
Subject: Anyone using FX Teleport here?

Posted by [Deej \[1\]](#) on Sun, 02 Apr 2006 19:24:12 GMT

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On my cubase SX (host) machine, there are numerous folders where VST plugins reside, as follows:

```
c>Program files>Steinberg>VST Plugins>Powered Plugins
c>Program files>Steinberg>VST Plugins>Powered Plugins>mono
c>Program files>Steinberg>Cubase SX3>VST Plugins (and there are subfolders
in this directory with various plugins)
```

In my remote server machine, the VST plugins live in directories with similar names. Cubase SX is not installed on the server, but the directory path to the plugins is the same.

Both computers are properly networked using the INTEL NIC cards and the Linksys switch that is recommended by Ric at FXT and the network is functioning properly.

When I install the FXT program, it prompts a default installation path of C>Program Files>FX Telport.

If I use this default path, the FXT program doesn't recognize any of my plugins. If I install it to the directory paths of the VST plugins, same thing.

Do I need to uninstall my VST plugins, install FXT and then Reinstall the plugins?

WTF do I do here?

Subject: Re: Anyone using FX Teleport here?

Posted by [Edna Sloan](#) on Sun, 02 Apr 2006 21:41:20 GMT

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I have it set up and it works fine - not in PARIS though:(I have used it with Wavelab so far. I don't think it matters where FXT is installed as far as plugins go. As I am sure you know, you do have to install it on both computers, host installation and server installation. I used the default locations. I have all my plugins in the same named folder on both machines, VstPlugins. These locations will be prompted in the install window that comes up. I'm not sure about using multiple locations? I would try something simple to get it going first. On the host machine FXT will make an FX Teleport subfolder in the Plugins folder and it will have all your plugins with a ".lan" extension. . Then when you enable a plugin in your host sequencer you will have a choice of the plugin with or without the lan

extension. When the server is ready it will display a ready window.
HTH, Edna

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:443026f4@linux...

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Subject: Re: Anyone using FX Teleport here?
Posted by [Deej \[1\]](#) on Sun, 02 Apr 2006 22:33:24 GMT
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So you created a folder, named it VST plugins and put it where?...and then
FXT just automatically found it?

"Edna" <edna@texomaonline.com> wrote in message news:443046a1@linux...
> I have it set up and it works fine - not in PARIS though:(I have used it
> with Wavelab so far. I don't think it matters where FXT is installed as
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> as plugins go. As I am sure you know, you do have to install it on both
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Subject: Re: Anyone using FX Teleport here?
Posted by [Edna Sloan](#) on Sun, 02 Apr 2006 23:56:39 GMT
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Well, I already had a folder on my host, under C:\Program Files\Steinberg\VstPlugins. I put this same thing on my server and copied all my plugins there. Then install FXT on the server. With the server FXT running, then you install FXT on your host. Then a configure applet will come up to install the wrappers. Follow instructions in this window and it will scan and list the plugins. Install what you want, and tell it where to install the wrappers. I used the string above, and it made an FX Teleport subfolder in my VstPlugins folder with the wrappers or lan plugins

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message news:4430535c@linux...

> So you created a folder, named it VST plugins and put it where?....and then

> FXT just automatically found it?

>

> "Edna" <edna@texomaonline.com> wrote in message news:443046a1@linux...

> > I have it set up and it works fine - not in PARIS though:(I have used it

> > with Wavelab so far. I don't think it matters where FXT is installed as far

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Subject: Re: Anyone using FX Teleport here?
Posted by [Neil](#) on Mon, 03 Apr 2006 02:29:01 GMT
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Deej, sounds like you might have to move some plugins around

within your folders, so don't forget you'll have to reconfigure your plugins in all your CubaseSX projects if you move them to other folders, so you might want to save your plugin settings as presets (easy to do if you jsut create new folders within each of your projects in SX, then save each plugin setting on each channel as a preset - .fxp file - takes up hardly any room on your hard drive) or even write them down - whichever you find easier... me I'd go with opton #1, saving them all as presets!

SX will tell you which plugins you're missing (the ones that have been moved), when you load a given project, so write these down as it prompts you, or you can save the contents of that prompt window as a text file & printout if you'd rather do that.

