
Subject: Autotune in Cubase

Posted by [Don Nafe](#) on Mon, 05 Feb 2007 15:42:53 GMT

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Hi guys

Cubase newbie here

just wondering if there's a trick to using graphical mode in Cubase...I tried running it on a simple vocal track staring at "0" and I see the graph showing up after the vocals start...about a 1/2 second or so.

Am I missing something here?

DOn

Subject: Re: Autotune in Cubase

Posted by [Mark McCurdy](#) on Mon, 05 Feb 2007 16:50:04 GMT

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If you haven't tried it yet... I purchased Melodyne and in my book it BLOWS AutoTune out of the water. I'm so pumped on this plug-in. It doesn't add the funky synthy sound to the voice like Autotune does when it pitch corrects. Also the interface is SO friendly. I use it in Cubase SX4 with no problems.

<http://www.celemony.com:16080/cms/>

The demo is worth trying out.

"Don Nafe" <dnafe@magma.ca> wrote in message <news:45c750e7@linux...>

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Subject: Re: Autotune in Cubase
Posted by [Chris Ludwig](#) on Mon, 05 Feb 2007 16:51:23 GMT
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Hell yes

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>
>

--
Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.com

Subject: Re: Autotune in Cubase
Posted by [Chris Ludwig](#) on Mon, 05 Feb 2007 16:52:13 GMT

Haven't tried it but I think only the newest VST version of autotune has a functional graphical mode.

Chris

Don Nafe wrote:

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Chris Ludwig

ADK Pro Audio

(859) 635-5762

www.adkproaudio.com

chrisl@adkproaudio.com

Subject: Re: Autotune in Cubase

Posted by [EK Sound](#) on Mon, 05 Feb 2007 18:31:38 GMT

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Autotune 5 now has time locked graphical mode. Previously, Autotune was unable to extract the timebase from the project (I guess DX does not support this). Now that it is VST, they are able to include this.

Previously, you would have to work from the exact same point everytime... which is why they generally recommend you work on one line at a time, and render each line when you have finished tuning.

With version 5, you can work on any point in the time line with no troubles. That being said, Melodyne kicks the snot out of Autotune!!

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Subject: Re: Autotune in Cubase
Posted by [Tom Bruhl](#) on Mon, 05 Feb 2007 20:30:49 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_008A_01C7493A.9D0DDA10
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Anybody using Melodyne in Paris here?
Is it totally functional except for automation?
I'm pretty sick of Autotune 1.3 and the usual work arounds.

Good to go in Paris?

"EK Sound" <askme@nospam.com> wrote in message =
news:45c77878\$1@linux...

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I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

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<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
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BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
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href=3D"mailto:askme@nospam.com">askme@nospam.com>=20
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Subject: Re: Autotune in Cubase
Posted by [Mark McCurdy](#) on Mon, 05 Feb 2007 22:02:23 GMT
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My guess is it won't work as well.

"EK Sound" <askme@nospam.com> wrote in message <news:45c79b4c@linux...>

> I seriously doubt if the Melodyne plug would work in Paris... it utilizes
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Subject: Re: Autotune in Cubase
Posted by [Tom Bruhl](#) on Mon, 05 Feb 2007 22:33:34 GMT
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This is a multi-part message in MIME format.

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Content-Type: text/plain;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Okay then via spdf to Cubase and back then? Realtime in auto mode =
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I think I need another MEC now that I think of it. Good for another =
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with Paris/XP. I'll have to lose the last ADAT XT 20 for the rack =
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Maybe 1.3 will do...

I really like realtime everything.

Poor old analog me

"Mark McCurdy" <mark@mccurdy.net> wrote in message =
news:45c7a9df@linux...

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"EKE Sound" <askme@nospam.com> wrote in message news:45c79b4c@linux...

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Posted by [Tom Bruhl](#) on Mon, 05 Feb 2007 23:28:48 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_00DD_01C74953.7A585130
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

David,
So there's no real-time automatic mode? Maybe standalone on my Paris =
comp
is the way to go then. A friend of mine has the full blown version =
around here.
I'll have to get a demo from him. He loves it with Logic.

