
Subject: still fighting for stability

Posted by [uptown jimmy](#) on Thu, 14 Sep 2006 17:21:10 GMT

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Subject: Re: still fighting for stability

Posted by [John \[1\]](#) on Thu, 14 Sep 2006 19:10:33 GMT

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>

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Subject: Re: still fighting for stability

Posted by [Robert Arsenault](#) on Thu, 14 Sep 2006 21:50:07 GMT

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Subject: Re: still fighting for stability

Posted by [Deej \[1\]](#) on Thu, 14 Sep 2006 22:37:33 GMT

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Or7

Subject: Re: still fighting for stability

Posted by [uptown jimmy](#) on Fri, 15 Sep 2006 00:12:24 GMT

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+yJ

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Subject: Re: still fighting for stability

Posted by [Deej \[1\]](#) on Fri, 15 Sep 2006 00:49:25 GMT

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Subject: Re: still fighting for stability

Posted by [uptown jimmy](#) on Fri, 15 Sep 2006 01:18:12 GMT

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Subject: Re: still fighting for stability

Posted by [Deej \[1\]](#) on Fri, 15 Sep 2006 02:24:32 GMT

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Subject: Re: still fighting for stability

Posted by [Aaron Allen](#) on Fri, 15 Sep 2006 02:36:20 GMT

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Subject: Re: still fighting for stability

Posted by [uptown jimmy](#) on Fri, 15 Sep 2006 04:12:54 GMT

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Subject: Re: still fighting for stability

Posted by [uptown jimmy](#) on Fri, 15 Sep 2006 04:13:40 GMT

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Subject: Re: still fighting for stability

Posted by [uptown jimmy](#) on Fri, 15 Sep 2006 04:15:27 GMT

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SAYEHIJ

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Subject: Re: still fighting for stability

Posted by [Aaron Allen](#) on Fri, 15 Sep 2006 04:39:20 GMT

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Subject: Re: still fighting for stability

Posted by [Tom Bruhl](#) on Fri, 15 Sep 2006 06:26:16 GMT

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Subject: Re: still fighting for stability
Posted by [John \[1\]](#) on Fri, 15 Sep 2006 11:36:32 GMT
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Subject: Re: still fighting for stability
Posted by [John \[1\]](#) on Fri, 15 Sep 2006 11:39:30 GMT
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@net.net" target="_blank">notachance@net.net> wrote:
>HEY!!!!.....you're supposed to be getting some shuteye. Go back to bed!!

Shuteye? Me?

No I'm at work. It's 10:53am. I've been up for hours!

Cheers,
Kim.

>
>;o)
>
>
>"Kim" <hiddensounds@hotmail.com> wrote in message news:451c5f48\$1@linux...
>>
>>
>> Well that sounds just excellent. :o)
>>

>> Cheers,
>> Kim.
>>
>> "Dimitrios" <musurgio@otenet.gr> wrote:
>> >
>> >Hi to all.
>> >Thats good news for us Parisians.
>> >Matt Craig has contacted me about his reverb and some other goodies !!!
>> and
>> >he told me some things that are only good news.
>> >I will leave it up to him to decide when an what to announce.
>> >Happy Paris to everyone.
>> >Regards,
>> >Dimitrios
>>
>
>Yeah, they're around 100 clams. I got mine from Corner Music in Nashville.
Talk to Ray or Joel.

<http://cornermusic.com/>On 29 Sep 2006 00:27:40 +1000, "Neil" <IOUOIU@OIU.com> wrote:

>
>Paul Braun <cygnus_nospam@ctgonline.org> wrote:
>
>>This one is plenty ballsy. I like it. Y'all got a followup
>>to "Big Buildings" coming soon?
>
>
>Yes, finally! Now that I can do it right with real drums
>(or "better", at least LOL).
>
>Thanks for the compliments - I'm pretty happy with the way that
>one turned out - a few mix tweaks & maybe a drum edit or two &
>it should be there. Started working on replacing the e-drums on
>another tune last night - trying to work out the parts.
>

Cool! If all the mixes have the low-end grunt like this one, it'll be
one hell of a sophomore effort.

Put me on the list for a copy.

pab <http://cgi.ebay.com/NEUMANN-32-A-LATHE-WITH-FAIRCHILD-PLATTE>
R-NEUMANN_W0QQit
emZ290034697305QQihZ019QQcategoryZ3278QQrdZ1QQcmdZViewItemOn Thu, 28 Sep 2006
11:45:36 -0500, "Tony Benson"
<tony@standinghampton.com> wrote:

>I agree Paul. I loved the songs on those Asia albums, but they sound like
>complete crap! I also think in general, they were way to reverb heavy. I
>would love it if someone would do a good "proper" remix.
>

Yep.

I'm sure part of it was Downes as well...

I saw them on the first tour. They played a new song they'd been working on called "The Smile Has Left Your Eyes".

Wetton doing just vox. Palmer standing up front playing a simple pattern on some sort of drum machine (based on the era, probably a Linn), Downes playing piano, and Howe playing acoustic.

Simple, beautiful. Stunning song. Couldn't wait for it to be recorded.

Then "Alpha" got released, and I was shocked. Saddened. Infuritated.

"Smile" had become a bloated, overblown, overhyped, overproduced, overorchestrated piece of keyboard-and bell-laden bombast. The stunningly simple song I fell in love with was completely gone. Never forgave them for that.

Too bad bootlegging technology of the time involved sneaking a tiny cassette recorded under your coat - in the current era of DAT and CF recorders and hi-performance condensers, I'd pay good money for a copy of that concert.

pabwww.sweetwater.com/store/detail/LiquidMix/

respect

Nappywww.sweetwater.com/store/detail/LiquidMix/

respect

NappyOK, here it is, but you gotta make me a couple for a finders fee... :-)

<http://guitarideas.net/shop/index.php?action=item&id=65&prevaction=category&previd=5&prevstart=0>

John <no@no.com> wrote:
>I would think that would mar the finish on the neck.
>
>steve the artguy wrote:
>> "John" <no@no.com> wrote:
>>> Ok, I give up. I can't seem to find cam version on the internet. hmm
>>
>> John-
>>
>> I could make some out of some hard wood and a tablesaw/scrollsaw/nailfile
>> or whatever. I think it would be nice to have them made of wood, actually.
>> Just two circles mounted slightly off center would work. I could draw
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>> up if you'd like... if I haven't made it sufficiently confusing...
>>
>> -steve"DJ" <notachance@net.net> wrote:
> http://cgi.ebay.com/NEUMANN-32-A-LATHE-WITH-FAIRCHILD-PLATTE
R-NEUMANN_W0QQit
>emZ290034697305QQihZ019QQcategoryZ3278QQrdZ1QQcmdZViewItem
>
>
Well, I like the Scully much better, but this would go good next to your
anechoic chamber.
GNot ye

Subject: Re: still fighting for stability
Posted by [uptown jimmy](#) on Fri, 15 Sep 2006 17:21:10 GMT
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>charset=3Diso-8859-1">
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></HEAD>
><BODY bgColor=3D#ffffff>
><DIV>I'm ready for something new that's for=20
>sure!</DIV>
><DIV>Can't wait.</DIV>
><DIV>Tom</DIV>
><DIV> </DIV>
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> =

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 >wrote in=20
 > message <A=20
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 >href=3D"news:451cac89\$1@linux">news:451cac89\$1@linux...</DIV>fantasti=
 >c!
AA

"Dimitrios"=20
 > <musurgio@otenet.gr> =
 >wrote in=20
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 >href=3D"news:451bc037\$1@linux">news:451bc037\$1@linux...
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&g=
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> Dimitrios

</BLOCKQUOTE>
 ><DIV>

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 </DIV></BODY></HTML>
 >
 >If I don't have whatever this is, I will die.

;o)

"John Macy" <spamlessjohn@johnmacy.com> wrote in message
 news:451d1a1b\$1@linux...

>
 > Nice--count me in for whatever...
 >
 >
 > "Tom Bruhl" <arpeggio@comcast.net> wrote:
 > >
 > >
 > >I'm ready for something new that's for sure!
 > >Can't wait.
 > >Tom
 > >
 > > "Aaron Allen" <know-spam@not_here.dude> wrote in message =
 > >news:451cac89\$1@linux...
 > > fantastic!
 > > AA
 > >

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> >
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> >
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> >style=3D

Subject: Re: still fighting for stability

Posted by [uptown jimmy](#) on Fri, 15 Sep 2006 17:28:03 GMT

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> >
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>Chris, from what I've read about it, it's supposed to be algo's
ported from the LiquidChannel, right? If you're a Mucusrite
dealer, you must have tried that unit out, yes? If so, what do
you think of that one? Sounds good? Not so good?

Neil

Chris Ludwig <chrisl@adkproaudio.com> wrote:

>HI,
>Sadly still MAC only so haven't been able to try it.
>Hopefully sounds better than some of the horrible effects that come with

>the Sapphire.

>We got some in stock that Focusrite sent to early to us. Told them not
>to bother till they had PC drivers. So we are sending them back till the

>driver ship. Probably not till December now.

>

>

>Chris
>
>
>
>Nappy wrote:
>> www.sweetwater.com/store/detail/LiquidMix/
>>
>> respect
>> Nappy
>
>--
>Chris Ludwig
>ADK
>chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>
>www.adkproaudio.com <<http://www.adkproaudio.com/>>
>(859) 635-5762Hey.....for all I know you guys could be just toying with us
here....wearing each other's clothes, swapping ID's,
toothbrushes???.....you name it. The implications boggle the mind. Now
I'm paranoid. I need coffee..... or I will die.

;o)

"Kim W." <no-one@home.y'know> wrote in message news:451cddee\$1@linux...

>
> Thanks for clearing that up, Kim.
> At four in the morning, I didn't tweak to the fact that DeeJ
> thought I was you, or you me....
> Hope the new job is going well.
> The other Kim
>
>
> "Kim" <hiddensounds@hotmail.com> wrote:
> >
> >
> >Was just reading a post from you DeeJ where you referred to Kim W as "Oh
> >Moderating one". ;o) I assume you mean me... ;o)
> >
> >Kim W is also Australian, but he kindly signs off Kim W to differentiate
> >between himself and I because I lazily simply call myself Kim. :o)
> >
> >I'm Kim S, was I to add an initial...
> >
> >Cheers,
> >Kim.
>rick says I can't get near sheep after the last incident

"chuck duffy" <c@c.com> wrote:

>
>Just put some sheepskin on it
>
>John <no@no.com> wrote:
>>I would think that would mar the finish on the neck.
>>
>>steve the artguy wrote:
>>> "John" <no@no.com> wrote:
>>>> Ok, I give up. I can't seem to find cam version on the internet. hmm
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>>> or whatever. I think it would be nice to have them made of wood, actually.
>>> Just two circles mounted slightly off center would work. I could draw
>something
>>> up if you'd like... if I haven't made it sufficiently confusing...
>>>
>>> -steve
>My Paris just quit working and says I have to have this new thing to continue.
hmmmmHi Neil,
Haven't tried it out yet. Sold a few but they all went straight to the
customers. I haven't heard any negative responses yet from the customers
so I assuming is decent.
Sense we are not a retail store I can't just have a demo unit laying

Subject: Re: still fighting for stability
Posted by [John \[1\]](#) on Fri, 15 Sep 2006 18:52:47 GMT
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around, especially at close to \$3k.
The effects that come with the Sapphire have no reason to be on
hardware. They are very weak sounding. Much nicer plug ins are a
available for free out there. Plus the unit that has the effects is
\$100.00 more than the one that doesn't and the cheaper one actually has
more analog I/O. Kinda Silly.

Chris

Neil wrote:

>Chris, from what I've read about it, it's supposed to be algo's
>ported from the LiquidChannel, right? If you're a Mucusrite

>dealer, you must have tried that unit out, yes? If so, what do
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>>www.adkproaudio.com <<http://www.adkproaudio.com/>>
>>(859) 635-5762
>>

>>
>
>
>

--

Chris Ludwig

ADK

chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>

www.adkproaudio.com <http://www.adkproaudio.com/>

(859) 635-5762 I have heard from folks who have used both, that the UAD-1 compressors have a more realistic feel to them. The main complaint is that the attack/release characteristics of compressors are not as realistic in convolution.

I have a video here that is about 175MB showing one of these processing a trance track. I thought it was able to accomplish some pretty drastic things, but it's hard to know from an MP4 whether or not these would be good things or bad things.

I don't mean to slag this thing right out of the chute, and once they write drivers for a *real* computer, I'm gonna probably give one a test drive. ;o)

Deej

"Chris Ludwig" <chrisl@adkproaudio.com> wrote in message
news:451d25e7@linux...

> Hi Neil,
> Haven't tried it out yet. Sold a few but they all went straight to the
> customers. I haven't heard any negative responses yet from the customers
> so I assuming is decent.
> Sense we are not a retail store I can't just have a demo unit laying
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> hardware. They are very weak sounding. Much nicer plug ins are a
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> >>>www.sweetwater.com/store/detail/LiquidMix/
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> >>Chris Ludwig
> >>ADK
> >>chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>
> >>www.adkproaudio.com <http://www.adkproaudio.com/>
> >>(859) 635-5762
> >>
> >>

> >
> >
> >
>
> --
> Chris Ludwig
> ADK
> chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>
> www.adkproaudio.com <http://www.adkproaudio.com/>
> (859) 635-5762 Definitely not a bad machine, but the Dell lets me a) drop the display and
b) add a cheap video card. The nVidia 6150 LE chipset shares main memory
which is usually a no-no for any real time work. I have a Dell spec'd out
for around \$500 that looks pretty damn good. I just haven't pulled the trigger
on it quite yet.

I'll let y'all know how/if it works out,

TCB

"Neil" <OIUOIU@OIU.com> wrote:

>
>How about this one instead?
>
> [http://www.circuitcity.com/ssm/HP-Pavilion-Media-Center-Desk-top-PC-A1600N/sem/rpsm/oid/160199/catOid/-12962/rpem/ccd/pro ductDetail.do](http://www.circuitcity.com/ssm/HP-Pavilion-Media-Center-Desk-top-PC-A1600N/sem/rpsm/oid/160199/catOid/-12962/rpem/ccd/pro%20ductDetail.do)
>
>
>"TCB" <nobody@ishere.com> wrote:
>>
>>Room for an extra drive, or to replace the current one. 750 GB dr

Subject: Re: still fighting for stability
Posted by [uptown jimmy](#) on Fri, 15 Sep 2006 20:39:50 GMT
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br />
does not model the real attack, release, and timing attributes of the original
units, and this is a big part of the sound of any compressor. As a result,
all the compressors have a similar feel, but with the harmonic sound of the

The EQ options were a little more disappointing for me. In a direct comparison
to HydraTone and AngleTone (beta), I had a strong preference for the TriTone
sound.

The hardware interface and DSP relief are indeed benefits. I do wish the
hardware unit chased the selected channel in the DAW. That was a big disappointment.

My friend is happy with his purchase, but I am still undecided. One reason is that I am still contemplating getting a Duende and I am reasonably certain that even with a dedicated Firewire card added to my Mac, I could never get both units to work together. I am hoping to borrow a Liquid Mix to use more extensively in my room.

GeneMe too! especially since its a firewire unit.
respect
Nappy

"Neil" <IUOUIU@OIU.com> wrote:

>

>Not yet, but I think I want one.

>

>

>

>"Nappy" <mgrant01@san.rr.com> wrote:

>>

>>www.sweetwater.com/store/detail/LiquidMix/

>>

>>respect

>>Nappy

>Thanks Dimitrios..Matt, pleassssseee tell us some good Paris news.. We are dying (on the vine)..Pleaseeee

"Dimitrios" <musurgio@otenet.gr> wrote:

>

>Hi to all.

>Thats good news for us Parisians.

>Matt Craig has contacted me about his reverb and some other goodies !!!
and

>he told me some things that are only good news.

>I will leave it up to him to decide when and what to announce.

>Happy Paris to everyone.

>Regards,

>DimitriosThanks Gene,

Get back to us about the Liquid Mix,whats Duende?

respect

Nappy

"gene Lennon" <glennon@NOSPmyrealbox.com> wrote:

>

>"Neil" <IUOUIU@OIU.com> wrote:

>>

>>Chris, from what I've read about it, it's supposed to be algo's

>>ported from the LiquidChannel, right? If you're a Mucusrite

>>dealer, you must have tried that unit out, yes? If so, what do

>>you think of that one? Sounds good? Not so good?

>>

>>Neil

>>

>

>Liquid Mix is not Algo based. It is convolution based. The only algorithms

the

>eq models and the one for compressor impulses are new as are most of the

>impulse responses.

>

>I only have a few hours playing with a friends unit in Logic. The sound quality

>is approximately equivalent to a UAD-1 (IMHO). Which is quite good but not

>always the same as the original. The compressors are a little disconcerting

>to me. Many of the impulses are right-on but the algorithm for the container

>does not model the real attack, release, and timing attributes of the original

>units, and this is a big part of the sound of any compressor. As a result,

>all the compressors have a similar feel, but with the harmonic sound of

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>that even with a dedicated Firewire card added to my Mac, I could never

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>both units to work together. I am hoping to borrow a Liquid Mix to use more

>extensively in my room.

>

>Gene

>Lamont,

I know you are a big fan of the Akai MPC's,what do you think of the MPC 4000?

is it worth the money? I had been thinking of getting a used one,but I'm

leaning towards a Trigger finger and Ableton Live. I already have a laptop

and Reason so Live is looking better plus they seem to have frequent updates.

Let me know your thoughts. I'll be mixing in PARIS. Thanks in advance.

