
Subject: New Yammy digital mixers
Posted by [Bill L](#) on Mon, 18 Jun 2007 12:57:18 GMT
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```
.com/refer.html" target="_blank">http://www.polesoft.com/refer.html
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
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>charset=3Diso-8859-1">
><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYL
```

Subject: Re: New Yammy digital mixers
Posted by [Chris Ludwig](#) on Mon, 18 Jun 2007 13:39:14 GMT
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```
E>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV><FONT face=3DArial size=3D2>Guys,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>I'm all set with the cables and the =
>which card is A=20
>bit.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Rod you were right about what I was=20
>asking.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>In any event I scaled down to one EDS =
>(Pretty sure=20
>that's card A right?!!!)</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>and plugged it into each of my two =
>working=20

><DIV><FONT face=3DArial size=3D2>even internal clock was never found nor
=
>were the=20
>in/outs on each Mec.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>The 442 on the other hand works like a
=
>champ one=20

><DIV><FONT face=3DArial size=3D2>either all my Mecs are screwy now or =
>the SCSI=20
>cables are in
```

Subject: Re: New Yammy digital mixers
Posted by [Deej \[4\]](#) on Mon, 18 Jun 2007 15:09:22 GMT
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br />

> <DIV>Yes, it does, and the =
>orientation=20

>combination with=20

>this.=20

>

><DIV><FONT=20

> <DIV>Start with a new SCSI =
>cable and a=20

>know if=20

> there is a problem there, add a
=3D
>new =

> and another card. Put different modules in the MECs so you can =
>=3D
>see=20

>will give you=20

>initializing and=20

>adding more=20

> hardware. the MEC i sent you is one of 4 that were=20

>off line. I=20

>pins on SCSI=20

> cables can be a serious issue though. Your system =3D
>will=20

> =

>=3D
>cables.</DIV></DIV>

Subject: Re: New Yammy digital mixers
Posted by [EK Sound](#) on Mon, 18 Jun 2007 15:32:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

It still powers up but it's

=

>out

> > >of the picture now. Loaded with modules too.

> > >

> > >Now nothing gets it going except maybe the lowly 442. I'll try

> > >that next. I have a local engineer coming over to see what=3D3D20

> > >Paris can do. He's very well respected in these parts.

> > >To bad I'm down for the count it seems.

> > >Ass

> > >

> > > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D3D

> > >news:4696c93b\$1@linux...

> > >

> > > Tom, have you done anything to rule out the possibility that it

=

>may

> =3D

> >be

> > =3D3D

> > >a funky

> > > MEC word clock connection, or perhaps the Lucid clock is flakey.

=

>Or

> =3D

> >=3D3D

> > >even

> > > a bad mogami wordclock cable (I know that's a longshot, but =3D

> > >anything's

> > >=3D3D

> > >possible)

> > > Just a thought.

> > > Rod

> > > "Tom Bruhl" <arpeggio@comcast.net> wrote:

> > > >

> > > >

> > > >Deej,

> > > >Ya, I've uninstalled, reinstalled Paris about five times total

=

>in

> =3D

> >the

> > =3D3D

> > >=3D3D3D

> > > >last day and a half.

> > > >I am close to starting from scratch and possibly doing the =3D

> > > >antipace =3D3D

> > > >=3D3D3D

> > > >thing.

> > > >I'm getting pretty good at it. I have Mec 1 loaded with cards
=
>=3D3D
> > >attached
> > > =3D3D3D
> > > >to what h

Subject: Re: New Yammy digital mixers
Posted by [xpam_mark](#) on Mon, 18 Jun 2007 17:40:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

ncoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
></A=3D
> >>&g=3D3D
> > >t;=3D3D20
> > > wrote in message <A=3D3D20
> > > =3D3D
> > =3D
> =
>>>href=3D3D3D"news:4696c93b\$1@linux">news:4696c93b\$1@linux...</DIV><B=
>R>T=3D
> >om,=3D3D
> > > have=3D3D20
> > > you done anything to rule out the possibility that it may be a =
>=3D3D
> > >funky
MEC=3D3D20
> > > word clock connection, or perhaps the Lucid clock is flakey. Or
=
>=3D3D
> > >even
a bad=3D3D20
> > > mogami wordclock cable (I know that's a longshot, but =3D
> >anything's=3D3D20
> > > possible)
Just a

