
Subject: Waves and Paris

Posted by [ulfiyya](#) on Thu, 15 Sep 2005 18:20:59 GMT

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/a>

> Had an issue with an IF/2 that caused the phasing to be so weird it

> li

Subject: Re: Waves and Paris

Posted by [Rob Arsenault](#) on Fri, 16 Sep 2005 15:55:30 GMT

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ckup drive and a 250 G system drive,

plus

> > 16 gigs of PC 3200 ECC DDR, a rack case, a 900W redundant PSU and a new
64

> > bit Magma chassis so that I can operate my RME hardware at 64bit and I'm

> > well over \$12,000.00.

> >

> > Piece of cake. Now where's that credit card?

> >

> > ;o)

> >

> > "DJ" <

Subject: Re: Waves and Paris

Posted by [ulfiyya](#) on Fri, 16 Sep 2005 18:21:41 GMT

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>

>>>></HEAD>

>>>><BODY bgColor=3D#ffffff>

>>>><DIV>Don,</DIV>

>>>><DIV>I would choose your edit point and

=

>>>>place a marker=20

>>>>there.</DIV>

>>>><DIV>Select and cut all objects and =

>>>>automation data at=20

>>>>this point.</DIV>

>>>><DIV>Now cut and paste should work for =

>&

Subject: Re: Waves and Paris
Posted by [EK Sound](#) on Fri, 16 Sep 2005 18:44:34 GMT
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gt;>>>everything except=20
>>>>>mutes</DIV>
>>>><DIV>that cross that line. It has =
>>>>>worked for me in=20
>>>>>the past. Surprisingly</DIV>
>>>><DIV>simple if you don't forget where you
>> =
>>>>>are in the=20
>>>>>process. </DIV>
>>>><DIV>Tom</DIV>
>>>><BLOCKQUOTE=20
>>>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>>> <DIV>"Don Nafe" <<A =
>>>>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca
