Subject: Weird Lockup - RAM? CPU? Other? Posted by Neil on Sun, 30 Mar 2008 19:16:14 GMT

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Was tracking some drums last night & the drummer didn't like the way he played a certain break, so we tried punching it... still didn't like it, so we tried a few more punches & got one he liked, so as I was checking to see if it would blend well (applying crossfades, nudging them into different spots to see if we could get a seamless edit), the app (CubaseSX v3) locked up... had to save the project under a different name & reboot. This happened to me once before, under the same circumstances... bunch of punches on a drum track, then grabbing the crossfades & moving them. What causes this? Is it a problem with the app itself in the way it handles that info, or is it a RAM or CPU issue? I doubt it's a disk streaming thing, because it's not like we were trying to do these edits on the fly - the machine was stopped at the time, in both cases.

Just curious - anyone know?

Neil

Subject: Re: Weird Lockup - RAM? CPU? Other? Posted by rick on Sun, 30 Mar 2008 19:28:43 GMT

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computer magic gots my vote. can't tell you how many time shit like that happens no matter what app...it just does...personally, i'm going for what you had for dinner...or...you put too much crap in your hair and are no longer familiar to the current you are taped into.

On 31 Mar 2008 05:16:14 +1000, "Neil" <OIUOIU@OI.com> wrote:

>Was tracking some drums last night & the drummer didn't like
>the way he played a certain break, so we tried punching it...
>still didn't like it, so we tried a few more punches & got one
>he liked, so as I was checking to see if it would blend well
>(applying crossfades, nudging them into different spots to see
>if we could get a seamless edit), the app (CubaseSX v3) locked
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>
>Just curious - anyone know?
>
>Neil
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Subject: Re: Weird Lockup - RAM? CPU? Other? Posted by Neil on Tue, 01 Apr 2008 04:02:42 GMT

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<buny>

Anyone (like Chris or Chuck, perhaps?) have an idea on this? (see below).

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"Neil" <OIUOIU@OI.com> wrote:
>Was tracking some drums last night & the drummer didn't like
>the way he played a certain break, so we tried punching it...
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```

>Neil