Subject: Re: New Yammy digital mixers
Posted by [Bill L](#) on Tue, 19 Jun 2007 01:57:59 GMT
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> > is=3D3D3D20
> > swapping the last=3D20
> > </DIV>
> > =3D20
> > <DIV>EDS card with =3D
> >another or=3D20
> > go
=3D3D
>down to
> =3D3D3D
> >four.=3D20
> > =3D3D3D20
> > Maybe=3D20
> > it's</DIV>
> > =3D20

> > <DIV>card 5? Or, =3D
> >triple check=3D20
> > the
=3D3D
>=3D3D3D
> =3D
> >>connectors=3D3D3D20
> =3D20
> > > between all the=3D20
> > cards</DIV>
> > =3D20
> > <DIV><FONT face=3D3D3D3DArial=3D20
> > size=3D3D3D3D2>again.</DIV>
> =3D20
> > > <DIV><FONT face=3D3D3D3DArial=3D20
> > size=3D3D3D3D2> </DIV>
> =3D
> >> =3D20
> > <DIV>All EDS cards are =3D
> >up and=3D20
> > =3D3D
&

Subject: Re: New Yammy digital mixers
Posted by [Chris Ludwig](#) on Tue, 19 Jun 2007 03:46:17 GMT
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t; >size=3D3D3D3D2>What=3D20
> > else is =3D3D
>there?</DIV>
> =3D20
> > > <DIV><FONT face=3D3D3D3DArial=3D20
> > size=3D3D3D3D2>Sadly,</DIV>
> =3D20
> > > <DIV><FONT face=3D3D3D3DArial=3D20
> > size=3D3D3D3D2>Tom</DIV>
> =3D20
> > > <DIV><FONT =3D
> >size=3D3D3D3D2>

I=3D20
> > choose Polesoft Lockspam to fight
=3D3D
>=3D3D3D
> =3D
> >>spam,=3D20
> > and=3D3D3D20
> > =3D20
> > you?
<A=3D3D3D20
> > =3D20
> > =3D3D3D
> =3D3D
>>href=3D3D3D3D"<A=3D20
> > =3D
> =
>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>'>h=3D
> =
>>ttp://www.polesoft.com/refer.html">http://www.polesoft.com/re=3D3D<B=
>=3D
> >R>>fer=3D3D3D
> =3D20
> > >.html=3D20
> > =3D
> ></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>&=3D
> >gt;=3D3D3D
> =3D20
> > ></HTML>
> >
> =3D20
> > >
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =3D
> >4.0=3D20

> > Transitional//EN">
><HTML><HEAD>
><META=3D20
> > http-equiv=3D3D3DContent-Type content=3D3D3D

Subject: Re: New Yammy digital mixers
Posted by [Sarah](#) on Tue, 19 Jun 2007 08:32:49 GMT
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It;DIV>

I choose Polesoft Lockspam to fight =
spam, =3D
>and=3D20
>you?
<A=3D20
=
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
>.html </DIV></BODY></HTML>
>
>

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<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
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<STYLE></S

Subject: Re: New Yammy digital mixers
Posted by [Chris Ludwig](#) on Tue, 19 Jun 2007 13:20:42 GMT
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DIV>
<DIV>Not sure why. The ribbons are all =
wired=20
correctly.</DIV>
<DIV> </DIV>
<DIV>I'm off to a hellish gigging =
weekend. No more=20
time for hell in Paris.</DIV>
<DIV>Thanks for all your input,</DIV>
<DIV>Tom</DIV>
<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Rod Lincoln" <<A=20
=
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
t;=20
wrote in message <A=20
href=3D"news:4697ab8a@linux">news:4697ab8a@linux...</DIV>
Did =
you try=20
hiding the default ppj to see if it would boot up with a MEC =
when
creating=20
a new session?
Rod
"Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
wrote:
>
>
>Guys,
>I'm all set with the cables =
and the=20
which card is A bit.
>Rod you were right about what I was=20
asking.
>
>In any event I scaled down to one EDS (Pretty =
sure=20
that's card A =3D
>right?!!!)
>and plugged it into each of =
my two=20
working Mecs. Paris will boot but
>even internal clock was =
never=20
found nor were the in/outs on each Mec.
>The 442 on the other =
hand works=20

