
Subject: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!!!

Posted by [DJ](#) on Wed, 11 Jul 2007 03:31:43 GMT

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Every time I close a project and then reopen it, various patches to my external gear are disabled.....especially prevalent on the inputs, but not always, and sometimes the outputs are reassigned to different ones. I never know what I'm going to be faces with when I recall a project. Sometimes it takes me 10-15 minutes just hunt everything down to repatch.

This really sucks.....and I mean to the point that I'm about to kick this damn thing out the window. Does Nuendo do this too? I need to be able to save a project with AD/DA's assigned to external processors and be able to recall it.....CONSISTENTLY!!!. This ****FUCKING POS**** is about to PISS ME OFF!!!!

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!!!

Posted by [Neil](#) on Wed, 11 Jul 2007 05:09:30 GMT

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May I suggest something?

OK, I'm using my system as an example here since you & I have different convertor sets, but follow for a moment & maybe this will help if you apply similar principals to your setup...

I have two Multifaces... let's say I have various inputs on Multiface #1 assigned to INPUTS as follows in the "VST Connections" dialogue:

Multiface ch1 = Mono Input/Kick
MF Ch 2 = Mono Input/Snare
MF Ch 3 = Mono Input/Hat
MF Ch 4 = Mono Input/Cowbell & digital cowbell sample triggers
MF Ch's 5&6 = Stereo Input/OH's
MF Ch's 7&8 = Stereo Input/Drum Room-Ambience Mics
MF Ch's 9&10 = (SPDIF/Not used in this scenario)
MF Ch's 11 to 14 = ADAT (Lightpipe) inputs used for 4 tom mics.

.... and the only OUTputs you have assigned are:

MF Ch's 1&2 (OUTPUTS) = main monitors

OK, so that wipes out ALL the inputs except for SPDIF in the first Multiface, yes? All the other inputs would have to be routed through the 2nd Multiface in this scenario... here's the thing... when you get to mixdown & external EFX routing, let's say you want your VST connections to look like this on your

first (Master!!!) Multiface - i.e the same one as above:

MF Ch's 1&2 OUTPUTS = main monitors (no change there)
MF Ch 3 OUTPUT = send to external EFX/Distressor on vox track
MF Ch 3 INPUT = return from external EFX/Distressor on vox track
MF Ch 4 OUTPUT = send to external EFX/Massenburg EQ on kik
MF Ch 4 INPUT = return from external EFX/Massenburg EQ on kik
MF Ch's 5&6 OUTPUTS = send to external Lexi 480L, Engine "A"
MF Ch's 5&6 INPUTS = return from external Lexi 480L, Engine "A"
MF Ch's 7&8 OUTPUTS = send to external Lexi 480L, Engine "B"
MF Ch's 7&8 INPUTS = return from external Lexi 480L, Engine "B"
MF CH's 9&10 OUTPUTS = SPDIF to Quantec Yardstick IN's/Sends
MF CH's 9&10 INPUTS = SPDIF to Quantec Yardstick OUTS/Returns
<lightpipes not used in mixdown in this example>

Quite a bit different routing scenario than the one you used for tracking, yes? I suspect what's happening is that you're not saving your VST connections routing - if that's the case, every time you open up a project it'll take you to the last "saved" version, including any routing changes you've made & saved, but NOT any routing changes you've made, but not saved!

You can save these routing/patching changes in one of two ways:

1.) set up all your routing for your patching & external EFX, and make sure you save the project again once you do that (either under a new project name or just overwrite what you've got... I tend to save under a new name in case I fuck anything up - or simply hate what I've done - and need to go back :))

2.) Save your routing scenarios in the "VST Connections" dialogue... there's an option that let's you save those... you could go from:

"ScreamingOkapis-SongOfWorldPeace-BasicTrackRouting", to...
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"ScreamingOkapis-SongOfWorldPeace-VocalOverdubs", to...
"ScreamingOkapis-SongOfWorldPeace-MixdownRoutingA", to...
"ScreamingOkapis-SongOfWorldPeace-MixdownRoutingB"

Now, it's true I have SX3 and you have C4, but I would bet it's the same basic idea. Got it? Kewl?

Let us know if that works for you.

Neil

"DJ" <animix _ at _ animas _ dot _ net> wrote:
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>external gear are disabled.....especially prevalent on the inputs, but not

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Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!

