

---

Subject: OT. Exporting from Cubase SX3 / Nuendo 3  
Posted by [xpam\\_mark](#) on Mon, 24 Sep 2007 21:41:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

BR&a mp;gt;&gt;&nbsp; Mec was=20  
=3D3D<BR>&gt;&nbsp; &gt;introduced&lt;BR>&gt;&gt; =  
=3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;the system stopped.&nbsp; That =  
=3D3D3D&lt;BR>&gt;&gt;was a=20  
=3D3D<BR>&gt;&nbsp; &gt;few=3D3D3D20&lt;BR>&gt;&gt;&nbsp;=20  
weeks=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; ago.&lt;BR>&gt;&gt;&nbsp;=20  
&gt;&lt;BR>&gt;&gt;&nbsp; &gt;Today I tried=3D3D20<BR>&gt;&gt;

---

---

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3  
Posted by [Dedric Terry](#) on Mon, 24 Sep 2007 21:56:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

3D3D3D&lt;BR>&gt;&gt;&lt;BR& amp;gt;&gt;=3D3D20 <BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
=3D3D3D20&lt;BR>&gt;&gt;&nbsp; &gt;I choose Polesoft Lockspam to =  
fight spam,=20  
and=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; you?&lt;BR>&gt;&gt;=20  
=3D3D3D20&lt;BR>&gt;&gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20  
&gt;&gt;http://www.polesoft.com/refer.html=3D3D20<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
=3D3D3D20&lt;BR>&gt;&gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20  
=  
&gt;=3D3D3D3D20&lt;BR>&gt;&gt;&lt;BR& gt;&gt;&lt;BR>&gt;&gt;&lt;!DOCTYPE=3D3D=  
D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; HTML PUBLIC "-//W3C//DTD =3D3D3D&lt;BR>&gt;&gt;HTML=20  
4.0=3D3D3D20&lt;BR>&gt;&gt; =3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =  
=3D3D<BR&

---

---

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3  
Posted by [Chris Ludwig](#) on Mon, 24 Sep 2007 22:53:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

D20<BR>&gt;&nbsp; &gt;&nbsp; .ini file =  
=3D3D3D3D&lt;BR>&gt;&gt;to=20  
make=3D3D3D20&lt;BR>&gt;&gt; =3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
sure=3D3D3D3D20&lt;BR>&gt;&gt;card A is 0. I'll =  
try=3D3D3D20&lt;BR>&gt;&gt;=20  
=3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
=  
that.&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& amp ;gt;&gt;&lt;DIV&gt;&lt;FONT=3D3D20 <BR=



=3D3D3D<BR>&gt;#000000 2px=3D3D3D20<BR>&gt;&nbsp; =  
solid;=20  
MARGIN-RIGHT:=3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
0px"&gt;i=3D3D3D3D20<BR>&gt;&nbsp; know this as dumb as=20  
=3D3D<BR>&gt;&nbsp; =  
&gt;=3D3D3D<BR>&gt;&gt;it=3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
gets=3D3D3D20<BR>&gt;&nbsp; but the bnc is attached in=20  
=3D3D<BR>&gt;&nbsp; =  
&gt;the=3D3D3D3D20<BR>&gt;&gt;=3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; =3D3D3D20<BR>&gt;&nbsp;=20  
right<BR>&gt;order...right?<BR>&gt;all the =3D3D<BR>&gt;&nbsp; =  
&gt;cards=20  
show up=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; in paris =  
=3D3D3D<BR>&gt;&gt;with=20  
the=3D3D3D20<BR>&gt;&gt; =3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
=3D3D3D3D<BR>&gt;&gt;single=3D3D3D3D20<BR>&gt;&nbsp; =  
mec?<BR>&gt;how=20  
=3D3D<BR>&gt;&nbsp; &gt;many i/o=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =  
cards=20  
=3D3D3D<BR>&gt;&gt;in each=3D3D3D20<BR>&gt;&gt;&nbsp; =  
=3D3D<BR>&gt;&nbsp;=20  
&gt;mec?<BR>&gt;&lt;BR>&gt;&lt;BR>&gt;On=3D3D20 <BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
Fri, 19 Oct=3D3D3D20<BR>&gt;&gt; =3D3D20<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
2007<BR>&gt;=3D3D3D3D<BR>&gt;&gt;&am p;lt;BR>&gt;&nbsp; 00:22:39 =  
-0400,=20  
=3D3D<BR>&gt;&nbsp; &gt;"Tom=3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
Bruhl"=3D3D3D20<BR>&gt;&gt;&nbsp; =  
&lt;&lt;A=3D3D3D3D20<BR>&gt;&gt;=20  
=3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
=  
=3D3D3D3D<BR>&gt;&gt;href=3D3D3D3D3D"&lt;A=3D3D3D20<BR>&gt;&gt;=20  
=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20  
=  
=3D<BR>&gt; &gt;&gt;=3D3D3D<BR>&gt;&gt;