respect

NappyTo Think,

I almost sold my last Bundle-3

respect
Nappy

"Tom Bruhl" <arpeggio@comcast.net> wrote:

```
>
>
>I'm ready for something new that's for sure!
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Subject: Re: still fighting for stability
Posted by [uptown jimmy](#) on Fri, 15 Sep 2006 23:48:06 GMT
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& BDF-XL, and a HUGHED libray) of Drum Samples using V-stack
as my Vst host.

I use my MPC to both Sequence all drums sounds for Hip Hop & R & B style
of music.

Having said all of that, I just had a demo of the Korg Pad Controll is a
beast of a drum sampler controller!! WOW
http://www.korg.com/gear/info.asp?a_prod_no=KPC1&category_id=8Hello To all,
Not to rain on the Liquid Channel, but we just got the Waves SSL bundle,
and all I can say is WOW!! DEAD On. We have a

Subject: Re: still fighting for stability
Posted by [John \[1\]](#) on Fri, 15 Sep 2006 23:50:57 GMT
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SSL 4000G/W E Series EQ 7 Comp

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So, I went to load up the VST /RTAS version demo to try out in Paris & PT-Mpowered.. Needless to say, the SSL plugs sounds Wonderful in Paris.. Like Paris really needed the help :)..But, it takes our beloved Paris sound to newer heights. In Nuendo & PT, same results.. In those apps, you can hear the coloring as soon as you insert them on a channel!! :)

These days there are some great Native Plugins that can hang with UAD. Like the URS line.. Their Neve, API, Pultec, fairchild,etc emulations are sweet!!..

With Intel announcing 80 cores on a chip in 5 years.. Native processing will take over and we will soon reach BrianT coveted 64 sample stability with Zero latency native thru a DAW..

All in all, we are seeing the fruits with Sonar 6..Wow wahat a beauty!! And the new featuers coming from Cubase4. Again WOW!!

"gene Lennon" <glennon@NOSPmyrealbox.com> wrote:

>

>"Neil" <IOUOIU@OIU.com> wrote:

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>that even with a dedicated Firewire card added to my Mac, I could never
get
>both units to work together. I am hoping to borrow a Liquid Mix to use more
>extensively in my room.
>
>Gene
>Thanks for weighing in. Looks like I'm in for a re-install. My Paris
configuration was perfect
before the clone process. So, Acronis may be the culprit or, maybe like
scott v, I should have tried Ghost.
Or it could have been pilot error. Like it usually is 8>)

I'll be going the route you suggested, Aaron.

cheers, Jim

Aaron Allen wrote:

> sounds like you may have your effect subsystem (XP) drivers set up wrong.
> Uninstall (if you installed) and be VERY diligent about the paths when you
> install again. Reboot after EVERY move. Uninstall, reboot. Install, reboot.
> Fire up Paris.
> Workin'?
> AA
>
> "JCampbell" <campbell1745@sbcglobal.net> wrote in message
> news:451c19d2@linux...
>> I cloned my system disk using Acronis and that part was smooth. Actually,
>> pretty straight forward. (I'm on XP pro Sp2).
>>
>> I had to re-install my Unitor8 MkII (usb). Ok, no big deal even though
>> the install process makes about as much sense
>> as a monkey on crack. (Maybe I'm on crack and don't know it.)
>>
>> Now the good part... clicking on the Paris Pro icon causes an immediate

>> shutdown and re-boot. After re-boot,
>> there's one of those microshaft error boxes saying the computer has
>> recovered from a serious malfunction or whatever.
>>
>> Before I go trying to do a complete re-install of Paris does anyone have a
>> bit of advise on a possible
>> alternative to a complete re-install? I'm using 1 MEC, 1 C-16, and 2
>> cards, Intel Mobo & CPU. This set up has been stable for
>> years. Then again I don't do much heavy editing and tracking.
>>
>> Thanks very much, Jim
>
>LaMont. Is there a big latency issue with the URS plugins or the Waves SSL
pluygins with Paris?

Thanks,

Deej

"LaMont" <jjdpro@ameritech.net> wrote in message news:451d4bf1\$1@linux...
>
> Hello To all,
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Subject: Re: still fighting for stability
Posted by [John \[1\]](#) on Fri, 15 Sep 2006 23:53:14 GMT
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never
> get
> >both units to work together. I am hoping to borrow a Liquid Mix to use
more
> >extensively in my room.
> >
> >Gene
> >
> Well, I can understand the tracks not sounding "finished", but what
surprised me most was the amount of hum and buzz and general low signal to
noise. I always assumed the "big boys" would take a lot of care to eliminate
that kind of stuff. I know I fret over a lot less in my tracks. Like I said,
I like the way his records sound. I guess that's why the noise surprised me
so much.

Tony

"Paul Artola" <artola@comcast.net> wrote in message
news:tn5ph214jrh4u6q7kpfc8l8f5ftd1ro4h@4ax.com...

> Tony -
>
> I downloaded the tracks and played around with them a little, but
> never really got back into it. Someday, I will have time and "monkey"
> around with these tracks more earnestly. Kudos to Peter and Real World
> Studios for releasing these tracks.
>
> Since these are the raw tracks, I am not too surprised with their
> quality. I know my recordings start with pretty dull sounding tracks
> that then get polishing in the mixdown process. Of course, the
> difference between PG and me is that he is polishing gold nuggets,
> whereas I am polishing, well, you know what!
>

> - Paul Artola
> Ellicott City, Maryland
>
> On Thu, 28 Sep 2006 12:13:35 -0500, "Tony Benson"
> <tony@standinghampton.com> wrote:
>
>>Greetings Everyone!
>>
>>I know this is in reference to an "oldish" post, but I was wondering if
>>many
>>people downloaded these files. I did, but never got around to messing with
>>a
>>remix. Anyway, I was wondering what people's thoughts were on these
>>tracks.
>>I like Peter Gabriel, and always though his albums/CD's sounded great. I
>>assumed the raw tracks would be "pristine", but soloing these tracks, you
>>can hear all kinds of buzzing, hiss, and just a real noisy noise in
>>general.
>>I'm wondering if anyone else was surprised by this. I still think his
>>stuff
>>sounds great, it just threw me a little that the individual tracks would
>>be
>>so noisy. Comments?
>>
>>Tony
>I have some native plugs that I like a lot, and I'm sure the ones
you mentioned sound great, but what I need is MORE POWER,
SCOTTY!!! - or more precisely, less CPU load (rememeber, I'm
running at 24-bit/88.sk, and a LOT of tracks!), so the LiquidMix
or Duende are looking interesting to me.

Like the quikquak demo that I tested last night... takes up 20%
of my CPU power all by itself - sounds great, but I can't use
that kind of resource hog!

Neil

"LaMont" <jjdpro@ameritech.net> wrote:
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more

>>extensively in my room.

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>>Gene

>>

>Hi Guys. None. These plugs are very efficient. Here is what waves suggest
and really as shed some light to the Native plugin dilemma.

Waves says in the SSL documentation that these plugin require that your DAW
run in 32 bit Video mode. If not,(And I have personally witnessed running
in 16 bit mode) these plugins are sluggish and will bore down your system.

Plain and simple: The better your Video card is, the better overall performance
you'll get with using the SSL plugs.

This is a revelation of sorts because, as Chuck Duffy once explained to me,
The UAD PCI card is no more than a nice Video card. It seems that waves
have tapped into this technology of using the video card's dsp accelerators
to enhance the performance of their new SSL Plugins.

Suffice it to say that, the better the video performance, the better performance
of these new plugins..

"DJ" <notachance@net.net> wrote:

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Subject: Re: still fighting for stability
Posted by [uptown jimmy](#) on Fri, 15 Sep 2006 23:55:15 GMT
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>> >Gene
>> >
>>
>
>LaMont,
So you basically use your MPC for the sequencer? I can
see why you like the Korg box with both a MIDI and USB output as well as
the XY pad. I hate the sequencer in Reason and hope the sequencer in Live
is better,if not,
I'll have to get Logic express for sequencing. So now I have to decide between
the
Korg controller and the M-audio one. Do you have the Trigger Finger?

respect

Nappy

"LaMont" <jjdpro@ameritech.net> wrote:

>
>Hey Nappy!! Man. It's great to hear from you. I hope all is well wit and
the
>family!! :)
>
>Yes, I'm still a BIG Mpc fan..It's my goto sequencer for 90 percent of my
>work.
>
>Currently, I have a separte PC for Drums(Battery2,Stylus RMX, Stylus-Vintage,
>DHK-Custom-Vintage & BDF-XL, and a HUGHED libray) of Drum Samples using
V-stack
>as my Vst host.
>
>I use my MPC to both Sequence all drums sounds for Hip Hop & R & B style
>of music.
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>Having said all of that, I just had a demo of the Korg Pad Controll is a
>beast of a drum sampler controller!! WOW
http://www.korg.com/gear/info.asp?a_prod_no=KPC1&category_id=8Thanks Gene,
Looks like a great value!

respect

Nappy

"gene Lennon" <glennon@NOSPmyrealbox.com> wrote:

>
>"Nappy" <mgrant01@san.rr.com> wrote:
>>
>>Thanks Gene,
>>Get back to us about the Liquid Mix,whats Duende?
>>
>>respect
>>Nappy
>
>The SSL C200 is an all-digital music production console that runs about
\$750,000,
>and up.
><http://www.solid-state-logic.com/music/c200.html>
>
>SSL took the same DSP chips and the exact algorithms of the EQ plus the
channel
>and bus compressor from the C200 and built a box that uses Firewire to access
>the programs. They added VST, AU and RTAS plugins as controllers and have
>released the Mac version. It is about 1700.00 and sounds indistinguishable
>from the C200 (other than the mix bus).
>
>http://www.solid-state-logic.com/music/duende_home.html
>
>It is still having a lot of bandwidth related issues, but sounds great!
>
>Gene
>Neil ,
Remember when TC brought out their Powercore? To this day, both the PCI or
Firewire version will tax your PCI buss performance. This is why folks are
using Magma Chasis for runing multiple UAD's and using DUAL processor with
Dual PCI buss Channels.

If all you have in your DAW is a Single channel PCI buss setup, you are actually
degrading the overall peformance by imlementing these so-called Powered plugins.
You ever see some of those Super Daw boxes over there on Nuendo.com user
forum??

Lead by our very own Brain Tankersly. They found out by massive research
that to run those Powered Plugins optimally, at a decent latency, your'e
need have a Dual channeled,high end Dual -core Opteron, Now Conroe Intels,
with at least 8 gigs RAM..% gigs per channel. Withthe UADs and Powercore
on their on PCI buss.. :)

I said all that to say, that TC has never really had great Asio drivers,
so their performance is not that stellar. Same with Duende, the Firewire
and Asio drivers need a lot of work. From what I'm told, writing good firewire
drivers is easy.

So, Neil you do have choices in how you want to implement your Native solution.

Take care LaMont

"Neil" <OIUOIU@OIU.com> wrote:

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>you mentioned sound great, but what I need is MORE POWER,
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Subject: Re: still fighting for stability
Posted by [John \[1\]](#) on Sat, 16 Sep 2006 00:21:49 GMT
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cs.

Microsoft is more reluctant, they prefer proprietary DirectX.

On both of these platforms, a host of 3D animation software depends on OpenGL.

Cheers,
-Jamie
<http://www.JamieKrutz.com>

Chris Ludwig wrote:

> Hi Lamont,
> Too bad Waves wasted time on using Open GL for the SSL plug ins. Not
> sure why they did it sense future versions of Windows and Apple will not
> have Open GL support at all.
>
>
> Chris
>
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> LaMont wrote:
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I have the Waves SSL plugins and I agree with everything you say about it.

As to the future of low latency native systems: Symphony can do 1.8MS at 64 samples right now.

<http://www.gearslutz.com/board/showthread.php?t=80936&highlight=Symphony>

I think Brian and others are getting similar results on PC systems with new RME Beta drivers. No need to wait for 80 core computers.

As to efficiency, I can run about 80 channels of the Waves SSL plugins on my MacBook Pro. Sony is promising the Oxford plugs for Intel-Mac (RTAS) will be out within a few weeks; I hope the efficiency is close.
Genelf this is true, and I suspect it is if you say so, it's amazingly stupid.

TCB

Chris Ludwig <chrisl@adkproaudio.com> wrote:

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>Too bad Waves wasted time on using Open GL for the SSL plug ins. Not
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Posted by [uptown jimmy](#) on Sat, 16 Sep 2006 00:23:07 GMT
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>>>
>>
>Hi Nappy, I have used the M-audio trigger finger, and it's does the job well.
But, if I were choosing btw the 2 units, I'd choose the Korg.

"Nappy" <mgrant01@san.rr.com> wrote:

>
>LaMont,
>So you basically use your MPC for the sequencer? I can
>see why you like the Korg box with both a MIDI and USB output as well as
>the XY pad. I hate the sequencer in Reason and hope the sequencer in Live
>is better,if not,
>I'll have to get Logic express for sequencing. So now I have to decide between
>the
>Korg controller and the M-audio one. Do you have the Trigger Finger?

>
>
>respect
>Nappy
>"LaMont" <jjdpro@ameritech.net> wrote:

>>
>>Hey Nappy!! Man. It's great to hear from you. I hope all is well wit and
>the
>>family!! :)
>>
>>Yes, I'm still a BIG Mpc fan..It's my goto sequencer for 90 percent of
my
>>work.
>>
>>Currently, I have a separte PC for Drums(Battery2,Stylus RMX, Stylus-Vintage,
>>DHK-Custom-Vintage & BDF-XL, and a HUGHED libray) of Drum Samples using
>V-stack
>>as my Vst host.
>>
>>I use my MPC to both Sequence all drums sounds for Hip Hop & R & B style

>>of music.

>>

>>Having said all of that, I just had a demo of the Korg Pad Controll is a

>>beast of a drum sampler controller!! WOW

http://www.korg.com/gear/info.asp?a_prod_no=KPC1&category_id=8

>I use a trigger finger with Live LOTS. The xy thing on the control panel looks cool but the trigger finger is really quite nice and it has the sliders which I use a good bit as well.

"Nappy" <mgrant01@san.rr.com> wrote:

>

>Lamont,

>I know you are a big fan of the Akai MPC's,what do you think of the MPC 4000?

>is it worth the money? I had been thinking of getting a used one,but I'm

>leaning towards a Trigger finger and Ableton Live. I already have a laptop

>and Reason so Live is looking better plus they seem to have frequent updates.

>Let me know your thoughts. I'll be mixing in PARIS. Thanks in advance.

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--

Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.com What's your source on that Chris?

Apple seems very solidly behind OpenGL and supports it in core graphi

Subject: Re: still fighting for stability
Posted by [John \[1\]](#) on Sat, 16 Sep 2006 00:23:18 GMT
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>--
>Chris Ludwig
>
>ADK Pro Audio
>(859) 635-5762
>www.adkproaudio.com
>chrisl@adkproaudio.comHi,

LaMont wrote:

> Neil ,
> Remember when TC brought out their Powercore? To this day, both the PCI or
> Firewire version will tax your PCI buss performance. This is why folks are
> using Magma Chasis for runing multiple UAD's and using DUAL processor with
> Dual PCI buss Channels.

The funny part is that the TC and UAD have tons of compatibility and performance issues on dual buss/ dual cpu systems like the Opteron. especially if they are running Dual core CPUs. Mainly due the AMD 8131 chip set. Only way around it is to buy a Magma and put it on the 32 bit slot which shares with almost all the motherboards on board components. The only dual buss Opteron board thats works fully with the UAD and TC

power core on all the PCI-X, PCI slots are ones that use the AMD 8132 chip sets. UADS and Powercore work best on single socket, Intel and ATI (AMD) and dual socket AMD-8132 and Xeon wood crest based chip sets. You can easily run 4 in any combo of PCI/PCI-E on any of these boards without an abnormal CPU load.

>
> If all you have in your DAW is a Single channel PCI buss setup, you are actually
> degrading the overall performance by implementing these so-called Powered plugins.
> You ever see some of those Super Daw boxes over there on Nuendo.com user
> forum??
> Lead by our very own Brain Tankersly. They found out by massive research
> that to run those Powered Plugins optimally, at a decent latency, your'e
> need have a Dual channeled, high end Dual -core Opteron, Now Conroe Intels,
> with at least 8 gigs RAM..% gigs per channel. With the UADs and Powercore
> on their on PCI buss.. :)

On the majority of all the Conroe based Motherboards same as on single socket AMD boards there are only 2 buses, PCI-E and PCI. Virtually everything except video share the PCI buss. Running a combo of PCI-e and PCI versions of the UAD/TC cards will be the only way to run them on separate buses. There are a couple of high end workstation boards that just came out with 3 buses, PCI-X, PCI and PCI-E but are very expensive.

Personally I think companies are doing it wrong by using firewire for doing DSP this way. Firewire like USB is a very limited bandwidth general purpose connection. Everybody is going to put drives, sound cards and who knows what else on the same firewire buss. If you have to put in separate firewire card for each device then what's the point of firewire. :)

It would make more sense for them to have a PCI-e host card and an external box that you can add DSP cards too to upgrade the processing power. Huge amounts of bandwidth is available on even a 1x PCI-e slot. Far more than 5 PCI slots worth of DSP could be run from one card.

>
> I said all that to say, that TC has never really had great Asio drivers,
> so their performance is not that stellar. Same with Duende, the Firewire
> and Asio drivers need a lot of work. From what I'm told, writing good firewire
> drivers is easy.

Neither the TC nor UAD use ASIO drivers. They use VST and special hardware driver that the VST plug ins communicate with.

Chris

>
> So, Neil you do have choices in how you want to implement your Native solution.
>
> Take care LaMont
>
> "Neil" <OIUOIU@OIU.com> wrote:
>> I have some native plugs that I like a lot, and I'm sure the ones
>> you mentioned sound great, but what I need is MORE POWER,
>> SCOTTY!!! - or more precisely, less CPU load (rememeber, I'm
>> running at 24-bit/88.sk, and a LOT of tracks!), so the LiquidMix
>> or Duende are looking interesting to me.
>>
>> Like the quikquak demo that I tested last night... takes up 20%
>> of my CPU power all by itself - sounds great, but I can't use
>> that kind of resource hog!
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Posted by [Deej \[1\]](#) on Sat, 16 Sep 2006 00:52:02 GMT
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>> the
>>>>> hardware unit chased the selected channel in the DAW. That was a big
>>> disappointment.
>>>>> My friend is happy with his purchase, but I am still undecided. One
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>>>>> is that I am still contemplating getting a Duende and I am reasonably
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>>>>> that even with a dedicated Firewire card added to my Mac, I could never
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>>>>> both units to work together. I am hoping to borrow a Liquid Mix to
use
>>> more
>>>>> extensively in my room.
>>>>>
>>>>> Gene
>>>>>
>>>
>>
>

>--
>Chris Ludwig
>
>ADK Pro Audio
>(859) 635-5762
>www.adkproaudio.com
>chrisl@adkproaudio.comAgreed!!

Personally I think companies are doing it wrong by using firewire for doing DSP this way. Firewire like USB is a very limited bandwidth general purpose connection. Everybody is going put drives, sound cards and who knows what else on the same firewire buss. If you have to put in separate firewire card for each device hen whats the point of firewire.:)

It would make more sense for them have a PCI-e host card and an external box that you can add DSP cards too to upgrade the processing power. Huge amount s of bandwidth is available on even a 1x PCI-e slot. Far more than 5 PCI slots worth of DSP could be run from one card.

Chris Ludwig <chrisl@adkproaudio.com> wrote:

>Hi,
>
>
>LaMont wrote:
>> Neil ,
>> Remember when TC brought out their Powercore? To this day, both the PCI
or
>> Firewire version will tax your PCI buss performance. This is why folks
are
>> using Magma Chasis for runing multiple UAD's and using DUAL processor
with
>> Dual PCI buss Channels.
>
>
>The funny part is that the TC and UAD have tons of compatibility and
>performance issues on dual buss/ dual cpu systems like the Opteron.
>especially if they are running Dual core CPUs. Mainly due the AMD 8131
>chip set. Only way around it is to buy a Magma and put it on the 32 bit

>slot which shares with almost all the motherboards on board components.

>The only dual buss Opteron board thats works fully with the UAD and TC
>power core on all the PCI-X, PCI slots are ones that use the AMD 8132
>chip sets. UADS and Powercore work best on single socket, Intel and ATI

>(AMD) and dual socket AMD-8132 and Xeon wood crest based chip sets. You

>can easily run 4 in any combo of PCI/PCI-E on any of these boards with
>out an abnormal CPU load.
>
>>
>> If all you have in your DAW is a Single channel PCI buss setup, you are
actually
>> degrading the overall performance by implementing these so-called Powered
plugins.
>> You ever see some of those Super Daw boxes over there on Nuendo.com user
>> forum??
>> Lead by our very own Brain Tankersly. They found out by massive research
>> that to run those Powered Plugins optimally, at a decent latency, your'e
>> need have a Dual channeled,high end Dual -core Opteron, Now Conroe Intels,
>> with at least 8 gigs RAM..% gigs per channel. Withthe UADs and Powercore
>> on their on PCI buss.. :)
>
>
>On the majority of all the Conroe based Motherboards same as on single
>socket AMD boards there are only 2 buses, PCI-E and PCI. Virtually
>everything except video share the PCI buss. Running a combo of PCI-e and

>PCI versions of the UAD/TC cards will be the only way o run them on
>separate buses. The are a couple of high end workstation boards that
>just came out with 3 buses, PCI-X, PCI and PCI-E but are very expensive.
>
>Personally I think companies are doing it wrong by using firewire for
>doing DSP this way. Firewire like USB is a very limited bandwidth
>general purpose connection. Everybody is going put drives, sound cards
>and who knows what else on the same firewire buss. If you have to put in

>separate firewire card for each device hen whats the point of firewire.:)
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>It would make more sense for them have a PCI-e host card and an external

>box that you can add DSP cards too to upgrade the processing power. Huge

>amount s of bandwidth is available on even a 1x PCI-e slot. Far more
>than 5 PCI slots worth of DSP could be run from one card.
>
>
>>
>> I said all that to say, that TC has never really had great Asio drivers,
>> so their performance is not that stellar. Same with Duende, the Firewire
>> and Asio drivers need a lot of work. From what I'm told, writing good
firewire
>> drivers is easy.
>
>Neither the TC nor UAD use ASIO drivers. They use VST and special

>hardware driver that the VST plug ins communicate with.
>
>
>
>
>Chris
>
>>
>> So, Neil you do have choices in how you want to implement your Native solution.
>>
>> Take care LaMont
>>
>> "Neil" <OIUOIU@OIU.com> wrote:
>>> I have some native plugs that I like a lot, and I'm sure the ones
>>> you mentioned sound great, but what I need is MORE POWER,
>>> SCOTTY!!! - or more precisely, less CPU load (rememeber, I'm
>>> running at 24-bit/88.sk, and a LOT of tracks!), so the LiquidMix
>>> or Duende are looking interesting to me.
>>>
>>> Like the quikquak demo that I tested last night... takes up 20%
>>> of my CPU power all by itself - sounds great, but I can't use
>>> that kind of resource hog!
>>>
>>> Neil
>>>
>>>
>>> "LaMont" <jjdpro@ameritech.net> wrote:
>>>> Hello To all,
>>>> Not to rain on the Liquid Channel, but we just got the Waves SSL bundle,
>>>> and all I can say is WOW!! DEAD On. We have a SSL 4000G/W E Series EQ
7
>>>> Comp
>>>> /56 channels and those plugins sound just like the real things.
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>>>> So, I went to load up the VST /RTAS version demo to try out in Paris
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>> PT-Mpowered..
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>>>> In Nuendo & PT, same results.. In those apps, you can hear the coloring
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>>>> soon as you insert them on a channel!! :)
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>>>> These days there are some great Native Plugins that can hang with UAD.
>> Like
>>>> the URS line.. Their Neve, API, Pultec, fairchild,etc emulations are

sweet!!..

>>>>

>>>>

>>>> With Intel announcing 80 cores on a chip in 5 years.. Native processing

>>> will

>>>> take over and we will soon reach BrianT coveted 64 sample stability with

>>>> Zero latency native thru a DAW..

>>>>

>>>> All in all, we are seeing the fruits with Sonar 6..Wow wahat a beauty!!

>>> And

>>>> the new featuers coming from Cubase4. Again WOW!!

>>>>

Subject: Re: still fighting for stability

Posted by [Martin Harrington](#) on Sat, 16 Sep 2006 01:09:11 GMT

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r />

>>>>

>>>>

>>>>

>>>> "gene Lennon" <glennon@NOSPmyrealbox.com> wrote:

>>>>> "Neil" <IOUOIU@OIU.com> wrote:

>>>>>> Chris, from what I've read about it, it's supposed to be algo's

>>>>>> ported from the LiquidChannel, right? If you're a Mucusrite

>>>>>> dealer, you must have tried that unit out, yes? If so, what do

>>>>>> you think of that one? Sounds good? Not so good?

>>>>>>

>>>>>> Neil

>>>>>>

>>>>> Liquid Mix is not Algo based. It is convolution based. The only algorithms

for

>>>> the

>>>>> eq models and the one for compressor impulses are new as are most of the

>>>>> impulse responses.

>>>>>

>>>>> I only have a few hours playing with a friends unit in Logic. The sound

>>>> quality

>>>>> is approximately equivalent to a UAD-1 (IMHO). Which is quite good but

>>> not

>>>>> always the same as the original. The compressors are a little disconcerting

>>>>> to me. Many of the impulses are right-on but the algorithm for the

container

>>>> does not model the real attack, release, and timing attributes of the
>> original
>>>> units, and this is a big part of the sound of any compressor. As a
result,
>>>> all the compressors have a similar feel, but with the harmonic sound
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>>>> The EQ options were a little more disappointing for me. In a direct
comparison
>>>> to HydraTone and AngleTone (beta), I had a strong preference for the
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>>>> sound.
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>>>> Gene
>>>>

>>
>
>--
>Chris Ludwig
>
>ADK Pro Audio
>(859) 635-5762
>www.adkproaudio.com
>chrisl@adkproaudio.comOn my Dual-Core Opteron, I have yet to max out the SSL plugs. These
are really
some special plugins, as are the URS's..

"Gene Lennon" <glennon@NOSP.com> wrote:
>

>"LaMont" <jjdpro@ameritech.net> wrote:

>>

>>Hello To all,

>>Not to rain on the Liquid Channel, but we just got the Waves SSL bundle,

>>and all I can say is WOW!! DEAD On. We have a SSL 4000G/W E Series EQ 7

>Comp

>>/56 channels and those plugins sound just like the real things.

>>

>>So, I went to load up the VST /RTAS version demo to try out in Paris &
PT-Mpowered..

>>Needless to say, the SSL plugs sounds Wonderful in Paris.. Like Paris really

>>needed the help :)..But, it takes our beloved Paris sound to newer heights.

>>In Nuendo & PT, same results.. In those apps, you can hear the coloring

>as

>>soon as you insert them on a channel!!! :)

>>

>>These days there are some great Native Plugins that can hang with UAD.

Like

>>the URS line.. Their Neve, API, Pultec, fairchild,etc emulations are sweet!!..

>>

>>

>>With Intel announcing 80 cores on a chip in 5 years.. Native processing

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>>take over and we will soon reach BrianT coveted 64 sample stability with

>>Zero latency native thru a DAW..

>>

>>All in all, we are seeing the fruits with Sonar 6..Wow wahat a beauty!!

>And

>>the new featuers coming from Cubase4. Again WOW!!

>>

>>

>

>I have the Waves SSL plugins and I agree with everything you say about it.

>

>As to the future of low latency native systems: Symphony can do 1.8MS at

>64 samples right now.

>

> <http://www.gearslutz.com/board/showthread.php?t=80936&highlight=Symphony>

>

>I think Brian and others are getting similar results on PC systems with

new

>RME Beta drivers. No need to wait for 80 core computers.

>

>As to efficiency, I can run about 80 channels of the Waves SSL plugins on

>my MacBook Pro. Sony is promising the Oxford plugs for Intel-Mac (RTAS)

will

>be out within a few weeks; I hope the efficiency is close.

>Gene
>Thanks Thad,
I'm leaning towards the Trigger Finger
How does Lives sequencer compare to Cubase's sequencer?
Have'nt got live yet,but plan to get it real soon. I have Reason 3
but I hate the sequencer,I hope Lives is alot better.

respect
Nappy

"TCB" <nobody@ishere.com> wrote:

>
>I use a trigger finger with Live LOTS. The xy thing on the control panel
looks
>cool but the trigger finger is really quite nice and it has the sliders
which
>I use a good bit as well.
>
>"Nappy" <mgrant01@san.rr.com> wrote:
>>
>>Lamont,
>>I know you are a big fan of the Akai MPC's,what do you think of the MPC
>4000?
>>is it worth the money? I had been thinking of getting a used one,but I'm
>>leaning towards a Trigger finger and Ableton Live. I already have a laptop
>>and Reason so Live is looking better plus they seem to have frequent updates.
>>Let me know your thoughts. I'll be mixing in PARIS. Thanks in advance.
>>
>>respect
>>Nappy