Posted by [DJ](#) on Wed, 11 Jul 2007 05:27:57 GMT

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BTW.....there's a Neve Portico tape emulator on Gearslutz for \$1200.00 right now (or at least there was last night). You need this.

;o)

"Neil" <OIUOIU@.com> wrote in message news:4694660a\$1@linux...

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> different convertor sets, but follow for a moment & maybe this

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Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!

Posted by [Dedric Terry](#) on Wed, 11 Jul 2007 05:29:06 GMT

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DJ - I would bet this is what is happening as well. I/O assignments are global, not on a per project basis.

In N3 this is the only reason I end up with re-routed I/O - the reason being that your default or last project may have a different setup and in order to accommodate regular I/O assignments, external gear is taken offline Saving your I/O assignments, including CR setup can be a lifesaver, assuming this is the problem you are seeing.

Do note that the two (VST I/O and the control room config) are separate and you need to save both, even though they will impact one another when allocating I/O (if you use the Control Room at least - it is **not** saved with the I/O presets at the moment, though I think it should).

This is also one feature I would ask for in N4/C4.x - I/O and Control Rooms settings saved with each project, in addition to retaining global preset list/default setting option.

Hope that solves the problem DJ - I know rerouting is massively frustrating.

Regards,
Dedric

On 7/10/07 11:09 PM, in article 4694660a\$1@linux, "Neil" <OIUOIU@.com> wrote:

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Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!
Posted by [Neil](#) on Wed, 11 Jul 2007 05:44:30 GMT
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"DJ" <animix _ at _ animas _ dot _ net> wrote:
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tonight so I've shut it down.

OK, good - read it again & print it out in the morning lol

>BTW.....there's a Neve Portico tape emulator on GearslutZ for
>\$1200.00 right now (or at least there was last night). You
>need this.

Kewl, send me the link - though I may not need it, I think this
week I have found the "secret of glue" in Cubase :) :D) :D)
Kinda like "the Riddle of Steel" in Conan the Barbarian, but
different :D

Neil

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!
Posted by [John \[1\]](#) on Wed, 11 Jul 2007 11:27:26 GMT
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DJ did you try posting your rant to the Cubase forum or do you prefer to post
DAW questions to the competitors forums?

Cubase 4 is fantastic! Last night I was using the MEAP multi export and
had it automatically drop through 40 tracks and export them to individually
numbered + track name files. Yeah baby.

Is it possible you have built something too complex again?

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!

Posted by [DJ](#) on Wed, 11 Jul 2007 14:08:11 GMT

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"Neil" <OIUOIU@OIU.com> wrote in message news:46946e3e\$1@linux...

>

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> Neil

<http://www.gearslutz.com:80/board/gearslutz-secondhand-gear-classifieds/133056-portico-5042-tape-emulator.html>

Tell me about the glue

;o)

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!

Posted by [DJ](#) on Wed, 11 Jul 2007 14:13:56 GMT

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"John" <no@no.com> wrote in message news:4694be9e\$1@linux...

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Hey John,

I don't post to the Cubase forum. It does absolutely no good. I post here and get answers. I wouldn't exactly call Paris a competitor to Cubase.....more like a parallel universe.....and yes, of course I may have built something too complex. That's the meaning of life around here ;o). However, everything works disgustingly well, with the exception of saving the I/O.

I'm going to look into this some more tonight.

;o)

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!

Posted by [DJ](#) on Wed, 11 Jul 2007 14:25:31 GMT

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Ok Neil,

I have reread your post.

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> (either under a new project name or just overwrite what you've
> got... I tend to save under a new name in case I fuck anything
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I have done this. Doesn't make any difference.....probably because.....

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> "ScreamingOkapis-SongOfWorldPeace-MixdownRoutingA", to...
> "ScreamingOkapis-SongOfWorldPeace-MixdownRoutingB"

I have not done this, but I will try it. I think herein may lie the (Germanically screwballishly logical) answer.

;o)

"Neil" <OIUOIU@.com> wrote in message news:4694660a\$1@linux...

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Posted by [DJ](#) on Wed, 11 Jul 2007 14:46:58 GMT
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What astounds me is that it "wouldn't" do this by default. Unbelievable.

;oP

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!
Posted by [Dedric Terry](#) on Wed, 11 Jul 2007 18:03:55 GMT
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Without a doubt. Makes me wonder if ASIO is disconnected in some way that makes this less than trivial. If it were trivial, and if I were a programmer at SB, I would have changed this during

my lunch hour, just because it's annoying.

