
Subject: I think maybe this is why FXT isn't working-feedback please

Posted by [Deej \[1\]](#) on Sun, 09 Apr 2006 22:45:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

My system drive (running Win XP) is formatted FAT 32 (I have my reasons for this). FXT will not scan and recognize the plugins on the host machine and does not recognize my server machine either. The system drive on the server is formatted NTFS. All folders are being recognized through My Network Places and the files are accessible between both machines over the network, but for the life of me, I can't get FXT to work ads advertized.

I have tried everything. It just occurred to me that the drives on the host and server were formatted differently.

Subject: Re: I think maybe this is why FXT isn't working-feedback please

Posted by [Edna Sloan](#) on Sun, 09 Apr 2006 23:57:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmm, I don't remember NTFS being a requirement or a nonmixed format, but who knows? You might search the FXT forum about this. Or, if you have a spare computer with NTFS, you might give that a try. If I had a network card I would try it on my W98se machine.

E

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message news:44399278@linux...

> My system drive (running Win XP) is formatted FAT 32 (I have my reasons for

> this). FXT will not scan and recognize the plugins on the host machine and

> does not recognize my server machine either. The system drive on the server

> is formatted NTFS. All folders are being recognized through My Network

> Places and the files are accessible between both machines over the

network,

> but for the life of me, I can't get FXT to work ads advertized.

>

> I have tried everything. It just occurred to me that the drives on the host

> and server were formatted differently.

>

>

Subject: Re: I think maybe this is why FXT isn't working-feedback please

Posted by [Deej \[1\]](#) on Mon, 10 Apr 2006 00:59:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

My system drive on the Host machine is FAT 32. The system drive on the server is NTFS. They are seeing/sharing data over the network just fine. Perhaps there is some problem with this on the FT level, however, the problem appears to be solely within FXT as it will not even find the drives running on the host computer when run from the host computer.

"Don Nafe" <dnafe@magma.ca> wrote in message news:4439b0a0@linux...
> I asked my better half and she seems to remember something about NTFS
> recognising FAT 32 but not the otherway around.

>
> My LAN guru is not around so I can't ask him where ther might be "issues"
> but I will tomorrow AM

>
> Don

>
>
> "Kim" <hiddensounds@hotmail.com> wrote in message news:4439aed3\$1@linux...

>>
>>
>> If FX teleport is accessing the partitions using Windows Networking,
then

>> I can't see why the formats would make any difference.

>>

>> But perhaps it doesn't.

>>

>> To be honest, if I understand what it's doing properly, I can't see why
it

>> actually needs to access the drives at all. I would have thought FX

>> teleport

>> would simply talk directly from one machine to the other, from the

>> teleport

>> app on one machine to teleport on the other, app to app, rather than

>> accessing

>> the drive. Accessing the drive would simply slow the process down, as

>> drives

>> are slow of course. I mean why does teleport need to access the drive? I

>> mean other than to read the plugins off the local machine, but as far as

>> transferring audio data between machines surely it doesn't have to read

>> the

>> drive. The audio app would read the track off the drive and feed it to

>> teleport,

>> which would feed it down the network cable to teleport at the other end,

>> apply the effect, and send it back to teleport, which would feed it back

>> to the app. Can't see why it needs to access the drive... other than

to

>> access your plugins, but that would be on the local machine surely?

>>

> > Cheers,
> > Kim.
> >
> > "DJ" <animix_spam-this-ahole_@animas.net> wrote:
> >>My system drive (running Win XP) is formatted FAT 32 (I have my reasons
> >> for
> >>this). FXT will not scan and recognize the plugins on the host machine
and
> >>does not recognize my server machine either. The system drive on the
> >>server
> >>is formatted NTFS. All folders are being recognized through My Network
> >>Places and the files are accessable between both machines over the
> >>network,
> >>but for the life of me, I can't get FXT to work ads advertized.
> >>
> >>I have tried everything. It just occurred to me that the drives on the
> >>host
> >>and server were formatted differently.
> >>
> >>
> >
>
>

Subject: Re: I think maybe this is why FXT isn't working-feedback please

Posted by [Kim](#) on Mon, 10 Apr 2006 01:03:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

If FX teleport is accessing the partitions using Windows Networking, then I can't see why the formats would make any difference.

But perhaps it doesn't.