Save the plugin presets BEFORE you move them to other folders!!!

Neil

"Edna" <edna@texomaonline.com> wrote:

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Subject: Re: Anyone using FX Teleport here?
Posted by [Deej \[1\]](#) on Mon, 03 Apr 2006 02:58:28 GMT
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If this program won't ID my plugins where they currently live, it's worthless to me. I'm not going to jack around with reconfiguring about 20 songs in Cubase SX right now. The thing that seems to be happening is that it's not finding the plugins on the server.

I told the developer I'd do some beta testing for him using my 4 x UAD-1 cards. I've got an email to him in the pipeline but he hasn't answered.

"Neil" <OIUOIU@OIU.com> wrote in message news:4430886d\$1@linux...
>

> Deej, sounds like you might have to move some plugins around
> within your folders, so don't forget you'll have to reconfigure
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Subject: Re: Anyone using FX Teleport here?
Posted by [Edna Sloan](#) on Mon, 03 Apr 2006 04:23:54 GMT
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Have you told FXT where to find them? (in the configure applet) - your shared location on the server?

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message news:44309187\$1@linux...

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> > >> > with Wavelab so far. I don't think it matters where FXT is
installed
> > as
> > >> far
> > >> > as plugins go. As I am sure you know, you do have to install it on
> > both
> > >> > computers, host installation and server installation. I used the
> > >default
> > >> > locations. I have all my plugins in the same named folder on both
> > >> machines,
> > >> > VstPlugins. These locations will be prompted in the install window
that
> > >> comes
> > >> > up. I'm not sure about using multiple locations? I would try
> something
> > >> > simple to get it going first. On the host machine FXT will make an
> > FX
> > >> > Teleport subfolder in the Plugins folder and it will have all your
> > >plugins
> > >> > with a "lan" extension. . Then when you enable a plugin in your
> host
> > >> > sequencer you will have a choice of the plugin with or without the
> lan
> > >> > extension. When the server is ready it will display a ready
window.
> > >> > HTH, Edna
> > >> >
> > >> > "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
> > >> > news:443026f4@linux...
> > >> > > On my cubase SX (host) machine, there are numerous folders where
> VST
> > >> > > plugins reside, as follows:
> > >> > >
> > >> > > c>Program files>Steinberg>VST Plugins>Powered Plugins
> > >> > > c>Program files>Steinberg>VST Plugins>Powered Plugins>mono
> > >> > > c>Program files>Steinberg>Cubase SX3>VST Plugins (and there are
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> > >> > > in this directory with various plugins)
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> > >> > > In my remote server machine, the VST plugins live in directories
> with
> > >> > > similar names. Cubase SX is not installed on the server, but the
> > >> directory
> > >> > > path to the plugins is the same.
> > >> > >

shared just because my C drive was shared. So I had to drag it into the shared files folder and make my shared connection through this path. Of course, you can try putting the vst folder in the shared files folder instead. Anyway, make sure you can access the vst folder on the server from the host thru the network - so it can be found on the host scan. Gotta go, hub yelling at me.
Edna

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message news:44309187\$1@linux...

> If this program won't ID my plugins where they currently live, it's
> worthless to me. I'm not going to jack around with reconfiguring about 20
> songs in Cubase SX right now. The thing that seems to be happening is that
> it's not finding the plugins on the server.

>
> I told the developer I'd do some beta testing for him using my 4 x UAD-1
> cards. I've got an email to him in the pipeline but he hasn't answered.

>
>
> "Neil" <OIUOIU@OIU.com> wrote in message news:4430886d\$1@linux...

> >
> > DeeJ, sounds like you might have to move some plugins around
> > within your folders, so don't forget you'll have to reconfigure
> > your plugins in all your CubaseSX projects if you move them to
> > other folders, so you might want to save your plugin settings
> > as presets (easy to do if you jsut create new folders within
> > each of your projects in SX, then save each plugin setting on
> > each channel as a preset - .fxp file - takes up hardly any room
> > on your hard drive) or even write them down - whichever you
> > find easier... me I'd go with option #1, saving them all as
> > presets!