---

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3  
Posted by [Dedric Terry](#) on Mon, 24 Sep 2007 23:20:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

> >that.<BR>> >Pretty sure it's right but who=3D3D20  
> > > knows?<BR>> >Thanks,<BR>> >Tom<BR>> =3D3D20  
> > > ><BR>> ><BR>> ><BR>> =3D3D  
> > >><BR>> =3D3D20  
> > > ><BR>> >"rick" <<A=3D3D20  
> > > =

>[href="mailto:parnell68@hotmail.com"](mailto:parnell68@hotmail.com)>parnell68@hotmail.com</A>>  
> =3D  
> >=3D3D  
> > >wrote in=3D3D20  
> > > message =3D3D3D3D<BR>> =3D3D20  
> > > >news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com...<BR>> =  
> >=3D3D20  
> > > > i know this as dumb as it gets but the bnc is attached in  
> =  
> >=3D3D  
> > >the=3D3D20  
> > > right<BR>> > order...right?<BR>> > =3D3D  
> > > >all the=3D3D20  
> > > cards show up in paris with the single mec?<BR>> > =3D3D  
> > > >how many=3D3D20  
> > > > i/o cards in each mec?<BR>> ><BR>> =3D3D  
> > > >><BR>> =3D3D20  
> > > > On Fri, 19 Oct 2007 00:22:39 -0400, "Tom Bruhl" =3D3D  
> > >=3D3D3D<BR>><<A=3D3D20  
> > > =3D3D  
> > =3D  
> =  
>>>[href="mailto:arpegio@comcast.net"](mailto:arpegio@comcast.net)>arpegio@comcast.net</A>><BR>>&n=  
> >=3D3D=3D  
> >  
> > >bsp;=3D3D20  
> > > > wrote:<BR>> ><BR>> > >I =3D3D  
> > > >thought I=3D3D20  
> > > > was groovin' but once the second Mec was introduced<BR>> =  
> >=3D3D  
> > >> =3D3D20  
> > > >the system stopped. That was a few weeks ago.<BR>> =3D3D20  
> > > > ><BR>> > >Today I tried different =3D3D  
> > > > cables,=3D3D20  
> > > > eds cards, mecs, eliminated the =3D3D3D<BR>>magma<BR>> =  
> >=3D3D  
> > >=3D3D3D3D<BR>> =3D3D20  
> > > >and<BR>> > >still no clock lock or modules =3D3D  
> > > >showing up=3D3D20  
> > > > in the paris patchbay.<BR>> > ><BR>> =3D3D  
> > >> =3D3D20  
> > > >This means to me software unless someone tells me=3D3D20  
> > > > differently.<BR>> > ><BR>> > =3D3D  
> > >>I have=3D3D20  
> > > >a new C drive which I will load XP and no pace. Any=3D3D20  
> > > >=3D3D3

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3  
Posted by [Dedric Terry](#) on Mon, 24 Sep 2007 23:20:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

