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Subject: UAD headroom fix in Paris

Posted by [Rod Lincoln](#) on Tue, 09 Oct 2007 20:53:54 GMT

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;</DIV>

<DIV><FONT face=3DArial size=3D2>At Paris start up it says: =  
StockFx.dll not=20

found twice.</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>It also says: mod3a.dll in system32 =  
folder not=20

a valid Windows image.</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT face=3DArial size=3D2>I think I should just remove the =  
mod3a.

---

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Subject: Re: UAD headroom fix in Paris

Posted by [Tom Bruhl](#) on Tue, 09 Oct 2007 22:57:56 GMT

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ed tissue out in that

> direction... it did take a long time, I went in there at 830am &  
> got out at about 3:00. So, anyway, because of that, the nail  
> (which they had to yank out completely, of course) may or may  
> not grow back either at all or properly/normally, which is not  
> a big deal at all, of course, it's just a lot more tissue gone  
> than they thought they'd have to take, but it's more on the  
> upper area of the finger, which doesn't have anything to do  
> with playing anything. The great news is the side of the  
> finger... the fact that they only 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! :)</p>
</div>
<div data-bbox="69 689 86 703" data-label="Text">
<p>></p>
</div>
<div data-bbox="68 706 630 760" data-label="Text">
<p>> Right now it's hurting like a son of a bitch, and no, they<br>
> didn't give me any pain meds - which is probably fine because<br>
> I need to be able to go into work, anyway.</p>
</div>
<div data-bbox="69 762 86 775" data-label="Text">
<p>></p>
</div>
<div data-bbox="68 777 602 849" data-label="Text">
<p>> It'll be all wrapped-up in this big ol' bandage until the end<br>
> of the day today when i'm supposed to take it off, clean the<br>
> area, and put a smaller one on... a process which i'm not<br>
> looking forward to! lol</p>
</div>
<div data-bbox="69 851 86 864" data-label="Text">
<p>></p>
</div>
<div data-bbox="68 867 604 921" data-label="Text">
<p>> So, bottom line: better outcome than we originally thought,<br>
> it'll be useless & just in the way for about two months for all<br>
> practical purposes (it took me about a half an hour to type</p>
</div>

> 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:  
>> Yeah. What up?  
>>  
>> DJ wrote:  
>>> How are you doing man?  
>>>  
>>>  
>This is a multi-part message in MIME format.

-----=\_NextPart\_000\_009F\_01C81710.3667D870  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Aaron,  
I should have mentioned this started happening after I installed the  
newer (but not Mikes yet) Paris effects. The FreQ or modulation bundle=20  
don't show up either. They're probably one of the problem here.

Tom

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =  
news:4720b46a@linux...

Hey Aaron,  
This is a clean install or so I thought. Should I try to replace the =  
files  
it's looking for or do I need to do a complete reinstall? No Pace.

Today's the day.  
Tom

"Aaron Allen" <know-spam@not\_here.dude> wrote in message =  
news:4720412a@linux...

This sounds like you have a bad/corrupt set of files to me. Did you =  
try another installer?

Also, if you still have 2.1 or 2.2, have you tried that as well?  
If you pulled this from an image (ghost, acronis, PING, etc...) I'd =  
bet on a bad image. If not, I'd bet on bad installer. Either way, I =  
think you're fooling with corrupted files.

AA

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =

news:47203fcd@linux...

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.dll 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 =  
Windows error comes up and=20

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.

Thank

---

Subject: Re: UAD headroom fix in Paris

Posted by [Aaron Allen](#) on Tue, 09 Oct 2007 22:59:16 GMT

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br />

>>Yeah. What up?

>>

>>DJ wrote:

>>> How are you doing man?

>>>

BTW, did you get either of the emails I sent to you directly?

- > Well, the surgery went well... the good news is that it didn't
- > go as deep down the side (the inside part nearest the thumb) as
- > they thought, so once this heals up, I should be able to grip a
- > guitar pick just fine, as far as I can tell from seeing it
- > right before they bandaged it up for the last time & sent me on
- > my way (damn, it's really hideous-looking, though - YEESH!).
- > However, it went further back past the base of the nail
- > than they thought, so that took several steps of the procedure
- > to get all of the cancer cell-infest

[illegible]

[arpeggio@comcast.net](mailto:arpeggio@comcast.net)

<mailto:arpeggio@comcast.net>

I wrote  
in  
message

[news:471f0f51\\$1@linux](news:471f0f51$1@linux)...  
Clean install or so I thought.

Three cards,

C16s, 1

SPDIF isn't outputting  
signal

2 of the 3 C-16s send now line to middle of

song

```
rewind.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&a mp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&=
```

Subject: Re: UAD headroom fix in Paris

Posted by [neil\[1\]](#) on Wed, 10 Oct 2007 03:43:27 GMT

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$p = 20$

No audio from card B except solo=20

$$=$$
[illegible]
$$=$$

<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&a mp,&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&=&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&=&nbsp;&nbsp;&=20

At start up messages read missing stuff.=20

==

[illegible]

Nothing about audio=20

$$=$$
[illegible]

Subject: Re: UAD headroom fix in Paris

Posted by [Rod Lincoln](#) on Wed, 10 Oct 2007 04:47:28 GMT

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ear what has already been processed by Melodyne.

