
Subject: Dither or Sample Rate convert First
Posted by [Lance Reichert](#) on Mon, 03 Mar 2008 15:15:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
t;-/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 6.00.2900.2180" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff
```

Subject: Re: Dither or Sample Rate convert First
Posted by [AlexPlasko](#) on Mon, 03 Mar 2008 15:24:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
>
<DIV><FONT face=3DArial size=3D2><SPAN style=3D"FONT-SIZE: 14pt"><FONT=20
face=3D"Times New Roman">
<P class=3DMsoNormal style=3D"MARGIN: 0in 0in 0pt"><SPAN=20
style=3D"FONT-SIZE: 14pt"><FONT face=3DArial size=3D2>Hi =
All,</FONT></SPAN></P>
<P class=3DMsoNormal style=3D"MARGIN: 0in 0in 0pt"><SPAN=20
style=3D"FONT-SIZE: 14pt"><FONT face=3DArial size=3D2>I was hoping for =
someone to post=20
something like this.</FONT></SPAN></P>
<P class=3DMsoNormal style=3D"MARGIN: 0in 0in 0pt"><SPAN=20
```

Subject: Re: Dither or Sample Rate convert First
Posted by [Lance Reichert](#) on Mon, 03 Mar 2008 16:30:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
s =
may be great=20
but setting it up is </FONT></SPAN><SPAN style=3D"FONT-SIZE: 14pt"><FONT =
face=3DArial size=3D2>tedious. </FONT></SPAN><SPAN style=3D"FONT-SIZE: =
14pt"><FONT=20
face=3DArial size=3D2>I think </FONT></SPAN></P>
<P class=3DMsoNormal style=3D"MARGIN: 0in 0in 0pt"><SPAN=20
style=3D"FONT-SIZE: 14pt"><FONT face=3DArial size=3D2>sharing this info =
can only help=20
all of us.&nbsp; I hope others do the same.</FONT></SPAN></P>
```

Subject: Re: Dither or Sample Rate convert First
Posted by [chuck duffy](#) on Mon, 03 Mar 2008 19:16:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Dither or Sample Rate convert First
Posted by [Aaron Allen](#) on Mon, 03 Mar 2008 19:19:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Page 2 of 3 ---- Generated from The PARIS Forums
