Subject: Awesome cubase session yesterday
Posted by John [1] on Sun, 26 Aug 2007 11:40:48 GMT
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t;>>>>>=
>each?
>>>>>>>>
>>>>>>>>=
Thanks=20
=
Mike!
>>>>>>>>
 >>>>>>>>Gant =
t
>>>>>>>>
>>>>>>>> "Mike=20
Audet" <mike@...>=20
=
wrote:
 >>>>>>>>&amp ;gt;
>>>>>>>>=
;>I=20

Subject: Re: Awesome cubase session yesterday
Posted by Neil on Sun, 26 Aug 2007 18:54:14 GMT
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;gt;>>>>&amp ;gt;>> once the DNS goes =
through,=20
simply at=20
=
ensoniq.ca.
 >>>>>>>>&amp ;gt;>>
>>>&g=
t;>>>>>>=20
These plugins are released as "pay what you can" (ie - not=20
=
free).
>>>>
>>>>>
>>>>&gt=
;>
>>>>>>>>I'm
 >>>>>>>&amp ;=
gt;>>=20

Subject: Re: Awesome cubase session yesterday
Posted by John [1] on Sun, 26 Aug 2007 19:38:47 GMT
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not a rich man, and I could use the=20
=
help.
 >>>>&amp

Subject: Re: Awesome cubase session yesterday
Posted by Bill L on Mon, 27 Aug 2007 00:46:03 GMT
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;gt;>>&amp ;gt;>>
>>>>>=
>>>>>=20
As always, let me know

Subject: Re: Awesome cubase session yesterday
Posted by audioguy_editout_ on Mon, 27 Aug 2007 03:46:05 GMT
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br />
All the best,

Mike

"Tom Bruhl" <arpegio@comcast.net> wrote:
>
>
>Hey Mike,
>I'm installing my mecs tomorrow. If all goes well I'll be tr

---

Subject: Re: Awesome cubase session yesterday
Posted by John [1] on Mon, 27 Aug 2007 11:36:31 GMT
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t; >>>>
> >>>>PS - I don't know if you've seen my little site at ensoniq.ca, but
=
>you've
> >>>>got a very special thanks right at the top.
> >>>>
> >>>>
> >>>>
> >>>>"chuck duffy" <c@c.com> wrote:
> >>>>>
> >&

Subject: Re: Awesome cubase session yesterday
Posted by Rich[4] on Mon, 27 Aug 2007 16:17:38 GMT
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>>
> >>>>>>>>>over this.
> >>>>>>>>>Did you by chance fix it so that the Mac mismap bug is gone =
>for
> the

> >>>>Mac
> >>>>>>>>
> >>>>>>>>>users?
> >>>>>>>>>Question: can I run 'this' compressor also w/o causing =
>problems
> on
> >>>the
> >>>>>>>
> >>>>>>>>>crunched version that shipped with the Paris rigs?
> >>>>>>>>>
> >>>>>>>>>AA
> >>>>>>>>>
> >>>>>>>>>
> >>>>>>>>>"Mike Audet" <mike@.....> wrote in message =
>news:4705b550$1@linux...
> >>>>>>>>>>
> >>>>>>>>>> Hey all,
> >>>>>>>>>

Subject: Re: Awesome cubase session yesterday
Posted by John [1] on Mon, 27 Aug 2007 16:47:38 GMT
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>
> >>>>>>>>>> I've got some new goodies!
> >>>>>>>>>>
> >>>>>>>>>> I've just released the "PARIS compressor". It's the =
>original

Subject: Re: Awesome cubase session yesterday
Posted by TCB on Mon, 27 Aug 2007 17:52:09 GMT
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> PARIS
> >>>>>>
> >>>>>>>>>> compressor
> >>>>>>>>>> algo before it was "crunched" to allow 16 compressors to =
>fit on
> >>one
> >>>>>>EDS100
> >>>>>>>>>> card. I've added meters (of course) AND
> >>>>>>>>>>
> >>>>>>>>>> I fixed the sample rate bug in this and my previous two =
>plugins!

> >>>>>>>>>>
> >>>>>>>>>> If you hadn't heard, almost all the PARIS effects assume =
>48k for
> >>>their
> >>>>>>>>
> >>>>>>>>>> calculations,
> >>>>>>>>>> even when they are working at 44.1K. Not these. They =
>operate
> >at
> >>>>the
> >>>>>>>>
> >>>>>>>>>> project
> >>>>>>>>>> sample rate. Can you hear a difference? You tell me!
> >>>>>>>>>>
> >>>>>>>>>> you can download these at www.mikeaudet.com/ensoniq.ca or
> >>>>>>>>>> once the DNS goes through, simply at ensoniq.ca.
> >>>>>>>>>>
> >&

Subject: Re: Awesome cubase session yesterday
Posted by Tom Bruhl on Mon, 27 Aug 2007 18:49:20 GMT
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nd =
>Dimitrios') are=20
>making Paris breath a little</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>easier again. Every little bit=20
>helps. I have tons of mixes to get to and</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>will be using the comps and NoLimit =
>quite a=20
>bit.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>Great work!</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Mike Audet" <mike@....> wrote in message <A=20
> =
>href=3D"news:470c3826$1@linux">news:470c3826$1@linux</A>...</DIV>
Hi=20
> Chuck,

It must have been extremely cool picking the brains of =
>the=20
> PARIS designers.
 Was there a particular version of code =
>warrior=20
> that they used for the mac
plugs? It would be great to get =
>those out,=20

> too.

What do you think of my work so far?

All the=20
> best,

Mike

"chuck duffy" <<A=20
> href=3D"mailto:c@c.com">c@c.com</A>> wrote:
>
>>I =
>did come=20
> across a function in boxTranslator that says
>>it connects =
>the output=20
> of one plugin to an input of another, >but it uses
>> =
>"order" and=20
> "flags" parameters that aren't defined anywhere, and I =
>can't
>>find=20
> an example of them being used, either.
>
>You can chain =
>output to=20
> input, and you can do it using only the box markup
>code in the =
>ini=20
> file. Basically it allows you to chain two or more=20
> plugs
>together, output of one to input of another. This =
>serves to=20
> form a 'composite'
>plugin definition. But that's just the =
>definition of=20
> the plug, not the instance.
> There is no way to point the =
>output of one=20
> instance of an insert plugin,
>to the input of an instance of an =
>insert=20
> on another channel. This was confirmed
>by the guys who =
>wrote the=20
> software and designed the hardware, that's where
>I came up with =
>the=20
> idea for wires.
>
>>Did you ever try compiling the Mac =
>plugs=20
> under Visual Studio 4.2 cross
platform?
>> The reason I =
>thought=20
> that would be the way to go is that the driver =
>requires
>>4.2, and=20
> the troll.h has a zillion entries for translating between=20
> Mac
and
>>PC.
>
>Well, the reason I went with=20
> CodeWarrior, is that that's what all the mac
>plugs were built =
>with by=20
> the Ensoniq guys.
>
>>I've yet to get a debug =
>version of=20
> a plugin to load in PARIS, too.
>
>It's not possible, =
>AFAIK. What=20
> is possible, and I used on a minute by minute
>basis is the=20
> following:
>
>Sprinkle debugprints throughout your code, =
>then pick=20
> up the output with
sysinternals
>debugview, available at <A=20
> =
>href=3D"http://www.sysinternals.com">www.sysinternals.com</A>
>
=
>>>Thanks=20

