
Subject: _tpt QueProject: . . . 0029 Error
Posted by [Rich.Kelley](#) on Thu, 17 Jul 2014 06:34:58 GMT
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I'm getting a _itptQueProject:Error in queuing project:Error Code: 1879048233/70000029 on a project in 3.0. I don't get this error in 2.11. I've tried to do everything the Wiki suggests on this error, but the only thing that seems to fix it is to not have any virtual submixes. Submix 1 seems to be the biggest source of the problem, but I'm not sure it's the only source. Nothing I've done in submix 1 with changing cross fades fixes the problem. There is nothing obvious to me that is a problem with any track.

No virtual submixes are going to be a problem for me - to the point that if this is a 3.0 issue I think I'd rather use 2.11, even though I can't see half of my effects.

Is there any solution to this problem, or any way I can troubleshoot the problem area. I've already wasted hours chasing this down. I'm using the original XP driver. Would using Mike's new driver (which I own) help?

Subject: Re: _tpt QueProject: . . . 0029 Error
Posted by [danielcornelius](#) on Sat, 19 Jul 2014 18:37:26 GMT
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Did you have some aktive loops in the projekt ? So you have to break the loop.

Subject: Re: _tpt QueProject: . . . 0029 Error
Posted by [Rich.Kelley](#) on Sat, 19 Jul 2014 20:42:43 GMT
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No loops that I intentionally set-up. I'll go look to make sure nothing weird happened and one got in there.

Thanks for the response.

Subject: Re: _tpt QueProject: . . . 0029 Error
Posted by [Rich.Kelley](#) on Mon, 21 Jul 2014 03:54:40 GMT
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Good news. I was able to finally find the error. There were some tracks (fortunately scratch tracks) in one submix that were the root cause of the problem. I was missing it because of the order that I was doing the virtual submixes, but in the end the virtual submixes weren't the problem. Since I removed the tracks from the project it's had no problems.

A special thanks to Mike Audet who offered to help me out with this. In this case I was able to figure it out.

Thanks to all for the suggestions.

Subject: Re: _tpt QueProject: . . . 0029 Error
Posted by [Ted Gerber](#) on Mon, 21 Jul 2014 12:05:13 GMT
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Glad to hear -

Do you mind specifying what about those tracks was a problem? Edits? Sample rates? Imported from another program? I can't think of what in an audio track itself would not not work.

Thanks

Ted

Subject: Re: _tpt QueProject: . . . 0029 Error
Posted by [Rich.Kelley](#) on Mon, 21 Jul 2014 17:15:21 GMT
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An excellent question and one I tried to answer yesterday. It took me several hours just to figure out that there was a specific submix were causing the problem. I then needed to figure out which tracks in that submix were the issue. I had to spent a lot time isolating tracks to find the problem ones. There was nothing obvious in the identified tracks that should have been an issue. After hours of this detective work I ultimately gave up. I just ran out of time and patience and I had gotten the project to run again. I wanted to get back to making music.

What I can tell you:

- The tracks were recorded at 44.1/24 bit in Paris 2.11.
- There appeared to be eight tracks that were the root of the problem. Five were on tracks 1-5 and the other three were on tracks 14-16. They were all originally recorded on a different track in the same submix and moved to those locations.
- Most of the tracks had a lot of edits, though it appeared there were two tracks with no edits that were also causing problems. There were a lot of tracks with lots of edits in other submixes and I had no problem with those.
- When I moved the tracks to empty submix (#8), that submix generated all of the same errors as the tracks in the original submix.
- Paris 2.11 had no issue (that I'm aware of) with these tracks. I was however getting a weird error where Paris would completely lock up, but that error could have been due to my disk cache

in paris.cfg being set too low or to a possible IRQ conflict with and EDS card and a Matrox video card.

- Increasing disk cache even to 21000 did not affect the problem.

- Since I've removed the offending tracks (and set paris.cfg per the instructions in the Wiki, and moved EDS and Matrox cards so the Matrox and EDS don't share any IRQs) Paris 3.0 has been solid. That's like four hours of work with no lock-ups last night. So not a huge sample size, but longer than I've gone without an issue in months.

Subject: Re: _tpt QueProject: . . . 0029 Error
Posted by [Ted Gerber](#) on Tue, 22 Jul 2014 23:43:58 GMT
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Thanks for the reply.

Curious...

Subject: Re: _tpt QueProject: . . . 0029 Error
Posted by [Kim W.](#) on Fri, 06 Mar 2015 14:32:33 GMT
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Just for reference,
I was getting a similar error recently when using my new build.
I remembered that adding this line manually into the config file solved the problem in my old system.

MIDIPlayDisabled=1

The midi implementation is useless anyway, so this line should be added to everyones V3 config file.

Subject: Re: _tpt QueProject: . . . 0029 Error
Posted by [Wayne](#) on Sun, 08 Mar 2015 21:01:51 GMT
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For another ref:

Most of my lock ups are due to too many edits on a track or multiple ie, stereo tracks (two channels).

May or may not be a reason for this error, but I've found that when I have even just one track with numerous edits I highlight the entire track and use the crossfade tool and put linear crossfade on the start and end.

A quick check to find problem crossfades in a submix is:

1. select all (all tracks highlighted in red)
2. open the crossfade tool
3. if a red crossfade is visible, you have a bad crossfade
4. either select a crossfade on all the tracks or find the offending edit

During editing, I end up selecting all on all my submixes (one submix at a time) and selecting the 1st linear crossfade on both sides. This does not always fix a track for bouncing but many times it does. When it does not fix the track on a bounce then I just hard pan the track left, mute all others, route the L main mix out in the patch bay to an open channel and playback and record the edited track to a new track with no EQ/efx/raw. I check it to the original and if good, blow away the heavy edited track, move the new track to the original location and PARIS plays nice.

Wayne
