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Subject: Cubase "Freeze" tip

Posted by [Nei](#) on Sat, 15 Dec 2007 17:58:06 GMT

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Was working on a mix a couple days ago & I was toggling between a couple different versions of the same project... was loading up & trying some different plugins here & there, so i was freezing files to save CPU cycles as I toggled (because that can put a strain on things - having two projects open & toggling between), and as I was freezing two files at once (or more literally, it does it one right after the other when you select two or more & tell it to freeze them), I saved & closed one project immediately after the 2nd file finished freezing.

Well, I didn't really mean to close that project, so I tried opening it again & it wouldn't let me. Got an error message to save the project under another name & try again. Well, I couldn't save it under another name if I can't get it open, now, could I? OK, so I closed out Cubase & relaunched it... same problem opening that project..., rebooted the computer just in case, tried it again, still no dice - same error. So then I thought "maybe I jumped the gun & hit 'save' too soon once that 2nd file had finished freezing... maybe it wasn't QUITE done, even though the little freeze window had just closed?"

So, I went into the folder that contains the freeze files & deleted the two files representing the tracks that I had just frozen, re-launched Cubase (no reboot required) and BAM! ("voila" seemed too weak for this example LOL!), it opened up, no problem.

Now when you do this, you'll get a little window pop up & say that Cubase can't locate freeze files for whatever tracks, & it lists them in said window, and tells you that those tracks will be unfrozen... not a problem, as you can just re-freeze them & it will generate new freeze files.

So, if you ever encounter anything like this - errors opening a project that has freeze tracks - consider deleting perhaps the most recent files you've frozen or even all the files in the "freeze" folder. If you had a lot of files there, you may need to refreeze a number of tracks before you can actually start playing the porject back, but it will open (unless the reason for the error lies elsewhere, of course).

I think in this case I just jumped the gun & hit "save" too fast & ended up saving the project before the process was complete (even though the "freeze" window had just closed),

causing some kind of corruption in the freeze file... so perhaps there's another tip in there too - wait a few seconds before saving the project, if you wish to save at this point.

Neil

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