I have a feeling this is on the horizon though - the new control room concept and studio management is designed to replace the hardware mixer/outboard system - and that includes (or should) patch bays that would change from project to project.

Dedric

"DJ" <animix _ at _ animas _ dot _ net> wrote in message news:4694eeeb\$1@linux...

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Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!

Posted by [Neil](#) on Wed, 11 Jul 2007 21:42:15 GMT

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"DJ" <animix _ at _ animas _ dot _ net> wrote:

>

>"Neil" <OIUOIU@OIU.com> wrote in message news:46946e3e\$1@linux...

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> <http://www.gearslutz.com:80/board/gearslutz-secondhand-gear-classifieds/133056-portico-5042-tape-emulator.html>

ARGH! I have to sign up & register for Gearslutz in order to log in & see the post?

>Tell me about the glue

I'll post a link later so you can actually hear the glue.

Neil

Subject: Re: Arrrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!
Posted by [audioguy_editout_](#) on Sat, 14 Jul 2007 06:08:42 GMT
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My I/O routing is saved with N3.... I don't get this. If I open different project files, I have different I/O set-ups in each.

David.

Dedric Terry wrote:

> DJ - I would bet this is what is happening as well. I/O assignments are
> global, not on a per project basis.
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>>>
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>>>save a project with AD/DA's assigned to external processors and be able
>>
>>to
>>
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>>
>>>OFF!!!!
>>>
>>>
>>
>

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!

Posted by [DJ](#) on Sat, 14 Jul 2007 14:00:26 GMT

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This is a multi-part message in MIME format.

-----=_NextPart_000_0359_01C7C5ED.0AC879A0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

I called Steinberg USA. They called Germany. I got the following in an =
e-mail:

Maybe the 2x audio cards are cascaded differently each time on booting =
up the machine? This would explain how the busses are set wrong in =
Cubase as a result of the changed hardware order. Maybe a driver issue =
or control panel setup question here.

Check with RME to be sure that you have the latest driver, and also see if there is anything they can recommend to stop the cards from altering their boot order. I hope this information helps, let me know if there is anything else I can do.

Nice theory, but wrong. I have the latest drivers and all of these cards midi I/O are patched into a big midi patchbay and quite a bit of the digital I/O is patched into a Frontier Apache. If the cards were initializing differently each time, then the patchbay assignments would get scrambled. These patches remain consistent. the only thing that doesn't remain consistent is Cubase 4.

As I said before, Cubase 4 must DIE!!!!

"Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote in message news:469869c6\$1@linux...

> My I/O routing is saved with N3.... I don't get this. If I open different project files, I have different I/O set-ups in each.

>=20

> David.

>=20

> Detric Terry wrote:

>> DJ - I would bet this is what is happening as well. I/O assignments are

>> global, not on a per project basis.

>>=20

>> In N3 this is the only reason I end up with re-routed I/O - the reason being

>> that your default or last project may have a different setup and in order to

>> accommodate regular I/O assignments, external gear is taken offline = Saving

>> your I/O assignments, including CR setup can be a lifesaver, assuming = this

>> is the problem you are seeing.

>>=20

>> Do note that the two (VST I/O and the control room config) are separate and

>> you need to save both, even though they will impact one another when

>> allocating I/O (if you use the Control Room at least - it is *not* saved

>> with the I/O presets at the moment, though I think it should).

