
Subject: i'm screwed!!

Posted by [Jeremy Luzier](#) on Thu, 15 Dec 2005 20:17:57 GMT

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Subject: Re: i'm screwed!!

Posted by [Gene Lennon\[2\]](#) on Thu, 15 Dec 2005 21:33:35 GMT

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Subject: Re: i'm screwed!!

Posted by [Jeremy Luzier](#) on Thu, 15 Dec 2005 22:04:31 GMT

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Subject: Re: i'm screwed!!

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WlpaWlpa//8A//8A//8AWlpaWlpaWlpa//8AWlpaWlpaWlpa//8A//8A//8A WlpaWlpaWlpaWlpa
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WlpaWlpaWlpaWlpaWlpa//8AWlpaWlpaWlpa//8A

Subject: Re: i'm screwed!!

Posted by [Ed](#) on Fri, 16 Dec 2005 13:11:38 GMT

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7vtdbntdbn jL3OWpy9IXOIGGOc
QoSthLXOjL3OMTEEx3t7e3t7ezs7Ovb29ra2tnJycnJyclJSUIJSUIJSUIJSU nJycnJycnJycnJyc
nJycra2tMTExtdbn5+/35+/35+/3vd7vpcbee5StUnOMUmtzMTEExWlpaWlpa WlpaWlpaWlpaWlpa
WlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpa
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WlpaWlpaWlpaY2t7hJScvb293t7e3t7e3t7evd7vtdbntdbntdbntdbntdbn tdbntdbntdbntdbn
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vd7vtdbntdbnjl3OWpy9IXOIGGOcQoSthLXOjL3OMTEEx3t7e3t7ezs7Ovb29 ra2tnJycnJyclJSU
IJSUIJSUAAAAAnJycnJycnJycnJycnJycra2tMTExtdbn5+/35+/35+/3vd7v pcbee5StUnOMUmtz
MTEExWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpa
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tdbnAAAAd7vxu/3xu/3tdbntdbntdbntdbntdbntdbntdbntdbntdbntdbnrc7e rc7erc7erc7epcbe
jL3OhJSca2trY2NjWlpaWlpaa2trrc7e3t7e////////5+/3vd7vtdbnlL3W a6W9IXOIGGOciXOI
a6W9IL3WY2t7hISE7+fezs7Ozs7Ovb29tbW1ra2tnJycnJycnJycnJycnJyc ra2tra2ttbW1vb29
e3t7a4ycvd7v5+/35+/35+/3tdbnlL3We5StUnOMUmtzMTEExWlpaWlpaWlpa WlpaWlpaWlpaWlpa
WlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpaWlpa
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WlpaY2t7hJScvb29zs7Ozs7O3t7e3t7etdbntdbntdbntdbntdbntdbntdbn tdbntdbntdbntdbn
tdbntdbnrc7erc7erc7erc7epcbejl3OhJSca2trY2NjWlpaWlpaa2trrc7e 3t7e////////5+/3

Subject: Re: i'm screwed!!

. If you want to render them, you need to double click on one of the files to bring up the sample editor, hi-light both files in the editor bin, drag them into the editor, and select plugins. One other thing, if there's any sort of setting you used on the plug, save it first (before the sample editor step) so you can get the it back in the sample editor.

Rod

"Dave Hopkinson" <dave@giantkiller.ca> wrote:

>

>Hey all

>I have downloaded and installed a vocal removing plugin.

>(Analog X vocal remover.) Anyway it only works on stereo tracks and only

>as a native insert but only on stereo files. My question is...how do i sum

>the tracks and use the plug in?

>ThanksSo I go to record a vocal in a project and it won't let me set a record path.I do the cntrl R and use set record path,but the window for me to pick a path never comes up.

Fortunately its a small jazz project so I imported the tracks into a new project and was able to record the vocal there.

Any ideas or fixes on this;I've never seen it before.

3GHZ P4

XP PARIS 3.0

PeteYeah, releasing software before its time is an epidemic. Software QA is a lost art.

Before upgrading anything, from the OS on up, it pays to check online reports and see if the update is actually working.