> again for=20
> =
>everything!
>>
>>
>>Mike
>>
>&g=
>t;
>>
>>"chuck=20
> duffy" <<A href=3D"mailto:c@c.com">c@c.com</A>>=20
> wrote:
>>>
>>>Hi Mike. You are either =
>getting=20
> spam filtered or using my old address.
>> =
>My
>>>address=20
> is
>>>
>>>c d u f f y @ i d e a c o r p o r a =
>t i o n=20
> . c o m
>>>
>>>for the past couple=20
> years
>>>
>>>Wires: no problem sharing the =
>code if I=20
> can find it. Unfortunately there
>>>is no routing =
>from=20
> effect to effect, across channels for inserts in=20
> the
>>architecture,
>>>so wires is a big =
>hack. =20
> Basically what I do is steal 16 words of shared
>>>memory =
>at the=20
> top of an ESP2 and reserve it. Then for each output=20
> wire,
>>>I send the audio a sample at a time up to one of =
>the=20
> reserved words of
>memory.
>>> For each input wire I =
>
> retrieve the audio a sample at a time from=20
> that
>reserved
>>>word. It's dirt simple, but =
>suffers=20
> from a bad side effect. There is
>no
>>>shared =
>memory=20
> BETWEEN effects chips. So say that you set up an=20
> output
>wire,
>>>and an effect and an input wire, =
>and=20
> everything works great. But then
>you
>>>add =
>another=20
> effect, and the effects engine shuffles the algos around=20
> to
>>different
>>>ESP2 chips to get a better=20
> allocation. Your input wire can get allocated
>>>to =
>one=20
> chip, the output to another. Then things no worky. The fix =
>
> is
>to
>>>remove the input and output wire, then add =
>them=20
> back, and in all likelyhood
>>>they will end up on the =
>same chip,=20
> but its a pain.
>>>
>>>I have a great keyed =
>gate and a=20

> sidechain I never released because wires
>>>is not a =
>reliable=20
> method, and there is no other way to route from =
>channel
>>>to=20
> channel among inserts.
>>>>
>>>I also can't =
>release the=20
> precision limiter because that is the=20
> property
>>of
>>>one of the original ensoniq =
>guys, and I=20
> have an ironclad agreement with
>>him
>>>that I =
>cannot=20
> release it, unless its for sale , and he gets a=20
> cut.
>>>
>>>The one thing I do think we should =
>release=20
> is matts reverb, cause nobody
>>>has heard from here in=20
> =
>years.
>>>
>>>Chuck
>>>
>>&g=
>t;
>>>
>>>"Mike=20
> Audet" <mike@...> =
>wrote:
>>>>
>>>>No=20
> reference =
>projects??!?!?!?!
>>>>>
>>>>Chuck,=20
> thank you so much for all the work you did. I'm very, very=20
> aware&lt

Subject: Re: Awesome cubase session yesterday
Posted by Chris Ludwig on Mon, 27 Aug 2007 18:49:43 GMT
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gt;>>>>>>>> These plugins are released as "pay what you can" (ie - not
=
>free).
> >>>>
> >>>>>
> >>>>>>
> >>>>>>>I'm
> >>>>>>>>>> not a rich man, and I could use the help.
> >>>>>>>>>>
> >>>>>>>>>> As always, let me know what you think.
> >>>>>>>>>>=20
> >>>>>>>>>>
> >>>>>>>>>>
> >>>>>>>>>>
> >>>>>>>>>>
> >>>>>>>>>>
> >>>>>>>>>>
> >>>>>>>>>>

> >>>
> >>
> >
>
>
>
>I choose Polesoft Lockspam to fight spam, and you?
>http://www.polesoft.com/refer.html
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3DContent-Type content=3D"text/html; =
>charset=3Diso-8859-1">
><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV><FONT face=3DArial size=3D2>Hey Mike,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>I'm installing my mecs =
>tomorrow. If all=20
>goes well I'll be trying the newest</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>versions of all your work. If =
>they sound as=20
>good as they look I'll be a</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>happy camper! Your ideas (a

---

Subject: Re: Awesome cubase session yesterday
Posted by TCB on Mon, 27 Aug 2007 20:44:12 GMT
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;BR>>>>>that I'm blessed to have your work to look at =
>and=20
> learn from. I'm having
>>>>such a great time =
>working on=20
> this stuff, and it really is a dream=20
> come
>>true
>>>>to be able to move PARIS=20
> forward.
>>>>>
>>>>I've sent you a couple =
>of=20
> emails, but I have a feeling that my=20
> messages
>>>>get
>>>>killed by your spam=20
> filter. I would love to work on the precision=20
> limiter,
>>>>and It would be a huge help to have the =
>wires code=20
> to look at. One of
>the
>>>>things I still have =
>no clue=20
> about (among many) is how the routing works.
>>>>> I =
>would=20