To be honest, if I understand what it's doing properly, I can't see why it actually needs to access the drives at all. I would have thought FX teleport would simply talk directly from one machine to the other, from the teleport app on one machine to teleport on the other, app to app, rather than accessing the drive. Accessing the drive would simply slow the process down, as drives are slow of course. I mean why does teleport need to access the drive? I mean other than to read the plugins off the local machine, but as far as transferring audio data between machines surely it doesn't have to read the drive. The audio app would read the track off the drive and feed it to teleport, which would feed it down the network cable to teleport at the other end, apply the effect, and send it back to teleport, which would feed it back to the app. Can't see why it needs to access the drive... other than to access your plugins, but that would be on the local machine surely?

Cheers,
Kim.

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>My system drive (running Win XP) is formatted FAT 32 (I have my reasons
>for
>this). FXT will not scan and recognize the plugins on the host machine and
>does not recognize my server machine either. The system drive on the server
>is formatted NTFS. All folders are being recognized through My Network
>Places and the files are accessible between both machines over the network,
>but for the life of me, I can't get FXT to work ads advertized.
>
>I have tried everything. It just occurred to me that the drives on the host
>and server were formatted differently.
>
>

Subject: Re: I think maybe this is why FXT isn't working-feedback please

Posted by [Don Nafe](#) on Mon, 10 Apr 2006 01:03:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

I asked my better half and she seems to remember something about NTFS
recognising FAT 32 but not the otherway around.

My LAN guru is not around so I can't ask him where ther might be "issues"
but I will tomorrow AM

Don

"Kim" <hiddensounds@hotmail.com> wrote in message news:4439aed3\$1@linux...

>
>
> If FX teleport is accessing the partitions using Windows Networking, then
> I can't see why the formats would make any difference.
>
> But perhaps it doesn't.
>
> To be honest, if I understand what it's doing properly, I can't see why it
> actually needs to access the drives at all. I would have thought FX
> teleport
> would simply talk directly from one machine to the other, from the
> teleport
> app on one machine to teleport on the other, app to app, rather than
> accessing
> the drive. Accessing the drive would simply slow the process down, as
> drives

> are slow of course. I mean why does teleport need to access the drive? I
> mean other than to read the plugins off the local machine, but as far as
> transferring audio data between machines surely it doesn't have to read
> the
> drive. The audio app would read the track off the drive and feed it to
> teleport,
> which would feed it down the network cable to teleport at the other end,
> apply the effect, and send it back to teleport, which would feed it back
> to the app. Can't see why it needs to access the drive... other than to
> access your plugins, but that would be on the local machine surely?
>
> Cheers,
> Kim.
>
> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
>>My system drive (running Win XP) is formatted FAT 32 (I have my reasons
> for
>>this). FXT will not scan and recognize the plugins on the host machine and
>>does not recognize my server machine either. The system drive on the
>>server
>>is formatted NTFS. All folders are being recognized through My Network
>>Places and the files are accessable between both machines over the
>>network,
>>but for the life of me, I can't get FXT to work ads advertized.
>>
>>I have tried everything. It just occurred to me that the drives on the
>>host
>>and server were formatted differently.
>>
>>
>

Subject: Re: I think maybe this is why FXT isn't working-feedback please

Posted by [Deej \[1\]](#) on Mon, 10 Apr 2006 01:13:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is on the FAT 32 machine.

>do you mean it wont find the networked share, or it can't even read the
drive, like locally?<

It can't even read the drive, like locally.

;o)

"Kim" <hiddensounds@hotmail.com> wrote in message news:4439b30d\$1@linux...

>

> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
> >it will not even find the drives
> >running on the host computer when run from the host computer.
>
> This is on the FAT32 machine or the NTFS machine? You have RTFM'd for
drive
> formatting requirements I take it? When you say it wont find it, do you
mean
> it wont find the networked share, or it can't even read the drive, like
locally?
>
> Cheers,
> Kim.
>
> Cheers,
> Kim.
>
> >
> >
> >"Don Nafe" <dnafe@magma.ca> wrote in message news:4439b0a0@linux...
> >> I asked my better half and she seems to remember something about NTFS
> >> recognising FAT 32 but not the otherway around.
> >>
> >> My LAN guru is not around so I can't ask him where ther might be
"issues"
> >> but I will tomorrow AM
> >>
> >> Don
> >>
> >>
> >> "Kim" <hiddensounds@hotmail.com> wrote in message
news:4439aed3\$1 @linux...
> >> >
> >> >
> >> > If FX teleport is accessing the partitions using Windows Networking,
> >then
> >> > I can't see why the formats would make any difference.
> >> >
> >> > But perhaps it doesn't.
> >> >
> >> > To be honest, if I understand what it's doing properly, I can't see
> why
> >it
> >> > actually needs to access the drives at all. I would have thought FX
> >> > teleport
> >> > would simply talk directly from one machine to the other, from the
> >> > teleport
> >> > app on one machine to teleport on the other, app to app, rather than