>How dumb do I feel? For some reason I always assumed Drumaga was a PC only
thing. John's post made me look at their website, and lo and behold! Not
only is it Mac too, but there's an OS 9 version!

So now, \$289 later, I understand what all the fuss is about...

Gantt

"John Macy" <spamlessjohn@johnmacy.com> wrote:

>
>I am getting ready to upgrade to Drumagog 4. I emailed Rim to ask how I
could
>have it both on my Paris rigs and on my PT LE rig. I got an email back
within
>a half an hour saying they allow multiple installs on machines owned by
you,
>so no problem.
>

>I have talked with Rim a few times on the phone over the years, and what
>a pleasant guy to work with. I sure everyone had customer service like
this.
>
>Thanks, Rim!!damn sheep hearers...never letting us have any fun with their sheep

"John" <no@no.com> wrote in message news:451d1e29\$1@linux...

>
> rick says I can't get near sheep after the last incident
>
> "chuck duffy" <c@c.com> wrote:
>>
>>Just put some sheepskin on it
>>
>>John <no@no.com> wrote:
>>>I would think that would mar the finish on the neck.
>>>
>>>steve the artguy wrote:
>>>> "John" <no@no.com> wrote:
>>>>> Ok, I give up. I can't seem to find cam version on the internet. hmm
>>>>
>>>> John-
>>>>
>>>> I could make some out of some hard wood and a
>>>> tablesaw/scrollsaw/nailfile
>>>> or whatever. I think it would be nice to have them made of wood,
>>>> actually.
>>>> Just two circles mounted slightly off center would work. I could draw
>>something
>>>> up if you'd like... if I haven't made it sufficiently confusing...
>>>>
>>>> -steve
>>
>Hi Lamont,
All the of the software manufacturers are going to be using Direct show
many already are. It is just as powerful and from what I've seen easier
to code force and maintain.

Chris

Lamont wrote:

> Hey Chris, not sure why as well. Maybe they no something???
> Or, they already have a easy port over version waiting.
>
> I do know (And You) that Open GL is used for high level graphics. That being
> the case, I really can't see both Microsoft & Apple dropping support being
> that the entire Video post pro market works on that standard.
>

>
> Chris Ludwig <chrisl@adkproaudio.com> wrote:
>> Hi Lamont,
>> Too bad Waves wasted time on using Open GL for the SSL plug ins. Not
>> sure why they did it sense future versions of Windows and Apple will not
>
>> have Open GL support at all.
>>
>>
>> Chris
>>
>>
>> LaMont wrote:
>>> Hi Guys. None. These plugs are very efficient. Here is what waves suggest
>>> and really as shed some light to the Native plugin dilemma.
>>>
>>> Waves says in the SSL documentation that these plugin require that your
> DAW
>>> run in 32 bit Video mode. If not,(And I have personally witnessed running
>>> in 16 bit mode) these plugins are sluggish and will bore down your system.
>>>
>>> Plain and simple: The better your Video card is, the better overall performance
>>> you'll get with using the SSL plugs.
>>>
>>> This is a revelation of sorts because, as Chuck Duffy once explained to
> me,
>>> The UAD PCI card is no more than a nice Video card. It seems that waves
>>> have tapped into this technology of using the video card's dsp accelerators
>>> to enhance the performance of their new SSL Plugins.
>>>
>>> Suffice it to say that, the better the video performance, the better performance
>>> of these new plugins..
>>>
&

Subject: Re: still fighting for stability
Posted by [John \[1\]](#) on Sat, 16 Sep 2006 01:39:02 GMT
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;>>
>>>>> Deej
>>>>>
>>>>> "LaMont" <jjdpro@ameritech.net> wrote in message
>>>>> news:451d4bf1\$1@linux...
>>>>> Hello To all,
>>>>> Not to rain on the Liquid Channel, but we just got the Waves SSL
>>>>> bundle,

>>>>> and all I can say is WOW!! DEAD On. We have a SSL 4000G/W E Series EQ
>>>> 7
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>>>>> /56 channels and those plugins sound just like the real things.
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>>>>>> So, I went to load up the VST /RTAS version demo to try out in Paris
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>>>>> heights.
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>>>>>> These days there are some great Native Plugins that can hang with
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>>>>>> With Intel announcing 80 cores on a chip in 5 years.. Native
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>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>> "gene Lennon" <glennon@NOSPmyrealbox.com> wrote:
>>>>>>> "Neil" <IOUOIU@OIU.com> wrote:
>>>>>>>> Chris, from what I've read about it, it's supposed to be algo's
>>>>>>>> ported from the LiquidChannel, right? If you're a Mucusrite
>>>>>>>> dealer, you must have tried that unit out, yes? If so, what do
>>>>>>>> you think of that one? Sounds good? Not so good?
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>>>>>>>> Neil
>>>>>>>>
>>>>>>>> Liquid Mix is not Algo based. It is convolution based. The only
>>>>> algorithms

>>>>>> are containers that hold the various impulses. Both the "container"
>> for
>>>>>> the
>>>>>> eq models and the one for compressor impulses are new as are most of
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>>>>>>
>>>>>> I only have a few hours playing with a friends unit in Logic. The
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>> but
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>>>>>> always the same as the original. The compressors are a little
>>>>> disconcerting
>>>>>> to me. Many of the impulses are right-on but the algorithm for the
>>>>> container
>>>>>> does not model the real attack, release, and timing attributes of
>>>>>> the
>>>>> original
>>>>>> units, and this is a big part of the sound of any compressor. As a
>>>>> result,
>>>>>> all the compressors have a similar feel, but with the harmonic sound
>>>>> of
>>>>>> the
>>>>>> original sampled unit (I hope that's clear). They do sound good, and
>>>>> varied,
>>>>>> if not "real".
>>>>>>
>>>>>> The EQ options were a little more disappointing for me. In a direct
>>>>> comparison
>>>>>> to HydraTone and AngleTone (beta), I had a strong preference for the
>>>>> TriTone
>>>>>> sound.
>>>>>> The hardware interface and DSP relief are indeed benefits. I do wish
>>>>> the
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>>>>>>> Gene
>>>>>>>
>>> --
>>> Chris Ludwig
>>>
>>> ADK Pro Audio
>>> (859) 635-5762
>>> www.adkproaudio.com
>>> chrisl@adkproaudio.com
>>
>Hehe, well we COULD be doing that ;o), though we live in different cities.

Kim W came to visit Melbourne recently, but we successfully failed to hook up, despite him staying not far from my place, which was unfortunate, as I was hoping to swap toothbrushes. ;o) As I recall he told me he sent me a text when here, but I changed mobile numbers around that time and I think he had the wrong one... ...I never got it.

Kim W has been dropping in here to the group since the very early days also...
...I think it was '98 or '99 when I realised that the group had another Kim also from Australia.

Cheers,
Kim.

Cheers,
Kim.

"DJ" <notachance@net.net> wrote:

>Hey.....for all I know you guys could be just toying with us
>here....wearing each other's clothes, swapping ID's,
>toothbrushes???.....you name it. The implications boggle the mind. Now
>I'm paranoid. I need coffee..... or I will die.
>
>;o)
>
>
>"Kim W." <no-one@home.y'know> wrote in message news:451cddee\$1@linux...
>>
>> Thanks for clearing that up, Kim.
>> At four in the morning, I didn't tweak to the fact that DeeJ
>> thought I was you, or you me....
>> Hope the new job is going well.
>> The other Kim
>>

>>
>> "Kim" <hiddensounds@hotmail.com> wrote:
>> >
>> >
>> >Was just reading a post from you DeeJ where you referred to Kim W as
"Oh
>> >Moderating one". ;o) I assume you mean me... ;o)
>> >
>> >Kim W is also Australian, but he kindly signs off Kim W to differentiate
>> >between himself and I because I lazily simply call myself Kim. :o)
>> >
>> >I'm Kim S, was I to add an initial...
>> >
>> >Cheers,
>> >Kim.
>>
>
>"DJ" <notachance@net.net> wrote:
>If I don't have whatever this is, I will die.

Hehe, it's an oldie, but it still made me LOL. ;o)

....because I know it's true. ;o)

Cheers,
Kim.<http://www.versiontracker.com/dyn/moreinfo/macosx/24742>

Finally. Doesn't matter for me (dual processor) but for those who have
been using quad boxes this is a welcome update.

Not that Logic is likely to out of juice on two processors, but I'm sure
it's fun to watch all the CPU meters moving. :^)

Cheers,
-Jamie
<http://www.JamieKrutz.com>On 29 Sep 2006 13:04:27 +1000, "Neil" <IUIOU@OIU.com> wrote:

>
>Yes you can, but it gives you that "waxy" sound.
>
>:)
>
>
>"DJ" <notachance@net.net> wrote:
>> <http://cgi.ebay.com/NEUMANN-32-A-LATHE-WITH-FAIRCHILD-PLATTE>
R-NEUMANN_W0QQit
>>emZ290034697305QQihZ019QQcategoryZ3278QQrdZ1QQcmdZViewItem
>>

>>

Waxy is good. If BF (excuse me, DigiBomb or whatever) could figure out how to do a FFT of "Waxy", there would be a \$1400 TDM plugin of it.

pabIf I know I always want the guitars/banjoes/mandolins to always face sideways isn't there a way to build one out of \$10 of oak?How about we find out who has the most awesome Paris setup and spend Christmas at his house. Let's all just show up. So what's DJ's address?

hehe,
JohnYeah, OK, but are you really Kim.....or are you Kim?

;o)

"Kim" <hiddensounds@hotmail.com> wrote in message news:451da750\$1@linux...

>

> "DJ" <notachance@net.net> wrote:

> >If I don't have whatever this is, I will die.

>

> Hehe, it's an oldie, but it still made me LOL. ;o)

>

> ...because I know it's true. ;o)

>

> Cheers,

> Kim."Martin Harrington" <lendan@bigpond.net.au> wrote:

>Speaking of "Scully", does anyone remember the Scully 24 track recorder?

>Built like a Brick Sh*T house, (Aussie term)...overbuilt / overkill....

>They weren't bad recorders from memory, (25 years ago).

>--

>Martin Harrington

>www.lendanear-sound.com

>

>

In High school, one of my best friends parents was considered the best Scully repair person in the NY area. The dinning room in their suburban home had a vertical milling machine, where most of my neighbors had tables and breakfronts from Sears.

Oh yeah, and it was his mom.

Avery Elkins was her company. Her husband was a principle in Brunswick Tape

house on the block.

The Scully 280B series had good electronics, but the transports, especially

the servo motors, were very problematic.

GeneFor sure, Uad is not going directx. The Pro Video market would not stand for this. The Pixar's, SGI's workstations..Not to mention, Final Cut Pro, Avid..Nahh. I don't buy it..

Again, the waves SSL plugs are wonderful..Matters not what platform it was coded in, just as long as it performs..

Jamie K <Meta@Dimensional.com> wrote:

>

>Of course no one is going to use direct show on OSX.

>

>Direct show/Direct X is proprietary Microsoft stuff.

>

>OpenGL is a multi-platform open system.

>

>Last I heard Microsoft was finding ways to make it hard for software

>companies to continue to use OpenGL on MSWindows but at least some

>software companies were fighting that. Dunno how that's been working out

>but it seemed pretty fishy.

>

>Here's the OpenGL info page:

>

><http://www.opengl.org/about/>

>

>OpenGL on the Mac: <http://developer.apple.com/graphicsimaging/opengl/>

>

>Cheers,

> -Jamie

> <http://www.JamieKrutz.com>

>

>

>Chris Ludwig wrote:

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>> many already are. It is just as powerful and from what I've seen easier

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>>>>

Subject: Re: still fighting for stability
Posted by [uptown jimmy](#) on Sat, 16 Sep 2006 01:43:44 GMT
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gt;>> "DJ" <notachance@net.net> wrote:
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 >>>>>>> all the compressors have a similar feel, but with the harmonic sound
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>>>>>
>>>>> Gene
>>>>>
>> --
>> Chris Ludwig
>>
>> ADK Pro Audio
>> (859) 635-5762
>> www.adkproaudio.com
>> chrisl@adkproaudio.com
>

--

Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com

chrisl@adkproaudio.com HI Neil,

Yes thats pretty much one of the main reasons. I think the cross platform part also comes into play in this.

Chris

Neil wrote:

> Chris Ludwig <chrisl@adkproaudio.com> wrote:

>> Personally I think companies are doing it wrong by using firewire for
>> doing DSP this way. Firewire like USB is a very limited bandwidth
>> general purpose connection.

>

> Chris, as I understand it, USB 2.0 has better "one-way" speed
> than Firewire, but Firewire has better "both-way" speed
> than does USB 2.0 (which makes a difference if you're sending
> signals out, then back in via either protocol), and that's why
> they all choose Firewire. Is that actually the case?

>

> Neil

--

Chris Ludwig

ADK Pro Audio

(859) 635-5762

www.adkproaudio.com

chrisl@adkproaudio.com "Tony Benson" <tony@standinghampton.com> wrote:

>Well, I can understand the tracks not sounding "finished", but what
>surprised me most was the amount of hum and buzz and general low signal
to
>noise.

It's that "British A.C." sound.

:)Oh, I see. It's part of the character. It all makes sense now.

;>)

Tony

"Neil" <OIUOIU@OIU.com> wrote in message news:451d9a21\$1@linux...

>

> "Tony Benson" <tony@standinghampton.com> wrote:

>>Well, I can understand the tracks not sounding "finished", but what
>>surprised me most was the amount of hum and buzz and general low signal
> to
>>noise.

>

> It's that "British A.C." sound.

>

> :)Speaking of "Scully", does anyone remember the Scully 24 track recorder?
Built like a Brick Sh*T house, (Aussie term)...overbuilt / overkill....
They weren't bad recorders from memory, (25 years ago).

--

Martin Harrington

www.lendaneer-sound.com

"Gene Lennon" <glennon@NOSPmyrealbox.com> wrote in message
news:451c8732\$1@linux...

>

> "DJ" <notachance@net.net> wrote:

>> [http://cgi.ebay.com/NEUMANN-32-A-LATHE-WITH-FAIRCHILD-PLATTE](http://cgi.ebay.com/NEUMANN-32-A-LATHE-WITH-FAIRCHILD-PLATTE-R-NEUMANN_W0QQit)
R-NEUMANN_W0QQit

>>emZ290034697305QQihZ019QQcategoryZ3278QQrdZ1QQcmdZViewItem
>>

>>

> Well, I like the Scully much better, but this would go good next to your

> anechoic chamber.

> GBuy 6 or 8 of those...easy

--

Martin Harrington

www.lendaneer-sound.com

"John" <no@no.com> wrote in message news:451c30eb\$1@linux...

>

> Like this:

> <http://www.stevesmusiccenter.com/ProelFC-520.html>

>

> John <no@no.com> wrote:

>>I'm looking for a simple DIY for a guitar wallhanger. Basically a 2x4

>>about 4 feet long to hold maybe 6 or 8 guitars sideways. Any ideas?

>>

>>Thanks

>>John

>Of course no one is going to use direct show on OSX.

Direct show/Direct X is proprietary Microsoft stuff.

OpenGL is a multi-platform open system.

Last I heard Microsoft was finding ways to make it hard for software
companies to continue to use OpenGL on MSWindows but at least some
software companies were fighting that. Dunno how that's been working out
but it seemed pretty fishy.

Here's the OpenGL info page:

<http://www.opengl.org/about/>

OpenGL on the Mac: <http://developer.apple.com/graphicsimaging/opengl/>

Cheers,

-Jamie

<http://www.JamieKrutz.com>

Chris Ludwig wrote:

> Hi Lamont,

> All the of the software manufacturers are going to be using Direct show
> many already are. It is just as powerful and from what I've seen easier
> to code force and maintain.

>

> Chris

> Lamont wrote:

>> Hey Chris, not sure why as well. Maybe they no something???

>> Or, they already have a easy port over version waiting.

>>

>> I do know (And You) that Open GL is used for high level graphics. That
>> being

>> the case, I really can't see both Microsoft & Apple dropping support
>> being

>> that the entire Video post pro market works on that standard.

>>

>> Chris Ludwig <chrisl@adkproaudio.com> wrote:

>>> Hi Lamont,

>>> Too bad Waves wasted time on using Open GL for the SSL plug ins. Not
>>> sure why they did it sense future versions of Windows and Apple will not

>>>

>>> have Open GL support at all.

>>>

>>>

>>> Chris

>>>

>>>

>>> LaMont wrote:

>>>> Hi Guys. None. These plugs are very efficent. Here is what waves

>>>> sugggest

>>>> and really as shededsome light to the Native plugin delima.

>>>>

>>>> Waves says in the SSL docuemntation that these plugin require that your
>> DAW

>>>> run in 32 bit Video mode. If not,(And I have personally witnessed
>>>> running

>>>> in 16 bot mode) these plugins are sluggish and will bore down your
>>>> system.

>>>>

>>>> Plain and simple: The bettter your Video card is, the better overall
>>>> performance

>>>> you'll get with using the SSL plugs.

>>>> This is a revelaion of sorts because, as Chuck Duffy once expalined to
>> me,

>>>> The UAD PCI card is no more than a nice Video card. It seems that

>>>> waves
>>>> have tapped into this technology of using the video card's dsp
>>>> excellerators
>>>> to enhance the performance of their new SSL Plugins.
>>>> Suffice it to say that, the better the video

Subject: Re: still fighting for stability
Posted by [Don Nafe](#) on Sat, 16 Sep 2006 01:51:04 GMT
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ight rhythm
 electric 2 right lead

electric 3 left electric 4 right

5 freaking guitars !!

Neil Young.....Old Man

Guitar panned 90% left
Vocal center, more verb in right
Bass center
Piano center very quiet

banjo comes in left
slide guitar with nice reverb center mono

Stereo vocal harmonies

Share your own !! ThanksThat's very interesting. Yesterday I bought two NVidia FX5500 dual head

viideo cards (AGP and PCI) with 256MB of VRAM on each card. I'm getting ready to put my Matrox G450's (32MB per card-16MB per video head) out to pasture. I've been very happy with the one I've got here in my Cubase machine. It will be interesting to see how these work with my Paris rig on Win ME. If I like the Waves SSL and the URS plugins, I'll probably build muyself a new Paris rig using my Gigabyte NForce 3 chipset based mobo, see if I can get Paris working on a dual core CPU and start running Paris on Win XP again. I've got a dual core 4200 sitiing here and I'm going to do some experimentation with getting it happening with Paris. Otherwise I'll see if going with an XP 3500+ CPU will give me enough horsepower. If these work, I'll likely sell 4 x of my ADAT cards, 3 UAD-1 cards and 2 HDSP 9652's and retool my situation completely. As I said in my other post to this thread. I'm getting tired of mixing on two DAWs and I'm not ready to get rid of

Paris. I just want that *reality* that I get with the UAD-1 plugins in Paris
witho

Subject: Re: still fighting for stability

Posted by [uptown jimmy](#) on Sat, 16 Sep 2006 01:51:50 GMT

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 >>>>> of these new plugins..
 >>>>> "DJ" <notachance@net.net> wrote:
 >>>>> LaMont. Is there a big latency issue with the URS plugins or the Waves
 >>> SSL
 >>>>> pluygins with Paris?
 >>>>>
 >>>>> Thanks,
 >>>>>
 >>>>> DeeJ
 >>>>>
 >>>>> "LaMont" <jjdpro@ameritech.net> wrote in message
 >>>>> news:451d4bf1\$1@linux...
 >>>>>> Hello To all,
 >>>>>> Not to rain on the Liquid Channel, but we just got the Waves SSL

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 >>>>>> and all I can say is WOW!! DEAD On. We have a SSL 4000G/W E Series
 EQ
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 >>>>>> So, I went to load up the VST /RTAS version demo to try out in Paris
 >>> &
 >>>>>> PT-Mpowered..
 >>>>>> Needless to say, the SSL plugs sounds Wonderful in Paris.. Like Paris
 >>>>>> really
 >>>>>> needed the help :)..But, it takes our beloved Paris sound to newer
 >>>>>> heights.
 >>>>>> In Nuendo & PT, same results.. In those apps, you can hear the
 >>>>>> coloring
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 >>>>>> These days there are some great Native Plugins that can hang with

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 >>>>>> Like
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>>>> --
>>>> Chris Ludwig
>>>>
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>>>> chrisl@adkproaudio.com
>>>
>> Anyone played with Waves S1 Imager and Roger Nichols Stereo Analyzer? You
can use S1 to reverse channels and put all left or all right in both channels
and with Stereo Analyzer you can see how much correlation there is between
the left and right channels.

It's amazing how much stereo imagery you can get with stuff that's 98% correlated (example: moonlight feels right). The mix is pretty mono with rhodes left and vibes keyboard right. DOubled vocal in mono! Kewl stuff. Here's another one for your comments. Load the song up and tell me what you hear.

Canned Heat Going up the country

flute copied with delay in left to thicken
eq left: roll off all lows eq right: roll off all highs

doubled guitars with delay in left to make 2 distinct guitars
very lo fi guitar rhythm left very lo fi guitar left octave lower
eq left: roll off all lows eq right: roll off all highs

bass / drums center with narrow image just off center

vocal dead mono ! heavy compression? Ah yes. The good old days.
My first Paris recording was for a then Adelaide based 70's influenced soul/funk outfit called Goose. (now Melbourne based). At any one time they have some fifteen members.

Early versions of Paris had a bug which would corrupt segments occasionally, leaving the project unplayable. I emailed the .ppj (minus audio) to Edmund, and within an hour he sent it back fixed. The session continued.

This album (and the sequel) are still being used by a couple of audiophile hifi shops in Melbourne as one of their system demonstration disks.

If you're interested:

<http://www.goose.com.au/schwang.php>

<http://www.goose.com.au/dancefloor.php>

Cheers

Kim Double Ewe

"Kim" <hiddensounds@hotmail.com> wrote:

>>

>Kim W has been dropping in here to the group since the very early days also...

> ...I think it was '98 or '99 when I realised that the group had another

>Kim also from Australia.

>

>Cheers,

>Kim.

>

>Cheers,

>Kim.

>

>"DJ" <notachance@net.net> wrote:

>>Hey.....for all I know you guys could be just toying with us
>>here....wearing each other's clothes, swapping ID's,
>>toothbrushes???.....you name it. The implications boggle the mind.
Now
>>I'm paranoid. I need coffee..... or I will die.
>>
>>;o)
>>
>>
>>"Kim W." <no-one@home.y'know> wrote in message news:451cddee\$1@linux...
>>>
>>> Thanks for clearing that up, Kim.
>>> At four in the morning, I didn't tweak to the fact that DeeJ
>>> thought I was you, or you me....
>>> Hope the new job is going well.
>>> The other Kim
>>>
>>>
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>>> >
>>> >
>>> >Was just reading a post from you DeeJ where you referred to Kim W as
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>>> >Kim W is also Australian, but he kindly signs off Kim W to differentiate
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>>> >
>>> >I'm Kim S, was I to add an initial...
>>> >
>>> >Cheers,
>>> >Kim.
>>>
>>
>>
>I've got a friend here with both the Waves SSL bundle and the URS "All EQ"
and a couple of their other compressors. I'm gonna test drive them over the
weekend. If I could find something that I could use in Paris that would
allow me the sonic mojo that I get with Cubase SX and UAD-1 plugins, I'd
sell 3 out fo 4 of my UAD cards, and a couple of my RME cards, put the money
toward these plugins and go back to mixing 100% in Paris with the Cubase rig
as a sequencer only and for the occasional Hi Rez project. I'm just plain
sick and tired of mixing on two DAWs. though the flexibility is beyond
belief, it's such a PITA.

DeeJ

"Gene Lennon" <glennon@NOSP.com> wrote in message news:451d6ce3\$1@linux...
>
> "LaMont" <jjdpro@ameritech.net> wrote:
> >
> >Hello To all,
> >Not to rain on the Liquid Channel, but we just got the Waves SSL bundle,
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> >All in all, we are seeing the fruits with Sonar 6..Wow wahat a beauty!!
> >And
> >the new featuers coming from Cubase4. Again WOW!!
> >
> >
> >
> >
> >I have the Waves SSL plugins and I agree with everything you say about it.
> >Nice package, although I haven't tried it inside Paris yet.
> >
> >As to the future of low latency native systems: Symphony can do 1.8MS at
> >64 samples right now.
> >
> >
> ><http://www.gearslutz.com/board/showthread.php?t=80936&highlight=Symphony>
> >
> >I think Brian and others are getting similar results on PC systems with
> >new
> >RME Beta drivers. No need to wait for 80 core computers.

>
> As to efficiency, I can run about 80 channels of the Waves SSL plugins on
> my MacBook Pro. Son

Subject: Re: still fighting for stability
Posted by [John \[1\]](#) on Sat, 16 Sep 2006 01:53:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

ia.
>>>
>>>Cheers,
>>>Kim.
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>>>>> >

>>>>> >Cheers,

>>>>> >Kim.

>>>>>

>>>>

>>>>

>>>

>>

>Well, I've met Doug Wellington and he's about 6'4". I'm 5'9". He also has hair down to his waist and I'm cueball'esque so there wouldn't be much in the way of mistaking us for each other.....oh yeah.....he's *really* incredibly-as in genius level, smart as well so there's another dissimilarity. I'm not going to start talking about clothes, toothbrushes, etc. That's too gross. where'd you get that stuff anyway?

;o)

"Kim" <hiddensounds@hotmail.com> wrote in message news:451de552\$1@linux...

>

> "DJ" <notachance@net.net> wrote:

> >Yeah, OK, but are you really Kim.....or are you Kim?

>

> Well that is the question. And are you DeeJ? And who is this Animix fellow

> who was posting a while back... and this guy Doug, how does he fit into

> the picture? And do Doug Wellington's clothes fit this Animix guy?

>

> All these questions and more... ;o)

>

> Cheers,

> Kim.

>

> >

> >;o)

> >

> >

> >"Kim" <hiddensounds@hotmail.com> wrote in message news:451da750\$1@linux...

> >>

> >> "DJ" <notachance@net.net> wrote:

> >> >If I don't have whatever this is, I will die.

> >>

> >> Hehe, it's an oldie, but it still made me LOL. ;o)

> >>

> >> ...because I know it's true. ;o)

> >>

> >> Cheers,

> >> Kim.

> >

> >

>Well I have no idea what Kim W looks like, as we have never been in the same room together at the same time to my knowledge...

....hmm, never been seen in the same room at the same time eh? Hmm...

....though I am also about 5'9" and my hair these days somewhat "cueball'esque"...
so perhaps we are the same person. I hear we've never been seen in the same room at the same time either... ;o)

....though if we are the same person, who was I talking to on the phone the other week... ...maybe my medication isn't working... ;o)

....and where the hell did I put those distressors?

;o)

Cheers,
Kim.

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>> >>
>> >> ...because I know it's true. ;o)
>> >>
>> >> Cheers,
>> >> Kim.
>> >
>> >
>>
>
>For anyone who wants to check out some tunes from your favourite newsgroup
host, please check out:

<http://www.myspace.com/drschnauberg>

I'm in the midst of a work ethic/method revolution, where I try and produce songs within the space of only a couple of hours. All these tunes are recorded mostly on my GNX-4 looper, then transferred to Paris and vocals and solos are added. It's usually about a 2-2.5 hour turnaround for a complete song.

And yes some of the recording methods are dodgy... yes I need to get a pop filter for the mic, and yes the harmonies in Revision need work, but hey, it's music, I'm getting it done quickly, and I'm having fun, and I think the vibe is there. :o)

Tell me what you think...

Cheers,
Kim.Good stuff. Great live vibe!
Overcompressed?, maybe a little for my tastes, but it would sit well on radio, and does so on small systems. A matter of taste, really.
I didn't master the Goose stuff, but I remember hearing the first mastered version of "schwang", and I felt it didn't breathe enough. I told the band, and they got the mastering engineer to back off the processing, and the result was much better.
As it turned out, the final master sounded pretty close to the final mixes, but louder.
Perhaps for commercial airplay the first master would be better, but the band decided to opt for the transparency of the second.

As I said, matter of taste.

Go to the goose homepage and you will find a list of outlets that stock the cd's. There are a couple of full songs on the page, but I think "rump" is a rough mix they posted.

Failing that, I could check with Dave, and send you a couple of "evaluation" copies if you wish. I don't have spares of the prints.

Email me your postal address.

Kim Twosheep.

"Kim" <hiddensounds@hotmail.com> wrote:

>

>"Kim" <hiddensounds@hotmail.com> wrote:

>><http://www.mp3.com.au/artist.asp?id=91>

>

>Gee, doesn't What You Need sound overcompressed these days? ;o) My ears have

>certainly changed. I remember mastering that and thinking that compression

>was the best thing since Paris...

>

>...turns out it's all a little too squished really. Should have just pumped

>the Paris mix bus a little harder...

>

>Cheers,

>Kim.

>

>

>>

>>Cheers,

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>>"Kim W" <no@way.com> wrote:

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>>>My first Paris recording was for a then Adelaide based 70's influenced

>>soul/funk

>>>outfit called Goose. (now Melbourne based). At any one time they have some

>>>fifteen members.

>>>Early versions of Paris had a bug which would

>>>corrupt segments occasionally, leaving the project unplayable.

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>>>he sent it back fixed. The session continued.

>>>This album (and the sequel) are still being used by a couple of

>>>audiophile hifi shops in Melbourne as one of their system

>>>demonstration disks.

>>>If you're interested:

>>><http://www.goose.com.au/schwang.php>

>>>http://www.goose.com.au/dancefloor.php
>>>Cheers
>>>Kim Double Ewe
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>>>"Kim" <hiddensounds@hotmail.com> wrote:
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>>>Now
>>>>>I'm paranoid. I need coffee..... or I will die.
>>>>>
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>>>>>> Thanks for clearing that up, Kim.
>>>>>> At four in the morning, I didn't tweak to the fact that DeeJ
>>>>>> thought I was you, or you me....
>>>>>> Hope the new job is going well.
>>>>>> The other Kim
>>>>>>