> really, really, love to add a side chain to a compressor,=20
> and
>>I
>>>>think that the wires code would be =
>a huge=20
> help.
>>>>>
>>>>Thanks again for=20
> =
>everything!
>>>>>
>>>>Mike
>>>&g=
>t;
>>>>PS=20
> - I don't know if you've seen my little site at ensoniq.ca, but=20
> you've
>>>>got a very special thanks right at the=20
> =
>top.
>>>>>
>>>>>
>>>>>
>&=
>gt;>"chuck=20
> duffy" <<A href=3D"mailto:c@c.com">c@c.com</A>>=20
> =
>wrote:
>>>>>
>>>>>Mike,
>>&g=
>t;>>
>>>>>The=20
> Mac stuff is built under Code Warrior, not visual C++. It's a=20
> real
>>>>nightmare,
>>>>>and if you =
>think it=20
> was hard to grok the Visual C++ side, think=20
> about
>>doing
>>>>>it with no reference =
>projects.=20
> =
>Yikes.
>>>>>
>>>>>Chuck
>>&g=
>t;>>
>>>>>"Mike=20
> Mullin" &l

Subject: Re: Awesome cubase session yesterday
Posted by DJ on Mon, 27 Aug 2007 21:14:40 GMT
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;>>>>>$80 =
>plus=20
> shipping. If a Mac user wants to send me a copy or=20
> =
>the
$100
>>>>>(I
>>>>>>>>>=
>live=20
> in Canada and shipping is always stupid expensive), I'll=20
> =
>get
>to
>>>>w

Subject: Re: Awesome cubase session yesterday
Posted by chuck duffy on Mon, 27 Aug 2007 23:23:38 GMT
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>>>>>>>>> sample rate. =
>Can you=20
> hear a difference? You tell=20
> =
>me!
>>>>>>>>>>
>>>>>&g=
>t;>>>>=20
> you can download these at <A=20
> =
>href=3D"http://www.mikeaudet.com/ensoniq.ca">www.mikeaudet.com/ensoniq.ca=
></A>=20
> or
>>>>>>>>>> once the DNS goes =
>through,=20
> simply at=20
> =
>ensoniq.ca.
>>>>>>>>>>
>>>&g=
>t;>>>>>>=20
> These plugins are released as "pay what you can" (ie - not=20
> =
>free).
>>>>>
>>>>>
>>>>>=
>;>
>>>>>>>I'm
>>>>>>>&=
>gt;>>=20
> not a rich man, and I could use the=20
> =
>help.
>>>>>>>>>>
>>>>>=
>>>>>>=20
> As always, let me know what you=20
> think.
>>>>>>>>>>=20
> =
>
>>>>>>>>>
>>>>>>>&=
>gt;>
>>>>>>>>
>>>>>>&g=
>t;
>>>>>>
>>>>>
>>>>=
>;
>>>>
>>
>
</BLOCKQUOTE>
><DIV><FONT size=3D2>

I choose Polesoft Lockspam to fight spam, =
>and=20
>you?
<A=20
>href=3D&quo

Subject: Re: Awesome cubase session yesterday
Posted by erlilo on Tue, 28 Aug 2007 05:50:15 GMT
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ept you don't have to gain down, just let it set there.
RodOh man....your post seems so clear this morning. Can't believe I thought you
were talking about Tom instead of "a tom" last night, just goes to show you
what a good night's sleep will do.
Rod
"Neil" <OIUOI@OIU.com> wrote:

>
>lol, not Tom's... TOMS! Tom-Toms, you know, the things that
>drummers used to have twelve of but now it's hard find a kid
>with more than two of 'em on his kit?
>
>What I was saying is that several posts, mine included, stated
>that they frequently find themselves gating toms, but not kick
>& snare; so if that's what you do most often as well, why would
>you be feeling like the odd man out?
>
>Note that I said "frequently", not frequency" - don't want
>to have you coming back & say: "WTF, Tom never said anything
>about only gating certain frequencies!"
>
>:D
>
>Neil
>
>
>"Rod Lincoln" <rlincoln@nospam.kc.rr.som> wrote:
>>
>>Tom???
>>I don't see any post from Tom.
>>I just meant most posts seemed to be bagging on gating stuff. So I was
taking
>>the unpopular stance. That's what I ment by weird.
>>Rod
>I get what you mean - you're not letting the gates close all
the way, so you've still got SOME kit bleed coming through the
tom mics, but no

Subject: Re: Awesome cubase session yesterday
Posted by erlilo on Tue, 28 Aug 2007 06:16:15 GMT
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t as high a degree of bleed as you would get if
you hadn't gated them at all.

FYI when I was mentioning that I used to gate the hell out of
drums back during "that" era, I wasn't necessarily referring to
the Collins gated-reverb thang or gated-live-ambience (although
in SOME cases, yes, that was the intent) I was really referring
to gating the drums themselves - the purpose being to get more
of a discrete drum sound... I think that's mainly a Def Leppard
influence there - for awhile there, it seems lots of the rock
guys were asking: "Can you get my drums to sound like this?"
and they'd hold up a copy of Pyromania. So, sometimes you'd

trigger samples even back then but most often I could get something they liked with just the kit itself. Gate the kick, snare, toms, add some exciter to the toms to enhance the stick hit, all these discrete, distinct drum sounds that would just seem to explode when you applied any 'verb to 'em, since there was no rumble behind anything except the overheads & hat mic.

I think Lamont's right in the sense that nowadays the trend seems to be going back to a more natural kit ambience, but it's obviously supplemented by a lot of samples, and in modern rock or metal it's also a whole different feel - no one's really looking for that "exploding" drum sound, they want the drums to be a constant roar - just look at how much these newer guys are all over the brass CONSTANTLY, they've gone from that splashy open-hat sound to simply using crashes as hi-hats, more or less. Fills are a lot shorter than they used to be, there's no measure-long tom rolls, as that would take them off the cymbals too long LOL and it's generally a more straight-ahead style, in my view... you gotta keep that drive and angst going. :D

OK, now I feel old. lol

Neil

"Rod Lincoln" <

Subject: Re: Awesome cubase session yesterday
Posted by Rich[4] on Tue, 28 Aug 2007 14:39:01 GMT
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.rr.com" target="_blank">rlincoln@nospam.kc.rr.com> wrote:
>
>Just to be clear...I'm not talking any tight gated Phil collins sounds.
You'd
>never know anything was used, it would just be clean.
>Rod
>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>
>>Exactly...Thad's band (as I remember some past posts, correct me if I'm

---

Subject: Re: Awesome cubase session yesterday
Posted by Rich[4] on Tue, 28 Aug 2007 14:40:19 GMT
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/>
>wrong
>>Thad)like's thing raw. Editing out the in between stuff totally makes for
>>a "not organic" sound, and for whatever reason using automation isn't my
>>favorite way either...I've tried it several times. I can hear it.
>>Using the gates, I can control the bleed, letting as much pass as I want.
>>I can still get a raw sound, but just a little more controled. Gates can
>>be a pain sometimes also, that's why I've tried automation. But for me,
>for
>>this kind of music, that's what I'd recommend.
>>Rod
>>"LaMont" <jjdpro@gmail.com> wrote:
>>>
>>>me too. I use Paris's gates on live drums. But I think what we are dealing
>>>with hear is :
>>>
>>>- Era of Music
>>>- Genre Of Music Style.
>>>
>>>Like Reverb. in the 80's we spattered verb all over the place. Gate verb
>>>settings on the kits..
>>>
>>>90's..Rooms settings and Plates..
>>>
>>>New Millenium- Dry,to natural ambience is the sound ..
>>>
>>>
>>>
>>>
>>>
>>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>>
>>>>Wow, after reading the other posts, I feel kind of wierd saying this,
>but
>>>>I like to use gates on the toms. I like the Paris gate a lot. I use the
>>>analog
>>>>x gate or sinus Golden gate if I want to render the tracks. I do a lot
>>of
>>>>drum tracks for people and this works really good for me, and everyone
>>always
>>>>comments on likeing my toms. I like them because I can let how ever much
>>>>"rumble" I want to get through. I don't use any lookahead on the Paris
>>gate.
>>>>With no lookahead,it adds 2 samples latency, usually not a big deal,
and
>>>>sometimes I like the coloration, but if I want to have them totally transparent,
>>>>I just back the toms up 1 paris ms, and add 78 samples, via sampleslide.
>>>>This will make them totally sample accurate. I like the Paris gates better