>>=20

>> This is also one feature I would ask for in N4/C4.x - I/O and Control =
Rooms
>> settings saved with each project, in addition to retaining global =
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>> list/default setting option.
>>=20
>> Hope that solves the problem DJ - I know rerouting is massively =
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>> Regards,
>> Dedic
>>=20
>> On 7/10/07 11:09 PM, in article 4694660a\$1 @linux, "Neil" =
<OIUOIU@.com>
>> wrote:
>>=20
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>>>May I suggest something?
>>>
>>>OK, I'm using my system as an example here since you & I have
>>>different convertor sets, but follow for a moment & maybe this
>>>will help if you apply similar principals to your setup...
>>>
>>>I have two Multifaces... let's say I have various
>>>inputs on Multiface #1 assigned to INPUTS as follows in
>>>the "VST Connections" dialogue:
>>>
>>>Multiface ch1 =3D Mono Input/Kick
>>>MF Ch 2 =3D Mono Input/Snare
>>>MF Ch 3 =3D Mono Input/Hat
>>>MF Ch 4 =3D Mono Input/Cowbell & digital cowbell sample triggers
>>>MF Ch's 5&6 =3D Stereo Input/OH's
>>>MF Ch's 7&8 =3D Stereo Input/Drum Room-Ambience Mics
>>>MF Ch's 9&10 =3D (SPDIF/Not used in this scenario)
>>>MF Ch's 11 to 14 =3D ADAT (Lightpipe) inputs used for 4 tom mics.
>>>
>>>... and the only OUTputs you have assigned are:
>>>MF Ch's 1&2 (OUTPUTS) =3D main monitors
>>>
>>>OK, so that wipes out ALL the inputs except for SPDIF in the
>>>first Multiface, yes? All the other inputs would have to be
>>>routed through the 2nd Multiface in this scenario... here's the
>>>thing... when you get to mixdown & external EFX routing, let's
>>>say you want your VST connections to look like this on your
>>>first (Master!!!) Multiface - i.e the same one as above:
>>>
>>>MF Ch's 1&2 OUTPUTS =3D main monitors (no change there)
>>>MF Ch 3 OUTPUT =3D send to external EFX/Distressor on vox track

>>>MF Ch 3 INPUT =3D return from external EFX/Distressor on vox track
>>>MF Ch 4 OUTPUT =3D send to external EFX/Massenburg EQ on kik
>>>MF Ch 4 INPUT =3D return from external EFX/Massenburg EQ on kik
>>>MF Ch's 5&6 OUTPUTS =3D send to external Lexi 480L, Engine "A"
>>>MF Ch's 5&6 INPUTS =3D return from external Lexi 480L, Engine "A"
>>>MF Ch's 7&8 OUTPUTS =3D send to external Lexi 480L, Engine "B"
>>>MF Ch's 7&8 INPUTS =3D return from external Lexi 480L, Engine "B"
>>>MF CH's 9&10 OUTPUTS =3D SPDIF to Quantec Yardstick IN's/Sends
>>>MF CH's 9&10 INPUTS =3D SPDIF to Quantec Yardstick OUTS/Returns
>>><lightpipes not used in mixdown in this example>

>>>

>>>Quite a bit different routing scenario than the one you used for
>>>tracking, yes? I suspect what's happening is that you're not
>>>saving your VST connections routing - if that's the case, every
>>>time you open up a project it'll take you to the last "saved"
>>>version, including any routing changes you've made & saved,
>>>but NOT any routing changes you've made, but not saved!

>>>

>>>You can save these routing/patching changes in one of two ways:

>>>

>>>1.) set up all your routing for your patching & external EFX,
>>>and make sure you save the project again once you do that
>>>(either under a new project name or just overwrite what you've
>>>got... I tend to save under a new name in case I fuck anything
>>>up - or simply hate what I've done - and need to go back :))

>>>

>>>2.) Save your routing scenarios in the "VST Connections"

>>>dialogue... there's an option that let's you save those...

>>>you could go from:

>>>"ScreamingOkapis-SongOfWorldPeace-BasicTrackRouting", to...

>>>"ScreamingOkapis-SongOfWorldPeace-OverdubRoutingA", to...

>>>"ScreamingOkapis-SongOfWorldPeace-VocalOverdubs", to...

>>>"ScreamingOkapis-SongOfWorldPeace-MixdownRoutingA", to...

>>>"ScreamingOkapis-SongOfWorldPeace-MixdownRoutingB"

>>>

>>>Now, it's true I have SX3 and you have C4, but I would bet it's

>>>the same basic idea. Got it? Kewl?

>>>

>>>Let us know if that works for you.

