Subject: Ah HA!!!!... German logic?
Posted by DJ on Sat, 14 Jul 2007 21:46:27 GMT

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

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
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Subject: Re: Ah HA!!!!... German logic?
Posted by John [1] on Sat, 14 Jul 2007 22:24:20 GMT
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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
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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:
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Subject: OH ****!!!!... German logic?
Posted by DJ on Sun, 15 Jul 2007 16:16:50 GMT
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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...
>

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> refreshing your VST connections? On my last PC I used to have
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