>>>>than the other 2 that I mentioned, but the native ones have no latency,
>>>and
>>>>work well also.
>>>>I've tried the automation thing with the toms, and for me it's not as
>good.
>>>>I really don't like cutting the space out between the toms all together,
>>>>it sounds too much like "parts is parts"
>>>>
>>>>I don't do anything gate wise to the kik or snare.
>>>>
>>>>FWIW, I'm currently mixing an album that I played on most of the tracks
>>>but
>>>>the artist hired a "BIG" name drummer for a couple tracks, like one of
>>the
>>>>biggest, who is known for his drum sound and engineering chops. The artist
>>>>really liked my tom sound better than his, soooo, I'm mixing his tracks
>>>to
>>>>make them sound like mine. Thankfully he didn't gate the toms on the
multi
>>>>tracks, I'm gating them, but letting "just enough" through to glue everything
>>>>together.
>>>>Anyway that's how I like to do it, it really does depend on the drummer
>>>though.
>>>>If the Hihat is bleeding all over the snare mic, then it may be time
for
>>>>drumagog.
>>>>Rod
>>>>"TCB" <nobody@ishere.com> wrote:
>>>>>
>>>>>Greetings, Parisians! After missing AES thanks to work in the office
>I
>>>spent
>>>>>the rest of the weekend in a stinking hot recording room doing Monkiedrums.
>>>>>So then, I how have six tunes to edit.
>>>>>
>>>>>In previous experiences doing this lovely task I have manually edited
>>all
>>>>>of the kick/snare/tom mics instead of using gates to get rid of extra
>>sonic
>>>>>trash bleeding through from the rest of the kit.
>>>>>
>>>>>First, do you folks who work a lot with acoustic drums usually do this?
>>>>If
>>>>>not, do you do something else?
>>>>>
>>>>>Thanks,
>>>>>
>>>>>TCB

>>>>
>>>
>>
>This is a multi-part message in MIME format.

------=_NextPart_000_0359_01C80B21.79A434D0
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Hey you guys quit talking about me behind my back!
Tom

Paris gate is great but not all the time.
 "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
news:470ccf81$1@linux...

 Oh man....your post seems so clear this morning. Can't believe I =
thought you
 were talking about Tom instead of "a tom" last night, just goes to =
show you
 what a good night's sleep will do.
 Rod
 "Neil" <OIUOI@OIU.com> wrote:
 >
 >lol, not Tom's... TOMS! Tom-Toms, you know, the things that
 >drummers used to have twelve of but now it's hard find a kid
 >with more than two of 'em on his kit?
 >
 >What I was saying is that several posts, mine included, stated
 >that they frequently find themselves gating toms, but not kick
 >& snare; so if that's what you do most often as well, why would
 >you be feeling like the odd man out?
 >
 >Note that I said "frequently", not frequency" - don't want
 >to have you coming back & say: "WTF, Tom never said anything
 >about only gating certain frequencies!"
 >
 >:D
 >
 >Neil
 >
 >
 >"Rod Lincoln" <rlincoln@nospam.kc.rr.som> wrote:
 >>
 >>Tom???
 >>I don't see any post from Tom.
 >>I just meant most posts seemed to be bagging on gating stuff. So I =

was
taking
>>the unpopular stance. That's what I ment by weird.=20
>>Rod
>

I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
------=_NextPart_000_0359_01C80B21.79A434D0
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Hey you guys quit talking about me =
behind my=20
back!</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>Paris gate is great but not all the=20
time.</FONT></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Rod Lincoln" <<A=20
=
href=3D"mailto:rlincoln@nospam.kc.rr.com&q

