
Subject: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [xpam_mark](#) on Mon, 24 Sep 2007 21:41:23 GMT
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BR&a mp;gt;> Mec was=20
=3D3D
> >introduced
> =
=3D3D20
> =20
> >the system stopped. That =
=3D3D3D
>>was a=20
=3D3D
> >few=3D3D3D20
> =20
weeks=3D3D20
> > ago.
> =20
>
> >Today I tried=3D3D20
>&

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [Dedric Terry](#) on Mon, 24 Sep 2007 21:56:02 GMT
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3D3D3D
>><BR& amp;gt;>=3D3D20
> =
> =20
=3D3D3D20
> >I choose Polesoft Lockspam to =
fight spam,=20
and=3D3D20
> > you?
>&=20
=3D3D3D20
> =3D3D
> =20
>>http://www.polesoft.com/refer.html=3D3D20
> =
> =20
=3D3D3D20
> =3D3D
> =20
=
>=3D3D3D3D20
><BR& gt;>
>
><!DOCTYPE=3D3=
D20
> =20
> HTML PUBLIC "-//W3C//DTD =3D3D3D
>&HTML=20
4.0=3D3D3D20
>& =3D3D20
> > =
=3D3D<BR&

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [Chris Ludwig](#) on Mon, 24 Sep 2007 22:53:50 GMT
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D20
> > .ini file =
=3D3D3D3D
>&to=20
make=3D3D3D20
>& =3D3D20
> > =20
sure=3D3D3D3D20
>&card A is 0. I'll =
try=3D3D3D20
>&=20
=3D3D20
> > =20
=
that.</DIV><BR& amp ;gt;><DIV><FONT=3D3D20 <BR=

> =20
 =20
=
=3D3D3D
 face=3D3D3D3D3DArial=3D3D3D 20
 =20
size=3D3D3D3D2 Pretty =3D3D
 s=20
right=3D3D20
 but =
who=3D3D3D20
 =20
=3D3D20
 =3D3D
 =20
=
 =3D3D3D3D
 knows? /FO NT /DIV =20
lt;DIV g=3D3D
 =20
 t; FONT=3D3D3D20
 =3D3D20
 =
 =20
face=3D3D3D3D3DArial=3D3D3D20
 =3D3D20
 =
 =20
=3D3D
 =20
=
 =3D3D3D
 size=3D3D3D3D2 p;Thanks, /FONT /DIV=
 =3D3D
 =20
=
 DIV FONT=3D3D3D
 =3D3D3D20
 =20
=3D3D20
 =
face=3D3D3D3D3DArial=3D3D3D20
 =20
=3D3D20
 =3D3D
 =20
=
 size=3D3D3D3D2 Tom /FONT lt;/DIV DIV=
 =3D3D
 =20
 FONT=3D3D3D20
 =3D3D20
 =20
face=3D3D3D3D3DA

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [Dedric Terry](#) on Mon, 24 Sep 2007 23:20:47 GMT
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p; =3D3D3D3D =
t;BR =3D3D
 =20
=
 caojn09vn112t4u6r@4ax.com /A ... /DIV =3D3=
D3D BR =3D3D
 =20
=
=3D
 BLOCKQUOTE=3D3D3D3D20
 R style=3D3D3D3D=
D3D"PADDING-RIGHT:=3D3D3D20=3D3D
 =20
 BR =3D3D20
 0px; =
PADDING-LEFT: 5px;=20
MARGIN-LEFT: 5px; =3D3D
 =20
 =3D3D3D3D BR BORDER-LEFT=3D3D 20
 =
 =20

