Subject: anyone tried to render UAD 4.7 plugs in Paris? I can't
Posted by Rod Lincoln on Mon, 13 Aug 2007 22:20:09 GMT
View Forum Message <> Reply to Message

Hey, has anyone tried rendering any UAD plugs since version4.7 came out? I
tried to render the fairchild today (been using them, Neve channel strip
etc, with no problem, but never had to render)and got a C++ visiual runtime
error. It happens right at the end of the render.
After that happened I rebooted, and tried again...same thing happened. Then
Paris got totally wonky. I re-ghosted back to a drive image with UAD 4.6
and all was well. I ran several tests and it was rock solid. I then uninstalled
4.6 and installed 4.7 again, opened up a fresh ppj, added audio file, put
a UAD plug on it and it played fine, then I tried to render and I got the
exact same runtime C++ error. Any one else seen this???
I already bought the Neve strip and the LA3A, maybe I can de-authorize them
if this new finally finally breaks Paris.
Rod

Subject: Re: anyone tried to render UAD 4.7 plugs in Paris? I can't
Posted by Rod Lincoln on Tue, 14 Aug 2007 13:08:43 GMT
View Forum Message <> Reply to Message

In case I wasn't clear...up till UAD 4.7 I've been able to render with no
problems, both mono (normal) renders, and stereo renders (within the destructive
editor) 4.7 seems to have broken this for Paris. Anyone else notice this?
Rod
"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>
>Hey, has anyone tried rendering any UAD plugs since version4.7 came out?
I
>tried to render the fairchild today (been using them, Neve channel strip
>etc, with no problem, but never had to render)and got a C++ visiual runtime
>error. It happens right at the end of the render.
>After that happened I rebooted, and tried again...same thing happened. Then
>Paris got totally wonky. I re-ghosted back to a drive image with UAD 4.6
>and all was well. I ran several tests and it was rock solid. I then uninstalled
>4.6 and installed 4.7 again, opened up a fresh ppj, added audio file, put
>a UAD plug on it and it played fine, then I tried to render and I got the
>exact same runtime C++ error. Any one else seen this???
>I already bought the Neve strip and the LA3A, maybe I can de-authorize them
>if this new finally finally breaks Paris.
>Rod

Subject: Re: anyone tried to render UAD 4.7 plugs in Paris? I can't
Posted by Cujjo on Tue, 14 Aug 2007 19:19:51 GMT

Oh oh, I was thinking of uping to that myself for the helios EQ.
Anyother issues?

"Rod Lincoln" <rlincoln@nospam.kc.r.com> wrote:
>
>In case I wasn't clear...up till UAD 4.7 I've been able to render with
no
>problems, both mono (normal) renders, and stereo renders (within the destructive
>editor) 4.7 seems to have broken this for Paris. Anyone else notice this?
>Rod
>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>
>>Hey, has anyone tried rendering any UAD plugs since version4.7 came out?
>I
>>tried to render the fairchild today (been using them, Neve channel strip
>>etc, with no problem, but never had to render)and got a C++ visiual runtime
>>error. It happens right at the end of the render.
>>After that happened I rebooted, and tried again...same thing happened.
Then
>>Paris got totally wonky. I re-ghosted back to a drive image with UAD 4.6
>>and all was well. I ran several tests and it was rock solid. I then uninstalled
>>4.6 and installed 4.7 again, opened up a fresh ppj, added audio file, put
>>a UAD plug on it and it played fine, then I tried to render and I got the
>>exact same runtime C++ error. Any one else seen this???
>>I already bought the Neve strip and the LA3A, maybe I can de-authorize
them
>>if this new finally finally breaks Paris.
>>Rod
>

Subject: Re: anyone tried to render UAD 4.7 plugs in Paris? I can't
Posted by Rod Lincoln on Tue, 14 Aug 2007 22:56:11 GMT

The Helios eq is available in version 4.6, which actually seem VERY stable,
so your good to go on that. The Neve 88RS and the LA3A are what's new in
4.7
Download 4.6 and get the Helio eq. render away.
Oh yeah, there seem to be no other issues with 4.7 other than not being able
to render.
I'm still holding out for someone to have magic bullet for the 4.7 problem.
Rod
"cujo" <chris@applemanstudio.com> wrote:
>
>Oh oh, I was thinking of uping to that myself for the helios EQ.

>Anyother issues?
>
>"Rod Lincoln" <rlincoln@nospam.kc.r.com> wrote:
>>
>>In case I wasn't clear...up till UAD 4.7 I've been able to render with
>no
>>problems, both mono (normal) renders, and stereo renders (within the destructive
>>editor) 4.7 seems to have broken this for Paris. Anyone else notice this?
>>Rod
>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>
>>>Hey, has anyone tried rendering any UAD plugs since version4.7 came out?
>>I
>>>tried to render the fairchild today (been using them, Neve channel strip
>>>etc, with no problem, but never had to render)and got a C++ visiual runtime
>>>error. It happens right at the end of the render.
>>>After that happened I rebooted, and tried again...same thing happened.
>Then
>>>Paris got totally wonky. I re-ghosted back to a drive image with UAD 4.6
>>>and all was well. I ran several tests and it was rock solid. I then uninstalled
>>>4.6 and installed 4.7 again, opened up a fresh ppj, added audio file,
put
>>>a UAD plug on it and it played fine, then I tried to render and I got
the
>>>exact same runtime C++ error. Any one else seen this???
>>>I already bought the Neve strip and the LA3A, maybe I can de-authorize
>them
>>>if this new finally finally breaks Paris.
>>>Rod
>>
>