Is the polyphonic version as good quality as it gets? Worth the extra =
cash?
Tom

"EK Sound" <askme@nospam.com> wrote in message news:45c7b357@linux...
Just to explain... the Melodyne plugin has to "record" the track from=20
the host first... in real time. Then you can manipulate the sound=20
during playback. One issue here... if you try to go back to the track =

(not that you need to) and make additional edits, these edits will=20
have to be recorded into Melodyne again. You would lose what work you =

have already done. Rule of thumb is to make sure your edits are=20
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  <DIV>"EK Sound" &lt;<A =
href=3D"mailto:askme@nospam.com">askme@nospam.com</A>&gt;=20
  wrote in message <A=20
  href=3D"news:45c7b357@linux">news:45c7b357@linux</A>...</DIV>Just to =
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Subject: Re: Autotune in Cubase
Posted by [Tom Bruhl](#) on Tue, 06 Feb 2007 02:21:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_00FD_01C7496B.A7C21030
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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<BODY bgColor=3D#ffffff>
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Posted by [Tom Bruhl](#) on Tue, 06 Feb 2007 04:04:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_011D_01C74979.F6760A70

Content-Type: text/plain;

charset="iso-8859-1"

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Cool stuff. I'll be checking it out.

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> > > >> http://www.polesoft.com/refer.html
> > >

-----=_NextPart_000_011D_01C74979.F6760A70

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Content-Transfer-Encoding: quoted-printable

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<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Oh it does that too?!!!&nbsp; That =
sounds even=20
better!</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Cool stuff.&nbsp; I'll be checking it=20
out.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Dave(EK Sound)" &lt;<A=20
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href=3D"mailto:audioguy_editout_@shaw.ca">audioguy_editout_@shaw.ca</A>&g=
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Yes, it has a time alignment / quantizing feature that can shift a vocal so it lines up with the time base of the project. It actually will stretch each note (or drum hit/decay) so that it fills in the gaps. Much easier to use than beat detective IMHO. To do this with a fully mic'd up kit (> 8 tracks) you would need the studio version.

Here is the line feature comparison:

http://www.celemony.com/cms/index.php?id=product_comparison&L=0

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Subject: Re: Autotune in Cubase
Posted by [audioguy_editout_](#) on Tue, 06 Feb 2007 04:51:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

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<http://www.celemony.com/cms/index.php?id=256>

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> > > > >> > a functional graphical mode.
> > > > >> >
> > > > >> > Chris
> > > > >> >
> > > > >> >
> > > > >> > Don Nafe wrote:

> > > > >> >
> > > > >> >> Hi guys
> > > > >> >>
> > > > >> >> Cubase newbie here
> > > > >> >>
> > > > >> >> just wondering if there's a trick
> to using
> > > graphical mode in
> > > > >> >> Cubase...I tried running it on a simple
> > vocal track
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> > > > >> "0" and
> > > > >> >> I see the graph showing up after
> the vocals
> > > > start...about a 1/2
> > > > >> second
> > > > >> >> or so.
> > > > >> >>
> > > > >> >> Am I missing something here?
> > > > >> >>
> > > > >> >> DOn
> > > > >> >>
> > > > >> >
> > > > >>
> > > > >>
> > > > >> I choose Polesoft Lockspam to fight spam,
> and you?
> > > > >> http://www.polesoft.com/refer.html
> > > >

Subject: Re: Autotune in Cubase
Posted by [David L](#) on Tue, 06 Feb 2007 05:42:45 GMT
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What I do is create a new audio track, cut the offending vocal phrase, and paste a copy to the new track.

Insert Autotune.

Select the segment and press P (which puts the in/out markers at the beginning and end of the segment)

Go to the in marker, open Autotune, go to graphical mode, then tell it to track the audio.

Press play, then stop at the end of the audio.

Now the trick is to ALWAYS begin playback at the "in" marker.

When you have it the way you want it, set Autotune to correct the audio, then solo the segment and render it, adding it to the project.

David

On 5-Feb-2007, "Don Nafe" <dnafe@magma.ca> wrote:

- > just wondering if there's a trick to using graphical mode in Cubase...I
 - > tried running it on a simple vocal track staring at "0" and I see the
 - > graph
 - > showing up after the vocals start...about a 1/2 second or so.
-

Subject: Re: Autotune in Cubase

Posted by [Don Nafe](#) on Tue, 06 Feb 2007 11:50:17 GMT

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That's exactly what I have done, but as soon as I hit play to start working on the track I notice the audio is not lining up with the graph in Auto tune (1/2 a second ahead)...also when I hit stop auto tune returns to the start point and then the curser line starts moving across the graph again..

This is really weird because just before Christmas I was attempting to repair a vocal line and it worked like a charm....very odd

"David L" <david@revealaudio.com> wrote in message news:45c815bc@linux...

