
Subject: OT: WinXP weirdness

Posted by [Dedric Terry](#) on Wed, 15 Feb 2006 03:54:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

n
kRYKKhw7KSueZ0C8UGuge+etfVLLN7y3Q7HY2k2mSylmK0y160pACUpseZ0p
Te9720o4ne2r2JetaqPJPiVJUniD3a1qM4E/YXTb30uwyC9glPMeGun9IT5j
SlqmDHDsIJ+fyqOmgUbmK2Hk1gVmNuCQhvymUll9Pd6jaeQ2PillVuP4JjS
hmVES2Gwoll5rHw8asKyjfSfZbuJ6fOZN5rlfyZqpCUOCwU2EhKTf23rNgwN
Ul+S7s51z4rwWNMqXMw+DfnqvIOPih7XmPMEW1PboBTwFuUdx7qlvwHhVqRS
xN6kbmlbO6e5/c0QhMnHw3XYqlAKAel5WyQdD5lChe0VbFSlopTuHq5vTdPT
STC3FI350ufI0KWpS+UJjxot+RKEBICSty5AftK5ru3XU2KqT0FlaGMhIOj2
2ZzYdxycUZBjuC7a3ZUmStalJ7dUJv7KfzVfAHljMYK19D5yb2SjcMYr8eaA
6AT7LUn8v4jPceuyMsN1SOqWUyQMDPZDb7wgYf012VHbQ0ta0qUBwQ0mwtqD
fgKsq55flrvpHzH79mU7eD8blvuzC7tiKhyNFgepf0Zri0PKWGGP1JPzE+yr
+vP4FeaPxLPI5xQHpix7VVq2M8SblukAJKIH/wBTxqMiAZC3G0m9r2NR6DwE
kth0jT20gwPHxyhkA6kX8oU3fsKbjT40rQyH/hpbqmEFbYQeUApPZYU0isYu
e6Q7g29GxW15WPfhMqDMNlx1ohFiQjm5h5eJua3O+PhCZg+3keSWt2Zm8UvC
TFYp0kmEBGsewMjka/CucmdW2iC0ZQsOY61ajO9xh/cpOTD6G7kWBq+mMx5v
/ckt3t8KpzP6WPT8yKXP7c+jdZKVA+ljcZGlqB7HpilyR77vH4Vgjc1ySBlp
EPBb66Yqy7qYsfG7ex777qzYAONyJAB8SVACrHpZT6Ceo2EY+XC6CKefjqvn
twNHhhIN1ohQ3EuFI7RzOhPupYfD8Rv5iWdu7D3c91VzuSxeHkOt4jbSsTGk
LbU0zLnf0pqDypcc5UHzKUePBNaFV8m/gU2so/EV+hPTzd/RiW/m9/box2I2
zFC3sliG5yHiZLyAyyt4NagWI8t1HXgKONcNW9AXastETTUTrBsXbuxEdSG3
nMlg3nEtMPwmuZTi1rU2LJcLdhzJlua0PIIwFBTWmsC1tDdeN3rtfG7sxiFs
xso19Qyy6QHEJJkKb5bi9x30a2IEahwG5Km1k2P40d2SdAtHHlqyVWGlu3QU
NRheiFKkBQuFJBFkjWi9geRxQCjIHKCm2t/f40hCxxVnp/E6kbNI4F4ASU/z
oLval1GoF+5Q0Nc/Lj51g6eDLwtPgqj1FiqjblnSkW5H