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>>>>>> >Was just reading a post from you DeeJ where you referred to Kim W
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>>>>"Oh
>>>>>> >Moderating one". ;o) I assume you mean me... ;o)
>>>>>> >
>>>>>> >Kim W is also Australian, but he kindly signs off Kim W to differentiate
>>>>>> >between himself and I because I lazily simply call myself Kim. :o)
>>>>>> >

>>>>> >I'm Kim S, was I to add an initial...

>>>>> >

>>>>> >Cheers,

>>>>> >Kim.

>>>>>

>>>>>

>>>>>

>>>>

>>>

>>

>I was wondering what that Holden was doing in my driveway and why I've been referring to gasoline as being "petrol" lately.

Well, at least I have been paying fewer pence for it lately. If I'm you, then I can say cool stuff like "stone the crows" and it will be OK, right?

;O)

"Kim" <hiddensounds@hotmail.com> wrote in message news:451deecc\$1@linux...

>

>

> Well I have no idea what Kim W looks like, as we have never been in the same

> room together at the same time to my knowledge...

>

> ...hmm, never been seen in the same room at the same time eh? Hmm...

>

> ...though I am also about 5'9" and my hair these days somewhat "cueball'esque"...

> so perhaps we are the same person. I hear we've never been seen in the same room at the same time either... ;o)

>

> ...though if we are the same person, who was I talking to on the phone the other week... ...maybe my medication isn't working... ;o)

>

> ...and where the hell did I put those distressors?

>

> ;o)

>

> Cheers,

> Kim.

>

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> "DJ" <notachance@net.net> wrote:

> >Well, I've met Doug Wellington and he's about 6'4". I'm 5'9". He also has

> >hair down to his waist and I'm cueball'esque so there wouldn't be much in

> >the way of mistaking us for each other.....oh yeah.....he's

really

> >incredibly-as in genius level, smart as well so there's another

> >dissimilarity. I'm not going to start talking about clothes,
toothbrushes,
> >etc. That's too gross. where'd you get that stuff anyway?
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> >> the picture? And do Doug Wellington's clothes fit this Animix guy?
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(I speak for both us Kims)
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Subject: Re: still fighting for stability

Posted by [John \[1\]](#) on Sat, 16 Sep 2006 01:57:33 GMT

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Subject: Re: still fighting for stability
Posted by [John \[1\]](#) on Sat, 16 Sep 2006 01:58:07 GMT
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....or are you Kim?
>> >

Subject: Re: still fighting for stability
Posted by [uptown jimmy](#) on Sat, 16 Sep 2006 02:00:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

ut the latency.

Thanks for the heads up.

Deej

"LaMont" <jjdpro@ameritech.net> wrote in message news:451d5c64\$1@linux...
>
> Hi Guys. None. These plugs are very effcient. Here is what waves suggest
> and really as shededsome light to the Native plugin delima.
>
> Waves says in the SSL docuemntation that these plugin require that your
DAW
> run in 32 bit Video mode. If not,(And I have personally witnessed running
> in 16 bot mode) these plugins are sluggish and will bore down your system.
>
> Plain and simple: The bettter your Video card is, the better overall
performance
> you'll get with using the SSL plugs.
>
> This is a revelaiion of sorts because, as Chuck Duffy once expalined to me,

> The UAD PCI card is no more than a nice Video card. It seems that waves
 > have tapped into this technology of using the video card's dsp
 excellerators
 > to enhance the performance of their new SSL Plugins.
 >
 > Suffice it to say that, the better the video performance,the better
 performance
 > of these new plugins..
 >
 > "DJ" <notachance@net.net> wrote:
 > >LaMont. Is there a big latency issue with the URS plugins or the Waves
 SSL
 > >pluygins with Paris?
 > >
 > >Thanks,
 > >
 > >Deej
 > >
 > >"LaMont" <jjdpro@ameritech.net> wrote in message news:451d4bf1\$1@linux...
 > >>
 > >> Hello To all,
 > >> Not to rain on the Liquid Channel, but we just got the Waves SSL
 bundle,
 > >> and all I can say is WOW!! DEAD On. We have a SSL 4000G/W E Series EQ
 > 7
 > >Comp
 > >> /56 channels and those plugins sound just like the real things.
 > >>
 > >> So, I went to load up the VST /RTAS version demo to try out in Paris &
 > >PT-Mpowered..
 > >> Needless to say, the SSL plugs sounds Wonderful in Paris.. Like Paris
 > >really
 > >> needed the help :)..But, it takes our beloved Paris sound to newer
 > >heights.
 > >> In Nuendo & PT, same results.. In those apps, you can hear the coloring
 > as
 > >> soon as you insert them on a channel!! :)
 > >>
 > >> These days there are some great Native Plugins that can hang with UAD.
 > >Like
 > >> the URS line.. Their Neve, API, Pultec, fairchild,etc emulations are
 > >sweet!!..
 > >>
 > >>
 > >> With Intel announcing 80 cores on a chip in 5 years.. Native processing
 > >will
 > >> take over and we will soon reach BrianT coveted 64 sample stability
 with

> >> Zero latency native thru a DAW..

> >>

> >> All in all, we are seeing the fruits with Sonar 6..Wow wahat a beauty!!

> >And

> >> the new featuers coming from Cubase4. Again WOW!!

> >>

> >>

> >>

> >>

> >> "gene Lennon" <glennon@NOSPmyrealbox.com> wrote:

> >> >

> >> >"Neil" <IOUOIU@OIU.com> wrote:

> >> >>

> >> >>Chris, from what I've read about it, it's supposed to be algo's

> >> >>ported from the LiquidChannel, right? If you're a Mucusrite

> >> >>dealer, you must have tried that unit out, yes? If so, what do

> >> >>you think of that one? Sounds good? Not so good?

> >> >>

> >> >>Neil

> >> >>

> >> >

> >> >Liquid Mix is not Algo based. It is convolution based. The only

> >algorithms

> >> >are containers that hold the various impulses. Both the "container"

for

> >> the

> >> >eq models and the one for compressor impulses are new as are most of

> the

> >> >impulse responses.

> >> >

> >> >I only have a few hours playing with a friends unit in Logic. The

sound

> >> quality

> >> >is approximately equivalent to a UAD-1 (IMHO). Which is quite good but

> >not

> >> >always the same as the original. The compressors are a little

> >disconcerting

> >> >to me. Many of the impulses are right-on but the algorithm for the

> >container

> >> >does not model the real attack, release, and timing attributes of the

> >original

> >> >units, and this is a big part of the sound of any compressor. As a

> >result,

> >> >all the compressors have a similar feel, but with the harmonic sound

> of

> >> the

> >> >original sampled unit (I hope that's clear). They do sound good, and

> >varied,

> >> > if not "real".
> >> >
> >> > The EQ options were a little more disappointing for me. In a direct
> > comparison
> >> > to HydraTone and AngleTone (beta), I had a strong preference for the
> > TriTone
> >> > sound.
> >> > The hardware interface and DSP relief are indeed benefits. I do wish
> > the
> >> > hardware unit chased the selected channel in the DAW. That was a big
> > disappointment.
> >> >
> >> > My friend is happy with his purchase, but I am still undecided. One
> > reason
> >> > is that I am still contemplating getting a Duende and I am reasonably
> > certain
> >> > that even with a dedicated Firewire card added to my Mac, I could
> > never
> >> > get
> >> > both units to work together. I am hoping to borrow a Liquid Mix to use
> > more
> >> > extensively in my room.
> >> >
> >> > Gene
> >> >
> >>
> >
> >
> >
> > I'm going to make a serious attempt to get Paris to work on a Gigabyte K8NS
Ultra 939 mobo with an AMD 64 4200 x 2 CPU. So far, to knowledge, running
Paris on dual processors hasn't been achieved with a working C-16 scenario..
There was a tool released by AMD a while back that *might* change this
scenario, though I have no idea if it will.....but nothing
ventured.....

To my knowledge, the problem was with the C-16 not responding. I'm too busy
here to tear down my Paris rig and drag an EDS card and a MEC out of the
snakepit and into my workshop. I don't have any spares. All I would need is
an EDS card. An IF 442 would be nice, but I've got an IF 2 I could use here
if necessary and I can liberate one of my C-16's without screwing the pooch.

Call me if you're up for loaning me an EDS card/442 for a few days. If I can
get this to happen, I'll document it and we can put it in our bag of tricks.
970-375-7081.

DeejDude! Best music EVER!! ;o)

Kim Double Ewe? Not Kim Dubya? ;o)

Where can I get the full tracks? That is honestly really excellent.

Check my effort from around that time...

<http://www.mp3.com.au/artist.asp?id=91>

Cheers,
Kim.

"Kim W" <no@way.com> wrote:

>

>Ah yes. The good old days.

>My first Paris recording was for a then Adelaide based 70's influenced soul/funk

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>Early versions of Paris had a bug which would

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>This album (and the sequel) are still being used by a couple of

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>If you're interested:

><http://www.goose.com.au/schwang.php>

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>Cheers

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>>>I'm paranoid. I need coffee..... or I will die.
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Subject: Re: still fighting for stability
Posted by [uptown jimmy](#) on Sat, 16 Sep 2006 02:08:34 GMT
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>(I speak for both us Kims)

ROTLF!! Indeed he does. ;o)

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>>> >>
>>> >
>>> >
>>>
>>
>>
>Kim,

I didn't see any links, but I didn't look that hard, and my monitors aren't all that bright. I'll have a better look. I'm more than happy to shell out the cash as it's excellent work.

If I get no joy trying to track down a copy I'll let you know. I've just gotta get my hands on that though. Right up my alley...

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Kim.

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>>>>My first Paris recording was for a then Adelaide based 70's influenced
>>soul/funk
>>>>outfit called Goose. (now Melbourne based). At any one time they have
>some
>>>>fifteen members.
>>>>Early versions of Paris had a bug which would

>>>>corrupt segments occasionally, leaving the project unplayable.
>>>>I emailed the .ppj (minus audio) to Edmund, and within an hour
>>>>he sent it back fixed. The session continued.
>>>>This album (and the sequel) are still being used by a couple of
>>>>audiophile hifi shops in Melbourne as one of their system
>>>>demonstration disks.
>>>>If you're interested:
>>>><http://www.goose.com.au/schwang.php>
>>>><http://www.goose.com.au/dancefloor.php>
>>>>Cheers
>>>>Kim Double Ewe
>>>>
>>>>"Kim" <hiddensounds@hotmail.com> wrote:
>>>>>>
>>>>>Kim W has been dropping in here to the group since the very early days
>>>>also...
>>>>> ...I think it was '98 or '99 when I realised that the group had another
>>>>>Kim also from Australia.
>>>>>
>>>>>Cheers,
>>>>>Kim.
>>>>>
>>>>>Cheers,
>>>>>Kim.
>>>>>
>>>>>"DJ" <notachance@net.net> wrote:
>>>>>>Hey.....for all I know you guys could be just toying with
us
>>>>>>here....wearing each other's clothes, swapping ID's,
>>>>>>toothbrushes???.....you name it. The implications boggle the mind.
>>>>>
>>>>>Now
>>>>>>I'm paranoid. I need coffee..... or I will die.
>>>>>>
>>>>>>;o)
>>>>>>
>>>>>>
>>>>>>"Kim W." <no-one@home.y'know> wrote in message news:451cddee\$1@linux...
>>>>>>>
>>>>>>> Thanks for clearing that up, Kim.
>>>>>>> At four in the morning, I didn't tweak to the fact that Deej
>>>>>>> thought I was you, or you me....
>>>>>>> Hope the new job is going well.
>>>>>>> The other Kim
>>>>>>>
>>>>>>>
>>>>>>> "Kim" <hiddensounds@hotmail.com> wrote:
>>>>>>> >

>>>>>> >
>>>>>> >Was just reading a post from you DeeJ where you referred to Kim
W
>>as
>>>>>"Oh
>>>>>> >Moderating one". ;o) I assume you mean me... ;o)
>>>>>> >
>>>>>> >Kim W is also Australian, but he kindly signs off Kim W to differentiate
>>>>>> >between himself and I because I lazily simply call myself Kim. :o)
>>>>>> >
>>>>>> >I'm Kim S, was I to add an initial...
>>>>>> >
>>>>>> >Cheers,
>>>>>> >Kim.
>>>>>>
>>>>>>
>>>>>>
>>>>>
>>>>
>>>
>>
>Hey DJ,
I feel your pain..As I and others have been witness to your quest for 2 system
perfection.

For me, in my personal studio, I conceded that onmy Dual-core Opteron(PT-M(48
stereo), & Nuendo) and I have A Paris machine with Acid. With a KVR switch,I
choose the DAW that fits the song..One DAW at time:)

One thing that I can vouch for is the use of a analog mixer to sum , even
with Paris. Just by using an old Mackie 1604vlz, you can hear the difference
with just a stereo (2track) sub into the anolog mixer. Having a analog mixer
will definitely smooth out Cubase /Nuendo's summing. Thus, letting the mixer
push the app for a more aggressive sound.

I'm analog summing believer. Even with these great new Plugins, Analog summing
can make the difference.
P.S. Those Makie Onyx mixers are awsome for summing..Then you get those nice
Pres..

"DJ" <notachance@net.net> wrote:
>I've got a friend here with both the Waves SSL bundle and the URS "All EQ"
>and a couple of their other compressors. I'm gonna test drive them over
the
>weekend. If I could find something that I could use in Paris that would
>allow me the sonic mojo that I get with Cubase SX and UAD-1 plugins, I'd
>sell 3 out fo 4 of my UAD cards, and a couple of my RME cards, put the money

>toward these plugins and go back to mixing 100% in Paris with the Cubase rig
>as a sequencer only and for the occasional Hi Rez project. I'm just plain
>sick and tired of mixing on two DAWs. though the flexibility is beyond
>belief, it's such a PITA.
>
>Deej
>
>
>"Gene Lennon" <glennon@NOSP.com> wrote in message news:451d6ce3\$1@linux...
>>
>> "LaMont" <jjdpro@ameritech.net> wrote:
>> >
>> >Hello To all,
>> >Not to rain on the Liquid Channel, but we just got the Waves SSL bundle,
>> >and all I can say is WOW!! DEAD On. We have a SSL 4000G/W E Series EQ
>> 7
>> Comp
>> >/56 channels and those plugins sound just like the real things.
>> >
>> >So, I went to load up the VST /RTAS version demo to try out in Paris
>> &
>> >PT-Mpowered..
>> >Needless to say, the SSL plugs sounds Wonderful in Paris.. Like Paris
>> >really
>> >needed the help :)..But, it takes our beloved Paris sound to newer
>> >heights.
>> >In Nuendo & PT, same results.. In those apps, you can hear the coloring
>> >as
>> >soon as you insert them on a channel!! :)
>> >
>> >These days there are some great Native Plugins that can hang with UAD.
>> >Like
>> >the URS line.. Their Neve, API, Pultec, fairchild,etc emulations are
>> >sweet!!..
>> >
>> >
>> >With Intel announcing 80 cores on a chip in 5 years.. Native processing
>> >will
>> >take over and we will soon reach BrianT coveted 64 sample stability with
>> >Zero latency native thru a DAW..
>> >
>> >All in all, we are seeing the fruits with Sonar 6..Wow wahat a beauty!!
>> >And
>> >the new featuers coming from Cubase4. Again WOW!!
>> >
>> >
>> >

>> I have the Waves SSL plugins and I agree with everything you say about it.
>> Nice package, although I haven't tried it inside Paris yet.
>>
>> As to the future of low latency native systems: Symphony can do 1.8MS at
>> 64 samples right now.
>>
>> <http://www.gearslutz.com/board/showthread.php?t=80936&highlight=Symphony>
>>
>> I think Brian and others are getting similar results on PC systems with
>new
>> RME Beta drivers. No need to wait for 80 core computers.
>>
>> As to efficiency, I can run about 80 channels of the Waves SSL plugins
on
>> my MacBook Pro. Sony is promising the Oxford plugs for Intel-Mac (RTAS)
>will
>> be out within a few weeks; I hope the efficiency is close.
>> Gene
>>
>
>Hi Jamie,
While I'm happy that Logic audio is still in existence, It's really losing
ground in the DAW market share, as well as Digital Performer. HummmI
wonder why??

Could it be that by closing it's door to the Windows platform, pretty sealed
their fate???

Since Apple gave Intel-mac user's Boot-Camp, they should stop this charade
and go back to supporting Both Mac OSX and Windows.

I Love Logic Audio, but when Mr Jobs closed it's doors for us Windows users,
I stopped using the product.
Now, it the Pro Audio production game, logic has lost a lot of it's luster.
Mac users are using Pro Tools 7x midi sequencer these days.
And, I still say that Logic's main problem is that their Programmers are
beholden to that 1994 GUI. By todays standards, it just does not play. Even
Cakewalk Sonar looks more profesional.! Yikes!! Man, what a F....in waste
in what is still thee best sequencer in the world..But, when you stop evolving,
you die.. I'm afraid that if Logic Audio does do something Radical Soon (Winter
Namm2007) there toast..

Bright-Side: They are struck this monumental joint agreement with Apogee
with the those PCI-E cards and Firewire interface. Nice. Problem: Apogee
does not know how to write good drivers, at least firewire drivers. Soundtrack
Pro looks and runs and behaves like a modern pro DAW app should run. I hope

and proay that we are looking at the the Future of Logic Audio/via Soundtrack Pro..Pleaseeee... :)

Jamie K <Meta@Dimensional.com> wrote:

>
><http://www.versiontracker.com/dyn/moreinfo/macosx/24742>
>
>Finally. Doesn't matter for me (dual processor) but for those who have
>been using quad boxes this is a welcome update.
>
>Not that Logic is likely to out of juice on two processors, but I'm sure

>it's fun to watch all the CPU meters moving. :^)
>
>Cheers,
>

Subject: Re: still fighting for stability

Posted by [Aaron Allen](#) on Sat, 16 Sep 2006 02:15:11 GMT

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-Jamie
> <http://www.JamieKrutz.com>Very nice work. :)

"Kim" <hiddensounds@hotmail.com> wrote:

>
>
>For anyone who wants to check out some tunes from your favourite newsgroup
>host, please check out:
>
><http://www.myspace.com/drschnauberg>
>
>I'm in the midst of a work ethic/method revolution, where I try and produce
>songs within the space of only a couple of hours. All these tunes are recorded
>mostly on my GNX-4 looper, then transferred to Paris and vocals and solos
>are added. It's usually about a 2-2.5 hour turnaround for a complete song.
>
>And yes some of the recording methods are dodgy... yes I need to get a
pop
>filter for the mic, and yes the harmonies in Revision need work, but hey,
>it's music, I'm getting it done quickly, and I'm having fun, and I think
>the vibe is there. :o)
>

>Tell me what you think...

>

>Cheers,

>Kim.Hi Kim.

<http://www.goose.com.au/multimedia.php>

There is a link to two mp3's and a bunch of videos.

<http://www.goose.com.au/index.php>

Here you will find a list of retailers.

Will check out your stuff further on the studio monitors. Sounds great so far. Gotta keep painting the spare room right now.

I recorded a band called "Dragster" some years ago on my fostex b16. I will post a couple of songs somewhere and give you the links.

They were a scream...should be up your alley also.

In fact I'll start a new topic for the benefit of others overseas. Their stuff was priceless, wildly funky and funny as all hell. (very Australian as well).

Cheers.

"Kim" <hiddensounds@hotmail.com> wrote:

>

>

>Kim,

>

>I didn't see any links, but I didn't look that hard, and my monitors aren't
>all that bright. I'll have a better look. I'm more than happy to shell out
>the cash as it's excellent work.

>

>If I get no joy trying to track down a copy I'll let you know. I've just
>gotta get my hands on that though. Right up my alley...

>

>Cheers,

>Kim.

>

>"Kim Dubya" <no@way.com> wrote:

>>

>>Good stuff. Great live vibe!

>>Overcompressed?, maybe a little for my tastes, but it would
>>sit well on radio, and does so on small systems. A matter of
>>taste, really.

>>I didn't master the Goose stuff, but I remember hearing the first

>>mastered version of "schwang", and I felt it didn't breathe enough.
>>I told the band, and they got the mastering engineer to back off
>>the processing, and the result was much better.
>>As it turned out, the final master sounded pretty close to the
>>final mixes, but louder.
>>Perhaps for commercial airplay the first master would be better,
>>but the band decided to opt for the transparency of the second.
>>As I said, matter of taste.
>>Go to the goose homepage and you will find a list of outlets that
>>stock the cd's. There are a couple of full songs on the page, but
>>I think "rump" is a rough mix they posted.
>>Failing that, I could check with Dave, and send you a couple of
>>"evaluation" copies if you wish. I don't have spares of the prints.
>>Email me your postal address.
>>Kim Twosheep.
>>
>>
>>"Kim" <hiddensounds@hotmail.com> wrote:
>>>
>>>"Kim" <hiddensounds@hotmail.com> wrote:
>>>><http://www.mp3.com.au/artist.asp?id=91>
>>>
>>>>Gee, doesn't What You Need sound overcompressed these days? ;o) My ears
>>have
>>>>certainly changed. I remember mastering that and thinking that compression
>>>>was the best thing since Paris...
>>>
>>>>...turns out it's all a little too squished really. Should have just pumped
>>>>the Paris mix bus a little harder...
>>>
>>>>Cheers,
>>>>Kim.
>>>
>>>
>>>>
>>>>>Cheers,
>>>>>Kim.
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>>>>>"Kim W" <no@way.com> wrote:
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>>>>>>> >
>>>>>>> >Cheers,
>>>>>>> >Kim.
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>
>>>>>
>>>>
>>>
>>
>>
>Did you know that Cubase 4 does not support DirectX?

Chris Ludwig <chrisl@adkproaudio.com> wrote:

>Hi Lamont,
>All the of the software manufacturers are going to be using Direct show

>many already are. It is just as powerful and from what I've seen easier

>to code force and maintain.

>

>Chris

>Lamont wrote:

>> Hey Chris, not sure why as well. Maybe they no something???

>> Or, they already have a easy port over version waiting.

>>

>> I do know (And You) that Open GL is used for high level graphics. That
being

>> the case, I really can't see both Microsoft & Apple dropping support being

>> that the entire Video post pro market works on that standard.

>>

>>

>> Chris Ludwig <chrisl@adkproaudio.com> wrote:

>>> Hi Lamont,

>>> Too bad Waves wasted time on using Open GL for the SSL plug ins. Not

>>> sure why they did it sense future versions of Windows and Apple will not
>>
>>> have Open GL support at all.
>>>
>>>
>>> Chris
>>>
>>>
>>> LaMont wrote:
>>>> Hi Guys. None. These plugs are very efficient. Here is what waves suggest
>>>> and really as shed some light to the Native plugin dilemma.
>>>>
>>>> Waves says in the SSL documentation that these plugin require that your
>> DAW
>>>> run in 32 bit Video mode. If not,(And I have personally witnessed running
>>>> in 16 bit mode) these plugins are sluggish and will bore down your system.
>>>>
>>>> Plain and simple: The better your Video card is, the better overall
performance
>>>> you'll get with using the SSL plugs.
>>>>
>>>> This is a revelation of sorts because, as Chuck Duffy once explained
to
>> me,
>>>> The UAD PCI card is no more than a nice Video card. It seems that waves
>>>> have tapped into this technology of using the video card's dsp accelerators
>>>> to enhance the performance of their new SSL Plugins.
>>>>
>>>> Suffice it to say that, the better the video performance, the better
performance
>>>> of these new plugins..
>>>>
>>>> "DJ" <notachance@net.net> wrote:
>>>>> LaMont. Is there a big latency issue with the URS plugins or the Waves
>> SSL
>>>>> plugins with Paris?
>>>>>
>>>>> Thanks,
>>>>>
>>>>> Deej
>>>>>
>>>>> "LaMont" <jjdpro@ameritech.net> wrote in message news:451d4bf1\$1@linux...
>>>>>> Hello To all,
>>>>>> Not to rain on the Liquid Channel, but we just got the Waves SSL bundle,
>>>>>> and all I can say is WOW!! DEAD On. We have a SSL 4000G/W E Series
EQ
>>>> 7

>>>>> Comp
>>>>> /56 channels and those plugins sound just like the real things.
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>>>>> sweet!!..
>>>>> With Intel announcing 80 cores on a chip in 5 years.. Native processing
>>>>> will
>>>>> take over and we will soon reach BrianT coveted 64 sample stability
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>>>>> Zero latency native thru a DAW..
>>>>>
>>>>> All in all, we are seeing the fruits with Sonar 6..Wow wahat a beauty!!
>>>>> And
>>>>> the new featuers coming from Cubase4. Again WOW!!
>>>>>
>>>>>
>>>>>
>>>>>
>>>>> "gene Lennon" <glennon@NOSPmyrealbox.com> wrote:
>>>>>> "Neil" <

Subject: Re: still fighting for stability
Posted by [John \[1\]](#) on Sat, 16 Sep 2006 02:18:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

IOUOIU@OIU.com> wrote:
>>>>>>> Chris, from what I've read about it, it's supposed to be algo's
>>>>>>> ported from the LiquidChannel, right? If you're a Mucusrite
>>>>>>> dealer, you must have tried that unit out, yes? If so, what do
>>>>>>> you think of that one? Sounds good? Not so good?
>>>>>>>
>>>>>>> Neil
>>>>>>>

>>>>>> Liquid Mix is not Algo based. It is convolution based. The only
>>>>> algorithms
>>>>>> are containers that hold the various impulses. Both the "container"
>> for
>>>>>> the
>>>>>> eq models and the one for compressor impulses are new as are most
of
>>>> the
>>>>>> impulse responses.
>>>>>>
>>>>>> I only have a few hours playing with a friends unit in Logic. The
sound
>>>>>> quality
>>>>>> is approximately equivalent to a UAD-1 (IMHO). Which is quite good
>> but
>>>>>> not
>>>>>> always the same as the original. The compressors are a little
>>>>> disconcerting
>>>>>> to me. Many of the impulses are right-on but the algorithm for the
>>>>> container
>>>>>> does not model the real attack, release, and timing attributes of
the
>>>>> original
>>>>>> units, and this is a big part of the sound of any compressor. As
a
>>>>> result,
>>>>>> all the compressors have a similar feel, but with the harmonic sound
>>>> of
>>>>>> the
>>>>>> original sampled unit (I hope that's clear). They do sound good,
and
>>>>> varied,
>>>>>> if not "real".
>>>>>>
>>>>>> The EQ options were a little more disappointing for me. In a direct
>>>>> comparison
>>>>>> to HydraTone and AngleTone (beta), I had a strong preference for
the
>>>>> TriTone
>>>>>> sound.
>>>>>> The hardware interface and DSP relief are indeed benefits. I do wish
>>>> the
>>>>>> hardware unit chased the selected channel in the DAW. That was a
big
>>>>> disappointment.
>>>>>> My friend is happy with his purchase, but I am still undecided. One
>>>>> reason
>>>>>> is that I am still contemplating getting a Duende and I am reasonably

>>>>> certain
>>>>>> that even with a dedicated Firewire card added to my Mac, I could
never
>>>>> get
>>>>>> both units to work together. I am hoping to borrow a Liquid Mix to
>> use
>>>>> more
>>>>>> extensively in my room.
>>>>>>>
>>>>>>> Gene
>>>>>>>
>>> --
>>> Chris Ludwig
>>>
>>> ADK Pro Audio
>>> (859) 635-5762
>>> www.adkproaudio.com
>>> chrisl@adkproaudio.com
>>
>
>--
>Chris Ludwig
>
>ADK Pro Audio
>(859) 635-5762
>www.adkproaudio.com
>chrisl@adkproaudio.com"Kim" <hiddensounds@hotmail.com> wrote:
>
>
>For anyone who wants to check out some tunes from your favourite newsgroup
>host, please check out:
>
><http://www.myspace.com/drschnauberg>
>
>I'm in the midst of a work ethic/method revolution, where I try and produce
>songs within the space of only a couple of hours. All these tunes are recorded
>mostly on my GNX-4 looper, then transferred to Paris and vocals and solos
>are added. It's usually about a 2-2.5 hour turnaround for a complete song.
>
>And yes some of the recording methods are dodgy... yes I need to get a
pop
>filter for the mic, and yes the harmonies in Revision need work, but hey,
>it's music, I'm getting it done quickly, and I'm having fun, and I think
>the vibe is there. :o)
>
>Tell me what you think...
>
>Cheers,

>Kim.

Cool vibes, cool grooves, cool music! Sounds good Kim, keep going. Don't worry about production values, their good enough. You can worry about perfection later, just get your music out of you.

Good job!

JamesJamie K <Meta@Dimensional.com> wrote:

>

><http://www.versiontracker.com/dyn/moreinfo/macosx/24742>

>

>Finally. Doesn't matter for me (dual processor) but for those who have
>been using quad boxes this is a welcome update.

>

>Not that Logic is likely to out of juice on two processors, but I'm sure

>it's fun to watch all the CPU meters moving. :^)

>

>Cheers,

> -Jamie

> <http://www.JamieKrutz.com>

Hey! What happened to the 80 core support? ;)Deej,
I hereby bequeath upon you, the title of "HONOURARY AUSTRALIAN"

--

Martin Harrington

www.lendaneer-sound.com

"Kim" <hiddensounds@hotmail.com> wrote in message news:451dfe0f\$1@linux...

>

> "Kim W." <no@way.com> wrote:

>>Kenoath!!

>>(I speak for both us Kims)

>

> ROTLF!! Indeed he does. ;o)

>

> Cheers,

> Kim.

>

>

>

>

>>Kim W

>>

>>"DJ" <notachance@net.net> wrote:

>>>I was wondering what that Holden was doing in my driveway and why I've
> been

>>>referring to gasoline as being "petrol" lately.
>>>Well, at least I have been paying fewer pence for it lately. If I'm you,
>>>then I can say cool stuff like "stone the crows" and it will be OK,
>>>right?
>>>
>>>;O)
>>>
>>>"Kim" <hiddensounds@hotmail.com> wrote in message
>>>news:451deecc\$1@linux...
>>>>
>>>>
>>>> Well I have no idea what Kim W looks like, as we have never been in the
>>>same
>>>> room together at the same time to my knowledge...
>>>>
>>>> ...hmm, never been seen in the same room at the same time eh? Hmm...
>>>>
>>>> ...though I am also about 5'9" and my hair these days somewhat
>>>"cueball'esque"...
>>>> so perhaps we are the same person. I hear we've never been seen in
> the
>>>> same room at the same time either... ;o)
>>>>
>>>> ...though if we are the same person, who was I talking to on the phone
>>the
>>>> other week... ...maybe my medication isn't working... ;o)
>>>>
>>>> ...and where the hell did I put those distressors?
>>>>
>>>> ;o)
>>>>
>>>> Cheers,
>>>> Kim.
>>>>
>>>>
>>>> "DJ" <notachance@net.net> wrote:
>>>> >Well, I've met Doug Wellington and he's about 6'4". I'm 5'9". He also
>>has
>>>> >hair down to his waist and I'm cueball'esque so there wouldn't be much
>>in
>>>> >the way of mistaking us for each other.....oh yeah.....he's
>>>*really*
>>>> >incredibly-as in genius level, smart as well so there's another
>>>> >dissimilarity. I'm not going to start talking about clothes,
>>>toothbrushes,
>>>> >etc. That's too gross. where'd you get that stuff anyway?
>>>> >
>>>> >;o)