- > What I do is create a new audio track, cut the offending vocal phrase, and
- > paste a copy to the new track.
- > Insert Autotune.
- > Select the segment and press P (which puts the in/out markers at the
- > beginning and end of the segment)
- > Go to the in marker, open Autotune, go to graphical mode, then tell it to
- > track the audio.
- > Press play, then stop at the end of the audio.
- > Now the trick is to ALWAYS begin playback at the "in" marker.
- > When you have it the way you want it, set Autotune to correct the audio,
- > then solo the segment and render it, adding it to the project.

>

> David

>

>

> On 5-Feb-2007, "Don Nafe" <dnafe@magma.ca> wrote:

>

- >> just wondering if there's a trick to using graphical mode in Cubase...I
 - >> tried running it on a simple vocal track staring at "0" and I see the
 - >> graph
 - >> showing up after the vocals start...about a 1/2 second or so.
-
-

Subject: Re: Autotune in Cubase
Posted by [Mark McCurdy](#) on Tue, 06 Feb 2007 13:28:57 GMT
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This is a multi-part message in MIME format.

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charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Yep, I've used it numerous times for quantizing live drum mixes and it works great. Cubase has audio quantizing but this is quicker and easier to use. =20

There are few plugs I would label as a "magic wand" but this is one is just that. =20

I was working on vocal mixes last night and I'm just blown away how great this program works. This poor girl singing kept going sharp on me. I put it in staff view and set the key sig and there they were ... all the accidentals in plain view ... take the mouse and drag to the correct note and wa la! =20

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:45c7fe93@linux...

Oh it does that too?!!! That sounds even better!

Cool stuff. I'll be checking it out.

"Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote in message =
news:45c7f392@linux...

I wouldn't say "no artifacts" but the results are really good... but I doubt if I would use it to re-pitch or re-time a song on an album... just individual tracks. The guy giving the demo at NAMM turned a regular 4 on the floor into a shuffle with it. If you wanted to use it for realigning drum tracks ala Beat Detective, the Studio version would work best.

David.

Tom Bruhl wrote:

> David,

> Wow! So no artifacts across a whole mix? Can you alter speed

> without altering pitch? That's the ticket for me.

> =20

> So for effecting vocal channels and possibly a whole mix for tempo

> with use in Paris and Cubase which version would you suggest?
 > I guess I only need one channel (stereo) if it has to process =
 offline=20
 > all the time.
 > Am I right?
 > =20
 > Sounds like studio is the full mix version that I'd want huh?
 > Thanks for the info.
 > Tom
 > =20
 > =20
 > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>> wrote =
 in
 > message news:45c7bfd2\$1@linux...
 > It really depends on what you are using it for. The plugin =
 has all
 > the standard features, whereas the "essential" and "uno" =
 versions only
 > offer manual pitch correction. The Cre8 version is good if =
 you want
 > to make backing vocal tracks from a lead vocal, without having =
 to have
 > several plugins open at one time. The Studio version is just =
 that, a
 > fully featured recording and editing package. The quality is =
 the same
 > regardless of the version. The one thing that Studio does =
 that the
 > others don't do is manipulating polyphonic files, like =
 guitars, keys,
 > or even entire mixes. The time manipulation capabilities on a =
 full
 > mix is nothing short of amazing.
 > =20
 > For most "tuning" uses, the plugin works great.
 > =20
 > David.
 > =20
 > Tom Bruhl wrote:
 > > David,
 > > So there's no real-time automatic mode? Maybe standalone =
 on my
 > Paris comp
 > > is the way to go then. A friend of mine has the full blown =
 version
 > > around here.
 > > I'll have to get a demo from him. He loves it with Logic.
 > > =20

> > Is the polyphonic version as good quality as it gets? =

Worth the

> extra cash?

> > Tom

> >=20

> >=20

> >

> > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>

> <mailto:askme@nospam.com>> wrote in

> > message news:45c7b357@linux...

> > Just to explain... the Melodyne plugin has to "record" =

the

> track from

> > the host first... in real time. Then you can =

manipulate the

> sound

> > during playback. One issue here... if you try to go =

back to

> the track

> > (not that you need to) and make additional edits, these =

edits

> will

> > have to be recorded into Melodyne again. You would =

lose what

> work you

> > have already done. Rule of thumb is to make sure your =

edits are

> > finished, then "polish" with the Melodyne plug.

> >

> > David.

> >

> > Tom Bruhl wrote:

> > > Okay then via spdf to Cubase and back then? =

Realtime in auto

> > mode anyway?