> >> > accessing
> >> > the drive. Accessing the drive would simply slow the process down, as
> >> > drives
> >> > are slow of course. I mean why does teleport need to access the
drive?
> |
> >> > mean other than to read the plugins off the local machine, but as far
> as
> >> > transferring audio data between machines surely it doesn't have to
read
> >> > the
> >> > drive. The audio app would read the track off the drive and feed it
> to
> >> > teleport,
> >> > which would feed it down the network cable to teleport at the other
> end,
> >> > apply the effect, and send it back to teleport, which would feed it
> back
> >> > to the app. Can't see why it needs to access the drive... other
than
> >to
> >> > access your plugins, but that would be on the local machine surely?
> >> >
> >> > Cheers,
> >> > Kim.
> >> >
> >> > "DJ" <animix_spam-this-ahole_@animas.net> wrote:
> >> >>My system drive (running Win XP) is formatted FAT 32 (I have my
reasons
> >> > for
> >> >>this). FXT will not scan and recognize the plugins on the host
machine
> >and
> >> >>does not recognize my server machine either. The system drive on the
> >> >>server
> >> >>is formatted NTFS. All folders are being recognized through My
Network
> >> >>Places and the files are accessible between both machines over the
> >> >>network,
> >> >>but for the life of me, I can't get FXT to work ads advertized.
> >> >>
> >> >>I have tried everything. It just occurred to me that the drives on
the
> >> >>host
> >> >>and server were formatted differently.
> >> >>
> >> >>
> >> >

> >>
> >>
> >
> >
> >
>

Subject: Re: I think maybe this is why FXT isn't working-feedback please

Posted by [Kim](#) on Mon, 10 Apr 2006 01:21:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>it will not even find the drives

>running on the host computer when run from the host computer.

This is on the FAT32 machine or the NTFS machine? You have RTFM'd for drive formatting requirements I take it? When you say it wont find it, do you mean it wont find the networked share, or it can't even read the drive, like locally?

Cheers,
Kim.

Cheers,
Kim.

>
>
>"Don Nafe" <dnafe@magma.ca> wrote in message news:4439b0a0@linux...
>> I asked my better half and she seems to remember something about NTFS
>> recognising FAT 32 but not the otherway around.
>>
>> My LAN guru is not around so I can't ask him where ther might be "issues"
>> but I will tomorrow AM
>>
>> Don
>>
>>
>> "Kim" <hidensounds@hotmail.com> wrote in message [news:4439aed3\\$1@linux...](mailto:news:4439aed3$1@linux...)
>> >
>> >
>> > If FX teleport is accessing the partitions using Windows Networking,
>then
>> > I can't see why the formats would make any difference.
>> >
>> > But perhaps it doesn't.
>> >
>> > To be honest, if I understand what it's doing properly, I can't see
why

>it
>> > actually needs to access the drives at all. I would have thought FX
>> > teleport
>> > would simply talk directly from one machine to the other, from the
>> > teleport
>> > app on one machine to teleport on the other, app to app, rather than
>> > accessing
>> > the drive. Accessing the drive would simply slow the process down, as
>> > drives
>> > are slow of course. I mean why does teleport need to access the drive?
I
>> > mean other than to read the plugins off the local machine, but as far
as
>> > transferring audio data between machines surely it doesn't have to read
>> > the
>> > drive. The audio app would read the track off the drive and feed it
to
>> > teleport,
>> > which would feed it down the network cable to teleport at the other
end,
>> > apply the effect, and send it back to teleport, which would feed it
back
>> > to the app. Can't see why it needs to access the drive... other than
>to
>> > access your plugins, but that would be on the local machine surely?
>> >
>> > Cheers,
>> > Kim.
>> >
>> > "DJ" <animix_spam-this-ahole_@animas.net> wrote:
>> >>My system drive (running Win XP) is formatted FAT 32 (I have my reasons
>> > for
>> >>this). FXT will not scan and recognize the plugins on the host machine
>and
>> >>does not recognize my server machine either. The system drive on the
>> >>server
>> >>is formatted NTFS. All folders are being recognized through My Network
>> >>Places and the files are accessible between both machines over the
>> >>network,
>> >>but for the life of me, I can't get FXT to work ads advertized.
>> >>
>> >>I have tried everything. It just occurred to me that the drives on the
>> >>host
>> >>and server were formatted differently.
>> >>
>> >>
>> >
>>

>>
>
>

Subject: Re: I think maybe this is why FXT isn't working-feedback please
Posted by [Deej \[1\]](#) on Mon, 10 Apr 2006 01:26:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

I guess the last resort will be to reformat my server drive to FAT 32. I'm not asbout to go the other way and reformat my system drive NTFS on my host machine. Too much work to reinstall/reauthorize all my apps/plugins. If FXT doesn't work with F 32, I'll just live without it.