=3D3D3D
>#000000 2px=3D3D3D20
> =
solid;=20
MARGIN-RIGHT:=3D3D20
> > =20
0px">i=3D3D3D3D20
> know this as dumb as=20
=3D3D
> =
>=3D3D3D
>>it=3D3D20
> > =20
gets=3D3D3D20
> but the bnc is attached in=20
=3D3D
> =
>the=3D3D3D3D20
>>=3D3D20
> =20
> =3D3D3D20
> =20
right
>order...right?
>all the =3D3D
> =
>cards=20
show up=3D3D20
> > in paris =
=3D3D3D
>>with=20
the=3D3D3D20
>>=3D3D20
> > =20
=3D3D3D3D
>>single=3D3D3D3D20
> =
mec?
>how=20
=3D3D
> >many i/o=3D3D20
> > =
cards=20
=3D3D3D
>>in each=3D3D3D20
>> =
=3D3D
> =20
>mec?
>
>
&a mp;gt;On=3D3D20
> =
> =20
Fri, 19 Oct=3D3D3D20
>>=3D3D20
> =
> =20
2007
>=3D3D3D3D
>>&am p;lt;BR>> 00:22:39 =
-0400,=20
=3D3D
> >"Tom=3D3D20
> > =20
Bruhl"=3D3D3D20
>> =
<<A=3D3D3D3D20
>>=20
=3D3D20
> > =20
=
=3D3D3D3D
>>href=3D3D3D3D3D"<A=3D3D3D20
>>=20
=3D3D20
> > =3D3D
> =20
=
=3D
> >>=3D3D3D
>>

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [Dedric Terry](#) on Mon, 24 Sep 2007 23:20:47 GMT
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> >that.
> >Pretty sure it's right but who=3D3D20
> > > knows?
> >Thanks,
> >Tom
>=3D3D20
> > >
>
>
>=3D3D
> > >
>=3D3D20
> > >
> >"rick" <<A=3D3D20
> > > =

>href=3D3D3D"mailto:parnell68@hotmail.com">parnell68@hotmail.com>
 > =3D
 > >=3D3D
 > > >wrote in=3D3D20
 > > > message =3D3D3D3D3D
> =3D3D20
 > > > >news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com...
> =
 >=3D3D20
 > > > > i know this as dumb as it gets but the bnc is attached in
 =
 >=3D3D
 > > >the=3D3D20
 > > > right
> > order...right?
> > =3D3D
 > > >all the=3D3D20
 > > > cards show up in paris with the single mec?
> > =3D3D
 > > >how many=3D3D20
 > > > i/o cards in each mec?
> >
> =3D3D
 > > >>
> =3D3D20
 > > > > On Fri, 19 Oct 2007 00:22:39 -0400, "Tom Bruhl" =3D3D
 > > >=3D3D3D3D
><<A=3D3D20
 > > > =3D3D
 > > =3D
 > =
 >>>href=3D3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net>
>&n=
 >=3D3D=3D
 > >
 > > >bsp;=3D3D20
 > > > > wrote:
> >
> > >I =3D3D
 > > >thought I=3D3D20
 > > > was groovin' but once the second Mec was introduced
> =
 >=3D3D
 > > >> =3D3D20
 > > > >the system stopped. That was a few weeks ago.
> =3D3D20
 > > > >
> > >Today I tried different =3D3D
 > > >cables,=3D3D20
 > > > eds cards, mecs, eliminated the =3D3D3D3D
>magma
> =
 >=3D3D
 > > >=3D3D3D3D3D
> =3D3D20
 > > > >and
> > >still no clock lock or modules =3D3D
 > > >showing up=3D3D20
 > > > in the paris patchbay.
> > >
> =3D3D
 > > >> =3D3D20
 > > > >This means to me software unless someone tells me=3D3D20
 > > > differently.
> > >
> > =3D3D
 > > >>I have=3D3D20
 > > > a new C drive which I will load XP and no pace. Any=3D3D20
 > > > =3D3D3

