
Subject: Re: OT-Anyone used the daking pre/eq
Posted by [Tony Benson](#) on Wed, 02 Nov 2005 19:54:23 GMT
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=3D3D
> >>this=3D3D20
> >> stereotrack
even without hitting =3D3D3D
>>play=3D3D20
> >> =3D3D3D20
>> when I try to save assertion fails and=3D3D20
> >> doesn't
allow of any save=3D3D20
> >> =3D3D3D
>>!
Note=3D3D3D20
>> that assertion =3D3D
> >>failure=3D3D20
> >> appears ONLY when I hit SAve=3D3D3D20
>> =3D3D20
> >> ...
rEGARDS,
dIMITRIOS

"Tom =3D3D
> >>Bruhl"=3D3D20
> >> <<A=3D3D3D20
>> href=3D3D3D3D"<A=3D3D20
> >> =3D3D
> =3D
=
>>>href=3D3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net>=3D3D3D=
D20'>=3D
>mailto=3D3D
> =
>>:arpegio@comcast.net">

Subject: OT-Anyone used the daking pre/eq
Posted by [Pete Ruthenburg](#) on Wed, 02 Nov 2005 20:36:22 GMT
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:1@linux" target="_blank">1@linux...</DIV><=
BR>=3D
>

Subject: Re: OT-Anyone used the daking pre/eq
Posted by [John Macy](#) on Thu, 03 Nov 2005 01:07:01 GMT
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It;/A>=3D3D3D20
&g=3D3D
> >>t;> =3D3D20
> >> =3D3D
> >>wrote:
>
>
>Dimitrios,
>R=3D3D
> >>endering=3D3D20
> >> is your=3D3D3D20
>> answer. Don't render tracks with =3D3D
> >>plugins.=3D3D20
> >> In=3D3D3D20
>> stereo
=3D3D3D3D
>>the right =3D3D
>

Subject: Re: OT-Anyone used the daking pre/eq
Posted by [Jesse Skeens](#) on Thu, 03 Nov 2005 21:44:50 GMT
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/>
managed
=3D
>is =3D3D
> >>to =
=3D3D3D
> =20
>> >>=3D3D3D3D
> >> =
>> =20
>have=3D3D3D3D20
> >> >> =
> t