Subject: Re: Awesome cubase session yesterday
Posted by Rich[4] on Tue, 28 Aug 2007 14:41:40 GMT
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uot;>rlincoln@nospam.kc.rr.com</A>&g=
t;=20
wrote in message <A=20
=
href=3D"news:470ccf81$1@linux">news:470ccf81$1@linux</A>...</DIV>
Oh=20
man....your post seems so clear this morning. Can't believe I thought=20

you
were talking about Tom instead of "a tom" last night, just goes =
to show=20
you
what a good night's sleep will do.
Rod
"Neil" <<A=20
href=3D"mailto:OIUOI@OIU.com">OIUOI@OIU.com</A>> =
wrote:
>
>lol,=20
not Tom's... TOMS! Tom-Toms, you know, the things =
that
>drummers=20
used to have twelve of but now it's hard find a kid
>with more =
than two=20
of 'em on his kit?
>
>What I was saying is that several =
posts,=20
mine included, stated
>that they frequently find themselves =
gating toms,=20
but not kick
>& snare; so if that's what you do most often =
as well,=20
why would
>you be feeling like the odd man =
out?
>
>Note that=20
I said "frequently", not frequency" - don't want
>to have you =
coming=20
back & say: "WTF, Tom never said anything
>about only gating =
certain=20
=
frequencies!"
>
>:D
>
>Neil
>
>
&g=
t;"Rod=20
Lincoln" <<A=20
=
href=3D"mailto:rlincoln@nospam.kc.rr.som">rlincoln@nospam.kc.rr.som</A>&g=
t;=20
wrote:
>>
>>Tom???
>

Subject: Re: Awesome cubase session yesterday
Posted by TCB on Tue, 28 Aug 2007 15:02:59 GMT
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>I don't see any post =
from=20
Tom.
>>I just meant most posts seemed to be bagging on gating =
stuff.=20
So I was
taking
>>the unpopular stance. That's what I ment =
by=20
weird.
>>Rod
>
</BLOCKQUOTE>
<DIV><FONT size=3D2>

I choose Polesoft Lockspam to fight spam, =
and=20
you?
<A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>   </FONT></DIV></BODY ></HTML>

------=_NextPart_000_0359_01C80B21.79A434D0--Hey Aaron, No easy feat,LET ME TELL YOU! :) To get GVI going, you must delete
all incarnations of GigaStudo, Gigasampler (Folders, drivers, dlls..everything).

Then, reload GVI.. Note: GVI and Gigastudio cannot reside on the same computer.

"Aaron Allen" <know-spam@not_here.dude> wrote:
>At least you got your G3 to work. I'm still battling that crap months later,

>it thinks it's a timed out demo.
>Grrr.....
>AA
>
>
>"LaMont" <jjdpro@amerietch.net> wrote in message news:470bf7af$1@linux...
>>
>> Thanks Chris for the update..I hope GVI 4 is better than the current one.
>> I purchased GVI 4 months ago and 'cringed' when I use it..
>>
>> "Chris Ludwig" <chrisl@adkproaudio.com> wrote:
>>>HI Lamont,
>>>Thsi software was the best thing over all I saw and SSL where barely
>>>pushing
>>
>>>it. Maybe it's because the Digi Booth was close. :)
>>>
>>>Saw Tascam's GVI4 on a MAC and the beta for Giga 4.
>>>
>>>Giga 4 seems to have addressed allot of stabilty issues, i.e., Quick
>>>Sound.