Ted

"Gantt Kushner" <ganttmann@comcast.net> wrote:

 $\nabla$

>Hi Ted,  
>  
>I'm not sure I understand what you're saying. When I use Autotune in Paris  
>I render the bit of the track that I want to tune and then open it in the  
>wave editor where I tune it. I almost never use Autotune as a real time  
>plugin. Is that more or less how Melodyne works?  
>  
>Thanks!  
>  
>Gantt  
>  
>"Ted Gerber" <tedgerber@rogers.com> wrote:  
>>  
>>Same here, Melodyne is quite good. The only thing that's different than  
>  
>>Autotune etc is that it records the file to be corrected, and plays \_that\_  
>>file back  
>>as opposed to being real time. Which means if you make any edit changes  
>on  
>>  
>>the track later, you have to re-process it in Melodyne plug-in, otherwise  
>>you won't hear them.  
>>  
>>Ted  
>>  
>>  
>>"Ab" <ab.vangoor@wanadoo.fr> wrote:  
>>>  
>>>Yes, you can set Pitch'nTime as the default plug-in instead of Logic's  
>>>pitch and timing algorithms. Afaik, it's P'nT LE only (licensed on an iLok  
>>>dongle).  
>>>I don't know about the waves plug-in, but I suppose it's possible.  
>>>For serious pitch and timing corrections I highly recommend Melodyne Plug-in,  
>>>or better still the full version.  
>>>  
>>>Regards,  
>>>Ab  
>>>  
>>>"Gantt Kushner" <ganttmann@comcast.net> wrote:  
>>>>  
>>>>Does Logic allow pitch and time changing using plugins like Pitch'nTime  
>>>>and  
>>>>the Waves Transform bundle's Shifter?  
>>>>  
>>>>Thanks!  
>>>>  
>>>>Gantt  
>>>>

>>

>Here's a link to a kernel trap story. It's about linux, of course, so it's not specifically germane to M\$oft or Fruit Based Comput

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Subject: Re: UAD headroom fix in Paris

Posted by [Neil](#) on Wed, 10 Oct 2007 12:23:35 GMT

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;>news:4720b46a@linux</A>...</DIV>

> <DIV><FONT face=3D3DArial size=3D3D2>Hey Aaron,</FONT></DIV>

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=3D

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> <DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>

> <DIV><FONT face=3D3DArial size=3D3D2>Today's the day.</FONT></DIV>

> <DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>

> <DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>

> <DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>

> <BLOCKQUOTE dir=3D3Dltr=3D20

> style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

=3D

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

> <DIV>"Aaron Allen" <A=3D20

> =3D

=

>href=3D3D"mailto:know-spam@not\_here.dude">know-spam@not\_here.dude</A>> =

=3D

>wrote=3D20

> in message <A =3D

>href=3D3D"news:4720412a@linux">news:4720412a@linux</A>...</DIV>

> <DIV><FONT face=3D3DArial size=3D3D2>This sounds like you have a =

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> files.</FONT></DIV>  
> <DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
> <DIV><FONT face=3D3DArial size=3D3D2>AA</FONT></DIV>  
> <BLOCKQUOTE dir=3D3Dltr=3D20  
> style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =  
5px; =3D  
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
> <DIV>"Tom Bruhl" <A=3D20  
> href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>> =  
=3D  
>wrote in=3D20  
> message <A =3D  
>href=3D3D"news:47203fcd@linux">news:47203fcd@linux</A>...</DIV>  
> <DIV><FONT face=3D3DArial size=3D3D2>Hey everyone,</FONT></DIV>  
> <DIV><FONT fac

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Subject: Re: UAD headroom fix in Paris  
Posted by [Rod Lincoln](#) on Wed, 10 Oct 2007 12:53:16 GMT  
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=3D  
>of the=3D20  
> Paris install right? Where</FONT></DIV>

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Subject: Re: UAD headroom fix in Paris  
Posted by [IOOIU](#) on Wed, 10 Oct 2007 14:11:25 GMT  
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p;gt;&lt;FONT =

face=3D3DArial size=3D3D2&gt;I should have mentioned this started=20  
=3D<BR>&gt;happening=3D20<BR>&gt;after I installed=20  
the&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;FONT face=3D3DArial =

size=3D3D2>newer (but not Mikes yet) Paris =  
=3D<BR>>effects.&nbsp;=20  
The=3D20<BR>>FreQ or modulation bundle=20  
&lt;/FONT>>&lt;/DIV><BR>>&lt;/DIV>&lt;/FONT face=3D3DArial=20  
size=3D3D2>don't show up either. &lt;/FONT>>&lt;/FONT=20  
=3D<BR>>face=3D3DArial=3D20<BR>&g

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Subject: Re: UAD headroom fix in Paris  
Posted by [Cujjo](#) on Thu, 11 Oct 2007 00:03:59 GMT  
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linux..." target="\_blank">1@linux...  
>>  
>> yay  
>  
>=20

I choose Polesoft Lockspam to fight spam, and you?  
<http://www.polesoft.com/refer.html>  
-----=\_NextPart\_000\_010B\_01C8172F.E3692640  
Content-Type: text/html;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html"; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>DJ,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I had that happen a few times in 2.01 =
with=20
TimeStretch recently.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"DJ" &lt;animix _ at _ animas _ dot _ net>&gt; wrote in message <A =
href=3D"news:472040f2@linux">news:472040f2@linux</A>...</DIV>I've been =
```

