
Subject: EDS Effects and disappearing audio
Posted by [JeffH](#) on Tue, 31 Oct 2006 09:06:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have been having a problem with old projects I am pulling up (as little time as I've had in the studio, let's face it...they're all old)where whole submixes will not play. Objects exist in the corresponding editor and instruments are assigned. I can get the audio to play by removing all EDS effects, saving the project, closing and reopening. Effects can then be added back in.

Just wondered if anyone had run into something similar. Right now, I'm documenting all the presets/ settings used and going through the process above, re-establishing the effect settings.

Any help would be great,

JH

Subject: Re: EDS Effects and disappearing audio
Posted by [pauln\[2\]](#) on Tue, 31 Oct 2006 14:22:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Jeff,

I'm having a similar problem. I'll reopen a project and some channels that have FX on them (mostly nolimit and eds compressors) will pass no audio until I remove the effect and add it back. In addition, sometimes I'll add nolimit on channel 1, then when I add another to channel 2, channel 1 will quit passing audio. Pain in the ass for sure.

Just started happening out of the blue one day. If you find out anything, please post it here and I'll do the same.

Jeff hoover <jkhoover@excite.com> wrote:

>I have been having a problem with old projects I am pulling up (as
>little time as I've had in the studio, let's face it...they're all
>old)where whole submixes will not play. Objects exist in the
>corresponding editor and instruments are assigned. I can get the audio

>to play by removing all EDS effects, saving the project, closing and
>reopening. Effects can then be added back in.

>

>Just wondered if anyone had run into something similar. Right now, I'm

>documenting all the presets/ settings used and going through the process

> above, re-establishing the effect settings.

>

>Any help would be great,

>

>

>JH

Subject: Re: EDS Effects and disappearing audio
Posted by [JeffH](#) on Tue, 31 Oct 2006 17:10:42 GMT

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

Will do...Hoping to do some more specific troubleshooting next week.
You know it's getting to be busy when you have to wait for surgery recovery
time to get quality studio hours...doh!!!!

JH

Paul wrote:

> Hi Jeff,

>

> I'm having a similar problem. I'll reopen a project and some channels that
> have FX on them (mostly nolimit and eds compressors) will pass no audio until
> I remove the effect and add it back. In addition, sometimes I'll add nolimit
> on channel 1, then when I add another to channel 2, channel 1 will quit passing
> audio. Pain in the ass for sure.

>

> Just started happening out of the blue one day. If you find out anything,
> please post it here and I'll do the same.

>

>

> Jeff hoover <jkhoover@excite.com> wrote:

>

>>I have been having a problem with old projects I am pulling up (as
>>little time as I've had in the studio, let's face it...they're all
>>old)where whole submixes will not play. Objects exist in the
>>corresponding editor and instruments are assigned. I can get the audio

>

>

>>to play by removing all EDS effects, saving the project, closing and
>>reopening. Effects can then be added back in.

>>

>>Just wondered if anyone had run into something similar. Right now, I'm

>

>

>>documenting all the presets/ settings used and going through the process
>
>
>> above, re-establishing the effect settings.
>>
>>Any help would be great,
>>
>>
>>JH
>
>

Subject: Re: EDS Effects and disappearing audio
Posted by [JeffH](#) on Tue, 31 Oct 2006 17:12:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make that busy

Jeff hoover wrote:

> Will do...Hoping to do some more specific troubleshooting next week. You
> know it's gettingto besy when you have to wait for surgery recovery time
> to get quality studio hours...doh!!!!

>
>
> JH

> Paul wrote:

>
>> Hi Jeff,
>>
>> I'm having a similar problem. I'll reopen a project and some channels
>> that
>> have FX on them (mostly nolimit and eds compressors) will pass no
>> audio until
>> I remove the effect and add it back. In addition, sometimes I'll add
>> nolimit
>> on channel 1, then when I add another to channel 2, channel 1 will
>> quit passing
>> audio. Pain in the ass for sure.

>>
>> Just started happening out of the blue one day. If you find out anything,
>> please post it here and I'll do the same.

>>
>>
>> Jeff hoover <jkhoover@excite.com> wrote:

>>
>>> I have been having a problem with old projects I am pulling up (as

>>> little time as I've had in the studio, let's face it...they're all
>>> old)where whole submixes will not play. Objects exist in the
>>> corresponding editor and instruments are assigned. I can get the audio
>>
>>
>>
>>> to play by removing all EDS effects, saving the project, closing and
>>> reopening. Effects can then be added back in.
>>>
>>> Just wondered if anyone had run into something similar. Right now, I'm
>>
>>
>>
>>> documenting all the presets/ settings used and going through the process
>>
>>
>>
>>> above, re-establishing the effect settings.
>>>
>>> Any help would be great,
>>>
>>>
>>> JH
>>
>>
>>