>>>

>>>Neil

>>>

>>>

>>>

>>>

>>>

>>>

>>>

>>>

>>>
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>>>"DJ" <animix _ at _ animas _ dot _ net> wrote:
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>>>>OFF!!!!!=20
>>>>
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>>>
>>
-----=_NextPart_000_0359_01C7C5ED.0AC879A0
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.6000.16414" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY>
<DIV><FONT face=3DArial size=3D2>I called Steinberg USA. They called =
Germany. I got=20
the following in an e-mail:</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2><EM>Maybe the 2x audio cards are =
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<DIV><BR><BR></DIV></FONT>
<DIV><FONT face=3DArial size=3D2>"Dave(EK Sound)" &lt;</FONT><A=20
href=3D"mailto:audioguy_editout_@shaw.ca"><FONT face=3DArial=20
size=3D2>audioguy_editout_@shaw.ca</FONT></A><FONT face=3DArial =
size=3D2>&gt; wrote in=20
```


message news:469869c6\$1 @linux...</DIV>> My I/O routing = is saved with=20

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one as above:
&&&
&&&MF Ch's 1&=20
main=20
monitors (no change there)
&&&MF Ch 3 OUTPUT =3D send to =
external=20
EFX/Distressor on vox track
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external=20
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&&&MF Ch's 5&=20
to=20

external Lexi 480L, Engine "A"
>>MF Ch's 5&6 INPUTS =3D =
return=20
from external Lexi 480L, Engine "A"
>>MF Ch's 7&8 =
OUTPUTS =3D=20
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INPUTS =3D=20
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to...
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to...
>>,"ScreamingOkapis-SongOfWorldPeace-MixdownRoutingB "<B=
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BR>>>>
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>>></FON=
T></BODY></HTML>

-----=_NextPart_000_0359_01C7C5ED.0AC879A0--

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!
Posted by [John \[1\]](#) on Sat, 14 Jul 2007 18:07:38 GMT
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DJ, you're becoming a real drama queen. Either figure your shit out or go with a simpler setup. Drama is for girls.

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!

Posted by [DJ](#) on Sat, 14 Jul 2007 19:12:37 GMT

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"John" <no@no.com> wrote in message news:469910ea\$1@linux...

>

> DJ, you're becoming a real drama queen. Either figure your shit out or

> go

> with a simpler setup. Drama is for girls.

Let me ask you this John. Are you trying to use Cubase 4 in a professional environment or are you using it for your own personal stuff?

Are you trying to interface it with over 20 analog processors?

Are people looking over your shoulder saying things like, "shit man, this sucks.....are you gonna be able to get this out for me today?"

Do you have any money riding on the results you are getting with it?

If you did and it wasn't working *as advertized*, would you be a little stressed?

BTW, I am not the only one having this problem.

Subject: Re: Arrrgggghhhh!!!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!

Posted by [Neil](#) on Sat, 14 Jul 2007 20:23:04 GMT

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If you've got money (and reputation) riding on it, I would migrate back to SX3 - or I think you said you went from SX2 to C4, so maybe you ca't migrate back to 3, but you COULD buy v3 straight-up... get with you dealer & tell him what the probems are and mybe he'll cut you a deal or try to get Swineberg to kick in a half-price copy of SX3 or SOMETHING. At least you could be working right along until until they get C4 version 1-point-bugfix released.

I can tell you for sure that 3 will save the routing. It saves it with the project, as long as you don't forget to save the project once you've changed any patches around... which is easy enough to forget, since AFAIK that's the one feature that it

DOENS'T prompt you to save any changes made therein. And as I mentioned, it'll also save specific routing scenarios if you'd rather go that additional route (which can be nice - that way you can have a basic trax recording patch template, for example).

So, Deej, what you're saying is that you tried saving routing changes in both ways that I had pointed out & it still isn't doing so?

Neil

"DJ" <animix _ at _ animas _ dot _ net> wrote:

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>BTW, I am not the only one having this problem.

>

>

>

>

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Subject: Re: Arrrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!!!

Hi Neil,

I do have SX3. I bought SX 4 for some of the features, but it seems this proggy isn't ready for prime time in some areas. I thought the people on the Cubase.net forum who were going ballistic about the ugs were just a bunch of wankers until I started trying to push this program a little. I may go back to SX3....or I may just upgrade to N3. One of my clients is writing music for video and I think N3 may be a logical move to make. It's got the features of C4 that were the reason I upgraded from SX3, plus it's got the post capabilities.

