
Subject: Ah HA!!!!... German logic?

Posted by [DJ](#) on Sat, 14 Jul 2007 21:46:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

I "may" have found the fix for the patching wierdness. It seems that Cubase may want the external hardware to be patched from top to bottom according to the way it numbers it's inputs and outputs when they are recognized.

IOW, if I create my favorite external instruments in the same order that the I/O show up, then if I want the left channel of my TL Audio EQ to be the first external instrument, it would be patched to Multiface analog I/O #1 because that's the first one that shows up in the I/O list. If I wanted the left channel of my Demeter compressor to be on analog I/O #15, I would have to create it as the 15th external processor in the "favorites".

It looks like this may be the situation. I will be testing this further over the weekend. It's a time consuming situation and not the way "I" would have done it, but if it is the answer, dealing with this doofussness is much better than having to repatch all the processors.

sheesh!!!!!!

Subject: Re: Ah HA!!!!... German logic?

Posted by [DJ](#) on Sat, 14 Jul 2007 22:03:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

oh yeah.....this would be a workaround, since if the program was functioning normally, it would save whatever was patchede to whatever else. All this will do is allow "it" to do the patching by default.....but anyway...whatever "it" wants to do, I guess I'm fine with,.

;oP

"DJ" <animix__at__animas__dot__net> wrote in message news:46994594@linux...

>I "may" have found the fix for the patching wierdness. It seems that Cubase
>may want the external hardware to be patched from top to bottom according
>to the way it numbers it's inputs and outputs when they are recognized.

>

> IOW, if I create my favorite external instruments in the same order that
> the I/O show up, then if I want the left channel of my TL Audio EQ to be
> the first external instrument, it would be patched to Multiface analog I/O
> #1 because that's the first one that shows up in the I/O list. If I wanted
> the left channel of my Demeter compressor to be on analog I/O #15, I would
> have to create it as the 15th external processor in the "favorites".

>

> It looks like this may be the situation. I will be testing this further

> over the weekend. It's a time consuming situation and not the way "I"
> would have done it, but if it is the answer, dealing with this doofussness
> is much better than having to repatch all the processors.
>
> sheesh!!!!!!
>

Subject: Re: Ah HA!!!!... German logic?
Posted by [John \[1\]](#) on Sat, 14 Jul 2007 22:24:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

You'll never crack the German logic. hehe

Oh, If you want to link channels it will hose up the record enabling, so you need to FIRST record enable the group of channels you want to link (like 10 drums), THEN LINK them. Then it works fine so far ;-)

If you don't do it that way then only some of the record enabled / linked tracks will actually record.

John

Subject: Re: Ah HA!!!!... German logic?
Posted by [neil\[1\]](#) on Sun, 15 Jul 2007 15:53:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey Deej, another thing I just thought of is: Did you ever try refreshing your VST connections? On my last PC I used to have to do this quite a bit, for no known reason (I still feel like it was a chipset issue - the PC before that one & the current one were & are both so rock-solid stable with the Cubase/RME combo. I just needed more power, Scotty!!! lol). Anyhoo - you know where I'm referring to, right? You go into the Devices submenu, you find your i/o listings & you hit "refresh" & if anything wasn't showing up upon your PC loading the drivers, it'll detect it & repopulate the list.

IOW, if you had an external patch for a vocal compressor on channel 6 in & out on your Multiface, and it wasn't detecting that channel properly upon loading, then all of a sudden that piece of hardware would show up on the next available channel it DID detect. So let's say you had a Distressor on vox on the aforementioned channel six, and a dbx comp on the Multi's channel 7 on bass, and let's say for the sake of this example that ch six was the only channel that wasn't detected upon boot-

up, it might bump the distressor up to channel 7 & the dbx comp up to channel 8! That would pretty much screw up your patching/routing assignments, esp if it were to do something screwy like detect ch 6's in put, but not the output, and ch 3's output, but not the input, and those both happened to be channels that you had external EFX routed through.

Does this sound like what might possibly be happening in your case?

Neil

"John" <no@no.com> wrote:

>

>You'll never crack the German logic. hehe

>

>Oh, If you want to link channels it will hose up the record enabling, so

>you need to FIRST record enable the group of channels you want to link (like >10 drums), THEN LINK them. Then it works fine so far ;-)

>

>If you don't do it that way then only some of the record enabled / linked >tracks will actually record.

>

>John

Subject: OH ****!!!!... German logic?

Posted by [DJ](#) on Sun, 15 Jul 2007 16:16:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'll try this. I just fired up the system and all of my patches were intact, but when I started to play back a project, all of the relative levels were so out of whack that I just can't believe it. This isn't the phenomena where you come back to a mix after a night's rest with fresh ears and hear it differently. this is "drastic" shit.....some (but not all) of the tracks with UAD-1 plugins and some (but not all) of the tracks with hardware processors are doing it. If I can't get it back, I'm gonna have to just save it, zero the mix, which will mean that my automation may need to be shitcanned as welll. Luckily, I've got a couple of bounces that I can live with (but am not entirely happy with) for this song. Nuendo 3 is looking better and better.

"Neil" <IOUOIU@OIU.com> wrote in message news:469a42eb\$1@linux...

>

> Hey Deej, another thing I just thought of is: Did you ever try
> refreshing your VST connections? On my last PC I used to have
> to do this quite a bit, for no known reason (I still feel like
> it was a chipset issue - the PC before that one & the current
> one were & are both so rock-solid stable with the Cubase/RME
> combo. I just needed more power, Scotty!!! lol). Anyhoo - you
> know where I'm referring to, right? You go into the Devices
> submenu, you find your i/o listings & you hit "refresh" & if
> anything wasn't showing up upon your PC loading the drivers,
> it'll detect it & repopulate the list.

>
> IOW, if you had an external patch for a vocal compressor on
> channel 6 in & out on your Multiface, and it wasn't detecting
> that channel properly upon loading, then all of a sudden that
> piece of hardware would show up on the next available channel
> it DID detect. So let's say you had a Distressor on vox on the
> aforementioned channel six, and a dbx comp on the Multi's
> channel 7 on bass, and let's say for the sake of this example
> that ch six was the only channel that wasn't detected upon boot-
> up, it might bump the distressor up to channel 7 & the dbx comp
> up to channel 8! That would pretty much screw up your
> patching/routing assignments, esp if it were to do something
> screwy like detect ch 6's in put, but not the output, and ch
> 3's output, but not the input, and those both happened to be
> channels that you had external EFX routed through.

>
> Does this sound like what might possibly be happening in your
> case?

>
> Neil

>
>
>
>
> "John" <no@no.com> wrote:

>>
>>You'll never crack the German logic. hehe
>>
>>Oh, If you want to link channels it will hose up the record enabling,
> so
>>you need to FIRST record enable the group of channels you want to link
>>(like
>>10 drums), THEN LINK them. Then it works fine so far ;-)
>>
>>If you don't do it that way then only some of the record enabled / linked
>>tracks will actually record.

>>
>>John

>