Subject: Re: OT: WinXP weirdness

Posted by [Chris Ludwig](#) on Wed, 15 Feb 2006 04:45:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

eob/AFU2vhs9hnGWNspchTsgpC/Qfgczp5S58qgpLhQmx4HwrPSluSnwWOyh
khN/Zey9n0PRtyONYJD/ANU3jFsFTqBzAlAXzhPABPNy3t2VcutruU/faROW
e6J7J3jl4+f3Fi2Zs+KgNMOPBVghKuYApBAVYnS4NaHjT1M6yNDkGyWyoupU
kOLAC1AAKPLoLkam1PxK5DI2cgJutR5vdTKoJOFbRNrpV7jQgKYWewYausI1
H7+6pAUBJjpbKQpsWPHhxok0D7eJZljmCOROmuhONBTgNNYiQ0oFtsco0Fhq
QKDKkFeJDUIXq20HxHhRALkCM+i3I5YH5SodvvoDltjXPN5lQhWT7hNj4s7g
kyoMttE5UU5BWOUCamvUKFrR2KAV81tRRrdco8jPG3Xl4K1T85Gw9/qnAOX
VI7fgNa1KxidQqOrTcc/y4cpwHh6bDlj7yBVqbZTZJCrA6m5ifrGw8nlHEup
5PzqxJITshcj7t3l6L/09aUnsvcjWm4ickKcPcmbWLLiK10vY0OleQqR81kF
cqXGL99CBpB/rS+Cn0rcRcioGQm7j3XVcwSOYXtobClgMg8Rh5A5SISba2tp
p2a1BkxWjPOHTk18aWApwH46krlugAg9lxUCLER1S9LC97nQ0B0WjrAbTKhC
K+u2zXstikbwxaELyWGizYyGl6BxmchLSrn/ANv5wO2k4rkrehbW74OvqUM3
D9d/UXExAiMygcruQkJ87qhoShu+g7r1vroc27E9jMtxTyxkuznR8zqgSPcO
Aq52KeldRujcgP8AKjBoDsUsJ/KpLBCFOJvbdzFiWgpl7ErBNFSCEK8Xqzk4

xtLjqR38w0+PCpJIFBvq6XBq2AbW4ChyJAci9UGHTdYA7NUiplelqxepcUi
kpvxKrDhUbDxFKJv6E/opSfbepelpR90YyQbeVJ0Nyb/sociJB9ubAeutKh
pwl+NSRvgH4shCI3KyQm3mv20gyRa2sJuMqEErdGJezu352IYWG1ymy2FHhr
RQUeefUrbIMZuMZBcHqKjuLbKBqLpJB/KtNdTNZJMbAgSwByp5En9IsD8KuR
ncHbWOkghKk8eBvTQLiv46A5ZLZbCj23FtKYrYvIwDDrJSttJ5vAHTv7aYWR
Kk9PWHV3bBTfUHQUvEPIsZWxn4ouglRB8wvel4obkFE4SS0tKSoA8Qb/ALqH
EdMGbhuJWOVZve3HtpeMD+A9EL6FAeoQbm/fTQSRyY/lvpA5iVWPEKAtQRBz
4/NuJcSgkKHDI095FQiLv1zzeZUIFsi3JegSWYTvoPrbWII61+RZSQFWPcah
CgW/VpGXnJbmiW6HXA84IJBKgo3JJ43PbV6sVWqMF9yYVgp0twvViZU0gSHI
nc1ybgkCrZZU0hww5k1KQVIJH6IAVYmVwhTayK7c3LYAcey3sNSQQg9HnuKR
zpJQTrZI0NvCpIIIDin+a5N1E99uHsNQISAnIMF8i/HiQBrUAgo7t6MsWQggu
b9w4+FQaQo5t4pcBDCidbn9tAKYM1hJJILTGuVkm/dQgbkKcKDPZUC4xy8tu
0io0BMvpXNokZUIF58RM+DlqgUUCQ2torTxSFpKbj41CHn31Dgf03dOQxWNQ
VMxHnGi8R85SogmtC2KbMZb7cgr5UNqWfEG1OkVtoOY/HyeYF51LKRxHEmrk
Ujox7GLQKB2RzEHwX/YaZNCORVZXiUIOunxogaYY+sxIHKFJHYDQknE2mVjj
olwC/b4cO2hJIYKZ7QaAYWLCwIsL0WSAFW4m0qstHAWuBahleICd0pSvISzf
tHMDUkPE5/7ikqdKvpkmw0817fChLDCO05me8oenobryk3sKEtjQkX0nm8
yoQT89Eyk7EyluGliDLcSQzKKQvkPsNQhQ7qJLk4rcE7GOyFz5kd1xuQ6IN0
lwKIV5jpxq9MqskMZx7LyVed0NA9hN/wFWKWUuAaFjJMPR55aQocCBan4/ES
fgKTOGkC1ngv2UVUEhuPiXiuyV6jXxowBsNDGyE6rBUDobf2UBQZOFecIAJ8
3YRcVIDII1gH/U5SsDt7uFSPBGKLW23LfzHQq/Z20yQJD0fbcRSQVEkj9JFj
RgVMOs4GC0A4OHAhQt+2oQH/AKfiGUc67KsdRfXvqDal0K5p0jKhAtkWHpWP
kxYznovPNONtO/wLUkgK9xqEPPXfMwfiNyTcTLSpUphxaHb3JukkGtK2Kbbj
bTFIOKsoBN+8/vqxIqsxUhYhwK1eso68CRT8Spti8xjwLcrySdCRwFx76aBJ
DseKIBuV

Subject: Re: OT: WinXP weirdness

Posted by [Dedric Terry](#) on Wed, 15 Feb 2006 05:12:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

jGtFTbstQP65CyoJ7k38LcPr0+5b7j/A9F2L/ap9tf9xDqc42l9TKg
Q3c+mk8eW/D3V1q2OJevoGVQoU5PNGICyPZerVDKYaCz2NciGziSQ00a1GGQ
uhCSTfUDS1tRSwNOhwqllR5mlchpXVMpM3/v4pChew4KF+FLDQZTDsXMrJ5X
zw7x/wCVFWI6i3GkF1KVoUF37ON/catRX5D7AS858pbXYCwuB+NEApx23krs
HVG+osf2G4qAFNqCpaR6vmSDp6iEkAnsuOF6kAFSLAgNctmw2ToSCAdahEG0
MslXNHdU0oGx4EH8qhBRRKdZIS47zdoWOHwPCgRER7qiYaC9jtsYmUXY2FJM
QWJK9A8tkcq3Ldy1XNuys/Xpxqq+hu7WR3u7+o2peCIS444kpVzHIPEHvtWi
1DGrhBKZEOx/TfTwNVxBYmhXg5pHKESBzJJ1SqmVwRIZcjQ5a/qlxKCR8ul/
7aO4sMAexshJDjNiBqRwBoQRMDD3K4IDzZSeBFrg+6oHQMOYUuNOQFMgJUeA8
aMSSRMdjSsY/2pHdSRA6hi5idyNMOJEq4BsCQf20/IR1HdBzMBxJLLyV9vKs
C4B+FNlVevG8pESoqbuL2sWybXHeDRkWA8mcmQAW+R21z5hZYA8P7KBIB0To
fBxjlOtwBcfCoGA4z9K6q7SW9dbE/vokZBU5RfV6twsL1Cr3BB1uDS1Wg93r
qG8XmpcZr6daUyWh/wCm581jxANX1bRRaGKCI2Cy45WHPpXVED0HRpc9xpUN
bfATIZfEScvtaVjz6iU8yFaXTqL1TfE0WVypiq59ZAPpugp7R7O+qeMGhWkM
M5uSyn01E2J4ipLDAfRmY8pi9VIKgbZXA++imK6inAdxrpDZc5VG+oP50yFh
ijlglcbsh0LB/SbE2HgqmaBPqJMvBo5jZoKHHmSLEe6laImBDDpSkOIcKcEy
/aKkDSxShRZ7F/Tf0HAK0/fRgDsLDKp6k8klvm5dUrSQTP8DU1BlrRcgtNku

ny27bhQ99QG4fZkxHhzIVzL/AMVrW8aIIKK7I6r5vZvLBloORxhN/plqs433
+mo308DpXler3rYtHqj2/c9srl1WjJr23vHbG9G+fAyx9RoVQXrNyEHt8p4+
0V6bD2MeVfS9Tx+fqZcL+paeorqluNK5JKeax1vx+NajHuHY+fIRlj0H1FCi
nnbcJUNNKPIkShYyGYxOQShOZgFpRACJDJBQod9Wtp7orSa2YmubYxE9y2Gy
KTpfkXoeY9mtVfaq9mWfcsgi5tLNNOqQWiSkkBafIVbutfuqp4WixZkwBEOW
E89IAiwPMOB9tVcWiznlMmdkoSbOc1v0kHv7r1NSJhhrcMplCXbLA4c4I/EV
JCH0bkjul5Ho6hceblVze+xppBCD0fL4pRARJ9Pm/S6ki3fqKki8WKsaQ2hy
7E1IQ46qsPxqEgXocqSU8zzQWg2AUgocF/drRFFJLuPQ0XJDQbAAJXpexokP
OmRAIsoDSvnVbH1u1QFqG4IYcbJQoG6FoJSpJHcRqKsV41KrYk9GPFbDud64
RKI811OYi8PTI39UD+66PN/1XrrYfc8ldHqjhdj2bFfVaMeGN6vbWn2byzbu
Hd01dHrMG/8A7jYuPeBXZxe44r76Hn8/tGam2qH1hM5FnxyjHy25cdWoW0tL
qQfakm1dKmWtlozkZMNq7qA8qOJiVOIAS638yRxI79LGrdyilOsdK83AfAhS
lpUnUIUeYfjUTaC4F2HvfJsNKRkILUoFR9QKAB191P8AcfkThUOnc20pTZGR
wrrl5RZbCgoBQ0vUmr3QeL8MwwwOnk4hqPIHIS+W4U+i6eY+y2ITjQk3Oo+yc
HlaDgy7KSL3Ve6Qb8ov3Cg8dX5B9y3oD/wDx3kGnkemWpCVWKHI8hIJ9yxY0
rxDrL8A03snPgqSqCtYA5ufy8OGvL7KX7bD91Aje0c6kJcREf5U/MgeQ27CC
KH22H7iBF7e3I1z3RIaKACQ55hY691Diwq6KXGOgtkKHDS1fMpPsiqA/SoSQ
oC3cO+mTEdQT6O9I204GjIIA5EFKRyhNyeNrUVYV1CKYLkZz14SIRnex1lSm
1fFNjV9crrszPk69LKGhy4rqPv7C8p+sbyDaLDllo5IW7vURyq+N66eL3PLX
dycfL7RivsoHdG65RXko/rOFdYfRbmkQnUuJP+Vfla6IPdqP8yOLk9jun9LH
Xhes+w5iksTJf0/PpaW0pr/6iLfjW/H38NvJzcvteevgd0PJYKSQ/jZTM6G5
83oupWpP/Sa21yVezRz7Yb13TQoSsVHSIMiMv12NDYfMB7xVmhrDOG8exEWM
SglejOnldQU2lvob0SBI/GqxYTlbtUUVVilTbqwB7QDxqQSRdjRswuOjJ4DI
yVoGi2Q9zKHgb06Wgktbihit15pMj6KRiX4rvc+IJSde+omSByZHJbziQ2Z0
XJpfQ2bg+kT5SNUqsTcd1NlpRQNCzd9NeFfJD7mgm8jkUTbWmRVbcxKgoBPb
4U8FcnakjIBHvoDNAC2+KTp3GiKwllSkEcaYCCxYBVfsPbYaeFOmFo2YqBdB
TzDvt2VFYHFAYxUe4UhvkUNbp8p+KbGnWRryVPDV+A7GI53G2/puXmxiOKWp
ToHwJlrRTtZK7NmS/RxW3qhZi9ROpEFn0l+dU+0deWUy07+PKDWuvuWZeTFf
2jBbwLWK65dSMV/KeMOeyRZxl1paAfbZRH4VfT3blt1Jlv7DistG0LOJ+4fc

Subject: Re: OT: WinXP weirdness

Posted by [Aaron Allen](#) on Wed, 15 Feb 2006 15:12:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

>>

>10-4 on that

"Cujo" <chris@nospamapplemanstudio.com> wrote:

>

>

>Also if rendering from the editor window, the name at the bottom of the
channel

>can't have symbols in it. IE OH/L is no good.

>

>

>

>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>
>>Rendering is very reliable for me. I use it all the time. Like Don said,
>make
>>sure there are no (small) spaces between your edits.
>>As for stereo rendering of native plugs, it dkoesn't work in the normal
>editor,
>>you have to use the destructive editor. Set up your steroe effect like
you
>>like it, name and save the setting, double click one of the 2 files you
>want
>>to render. When the destructive editor pops up, that file will be shown
>in
>>the window and ALSO hilighted in the audio bin of the new editor. Shift
>the
>>other file, so that both files you want are hilighted, they will be next
>>to each other, assuming they're both named the same with L and R. Drag
bothe
>>files into the editor. You will see bothe wave forms. Under "DSP" select
>>Plugins, select your plug, select the preset you named, and render. There
>>will be some number crunching going on, so depending on the plug, it may
>>take a little longer than you think. When it gets done, close the editor
>>and your stereo track will be rendered.
>>Important, always work on copies as the destructive editor can
>>t be undone once you close it. I render each track first in the normal
editor
>>and put the originals in a jail, or if I have unused tracks, I'll put them
>>there and mute thim.
>>This is really a lot more simple in practice than it looks like here.
>>Rod
>>"Don Nafe" <dnafe@magma.ca> wrote:
>>>No automation on EDS FX
>>>
>>>When rendering make sure any cross fades are equal...no space between
edits
>>
>>>if possible. Best way is to record an empty track then copy and move the
>>
>>>track you want rendered onto the empty track, this will clean up your
edits.
>>>
>>>Then move your original track into a jail for safe keeping and move the
>>new
>>>and improved track to the channel with your plugin's and render away
>>>
>>>As for rendering a stereo pair I'll let others chime in as I've never
tried
>>

>>>it
>>>
>>>Don
>>>
>>>"John" <no@no.com> wrote in message news:4427daf0\$1@linux...
>>>>
>>>> First, Automation does not work for EDS EQs right?
>>>>
>>>> Second, Does Rendering (selection or track) with Native effects work
>>
>>>> reliably
>>>> for you? I crash a lot with this really really needed feature. And
>god
>>>> forbid I try to render a stereo pair with stereo native effects across
>>
>>>> them.
>>>> Make it stop crashing please!
>>>
>>>
>>You guys know way too

Subject: Re: OT: WinXP weirdness
Posted by [TCB](#) on Wed, 15 Feb 2006 16:29:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

much!! Thanks !

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>
>Rendering is very reliable for me. I use it all the time. Like Don said,
make
>sure there are no (small) spaces between your edits.
>As for stereo rendering of native plugs, it ddoesn't work in the normal
editor,
>you have to use the destructive editor. Set up your steroe effect like you
>like it, name and save the setting, double click one of the 2 files you
want
>to render. When the destructive editor pops up, that file will be shown
in
>the window and ALSO hilighted in the audio bin of the new editor. Shift
the
>other file, so that both files you want are hilighted, they will be next
>to each other, assuming they're both named the same with L and R. Drag bothe
>files into the editor. You will see bothe wave forms. Under "DSP" select
>Plugins, select your plug, select the preset you named, and render. There
>will be some number crunching going on, so depending on the plug, it may
>take a little longer than you think. When it gets done, close the editor

>and your stereo track will be rendered.
>Important, always work on copies as the destructive editor can
>t be undone once you close it. I render each track first in the normal editor
>and put the originals in a jail, or if I have unused tracks, I'll put them
>there and mute them.
>This is really a lot more simple in practice than it looks like here.
>Rod
>"Don Nafe" <dnafe@magma.ca> wrote:
>>No automation on EDS FX
>>
>>When rendering make sure any cross fades are equal...no space between edits
>
>>if possible. Best way is to record an empty track then copy and move the
>
>>track you want rendered onto the empty track, this will clean up your edits.
>>
>>Then move your original track into a jail for safe keeping and move the
>new
>>and improved track to the channel with your plugin's and render away
>>
>>As for rendering a stereo pair I'll let others chime in as I've never tried
>
>>it
>>
>>Don
>>
>>"John" <no@no.com> wrote in message news:4427daf0\$1@linux...
>>>
>>> First, Automation does not work for EDS EQs right?
>>>
>>> Second, Does Rendering (selection or track) with Native effects work
>
>>> reliably
>>> for you?

Subject: Re: OT: WinXP weirdness
Posted by [TCB](#) on Wed, 15 Feb 2006 16:32:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

I crash a lot with this really really needed feature. And
god
>>> forbid I try to render a stereo pair with stereo native effects across
>
>>> them.
>>> Make it stop crashing please!
>>
>>

>should have seen my mistakes before I got it right

;-)

Don

"John" <no@no.com> wrote in message news:44281a10\$1@linux...

>

> You guys know way too much!! Thanks !

>

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

>>

>>Rendering is very reliable for me. I use it all the time. Like Don said,

> make

>>sure there are no (small) spaces between your edits.

>>As for stereo rendering of native plugs, it ddoesn't work in the normal

> editor,

>>you have to use the destructive editor. Set up your steroe effect like you

>>like it, name and save the setting, double click one of the 2 files you

> want

>>to render. When the destructive editor pops up, that file will be shown

> in

>>the window and ALSO hilighted in the audio bin of the new editor. Shift

> the

>>other file, so that both files you want are hilighted, they will be next

>>to each other, assuming they're both named the same with L and R. Drag

>>bothe

>>files into the editor. You will see bothe wave forms. Under "DSP" select

>>Plugins, select your plug, select the preset you named, and render. There

>>will be some number crunching going on, so depending on the plug, it may

>>take a little longer than you think. When it gets done, close the editor

>>and your stereo track will be rendered.

>>Important, always work on copies as the destructive editor can

>>t be undone once you close it. I render each track first in the normal

>>editor

>>and put the originals in a jail, or if I have unused tracks, I'll put them

>>there and mute thim.

>>This is really a lot more simple in practice than it looks like here.

>>Rod

>>"Don Nafe" <dnafe@magma.ca> wrote:

>>>No automation on EDS FX

>>>

>>>When rendering make sure any cross fades are equal...no space between

>>>edits

>>

>>>if possible. Best way is to record an empty track then copy and move the

>>

>>>track you want rendered onto the empty track, this will clean up your

>>>edits.
>>>
>>>Then move your original track into a jail for safe keeping and move the
>>new
>>>and improved track to the channel with your plugin's and render away
>>>
>>>As for rendering a stereo pair I'll let others chime in as I've never
>>>tried
>>
>>>it
>>>
>>>Don
>>>
>>>"John" <no@no.com>

Subject: Re: OT: WinXP weirdness
Posted by [Dedric Terry](#) on Mon, 20 Feb 2006 03:17:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

;>>>>up. Though I've never meant many of the people I talk with here, I
>>>>>have
>>>>>a
>>>>>definite sense that they are my friends and many times the banter
>>>>>tends
>>>>>to
>>>>>be jovial. Don't get me wrong, everyone here can and will be helpful
>>with
>>>>>
>>>>>PARIS questions, but if you are looking for strictly technical
>>>>>support,
>>>>>you
>>>>>will be disappointed with much of the "fluff" we engage in. With some
>>>>>patience, there is a phenomenal amount of collective brain power here
>>to
>>>>>be
>>>>>tapped. This includes all areas of recording, not just PARIS related.
>>>>>
>>>>>There are a million things I don't know about Macs and PARIS, but if
>>you
>>>>>
>>>>>ever want to bounce a question my way, feel free to give me a call.
>>>>>515-233-3191. I have a day gig, so call in the evening CST if I'll
>>>>>need
>>>>>to
>>>>>be at my rig. I might not have a quick answer for you, but I'll be
>>>>>glad
>>>>>to

>>>>>do what I can to help.
>>>>>
>>>>>Tony
>>>>>
>>>>>
>>>>>"Steve Cox" <stevec1@charter.net> wrote in message
>>>>>news:442953df\$1@linux...
>>>>>
>>>>>> OK..... I am taking in all that all of you are saying. It appears
> that
>>>>>you
>>>>>> feel it is I that have offended you (Tony). Alright... you have a
>>>>>> community
>>>>>> of folks here and I rather new to the forum have posted something
> that
>>>>>
>>>>>> struck
>>>>>> a nerve. Tony I appologize.
>>>>>> Aside from the VST issue, I will tell you what set me off. I was
>>>>>> refered
>>>>>> to this site, told just what you guys are all saying here, about all
>>>> the
>>>>>> old pros of the Paris n'all..... Great!! so I started checking it
> out
>>>>>and
>>>>>> see what gets covered on the forum. Daily (for a while) I would
>>>>>> check
>>>>>it.
>>>>>> Never saw anything remotely mentioned about the Paris. In fact, type
>>>> in
>>>>>
>>>>>> the
>>>>>> word Paris in the search engine. Know what you'll find? Now don't
> quote
>>>>>
>>>>>> me,
>>>>>> but I think there is a couple entries. Type in "installing VST
>>>>>> pluggins"
>>>>>> The point I am myphed about is,90% is every other software,
>>>>>> relatives,
>>>>>
>>>>>> garage
>>>>>> sales, and my favorite, crafty ways to swear on the web. The only
> way
>>>>>I
>>>>>> have
>>>>>> ever gotten help, was if I e-mailed someone and asked if I may call
>>

>>>>>> them.
>>>>>> THEN! I got help. Know why?? Because now you would be accountable
> to
>>>> act
>>>>>> professional. Don, in regard to "cut us some slack" and "we're not
>>>>>> psychics
>>>>>> here" Point well taken. That's constructive, and calls me to act
>>>>>> more
>>>>>
>>>>>> professional.
>>>>>> In regard to "get thicker skined" well... point taken but, I don't
>>come
>>>>>to
>>>>>> the forum to screw around, tell jokes with cute little ways of how

Subject: Re: OT: WinXP weirdness
Posted by [Dedric Terry](#) on Tue, 14 Mar 2006 05:13:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

t; >> Is paris spdif coax or =
optical?
>=20
> >> TIA
> > >
> > >
>=20
>
>
>

</BLOCKQUOTE> </BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0184_01C65E85.80B1E000--This is a multi-part message in MIME format.

-----=_NextPart_000_002B_01C65E95.2FF48590

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

Edna,
Yes exactly.
Tom

"Edna" <edna@texomaonline.com> wrote in message news:443dcf9e@linux...
I see, I guess. If it happened that one only had optical and the =
other only coax I would then need the adaptor. =20
"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:443dc7e0\$1@linux...
Same data as far as I know. Different connector!

"Edna" <edna@texomaonline.com> wrote in message =
news:443db406@linux...
What would be the advantage with the optical? Im going to spdif =
from Emu
1212m to Paris. The emu card has coax and optical.
Thanks, E

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:443d43c2\$1@linux...
> I use an M-Audio C02 to convert coax to optical. Works great.
>
>
> "fred" <fred@reborn.com> wrote in message =
news:443c012a\$1@linux...
> >
> > Any particular brands you would recommend? Saw a number of =
them on ebay
> pretty
> > cheap, but not sure how good they need to be.
> > Thanks again
> >
> > "DJ" <animix_spam-this-ahole_@animas.net> wrote:
> > >coax
> > >
> > >"Fred" <fred@reborn.com> wrote in message =
news:443bf3e5\$1@linux...
> > >>
> > >> Is paris spdif coax or optical?
> > >> TIA
> > >
> > >
> >
>
>

-----=_NextPart_000_002B_01C65E95.2FF48590

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>Edna,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Yes exactly.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
```