```

>>>> >
>>>> >"Kim" <hiddensounds@hotmail.com> wrote in message
>>>>news:451de552$1@linux...
>>>> >>
>>>> >> "DJ" <notachance@net.net> wrote:
>>>> >> >Yeah, OK, but are you really Kim.....or are you Kim?
>>>> >>
>>>> >> Well that is the question. And are you DeeJ? And who is this Animix
>>>>fellow
>>>> >> who was posting a while back... and this guy Doug, how does he fit
>>>>into
>>>> >> the picture? And do Doug Wellington's clothes fit this Animix guy?
>>>> >>
>>>> >> All these questions and more... ;o)
>>>> >>
>>>> >> Cheers,
>>>> >> Kim.
>>>> >>
>>>> >> >
>>>> >> >;o)
>>>> >> >
>>>> >> >
>>>> >> >"Kim" <hiddensounds@hotmail.com> wrote in message
>>>> >news:451da750$1@linux...
>>>> >> >>
>>>> >> >> "DJ" <notachance@net.net> wrote:
>>>> >> >> >If I don't have whatever this is, I will die.
>>>> >> >>
>>>> >> >> Hehe, it's an oldie, but it still made me LOL. ;o)
>>>> >> >>
>>>> >> >> ...because I know it's true. ;o)
>>>> >> >>
>>>> >> >> Cheers,
>>>> >> >> Kim.
>>>> >> >
>>>> >> >
>>>> >>
>>>> >
>>>> >
>>>>
>>>
>>>
>>
>Kim,

```

Thanks heaps for that. I've downloaded the two MP3's and am having a listen now. Sounding excellent. Is this all your work or was some done elsewhere? I'll have to check these guys out if they ever come over this way.

And do post about that other group. I'm very keen to have a listen...

Cheers,

Kim.

"Kim W" <no@way.com> wrote:

>

>Hi Kim.

>

><http://www.goose.com.au/multimedia.php>

>There is a link to two mp3's and a bunch of videos.

>

><http://www.goose.com.au/index.php>

>Here you will find a list of retailers.

>

>Will check out your stuff further on the studio monitors. Sounds great so

>far. Gotta keep painting the spare room right now.

>

>I recorded a band called "Dragster" some years ago on my fostex

>b16. I will post a couple of songs somewhere and give you the links.

>They were a scream...should be up your alley also.

>In fact I'll start a new topic for the benefit of others overseas. Their

>stuff was priceless, wildly funky and funny as

>all hell. (very Australian as well).

>Cheers.

>

>

>

>

>

>"Kim" <hiddensounds@hotmail.com> wrote:

>>

>>

>>Kim,

>>

>>I didn't see any links, but I didn't look that hard, and my monitors aren't

>>all that bright. I'll have a better look. I'm more than happy to shell

out

>>the cash as it's excellent work.

>>

>>If I get no joy trying to track down a copy I'll let you know. I've just

>>gotta get my hands on that though. Right up my alley...

>>

>>Cheers,

>>Kim.

>>

>>"Kim Dubya" <no@way.com> wrote:

>>>

>>>Good stuff. Great live vibe!
>>>Overcompressed?, maybe a little for my tastes, bu

Subject: Re: still fighting for stability
Posted by [uptown jimmy](#) on Sat, 16 Sep 2006 02:21:50 GMT
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t it would
>>>sit well on radio, and does so on small systems. A matter of
>>>taste, really.
>>>I didn't master the Goose stuff, but I remember hearing the first
>>>mastered version of "schwang", and I felt it didn't breathe enough.
>>>I told the band, and they got the mastering engineer to back off
>>>the processing, and the result was much better.
>>>As it turned out, the final master sounded pretty close to the
>>>final mixes, but louder.
>>>Perhaps for commercial airplay the first master would be better,
>>>but the band decided to opt for the transparency of the second.
>>>As I said, matter of taste.
>>>Go to the goose homepage and you will find a list of outlets that
>>>stock the cd's. There are a couple of full songs on the page, but
>>>I think "rump" is a rough mix they posted.
>>>Failing that, I could check with Dave, and send you a couple of
>>>"evaluation" copies if you wish. I don't have spares of the prints.
>>>Email me your postal address.
>>>Kim Twosheep.
>>>
>>>
>>>"Kim" <hiddehsounds@hotmail.com> wrote:
>>>>
>>>>"Kim" <hiddehsounds@hotmail.com> wrote:
>>>>><http://www.mp3.com.au/artist.asp?id=91>
>>>>>
>>>>>Gee, doesn't What You Need sound overcompressed these days? ;o) My ears
>>>>have
>>>>>certainly changed. I remember mastering that and thinking that compression
>>>>>was the best thing since Paris...
>>>>>
>>>>>...turns out it's all a little too squished really. Should have just
pumped
>>>>>the Paris mix bus a little harder...
>>>>>
>>>>>Cheers,
>>>>>Kim.
>>>>>
>>>>>
>>>>>

>>>>>Cheers,
 >>>>>Kim.
 >>>>>
 >>>>>"Kim W" <no@way.com> wrote:
 >>>>>
 >>>>>Ah yes. The good old days.
 >>>>>My first Paris recording was for a then Adelaide based 70's influenced
 >>>>soul/funk
 >>>>>outfit called Goose. (now Melbourne based). At any one time they have
 >>>some
 >>>>>fifteen members.
 >>>>>Early versions of Paris had a bug which would
 >>>>>corrupt segments occasionally, leaving the project unplayable.
 >>>>>I emailed the .ppj (minus audio) to Edmund, and within an hour
 >>>>>he sent it back fixed. The session continued.
 >>>>>This album (and the sequel) are still being used by a couple of
 >>>>>audiophile hifi shops in Melbourne as one of their system
 >>>>>demonstration disks.
 >>>>>If you're interested:
 >>>>><http://www.goose.com.au/schwang.php>
 >>>>><http://www.goose.com.au/dancefloor.php>
 >>>>>Cheers
 >>>>>Kim Double Ewe
 >>>>>
 >>>>>"Kim" <hiddensounds@hotmail.com> wrote:
 >>>>>>>
 >>>>>>>Kim W has been dropping in here to the group since the very early
 >>>>days
 >>>>>also...
 >>>>>>>...I think it was '98 or '99 when I realised that the group had
 >>>>another
 >>>>>>>Kim also from Australia.
 >>>>>>>
 >>>>>>>Cheers,
 >>>>>>>Kim.
 >>>>>>>
 >>>>>>>Cheers,
 >>>>>>>Kim.
 >>>>>>>
 >>>>>>>"DJ" <notachance@net.net> wrote:
 >>>>>>>>Hey.....for all I know you guys could be just toying with
 >>>>us
 >>>>>>>>here....wearing each other's clothes, swapping ID's,
 >>>>>>>>toothbrushes???.....you name it. The implications boggle the mind.
 >>>>>>>
 >>>>>>>Now
 >>>>>>>>>I'm paranoid. I need coffee..... or I will die.
 >>>>>>>>>

Sanitorium...somewhere

On 30 Sep 2006 10:29:01 +1000, "John" <no@no.com> wrote:

>
>How about we find out who has the most awesome Paris setup and spend Christmas
>at his house. Let's all just show up. So what's DJ's address?
>
>
>hehe,
>John"It's a good thing I had a bag of marijuana instead of a bag of
spinach or
I'd be dead now".....you can smoke spinach?

;o)

"rick" <parnell68@hotmail.com> wrote in message
news:drgh25ebkn94dpct70mnga177oksef0a9@4ax.com...
> "It's a good thing I had a bag of marijuana instead of a bag of
> spinach or
> I'd be dead now"A bit of a sidenote, but interestingly Cubase 4 and Nuendo 4 apparently
won't support DirectX plugins anymore (don't know about video or driver
support - I'll have SX4 Monday to find out I hope).

I don't know if that implies anything in particular, at least in terms of
the longterm plans for DirectX, and Directshow vs. OpenGL, etc; could just
be Steinberg's attempt to push VST3, or just get rid of DirectX headaches
once and for all (since it is a more limited plugin format than VST).

The reviews of Liquid Mix I've read haven't been stellar. I'm holding out
for a Duende at some point.

Dedric

On 9/29/06 8:16 PM, in article 451dd381\$1@linux, "LaMOnt"
<jjdpro@ameeriech.net> wrote:

>
> For sure, Uad is not going directx. The Pro Video market would not stand for
> this. The Pixar's, SGI's workstations..Not to mention, Final Cut Pro,
> Avid..Nahh.
> I don't buy it..
> Again, the waves SSL plugs are wonderful..Matters not what platform it was
> coded in, just as long as it performs..
>
> Jamie K <Meta@Dimensional.com> wrote:
>>

>> Of course no one is going to use direct show on OSX.
>>
>> Direct show/Direct X is proprietary Microsoft stuff.
>>
>> OpenGL is a multi-platform open system.
>>
>> Last I heard Microsoft was finding ways to make it hard for software
>> companies to continue to use OpenGL on MSWindows but at least some
>> software companies were fighting that. Dunno how that's been working out
>
>> but it seemed pretty fishy.
>>
>> Here's the OpenGL info page:
>>
>> <http://www.opengl.org/about/>
>>
>> OpenGL on the Mac: <http://developer.apple.com/graphicsimaging/opengl/>
>>
>> Cheers,
>> -Jamie
>> <http://www.JamieKrutz.com>
>>
>>
>> Chris Ludwig wrote:
>>> Hi Lamont,
>>> All the of the software manufacturers are going to be using Direct show
>
>>> many already are. It is just as powerful and from what I've seen easier
>
>>> to code force and maintain.
>>>
>>> Chris
>>> Lamont wrote:
>>>> Hey Chris, not sure why as well. Maybe they no something???
>>>> Or, they already have a easy port over version waiting.
>>>>
>>>> I do know (And You) that Open GL is used for high level graphics. That
>
>>>> being
>>>> the case, I really can't see both Microsoft & Apple dropping support
>
>>>> being
>>>> that the entire Video post pro market works on that standard.
>>>>
>>>> Chris Ludwig <chrisl@adkproaudio.com> wrote:
>>>>> Hi Lamont,
>>>>> Too bad Waves wasted time on using Open GL for the SSL plug ins. Not
>

>>>>> sure why they did it sense future versions of Windows and Apple will
> not
>>>>>
>>>>> have Open GL support at all.
>>>>>
>>>>>
>>>>> Chris
>>>>>
>>>>>
>>>>> LaMont wrote:
>>>>>> Hi Guys. None. These plugs are very efficent. Here is what waves
>>>>>> sugggest
>>>>>> and really as shededsome light to the Native plugin delima.
>>>>>>
>>>>>> Waves says in the SSL docuemntation that these plugin require that
> your
>>>>> DAW
>>>>>> run in 32 bit Video mode. If not,(And I have personally witnessed
>>>>>> running
>>>>>> in 16 bot mode) these plugins are sluggish and will bore down your
>
>>>>>> system.
>>>>>>
>>>>>> Plain and simple: The bettter your Video card is, the better overall
>
>>>>>> performance
>>>>>> you'll get with using the SSL plugs.
>>>>>> This is a revelaion of sorts because, as Chuck Duffy once expalined
> to
>>>>> me,
>>>>>> The UAD PCI card is no more than a nice Video card. It seems that
>
>>>>>> waves
>>>>>> have tapped into this technology of using the video card's dsp
>>>>>> excellerators
>>>>>> to enhance the performance of their new SSL Plugins.
>>>>>> Suffice it to say that, the better the video performance,the better
>
>>>>>> performance
>>>>>> of these new plugins..
>>>>>> "DJ" <notachance@net.net> wrote:
>>>>>>> LaMont. Is there a big latency issue with the URS plugins or the Waves
>>>>> SSL
>>>>>>> pluygins with Paris?
>>>>>>>
>>>>>>> Thanks,
>>>>>>>
>>>>>>> DeeJ

>>>>>>
>>>>>> "LaMont" <jjdpro@ameritech.net> wrote in message
>>>>>> news:451d4bf1\$1@linux...
>>>>>> Hello To all,
>>>>>> Not to rain on the Liquid Channel, but we just got the Waves SSL
>
>>>>>> bundle,
>>>>>> and all I can say is WOW!! DEAD On. We have a SSL 4000G/W E Series
> EQ
>>>>>> 7
>>>>>> Comp
>>>>>> /56 channels and those plugins sound just like the real things.
>>>>>>
>>>>>> So, I went to load up the VST /RTAS version demo to try out in Paris
>>>> &
>>>>>> PT-Mpowered..
>>>>>> Needless to say, the SSL plugs sounds Wonderful in Paris.. Like Paris
>>>>>> really
>>>>>> needed the help :)..But, it takes our beloved Paris sound to newer
>>>>>> heights.
>>>>>> In Nuendo & PT, same results.. In those apps, you can hear the
>>>>>> coloring
>>>>>> as
>>>>>> soon as you insert them on a channel!! :)
>>>>>>
>>>>>> These days there are some great Native Plugins that can hang with
>
>>>>>> UAD.
>>>>>> Like
>>>>>> the URS line.. Their Neve, API, Pultec, fairchild,etc emulations
> are
>>>>>> sweet!!..
>>>>>> With Intel announcing 80 cores on a chip in 5 years.. Native
>>>>>> processing
>>>>>> will
>>>>>> take over and we wil

Subject: Re: still fighting for stability
Posted by [Aaron Allen](#) on Sat, 16 Sep 2006 02:33:44 GMT
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e LiquidChannel, right? If you're a Mucusrite
>>>>>>>>> dealer, you must have tried that unit out, yes? If so, what do
>>>>>>>>> you think of that one? Sounds good? Not so good?
>>>>>>>>>
>>>>>>>>> Neil
>>>>>>>>>

>>>>>>> Liquid Mix is not Algo based. It is convolution based. The only
>>>>>>> algorithms
>>>>>>> are containers that hold the various impulses. Both the "container"
>>>> for
>>>>>>> the
>>>>>>> eq models and the one for compressor impulses are new as are most
> of
>>>>>> the
>>>>>>> impulse responses.
>>>>>>>
>>>>>>> I only have a few hours playing with a friends unit in Logic. The
>
>>>>>>> sound
>>>>>>> quality
>>>>>>> is approximately equivalent to a UAD-1 (IMHO). Which is quite good
>>>> but
>>>>>>> not
>>>>>>> always the same as the original. The compressors are a little
>>>>>>> disconcerting
>>>>>>> to me. Many of the impulses are right-on but the algorithm for the
>>>>>>> container
>>>>>>> does not model the real attack, release, and timing attributes of
>
>>>>>>> the
>>>>>>> original
>>>>>>> units, and this is a big part of the sound of any compressor. As
> a
>>>>>>> result,
>>>>>>> all the compressors have a similar feel, but with the harmonic sound
>>>>>>> of
>>>>>>> the
>>>>>>> original sampled unit (I hope that's clear). They do sound good,
> and
>>>>>>> varied,
>>>>>>> if not "real".
>>>>>>>
>>>>>>> The EQ options were a little more disappointing for me. In a direct
>>>>>>> comparison
>>>>>>> to HydraTone and AngleTone (beta), I had a strong preference for
> the
>>>>>>> TriTone
>>>>>>> sound.
>>>>>>> The hardware interface and DSP relief are indeed benefits. I do
> wish
>>>>>>> the
>>>>>>> hardware unit chased the selected channel in the DAW. That was a
> big
>>>>>>> disappointment.

>>>>>>> My friend is happy with his purchase, but I am still undecided.
> One
>>>>>>> reason
>>>>>>> is that I am still contemplating getting a Duende and I am
>>>>>>> reasonably
>>>>>>> certain
>>>>>>> that even with a dedicated Firewire card added to my Mac, I could
>
>>>>>>> never
>>>>>>> get
>>>>>>> both units to work together. I am hoping to borrow a Liquid Mix
> to
>>>> use
>>>>>>> more
>>>>>>> extensively in my room.
>>>>>>>
>>>>>>> Gene
>>>>>>>
>>>>> --
>>>>> Chris Ludwig
>>>>>
>>>>> ADK Pro Audio
>>>>> (859) 635-5762
>>>>> www.adkproaudio.com
>>>>> chrisl@adkproaudio.com
>>>>>
>>>>
>"Kim" <hiddensounds@hotmail.com> wrote:
>
>
>For anyone who wants to check out some tunes from your favourite newsgroup
>host, please check out:
>
><http://www.myspace.com/drschnauberg>
>
>I'm in the midst of a work ethic/method revolution, where I try and produce
>songs within the space of only a couple of hours. All these tunes are recorded
>mostly on my GNX-4 looper, then transferred to Paris and vocals and solos
>are added. It's usually about a 2-2.5 hour turnaround for a complete song.
>
>And yes some of the recording methods are dodgy... yes I need to get a
pop
>filter for the mic, and yes the harmonies in Revision need work, but hey,
>it's music, I'm getting it done quickly, and I'm having fun, and I think
>the vibe is there. :o)
>
>Tell me what you think...
>

>Cheers,
>Kim.

Me like.
I thought I would hear some Ausi-funk :-(

GeneCrikey! Actually, I'd probably fit right in with the fauna. When I was a kid, I had a minizoo with snakes, alligators, turtles aanything else I could catch in the local billabong. I did stop drinking over 15 years ago. Can I be an honorary Aussie and not drink beer? I suppose there may be other kinds of *little creatures* you could bring to a pub, but ingesting them might cause problems/get you arrested.

;o)

"Martin Harrington" <lendan@bigpond.net.au> wrote in message
news:451e1bb2\$1@linux...

> Deej,
> I hereby bequeath upon you, the title of "HONOURARY AUSTRALIAN"
> --
> Martin Harrington
> www.lendaneer-sound.com
>
> "Kim" <hiddensounds@hotmail.com> wrote in message news:451dfe0f\$1@linux...
> >
> > "Kim W." <no@way.com> wrote:
> >>Kenoath!!
> >>(I speak for both us Kims)
> >
> > ROTLF!! Indeed he does. ;o)
> >
> > Cheers,
> > Kim.
> >
> >
> >
> >
> >>Kim W
> >>
> >>"DJ" <notachance@net.net> wrote:
> >>>I was wondering what that Holden was doing in my driveway and why I've
> > been
> >>>referring to gasoline as being "petrol" lately.
> >>>Well, at least I have been paying fewer pence for it lately. If I'm
you,
> >>>then I can say cool stuff like "stone the crows" and it will be OK,
> >>>right?

> >>>
 > >>>;O)
 > >>>
 > >>>"Kim" <hiddensounds@hotmail.com> wrote in message
 > >>>news:451deecc\$1@linux...
 > >>>>
 > >>>>
 > >>>> Well I have no idea what Kim W looks like, as we have never been in
 the
 > >>>same
 > >>>> room together at the same time to my knowledge...
 > >>>>
 > >>>> ...hmm, never been seen in the same room at the same time eh? Hmm...
 > >>>>
 > >>>> ...though I am also about 5'9" and my hair these days somewhat
 > >>>"cueball'esque"...
 > >>>> so perhaps we are the same person. I hear we've never been seen in
 > > the
 > >>>> same room at the same time either... ;o)
 > >>>>
 > >>>> ...though if we are the same person, who was I talking to on the
 phone
 > >>the
 > >>>> other week... ...maybe my medication isn't working... ;o)
 > >>>>
 > >>>> ...and where the hell did I put those distressors?
 > >>>>
 > >>>> ;o)
 > >>>>
 > >>>> Cheers,
 > >>>> Kim.
 > >>>>
 > >>>>
 > >>>> "DJ" <notachance@net.net> wrote:
 > >>>> >Well, I've met Doug Wellington and he's about 6'4". I'm 5'9". He
 also
 > >>has
 > >>>> >hair down to his waist and I'm cueball'esque so there wouldn't be
 much
 > >>in
 > >>>> >the way of mistaking us for each other.....oh yeah.....he's
 > >>>*really*
 > >>>> >incredibly-as in genius level, smart as well so there's another
 > >>>> >dissimilarity. I'm not going to start talking about clothes,
 > >>>toothbrushes,
 > >>>> >etc. That's too gross. where'd you get that stuff anyway?
 > >>>> >
 > >>>> >;o)

> >>>> >
 > >>>> >"Kim" <hiddensounds@hotmail.com> wrote in message
 > >>>>news:451de552\$1@linux...
 > >>>> >>
 > >>>> >> "DJ" <notachance@net.net> wrote:
 > >>>> >> >Yeah, OK, but are you really Kim.....or are you Kim?
 > >>>> >>
 > >>>> >> Well that is the question. And are you DeeJ? And who is this
 Animix
 > >>>>fellow
 > >>>> >> who was posting a while back... and this guy Doug, how does he
 fit
 > >>>>into
 > >>>> >> the picture? And do Doug Wellington's clothes fit this Animix guy?
 > >>>> >>
 > >>>> >> All these questions and more... ;o)
 > >>>> >>
 > >>>> >> Cheers,
 > >>>> >> Kim.
 > >>>> >>
 > >>>> >> >
 > >>>> >> >;o)
 > >>>> >> >
 > >>>> >> >
 > >>>> >> >"Kim" <hiddensounds@hotmail.com> wrote in message
 > >>>> >news:451da750\$1@linux...
 > >>>> >> >>
 > >>>> >> >> "DJ" <notachance@net.net> wrote:
 > >>>> >> >> >If I don't have whatever this is, I will die.
 > >>>> >> >>
 > >>>> >> >> Hehe, it's an oldie, but it still made me LOL. ;o)
 > >>>> >> >>
 > >>>> >> >> ...because I know it's true. ;o)
 > >>>> >> >>
 > >>>> >> >> Cheers,
 > >>>> >> >> Kim.
 > >>>> >> >>
 > >>>> >> >>
 > >>>> >>
 > >>>> >
 > >>>> >
 > >>>>
 > >>>
 > >>>
 > >>
 > >
 >
 >"Gene Lennon" <glennon@NOSPmyrealbox.com> wrote:

>Me like.

Excellent. :o)

>I thought I would hear some Ausi-funk :-(

Yeh, it's not funk. It's somewhat funk influenced, but not funk.

Odd, it's playing now for me. Probably the closest to funk of the bunch...

Cheers,
Kim.

>Gene

>"LaMont" <jjdpro@ameritech.net> wrote:

>

>Very nice work. :)

Thanks! :o)

Cheers,
Kim.>I'm afraid that if Logic Audio does do something Radical Soon (Winter Namm2007) there toast..<

Apple wasn't even on the list of NAMM xhbitors, last I looked.

"LaMont" <jjdpro@ameritech.net> wrote in message news:451e02f1\$1@linux...

>

> Hi Jamie,

> While I'm happy that Logic audio is still in existence, It's really losing

> ground in the DAW market share, as well as Digital Performer. HummmI

> wonder why??

>

> Could it be that by closing it's door to the Windows platform, pretty
sealed

> their fate???

>

> Since Apple gave Intel-mac user's Boot-Camp, they should stop this charade
> and go back to supporting Both Mac OSX and Windows.

>

> I Love Logic Audio, but when Mr Jobs closed it's doors for us Windows
users,

> I stopped using the product.

> Now, it the Pro Audio production game, logic has lost a lot of it's
luster.

> Mac users are using Pro Tools 7x midi sequencer these days.
 > And, I still say that Logic's main problem is that their Programmers are
 > beholden to that 1994 GUI. By today's standards, it just does not play.
 Even
 > Cakewalk Sonar looks more professional! Yikes!! Man, what a F....in waste
 > in what is still the best sequencer in the world..But, when you stop
 evolving,
 > you die.. I'm afraid that if Logic Audio does do something Radical Soon
 (Winter
 > Namm2007) there toast..
 >
 > Bright-Side: They are struck this monumental joint agreement with Apogee
 > with the those PCI-E cards and Firewire interface. Nice. Problem: Apogee
 > does not know how to write good drivers, at least firewire drivers.
 Soundtrack
 > Pro looks and runs and behaves like a modern pro DAW app should run. I
 hope
 > and pray that we are looking at the the Future of Logic Audio/via
 Soundtrack
 > Pro..Pleaseeeee... :)
 >
 >
 >
 >
 >
 >
 > Jamie K <Meta@Dimensional.com> wrote:
 > >
 > ><http://www.versiontracker.com/dyn/moreinfo/macosx/24742>
 > >
 > >Finally. Doesn't matter for me (dual processor) but for those who have
 > >been using quad boxes this is a welcome update.
 > >
 > >Not that Logic is likely to out of juice on two processors, but I'm sure
 >
 > >it's fun to watch all the CPU meters moving. :^)
 > >
 > >Cheers,
 > > -Jamie
 > > <http://www.JamieKrutz.com>
 > >"James McCloskey" <excelsm@hotmail.com> wrote:
 > >Cool vibes, cool grooves, cool music!

Thanks heaps. Nice things to say and I very much appreciate it.

The production does need improving somewhat, but as you say, it's not that far wrong. It can be fixed, most of it in the mix. Step one is to get 30 songs done and whittle it down to one good album. So far I've done ten tunes in about 6 weeks, so three more months and I should have about 30 to choose

from.

Pick the best and go over them with a little more attention to detail and I should be right to... err... sit in this back room and burn copies of it for my friends. ;o)

Cheers,
Kim.

> Sounds good Kim, keep going. Don't
>worry about production values, their good enough. You can worry about perfection
>later, just get your music out of you.
>
>Good job!
>
>James
>Okay here's where I am so far

2 EDS cards - Both functioning when Card A is connected to single MEC A -
this has been my set up for several years now.

So I buy a second MEC and ADAT card..check to see that both MEC and ADAT
card are functioning by connecting them to Card A...I didn't try sending a
signal to my machine with the Dakota card so I am in fact assuming they both
work BUT this new MEC setup was recognised by Paris and showed up correctly
in the Patch bay window

So I....

Wired MEC A via multi pin cable to Card A
Wired MEC B via multi pin cable to Card B
Link the two MECs via the word clock cable I bought from you...MEC A -WC out
to MEC B WC in

Start Paris - Get message - Error in initializing Paris Engine Err

Subject: Re: still fighting for stability
Posted by [uptown jimmy](#) on Sat, 16 Sep 2006 04:42:26 GMT
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ge - Error in initializing Paris Engine Error
>> Code
>> 18/12
>>
>> I did some testing and both multi pin cables are good and both MECs get
>> recognised individually by Card A but neither MEC is recognised

> individually
>> by Card B
>>
>> Any ideas as to what is going on?
>>
>> Don
>>
>>
>>
>
>Sorry should have added

MEC A - 8 in / 8 out / ADAT
MEC B - ADAT

"Don Nafe" <dnafe@magma.ca> wrote in message news:451eadce\$1@linux...
>2 MECs with one ADAT module per MEC
>
> D
>
> "DJ" <notachance@net.net> wrote in message news:451ea7e4@linux...
>> 18/12 is an ADAT module error IIRC. Are you running Paris on Win XP? If
>> so,
>> do you have more than one ADAT module "per MEC"? If this is the case,
>> this
>> is the problem. If you've only got one ADAT module, make sure it's in the
>> MEC attached to Card A.
>>
>> Deej
>>
>> "Don Nafe" <dnafe@magma.ca> wrote in message news:451ea4da@linux...
>>> Okay here's where I am so far
>>>
>>> 2 EDS cards - Both functioning when Card A is connected to single MEC
>>> A -
>>> this has been my set up for several years now.
>>>
>>> So I buy a second MEC and ADAT card..check to see that both MEC and ADAT
>>> card are functioning by connecting them to Card A...I didn't try sending
>>> a
>>> signal to my machine with the Dakota card so I am in fact assuming they
>> both
>>> work BUT this new MEC setup was recognised by Paris and showed up
>> correctly
>>> in the Patch bay window
>>>
>>> So I....

```

>>>
>>> Wired MEC A via multi pin cable to Card A
>>> Wired MEC B via multi pin cable to Card B
>>> Link the two MECs via the word clock cable I bought from you...MEC A -WC
>> out
>>> to MEC B WC in
>>>
>>> Start Paris - Get message - Error in initializing Paris Engine Error
>>> Code
>>> 18/12
>>>
>>> I did some testing and both multi pin cables are good and both MECs get
>>> recognised individually by Card A but neither MEC is recognised
>> individually
>>> by Card B
>>>
>>> Any ideas as to what is going on?
>>>
>>> Don
>>>
>>>
>>>
>>
>>
>
>Hmmm.....Win XP I'm assuming. Try inserting the ADAT cards in different
slots-preferably the #1 slots. I actually had 2 x ADAT cards working in MEC
#1 and a single ADAT card working in MECs 2 & 3 back when I was running
Paris on XP. The ADAT cards were in the first two MEC slots on the MEC on
card A and in the first slot on the MECs on Cards B & C.

```

Deej

```

"Don Nafe" <dnafe@magma.ca> wrote in message news:451eadce$1@linux...
> 2 MECs with one ADAT module per MEC
>
> D
>
> "DJ" <notachance@net.net> wrote in message news:451ea7e4@linux...
> > 18/12 is an ADAT module error IIRC. Are you running Paris on Win XP? If
> > so,
> > do you have more than one ADAT module "per MEC"? If this is the case,
this
> > is the problem. If you've only got one ADAT module, make sure it's in
the
> > MEC attached to Card A.
> >

```

> > Deej
> >
> > "Don Nafe" <dnafe@magma.ca> wrote in message news:451ea4da@linux...
> >> Okay here's where I am so far
> >>
> >> 2 EDS cards - Both functioning when Card A is connected to single MEC
A -
> >> this has been my set up for several years now.
> >>
> >> So I buy a second MEC and ADAT card..check to see that both MEC and
ADAT
> >> card are functioning by connecting them to Card A...I didn't try
sending
> >> a
> >> signal to my machine with the Dakota card so I am in fact assuming they
> > both
> >> work BUT this new MEC setup was recognised by Paris and showed up
> > correctly
> >> in the Patch bay window
> >>
> >> So I....
> >>
> >> Wired MEC A via multi pin cable to Card A
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> >> Link the two MECs via the word clock cable I bought from you...MEC
A -WC
> > out
> >> to MEC B WC in
> >>
> >> Start Paris - Get message - Error in initializing Paris Engine Error
> >> Code
> >> 18/12
> >>
> >> I did some testing and both multi pin cables are good and both MECs get
> >> recognised individually by Card A but neither MEC is recognised
> > individually
> >> by Card B
> >>
> >> Any ideas as to what is going on?
> >>
> >> Don
> >>
> >>
> >>
> >
> >
>
>OK then.....see my post above.

"Don Nafe" <dnafe@magma.ca> wrote in message news:451eae4e@linux...
> Sorry should have added
>
> MEC A - 8 in / 8 out / ADAT
> MEC B - ADAT
>
>
> "Don Nafe" <dnafe@magma.ca> wrote in message news:451eadce\$1@linux...
> >2 MECs with one ADAT module per MEC
> >
> > D
> >
> > "DJ" <notachance@net.net> wrote in message news:451ea7e4@linux...
> >> 18/12 is an ADAT module error IIRC. Are you running Paris on Win XP? If
> >> so,
> >> do you have more than one ADAT module "per MEC"? If this is the case,
> >> this
> >> is the problem. If you've only got one ADAT module, make sure it's in
the
> >> MEC attached to Card A.
> >>
> >> Deej
> >>
> >> "Don Nafe" <dnafe@magma.ca> wrote in message news:451ea4da@linux...
> >>> Okay here's where I am so far
> >>>
> >>> 2 EDS cards - Both functioning when Card A is connected to single MEC
> >>> A -
> >>> this has been my set up for several years now.
> >>>
> >>> So I buy a second MEC and ADAT card..check to see that both MEC and
ADAT
> >>> card are functioning by connecting them to Card A...I didn't try
sending
> >>> a
> >>> signal to my machine with the Dakota card so I am in fact assuming
they
> >> both
> >>> work BUT this new MEC setup was recognised by Paris and showed up
> >> correctly
> >>> in the Patch bay window
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> >>> Wired MEC A via multi pin cable to Card A
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> >>> Link the two MECs via the word clock cable I bought from you...MEC

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> >>> I did some testing and both multi pin cables are good and both MECs
get
> >>> recognised individually by Card A but neither MEC is recognised
> >> individually
> >>> by Card B
> >>>
> >>> Any ideas as to what is going on?
> >>>
> >>> Don
> >>>
> >>>
> >>>
> >>
> >>
> >
> >
>
> Hey man.....that was nice! I'm gonna DL this and play it for my 84
year old mum at "11" in the car. I'm getting ready to take her for her
weekly shopping. I wish I had some big bass drivers in the back and a 1000W
power amp.

;oP

"Kim" <hiddensounds@hotmail.com> wrote in message news:451df184\$1@linux...
>
>
> For anyone who wants to check out some tunes from your favourite newsgroup
> host, please check out:
>
> <http://www.myspace.com/drschnauberg>
>
> I'm in the midst of a work ethic/method revolution, where I try and
produce
> songs within the space of only a couple of hours. All these tunes are
recorded
> mostly on my GNX-4 looper, then transferred to Paris and vocals and solos
> are added. It's usually about a 2-2.5 hour turnaround for a complete song.
>
> And yes some of the recording methods are dodgy... yes I need to get a

pop

> filter for the mic, and yes the harmonies in Revision need work, but hey,
> it's music, I'm getting it done quickly, and I'm having fun, and I think
> the vibe is there. :o)
>
> Tell me what you think...
>
> Cheers,
> Kim. Sorry DJ yes it is Win XP

Present set up is MEC A - ADAT is in slot 5 (it's original slot)
MEC B - ADAT is in Slot 1

Should I swap MEC A's ADAT to slot 1 or Slot 3

DOn

"DJ" <notachance@net.net> wrote in message news:451eaefd@linux...
> Hmmm.....Win XP I'm assuming. Try inserting the ADAT cards in
> different
> slots-preferably the #1 slots. I actually had 2 x ADAT cards working in
> MEC
> #1 and a single ADAT card working in MECs 2 & 3 back when I was running
> Paris on XP. The ADAT cards were in the first two MEC slots on the MEC on
> card A and in the first slot on the MECs on Cards B & C.
>
> Deej
>
>
> "Don Nafe" <dnafe@magma.ca> wrote in message news:451eadce\$1@linux...
>> 2 MECs with one ADAT module per MEC
>>
>> D
>>
>> "DJ" <notachance@net.net> wrote in message news:451ea7e4@linux...
>> > 18/12 is an ADAT module error IIRC. Are you running Paris on Win XP? If
>> > so,
>> > do you have more than one ADAT module "per MEC"? If this is the case,
> this
>> > is the problem. If you've only got one ADAT module, make sure it's in
> the
>> > MEC attached to Card A.
>> >
>> > Deej
>> >
>> > "Don Nafe" <dnafe@magma.ca> wrote in message news:451ea4da@linux...
>> >> Okay here's where I am so far
>> >>

>> >> 2 EDS cards - Both functioning when Card A is connected to single MEC
> A -
>> >> this has been my set up for several years now.
>> >>
>> >> So I buy a second MEC and ADAT card..check to see that both MEC and
> ADAT
>> >> card are functioning by connecting them to Card A...I didn't try
> sending
>> >> a
>> >> signal to my machine with the Dakota card so I am in fact assuming
>> >> they
>> > both
>> >> work BUT this new MEC setup was recognised by Paris and showed up
>> > correctly
>> >> in the Patch bay window
>> >>
>> >> So I....
>> >>
>> >> Wired MEC A via multi pin cable to Card A
>> >> Wired MEC B via multi pin cable to Card B
>> >> Link the two MECs via the word clock cable I bought from you....MEC
> A -WC
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>> >> I did some testing and both multi pin cables are good and both MECs
>> >> get
>> >> recognised individually by Card A but neither MEC is recognised
>> > individually
>> >> by Card B
>> >>
>> >> Any ideas as to what is going on?
>> >>
>> >> Don
>> >>
>> >>
>> >>
>> >
>> >
>>
>>
>
>Use MEC slot #1 for the ADAT card on all MECs.

"Don Nafe" <dnafe@magma.ca> wrote in message news:451eafd3@linux...
> Sorry DJ yes it is Win XP
>
> Present set up is MEC A - ADAT is in slot 5 (it's original slot)
> MEC B - ADAT is in Slot 1
>
> Should I swap MEC A's ADAT to slot 1 or Slot 3
>
> DOn
>
> "DJ" <notachance@net.net> wrote in message news:451eaefd@linux...
> > Hmmm.....Win XP I'm assuming. Try inserting the ADAT cards in
> > different
> > slots-preferably the #1 slots. I actually had 2 x ADAT cards working in
> > MEC
> > #1 and a single ADAT card working in MECs 2 & 3 back when I was running
> > Paris on XP. The ADAT cards were in the first two MEC slots on the MEC
on
> > card A and in the first slot on the MECs on Cards B & C.
> >
> > DeeJ
> >
> >
> > "Don Nafe" <dnafe@magma.ca> wrote in message news:451eadce\$1@linux...
> >> 2 MECs with one ADAT module per MEC
> >>
> >> D
> >>
> >> "DJ" <notachance@net.net> wrote in message news:451ea7e4@linux...
> >> > 18/12 is an ADAT module error IIRC. Are you running Paris on Win XP?
If
> >> > so,
> >> > do you have more than one ADAT module "per MEC"? If this is the case,
> > this
> >> > is the problem. If you've only got one ADAT module, make sure it's in
> > the
> >> > MEC attached to Card A.
> >> >
> >> > DeeJ
> >> >
> >> > "Don Nafe" <dnafe@magma.ca> wrote in message news:451ea4da@linux...
> >> >> Okay here's where I am so far
> >> >>
> >> >> 2 EDS cards - Both functioning when Card A is connected to single
MEC
> > A -
> >> >> this has been my set up for several years now.
> >> >>

Slot 2) 8 in
Slot 3) 8 out

I'll get back to you when that is done...1/2 hour or so

DOn

"DJ" <notachance@net.net> wrote in message news:451eb02c\$1@linux...
> Use MEC slot #1 for the ADAT card on all MECs.
>
> "Don Nafe" <dnafe@magma.ca> wrote in message news:451eafd3@linux...
>> Sorry DJ yes it is Win XP
>>
>> Present set up is MEC A - ADAT is in slot 5 (it's original slot)
>> MEC B - ADAT is in Slot 1
>>
>> Should I swap MEC A's ADAT to slot 1 or Slot 3
>>
>> DOn
>>
>> "DJ" <notachance@net.net> wrote in message news:

Subject: Re: still fighting for stability
Posted by [Martin Harrington](#) on Sat, 16 Sep 2006 05:38:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

ea4da@linux..." target="_blank">451ea4da@linux...
>> >> >> Okay here's where I am so far
>> >> >>
>> >> >> 2 EDS cards - Both functioning when Card A is connected to single
> MEC
>> > A -
>> >> >> this has been my set up for several years now.
>> >> >>
>> >> >> So I buy a second MEC and ADAT card..check to see that both MEC and
>> > ADAT
>> >> >> card are functioning by connecting them to Card A...I didn't try
>> > sending
>> >> >> a
>> >> >> signal to my machine with the Dakota card so I am in fact assuming
>> >> >> they
>> >> > both
>> >> >> work BUT this new MEC setup was recognised by Paris and showed up
>> >> > correctly
>> >> >> in the Patch bay window
>> >> >>

>> >> >> So I....
>> >> >>
>> >> >> Wired MEC A via multi pin cable to Card A
>> >> >> Wired MEC B via multi pin cable to Card B
>> >> >> Link the two MECs via the word clock cable I bought from you...MEC
>> > A -WC
>> >> > out
>> >> >> to MEC B WC in
>> >> >>
>> >> >> Start Paris - Get message - Error in initializing Paris Engine
> Error
>> >> >> Code
>> >> >> 18/12
>> >> >>
>> >> >> I did some testing and both multi pin cables are good and both MECs
>> >> >> get
>> >> >> recognised individually by Card A but neither MEC is recognised
>> >> > individually
>> >> >> by Card B
>> >> >>
>> >> >> Any ideas as to what is going on?
>> >> >>
>> >> >> Don
>> >> >>
>> >> >>
>> >> >>
>> >> >
>> >> >
>> >>
>> >>
>> >
>> >
>>
>>
>
>That the exact config that worked for me.

good luck

Deej

"Don Nafe" <dnafe@magma.ca> wrote in message news:451eb0c1\$1@linux...
> Ok...I'll swap out the Modules in MEC A so that it is
>
> Slot 1) ADAT
> Slot 2) 8 in
> Slot 3) 8 out
>

> I'll get back to you when that is done...1/2 hour or so
>
> DOn
>
>
> "DJ" <notachance@net.net> wrote in message news:451eb02c\$1@linux...
>> Use MEC slot #1 for the ADAT card on all MECs.
>>
>> "Don Nafe" <dnafe@magma.ca> wrote in message news:451eafd3@linux...
>>> Sorry DJ yes it is Win XP
>>>
>>> Present set up is MEC A - ADAT is in slot 5 (it's original slot)
>>> MEC B - ADAT is in Slot 1
>>>
>>> Should I swap MEC A's ADAT to slot 1 or Slot 3
>>>
>>> DOn
>>>
>>> "DJ" <notachance@net.net> wrote in message news:451eaefd@linux...
>>>> Hmmm.....Win XP I'm assuming. Try inserting the ADAT cards in
>>>> different
>>>> slots-preferably the #1 slots. I actually had 2 x ADAT cards working
in
>>>> MEC
>>>> #1 and a single ADAT card working in MECs 2 & 3 back when I was
running
>>>> Paris on XP. The ADAT cards were in the first two MEC slots on the
MEC
>>> on
>>>> card A and in the first slot on the MECs on Cards B & C.
>>>>
>>>> DeeJ
>>>>
>>>>
>>>> "Don Nafe" <dnafe@magma.ca> wrote in message news:451eadce\$1@linux...
>>>>> 2 MECs with one ADAT module per MEC
>>>>>
>>>>> D
>>>>>
>>>>> "DJ" <notachance@net.net> wrote in message news:451ea7e4@linux...
>>>>>> 18/12 is an ADAT module error IIRC. Are you running Paris on Win
XP?
>>> If
>>>>> so,
>>>>> do you have more than one ADAT module "per MEC"? If this is the
>>>>> case,
>>>> this
>>>>> is the problem. If you've only got one ADAT module, make sure it's

> > > > in
 > > > the
 > > > > MEC attached to Card A.
 > > > >
 > > > > DeeJ
 > > > >
 > > > > "Don Nafe" <dnafe@magma.ca> wrote in message
 news:451ea4da@linux...
 > > > > Okay here's where I am so far
 > > > >
 > > > > 2 EDS cards - Both functioning when Card A is connected to single
 > > MEC
 > > > A -
 > > > > this has been my set up for several years now.
 > > > >
 > > > > So I buy a second MEC and ADAT card..check to see that both MEC
 and
 > > > ADAT
 > > > > card are functioning by connecting them to Card A...I didn't try
 > > > sending
 > > > > a
 > > > > signal to my machine with the Dakota card so I am in fact
 assuming
 > > > > they
 > > > > both
 > > > > work BUT this new MEC setup was recognised by Paris and showed up
 > > > > correctly
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 > > > >
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 > > > > Wired MEC A via multi pin cable to Card A
 > > > > Wired MEC B via multi pin cable to Card B
 > > > > Link the two MECs via the word clock cable I bought from
 you...MEC
 > > > A -WC
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 > > > > Start Paris - Get message - Error in initializing Paris Engine
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 > > > > get
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```
> >> >> > individually
> >> >> >> by Card B
> >> >> >>
> >> >> >> Any ideas as to what is going on?
> >> >> >>
> >> >> >> Don
> >> >> >>
> >> >> >>
> >> >> >>
> >> >> >
> >> >> >
> >> >>
> >> >>
> >> >
> >> >
> >>
> >>
> >
> >
>
```

>Hi, Kim.

Yes, mostly my work. (I didn't do the mastering).

Some guitar parts on the second album were recorded in Sam's home, as he preferred to

nut out his parts at his own pace. Likewise the Hammond parts. (Paul has a C3 in his lounge room).

Mixing was quite a challenge. One of the tunes peaked at 80 tracks. (the only time I used virtual submixing).

Half the band, including the leader, now live in Melbourne, so they do gig there every couple of months, when the Adelaide contingent can make it across.

I found the dragster stuff amongst the archives.

I'll convert them to mp3 in the next day or two.

Cheers,

Kim W

"Kim" <hiddenounds@hotmail.com> wrote:

 $\geq$ $\geq$

>Kim,

$$>$$

>Thanks heaps for that. I've downloaded the two MP3's and am having a listen
>now. Sounding excellent. Is this all your work or was some done elsewhere?
>I'll have to check these guys out if they ever come over this way.

 $\succ$

>And do post about that other group. I'm very keen to have a listen...

 $\triangleright$

>Cheers,
>Kim.
>"Kim W" <no@way.com> wrote:
>>
>>Hi Kim.
>>
>><http://www.goose.com.au/multimedia.php>
>>There is a link to two mp3's and a bunch of videos.
>>
>><http://www.goose.com.au/index.php>
>>Here you will find a list of retailers.
>>
>>Will check out your stuff further on the studio monitors. Sounds great
so
>>far. Gotta keep painting the spare room right now.
>>
>>I recorded a band called "Dragster" some years ago on my fostex
>>b16. I will post a couple of songs somewhere and give you the links.
>>They were a scream...should be up your alley also.
>>In fact I'll start a new topic for the benefit of others overseas. Their
>>stuff was priceless, wildly funky and funny as
>>all hell. (very Australian as well).
>>Cheers.
>>
>>
>>
>>
>>
>>"Kim" <hiddensounds@hotmail.com> wrote:
>>>
>>>
>>>Kim,
>>>
>>>I didn't see any links, but I didn't look that hard, and my monitors aren't
>>>all that bright. I'll have a better look. I'm more than happy to shell
>out
>>>the cash as it's excellent work.
>>>
>>>If I get no joy trying to track down a copy I'll let you know. I've just
>>>gotta get my hands on that though. Right up my alley...
>>>
>>>Cheers,
>>>Kim.
>>>
>>>"Kim Dubya" <no@way.com> wrote:
>>>>
>>>>Good stuff. Great live vibe!
>>>>Overcompressed?, maybe a little for my tastes, but it would

>>>>sit well on radio, and does so on small systems. A matter of
>>>>taste, really.
>>>>I didn't master the Goose stuff, but I remember hearing the first
>>>>mastered version of "schwang", and I felt it didn't breathe enough.
>>>>I told the band, and they got the mastering engineer to back off
>>>>the processing, and the result was much better.
>>>>As it turned out, the final master sounded pretty close to the
>>>>final mixes, but louder.
>>>>Perhaps for commercial airplay the first master would be better,
>>>>but the band decided to opt for the transparency of the second.
>>>>As I said, matter of taste.
>>>>Go to the goose homepage and you will find a list of outlets that
>>>>stock the cd's. There are a couple of full songs on the page, but
>>>>I think "rump" is a rough mix they posted.
>>>>Failing that, I could check with Dave, and send you a couple of
>>>>"evaluation" copies if you wish. I don't have spares of the prints.
>>>>Email me your postal address.
>>>>Kim Twosheep.
>>>>
>>>>
>>>>"Kim" <hiddensounds@hotmail.com> wrote:
>>>>>
>>>>>"Kim" <hiddensounds@hotmail.com> wrote:
>>>>>><http://www.mp3.com.au/artist.asp?id=91>
>>>>>
>>>>>Gee, doesn't What You Need sound overcompressed these days? ;o) My ears
>>>>>have
>>>>>certainly changed. I remember mastering that and thinking that compression
>>>>>was the best thing since Paris...
>>>>>
>>>>>...turns out it's all a little too squished really. Should have just
>pumped
>>>>>the Paris mix bus a little harder...
>>>>>
>>>>>Cheers,
>>>>>Kim.
>>>>>
>>>>>
>>>>>>
>>>>>>Cheers,
>>>>>>Kim.
>>>>>>
>>>>>>"Kim W" <no@way.com> wrote:
>>>>>>>
>>>>>>>Ah yes. The good old days.
>>>>>>>My first Paris recording was for a then Adelaide based 70's influenced
>>>>>>>soul/funk
>>>>>>>outfit called Goose. (now Melbourne based). At any one time they have

>>>>some
>>>>>fifteen members.
>>>>>>Early versions of Paris had a bug which would
>>>>>>corrupt segments occasionall

Subject: Re: still fighting for stability
Posted by [Deej \[1\]](#) on Sat, 16 Sep 2006 05:48:58 GMT
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hour or so
> >
> > DOn
> >
> >
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> > > >
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 > XP?
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 > > > > > DeeJ
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 > > > > A -
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 > > > > >
 > > > > > So I buy a second MEC and ADAT card..check to see that both MEC
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 > > > > sending
 > > > > > a
 > > > > > signal to my machine with the Dakota card so I am in fact
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 > > > > > they
 > > > > > both
 > > > > > work BUT this new MEC setup was recognised by Paris and showed
 up
 > > > > > correctly
 > > > > > in the Patch bay window
 > > > > >
 > > > > > So I....
 > > > > >
 > > > > > Wired MEC A via multi pin cable to Card A

>

>I'm trying to decide whether to go to XP or stay on 98. Except for large

>HD support (>137GB), I can't see a reason to make the jump. This might

be

>one more reason.

>

>My PARIS machine is dedicated to PARIS.

>

>Rich Kelley

>

>"Kim W" <no@way.com> wrote:

>>

>>OOPS!

>>Try these for the PCI.

>>Guess my copy/paste chops aren't up to it a 4am.

>>

>> http://cgi.ebay.com/NVIDIA-64MB-PCI-Graphics-Card-Quadro-NVS-280-DDR_W0QQitemZ140032418162QQihZ004QQcategoryZ96877QQrdZ1Q_QcmdZViewItem

>>

>> http://cgi.ebay.com/PNY-NVIDIA-QUADRO-NVS-280-PCI-64MB-VCQ4280NVS-PCI_W0QQitemZ110038297777QQihZ001QQcategoryZ64481QQrdZ1QQcmdZViewItem

>>

>>>Lookie Here:

>>>

>>> http://cgi.ebay.com/Nvidia-Quadro-NVS-280-AGP-64mb-2x-4x-8x-Dual-Video_W0QQitemZ180032324096QQihZ008QQcategoryZ40161QQrdZ1QQcmdZViewItem

>>>

>>> http://cgi.ebay.com/Nvidia-Quadro-NVS-280-AGP-64mb-2x-4x-8x-Dual-Video_W0QQitemZ180032324980QQihZ008QQcategoryZ40161QQrdZ1QQcmdZViewItem

>>>

>>> http://cgi.ebay.com/NVIDIA-Quadro-NVS280-AGP-64mb-DDR-SDRAM-Excellent_W0QQitemZ260035231225QQihZ016QQcategoryZ40161QQrdZ1QQcmdZViewItem

>>>

>>> http://cgi.ebay.com/NVIDIA-Quadro-NVS280-AGP-64mb-DDR-SDRAM-Excellent_W0QQitemZ260035231225QQihZ016QQcategoryZ40161QQrdZ1QQcmdZViewItem

>>>

>>> http://cgi.ebay.com/NVIDIA-Quadro-NVS280-AGP-64mb-DDR-SDRAM-Excellent_W0QQitemZ260035231225QQihZ016QQcategoryZ40161QQrdZ1QQcmdZViewItem

>>>

>>>Passive cooling, too. Nice and quiet.

>>>

>>>Kim

>>>

>>>"DJ" <notachance@net.net> wrote:

>>>>Kim,

>>>>

>>>>Could you get me the model #'s of those video cards when you get a chance?