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [Dedric Terry](#) on Mon, 24 Sep 2007 23:20:47 GMT
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;Cubase is looking more and =
more=20
 inviting, learning curve and=20
 all.
>Tom
>
>
>
> "Mike Audet"=20
 <mike@....> wrote in message <A=20
 =
href=3D"news:471bcb77\$1@linux">news:471bcb77\$1@linux...
>
&g=
t; =20
 Hi Tom,
>
> I have an idea.
>
> =
Try=20
 removing UseHouseSync=3D3D1 from the paris.cfg =
file.
>
> Next,=20
 remove your default project from the program files\emu\paris=20
 pro
=3D
>folder.
> =3D20
>
> =
Let me know if=20
 it makes a difference.
>
> Good =
luck!
>
> =20
 Mike
>
> "Tom Bruhl" <<A=20
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 wrote:
> >
> >
> =20
 >Mike,
> >I used to use a Lucid but since all of =
this mess I=20
 stopped.
> >I'm trying to get stable from square one =
with the=20
 least amount=3D3D20
> >of hardware. I am using =
the default=20
 project for sure. The only=3D3D20
> >other thing =
that I=20
 still question is my move of Paris to C:ParisPro .
> >I =
should=20
 think the default project will either work or not. =
Maybe
> =20
 >configs or something else is fighting during Paris =
startup?
> =20
 >
> >Pats 42 - Miami 7 . . . Halftime and the games=20
 over.
> >Tom
> >
> =20
 >
> >
> > "Mike Audet"=20
 <mike@....> wrote in message <A=20
 =
href=3D"news:471b6eb0\$1@linux">news:471b6eb0\$1@linux...
> =
=20
 >
> > Hi Tom,
> >
> =

 > Are you using a default project with PARIS? I'm so =
sorry of=20

this =3D
>has
> =

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Posted by [Dedric Terry](#) on Mon, 24 Sep 2007 23:20:47 GMT
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target="_blank">1@linux...
>=3D3D20
> = > =20
>
> =20 > =20 Hi Tom <A=20
href=3D"mailto:!!@
"!@
> =20 > =20 Sorry=20
=3D3D
> =20 > =20 to hear=3D3D20
> =20 > =20 you =
still having=20
problems like this ~!!
> =20 > =20 Must =
=3D3D
> =20 > =20
> =20 be very=3D3D20
> =20 > =20 =
frustrating.
> =20
> =20 Open the Paris ini file and =3D3D
> =20 > =20 there=20
change=3D3D20
> =20 > =20 the mastercardoutput=20
with
>=3D3D3D
>=3D3D 3D3D
> =20
> =20 your=3D3D20
> =20 > =20 other
> =20 =
> =20
cards and see what happens =3D3D
> =20 > =20 !!
>=20
=3D3D20
> =20 > =20 > =20 Let me =
know.
> =20
> =20 =3D3D
> =20 > =20 Regards,
> =20
=3D3D20
> =20
> =20 > =20 Dimitrios
> =20 =
>
> =20
> =20 "Tom =3D3D
> =20 > =20 Bruhl"=3D3D20
> =20 =
> =20
<<A href=3D3D3D"<A=20
=
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net'mailto:arpegi=
o@comcast.net">arpeggio@comcast.net>>
=3D
>=3D=
3D
> =20
>
> =20 > =20 wrote:
> =20 > =20
>
> =20 > =20 =3D3D20
> =20 > =20
>
> =20 > =20 > =20 Rick,
> =20 =
> =20
> =20 1 =3D3D
> =20 > =20 mec, no=3D3D20
> =20 > =20 =
BNC=20
involved. =20 Paris boots up so the 1 mec that
> =20
=3D3D
> =20 > =20 =3D3D20
> =20 > =20 > =20 I'm =
using shows=20
up but never any A to Ds or any installed=3D3D20
> =20 =
> =20
modules.
> =20 > =20 > =20 This is the same symptom =

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [xpam_mark](#) on Tue, 25 Sep 2007 17:37:40 GMT
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Page 7 of 17 ---- Generated from The PARIS Forums