Subject: Re: New Yammy digital mixers
Posted by [wireline\[28\]](#) on Tue, 19 Jun 2007 21:54:09 GMT
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;i=3D20
> =20
>>>> agree--
>>though i have received some criticism about =
>>>>the=20
>>>> =3D
>room=3D20
> reverb--
>>i'm an =
>>>>ancient user=20
>>>> and don't have any plug-ins or =3D
>>
> =20
>>>> revised
>>>FX for the room=20
>>>> rev.--
>>>any=3D20
> =20
>>>> =
>>>>=3D
>suggestions?
>>thanks
>>jp
=
>>>>>>
>>"LaMO=3D
>nt"=3D20
> =20
>>>> <<A =3D
>>href=3D3D"<A=20
>>>> =
>>>>href=3D'mailto:jjdpro@ameritech.net">jjdpro@ameritech.net>=3D20'>ma

Subject: Re: New Yammy digital mixers

Posted by [LaMont](#) on Tue, 19 Jun 2007 22:41:37 GMT

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il=
>>>>to:jjdpro@ameritech.net">jjdpro@ameritech.net>=3D20<B=
>>>>R>> =20
>>>> wrote:
>>>
>>>As I've and other =
>>>>have been=20
>>>> =3D
>making our=3D20
> way thru the new analog=20
>>>> botique
plugins,
>>>I'm even=20
>>>> =3D
>more=3D20
> resolved in stating that Paris FX =
>>>>are=20
>>>> were=3D20
> =20
>>>> stellar.
>>>
>>>Paris's Eq (4 =
>>>>band) is=20
>>>> very =3D
>good for=3D20
> most applications. The =
>>>>Plate=20
>>>> verb
adn
>>>Chorus, Delays=20
>>>> =3D
>are=3D20
> right up with the best. The Gate is =
>>>>cool, and=20
>>>> is=3D20
> =20
>>>> =
>>>>=3D
>the
>>>Comp..
>>>>;>>>>
>>>With=3D
>=3D20
> =20
>>>> UAD's, USZR, Sonalkis, Waves new vintage plugs setting the=20
>>>> new=3D20
> standards
>&g

Subject: Sad But True, Lamont...

Posted by [wireline\[2\]](#) on Tue, 19 Jun 2007 23:02:17 GMT

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t;>>in plugins =
>>>>modeling,=20
>>>> Paris's plugins after 10 =3D
>years=3D20
> are still =
>>>>
>>>> holding
it's
>>>own with the best=20
>>>> of=3D20
> =20
>>>> =
>>>>them..
>>>>
>
</BLOCKQUOTE>
><DIV><F=
>>>>ONT=20
>>>> size=3D3D2>

I choose Polesoft Lockspam to fight =
>>>>spam,=20
>>>> =
>>>>=3D
>and=3D20
>you?
<A=3D20
>href=3D3D "<A=20
>>>> =
>>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=

>>>>=3D
>.html =20

>>>> =

>>>></DIV></BODY></HTML>
>
>
</=

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

>>>>

>>>>

>>>

>>

>He's really lucky he posted here when he did. I guess you'n me aren't gonna
have to go over there and crash on his couch and wait f