;Cubase is looking more and =  
more=20  
  inviting, learning curve and=20  
  all.<BR>&gt;Tom<BR>&gt;&gt;<BR>&gt;<BR>&gt;<BR>&gt;&nbsp; "Mike Audet"=20  
  &lt;mike@....&gt; wrote in message <A=20  
  =  
href=3D"news:471bcb77\$1 @linux">news:471bcb77\$1 @linux</A>...<BR>&gt;<BR>&g=  
t;&nbsp;=20  
  Hi Tom,<BR>&gt;<BR>&gt;&nbsp; I have an idea.<BR>&gt;<BR>&gt;&nbsp; =  
Try=20  
  removing UseHouseSync=3D3D1 from the paris.cfg =  
file.<BR>&gt;<BR>&gt;&nbsp; Next,=20  
  remove your default project from the program files\emu\paris=20  
  pro<BR>=3D<BR>&gt;folder.<BR>&gt;&nbsp; =3D20<BR>&gt;<BR>&gt;&nbsp; =  
Let me know if=20  
  it makes a difference.<BR>&gt;<BR>&gt;&nbsp; Good =  
luck!<BR>&gt;<BR>&gt;&nbsp;=20  
  Mike<BR>&gt;<BR>&gt;&nbsp; "Tom Bruhl" &lt;<A=20  
  href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20  
  wrote:<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp;=20  
  &gt;Mike,<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;I used to use a Lucid but since all of =  
this mess I=20  
  stopped.<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;I'm trying to get stable from square one =  
with the=20  
  least amount=3D3D20<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;of hardware.&nbsp; I am using =  
the default=20  
  project for sure.&nbsp; The only=3D3D20<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;other thing =  
that I=20  
  still question is my move of Paris to C:ParisPro .<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;I =  
should=20  
  think the default project will either work or not.&nbsp; =  
Maybe<BR>&gt;&nbsp;=20  
  &gt;<BR>&gt;&nbsp; &gt;configs or something else is fighting during Paris =  
startup?<BR>&gt;&nbsp;=20  
  &gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;Pats 42 - Miami 7 . . . Halftime and the games=20  
  over.<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;Tom<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp;=20  
  &gt;<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;&nbsp; "Mike Audet"=20  
  &lt;mike@....&gt; wrote in message <A=20  
  =  
href=3D"news:471b6eb0\$1 @linux">news:471b6eb0\$1 @linux</A>...<BR>&gt;&nbsp;=20  
=20  
  &gt;<BR>&gt;&nbsp; &gt;&nbsp; Hi Tom,<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; =  
  
  &gt;&nbsp; Are you using a default project with PARIS?&nbsp; I'm so =  
sorry of=20





> > >=3D3D3D  
> > > >wrote=3D3D3D20  
> > > > in message=3D3D3D20  
> > > > =3D3D3D  
> > > =3D3D  
> > =3D  
> =  
>>>=3D3D3D3D<BR>>news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com...<BR>>&=  
>nbs=3D  
> >=3D3D3D=3D3D  
> > >  
> > > >p; i=3D3D3D20  
> > > > know this as dumb as it gets but the bnc is attached in =3D  
> >the=3D3D3D20  
> > > > right<BR>> order...right?<BR>> all the cards show up =  
>=3D3D3D  
> > > >in=3D3D3D20  
> > > > paris with the single mec?<BR>> how many i/o cards in =3D  
> >each=3D3D3D20  
> > > > mec?<BR>><BR>><BR>> On Fri, 19 Oct 2007 00:22:39 -0400, =  
>=3D3D3D  
> > > >"Tom=3D3D3D20  
> > > > Bruhl" <<A=3D3D3D20  
> > > > =3D3D3D  
> > > =3D3D  
> > =3D  
> =  
>>>>href=3D3D3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>><BR>=  
>>&n=3D  
> >=3D3D3D=3D3D  
> > >  
> > > >bsp;=3D3D3D20  
> > > > wrote:<BR>><BR>> >I thought I was groovin' but once the =  
>=3D3D3D  
> > > >second=3D3D3D20  
> > > > Mec was introduced<BR>> >the system stopped. That =3D3D3D  
> > > >was a few=3D3D3D20  
> > > > weeks ago.<BR>> ><BR>> >Today I tried =3D3D3D  
> > > >different=3D3D3D20  
> > > > cables, eds cards, mecs, eliminated the =3D3D3D  
> > > > magma<BR>=3D3D3D3D<BR>>and<BR>> =3D3D3D20  
> > > > >still no clock lock or modules showing up in the =  
> >paris=3D3D3D20  
> > > > patchbay.<BR>> ><BR>> >This means to me