I did try saving the routing scenarios as you described. Sometimes I can save a project, shut the computer down, reboot it, open the project and everything is saved. Other times, the patches (inputs mostly) are disconnected and sometimes different inputs and outputs have been assigned to the external FX. the idea of the drivers initializing in a different sequence would make sense except that the I/O that are patched into my digital patchbay are not being switched, and if these remain the same, that would indicate that the cards are showing up in the same order each time.

Deej (the drama queen)

"Neil" <OIUOIU@OIU.com> wrote in message news:469930a8\$1@linux...

>

> If you've got money (and reputation) riding on it, I would
> migrate back to SX3 - or I think you said you went from SX2
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Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!
Posted by [audioguy_editout_](#) on Sat, 14 Jul 2007 20:27:57 GMT
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AFAIK, SX3 will run on a C4 dongle... I know for sure that
the N3 dongle will run SX3...

David.

Neil wrote:

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> migrate back to SX3 - or I think you said you went from SX2
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> DOESN'T prompt you to save any changes made therein. And as I
> mentioned, it'll also save specific routing scenarios if you'd
> rather go that additional route (which can be nice - that way
> you can have a basic track recording patch template, for
> example).
>
> So, DeeJ, what you're saying is that you tried saving routing
> changes in both ways that I had pointed out & it still isn't
> doing so?
>
> Neil
>
>
> "DJ" <animix _ at _ animas _ dot _ net> wrote:
>
>>"John" <no@no.com> wrote in message news:469910ea\$1@linux...
>>
>>>DJ, you're becoming a real drama queen. Either figure your shit out
>
> or
>
>>>go
>>>with a simpler setup. Drama is for girls.
>>
>>Let me ask you this John. Are you trying to use Cubase 4 in a professional
>
>
>>environment or are you using it for your own personal stuff?
>>
>>Are you trying to interface it with over 20 analog processors?
>>
>>Are people looking over your shoulder saying things like, "shit man, this
>
>
>>sucks.....are you gonna be able to get this out for me today?"

>>
>>Do you have any money riding on the results you are getting with it?
>>
>>If you did and it wasn't working *as advertized*, would you be a little
>
>
>>stressed?
>>
>>BTW, I am not the only one having this problem.
>>
>>
>>
>>
>>
>
>

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!
Posted by [DJ](#) on Sat, 14 Jul 2007 20:28:04 GMT
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I think you maybe right

;o)

"John" <no@no.com> wrote in message news:469931de\$1@linux...

>
> I know your frustrated but if you had read the Cubase forum you would know
> clearly that it is not on that pro level. It's simply not there. Many
> people
> with paying clients have made that exact claim in the Cubase forum over
> and
> over.
>
> example:
> <http://www.cubase.net/phpbb2/viewtopic.php?t=75146&highlight=ready>
>
> It's like taking a nice Nissan Pathfinder and trying to race it against a
> Porsche. it's nice but it ain't no Porsche.
>
> I think you got to get rid of it before you go postal.

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!!
Posted by [John \[1\]](#) on Sat, 14 Jul 2007 20:28:14 GMT
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I know your frustrated but if you had read the Cubase forum you would know clearly that it is not on that pro level. It's simply not there. Many people with paying clients have made that exact claim in the Cubase forum over and over.

example: <http://www.cubase.net/phpbb2/viewtopic.php?t=75146&highlight=ready>

It's like taking a nice Nissan Pathfinder and trying to race it against a Porsche. it's nice but it ain't no Porsche.

I think you got to get rid of it before you go postal.

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!
Posted by [Martin Harrington](#) on Sun, 15 Jul 2007 06:29:33 GMT
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OOhh, that's calling the kettle black.
I remember a few posts regarding Paris that were written in much stronger language than that.
Do you remember, John? ;>}

Martin Harrington
www.lendaneer-sound.com
0414 913 247

"John" <no@no.com> wrote in message news:469910ea\$1@linux...
>
> DJ, you're becoming a real drama queen. Either figure your shit out or
> go
> with a simpler setup. Drama is for girls.

--

Subject: Re: Arrrgggghhhh!!!!!!!!!!!! CUBASE 4 MUST DIE!!!!!!!!!
Posted by [John \[1\]](#) on Sun, 15 Jul 2007 12:33:29 GMT
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I have always had trouble with paris but I didn't built a franken-daw like DJ. Just a simple 2 card setup was never solid for me where now in cubase i'm very solid but i don't have a franken-daw either, just one lowly 9652 audio card.

I'm sure I have thrown some drama around though and for that I apologize.
John

"Martin Harrington" <lendan@bigpond.net.au> wrote:

>OOhh, that's calling the kettle black.

>I remember a few posts regarding Paris that were written in much stronger

>language than that.

>Do you remember, John? ;>}

>

>Martin Harrington

>www.lendaneer-sound.com

>0414 913 247

>

>"John" <no@no.com> wrote in message news:469910ea\$1@linux...

>>

>> DJ, you're becoming a real drama queen. Either figure your shit out

or

>> go

>> with a simpler setup. Drama is for girls.

>

>--

>