>>>>

>>>>thanks, oh moderating one
>>>>
>>>>;o)
>>>>
>>>>"Kim W" <no@way.com> wrote in message news:451c10ca\$1@linux...
>>>>>
>>>>> Hi, DJ.
>>>>> They are the original Quadros. (NVS 280 I think..)
>>>>> Would have to check. Got them some time ago on ebay for next to
>>>>> nothing. These are/were available in PCI and AGP.
>>>>> Yes, sluttage is good!
>>>>> Kim
>>>>>
>>>>> "DJ" <notachance@net.net> wrote:
>>>>> >Ahhhh.....HA!!!soooooo..... you're using 4 monitors as well?
>
>>I
>>>>>missed
>>>>> >that. What kind of dual heads are you using? GEForce 5500's?
>>>>> > BTW, your foray into wretched excess and componentry sluttage has
made
>>>me
>>>>> >proud.
>>>>> >
>>>>> >;o)
>>>>> >
>>>>> >"Kim W" <no@way.com> wrote in message news:451bfec7\$1@linux...
>>>>> >>
>>>>> >> Hi John.
>>>>> >> Never used a Magma. I reckon you could probably even get 5 EDS's
>>>>> >> working, but I need 4 monitors, so one of the pci slots has a
>>>>> >> Nvidia Quadro in it.
>>>>> >> Kim
>>>>> >>
>>>>> >> "John" <no@no.com> wrote:
>>>>> >> >
>>>>> >> >No problems with IRQs? What fun is that? Is 4 the most Paris
can
>>>go
>>>>> >before
>>>>> >> >a Magma chassis is needed? So how are the IRQs on the Magma again
>>>>>with
>>>>> >> 8
>>>>> >> >eds cards? It has one PCI interface card that goes in the host
>pc
>>>and
>>>>> it
>>>>> >> >uses 2(?) irq's and the chassis shares those two across the 8 cards?

>>>>> How
 >>>>> >> >does that work?
 >>>>> >> >
 >>>>> >> >Thanks,
 >>>>> >> >John
 >>>>> >> >
 >>>>> >> >
 >>>>> >> >
 >>>>> >> >
 >>>>> >> >
 >>>>> >> >"Kim W." <no@way.com> wrote:
 >>>>> >> >>
 >>>>> >> >>>A bit hard to find these days, and a bit "old school", but they
 >>are
 >>>>> >still
 >>>>> >> >>>out there.
 >>>>> >> >>>Gigabyte K8NS Ultra 939. Works like a charm with XP and 4 EDS
 cards,
 >>>>> and
 >>>>> >> >>>two dual-head Nvidia VGA's.
 >>>>> >> >>>I Highly recommend it. No problems with IRQ's etc, just plug in
 >>>>> >> >>>all cards, and install XP. Easy.
 >>>>> >> >>
 >>>>> >> >>>Kim
 >>>>> >> >>
 >>>>> >> >>>"Steve L." <slavii@aol.com> wrote:
 >>>>> >> >>>
 >>>>> >> >>>>I am strongly considering building myself a new box and making
 >>the
 >>>>> >switch
 >>>>> >> >>>from 98 to xp. Is there a list of moterboards (or any other
 >>>>hardware)
 >>>>> >> >that
 >>>>> >> >>>works best in running paris on XP. I will only use this computer
 >>>to
 >>>>> >run
 >>>>> >> >>>Paris. And if I have a system with 2 eds cards, one mec, one
 >c16,
 >>>>> is
 >>>>> >> it
 >>>>> >> >>>worth it for me to switch to XP ?
 >>>>> >> >>> I rarely have projects with more than 32 tracks.
 >>>>> >> >>>
 >>>>> >> >>>Thanks,
 >>>>> >> >>>
 >>>>> >> >>>Steve L.
 >>>>> >> >>
 >>>>> >> >
 >>>>> >>

>>>>> >
>>>>> >
>>>>>
>>>>
>>>>
>>>>
>>>
>>
>>

>I'm sure this will be an interesting read.

[http://seattlepi.nwsourc.com/business/287061_applebook30.ht ml](http://seattlepi.nwsourc.com/business/287061_applebook30.html)

I got to meet Steve Wozniak in 2000 when he gave a speech at MacGroup Detroit. www.macgroup.org. He told the story of how he created the first practical PC. the story was vary interesting and his antidotes were vary funny. His father was a rocket scientist/mathematics guy at Raytheon corp., he taught Woz advanced mathematics. Woz use mathematics to shrink down the size of the chips to make a smaller computer that could do more tasks. He also figured out that he could use one chip that could do three things, instead of three chips, and save more space and money. He did things like adding an electric typewriter key board and a CRT monitor.

He changed the world, companies like IBM more than likely, would have kept computers corporate and vary expensive. He made computers more affordable and accessible to everybody. Woz was definitely a whiz kid.Hi DJ

Bingo !!! all is good with the world

Thank you

DOn

ps. Dave...thanks you actually beat DeeJ to the pucnch with the solution by one minute

"DJ" <notachance@net.net> wrote in message news:451eb3ca@linux...

> BTW, I'm off to the store for a while. B'back in about 3 hours. One
> suggestion before I go. If this configuration doesn't work right out of
> the
> chute, save your fxvar file (so your EDS presets are preserved), uninstall
> and reinstall Paris so that the first configuration the new install sees
> is
> this one. IIRC, that's something I had to do, but Paris on XP can be
> quirky
> sometimes. I think Mic Cross had 2 x ADAT modules working in each of 4 X
> MECS.....Brian T. also. I couldn't get this working.....but then
> again,

> those guys are smart.
> ;o)
> Deej
>
>
> "DJ" <notachance@net.net> wrote in message news:451eb26c\$1@linux...
>> That the exact config that worked for me.
>>
>> good luck
>>
>> Deej
>>
>> "Don Nafe" <dnafe@magma.ca> wrote in message news:451eb0c1\$1@linux...
>> > Ok...I'll swap out the Modules in MEC A so that it is
>> >
>> > Slot 1) ADAT
>> > Slot 2) 8 in
>> > Slot 3) 8 out
>> >
>> > I'll get back to you when that is done...1/2 hour or so
>> >
>> > DOn
>> >
>> >
>> > "DJ" <notachance@net.net> wrote in message news:451eb02c\$1@linux...
>> > > Use MEC slot #1 for the ADAT card on all MECs.
>> > >
>> > > "Don Nafe" <dnafe@magma.ca> wrote in message news:451eafd3@linux...
>> > >> Sorry DJ yes it is Win XP
>> > >>
>> > >> Present set up is MEC A - ADAT is in slot 5 (it's original slot)
>> > >> MEC B - ADAT is in Slot 1
>> > >>
>> > >> Should I swap MEC A's ADAT to slot 1 or Slot 3
>> > >>
>> > >> DOn
>> > >>
>> > >> "DJ" <notachance@net.net> wrote in message news:451eaeafd@linux...
>> > >> > Hmmm.....Win XP I'm assuming. Try inserting the ADAT cards in
>> > >> > different
>> > >> > slots-preferably the #1 slots. I actually had 2 x ADAT cards
> working
>> in
>> > >> > MEC
>> > >> > #1 and a single ADAT card working in MECs 2 & 3 back when I was
>> running
>> > >> > Paris on XP. The ADAT cards were in the first two MEC slots on the
>> MEC

>> > > on
>> >> > card A and in the first slot on the MECs on Cards B & C.
>> >> >
>> >> > DeeJ
>> >> >
>> >> >
>> >> > "Don Nafe" <dnafe@magma.ca> wrote in message
> news:451eadce\$1@linux...
>> >> >> 2 MECs with one ADAT module per MEC
>> >> >>
>> >> >> D
>> >> >>
>> >> >> "DJ" <notachance@net.net> wrote in message news:451ea7e4@linux...
>> >> >> > 18/12 is an ADAT module error IIRC. Are you running Paris on
>> >> >> > Win
>> XP?
>> > > If
>> >> >> > so,
>> >> >> > do you have more than one ADAT module "per MEC"? If this is the
>> >> >> > case,
>> >> > this
>> >> >> > is the problem. If you've only got one ADAT module, make sure
> it's
>> >> >> > in
>> >> > the
>> >> >> > MEC attached to Card A.
>> >> >> >
>> >> >> > DeeJ
>> >> >> >
>> >> >> > "Don Nafe" <dnafe@magma.ca> wrote in message
>> news:451ea4da@linux...
>> >> >> >> Okay here's where I am so far
>> >> >> >>
>> >> >> >> 2 EDS cards - Both functioning when Card A is connected to
> single
>> > > MEC
>> >> > A -
>> >> >> >> this has been my set up for several years now.
>> >> >> >>
>> >> >> >> So I buy a second MEC and ADAT card..check to see that both
>> >> >> >> MEC
>> and
>> >> > ADAT
>> >> >> >> card are funct

Subject: Re: still fighting for stability

plugins is much appreciated. On a
>> dual G5 it's very efficient and capable of way more tracks, FX and soft
>
>> synths than even my most overproduced excess would need. The current
>> improvements in stability makes it a workhorse around here. The support
>
>> for both Intel and PowerPC Macs will be extra nice when I get a fast
>> Intel Mac laptop in a few months (holding out for the 64 bit chip).
>>
>> Now that Logic supports the quad boxes, it's just showing off. Naturally
>
>> there are a few more things the Logic team can do to improve it here and
>
>> there, but rumors of its demise are more than a bit premature, folks.
>>
>> Taking nothing away from the other programs which have also been
>> improving lately - and good thing, too.
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>> Cheers,
>> -Jamie
>> <http://www.JamieKrutz.com>
>>
>>
>> LaMont wrote:
>>> Wow!
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>>>> I'm afraid that if Logic Audio does do something Radical Soon (Winter
>>>> Namm2007) there toast..<
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>>>> Apple wasn't even on the list of NAMM exhibitors, last I looked.
>>>>
>>>>
>>>> "LaMont" <jjdpro@ameritech.net> wrote in message news:451e02f1\$1@linux...
>>>>> Hi Jamie,
>>>>> While I'm happy that Logic audio is still in existence, It's really
> losing
>>>>> ground in the DAW market share, as well as Digital Performer. Hummm
> ...I
>>>>> wonder why??
>>>>>
>>>>> Could it be that by closing it's door to the Windows platform, pretty
>>>> sealed
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>>>>>
>>>>> Since Apple gave Intel-mac user's Boot-Camp, they should stop this charade
>>>>> and go back to supporting Both Mac OSX and Windows.

>>>>>
 >>>>> I Love Logic Audio, but when Mr Jobs closed it's doors for us Windows
 >>>> users,
 >>>>> I stopped using the product.
 >>>>> Now, it the Pro Audio production game, logic has lost a lot of it's
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 >>>>> Mac users are using Pro Tools 7x midi sequencer these days.
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 >>>>> Cakewalk Sonar looks more profesional.! Yikes!! Man, what a F....in
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 >>>>>>
 >>>>>> Not that Logic is likely to out of juice on two processors, but I'm
 > sure
 >>>>>> it's fun to watch all the CPU meters moving. :^)
 >>>>>>
 >>>>>> Cheers,
 >>>>>> -Jamie
 >>>>>> <http://www.JamieKruz.com>
 >Hey Jamie good points. I think most if not all former users what Logic Audio

to survive. I certainly do, But, :) we want on our terms. we like apps that we run on both platforms. That way, should one platform oushines the other, no problem, just get the CD/DVD out and load away:)

Seriously, I don;t know is on the minds of Emagic and their love affair with that very dated interface, AND audio editing.. What Gives!!! If Apple can develope a great audio editor in Soundrack Pro, WHY NOT LOGIC!!! I think that one feature item is what really keeping folks from forking over the Bucks for a Mac, then logic audio. Do they (emagic) know how to implement an modern audioeditor?? OR , are so arrogant, that just continue to snub their noses to anybody who keeps suggesting that their interface looks like a dated science project. Even their fellow one time German Daw partner, Magix (Samplitude & Sequioa) have implemented mixer skins that are visually appealing.Giveing their apps a pro look. Looks count. Okay, I digress. It just sickens me to know end as to why they (Apple-Emagic) won't take the bull (Digedesign) by the horns and bring out -once and for all.A Complete-Re-write of Logic Audio. New interface, New Audio engine, new audio editor..very polished..???? Is that too much to ask??? Sheeeshhhh.. They have Apogee, now, give us (hosessitting on the fence) a reason to fork over 900.00 bucks.. I's their call..

Meanwhile, Pre-orders of Cubase4 and Sonar 6 are on steroids. And with a new rumor of a new PLE & M-powered on the horizon, Apple, is starting to look like the minor leagues of Pro Audio, when they were expected to become THE PRO-Tools Killer!!!
What happend??

Jamie K <Meta@Dimensional.com> wrote:

>

>You're probably right that Logic lost some users when the program went
>Mac-only. OTOH, some folks switched to OSX and learned to appreciate the

>change.

>

>For my part I had zero interest in Logic until it went to OSX. So from
>my perspective, dropping MSWindows support was a non-issue.

>

>Seriously, the Mac is no deserted Island. Programs that run on OSX are
>useful tools in a usable and reasonably advanced environment. Programs
>that run on Linux or MSWindows can be useful tools, too. Use what you
>prefer.

>

>I've never lost any sleep fretting over what this or that other studio
>uses. I use whatever fits my needs, preferences and budget. Right now

>that's Logic on OSX (along with some other stuff), in the past it has
>been other programs on other systems. In the future it may be something

>else. It's not about blindly following, I evaluate and choose for myself.
>
>Having been watching this industry for more than a few years, I can tell

>you that every product comes with a "but." I hate to break it to you but

>there is no perfect product. :^)
>
>It's up to each of us to determine if a particular product does what we

>need. If you have specific questions about Logic or OSX, feel free to
>ask and I'll try to answer based on what I do with my system these days.

>I can tell you that for my needs Logic and OSX have developed into
>impressive working tools. They've earned a spot here.
>
>DP is nice, too.
>
>Cheers,
> -Jamie
> <http://www.JamieKrutz.com>
>
>
>
>Lamont wrote:
>> Hey Jamie,
>>
>> I can feel your un-dying love and loyalty to Logic.:) However, I'm only
stating
>> my opinion from the trenches from both small and large studios.
>> When you talk to producers or programmers today and ask about Logic audio,
>> they all answer with "Yeah, I know Logic is cool, BUT....Always the But..
>>
>> They, Logic are on an deserted Island these days. Not supporting the
Windows
>> Platform was a major mistake. And I'm affraid, that If Apple does not
change
>> it's course Sooooooon, Logic will go the way of Studio Vision and so will
>> Digital Performer.
>> Unless Apple starts packaging Logic Pro with every dual Mac(thrown in),
I
>> cant really see them making any market penetration.
>> Jamie K <Meta@Dimensional.com> wrote:
>>> Heh. Yeah, they sit out NAMM sometimes. Apple didn't exhibit at Winter

>>> NAMM when I covered it for MacWEEk a zillion years ago. I dinged 'em
for
>>
>>> it in the mag. The director of music marketing over there was a bit
>>> miffed. Whatever.
>>>
>>> Fact is, Logic has had several updates this year already, including
>>> fixing some moldy bugs that HAD to go. It has finally gotten to the
>>> point where I can actually recommend it.
>>>
>>> The feature set is deep and, frankly, amazing. The included collection

>>> of usable and good to great sounding plugins is much appreciated. On
a
>>> dual G5 it's very efficient and capable of way more tracks, FX and soft
>>
>>> synths than even my most overproduced excess would need. The current

>>> improvements in stability makes it a workhorse around here. The support
>>
>>> for both Intel and PowerPC Macs will be extra nice when I get a fast

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>>>>>> Not that Logic is likely to out of juice on two processors, but I'm
>> sure
>>>>>> it's fun to watch all the CPU meters moving. :^)
>>>>>>
>>>>>> Cheers,
>>>>>> -Jamie
>>>>>> <http://www.JamieKrutz.com>
>> You know that's funny.
Most Australians don't / won't drink Fosters...sure says something for their
OS marketing though, doesn't it?
BTW, I think those 1 litre cans were only for export or made OS. Don't
remember them here.
--
Martin Harrington
www.lendaneer-sound.com

"DJ" <notachance@net.net> wrote in message news:451f17c1\$1@linux...
> I used to drink Fosters in another life.....those big litre steel
> cans.
> Man, those things got soooooo rank with the metallic aftertaste once they
> had been chilled and then warmed up a bit.....which was always a good
> excuse to drink 'em quick.
>
> Yikes!!! ;o)
>
>
> "Martin Harrington" <lendan@bigpond.net.au> wrote in message
> news:451eef22\$1@linux...
>> From what I can recall, the average Aussie now drinks more wine than
>> beer.
>> Gotta save those 'little creatures'.
>> --
>> Martin Harrington
>> www.lendaneer-sound.com
>>
>> "DJ" <notachance@net.net> wrote in message news:451e9484\$1@linux...
>> > Crikey! Actually, I'd probably fit right in with the fauna. When I was

>> > a
 >> > kid, I had a minizoo with snakes, alligators, turtles aanything else I
 >> > could
 >> > catch in the local billabong. I did stop drinking over 15 years ago.
 >> > Can
 > I
 >> > be an honorary Aussie and not drink beer? I suppose there may be other
 >> > kinds
 >> > of *little creatures* you could bring to a pub, but ingesting them
 >> > might
 >> > cause problems/get you arrested.
 >> >
 >> > ;o)
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 >> >> >
 >> >> > "Kim W." <no@way.com> wrote:
 >> >> >>Kenoath!!
 >> >> >>(I speak for both us Kims)
 >> >> >
 >> >> > ROTLF!! Indeed he does. ;o)
 >> >> >
 >> >> > Cheers,
 >> >> > Kim.
 >> >> >
 >> >> >
 >> >> >
 >> >> >
 >> >> >>Kim W
 >> >> >>
 >> >> >>"DJ" <notachance@net.net> wrote:
 >> >> >>>I was wondering what that Holden was doing in my driveway and why
 > I've
 >> >> > been
 >> >> >>referring to gasoline as being "petrol" lately.
 >> >> >>>Well, at least I have been paying fewer pence for it lately. If I'm
 >> > you,
 >> >> >>>then I can say cool stuff like "stone the crows" and it will be OK,
 >> >> >>>right?

>> >> >>>
>> >> >>>;O)
>> >> >>>
>> >> >>>"Kim" <hiddensounds@hotmail.com> wrote in message
>> >> >>>news:451deecc\$1@linux...
>> >> >>>>
>> >> >>>>
>> >> >>>> Well I have no idea what Kim W looks like, as we have never been
> in
>> > the
>> >> >>>same
>> >> >>>> room together at the same time to my knowledge...
>> >> >>>>
>> >> >>>> ...hmm, never been seen in the same room at the same time eh?
> Hmm...
>> >> >>>>
>> >> >>>> ...though I am also about 5'9" and my hair these days somewhat
>> >> >>>"cueball'esque"...
>> >> >>>> so perhaps we are the same person. I hear we've never been seen
> in
>> >> > the
>> >> >>>> same room at the same time either... ;o)
>> >> >>>>
>> >> >>>> ...though if we are the same person, who was I talking to on the
>> > phone
>> >> >>the
>> >> >>>> other week... ...maybe my medication isn't working... ;o)
>> >> >>>>
>> >> >>>> ...and where the hell did I put those distressors?
>> >> >>>>
>> >> >>>> ;o)
>> >> >>>>
>> >> >>>> Cheers,
>> >> >>>> Kim.
>> >> >>>>
>> >> >>>>
>> >> >>>> "DJ" <notachance@net.net> wrote:
>> >> >>>> >Well, I've met Doug Wellington and he's about 6'4". I'm 5'9". He
>> > also
>> >> >>has
>> >> >>>> >hair down to his waist and I'm cueball'esque so there wouldn't
>> >> >>>> >be
>> > much
>> >> >>in
>> >> >>>> >the way of mistaking us for each other.....oh
>> >> >>>> >yeah.....he's
>> >> >>>>*really*
>> >> >>>> >incredibly-as in genius level, smart as well so there's another

>> >> >>>> >dissimilarity. I'm not going to start talking about clothes,
>> >> >>>>toothbrushes,
>> >> >>>> >etc. That's too gross. where'd you get that stuff anyway?
>> >> >>>> >
>> >> >>>> >;o)
>> >> >>>> >
>> >> >>>> >"Kim" <

Subject: Re: still fighting for stability
Posted by [Deej \[1\]](#) on Sat, 16 Sep 2006 15:34:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

und.com
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 > > >> news:451dfe0f\$1@linux...
 > > >> >
 > > >> > "Kim W." <no@way.com> wrote:
 > > >> >>Kenoath!!
 > > >> >>(I speak for both us Kims)
 > > >> >
 > > >> > ROTLF!! Indeed he does. ;o)
 > > >> >
 > > >> > Cheers,
 > > >> > Kim.
 > > >> >
 > > >> >
 > > >> >
 > > >> >
 > > >> >>Kim W
 > > >> >>
 > > >> >>"DJ" <notachance@net.net> wrote:
 > > >> >>>I was wondering what that Holden was doing in my driveway and why
 > > I've
 > > >> > been
 > > >> >>>referring to gasoline as being "petrol" lately.
 > > >> >>>Well, at least I have been paying fewer pence for it lately. If
 I'm
 > > > you,
 > > >> >>>then I can say cool stuff like "stone the crows" and it will be
 OK,
 > > >> >>>right?
 > > >> >>>
 > > >> >>>;O)
 > > >> >>>
 > > >> >>>"Kim" <hiddensounds@hotmail.com> wrote in message
 > > >> >>>news:451decc\$1@linux...
 > > >> >>>>

> > > >>>
 > > > >>> Well I have no idea what Kim W looks like, as we have never
 been
 > > in
 > > > the
 > > > >>>same
 > > > >>> room together at the same time to my knowledge...
 > > > >>>
 > > > >>> ...hmm, never been seen in the same room at the same time eh?
 > > Hmm...
 > > > >>>
 > > > >>> ...though I am also about 5'9" and my hair these days somewhat
 > > > >>>"cueball'esque"...
 > > > >>> so perhaps we are the same person. I hear we've never been
 seen
 > > in
 > > > > the
 > > > >>> same room at the same time either... ;o)
 > > > >>>
 > > > >>> ...though if we are the same person, who was I talking to on
 the
 > > > phone
 > > > >>the
 > > > >>> other week... ...maybe my medication isn't working... ;o)
 > > > >>>
 > > > >>> ...and where the hell did I put those distressors?
 > > > >>>
 > > > >>> ;o)
 > > > >>>
 > > > >>> Cheers,
 > > > >>> Kim.
 > > > >>>
 > > > >>>
 > > > >>> "DJ" <notachance@net.net> wrote:
 > > > >>> >Well, I've met Doug Wellington and he's about 6'4". I'm 5'9".
 He
 > > > also
 > > > >>has
 > > > >>> >hair down to his waist and I'm cueball'esque so there wouldn't
 > > > >>> >be
 > > > much
 > > > >>in
 > > > >>> >the way of mistaking us for each other.....oh
 > > > >>> >yeah.....he's
 > > > >>>*really*
 > > > >>> >incredibly-as in genius level, smart as well so there's
 another
 > > > >>> >dissimilarity. I'm not going to start talking about clothes,

> > > >>toothbrushes,
 > > > >>> >etc. That's too gross. where'd you get that stuff anyway?
 > > > >>>> >
 > > > >>>> >;o)
 > > > >>>> >
 > > > >>>> >"Kim" <hiddensounds@hotmail.com> wrote in message
 > > > >>>> >news:451de552\$1@linux...
 > > > >>>> >>
 > > > >>>> >> "DJ" <notachance@net.net> wrote:
 > > > >>>> >> >Yeah, OK, but are you really Kim.....or are you Kim?
 > > > >>>> >>
 > > > >>>> >> Well that is the question. And are you DeeJ? And who is this
 > > > Animix
 > > > >>>fellow
 > > > >>>> >> who was posting a while back... and this guy Doug, how
 does
 > > he
 > > > fit
 > > > >>>into
 > > > >>>> >> the picture? And do Doug Wellington's clothes fit this
 Animix
 > > > >>>> >> guy?
 > > > >>>> >>
 > > > >>>> >> All these questions and more... ;o)
 > > > >>>> >>
 > > > >>>> >> Cheers,
 > > > >>>> >> Kim.
 > > > >>>> >>
 > > > >>>> >> >
 > > > >>>> >> >;o)
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 > > > >>>> >> >"Kim" <hiddensounds@hotmail.com> wrote in message
 > > > >>>> >news:451da750\$1@linux...
 > > > >>>> >> >>
 > > > >>>> >> >> "DJ" <notachance@net.net> wrote:
 > > > >>>> >> >> >If I don't have whatever this is, I will die.
 > > > >>>> >> >>
 > > > >>>> >> >> Hehe, it's an oldie, but it still made me LOL. ;o)
 > > > >>>> >> >>
 > > > >>>> >> >> ...because I know it's true. ;o)
 > > > >>>> >> >>
 > > > >>>> >> >> Cheers,
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 > > > >>>> >> >> >
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>Well Emapple HAVE been rewriting Logic, it's improved significantly during the time I've been using it.

Have you been following the updates over the last couple of years? First they added a ton of good to great FX and instrument plugins and some new features. Then they went back and did some UI cleanup, audio engine remodeling and bug fixing. What exact additional features do you desire? What, exactly, do you find missing? What part of the current audio track editing or waveform editing don't you like?

Regarding MSWindows - I understand that's an issue for some folks (particularly those who didn't switch when Logic went OSX-only), but really, this is not an issue for everyone. It's kinda late in the game to still be complaining about that, either switch to OSX (a very good OS) or give up on Logic and know that just because you gave up doesn't mean it hasn't improved tremendously and people aren't using and liking the current version - it's a much better program on OSX today than it was on MSWindows four years ago, or however long it's been. For that matter it's a much better program on OSX today than it was on MacOS 9. I'm no fan of either OS 9 or MSWindows for my own OS snob reasons, but OSX doesn't suck too badly (high compliment).

At this point I'm OK with seeing the development team continue to optimize Logic for OSX as they continue to rewrite and update code. If there's a problem I can complain to a single company to fix it - as I did when the Apple rep came to town earlier this year. Whether that had anything to do with it or not, the bugs I complained about got fixed.

I would like to see Emapple continue the process of moving things from the Environment and into the Arrange window. The manual control in the Environment is powerful, but some of that could be made easier and put into the Arrange. It's not a prob for me, I know my way around the Environment enough to do what I need to do but it would help with the

learning curve for new users to keep up that trend - they've already done some things toward that end.

I do like that I can arrange multiple mixer windows however I want them, size the Arrange window to fit, add a transport and I have a really good view of the project on my 24" widescreen monitor. Views are automatic and I sometimes use multiple views to arrange windows for different tasks, but for the most part one view and a big monitor is golden. They've improved things tremendously by letting users drag plugins around on the GUI and allowing whole racks of FX to be saved and recalled. I would say the interface is not "dated" so much as "really, efficient." I'd hate to see them lose that efficiency in an effort to be glitzier.

The color scheme is OK with me but I can see where you might like to have control over that. When the color scheme hacks came out for PARIS I thought they were interesting but there again, I was OK with the color scheme for PARIS.