---

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3

```
>
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> ><HTML><HEAD>
> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> > charset=3D3Diso-8859-1">
> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><DIV><FONT face=3D3DArial size=3D3D2>Mike,</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>I used to use a Lucid but =
>since all of
> =3D
> >this mess I=3D20
> >stopped.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>I'm trying to get stable =
>from square =3D
> >one with the=3D20
> >least amount </FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>of hardware. I am using the
=
>=3D
> >default project=3D20
> >for sure. The only </FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>other thing that I still =
>question is my
> =3D
> >move of=3D20
> >Paris to C:ParisPro .</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>I should think the default =
>project will
> =3D
> >either work=3D20
> >or not. Maybe</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>configs or something else is
=
>=3D
> >fighting during=3D20
> >Paris startup?</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Pats 42 - Miami 7 . . . =
>Halftime and =3D
> >the games=3D20
> >over.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
```

```
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><BLOCKQUOTE=3D20
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
>5px; =3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Mike Audet" <mike@....> wrote in message <A=3D20
> > =3D
> =
>>href=3D3D"news:471b6eb0$1 @linux">news:471b6eb0$1 @linux</A>...</DIV><BR>H=
>i=3D20
> > Tom,<BR><BR>Are you using a default project with PARIS? I'm so
=
>=3D
> >sorry of=3D20
> > this has been<BR>asked and answered already. If so, perhaps it
=
>=3D
> >is=3D20
> > telling card zero to lock<BR>to an external clock, which it =
>can't =3D
> >because=3D20
> > there isn't one.<BR><BR>It would be interesting to attach an =
>external
> =3D
> >clock=3D20
> > source to the MEC and<BR>then start PARIS to see how it =
>behaves. =3D
> >Or, if=3D20
> > the clock generator is fried,<BR>tell paris to lock externally
=
>and see
> =3D
> >what=3D20
> > happens when an external clock<BR>source is =
>applied.<BR><BR>Isn't there
> =3D
> >a=3D20
> > master house synch switch in the cfg file? I've never =3D
> >used<BR>it. =3D2
```

---

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3  
Posted by [xpam\\_mark](#) on Tue, 25 Sep 2007 17:37:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

installed =  
=3D

>=3D3D  
 > >modules.  
 > > > > >This is the same symptom before I repaired one of my mecs =  
 =3D  
 >with  
 > =3D3D  
 > >a  
 > > > > >new chip. The clock light continues to flash too. Never =  
 =3D  
 >locks  
 > =3D3D  
 > >=3D3D3D  
 > > >in.  
 > > > > >  
 > > > > >I am using the simplest setup I can imagine and still =  
 it's =3D  
 >not  
 > =3D3D  
 > >=3D3D3D3D  
 > > > >working.  
 > > > > >Mike A. suggested the .ini file to make sure card A is =  
 0.=20  
 =3D  
 >=3D3D  
 > >I'll =3D3D3D  
 > > >try  
 > > > =3D3D3D3D  
 > > > >=3D3D3D3D3D  
 > > > > >that.  
 > > > > >Pretty sure it's right but who knows?  
 > > > > >Thanks,  
 > > > > >Tom  
 > > > > >  
 > > > > >  
 > > > > >  
 > > > > >  
 > > > > >  
 > > > > >  
 > > > > >  
 > > > > > >"rick" <parnell68@hotmail.com> wrote in message =  
 =3D3D3D3D3D3D  
 > > > > >news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com...  
 > > > > > i know this as dumb as it gets but the bnc is attached =  
 in  
 =3D  
 >the  
 > =3D3D  
 > >=3D3D3D  
 > > >right  
 > > > > > order...right?



> > > > >  
> > > > >  
> > > > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =3D  
>Transitional//EN"&gt;

---

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3  
Posted by [xpam\\_mark](#) on Tue, 25 Sep 2007 17:37:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

t;BR&gt;&gt; =  
=3D3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;&nbsp; &gt;&lt;BR&gt;&gt;&nbsp; &gt;"rick"=20  
&lt;&lt;A=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =  
=3D<BR>&gt;href=3D3D3D3D"<A=20  
=  
href=3D'mailto:parnell68@hotmail.com">parnell68@hotmail.com</A'>mailto:pa=  
rnell68@hotmail.com"&gt;parnell68@hotmail.com&lt;/A</A>&gt;&gt;<BR>&gt;&n=  
bsp;=20  
=3D3D<BR>&gt;&nbsp; &gt;=3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;wrote=20  
in=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; message =  
=3D3D3D3D3D&lt;BR&gt;&gt;=20  
=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =20  
&gt;news:inqgh393an5s4m99qcaojn09vn112t4u6r@4ax.com...&lt;BR&gt;&gt;=20  
=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; &gt;&nbsp; i know this =  
as dumb as=20  
it gets but the bnc is attached in =3D<BR>&gt;=3D3D3D<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;the=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =  
right&lt;BR&gt;&gt;&nbsp;=20  
&gt;&nbsp; order...right?&lt;BR&gt;&gt;&nbsp; &gt;&nbsp; =  
=3D3D3D<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;all the=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =  
cards show=20  
up in paris with the single mec?&lt;BR&gt;&gt;&nbsp; &gt;&nbsp;=20  
=3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;how many=3D3D3D20<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;&nbsp; i/o cards in each mec?&lt;BR&gt;&gt;&nbsp; =  
&gt;&lt;BR&gt;&gt;&nbsp;=20  
=3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; &gt;&gt;&lt;BR&gt;&gt; =  
=3D3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; On Fri, 19 Oct 2007 00:22:39 -0400, =  
"Tom=20  
Bruhl" =3D3D3D<BR>&gt;&nbsp; &gt;&nbsp;=20  
&gt;=3D3D3D3D&lt;BR&gt;&gt;&lt;&lt;A =3D3D3D20 <BR>&gt;&nbsp; &gt;&nbsp; =  
&gt;&nbsp;=20  
=3D3D3D<BR>&gt;&nbsp; &gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20  
=3D<BR>&gt;&gt;href=3D3D3D3D"<A=20



```

> > > >name=3D3D3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D3D3D
> > > >D><BR>><BODY=3D3D3D20
> > > > bgColor=3D3D3D3D3D3D#ffffff><BR>><DIV><FONT =3D
> > > >face=3D3D3D3D3D3DArial=3D3D3D20
> > > > =3D3D3D
> > > >size=3D3D3D3D3D2>Rick,</FONT></DIV><BR>><DIV><FONT=3D3D3D20
> > > > face=3D3D3D3D3D3DArial size=3D3D3D3D3D2>1 mec, no BNC involved.
=
>Paris
> =3D
> >=3D3D3D
> > > >=3D3D3D3D<BR>>boots up so=3D3D3D20
> > > > the=3D3D3D3D20<BR>>1 mec =3D3D3D
> > > >that</FONT></DIV><BR>><DIV><FONT=3D3D3D20
> > > > face=3D3D3D3D3D3DArial size=3D3D3D3D3D2>I'm using shows up but
=
>never =3D
> >any A to
> > =3D3D
> > >=3D3D3D
> > > >=3D3D3D3D<BR>>Ds or=3D3D3D20
> > > > any=3D3D3D3D20<BR>>installed=3D3D3D20
> > > > modules.</FONT></DIV><BR>><DIV><FONT =3D3D3D
> > > >face=3D3D3D3D3D3DArial=3D3D3D20
> > > > size=3D3D3D3D3D2>This is the same symptom before I =3D
> >=3D3D3D3D<BR>>repaired =3D3D
> > >=3D3D3D
> > > >one=3D3D3D20
> > > > of=3D3D3D3D20<BR>>my mecs with=3D3D3D20
> > > > a</FONT></DIV><BR>><DIV><FONT face=3D3D3D3D3D3DArial=3D3D3D20
> > > > size=3D3D3D3D3D2>new chip. The clock light =
> >=3D3D3D3D<BR>>continues =3D
> >to=3D3D3D20
> > > > flash=3D3D3D3D20<BR>>too. Never locks=3D3D3D20
> > > > in.</FONT></DIV><BR>><DIV><FONT face=3D3D3D3D3D3DArial =3D3D3D
> > > >
> > > > size=3D3D3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D3D3D
> > > >face=3D3D3D3D3D3DArial=3D3D3D20
> > > > size=3D3D3D3D3D2>I am using the simplest setup I can =3D3D
> > >=3D3D3D3D<BR>>imagine=3D3D3D20
> > > > and=3D3D3D3D20<BR>>still it's not=3D3D3D20
> > > > working.</FONT></DIV><BR>><DIV><FONT =3D3D3D
> > > >face=3D3D3D3D3D3DArial=3D3D3D20
> > > > size=3D3D3D3D3D2>Mike A. suggested the .ini file =
> >=3D3D3D3D<BR>>to =3D
> >make=3D3D3D20
> > > > sure=3D3D3D3D20<BR>>card A is 0. I'll try=3D3D3D20
> > > > that.</FONT></DIV><BR>><DIV><FONT =3D3D3D

```

> > > >face=3D3D3D3D3DArial=3D3D3D20  
> > > > size=3D3D3D3D3D2>Pretty sure it's right but who=3D3D3D20  
> > > > =3D3D3D3D3D<BR>>knows?</FONT></DIV><BR>><DIV><FONT=3D3D3D20  
> > > > face=3D3D3D3D3DArial=3D3D3D20  
> > > > =3D3D3D3D  
> > > >size=3D3D3D3D3D2>Thanks,</FONT></DIV><BR>><DIV><FONT=3D3D3D  
> > > >=3D3D3D20  
> > > > face=3D3D3D3D3DArial=3D3D3D20  
> > > > size=3D3D3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D3D3D20  
> > > > face=3D3D3D3D3DArial size=3D3D3D3D3D2></FONT> =3D3D3D  
> > > ></DIV><BR>><DIV><FONT=3D3D3D20  
>

---

Subject: Re: OT. Exporting from Cubase SX3 / Nuendo 3  
Posted by [Dedric Terry](#) on Tue, 25 Sep 2007 17:49:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

p;=20  
&gt;&lt;DIV&gt;&lt;FONT face=3D3D3D3DArial =  
size=3D3D3D3D2&gt;&lt;/FONT&gt;=20  
&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&nbsp; &gt;&lt;DIV&gt;&lt;FONT =  
face=3D3D3D3DArial=20  
size=3D3D3D3D2&gt;&lt;/FONT&gt; &lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&nbsp;=20  
&gt;&lt;BLOCKQUOTE=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp;=20  
&gt;&lt;style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =  
=3D<BR>&gt;5px; =3D3D<BR>&gt;&nbsp; &gt;=3D3D3D<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;&lt;BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =  
0px"&gt;<BR>&gt;&nbsp;=20  
&gt;&nbsp; &gt;&nbsp; &lt;DIV&gt;"Mike Audet" &lt;mike@....&gt; wrote =  
in=20  
message &lt;A=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =  
=3D3D3D<BR>&gt;&nbsp;=20  
&gt;&nbsp; =3D3D<BR>&gt;&nbsp; =3D<BR>&gt;&gt;&gt;href=3D3D3D3D"&lt;A=20  
=  
href=3D'news:471b2ec2\$1 @linux">news:471b2ec2\$1 @linux</A>...</DIV><B'>news=  
:471b2ec2\$1 @linux"&gt;news:471b2ec2\$1 @linux&lt;/A&gt;...&lt;/DIV&gt;&lt;B=  
</A>=3D<BR>&gt;R&gt;H=3D3D<BR>&gt;&nbsp;=20  
&gt;&lt;I=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =  
Tom,&lt;BR&gt;&lt;BR&gt;lf=20  
you've only got one card in, then the =  
Mastercard<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp;=20  
&gt;=3D3D3D3D 0<BR>&gt;&nbsp; &gt;&nbsp; =3D3D3D<BR>&gt;&nbsp; =  
&gt;&nbsp;=20  
&gt;&lt;setting is=3D3D3D20<BR>&gt;&nbsp; &gt;&nbsp; &gt;&nbsp; =  
right.&lt;BR&gt; The=20