> > >=3D3D3D
> > > >wrote=3D3D3D20
> > > > in message=3D3D3D20
> > > > =3D3D3D
> > > =3D3D
> > =3D
> =
>>>>=3D3D3D3D
>news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com...
>&=
>nbs=3D
> >=3D3D3D3D=3D3D
> > >
> > > >p; i=3D3D3D20
> > > > know this as dumb as it gets but the bnc is attached in =3D
> >the=3D3D3D20
> > > > right
> order...right?
> all the cards show up =
>=3D3D3D
> > > >in=3D3D3D20
> > > > paris with the single mec?
> how many i/o cards in =3D
> >each=3D3D3D20
> > > > mec?
>
>
> On Fri, 19 Oct 2007 00:22:39 -0400, =
>=3D3D3D
> > > >"Tom=3D3D3D20
> > > > Bruhl" <<A=3D3D3D20
> > > > =3D3D3D
> > > =3D3D
> > =3D
> =
>>>>href=3D3D3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net>
=
>>&n=3D
> >=3D3D3D3D=3D3D
> > >
> > > >bsp;=3D3D3D20
> > > > wrote:
>
> >I thought I was groovin' but once the =
>=3D3D3D
> > > >second=3D3D3D20
> > > > Mec was introduced
> >the system stopped. That =3D3D3D
> > > >was a few=3D3D3D20
> > > > weeks ago.
> >
> >Today I tried =3D3D3D
> > > >different=3D3D3D20
> > > > cables, eds cards, mecs, eliminated the =3D3D3D
> > > > magma
=3D3D3D3D
>and
> =3D3D3D20
> > > > >still no clock lock or modules showing up in the =
>paris=3D3D3D20
> > > > patchbay.
> >
> >This means to me

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3

```
>
> ><!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>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><DIV><FONT face=3D3DArial size=3D3D2>Mike,</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>I used to use a Lucid but =
>since all of
> =3D
> >this mess I=3D20
> >stopped.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>I'm trying to get stable =
>from square =3D
> >one with the=3D20
> >least amount </FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>of hardware. I am using the
=
>=3D
> >default project=3D20
> >for sure. The only </FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>other thing that I still =
>question is my
> =3D
> >move of=3D20
> >Paris to C:ParisPro .</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>I should think the default =
>project will
> =3D
> >either work=3D20
> >or not. Maybe</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>configs or something else is
=
>=3D
> >fighting during=3D20
> >Paris startup?</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Pats 42 - Miami 7 . . . =
>Halftime and =3D
> >the games=3D20
> >over.</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>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><BLOCKQUOTE=3D20
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
>5px; =3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Mike Audet" <mike@....> wrote in message <A=3D20
> > =3D
> =
>>href=3D3D"news:471b6eb0$1@linux">news:471b6eb0$1@linux</A>...</DIV><BR>H=
>i=3D20
> > Tom,<BR><BR>Are you using a default project with PARIS? I'm so
=
>=3D
> >sorry of=3D20
> > this has been<BR>asked and answered already. If so, perhaps it
=
>=3D
> >is=3D20
> > telling card zero to lock<BR>to an external clock, which it =
>can't =3D
> >because=3D20
> > there isn't one.<BR><BR>It would be interesting to attach an =
>external
> =3D
> >clock=3D20
> > source to the MEC and<BR>then start PARIS to see how it =
>behaves. =3D
> >Or, if=3D20
> > the clock generator is fried,<BR>tell paris to lock externally
=
>and see
> =3D
> >what=3D20
> > happens when an external clock<BR>source is =
>applied.<BR><BR>Isn't there
> =3D
> >a=3D20
> > master house synch switch in the cfg file? I've never =3D
> >used<BR>it. =3D2

```

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
 Posted by [xпам_mark](#) on Tue, 25 Sep 2007 17:37:40 GMT
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installed =
 =3D

