
Subject: UAD headroom fix in Paris

Posted by [Rod Lincoln](#) on Tue, 09 Oct 2007 20:53:54 GMT

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</DIV>

<DIV>At Paris start up it says: =
StockFx.dll not=20

found twice.</DIV>

<DIV>It also says: mod3a.dll in system32 =
folder not=20

a valid Windows image.</DIV>

<DIV> </DIV>

<DIV>I think I should just remove the =
mod3a.

Subject: Re: UAD headroom fix in Paris

Posted by [Tom Bruhl](#) on Tue, 09 Oct 2007 22:57:56 GMT

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ed tissue out in that

> direction... it did take a long time, I went in there at 830am &
> got out at about 3:00. So, anyway, because of that, the nail
> (which they had to yank out completely, of course) may or may
> not grow back either at all or properly/normally, which is not
> a big deal at all, of course, it's just a lot more tissue gone
> than they thought they'd have to take, but it's more on the
> upper area of the finger, which doesn't have anything to do
> with playing anything. The great news is the side of the
> finger... the fact that they only had to go down about halfway
> there, all the way across; and didn't even have to touch the
> pad/underside at all (which it looked at first like they'd have
> to do)!

>

> So all-in-all, I think I lucked-out! :)</p>
</div>
<div data-bbox="69 689 86 703" data-label="Text">
<p>></p>
</div>
<div data-bbox="68 706 630 759" data-label="Text">
<p>> Right now it's hurting like a son of a bitch, and no, they

> didn't give me any pain meds - which is probably fine because

> I need to be able to go into work, anyway.</p>
</div>
<div data-bbox="69 762 86 775" data-label="Text">
<p>></p>
</div>
<div data-bbox="68 777 602 849" data-label="Text">
<p>> It'll be all wrapped-up in this big ol' bandage until the end

> of the day today when i'm supposed to take it off, clean the

> area, and put a smaller one on... a process which i'm not

> looking forward to! lol</p>
</div>
<div data-bbox="69 852 86 865" data-label="Text">
<p>></p>
</div>
<div data-bbox="68 867 604 921" data-label="Text">
<p>> So, bottom line: better outcome than we originally thought,

> it'll be useless & just in the way for about two months for all

> practical purposes (it took me about a half an hour to type</p>
</div>

> this reply, for example LOL!), until the healing is at a more
> advanced stage, but after that it should be fine the doc says.
>
> Thanks for checking!
>
> Neil
>
>> bill@billlorentzen.com> wrote:
>> Yeah. What up?
>>
>> DJ wrote:
>>> How are you doing man?
>>>
>>>
>This is a multi-part message in MIME format.

-----=_NextPart_000_009F_01C81710.3667D870
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Aaron,
I should have mentioned this started happening after I installed the
newer (but not Mikes yet) Paris effects. The FreQ or modulation bundle=20
don't show up either. They're probably one of the problem here.

Tom

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:4720b46a@linux...

Hey Aaron,
This is a clean install or so I thought. Should I try to replace the =
files
it's looking for or do I need to do a complete reinstall? No Pace.

Today's the day.
Tom

"Aaron Allen" <know-spam@not_here.dude> wrote in message =
news:4720412a@linux...

This sounds like you have a bad/corrupt set of files to me. Did you =
try another installer?

Also, if you still have 2.1 or 2.2, have you tried that as well?
If you pulled this from an image (ghost, acronis, PING, etc...) I'd =
bet on a bad image. If not, I'd bet on bad installer. Either way, I =
think you're fooling with corrupted files.

AA

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =

news:47203fcd@linux...

Hey everyone,

I am functional but barely right now. One 442 with no SPDIF is no = bargain...

Major problems with newest install and computer:

At Paris start up it says: StockFx.dll not found twice.

It also says: mod3a.dll in system32 folder not a valid Windows = image.

I think I should just remove the mod3a.dll from the system32 = folder right?

StockFx.dll should have been part of the Paris install right? = Where

can I find it and where does it go? Paris Pro folder?

Paris also works smoothly except two of the three C-16s won't work = entirely right.

I tried to get them all working in classic mode but the = configuration is never saved.

It remains C-16 1 is Classic and 2 & 3 are Pro mode.

I saved the project before resarting though. Hmmm? Everything = else seems to save ok.

The audio on card B never works. I have to assign Submix 2 to = Card C. I've tried two cards

with the same results. I'll try another. Paris closes fine but a = Windows error comes up and=20

asks if I want to send it to their sorry asses everytime. No BSOD = though.

Lots of nutty stuff here but at least it kinda works.

Any tips would be great at this time. I have two days to get in = tip top shape for

real work. I wish I knew more.

Thank

Subject: Re: UAD headroom fix in Paris

Posted by [Aaron Allen](#) on Tue, 09 Oct 2007 22:59:16 GMT

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br />

>>Yeah. What up?

>>

>>DJ wrote:

>>> How are you doing man?

arpeggio@comcast.net

<mailto:arpeggio@comcast.net>

wrote
in
message

[news:471f0f51\\$1@linux](news:471f0f51$1@linux)...
Clean install or so I thought.