> >
> > SX will tell you which plugins you're missing (the ones that
> > have been moved), when you load a given project, so write these
> > down as it prompts you, or you can save the contents of that
> > prompt window as a text file & printout if you'd rather do that.

> >
> > Save the plugin presets BEFORE you move them to other folders!!!

> >
> > Neil

> >
> >
> > "Edna" <edna@texomaonline.com> wrote:

> > >Well, I already had a folder on my host, under C:\Program
> > >Files\Steinberg\VstPlugins. I put this same thing on my server and
> > copied
> > >all my plugins there. Then install FXT on the server. With the server
> > FXT

> > >running, then you install FXT on your host. Then a configure applet will
> > >come up to install the wrappers. Follow instructions in this window and
> > it
> > >will scan and list the plugins. Install what you want, and tell it where
> > to
> > >install the wrappers. I used the string above, and it made an FX
> Teleport
> > >subfolder in my VstPlugins folder with the wrappers or lan plugins
> > >
> > >"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
> > >news:4430535c@linux...
> > >> So you created a folder, named it VST plugins and put it where?...and
> > >then
> > >> FXT just automatically found it?
> > >>
> > >> "Edna" <edna@texomaonline.com> wrote in message
news:443046a1@linux...
> > >> > I have it set up and it works fine - not in PARIS though:(I have
> used
> > >it
> > >> > with Wavelab so far. I don't think it matters where FXT is
installed
> > as
> > >> far
> > >> > as plugins go. As I am sure you know, you do have to install it on
> > both
> > >> > computers, host installation and server installation. I used the
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> > >> > locations. I have all my plugins in the same named folder on both
> > >> machines,
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> > >> > sequencer you will have a choice of the plugin with or without the
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> > >> > extension. When the server is ready it will display a ready

window.

> > > > HTH, Edna
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Subject: Re: Anyone using FX Teleport here?

Posted by [Rob Arsenault](#) on Wed, 05 Apr 2006 13:11:12 GMT

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DJ, so does this mean one could have UAD plugs running in real-time in Cubase SX on a second box and have Paris networked to this box via TX teleport therefore allowing for "Auto latency compensation" within Paris?

If so, this is awesome news...!!

If not, then back to regular scheduled programming.

RoB a

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:443026f4@linux...

> On my cubase SX (host) machine, there are numerous folders where VST
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> c>Program files>Steinberg>VST Plugins>Powered Plugins>mono
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> Do I need to uninstall my VST plugins, install FXT and then Reinstall the
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Subject: Re: Anyone using FX Teleport here?
Posted by [Deej \[1\]](#) on Wed, 05 Apr 2006 13:26:03 GMT
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If Cubase SX PDC works with FXT then I think this will work. Right now, I can use UAD-1 plugins as inserts by sending/returning audio from Paris to/from Cubase SX with the UAD-1 cards residing in the Cubase SX machine. I will be experimenting with installing an FX Teleport *wrapped* UAD-1 plugin from the FXT server into an insert in Cubase SX, then sending/returning audio from Paris to/from this plugin in Cubase SX.

I will probably be posting up about this tomorrow night.

Deej

"Rob Arsenault" <info@studiomanitou.com> wrote in message
news:4433c2a5@linux...

> DJ, so does this mean one could have UAD plugs running in real-time in
> Cubase SX on a second box and have Paris networked to this box via TX
> teleport therefore allowing for "Auto latency compensation" within Paris?
>
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Subject: Re: Anyone using FX Teleport here?

Posted by [Rob Arsenault](#) on Wed, 05 Apr 2006 13:57:37 GMT

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Thanks man, good stuff, please do keep us informed.

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:4433c79c@linux...

> If Cubase SX PDC works with FXT then I think this will work. Right now, I
> can use UAD-1 plugins as inserts by sending/returning audio from Paris
> to/from Cubase SX with the UAD-1 cards residing in the Cubase SX machine.

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> audio from Paris to/from this plugin in Cubase SX.
>
> I will probably be posting up about this tomorrow night.
>
> Deej
>
>
> "Rob Arsenault" <info@studiomanitou.com> wrote in message
> news:4433c2a5@linux...
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Subject: Re: Anyone using FX Teleport here?
Posted by [Deej \[1\]](#) on Wed, 05 Apr 2006 14:44:38 GMT
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Will do. I've been having some problems getting FXT to work, but I believe I have determined what the problem is so hopefully I will have time tomorrow to get this resolved.