>=3D3D
 > >modules.
 > > > > >This is the same symptom before I repaired one of my mecs =
 =3D
 >with
 > =3D3D
 > >a
 > > > > >new chip. The clock light continues to flash too. Never =
 =3D
 >locks
 > =3D3D
 > >=3D3D3D
 > > >in.
 > > > > >
 > > > > >I am using the simplest setup I can imagine and still =
 it's =3D
 >not
 > =3D3D
 > >=3D3D3D3D
 > > > >working.
 > > > > >Mike A. suggested the .ini file to make sure card A is =
 0.=20
 =3D
 >=3D3D
 > >I'll =3D3D3D
 > > >try
 > > > >=3D3D3D3D
 > > > >=3D3D3D3D3D
 > > > > >that.
 > > > > >Pretty sure it's right but who knows?
 > > > > >Thanks,
 > > > > >Tom
 > > > > >
 > > > > >
 > > > > >
 > > > > >
 > > > > >
 > > > > >
 > > > > > "rick" <parnell68@hotmail.com> wrote in message =
 =3D3D3D3D3D3D
 > > > > >news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com...
 > > > > > i know this as dumb as it gets but the bnc is attached =
 in
 =3D
 >the
 > =3D3D
 > >=3D3D3D
 > > >right
 > > > > > order...right?

> > > > > all the cards show up in paris with the single mec?
 > > > > > how many i/o cards in each mec?
 > > > > >
 > > > > >
 > > > > > On Fri, 19 Oct 2007 00:22:39 -0400, "Tom Bruhl" =
 =3D3D3D3D3D
 > > > > <arpeggio@comcast.net>
 > > > > > wrote:
 > > > > >
 > > > > > > I thought I was groovin' but once the second Mec was =
 =3D3D3D
 > > introduced
 > > > > > > the system stopped. That was a few weeks ago.
 > > > > > >
 > > > > > > Today I tried different cables, eds cards, mecs, =3D
 > eliminated
 > =3D3D3D
 > > the
 > > =3D3D3D3D
 > > > =3D3D3D3D3D3D
 > > > > magma
 > > > > =3D3D3D3D3D3D3D
 > > > > > and
 > > > > > > still no clock lock or modules showing up in the paris =
 =3D3D
 > > =3D3D3D3D
 > > > patchbay.
 > > > > > >
 > > > > > > This means to me software unless someone tells me =
 =3D3D3D
 > > differently.
 > > > > > >
 > > > > > > I have a new C drive which I will load XP and no pace. =
 =3D3D
 > > Any
 > > =3D3D3D
 > > > =3D3D3D3D3D3D
 > > > > other=3D3D3D3D3D3D20
 > > > > > suggestions?
 > > > > > >
 > > > > > > More frustrated than my clients,
 > > > > > > Tom
 > > > > > >
 > > > > > >
 > > > > > >
 > > > > > >
 > > > > > > I choose Polesoft Lockspam to fight spam, and you?
 > > > > > > > http://www.polesoft.com/refer.html =3D3D3D3D3D3D20

> > > > >
> > > > >
> > > > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =3D
>Transitional//EN">

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Posted by [xpam_mark](#) on Tue, 25 Sep 2007 17:37:40 GMT
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t;BR>> =
=3D3D3D20
> =20
> > >
> >"rick"=20
<<A=3D3D3D20
> > > =
=3D
>>href=3D3D3D3D"<A=20
=
href=3D'mailto:parnell68@hotmail.com">parnell68@hotmail.com</A'>mailto:pa=
rnell68@hotmail.com">parnell68@hotmail.com</A>
>&n=
bsp;=20
=3D3D
> >=3D3D3D
> > >wrote=20
in=3D3D3D20
> > > message =
=3D3D3D3D3D
>>=20
=3D3D3D20
> > > =20
>news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com...
>>=20
=3D3D3D20
> > > > i know this =
as dumb as=20
it gets but the bnc is attached in =3D
>=3D3D3D
> =
> =20
>the=3D3D3D20
> > > =
right
>>=20
> order...right?
>> > =
=3D3D3D
> =20
> >all the=3D3D3D20
> > > =
cards show=20
up in paris with the single mec?
>> > =20
=3D3D3D
> > >how many=3D3D3D20
> =
> =20
> i/o cards in each mec?
>> =
>
>>=20
=3D3D3D
> > >
>> =
=3D3D3D20
> =20
> > > On Fri, 19 Oct 2007 00:22:39 -0400, =
"Tom=20
Bruhl" =3D3D3D
> > =20
>=3D3D3D3D
>><<A =3D3D3D20
> > =
> =20
=3D3D3D
> > =3D3D
> =20
=3D
>>>href=3D3D3D3D"<A=20