Logic is at 7.1 now and with that and the pro-apps OSX update tweaks from Apple it has become much more stable. The crashing thing has stopped happening here. Still has that pesky bug where it sometimes forgets to play an soft synth - have to restart the project to get it back if that happens. But otherwise as far as handling tons of tracks, FX and plugins, it's working better now. I don't use Ultrabeat but I do sometimes use Sculpture (best to have a G5 for Sculpture).

Cheers,

-Jamie

<http://www.JamieKrutz.com>

LaMont Davis wrote:

> It seems that they re-tweaked the entire program with this update. When we
> upgraded to Logic 7 along with purchasing dual CPU G5's, Logic 7 was not
> as steady as it's predecessors. Especially, if we used teh "Ultrabeat" plugin
> and Sculpture.
>
> I'm not singling out Emagic, but Steignberg as well as, Motu. These companies
> bring out (SELL) these so -called updates, only to come up short. As a working
> pro, you actually loose productivity when you upgrade. This is a problem
> thu out our industry. Thus, the trust factor starts in. Which made me swear
> off Apple & Logic audio and Steingberg.
>
> Mt question is: How do you loose fuctionality ,sometimes sound quality in
> an app, that a DAW manufacturer makes you pay for "being a guinea pig"??
> This is really austounding of how many people just jump and run to update
> their stable working,\$\$money making systems to, updating to a bug infested
> "upgrade" revision 1.0??
> Facsinating..
>
>
> Dedric Terry <dterry@keyofd.net> wrote:
>
>>Thanks for the update - sounds like the difference between Logic and Nuendo
>>is a GUI.
>>
>>One other nice part of Logic I would like to see in Nuendo is window layout
>>handling somewhat independent of Windows. Vegas has a similar approach
>
> and
>
>>dockable windows, in addition to recallable layouts. Just a better feel.
>>
>>I might have to upgrade my PC version to 7, if I add an OSX machine to the
>>growing herd of comps in the studio.
>>
>>Regards,
>>Dedric
>>
>>On 1/20/06 1:13 AM, in article 43d09b71@linux, "Jamie K"
>><Meta@Dimensional.com> wrote:
>>
>>
>>>Dedric Terry wrote:
>>>
>>>>Hey Jamie,
>>>>
>>>>That makes more sense - I couldn't see how Logic would have made it to
>
> 7

>
>>>>without sample accurate audio.
>>>>
>>>>I can't speak for anything beyond 5.5, so take my comment with a grain
>
> of
>
>>>>salt.
>>>
>>>>I'll see if I can bring you up to date. :^)
>>>
>>>
>>>
>>>>Logic may in reality have most every editing feature Nuendo has, but
>>>>to me, audio seemed easier in Nuendo after switching - that could be
>
> nothing
>
>>>>more than subjective psychovisuals, but tools, visuals that contribute
>
> to
>
>>>>how quickly I can analyze and edit an audio track, and at the time, much
>>>>better crossfade editing options (5.5 was a bit limited there). Handling
>>>>audio as events or clips, tim

Subject: Re: i'm screwed!!

Posted by [Ed](#) on Fri, 06 Jan 2006 13:19:42 GMT

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DArial size=3D3D3D2>I know BFD is eating his G4=20
for
=3D
>lunch
> =3D3D
> >>so =
16bit=20
is=3D3D20
> =
>>all</DIV>
> =20
>></DIV>he can =
afford to use.=20
It's =3D3D
> >>R&R so it's=3D3D20
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that way.</DIV>
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face=3D3D3DArial =
size=3D3D3D2>Tom</DIV>&
> =20
>></DIV></FONT face=3D3D3DArial =
size=3D3D3D2>=20
</DIV>
> >></BLOCKQUOTE=3D3D20
> =

>>style=3D3D3D"padding-right: 0px; padding-left: 5px; =
 margin-left:=20
 5px;
=3D
>=3D3D
> >>border-left: #000000 =
 2px solid:=20
 margin-right: 0px">
> >> <div>>"Tony =
 Benson"=20
 <<A=3D3D20
> >> =3D3D
> =20
 =3D
>>>href=3D3D3D"<A=20
 =
 href=3D'mailto:tony@standinghampton.com">tony@standinghampton.commai=
 lto:tony@standinghampton.com">tony@standinghampton.com>=3D=

>>=3D3D
> =20
 >> wrote=3D3D20
> >> in message <A=20
 =3D3D
> =3D
>>>href=3D3D3D"<A=20
 =
 href=3D'news:43d16d16@linux">news:43d16d16@linux...</div>Does=3D3D2'>=
 news:43d16d16@linux">news:43d16d16@linux>...</div>>Does=3D=
 3D2=3D
>0
> =20
 >> the .paf/.wav utility for PC work for this? Duh, are =
 you=20
 running =3D
>PARIS
> >=3D3D
> =20
 >>
>on=3D3D20
> >> a PC or a Mac =
 would be=20
 a better first question! I transfer files =
 =3D
>from
> =20
 >=3D3D
> >>DP=3D3D20
> >> =

>to PARIS (24 bits at that) all the time using Sonicworx to=20
 =3D
>convert
> >=3D3D
> >>.wav=20
 to=3D3D20
> >>
>.paf, but I'm Mac on =
 both=20
 =
 =3D
> >programs.
>
>Tony&am p;
>
>
>
 ;"Tom=20
 =3D3D
> >>Bruhl"=3D3D20
> >> =
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 href=3D3D3D"<A=20
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 href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.netmailto:arpegi=
 o@comcast.net">arpeggio@comcast.net>>
=3D
>=3D=
 3D
> =20
 >>wrote in=3D3D20
> >> message <A=20
 =3D3D
> >>href=3D3D3D"<A=20
 =
 href=3D'news:43d14599@linux">news:43d14599@linux...
'I've">new=
 s:43d14599@linux">news:43d14599@linux>...
'I've=20
 =3D
>done=3D3D20
> >> this before but =
 it's been a=20

while. What I recall working was =
=3D
>=3D3D
> =20
>>just=3D3D20
> >> changing the=20
extension
<from the SDII from DP Mac files to SD2=20
=3D
>for=3D3D20
> >> Paris.
<The =
files I'm=20
getting are not working now =3D3D
> =20
>>though.
<Something has=3D3D20
> =
>> =20
changed in his print method.
<
<The client has been =
burning=20
=3D
>CDRs
> =3D3D
> >>for=20
me=3D3D20
> >> using Toast.
<He has =
tried=20
burning data disks, music =
=3D
>disks,
<.wav,
> =20
>=3D3D
> >>.
<SDII=3D3D20
> =
>> to no=20
avail. All files have been=20
16bit.
<
<Tips?
<Tom=3D3D20
> =20
=
>>
<
<< /BLOCKQUOTE></BODY></HTML> ;=

> =20
>>
> >>
> =20
>
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =
4.0=20
Transitional//EN">
><HTML><HEAD>
><META=20
http-equiv=3D3DContent-Type content=3D3D"text/html";=20
=3D
>charset=3D3Diso-8859-1">
><META =
content=3D3D"MSHTML=20
6.0

Subject: Re: i'm screwed!!

Posted by [Edna Sloan](#) on Sat, 07 Jan 2006 02:46:15 GMT

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is problem?

>

>I sat through the demo on this... the spectrum editor is just nuts!
>You can do some seriously crazy editing on this.

David.

Chris Ludwig wrote:

> http://www.steinberg.de/ProductPage_sb_wl6_eu.html

>

> Sweet!

>Pricing should street out around a grand somewhere. Got the demo from the Swiss guys whos developed it. The big bonus is that the guitar can be returned to stock condition when you are done with it. It can store lots of custom tunings as well. Very well done.

David.

Chris Ludwig wrote:

> HI,
> Here is similar product that Synthax (the folks who distribute RME in
> US) called Tronical. Not sure of the price I'm pretty sure that it is
> lower priced than this.
>
> http://www.synthax.com/index_comp.html
>
>
> Chris
>
>
> Mark McDermott wrote:
>
>> Hi Folks,
>>
>> My bandmate inquired about The Performer system and received quite a
>> complete
>> response from the company president.
>>
>> Thought you might all be interested, so here it is:
>>
>> =====
>> Greg,
>>
>>
>>

>> company
>> and one of the co-inventors of our self-tuning guitar. I assume that you
>> have visited our Website at www.selftuning.com and are somewhat
>> acquainted
>> with the Performer.
>> Greg, the remainder of this email is a canned response for first time
>> inquiries
>> that answers your specific questions as well as other common

>> the tuning system
>> and how we do business. Please do not interpret the canned response to
>> mean

>> you need.
>> Please read on and write or call back with any other questions.
>>
>> Currently we offer the Performer tuning system installation in a small
>> number
>> of guitar styles. You can supply the guitar for the Performer
>> installation
>> or we can purchase one for you at a great price. We have special
>> arrangements
>> with guitar manufacturers and their distributors that allow us to pass
>> incredible
>> savings to our customers. Let me know if you are interested in a new
>> guitar.
>>
>> The price for the Performer system and installation varies depending
>> on the

>> Paul
>> or Telecaster is \$3,399, and in a Stratocaster is \$3,899. The additional
>> \$500 for the Strat covers a new body that is built and painted the color
>> of your choice. The purchase includes the system and installation, power
>> supply, power cable, footswitch, user's manual, 1 year limited
>> warranty and
>> technical support. We also offer an accessory kit for battery operation
>> for an additional \$250.00. The Accessory kit includes a rechargeable
>> battery,
>> guitar strap battery carrier, cables and charging system.
>> We custom install every Performer system here at our shop. We use
>> special
>> milling tools and a CNC machine to rout out the cavities and a complex
>> computer
>> based platform during the testing. Due to the complexity of the
>> system and
>> installation, we only install in Les Pauls, Teles, Strats and replicas.
>>
>> From time to time we have fully assembled Les Pauls, Teles or Strats with
>> the Performer system installed and ready for purchase. The sales prices
>> vary depending on the guitar model. The average price in a Les Paul,
>> including
>> the guitar, is around \$5,200. We offer some discounts, which are
>> mentioned
>> at the end of the FAQ below, so please keep reading, and contact me if
>> you
>> would like specifics on the guitar or the system.
>>
>> The Performer model is pricey, but well worth the investment. Most

>> purchasers
>> simply shy away when they see the price tag without even exploring the
>> possibilities.

>> to explain the system in detail.
>>
>> The Performer was recently featured on Discovery Channel Canada on a
>> program

>> Star. The
>> piece features Jeff Martin of the Tea Party, and Jeff explains how he
>> uses
>> it live and for writing. I invite you to view the 6 minute presentation
>> at <http://www.exn.ca/Stories/2004/04/20/51.asp?t=dp>
>> I invite you to join our mailing list by clicking on the following link.

>> guitars
>> for sale, new products, special event information and product
>> updates. <http://transperformance.com/mailing/index1.php>
>>
>> We recently launched a public ftp site that is loaded with cool
>> stuff. Videos,
>> songs, pictures, artist media, chord and scale programs, alternate tuning
>> libraries and manuals. I invite you to click the link and take a
>> look. www.selftuning.com/files You are welcome to download any or all
>> of the material
>> at the ftp site.
>>
>>
>> NEWS MEDIA COVERAGE
>>
>> C.Net.com
>> 1-11-06
>> Two Pages, C Net News interviews Neil Skinn
>>
>> Engadget.com
>> 12-22-05

>>
>> Gizmodo.com
>> 12-22-05
>> Paragraph, photo of white Telecaster and blog
>>
>> News.Yahoo.com
>> 12-22-05
>> Paragraph, photo of white Telecaster and blog
>>
>> Gizmag.com

>> 12-24-05
>> One Page article, photo of white Stratocaster
>>
>> Lenta.ru
>> 12-27-05

>> Performer
>>
>> DiscoveryChannel.ca
>> 4-20-04

>> Martin
>>
>>
>> CUSTOMER FEEDBACK
>>

>> trying
>> one first, and trust me, I am totally satisfied. The tuning system does
>> what they claim, and of all the guitars I have held in my hands (getting
>> goose bumps here) my new TransPerformance Strat is by far the finest
>> instrument
>> I have ever

>>
>> Mike Mahoney 11-17-2005
>>
>>
>>

>> blow your mind, but open new uncharted landscapes of creativity.
>> Thanks for
>> making a truly ingenious product. Guitar playing will never be the
>> same again."
>>
>> Gavin McGowen 11-29-05
>>
>>
>>
>> I'm holed up in my studio and I refuse to come out! I haven't slept,
>> eaten,
>> taken a shower or even brushed my teeth! My wife and kid are threatening

>> Performer.
>> This thing is nuts! Over the edge! Off the radar! Great Job
>> guys!