Subject: Re: New Yammy digital mixers

Posted by [Aaron Allen](#) on Wed, 20 Jun 2007 01:58:04 GMT

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> > >the slots=3D3D20

> > > you are using in combination with the orientation of the =3D

> > >ribbon=3D3D20

> > > cables will determine this. Have you changed them around during

=

>=3D3D

> > >your=3D3D20

> > > reconfiguration?</DIV>

> > > <DIV> </DIV>

> > > <DIV>Start with a new SCSI =

>cable =3D

> >and a =3D3D

> > >single EDS=3D3D20

> > > card. Test each MEC. Once you know if there is a problem there,

=

>add

> =3D

> >a

> > =3D3D

> > >new SCSI=3D3D20

> > > cable and another card. Put different modules in the MECs so you

=

>=3D

> >can =3D3D

> > >see which=3D3D20

> > > one is on card A, B, C at all times. this will give you the info

=

>=3D

> >=3D3D

> > >as to=3D3D20

> > > how the cards are initializing and which card is card A, B, C as

=

>=3D
> >you =3D3D
> > >start=3D3D20
> > > adding more hardware. the MEC i sent you is one of 4 that were =
>=3D
> >working
> > =3D3D
> > >
> > > perfectly when I took my system off line. I can't imagine it =
>being
> =3D
> >a =3D3D
> > >problem.=3D3D20
> > > Bent pins on SCSI cables can be a serious issue though. Your =
>system
> =3D
> >=3D3D
> > >will not=3D3D20
> > > function with bad SCSI =3D3D
> > >cables.</DIV></DIV></BLOCKQUOTE></BODY></HTML>
> > >
> > >
> >
> >
> >
> >
> >I choose Polesoft Lockspam to fight spam, and you?
> >

Subject: Re: New Yammy digital mixers
Posted by [Bill L](#) on Wed, 20 Jun 2007 02:50:16 GMT
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"http://www.polesoft.com/refer.html" target="_blank">http://www.polesoft.com/refer.html =20
> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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> > charset=3D3Diso-8859-1">
> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><DIV>Guys,</DIV>
> ><DIV>I'm all set with the cables and
> =
> the =3D
> >which card is A=3D20

> >bit.</DIV>
> ><DIV>Rod you were right about what I
=
>was=3D20
> >asking.</DIV>
> ><DIV> </DIV>
> ><DIV>In any event I scaled down to =
>one EDS =3D
> >(Pretty sure=3D20
> >that's card A right?!!!)</DIV>
> ><DIV>and plugged it into each of my =
>two =3D
> >working=3D20
> >Mecs. Paris will boot but</DIV>
> ><DIV>even internal clock was never =
>found nor
> =3D
> >were the=3D20
> >in/outs on each Mec.</DIV>
> ><DIV>The 442 on the other hand works
=
>like a
> =3D
> >champ one=3D20
> >card only. I suspect</DIV>
> ><DIV>either all my Mec's are screwy =
>now or =3D
> >the SCSI=3D20
> >cables are intermitant at best.</DIV>
> ><DIV>It's working fine with the 442 =
>so I'm =3D
> >sticking with=3D20
> >that for today.</DIV>
> ><DIV>I'll add my EDS cards one by one
=
>and =3D
> >see if that is=3D20
> >back to normal.</DIV>
> ><DIV> </DIV>
> ><DIV>Thanks for the help and if I =
>need scsi
> =3D
> >cables what=3D20
> >and where to buy them would be good info too.</DIV>
> ><DIV>Mr

Subject: Re: New Yammy digital mixers
Posted by [Bill L](#) on Wed, 20 Jun 2007 02:56:06 GMT
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Testy</DIV>
> ><BLOCKQUOTE=3D20
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Rod Lincoln" <<A=3D20
> > =3D
> =
>>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>>&g=3D
> >t;=3D20
> > wrote in message <A=3D20
> > =
>href=3D3D"news:469780ce\$1@linux">news:469780ce\$1@linux...</DIV>
I
> =3D
> >think Tom=3D20
> > was asking if there was a "3.0" version of the EDS card that =3D
> >needed
to be=3D20
> > connected to the master. The answer to that would be no.
Is =
>this =3D
> >what you=3D20
> > were asking Tom?
DJ's advice is very important though. I would =
>do =3

Subject: Re: New Yammy digital mixers
Posted by [Bill L](#) on Wed, 20 Jun 2007 03:07:25 GMT
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D
> >it, if=3D20
> > you haven't already.
I don't want to sound like a "RTFM" kind of
> =
>=3D
> >guy, but=3D20
> > the Paris manual describes
this procedure pretty well.
It's =
>on =3D
> >page 4=3D20
> > and 5 of the 3.0 version.
It kind of sounds to me like you may =
>not
> =3D
> >be=3D20
> > hooking up the correct eds card
to the master =
>mec.
Rod
"DJ"=3D20