I'm to the point of being totally disgusted with this app anyway. If it can't locate the host plugins from the host drive, I'm really not too impressed.

Deej

"Edna" <edna@texomaonline.com> wrote in message news:4439b67d@linux...

> I think that is the way it works Kim, it has the plugins stored on the
> server(also on the host, in case you dont want to process one on the
server)

> and applies them there and shoots it back to the host, as I understand it
> anyway. This is why it unloads your host cpu workload. It only accesses
the

> drive for the plugins as you mentioned, and the fxt program itself .

Also,

> you can stream vistic from the server, but I havent tried this.

> E

>
> "Kim" <hiddensounds@hotmail.com> wrote in message news:4439aed3\$1@linux...

> >

> >

> > If FX teleport is accessing the partitions using Windows Networking,
then

> > I can't see why the formats would make any difference.

> >

> > But perhaps it doesn't.

> >

> > To be honest, if I understand what it's doing properly, I can't see why
it

> > actually needs to access the drives at all. I would have thought FX

> teleport

> > would simply talk directly from one machine to the other, from the

> teleport
> > app on one machine to teleport on the other, app to app, rather than
> accessing
> > the drive. Accessing the drive would simply slow the process down, as
> drives
> > are slow of course. I mean why does teleport need to access the drive? I
> > mean other than to read the plugins off the local machine, but as far as
> > transferring audio data between machines surely it doesn't have to read
> the
> > drive. The audio app would read the track off the drive and feed it to
> teleport,
> > which would feed it down the network cable to teleport at the other end,
> > apply the effect, and send it back to teleport, which would feed it back
> > to the app. Can't see why it needs to access the drive... other than
to
> > access your plugins, but that would be on the local machine surely?
> >
> > Cheers,
> > Kim.
> >
> > "DJ" <animix_spam-this-ahole_@animas.net> wrote:
> > >My system drive (running Win XP) is formatted FAT 32 (I have my reasons
> > for
> > >this). FXT will not scan and recognize the plugins on the host machine
> and
> > >does not recognize my server machine either. The system drive on the
> server
> > >is formatted NTFS. All folders are being recognized through My Network
> > >Places and the files are accessible between both machines over the
> network,
> > >but for the life of me, I can't get FXT to work ads advertized.
> > >
> > >I have tried everything. It just occurred to me that the drives on the
> host
> > >and server were formatted differently.
> > >
> > >
> >
>
>

Subject: Re: I think maybe this is why FXT isn't working-feedback please
Posted by [Edna Sloan](#) on Mon, 10 Apr 2006 01:28:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think that is the way it works Kim, it has the plugins stored on the server(also on the host, in case you dont want to process one on the server)

and applies them there and shoots it back to the host, as I understand it anyway. This is why it unloads your host cpu workload. It only accesses the drive for the plugins as you mentioned, and the fxt program itself . Also, you can stream vstis from the server, but I havent tried this.

E

"Kim" <hiddensounds@hotmail.com> wrote in message news:4439aed3\$1@linux...

>

>

> If FX teleport is accessing the partitions using Windows Networking, then
> I can't see why the formats would make any difference.

>

> But perhaps it doesn't.

>

> To be honest, if I understand what it's doing properly, I can't see why it
> actually needs to access the drives at all. I would have thought FX
teleport

> would simply talk directly from one machine to the other, from the
teleport

> app on one machine to teleport on the other, app to app, rather than
accessing

> the drive. Accessing the drive would simply slow the process down, as
drives

> are slow of course. I mean why does teleport need to access the drive? I

> mean other than to read the plugins off the local machine, but as far as

> transferring audio data between machines surely it doesn't have to read
the

> drive. The audio app would read the track off the drive and feed it to
teleport,

> which would feed it down the network cable to teleport at the other end,

> apply the effect, and send it back to teleport, which would feed it back

> to the app. Can't see why it needs to access the drive... other than to

> access your plugins, but that would be on the local machine surely?

>

> Cheers,

> Kim.

