
Subject: Well.....I'm thinking that *awesome* is possible to achieve natively

Posted by [animix](#) on Wed, 18 Oct 2006 02:22:53 GMT

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t;> > > >href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>> > > >.html</A> </FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=
>>> > > ></HTML>
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```

>Actually, Chas's instructions worked. I don't doubt that you know what you are talking about Alex - and I do appreciate the info - I just don't think you understand my confusing confusioness. :)

thanks,
-Carl

"alex plasko" <alex.plasko@snet.net> wrote in message [news:4554f958@linux...](#)
> cubase 4 does that, with 1 button push of the FREEZE function. and puts a
> copy in the audio pool.
> what chas wrote will not work on a virtual instrument track u

Subject: Re: Well.....I'm thinking that *awesome* is possible to achieve natively

Posted by [audioguy_editout_](#) on Wed, 18 Oct 2006 03:55:47 GMT

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```
>-Carl
>> >> >
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```

>I don't have an interface hooked up - I'm just playing around with cubase.
No-a-light-a-pipe-a. :)

-Carl

"Neil" <IOUOIU@OIU.com> wrote in message [news:45550e43\\$1@linux...](#)
>
> I think I would've just sent the VSTi audio out through two
> lightpipe channels, in thru two others, & hit "record" on an
> empty track.
>
> LOL

>
>
>
> "Carl Amburn" <carlamburn@hotmail.com> wrote:
> >Actually, Chas's instructions worked. I don't doubt that you know what
you
> >are talking about Alex - and I do appreciate the info - I just don't
think
> >you understand my confusing confusioness. :)
> >
> >thanks,
> >-Carl
> >
> >"alex plasko" <alex.plasko@snet.net> wrote in message
news:4554f958@linux...
> >> cubase 4 does that, with 1 button push of the FREEZE functio