Deej

"Rob Arsenault" <info@studiomanitou.com> wrote in message
news:4433cd85@linux...

> Thanks man, good stuff, please do keep us informed.

>
>

> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
> news:4433c79c@linux...

>> If Cubase SX PDC works with FXT then I think this will work. Right now,
I

>> can use UAD-1 plugins as inserts by sending/returning audio from Paris
>> to/from Cubase SX with the UAD-1 cards residing in the Cubase SX
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>> I

>> will be experimenting with installing an FX Teleport *wrapped* UAD-1
>> plugin

>> from the FXT server into an insert in Cubase SX, then sending/returning
>> audio from Paris to/from this plugin in Cubase SX.

>>

> > I will probably be posting up about this tomorrow night.
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Subject: Re: Anyone using FX Teleport here?
Posted by [Aaron Allen](#) on Thu, 06 Apr 2006 01:24:51 GMT
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I will be all over this if it pans dude.
AA

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:4433dd0c@linux...
> Will do. I've been having some problems getting FXT to work, but I believe
> I
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I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>

Subject: Re: Anyone using FX Teleport here?
Posted by [Deej \[1\]](#) on Thu, 06 Apr 2006 02:43:19 GMT
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I had a friend of mine who is a networking guru configure a number of machines here in order to deal with some issues that are, as usual, complicated by my insistence on doing things *my way*. This has created a scenario that FXT does not like. We're going to rethink this tomorrow morning. Souldn't be impossible to suss. Certain Symantec issues are involved though, so who knows?

Deej

"Aaron Allen" <nospam@not_here.dude> wrote in message news:44346f9d@linux...

> I will be all over this if it pans dude.
> AA
>
>
> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
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>
> I choose Polesoft Lockspam to fight spam, and you?
> <http://www.polesoft.com/refer.html>
>
>

Subject: Re: Anyone using FX Teleport here?
Posted by [Aaron Allen](#) on Thu, 06 Apr 2006 04:35:44 GMT
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If by Symantec you mean Norton firewall, spam/spyware blockers or A/V... well, good luck with that one man. I swore that crap off back in Win98 days. Norton sucks, don't make a headache for yourself man. The only thing they have done right IMO is Ghost. Even Go Back has proven to be a nightmare to some of my users/family.

AA

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:4434826f\$1@linux...

> I had a friend of mine who is a networking guru configure a number of
> machines here in order to deal with some issues that are, as usual,
> complicated by my insistence on doing things *my way*. This has created a
> scenario that FXT does not like. We're going to rethink this tomorrow
> morning. Souldn't be impossible to suss. Certain Symantec issues are
> involved though, so who knows?

>
> Deej

>
> "Aaron Allen" <nospam@not_here.dude> wrote in message

> news:44346f9d@linux...
>> I will be all over this if it pans dude.
>> AA
>>
>>
>> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
>> news:4433dd0c@linux...
>> > Will do. I've been having some problems getting FXT to work, but I
> believe
>> > I
>> > have determined what the problem is so hopefully I will have time
> tomorrow
>> > to get this resolved.
>> >
>> > Deej
>> >
>> > "Rob Arsenault" <info@studiomanitou.com> wrote in message
>> > news:4433cd85@linux...
>> >> Thanks man, good stuff, please do keep us informed.
>> >>
>> >>
>> >> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
>> >> news:4433c79c@linux...
>> >> > If Cubase SX PDC works with FXT then I think this will work. Right
> now,
>> > I
>> >> > can use UAD-1 plugins as inserts by sending/returning audio from
> Paris
>> >> > to/from Cubase SX with the UAD-1 cards residing in the Cubase SX
>> > machine.
>> >> > I
>> >> > will be experimenting with installing an FX Teleport *wrapped* UAD-1
>> >> > plugin
>> >> > from the FXT server into an insert in Cubase SX, then
> sending/returning
>> >> > audio from Paris to/from this plugin in Cubase SX.
>> >> >
>> >> > I will probably be posting up about this tomorrow night.
>> >> >
>> >> > Deej
>> >> >
>> >> >
>> >> > "Rob Arsenault" <info@studiomanitou.com> wrote in message
>> >> > news:4433c2a5@linux...
>> >> >> DJ, so does this mean one could have UAD plugs running in real-time
> in
>> >> >> Cubase SX on a second box and have Paris networked to this box via
> TX

