816B2.F05BFFD0--I've been getting some quirky, buggy crashes, but then I reopen the project and it seems to be "cured". It's almost as if the new patch sees something it doesn't like, goes to war with it, there is a sturggle with lots of angst and pain on both sides, the application freaks out and shuts down as the old and new patch fight it out and upon relaunch of Cubase, the new patch emerges victorious and the problem doesn't happen again.

The most recent freakout event was processing the tail of an audio event with time stretching.

Works fine now but for a minute there it was exciting.

;o)

"alex plasko" <alex.plasko@snet.net> wrote in message
news:471fd5de\$1@linux...

>I cant get any bandwidth from either server. guess ill have to wait a week
>for some bandwith. get half way and the server just quits. sounds like a
>good upgrade.sidechaining,what will they think of next.
> "John" <no@no.com> wrote in message news:471e2990\$1@linux...

Subject: Re: ****Partial Pcomp update****

Posted by [Tom Bruhl](#) on Tue, 09 Oct 2007 01:08:16 GMT

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3 are=20

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<DIV>Also it's not retaining the =
Configuration on=20
the C-16 Pro settings.</DIV>
<DIV>Odd <FONT face=3DArial=20
size=3D2>Tom</DIV>
<DIV> </DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

Subject: Re: ****Partial Pcomp update****
Posted by [Carl Amburn](#) on Tue, 09 Oct 2007 22:04:04 GMT
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had to go down about halfway
> there, all the way across; and didn't even have to touch the
> pad/underside at all (which it looked at first like they'd have
> to do)!
>
> So all-in-all, I think I lucked-out! :)
>
> Right now it's hurting like a son of a bitch, and no, they
> didn't give me any pain meds - which is probably fine because
> I need to be able to go into work, anyway.
>
> It'll be all wrapped-up in this big ol' bandage until the end
> of the day today when i'm supposed to take it off, clean the
> area, and put a smaller one on... a process which i'm not
> looking forward to! lol
>
> So, bottom line: better outcome than we originally thought,
> it'll be useless & just in the way for about two months for all
> practical purposes (it took me about a half an hour to type
> this reply, for example LOL!), until the healing is at a more
> advanced stage, but after that it should be fine the doc says.
>
> Thanks for checking!
>
> Neil
>
>>bill@billlorentzen.com> wrote:
