
Subject: Training DVD

Posted by [PARIS](#) on Fri, 17 Aug 2007 02:13:11 GMT

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won't guarantee great success with it. There were few options
> with
>>> 3
>>> PCI slots, and

Subject: Re: Training DVD

Posted by [excelav](#) on Fri, 17 Aug 2007 05:22:36 GMT

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gt;>>>
>>>>>So, you would not have to purchase a new PC. he PC(s) you are are more
>>>>than
>>>>>enough..
>>>>>
>>>>
>>>>
>>>>
>>>
>>
>Yepperdoodle

Neil wrote:

> I'll check

Subject: Re: Training DVD

Posted by [PARIS](#) on Fri, 17 Aug 2007 06:48:17 GMT

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r />

>>> I had the tempo track activated & everything, so I dunno what
>>> could be the problem. Normally I program everything on my
>>> Fantom & import the MIDI files into SX in SMF-1 format &
>>> everything syncs up perfectly... any ideas WTF might be going
>>> on or if I'm doing anything wrong????

>>>

>>> Neil

>It works quite well. There are issues of manufacturers (ahem... Digi...) changing their implementations with new revisions and causing headaches for everyone else - particularly AAF - so at least with EDL Convert, you can convert to a format the recipient app can open. It can read and open PT 5 and earlier sessions (version 4 - 5 of course moving up to PT7); EDLs from mo

Subject: Re: Training DVD

Posted by [John \[1\]](#) on Fri, 17 Aug 2007 11:34:54 GMT

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st

everything (Sam/Sequoia, Sonic Studio, Vegas, discreet); Cool Edit
Pro/Audition .sess; OpenTL; AES31; OMF

Subject: Re: Training DVD

Posted by [PARIS](#) on Sat, 18 Aug 2007 10:16:57 GMT

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;
>>First, do you folks who work a lot with acoustic drums usually do this?
>If
>>not, do you do something else?
>>
>>Thanks,
>>
>>TCB
>No reference projects??!?!?!?!?

Chuck, thank you so much for all the work you did. I'm very, very aware

Subject: Re: Training DVD

Posted by [Robert](#) on Sat, 18 Aug 2007 18:40:05 GMT

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/>
PS - I don't know if you've seen my little site at [ensoniq.ca](#), but you've
got a very special thanks right at the top.

"chuck duffy" <c@c.com> wrote:

>
>Mike,
>
>The Mac stuff is built under Code Warrior, not visual C++. It's a real
nightmare,
>and if you think it was hard to grok the Visual C++ side, think about doing
>it with no reference projects. Yikes.
>
>Chuck
>
>"Mike Mullin" <lunarlordship@sympatico.ca> wrote:

>>
>>I'm in and thanks Mike.
>>cheers,