=
href="mailto:arpeggio@comcast.net">arpeggio@comcast.net>
>&n'>=
mailto:arpeggio@comcast.net">arpeggio@comcast.net>
>=
>&n=3D
>=3D3D3D=3D3D
> =20
<
> < < <=3D3D3D20
> =
< =20
< < wrote:
> =
<
> =20
< <I =3D3D3D
> < <thought=20
I=3D3D3D20
> < < was groovin' but once =
the second=20
Mec was introduced
> =3D3D3D
> =
< <<=20
=3D3D3D20
> < < <the system =
stopped. That=20

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
Posted by [Dedric Terry](#) on Tue, 25 Sep 2007 17:49:17 GMT
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=3D3D3D
> > > >software=3D3D3D20
> > > > unless someone tells me differently.
> >
> =3D3D3D
> > > >I=3D3D3D20
> > > > have a new C drive which I will load XP and no pace. =
>Any=3D3D3D20
> > > > other=3D3D3D3D20
> >suggestions?
> =3D3D3D
> > > >
> =3D3D3D20
> > > >More frustrated than my clients,
> =3D3D3D
> > > >Tom
> =3D3D3D20
> > > >
> >
> >
> =3D3D3D
> > > >
> =3D3D3D20
> > > >I choose Polesoft Lockspam to fight spam, and you?
> =
>=3D3D3D20
> > > >http://www.polesoft.com/refer.html =3D3D3D20
> > > >=3D3D3D3D20
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD
=
>=3D3D3D
> > > >HTML 4.0=3D3D3D20
> > > > Transitional//EN">
><HTML><HEAD>
><META=3D3D3D20
> > > > http-equiv=3D3D3D3D3DContent-Type =3D
> >content=3D3D3D3D3D"text/html;=3D3D3D20
> > > >=3D3D3D3D
> charset=3D3D3D3D3Diso-8859-1">
><META =
>=3D3D3D
> > > >content=3D3D3D3D3D"MSHTML=3D3D3D20
> > > > 6.00.2800.1400"=3D3D3D20
> > > >=3D3D3D

```

> > > >name=3D3D3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D3D3D
> > > >D><BR>><BODY=3D3D3D20
> > > > bgColor=3D3D3D3D3D3D#ffffff><BR>><DIV><FONT =3D
> >face=3D3D3D3D3D3DArial=3D3D3D20
> > > > =3D3D3D
> > > >size=3D3D3D3D3D2>Rick,</FONT></DIV><BR>><DIV><FONT=3D3D3D20
> > > > face=3D3D3D3D3D3DArial size=3D3D3D3D3D2>1 mec, no BNC involved.
=
>Paris
> =3D
> >=3D3D3D
> > > >=3D3D3D3D<BR>>boots up so=3D3D3D20
> > > > the=3D3D3D3D20<BR>>1 mec =3D3D3D
> > > >that</FONT></DIV><BR>><DIV><FONT=3D3D3D20
> > > > face=3D3D3D3D3D3DArial size=3D3D3D3D3D2>I'm using shows up but
=
>never =3D
> >any A to
> > =3D3D
> > >=3D3D3D
> > > >=3D3D3D3D<BR>>Ds or=3D3D3D20
> > > > any=3D3D3D3D20<BR>>installed=3D3D3D20
> > > > modules.</FONT></DIV><BR>><DIV><FONT =3D3D3D
> > > >face=3D3D3D3D3D3DArial=3D3D3D20
> > > > size=3D3D3D3D3D2>This is the same symptom before I =3D
> >=3D3D3D3D<BR>>repaired =3D3D
> > >=3D3D3D
> > > >one=3D3D3D20
> > > > of=3D3D3D3D20<BR>>my mecs with=3D3D3D20
> > > > a</FONT></DIV><BR>><DIV><FONT face=3D3D3D3D3D3DArial=3D3D3D20
> > > > size=3D3D3D3D3D2>new chip. The clock light =
> >=3D3D3D3D<BR>>continues =3D
> >to=3D3D3D20
> > > > flash=3D3D3D3D20<BR>>too. Never locks=3D3D3D20
> > > > in.</FONT></DIV><BR>><DIV><FONT face=3D3D3D3D3D3DArial =3D3D3D
> > > >
> > > > size=3D3D3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D3D3D
> > > >face=3D3D3D3D3D3DArial=3D3D3D20
> > > > size=3D3D3D3D3D2>I am using the simplest setup I can =3D3D
> > >=3D3D3D3D<BR>>imagine=3D3D3D20
> > > > and=3D3D3D3D20<BR>>still it's not=3D3D3D20
> > > > working.</FONT></DIV><BR>><DIV><FONT =3D3D3D
> > > >face=3D3D3D3D3D3DArial=3D3D3D20
> > > > size=3D3D3D3D3D2>Mike A. suggested the .ini file =
> >=3D3D3D3D<BR>>to =3D
> >make=3D3D3D20
> > > > sure=3D3D3D3D20<BR>>card A is 0. I'll try=3D3D3D20
> > > > that.</FONT></DIV><BR>><DIV><FONT =3D3D3D