>

> "DJ" <animix_spam-this-ahole_@animas.net> wrote:

> >My system drive (running Win XP) is formatted FAT 32 (I have my reasons
> for

> >this). FXT will not scan and recognize the plugins on the host machine
and

> >does not recognize my server machine either. The system drive on the
server

> >is formatted NTFS. All folders are being recognized through My Network

> >Places and the files are accessable between both machines over the
network,

> >but for the life of me, I casn't get FXT to work ads advertized.

> >
> >I have tried everything. It just occurred to me that the drives on the
host
> >and server were formatted differently.
> >
> >
>

Subject: Re: I think maybe this is why FXT isn't working-feedback please
Posted by [Edna Sloan](#) on Mon, 10 Apr 2006 01:51:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well hopefully it does work with fat32! You might check the reqs before you go to all that trouble. One thing, if you have your plugs installed in different folders on the host it may get confused? The only indication in the applet that it found the plugs on the host is that the path is shown in the lower window, and the dialog says it will use it to install the fx subfolder. It wont attempt to locate the server plugs till the host location is indicated. You could try switching the server/host fxt installations to see what happens. If it then indicates the plugin path in the "new" host, it may be a fat32 issue.

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message news:4439b814@linux...

> I guess the last resort will be to reformat my server drive to FAT 32. I'm
> not asbout to go the other way and reformat my system drive NTFS on my
host
> machine. Too much work to reinstall/reauthorize all my apps/plugins. If
FXT
> doesn't work with F 32, I'll just live without it.
>
> I'm to the point of being totally disgusted with this app anyway. If it
> can't locate the host plugins from the host drive, I'm really not too
> impressed.

>
> Deej

>
>
>
>
> "Edna" <edna@texomaonline.com> wrote in message news:4439b67d@linux...

> > I think that is the way it works Kim, it has the plugins stored on the
> > server(also on the host, in case you dont want to process one on the
> server)
> > and applies them there and shoots it back to the host, as I understand
it
> > anyway. This is why it unloads your host cpu workload. It only accesses
> the

> > drive for the plugins as you mentioned, and the fxt program itself .
> Also,
> > you can stream vists from the server, but I havent tried this.
> > E
> >
> > "Kim" <hiddensounds@hotmail.com> wrote in message
news:4439aed3\$1 @linux...
> > >
> > >
> > > If FX teleport is accessing the partitions using Windows Networking,
> then
> > > I can't see why the formats would make any difference.
> > >
> > > But perhaps it doesn't.
> > >
> > > To be honest, if I understand what it's doing properly, I can't see
why
> it
> > > actually needs to access the drives at all. I would have thought FX
> > teleport
> > > would simply talk directly from one machine to the other, from the
> > teleport
> > > app on one machine to teleport on the other, app to app, rather than
> > accessing
> > > the drive. Accessing the drive would simply slow the process down, as
> > drives
> > > are slow of course. I mean why does teleport need to access the drive?
I
> > > mean other than to read the plugins off the local machine, but as far
as
> > > transferring audio data between machines surely it doesn't have to
read
> > the
> > > drive. The audio app would read the track off the drive and feed it to
> > teleport,
> > > which would feed it down the network cable to teleport at the other
end,
> > > apply the effect, and send it back to teleport, which would feed it
back
> > > to the app. Can't see why it needs to access the drive... other than
> to
> > > access your plugins, but that would be on the local machine surely?
> > >
> > > Cheers,
> > > Kim.
> > >
> > > "DJ" <animix_spam-this-ahole_@animas.net> wrote:
> > > >My system drive (running Win XP) is formatted FAT 32 (I have my

reasons
> > > for
> > > >this). FXT will not scan and recognize the plugins on the host
machine
> > and
> > >does not recognize my server machine either. The system drive on the
> > server
> > >is formatted NTFS. All folders are being recognized through My
Network
> > >Places and the files are accessable between both machines over the
> > network,
> > >but for the life of me, I casn't get FXT to work ads advertized.
> > > >
> > > >I have tried everything. It just occurred to me that the drives on
the
> > host
> > >and server were formatted differently.
> > > >
> > > >
> > >
> >
> >
>
>

Subject: Re: I think maybe this is why FXT isn't working-feedback please
Posted by [Kim](#) on Mon, 10 Apr 2006 02:00:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

In any case I'd suggest that the problem may well simply be that it doesn't
like FAT32 full stop, in which case that's what you'd have to do.

You would expect that it would be well documented if that was the case though.
Very odd.

Cheers,
Kim.