Three cards,

C16s, 1=

SPDIF isn't outputting
signal

2 of the 3 C-16s send now line to middle of

song

```
rewind.<BR> &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&a mp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&=
```

p

Subject: Re: UAD headroom fix in Paris

Posted by [neil\[1\]](#) on Wed, 10 Oct 2007 03:43:27 GMT

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```
> p = 20
```

No audio from card B except solo=20

$$=$$

$\text{bus} \leq n$

$$=$$

 > &a mp; &=&
; & ; &=&
 &=20

At start up messages read missing stuff.=20

$$=$$
[illegible]

Nothing about audio=20

$$=$$
[illegible]

Subject: Re: UAD headroom fix in Paris

Posted by [Rod Lincoln](#) on Wed, 10 Oct 2007 04:47:28 GMT

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ear what has already been processed by Melodyne.

Ted

"Gantt Kushner" <ganttmann@comcast.net> wrote:

 $\vee$

>Hi Ted,
>
>I'm not sure I understand what you're saying. When I use Autotune in Paris
>I render the bit of the track that I want to tune and then open it in the
>wave editor where I tune it. I almost never use Autotune as a real time
>plugin. Is that more or less how Melodyne works?
>
>Thanks!
>
>Gantt
>
>"Ted Gerber" <tedgerber@rogers.com> wrote:
>>
>>Same here, Melodyne is quite good. The only thing that's different than
>
>>Autotune etc is that it records the file to be corrected, and plays _that_
>>file back
>>as opposed to being real time. Which means if you make any edit changes
>on
>>
>>the track later, you have to re-process it in Melodyne plug-in, otherwise
>>you won't hear them.
>>
>>Ted
>>
>>
>>"Ab" <ab.vangoor@wanadoo.fr> wrote:
>>>
>>>Yes, you can set Pitch'nTime as the default plug-in instead of Logic's
>>>pitch and timing algorithms. Afaik, it's P'nT LE only (licensed on an iLok
>>>dongle).
>>>I don't know about the waves plug-in, but I suppose it's possible.
>>>For serious pitch and timing corrections I highly recommend Melodyne Plug-in,
>>>or better still the full version.
>>>
>>>Regards,
>>>Ab
>>>
>>>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>>
>>>>Does Logic allow pitch and time changing using plugins like Pitch'nTime
>>>>and
>>>>the Waves Transform bundle's Shifter?
>>>>
>>>>Thanks!
>>>>
>>>>Gantt
>>>>

>>

>Here's a link to a kernel trap story. It's about linux, of course, so it's not specifically germane to M\$oft or Fruit Based Comput

Subject: Re: UAD headroom fix in Paris

Posted by [Neil](#) on Wed, 10 Oct 2007 12:23:35 GMT

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;>news:4720b46a@linux...</DIV>

> <DIV>Hey Aaron,</DIV>

> <DIV>This is a clean install or so =

I =3D

>thought. =3D20

> Should I try to replace the files</DIV>

> <DIV>it's looking for or do I need =

to do a

=3D

>complete=3D20

> reinstall? No Pace.</DIV>

> <DIV> </DIV>

> <DIV>Today's the day.</DIV>

> <DIV>Tom</DIV>

> <DIV> </DIV>

> <DIV> </DIV>

> <BLOCKQUOTE dir=3D3Dltr=3D20

> style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

=3D

>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

> <DIV>"Aaron Allen" <<A=3D20

> =3D

=

>href=3D3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude> =

=3D

>wrote=3D20

> in message <A =3D

>href=3D3D"news:4720412a@linux">news:4720412a@linux...</DIV>

> <DIV>This sounds like you have a =

=3D

>bad/corrupt set of=3D20

> files to me. Did you try another installer?</DIV>

> <DIV>Also, if you still have 2.1 =

or 2.2,

=3D

>have you=3D20

> tried that as well?</DIV>

> <DIV>If you pulled this from an =

image =3D

>(ghost,=3D20
> acronis, PING, etc...) I'd bet on a bad image. If not, I'd bet on =
=3D
>bad=3D20
> installer. Either way, I think you're fooling with corrupted=3D20
> files.</DIV>
> <DIV> </DIV>
> <DIV>AA</DIV>
> <BLOCKQUOTE dir=3D3Dltr=3D20
> style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px; =3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Tom Bruhl" <A=3D20
> href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net> =
=3D
>wrote in=3D20
> message <A =3D
>href=3D3D"news:47203fcd@linux">news:47203fcd@linux...</DIV>
> <DIV>Hey everyone,</DIV>
> <DIV><FONT fac

Subject: Re: UAD headroom fix in Paris
Posted by [Rod Lincoln](#) on Wed, 10 Oct 2007 12:53:16 GMT
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T face=3D3DArial size=3D3D2>I think I should just =
remove the
=3D
>mod3a.dll=3D20
> from the system32 folder right?</DIV>
> <DIV>StockFx.dll should have =
been part
=3D
>of the=3D20
> Paris install right? Where</DIV>

Subject: Re: UAD headroom fix in Paris
Posted by [IOOIU](#) on Wed, 10 Oct 2007 14:11:25 GMT
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p;gt;<FONT =

face=3D3DArial size=3D3D2>I should have mentioned this started=20
=3D
>happening=3D20
>after I installed=20
the</DIV>
></DIV><FONT face=3D3DArial =

size=3D3D2>newer (but not Mikes yet) Paris =
=3D
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The=3D20
>FreQ or modulation bundle=20
</DIV>
></DIV></FONT face=3D3DArial=20
size=3D3D2>don't show up either. </FONT=20
=3D
>face=3D3DArial=3D20
&

Subject: Re: UAD headroom fix in Paris
Posted by [Cujjo](#) on Thu, 11 Oct 2007 00:03:59 GMT
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linux..." target="_blank">1@linux...
>>
>> yay
>
>=20

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_010B_01C8172F.E3692640

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>DJ,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I had that happen a few times in 2.01 =
with=20
TimeStretch recently.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"DJ" &lt;animix _ at _ animas _ dot _ net>&gt; wrote in message <A =
href=3D"news:472040f2@linux">news:472040f2@linux</A>...</DIV>I've been =
```