>> >> >> teleport therefore allowing for "Auto latency compensation" within
>> > Paris?
>> >> >>
>> >> >> If so, this is awesome news...!!
>> >> >> If not, then back to regular scheduled programming.
>> >> >>
>> >> >> RoB a
>> >> >>
>> >> >>
>> >> >>
>> >> >> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
>> >> >> news:443026f4@linux...
>> >> >> > On my cubase SX (host) machine, there are numerous folders where
> > VST
>> >> >> > plugins reside, as follows:
>> >> >> >
>> >> >> > c>Program files>Steinberg>VST Plugins>Powered Plugins
>> >> >> > c>Program files>Steinberg>VST Plugins>Powered Plugins>mono
>> >> >> > c>Program files>Steinberg>Cubase SX3>VST Plugins (and there are
>> >> > subfolders
>> >> >> > in this directory with various plugins)
>> >> >> >
>> >> >> > In my remote server machine, the VST plugins live in directories
>> >> >> > with
>> >> >> > similar names. Cubase SX is not installed on the server, but the
>> >> > directory
>> >> >> > path to the plugins is the same.
>> >> >> >
>> >> >> > Both computers are properly networked using the INTEL NIC cards
> > and
>> > the
>> >> >> > Linksys switch that is recommended by Ric at FXTand the network
>> >> >> > is
>> >> >> > functioning properly.
>> >> >> >
>> >> >> > When I install the FXT program, it prompts a default installation
>> > path
>> >> > of
>> >> >> > C>Program Files>FX Telport.
>> >> >> >
>> >> >> > If I use this default path, the FXT program doesn't reecognize
>> >> >> > any
>> >> >> > of
>> >> >> > my
>> >> >> > plugins. If I install it to the directory paths of the VST
> > plugins,
>> >> >> > same
>> >> >> > thing.

>> >> >> >
>> >> >> > Do I need to uninstall my VST plugins, install FXT and then
>> >> >> > Reinstall
>> >> > the
>> >> >> > plugins?
>> >> >> >
>> >> >> > WTF do I do here?
>> >> >> >
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>>
>> I choose Polesoft Lockspam to fight spam, and you?
>> <http://www.polesoft.com/refer.html>
>>
>>
>
>

Subject: Re: Anyone using FX Teleport here?
Posted by [Dedric Terry](#) on Thu, 06 Apr 2006 15:14:49 GMT
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Ditto here - I have Norton Internet Security on one machine for internet access - sometimes I have to turn it off to ftp files to and from client servers, depending on the server. I'm also almost positive that's what is blocking Vegas' network rendering service - works fine between the two non-AV PCs, when I've had occasion to use it.

Like Aaron said, Norton sucks. A virus would be less of a hog, and it probably wouldn't care what FXT did. You might be able to get Norton to allow FXT if you can set a manual rule for it, but I haven't tried. Just get rid of it where not absolutely necessary.

Regards,
Dedric

On 4/5/06 10:35 PM, in article 44349c59\$1@linux, "Aaron Allen"
<nospam@not_here.dude> wrote:

> If by Symantec you mean Norton firewall, spam/spyware blockers or A/V...
> well, good luck with that one man. I swore that crap off back in Win98 days.
> Norton sucks, don't make a headache for yourself man. The only thing they
> have done right IMO is Ghost. Even Go Back has proven to be a nightmare to
> some of my users/family.
>
> AA
>
>
> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
> news:4434826f\$1@linux...
>> I had a friend of mine who is a networking guru configure a number of
>> machines here in order to deal with some issues that are, as usual,
>> complicated by my insistence on doing things *my way*. This has created a
>> scenario that FXT does not like. We're going to rethink this tomorrow
>> morning. Souldn't be impossible to suss. Certain Symantec issues are
>> involved though, so who knows?
>>
>> Deej
>>

Subject: Re: Anyone using FX Teleport here?
Posted by [EK Sound](#) on Thu, 06 Apr 2006 15:18:38 GMT
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Lets be honest... Norton IS a virus. I would bet my last dollar that these clowns are the ones writing the Viri in the first place!!