> > > I guess I'll have to render and drag over to Cubase =

for

> processing

> > > otherwise huh?

> > > I think I need another MEC now that I think of it. =

Good

> for another

> > > ADAT and SPDF

> > > with Paris/XP. I'll have to lose the last ADAT XT =

20 for the

> > rack space...

> > > Maybe 1.3 will do...

> > >

> > > I really like realtime everything.
> > > Poor old analog me
> > >
> > >
> > >
> > > "Mark McCurdy" <mark@mccurdy.net
> <mailto:mark@mccurdy.net> <mailto:mark@mccurdy.net>
> > <mailto:mark@mccurdy.net>> wrote in
> > > message news:45c7a9df@linux...
> > > My guess is it won't work as well.
> > >
> > >
> > > "EKE Sound" <askme@nospam.com
> <mailto:askme@nospam.com> <mailto:askme@nospam.com>
> > <mailto:askme@nospam.com>> wrote in
> > > message news:45c79b4c@linux...
> > > >I seriously doubt if the Melodyne plug would =
work in
> > Paris... it
> > > utilizes
> > > >VST V2.4 Melodyne is also available as a =
stand alone
> > app... maybe
> > > that
> > > >would be a better bet for you.
> > > >
> > > > David.
> > > >
> > > > Tom Bruhl wrote:
> > > >> Anybody using Melodyne in Paris here?
> > > >> Is it totally functional except for =
automation?
> > > >> I'm pretty sick of Autotune 1.3 and the =
usual work
> > arounds.
> > > >> Good to go in Paris?
> > > >>
> > > >> "EK Sound" <askme@nospam.com
> <mailto:askme@nospam.com>
> > <mailto:askme@nospam.com> <mailto:askme@nospam.com>
> > > <mailto:askme@nospam.com>> wrote in
> > > >> message news:45c77878\$1@linux...
> > > >> Autotune 5 now has time locked graphical =
mode.
> > Previously,
> > > Autotune
> > > >> was unable to extract the timebase from =
the

> project
 > > (I guess
 > > > DX does
 > > > >> not support this). Now that it is VST, =
 they
 > are able to
 > > > include this.
 > > > >> Previously, you would have to work =
 from the
 > exact
 > > same point
 > > > >> everytime... which is why they generally =
 recommend
 > > you work
 > > > on one
 > > > >> line at a time, and render each line =
 when you have
 > > finished
 > > > tuning.
 > > > >> With version 5, you can work on any =
 point in
 > the time
 > > line
 > > > with no
 > > > >> troubles. That being said, Melodyne =
 kicks the
 > snot
 > > out of
 > > > Autotune!!
 > > > >>
 > > > >> David.
 > > > >>
 > > > >> Chris Ludwig wrote:
 > > > >> > Haven't tried it but I think only the
 > newest VST
 > > version of
 > > > >> autotune has
 > > > >> > a functional graphical mode.
 > > > >> >
 > > > >> > Chris
 > > > >> >
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> > > start...about a 1/2
> > > >> second
> > > >> >> or so.
> > > >> >>
> > > >> >> Am I missing something here?
> > > >> >>
> > > >> >> DOn
> > > >> >>
> > > >> >
> > > >>
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> > > >>
> > > >> I choose Polesoft Lockspam to fight spam, =
and you?
> > > >> <http://www.polesoft.com/refer.html>
> > >

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</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Yep, I've used it numerous times for =
quantizing=20
live drum mixes and it works great.&nbsp; Cubase has audio quantizing =
but this=20
is quicker and easier to use.&nbsp; </FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>There are few plugs I would label as a =
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```

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<DIV>I was working on vocal mixes last night =
and I'm=20
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were ... all the accidentals in plain view ... take the mouse and drag =
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<DIV>"Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> wrote =
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style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Dave(EK Sound)" <<A=20
=
href=3D"mailto:audioguy_editout_@shaw.ca">audioguy_editout_@shaw.ca&g=
t;=20
wrote in message <A=20
href=3D"news:45c7f392@linux">news:45c7f392@linux...</DIV>I =
wouldn't say=20
"no artifacts" but the results are really
good... but I doubt if =
I would=20
use it to re-pitch or re-time
a song on an album... just =
individual=20
tracks. The guy
giving the demo at NAMM turned a regular 4 =
on the=20
floor tune
into a shuffle with it. If you wanted to use it for=20

realigning drum tracks ala Beat Detective, the Studio =

version would=20
work best.

David.

Tom Bruhl wrote:
> =
David,
>=20

