Subject: Bounce to disk issue Posted by Bill T on Mon, 31 Mar 2008 19:06:11 GMT View Forum Message <> Reply to Message

Anybody else seen this prob with 3.0 on Windows XP? When doing a bounce to disk, I get the dialog box asking for filename, but meanwhile the bounce has already started and the tracks are playing.

I'd swear that it just started doing this, and for some reason, it seems that the first time you do a bounce in a project it waits for the name before beginning the bounce. As it is now, I just have to leave enough 'roll time' ahead of the tracks to give me time to type in a filename. Not an ideal solution...

Any ideas?

Subject: Re: Bounce to disk issue Posted by Wayne Carson on Mon, 31 Mar 2008 19:46:19 GMT View Forum Message <> Reply to Message

Hi Bill,

That's a new one. I just tried my system. Using the bounce to disc button on the master mixer (12.) I started and stop'd mixdowns 3 times. Twice using the C16 record/play buttons and once with the mouse on the on screen transport (4.). Each time the system prompted me with "mixdown" and waited until I clicked save or OK (I forget). Worked fine each time.

So, I'm no help.

Wayne

"Bill T" <nospan@nospam.com> wrote in message news:47f13623\$1@linux... >

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> disk, I get the dialog box asking for filename, but meanwhile the bounce

> has already started and the tracks are playing.

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> beginning the bounce. As it is now, I just have to leave enough 'roll > time'

> ahead of the tracks to give me time to type in a filename. Not an ideal> solution...

>

Subject: Re: Bounce to disk issue Posted by EK Sound on Mon, 31 Mar 2008 20:51:03 GMT View Forum Message <> Reply to Message

That happened because you pressed play first... hold record down THEN press play... the dialog box will pop up first then the bounce will start once the name is entered. Also, allow for at least 2 seconds of dead air from where you have the now line set or you will clip off the front of the bounce.

David.

Bill T wrote:

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> disk, I get the dialog box asking for filename, but meanwhile the bounce

> has already started and the tracks are playing.

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>

> Any ideas?

Subject: Re: Bounce to disk issue Posted by Miguel Vigil [1] on Tue, 01 Apr 2008 17:57:44 GMT View Forum Message <> Reply to Message

Nope... I tried that early on, and that doesn't work either. I found out that clicking record in the transport window, rather than using the CS transport controls works fine, so that's what I do now.

I guess it must be something in the CS interface, I dunno. Thanks for the input never the less... BT

EK Sound <ask_me@nospam.net> wrote:

>That happened because you pressed play first... hold record down THEN >press play... the dialog box will pop up first then the bounce will >start once the name is entered. Also, allow for at least 2 seconds of >dead air from where you have the now line set or you will clip off the >front of the bounce.

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>> ahead of the tracks to give me time to type in a filename. Not an ideal solution...

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Subject: Re: Bounce to disk issue Posted by Sandy Tipping on Wed, 02 Apr 2008 16:07:26 GMT View Forum Message <> Reply to Message

This has happend randomly for as long as I've used Paris, and I'm using WinME (since about 2000).

I do find that being very deliberate about record and then play (leaving at least half a second between rec and play) solves this most of the time.

It seems to be at it's worst when I'm in a hurry to send a rough mix - stop, select last recorded, delete files, start again.

S

"Bill T" <nospam@nospam.com> wrote in message news:47f27798\$1@linux...

>

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> EK Sound <ask_me@nospam.net> wrote:

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Subject: Re: Bounce to disk issue Posted by Miguel Vigil [1] on Mon, 07 Apr 2008 22:00:36 GMT View Forum Message <> Reply to Message

Glad(?) to hear it's not just my rig I guess. But I know the drill well; stop, select last recorded files, delete.... I'll try the method you use and see if it works.

"Sandy Tipping" <tippsand@earthling.net> wrote:

>This has happend randomly for as long as I've used Paris, and I'm using

>WinME (since about 2000).

>

>I do find that being very deliberate about record and then play (leaving

at

>least half a second between rec and play) solves this most of the time.

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