```

```

> > > >face=3D3D3D3D3DArial=3D3D3D20
> > > > size=3D3D3D3D3D2>Pretty sure it's right but who=3D3D3D20
> > > > =3D3D3D3D3D<BR>>knows?</FONT></DIV><BR>><DIV><FONT=3D3D3D20
> > > > face=3D3D3D3D3DArial=3D3D3D20
> > > > =3D3D3D
> > > >size=3D3D3D3D3D2>Thanks,</FONT></DIV><BR>><DIV><FONT=3D3D3D
> > > >=3D3D3D20
> > > > face=3D3D3D3D3DArial=3D3D3D20
> > > > size=3D3D3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D3D3D20
> > > > face=3D3D3D3D3DArial size=3D3D3D3D3D2></FONT> =3D3D3D
> > > ></DIV><BR>><DIV><FONT=3D3D3D20
>

```

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3
 Posted by [Dedric Terry](#) on Tue, 25 Sep 2007 17:49:17 GMT
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```

p;=20
  &gt;&lt;DIV&gt;&lt;FONT face=3D3D3D3DArial =
size=3D3D3D3D2&gt;&lt;/FONT&gt;=20
  &lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&lt;DIV&gt;&lt;FONT =
face=3D3D3D3DArial=20
  size=3D3D3D3D2&gt;&lt;/FONT&gt; &lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20
  &gt;&lt;BLOCKQUOTE=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20
  &gt;&lt;style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
=3D<BR>&gt;5px; =3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;=3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; =
&gt;&nbsp;=20
  &gt;&lt;BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =
0px"&gt;<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20
  &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &lt;DIV&gt;"Mike Audet" &lt;mike@....&gt; wrote =
in=20
  message &lt;A=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =
=3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20
  &gt;&nbsp; &gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&lt;href=3D3D3D3D"&lt;A=20
  =
href=3D'news:471b2ec2$1@linux"&gt;news:471b2ec2$1@linux</A>...</DIV><B'>news=
:471b2ec2$1@linux"&gt;news:471b2ec2$1@linux&lt;/A&gt;...&lt;/DIV&gt;&lt;B=
</A>=3D<BR>&gt;&lt;R&gt;H=3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20
  &gt;&lt;i=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =
Tom,&lt;BR&gt;&lt;BR&gt;lf=20
  you've only got one card in, then the =
Mastercard<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp;=20
  &gt;&nbsp;=3D3D3D3D 0<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =
&gt;&nbsp;=20
  &gt;&lt;setting is=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =
right.&lt;BR&gt;The=20

```

[illegible]