"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>I guess the last resort will be to reformat my server drive to FAT 32. I'm
>not asbout to go the other way and reformat my system drive NTFS on my host
>machine. Too much work to reinstall/reauthorize all my apps/plugins. If
FXT
>doesn't work with F 32, I'll just live without it.
>
>I'm to the point of being totally disgusted with this app anyway. If it
>can't locate the host plugins from the host drive, I'm really not too

>impressed.
>
>Deej
>
>
>
>"Edna" <edna@texomaonline.com> wrote in message news:4439b67d@linux...
>> I think that is the way it works Kim, it has the plugins stored on the
>> server(also on the host, in case you dont want to process one on the
>server)
>> and applies them there and shoots it back to the host, as I understand
it
>> anyway. This is why it unloads your host cpu workload. It only accesses
>the
>> drive for the plugins as you mentioned, and the fxt program itself .
>Also,
>> you can stream vists from the server, but I havent tried this.
>> E
>>
>> "Kim" <hiddensounds@hotmail.com> wrote in message news:4439aed3\$1@linux...
>> >
>> >
>> > If FX teleport is accessing the partitions using Windows Networking,
>then
>> > I can't see why the formats would make any difference.
>> >
>> > But perhaps it doesn't.
>> >
>> > To be honest, if I understand what it's doing properly, I can't see
why
>it
>> > actually needs to access the drives at all. I would have thought FX
>> teleport
>> > would simply talk directly from one machine to the other, from the
>> teleport
>> > app on one machine to teleport on the other, app to app, rather than
>> accessing
>> > the drive. Accessing the drive would simply slow the process down, as
>> drives
>> > are slow of course. I mean why does teleport need to access the drive?
I
>> > mean other than to read the plugins off the local machine, but as far
as
>> > transferring audio data between machines surely it doesn't have to read
>> the
>> > drive. The audio app would read the track off the drive and feed it
to
>> teleport,

>> > which would feed it down the network cable to teleport at the other
end,
>> > apply the effect, and send it back to teleport, which would feed it
back
>> > to the app. Can't see why it needs to access the drive... other than
>to
>> > access your plugins, but that would be on the local machine surely?
>> >
>> > Cheers,
>> > Kim.
>> >
>> > "DJ" <animix_spam-this-ahole_@animas.net> wrote:
>> > >My system drive (running Win XP) is formatted FAT 32 (I have my reasons
>> > for
>> > >this). FXT will not scan and recognize the plugins on the host machine
>> and
>> > >does not recognize my server machine either. The system drive on the
>> server
>> > >is formatted NTFS. All folders are being recognized through My Network
>> > >Places and the files are accessible between both machines over the
>> network,
>> > >but for the life of me, I casn't get FXT to work ads advertized.
>> > >
>> > >I have tried everything. It just occurred to me that the drives on
the
>> host
>> > >and server were formatted differently.
>> > >
>> > >
>> >
>>
>>
>
>

Subject: Re: I think maybe this is why FXT isn't working-feedback please
Posted by [Deej \[1\]](#) on Mon, 10 Apr 2006 05:24:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

FXT is supposed to work with Win 98 and ME. those won't run with NTFS so I'm
sure FAT 32 is supported. Now if there is some issue with the FAT 32 (host)
app not being able to access the NTFS (server) app due to different drive
formats, this could explain it, but WTF can I share files between these two
drives with no problems over the network, just not using FX Teleport? My FAT
32 system drive on my Cubase machine can access files on my NTFS (server)
machine with no problem at all and my Paris machine (which is on the same
network) running FAT 32 can also access the NTFS formatted system drive of

the server machine and vice versa.

Very strange. I may just ditch these RME cards in favor of Lynx cards. I've read too much that leads me to believe that the crackling I'm getting is an RME driver issue. I thought the crackling had to do with overloading the PCI bus with too many UAD cards, but now I'm not so sure. I'm not at all crazy about other things RME either. The Totalmix software is undoubtedly the crappiest software interface I've ever used.

Guess I'm just burned out on this and getting grouchy.

G'nite guys.....and thanks for all your help and suggestions

Deej

"Kim" <hiddensounds@hotmail.com> wrote in message news:4439bc2f\$1@linux...

>

>

> In any case I'd suggest that the problem may well simply be that it doesn't

> like FAT32 full stop, in which case that's what you'd have to do.

>

> You would expect that it would be well documented if that was the case though.

> Very odd.

>

> Cheers,

> Kim.

>

> "DJ" <animix_spam-this-ahole_@animas.net> wrote:

> >I guess the last resort will be to reformat my server drive to FAT 32.

I'm

> >not asbout to go the other way and reformat my system drive NTFS on my host

> >machine. Too much work to reinstall/reauthorize all my apps/plugins. If

> FXT

> >doesn't work with F 32, I'll just live without it.