> > <animix _ at _ animas _ dot _ net>=3D20
> > wrote:
>
>
>
> "Tom Bruhl" <<A=3D20
> > href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net> =
>wrote =3D
> >in message=3D20
> > =3D3D
>news:46972376@linux...
> This is really a =3D
> >novice oriented=3D20
> > question but . . .
> It doesn't matter which card is the =3D
> >"A"=3D20
> > card
> in your system as far as Paris' ID orientation=3D20
> > right?
>
> Yes, it does, and the orientation of the =3D
> >slots=3D20
> > you are using in =3D3D
>combination with the orientation of the
=
>=3D
> >ribbon=3D20
> > cables will determine =3D3D
>this. Have you changed them ar

Subject: Re: New Yammy digital mixers
Posted by [Neil](#) on Wed, 20 Jun 2007 06:00:35 GMT
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ound
=
>=3D
> >during your=3D20
> > reconfiguration?
>
> Start with a new SCSI cable and =3D
> >a=3D20
> > single EDS card. Test each MEC. Once
=3D3D
>you know if there
=
>=3D
> >is a=3D20
> > problem there, add a new SCSI cable and another =3D3D
>card. Put
=
>=3D
> >different=3D20
> > modules in the MECs so you can see which one is on =3D3D&

Subject: Re: Sad But True, Lamont...
Posted by [erlilo](#) on Wed, 20 Jun 2007 08:07:30 GMT
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=3D
> >pins on SCSI=3D20
> > cables can be a serious issue though. Your system =

>=3D3D
>will=3D20
> > not=3D3D20
> function with bad SCSI=3D20
> > =3D
> >=3D3D
>cables.</DIV></DIV></BLOCKQUOTE>=3D
> >;</BODY></HTML>
>
>
</BLOCKQUOTE>
> ><DIV>

I choose Polesoft Lockspam to fight =
>spam, =3D
> >and=3D20
> >you?
<A=3D20
> =
>>href=3D3D"

Subject: Re: New Yammy digital mixers
Posted by [Bill L](#) on Wed, 20 Jun 2007 11:30:12 GMT
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/>
>think I'm safe=20
>there regarding</DIV>
><DIV>drivers.</DIV>

><DIV>I am only able to intermitantly get the
=
>442 working=20
>as the master.</DIV>
><DIV>I think that's do to the scsi cable =

>need four new ones.</DIV>
><DIV>I am unable to get more than one EDS =
>card working=20
>WITH the 442.</DIV>>

Subject: Re: Sad But True, Lamont...
Posted by [LaMont](#) on Wed, 20 Jun 2007 16:06:09 GMT
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>>MF Ch 2 =3D Mono Input/Snare
>>>MF Ch 3 =3D Mono Input/Hat
>>>MF Ch 4 =3D Mono Input/Cowbell & digital cowbell sample triggers
>>>MF Ch's 5&6 =3D Stereo Input/OH's
>>>MF Ch's 7&8 =3D Stereo Input/Drum Room-Ambience Mics
>>>MF Ch's 9&10 =3D (SPDIF/Not used in this scenario)
>>>MF Ch's 11 to 14 =3D ADAT (Lightpipe) inputs used for 4 tom mics.
>>>
>>>... and the only OUTputs you have assigned are:

>>>MF Ch's 1&2 (OUTPUTS) =3D main monitors
>>>
>>>OK, so that wipes out ALL the inputs except for SPDIF in the
>>>first Multiface, yes? All the other inputs would have to be
>>>routed through the 2nd Multiface in this scenario... here's the
>>>thing... when you get to mixdown & external EFX routing, let's
>>>say you want your VST connections to look like this on your
>>>first (Master!!!) Multiface - i.e the same one as above:
>>>
>>>MF Ch's 1&2 OUTPUTS =3D main monitors (no change there)
>>>MF Ch 3 OUTPUT =3D send to external EFX/Distressor on vox track
>>>MF Ch 3 INPUT =3D return from external EFX/Distressor on vox track
>>>MF Ch 4 OUTPUT =3D send to external EFX/Massenburg EQ on kik
>>>MF Ch 4 INPUT =3D return from external EFX/Massenburg EQ on kik
>>>MF Ch's 5&6 OUTPUTS =3D send to external Lexi 480L, Engine "A"
>>>MF Ch's 5&6 INPUTS =3D return from external Lexi 480L, Engine "A"
>>>MF Ch's 7&8 OUTPUTS =3D send to external Lexi 480L, Engine "B"
>>>MF Ch's 7&8 INPUTS =3D return from external Lexi 480L, Engine "B"
>>>MF CH's 9&10 OUTPUTS =3D SPDIF to Quantec Yardstick IN's/Sends
>>>MF CH's 9&10 INPUTS =3D SPDIF to Quantec Yardstick OUTS/Returns
>>><lightpipes not used in mixdown in this example>
>>>
>>>Quite a bit different routing scenario than the one you used for
>>>tracking, yes? I suspect what's happening is that you're not
>>>saving your VST connections routing - if that's the case, every
>>>time you open up a project it'll take you to the last "saved"
>>>version, including any routing changes you've made & saved,
>>>but NOT any routing changes you've made, but not saved!
>>>
>&g

Subject: Re: Sad But True, Lamont...
Posted by [EK Sound](#) on Wed, 20 Jun 2007 16:21:48 GMT
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t;>You can save these routing/patching changes in one of two ways:
>>>
>>>1.) set up all your routing for your patching & external EFX,
>>>and make sure you save the project again once you do that
>>>(either under a new project name or just overwrite what you've
>>>got... I tend to save under a new name in case I fuck anything
>>>up - or simply hate what I've done - and need to go back :))
>>>
>>>2.) Save your routing scenarios in the "VST Connections"
>>>dialogue... there's an option that let's you save those...
>>>you could go from:
>>>"ScreamingOkapis-SongOfWorldPeace-BasicTrackRouting", to...

>>>"ScreamingOkapis-SongOfWorldPeace-OverdubRoutingA", to...
>>>"ScreamingOkapis-SongOfWorldPeace-VocalOverdubs", to...
>>>"ScreamingOkapis-SongOfWorldPeace-MixdownRoutingA", to...
>>>"ScreamingOkapis-SongOfWorldPeace-MixdownRoutingB"
>>>
>>>Now, it's true I have SX3 and you have C4, but I would bet it's
>>>the same basic idea. Got it? Kewl?
>>>
>>>Let us know if that works for you.
>>>
>>>Neil
>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>>"DJ" <animix _ at _ animas _ dot _ net> wrote:
>>>
>>>>Every time I close a project and then reopen it, various patches to =
my
>>>>external gear are disabled.....especially prevalent on the inputs, =
but not
>>>
>>>>always, and sometimes the outputs are reassigned to different ones. =
I never
>>>
>>>>know what I'm going to be faces with when I recall a project. =
Sometimes
>>>
>>>it=20
>>>
>>>>takes me 10-15 minutes just hunt everything down to repatch.
>>>>
>>>>This really sucks.....and I mean to the point that I'm about to =
kick
>>>
>>>this=20
>>>
>>>>damn thing out the window. Does Nuendo do this too? I need to be =
able to

>>>
>>>>save a project with AD/DA's assigned to external processors and be =
able
>>>
>>>to=20
>>>
>>>>recall it.....CONSISTENTLY!!!. This ****FUCKING POS**** is about to =
PISS ME
>>>
>>>>OFF!!!!!=20
>>>>
>>>>
>>>
>>
>>
-----=_NextPart_000_0359_01C7C5ED.0AC879A0
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 6.00.6000.16414" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY>
<DIV>I called Steinberg USA. They called =
Germany. I got=20
the following in an e-mail:</DIV>
<DIV> </DIV>
<DIV>Maybe the 2x audio cards are =
cascaded=20
differently each time on booting up the machine? This would explain how =
the=20
busses are set wrong in C