David.
Norton free zone

Dedric Terry wrote:

> Ditto here - I have Norton Internet Security on one machine for internet
> access - sometimes I have to turn it off to ftp files to and from client
> servers, depending on the server. I'm also almost positive that's what is
> blocking Vegas' network rendering service - works fine between the two
> non-AV PCs, when I've had occasion to use it.
>
> Like Aaron said, Norton sucks. A virus would be less of a hog, and it
> probably wouldn't care what FXT did. You might be able to get Norton to
> allow FXT if you can set a manual rule for it, but I haven't tried. Just
> get rid of it where not absolutely necessary.
>
> Regards,
> Dedric
>

> On 4/5/06 10:35 PM, in article 44349c59\$1@linux, "Aaron Allen"
> <nospam@not_here.dude> wrote:
>
>
>>If by Symantec you mean Norton firewall, spam/spyware blockers or A/V...
>>well, good luck with that one man. I swore that crap off back in Win98 days.
>>Norton sucks, don't make a headache for yourself man. The only thing they
>>have done right IMO is Ghost. Even Go Back has proven to be a nightmare to
>>some of my users/family.
>>
>>AA
>>
>>
>>"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
>>news:4434826f\$1@linux...
>>
>>>I had a friend of mine who is a networking guru configure a number of
>>>machines here in order to deal with some issues that are, as usual,
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>>>scenario that FXT does not like. We're going to rethink this tomorrow
>>>morning. Souldn't be impossible to suss. Certain Symantec issues are
>>>involved though, so who knows?
>>>
>>>Deej
>>>
>
>

Subject: Re: Anyone using FX Teleport here?
Posted by [Deej \[1\]](#) on Thu, 06 Apr 2006 18:31:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Norton is only on my office/internet machine. There is a protected folder on this machine that is accessible to/from my DAWs in the studio. I can DL program updates from the office and access them from the DAWs and burn MP3's on the DAWs and access them from from the office machine. There is no AV software at all on my DAWs.

"EK Sound" <askme@nospam.com> wrote in message news:443532ea\$1@linux...
> Lets be honest... Norton IS a virus. I would bet my last dollar that
> these clowns are the ones writing the Viri in the first place!!
>
> David.
> Norton free zone
>
> Dedric Terry wrote:
> > Ditto here - I have Norton Internet Security on one machine for internet

> > access - sometimes I have to turn it off to ftp files to and from client
> > servers, depending on the server. I'm also almost positive that's what
is
> > blocking Vegas' network rendering service - works fine between the two
> > non-AV PCs, when I've had occasion to use it.
> >
> > Like Aaron said, Norton sucks. A virus would be less of a hog, and it
> > probably wouldn't care what FXT did. You might be able to get Norton to
> > allow FXT if you can set a manual rule for it, but I haven't tried.
Just
> > get rid of it where not absolutely necessary.
> >
> > Regards,
> > Detric
> >
> > On 4/5/06 10:35 PM, in article 44349c59\$1@linux, "Aaron Allen"
> > <nospam@not_here.dude> wrote:
> >
> >
> >>If by Symantec you mean Norton firewall, spam/spyware blockers or A/V...
> >>well, good luck with that one man. I swore that crap off back in Win98
days.
> >>Norton sucks, don't make a headache for yourself man. The only thing
they
> >>have done right IMO is Ghost. Even Go Back has proven to be a nightmare
to
> >>some of my users/family.
> >>
> >>AA
> >>
> >>
> >>"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
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> >>
> >>>I had a friend of mine who is a networking guru configure a number of
> >>>machines here in order to deal with some issues that are, as usual,
> >>>complicated by my insistence on doing things *my way*. This has
created a
> >>>scenario that FXT does not like. We're going to rethink this tomorrow
> >>>morning. Souldn't be impossible to suss. Certain Symantec issues are
> >>>involved though, so who knows?
> >>>
> >>>Deej
> >>>
> >
> >