> >

> >I'm to the point of being totally disgusted with this app anyway. If it

> >can't locate the host plugins from the host drive, I'm really not too

> >impressed.

> >

> >Deej

> >

> >

> >

> >"Edna" <edna@texomaonline.com> wrote in message news:4439b67d@linux...

> >> I think that is the way it works Kim, it has the plugins stored on the
> >> server(also on the host, in case you dont want to process one on the
> >server)
> >> and applies them there and shoots it back to the host, as I understand
> it
> >> anyway. This is why it unloads your host cpu workload. It only
accesses
> >the
> >> drive for the plugins as you mentioned, and the fxt program itself .
> >Also,
> >> you can stream vists from the server, but I havent tried this.
> >> E
> >>
> >> "Kim" <hiddensounds@hotmail.com> wrote in message
news:4439aed3\$1@linux...
> >> >
> >> >
> >> > If FX teleport is accessing the partitions using Windows Networking,
> >then
> >> > I can't see why the formats would make any difference.
> >> >
> >> > But perhaps it doesn't.
> >> >
> >> > To be honest, if I understand what it's doing properly, I can't see
> why
> >it
> >> > actually needs to access the drives at all. I would have thought FX
> >> teleport
> >> > would simply talk directly from one machine to the other, from the
> >> teleport
> >> > app on one machine to teleport on the other, app to app, rather than
> >> accessing
> >> > the drive. Accessing the drive would simply slow the process down, as
> >> drives
> >> > are slow of course. I mean why does teleport need to access the
drive?
> I
> >> > mean other than to read the plugins off the local machine, but as far
> as
> >> > transferring audio data between machines surely it doesn't have to
read
> >> the
> >> > drive. The audio app would read the track off the drive and feed it
> to
> >> teleport,
> >> > which would feed it down the network cable to teleport at the other
> end,
> >> > apply the effect, and send it back to teleport, which would feed it

> back
> >> > to the app. Can't see why it needs to access the drive... other
than
> >to
> >> > access your plugins, but that would be on the local machine surely?
> >> >
> >> > Cheers,
> >> > Kim.
> >> >
> >> > "DJ" <animix_spam-this-ahole_@animas.net> wrote:
> >> > >My system drive (running Win XP) is formatted FAT 32 (I have my
reasons
> >> > for
> >> > >this). FXT will not scan and recognize the plugins on the host
machine
> >> and
> >> > >does not recognize my server machine either. The system drive on the
> >> server
> >> > >is formatted NTFS. All folders are being recognized through My
Network
> >> > >Places and the files are accessable between both machines over the
> >> network,
> >> > >but for the life of me, I casn't get FXT to work ads advertized.
> >> > >
> >> > >I have tried everything. It just occurred to me that the drives on
> the
> >> host
> >> > >and server were formatted differently.
> >> > >
> >> > >
> >> > >
> >> >
> >>
> >>
> >
> >
> >
>

Subject: Re: I think maybe this is why FXT isn't working-feedback please
Posted by [Dedric Terry](#) on Mon, 10 Apr 2006 14:37:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

FWIW - the RME issue may be SX/Nuendo related, not necessarily just RME (may not alter the idea of going to Lynx, but fwiw). I've been checking into why RME cards aren't working well at low latency with Nuendo (since 3.0 this has been the case), and found that they work amazingly well with Samplitude at low latency, soooo....that leads me to believe it isn't simply a driver issue. I don't have Lynx cards to confirm if they work even better with

Samplitude though. Nothing wrong with going to Lynx though - great cards, and they do seem to perform well with Nuendo, at the moment. Just something to look into before changing out your system.

Sorry you are having problems with FXT. I does work perfectly with multiple NTFS systems under Nuendo, so at least there is hope, unless it's a Paris issue.

FXT may be handling file sharing differently than Windows - it really isn't just file sharing, it's running a dll in a local shell with a tunnel to the host. You could get really anal about this, put a Sniffer on your LAN (rent one from a Network systems developer) and see if FXT is sending and receiving anything when instantiated. That would help trace down whether it's a LAN communication issue, or FXT just isn't loading completely on one end.

Regards,
Dedric

On 4/9/06 11:24 PM, in article 4439effd\$1@linux, "DJ"
<animix_spam-this-ahole_@animas.net> wrote:

> FXT is supposed to work with Win 98 and ME. those won't run with NTFS so I'm
> sure FAT 32 is supported. Now if there is some issue with the FAT 32 (host)
> app not being able to access the NTFS (server) app due to different drive
> formats, this could explain it, but WTF can I share files between these two
> drives with no problems over the network, just not using FX Teleport? My FAT
> 32 system drive on my Cubase machine can access files on my NTFS (server)
> machine with no problem at all and my Paris machine (which is on the same
> network) running FAT 32 can also access the NTFS formatted system drive of
> the server machine and vice versa.

>

> Very strange. I may just ditch these RME cards in favor of Lynx cards. I've
> read too much that leads me to believe that the crackling I'm getting is an
> RME driver issue. I thought the crackling had to do with overloading the PCI
> bus with too many UAD cards, but now I'm not so sure. I'm not at all crazy
> about other things RME either. The Totalmix software is undoubtedly the
> crappiest software interface I've ever used.

>

> Guess I'm just burned out on this and getting grouchy.

>

> G'nite guys.....and thanks for all your help and suggestions

>

> Deej

>

>

> "Kim" <hiddensounds@hotmail.com> wrote in message news:4439bc2f\$1@linux...

>>

>>
>> In any case I'd suggest that the problem may well simply be that it
> doesn't
>> like FAT32 full stop, in which case that's what you'd have to do.
>>
>> You would expect that it would be well documented if that was the case
> though.
>> Very odd.
>>
>> Cheers,
>> Kim.
>>
>> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
>>> I guess the last resort will be to reformat my server drive to FAT 32.
> I'm
>>> not asbout to go the other way and reformat my system drive NTFS on my
> host
>>> machine. Too much work to reinstall/reauthorize all my apps/plugins. If
>> FXT
>>> doesn't work with F 32, I'll just live without it.
>>>
>>> I'm to the point of being totally disgusted with this app anyway. If it
>>> can't locate the host plugins from the host drive, I'm really not too
>>> impressed.
>>>
>>> Deej
>>>
>>>
>>>
>>> "Edna" <edna@texomaonline.com> wrote in message news:4439b67d@linux...
>>>> I think that is the way it works Kim, it has the plugins stored on the
>>>> server(also on the host, in case you dont want to process one on the
>>>> server)
>>>> and applies them there and shoots it back to the host, as I understand
>> it
>>>> anyway. This is why it unloads your host cpu workload. It only
> accesses
>>> the
>>>> drive for the plugins as you mentioned, and the fxt program itself .
>>> Also,
>>>> you can stream vistic from the server, but I havent tried this.
>>>> E
>>>>
>>>> "Kim" <hiddensounds@hotmail.com> wrote in message
> news:4439aed3\$1 @linux...
>>>>>
>>>>>
>>>>> If FX teleport is accessing the partitions using Windows Networking,

>>> then
>>>> I can't see why the formats would make any difference.
>>>>
>>>> But perhaps it doesn't.
>>>>
>>>> To be honest, if I understand what it's doing properly, I can't see
>> why
>>> it
>>>> actually needs to access the drives at all. I would have thought FX
>>>> teleport
>>>> would simply talk directly from one machine to the other, from the
>>>> teleport
>>>> app on one machine to teleport on the other, app to app, rather than
>>>> accessing
>>>> the drive. Accessing the drive would simply slow the process down, as
>>>> drives
>>>> are slow of course. I mean why does teleport need to access the
> drive?
>> I
>>>> mean other than to read the plugins off the local machine, but as far
>> as
>>>> transferring audio data between machines surely it doesn't have to
> read
>>>> the
>>>> drive. The audio app would read the track off the drive and feed it
>> to
>>>> teleport,
>>>> which would feed it down the network cable to teleport at the other
>> end,
>>>> apply the effect, and send it back to teleport, which would feed it
>> back
>>>> to the app. Can't see why it needs to access the drive... other
> than
>>> to
>>>> access your plugins, but that would be on the local machine surely?
>>>>
>>>> Cheers,
>>>> Kim.
>>>>
>>>> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
>>>>> My system drive (running Win XP) is formatted FAT 32 (I have my
> reasons
>>>>> for
>>>>>> this). FXT will not scan and recognize the plugins on the host
> machine
>>>> and
>>>>>> does not recognize my server machine either. The system drive on the
>>>> server

>>>>> is formatted NTFS. All folders are being recognized through My
> Network
>>>>> Places and the files are accessible between both machines over the
>>>> network,
>>>>> but for the life of me, I can't get FXT to work ads advertized.
>>>>>
>>>>> I have tried everything. It just occurred to me that the drives on
>> the
>>>> host
>>>>> and server were formatted differently.
>>>>>>
>>>>>>
>>>>>
>>>>
>>>>
>>>>
>>>
>>>
>>>
>>
>>
>>
>
>