The main questions for me are does it do what I need, within budget, and does it sound good. Yes to both. In fact it exceeds what I need. At this point I really appreciate the power on my studio desktop.

Again, there are other systems that also work well. A lot of folks like Nuendo/Cubase, the new Cubase looks great. The new Digital Performer also looks great, Etc. If my needs were different I'd still be using PARIS - it does a lot, just falls short with MIDI and has a few other limitations, but within those limitations it's a very usable system.

Cheers,
-Jamie
<http://www.JamieKrutz.com>

LaMont wrote:

> Hey Jamie good points. I think most if not all former users want Logic Audio
> to survive. I certainly do, But, :) we want on our terms. we like apps that
> we run on both platforms. That way, should one platform outshine the other,
> no problem, just get the CD/DVD out and load away:)
>
> Seriously, I don't know is on the minds of Emagic and their love affair with
> that very dated interface, AND audio editing.. What Gives!!! If Apple can
> develop a great audio editor in Soundtrack Pro, WHY NOT LOGIC!!.. I think
> that one feature item is what really keeping folks from forking over the
> Bucks for a Mac, then Logic Audio. Do they (Emagic) know how to implement
> a modern audio editor?? OR, are so arrogant, that just continue to snub
> their noses to anybody who keeps suggesting that their interface looks like
> a dated science project. Even their fellow one time German Daw partner, Magix

> (Samplitude & Sequioa) have implemented mixer skins that are visually appealing. Giving
> their apps a pro look. Looks count. Okay, I digress. It just sickens me to
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>> been other programs on other systems. In the future it may be something
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>> else. It's not about blindly following, I evaluate and choose for myself.
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>> Having been watching this industry for more than a few years, I can tell
>
>> you that every product comes with a "but." I hate to break it to you but
>
>> there is no perfect product. :^)
>>
>> It's up to each of us to determine if a particular product does what we
>

>> need. If you have specific questions about Logic or OSX, feel free to
>> ask and I'll try to answer based on what I do with my system these days.
>
>> I can tell you that for my needs Logic and OSX have developed into
>> impressive working tools. They've earned a spot here.
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>"Kim W" <no@way.com> wrote:

Subject: Re: still fighting for stability

Posted by [uptown jimmy](#) on Sat, 16 Sep 2006 16:58:48 GMT

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like

>> a dated science project. Even their fellow one time German Daw partner, Magix

>> (Samplitude & Sequioa) have implemented mixer skins that are visually appealing. Giveing

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 >> Jamie My Logic Audio Buddy..An even better example of the level of audio editing,
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I heard a rumor that most of the German(emagic)team is not leading the Logic
 Audio development team. That it's all Apple developers? Is this true?

http://www.apple.com/finalcutstudio/quicktours/?quicktours/audio/qt_stpro_2_restoration

"LaMont" <jjdpro@ameriech.net> wrote:

>

>Hey Jamie, I pretty much know that you have no problems nor reservations on
>Logic Audio. However, to answer your question

>

>"Then they went back and did some UI cleanup, audio engine remodeling and
>bug fixing. What exact additional features do you desire? What, exactly,
>do you find missing? What part of the current audio track editing or waveform
>editing don't you like? in its current state . . ."

>

>Jamie have a look at a current running thread on gearsllutz.com concerning
>Logic Audio 8: <http://www.gearsllutz.com/board/showthread.php?t=87812&highlight=Logic+Audio>

>

>The overwhelmingly wanted is a sleek playing field that's not clunky, and more
>like Pro Tools and Nuendo. How about some of the slick right-mouse clicking
>features found in Nuendo? Not to mention all of its menu driven editing..Logic
>audio is not in this league at all. When they should be.

>

>But, as long as Logic & DP continue down their MIDI first/Audio secondary
>mind-set, then both will continue to lose market share. Both Apps need complete
>re-write from scratch. I thought I never say this but, Apple should scrap
>this version of Logic 7.x and go build off Soundtrack Pro with the addition
>of Final-Cut Pro, which would yield a Nuendo like app..That would be worth
>\$900.00 bucks.

>Just to clarify. You ask what I don't like about Logic? The answers can
be

>found in SoundTrack Pro sleek modern, but powerful audio editing. If Apple
>decides to join Final cut and Soundtrack together, and start phasing out
Logic(Vintage)7.x,

>then that alone would increase market excitement ten-fold.

>

>But, to keep applying band-aids for an antiquated, but powerful MIDI-audio
>sequencer is ludicrous at best. At its core, it's a MIDI sequencer first
>and an audio recorder second. That combination does not sit well today. Most
>of us want a serious, sleek audio engine first, with a good sequencer..That's
>all.. Yes, I know that there are folks like you, and me, who have dedicated
Sequencing

>machines, but not everyone..

>

>Note: My last version of Logic on Windows 5.5 was and still is smokin!! Very
>stable running on an AMD Xp2800 machine with M-audio cards using the EASI
>drivers. My Windows version outperformed my G4-500, and our Studios Dual867
>G4(so much for the Mac hype). On a PC, I can run full (say 20+ vstis)
>on a given session with about 50 audio tracks..with verbs. The Macs would

>choke everytime we tried doing soemthing like that..

>

>Now, with Intel dual cores)Logic can run some serious amount of plugins.Hummm..

>Even Quad G5 can't run with Intel Macs.. Mac Hype all the way to PC land..

>My point, Pc's have always ran Logic better than nay Mac. I should know,

>I run both..

>

>Same with Mac OSX..Nice OS, but very very Bloated. More bloated than WinXP.

>To me and others, Windows outperforms OSX on most DAWs..Especially Pro-Tools..It's

>not even a funny.

>Now that we are all running PCs (Intels & Amds), we can all have the great

>performance that only Steve JObs promised us. "':)

>

>Jamie K <Meta@Dimensional.com> wrote:

>>

>>Well Emapple HAVE been rewriting Logic, it's improved significantly

>>during the time I've been using it.

>>

>>Have you been following the updates over the last couple of years? First

>

>>they added a ton of good to great FX and instrument plugins and some new

>

>>features. Then they went back and did some UI cleanup, audio engine

>>remodeling and bug fixing. What exact additional features do you desire?

>

>>What, exactly, do you find missing? What part of the current audio track

>

>>editing or waveform editing don't you like?

>>

>>Regarding MSWindows - I understand that's an issue for some folks

>>(particularly those who didn't switch when Logic went OSX-only), but

>>really, this is not an issue for everyone. It's kinda late in the game

>>to still be complaining about that, either switch to OSX (a very good

>>OS) or give up on Logic and know that just because you gave up doesn't

>>mean it hasn't improved tremendously and people aren't using and liking

>

>>the current version - it's a much better program on OSX today than it

>>was on MSWindows four years ago, or however long it's been. For that

>>matter it's a much better program on OSX today than it was on MacOS 9.

>>I'm no fan of either OS 9 or MSWindows for my own OS snob reasons, but

>>OSX doesn't suck too badly (high compliment).

>>

>>At this point I'm OK with seeing the development team continue to

>>optimize Logic for OSX as they continue to rewrite and update code. If

>>there's a problem I can complain to a single company to fix it - as I
>>did when the Apple rep came to town earlier this year. Whether that had
>
>>anything to do with it or not, the bugs I complained about got fixed.
>>
>>I would like to see Emapple continue the process of moving things from

>>the Environment and into the Arrange window. The manual control in the

>>Environment is powerful, but some of that could be made easier and put

>>into the Arrange. It's not a prob for me, I know my way around the
>>Environment enough to do what I need to do but it would help with the
>>learning curve for new users to keep up that trend - they've already
>>done some things toward that end.
>>
>>I do like that I can arrange multiple mixer windows however I want them,
>
>>size the Arrange window to fit, add a transport and I have a really good
>
>>view of the project on my 24" widescreen monitor. Views are automatic
>>and I sometimes use multiple views to arrange windows for different
>>tasks, but for the most part one view and a big monitor is golden.
>>They've improved things tremendously by letting users drag plugins
>>around on the GUI and allowing whole racks of FX to be saved and
>>recalled. I would say the interface is not "dated" so much as "really,

>>efficient." I'd hate to see them lose that efficiency in an effort to be
>
>>glitzier.
>>
>>The color scheme is OK with me but I can see where you might like to
>>have control over that. When the color scheme hacks came out for PARIS
I
>
>>thought they were interesting but there again, I was OK with the color

>>scheme for PARIS.
>>
>>The main questions for me are does it do what I need, within budget, and
>
>>does it sound good. Yes to both. In fact it exceeds what I need. At this
>
>>point I really appreciate the power on my studio desktop.
>>
>>Again, there are other systems that also work well. A lot of folks like
>

>>Nuendo/Cubase, the new Cubase looks great. The new Digital Performer
>>also looks great, Etc. If my needs were different I'd still be using
>>PARIS - it does a lot, just falls short with MIDI and has a few other
>>limitations, but within those limitations it's a very usable system.
>>
>>Cheers,
>> -Jamie
>> <http://www.JamieKrutz.com>
>>
>>
>>LaMont wrote:
>>> Hey Jamie good points. I think most if not all former users want Logic
>Audio
>>> to survive. I certainly do, But, :) we want on our terms. we like apps
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>>> know end as to why they (Apple-Emagic) won't take the bull (Digidesign)
>by
>>> the horns and bring out -once and for all. A Complete-Re-write of Logic
>Audio.
>>> New interface, New Audio engine, new audio editor..very polished..????
>Is
>>> that too much to ask??? Sheeeshhhh..
>>> They have Apogee, now, give us (hossesitting on the fence) a reason to
>fork
>>> over 900.00 bucks.. I's their call..
>>>

>>> Meanwhile, Pre-orders of Cubase4 and Sonar 6 are on steroids. And with
>a
>>> new rumor of a new PLE & M-powered on the horizon, Apple, is starting
>to
>>> look like the minor leagues of Pro Audio, when they were expected to
become
>>> THE PRO-Tools Killer!!!
>>> What happend??
>>>
>>>
>>>
>>>
>>>
>>> Jamie K <Meta@Dimensional.com> wrote:
>>>> You're probably right that Logic lost some users when the program went
>
>>>> Mac-only. OTOH, some folks switched to OSX and learned to appreciate
>the
>>>
>>>> change.
>>>>
>>>> For my part I had zero interest in Logic until it went to OSX. So from
>
>>>> my perspective, dropping MSWindows support was a non-issue.
>>>>
>>>> Seriously, the Mac is no deserted Island. Programs that run on OSX are
>
>>>> useful tools in a usable and reasonably advanced environment. Programs
>
>>>> that run on Linux or MSWindows can be useful tools, too. Use what you
>
>>>> prefer.
>>>>
>>>> I've never lost any sleep fretting over what this or that other studio
>
>>>> uses. I use whatever fits my needs, preferences and budget. Right now
>
>>>> that's Logic on OSX (along with some other stuff), in the past it has
>
>>>> been other programs on other systems. In the future it may be something
>>>
>>>> else. It's not about blindly following, I evaluate and choose for myself.
>>>>
>>>> Having been watching this industry for more than a few years, I can
tell
>>>
>>>> you that every product comes with a "but." I hate to break it to you
>but

>>>
>>>> there is no perfect product. :^)
>>>>
>>>> It's up to each of us to determine if a particular product does what
>we
>>>
>>>> need. If you have specific questions about Logic or OSX, feel free to
>
>>>> ask and I'll try to answer based on what I do with my system these days.
>>>
>>>> I can tell you that for my needs Logic and OSX have developed into
>>&

Subject: Re: still fighting for stability
Posted by [uptown jimmy](#) on Sat, 16 Sep 2006 18:49:54 GMT
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and good thing, too.
>>>>>
>>>>> Cheers,
>>>>> -Jamie
>>>>> <http://www.JamieKrutz.com>
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>>>>> LaMont wrote:
>>>>>> Wow!
>>>>>> "DJ" <notachance@net.net> wrote:
>>>>>>> I'm afraid that if Logic Audio does do something Radical Soon (Winter
>>>>>>> Namm2007) there toast..<
>>>>>>>
>>>>>>> Apple wasn't even on the list of NAMM xhbitors, last I looked.
>>>>>>>
>>>>>>>
>>>>>>> "LaMont" <jjdpro@ameritech.net> wrote in message news:451e02f1\$1@linux...
>>>>>>> Hi Jamie,
>>>>>>> While I'm happy that Logic audio is still in existence, It's really
>>>>> losing
>>>>>>> ground in the DAW market share, as well as Digital Performer. Hummm
>>>>> ...I
>>>>>>> wonder why??
>>>>>>>
>>>>>>> Could it be that by closing it's door to the Windows platform,
pretty
>>>>>>> sealed
>>>>>>> their fate???
>>>>>>>
>>>>>>> Since Apple gave Intel-mac user's Boot-Camp, they should stop this


```

>>> charade
>>>>>>> and go back to supporting Both Mac OSX and Windows.
>>>>>>>
>>>>>>> I Love Logic Audio, but when Mr Jobs closed it's doors for us Windows
>>>>>>> users,
>>>>>>> I stopped using the product.
>>>>>>> Now, it the Pro Audio production game, logic has lost a lot of
it's
>>>>>>> luster.
>>>>>>> Mac users are using Pro Tools 7x midi sequencer these days.
>>>>>>> And, I still say that Logic's main problem is that their Programmers
>>>> are
>>>>>>> beholden to that 1994 GUI. By todays standards, it just does not
>play.
>>>>>>> Even
>>>>>>> Cakewalk Sonar looks more profesional.! Yikes!! Man, what a F....in
>>>> waste
>>>>>>> in what is still thee best sequencer in the world..But, when you
>stop
>>>>>>> evolving,
>>>>>>> you die.. I'm afraid that if Logic Audio does do something Radical
>>> Soon
>>>>>>> (Winter
>>>>>>> Namm2007) there toast..
>>>>>>>
>>>>>>> Bright-Side: They are struck this monumental joint agreement with
>>> Apogee
>>>>>>> with the those PCI-E cards and Firewire interface. Nice. Problem:
>>> Apogee
>>>>>>> does not know how to write good drivers, at least firewire drivers.
>>>>>>> Soundtrack
>>>>>>> Pro looks and runs and behaves like a modern pro DAW app should
>run.
>>>>> I
>>>>>>> hope
>>>>>>> and proay that we are looking at the the Future of Logic Audio/via
>>>>>>> Soundtrack
>>>>>>> Pro..Pleaseeee... :)
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>> Jamie K <Meta@Dimensional.com> wrote:
>>>>>>>> http://www.versiontracker.com/dyn/moreinfo/macosx/24742
>>>>>>>>
>>>>>>>> Finally. Doesn't matter for me (dual processor) but for those
who

```

>>> have
>>>>>>>> been using quad boxes this is a welcome update.
>>>>>>>>
>>>>>>>> Not that Logic is likely to out of juice on two processors, but
>I'm
>>>>> sure
>>>>>>>> it's fun to watch all the CPU meters moving. :^)
>>>>>>>>
>>>>>>>> Cheers,
>>>>>>>> -Jamie
>>>>>>>> <http://www.JamieKrutz.com>
>>>
>Using Cubase SX as a standalone FX processor for Paris only:

I set the latency in my RME control panel to 1024 so I could add send VST FX to Paris auxes without having too much latency (predelay) in a reverb while not stressing the Cubase VST engine to the point of getting dropouts during processing when using my dualcore 4400 CPU on lots of tracks being processed thru Paris inserts.

InCubase SX, create a mono input and output bus
Add a mono track and assign this bus to the input and output
Patch a Paris ADAT I/O to an RME ADAT I/O
Add an audio track to a Paris channel and set up an external insert on this track
Route the Paris ADAT I/O that is interfacing with the RME I/O to the inserts on that channel in the virtual patchbay.
In Cubase SX, enable monitoring with FX on the audio channel you will be using to process the Paris track
Insert a UAD-1 plugin on the Cubase audio channel and enable it for processing.
Slide the Paris audio track back (to the left) by 50ms and hit play
The track will be looped through the Cubase audio channel and the UAD-1 processor without audible flammings/phasing
Add another UAD-1 plugin to the Cubase insert rack on this channel and slide the Paris track back another 50 ms
The Paris track should still play back without flammings/phasing and now it is being processed by two plugins.

Basically, what I *think* I've found here is a way to compensate Paris tracks by a known (and small-50ms) increment *per UAD-1 plugin* without having to chase it around with Sampleslide while giving Cubase SX enough buffer to keep from choking down while processing audio in real time as a standalone processor.

Increasing the buffers in SX results in more latency *per plugin*.....and inversely, decreasing the buffers results in less. For my particular rig/CPU capabilities, 1024 seems to be the magic number for

achieving a very simple means of latency compensation using Paris and UAD-1 plugins without having to stream all tracks in a project from Cubase to Paris in order to process them with VST plugins with zero latency in Paris. Doing this is very time consuming and mixing on two DAWs, even with the incredible flexibility, it just such a hassle sometimes that I just sit there and look at it and don't want to go there sometimes. Another cool thing is, so far, my testing shows that Drumagog is exhibiting the same latency in Cubase SX as the UAD-1 plugins. This *may* be indicative of a *set latency increment* that may apply to all VST plugins. That may not be such a big deal since Paris handles VST plugins pretty easily, but I'm running Win ME on my Paris rig and some more recent VST plugins only run on XP. This gives me a means of using these plugs in Paris with a known (and simple) latency increment to work with.

I have processed a kick drum with Drumagog in the first Cubase insert, the Neve 1073 in the second one and the Fairchild in the third one and sliding the Paris track 3 x 50ms. No audible flanging when running a parallel copy of the track unprocessed.

Also, a very generous Parisite offered to loan me 3 x EDS cards and an IF 442 today and another smart Parisite may have just come up with a solution to getting multiple ADAT cards happening reliably with multiple MECs so me and Igor are gonna' be in the lab next weekend with the beakers bubbling.

;o)OK.....this is cool. It appears that by lowering my buffers in my RME control panel from 1024 to 512, the latency in increments in Paris can be adjusted in 25ms increments per plugin rather than 50ms. Makes sense, but I sometimes don't expect things to make sense with Paris and it's screwy millisecond increments so this is a welcome revelation. I'm just using my ears at this point, not doing any actual bounces in order to achieve *exact* sample accuracy between tracks, but if I'm close enough that I don't hear any flanging/phasing, then I'm happy so far. I'm going to have to try this on a project with heavy track count to see if things start sounding sloppy though. My 4400 x 2 dual core is handling these chores nicely in Cubase at 512ms latency. That seems to be the break point on my system. I'll be getting my head around exactly how I want to configure Cubase sends with Paris auxes in this particular working scenario tomorrow.

Deej

"DJ" <notachance@net.net> wrote in message news:451f53e9@linux...
> Using Cubase SX as a standalone FX processor for Paris only:
>
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> to getting multiple ADAT cards happening reliably with multiple MECs so me
> and Igor are gonna' be in the lab next weekend with the beakers bubbling.
>
> ;o)
>
>
>Hey Lamont,

I think we're getting to the essence. Thanks for the discussion.

LaMont wrote:

> Hey Jamie, I pretty much know that you have no problems nor reservations on
> logic audio.

Not quite true. There is always room for improvement and I listed a couple of things. Over the years I've had some major criticisms. However, I don't mind sharing that things in Logic-land have gotten significantly brighter recently, it's not the bleakness you think, I think.

However, to answer your question

>
> "Then they went back and did some UI cleanup, audio engine remodeling and
> bug fixing. What exact additional features do you desire? What, exactly,
> do you find missing? What part of the current audio track editing or waveform
> editing don't you like?io in it's current state . :"
>
> Jamie have a look at a current running thread on gearslutZ.com concerning
> Logic Audio 8: <http://www.gearslutZ.com/board/showthread.php?t=87812&highlight=Logic+Audio>

There are always wishlists for every version of every program. You could

find discussions like this about ProTools, Nuendo, Cubase, etc. There's more such discussion about Logic at OSXAudio.com. This is OK. From wishes come good things.

> The overwhelmingly want is a sleek plaining field that's not clunky, and more
> like Pro Tools and Nuendo. How about some of the slick right-mouse clicking
> features found in Nuendo? Not to mention all of it's menu driven editing..Logic
> audio is not in this leauge at all. When they should be.

I don't use Nuendo so if you could be specific maybe I can help you find out if the features you want have been added.

It even looks like some of those cats want Pro-Tools to be more like Nuendo, which just goes to show that there is no perfect product. Logic is not alone in having room to improve, and not alone in being pretty capable as is, for that matter.

In the Arrange window, right clicking in Logic lets you select different editing tools from a popup iconic menu.

There are some places where a long click is still used and right clicking should be substituted in a future upgrade, for example, to assign an audio channel. But that's a minor nit.

Some of those cats are complaining about take management...I manage multiple takes by having them all on different instances of the same track. This is automatic if you record in loop mode. So comping is not difficult, it's similar to Free Form in PARIS. What else am I missing?

> But, as long as Logic & DP Continue down their Midi first/Audio secondary
> mind-set, then both will continue to lose market share. Both Apps new complete

The audio features I need exist in Logic. I'm sure more refinement could be done that would wow me, but at the same time I don't see huge gaping holes in the current feature set.

I do similar kinds of editing in Logic now that I used to do in PARIS. I do similar Free Form style recording without needing an exclusive mode for it. I do similar crossfade editing, trimming, etc. All very fast. Some of this functionality is new from updates over the last couple of years so maybe you haven't had the chance to experience it.

> re-write from scratch. I thought I never say this but, Apple should scrap
> this versio of Logic 7.x and go build off Sountrack Pro with the addition
> of Final-Cut Pro, which would yield a Nuendo like app..That would be worth

> \$900.00 bucks.

Or just buy Nuendo if you prefer its feature set. Why not? Choice is good. :^)

> Just to clarify. You ask what I don't like about Logic? The answers can be
> found in SoundTrack Pro sleek modern, but powerful audio editing. If Apple
> decides to join Final cut and Sountrack together, and start phasing out Logic(Vintage)7.x,
> then that along would increase market excitement ten-fold.

I disagree. I have SoundTrack Pro. For composing and recording music tracks I prefer Logic. Have you used SoundTrack Pro or the CURRENT version of Logic?

I'm sure there could be some useful cross-pollenization opportunities, heck Soundtrack is probably based on Logic, but it would be foolish to kill off Logic's deep feature set in favor of the features of a program intended as the audio-for-video sweetening partner for Final Cut Pro.

> But, to keep applying band-aids for an antiquated, but powerful midi-audio
> sequencer is ludicrous at best. At its core, it's a Midi sequencer first
> and an audio recorder second. That combination does not sit well today. Most
> of us want a serious, sleek audio engine first, with a good sequencer.. That's
> all.. Yes, I know that there are folks like you, and me, who have dedicated Sequencing
> machines, but not everyone..

If you mean a dedicated MIDI sequencing machine, I don't have a dedicated sequencing machine. A single computer running one program for audio, MIDI and soft synths is a great setup. In that way Logic simplifies my life. Heck, even DJ is starting to dream of simplifying.

Mind you I didn't used to praise Logic so much. I call 'em as I see 'em and Logic has had some significant bugs in the past. But it has also progressed in major ways. Having been there for the progression I can appreciate where it is, finally, today. I'm trying really hard to understand why I should hate it now. :^)

> Note: My last version of Logic on windows 5.5 was and still is smokin!! Very
> stable running on an AMD Xp2800 machine with M-audio cards using the EASI
> drivers. My windows version outperformed my G4-500, and our Studios Dual867
> G4 (so much for the Mac hype). On a PC, I can run full (say 20+ vstis)
> on a given session with about 50 audio tracks.. with verbs. The macs would
> choke everytime we tried doing something like that..

Macs from the last several years (G5 or Intel) do not choke on large

projects with Logic.

- > Now, with Intel dual cores)Logic can run some serious amount of plugins.Hummm..
- > Even Quad G5 can't run with Intel Macs.. Mac Hype all the way to PC land..
- > My point, Pc's have always ran Logic better than nay Mac. I should know,
- > I run both..

As far as Logic is concerned, my several year old dual 2.5GHZ G5 is plenty fast. My previous G4 wasn't bad but I had to freeze tracks to keep it in the game (nice feature, that).

- > Same with Mac OSX..Nice OS, but very very Bloated. More bloated than WinXP.
- > To me and others, Windows outperforms OSX on most DAWS..Especially Pro-Tools..It's
- > not even a funny.

Heh. No problem, you like MSWindows so enjoy. To each their own bloat. ;^)

Logic is pretty optimized for OSX at this point. Too bad we don't live close or I'd give you a demo and you could tell me all the things this system can't do, while it's doing them. :^)

- > Now that we are all running PCs (Intels & Amds), we can all have the great
- > performance that only Steve JObs promised us. "(:)

Man, ol' Steve really bit it with the 3GHZ prediction for the G5 when IBM didn't deliver. And then he took a u-turn with Intel to keep the hardware speed up, a risky move. But Apple pulled it off. Now that new Macs are all Intel, we can compare on the basis of software performance and design.

BTW I was not thrilled with the switch to Intel. But it looks like it will pay off on the laptop side. On the desktop side I think this G5 system has a few years of life in it yet, at least for music production. For animation, I might be tempted by an 8 core system next year...

Cheers,
-Jamie
<http://www.JamieKrutz.com>

- > Jamie K <Meta@Dimensional.com> wrote:
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Subject: Re: still fighting for stability
Posted by [Deej \[1\]](#) on Sat, 16 Sep 2006 20:41:06 GMT
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>>> no problem, just get the CD/DVD out and load away:)

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>>> New interface, New Audio engine, new audio editor..very polished..????

> Is

>>> that too much to ask??? Sheeeshhhh..

>>> They have Apogee, now, give us (hosessitting on the fence) a reason to

> fork

>>> over 900.00 bucks.. I's their call..

>>>

>>> Meanwhile, Pre-orders of Cubase4 and Sonar 6 are on steroids. And with

> a

>>> new rumor of a new PLE & M-powered on the horizon, Apple, is starting

> to

>>> look like the minor leagues of Pro Audio, when they were expected to become

>>> THE PRO-Tools Killer!!!

>>> What happend??

>>>

>>>

>>>

>>>

>>>

>>> Jamie K <Meta@Dimensional.com> wrote:

>>>> You're probably right that Logic lost some users when the program went

>

>>>> Mac-only. OTOH, some folks switched to OSX and learned to appreciate

> the

>>>> change.
>>>>
>>>> For my part I had zero interest in Logic until it went to OSX. So from
>
>>>> my perspective, dropping MSWindows support was a non-issue.
>>>>
>>>> Seriously, the Mac is no deserted Island. Programs that run on OSX are
>
>>>> useful tools in a usable and reasonably advanced environment. Programs
>
>>>> that run on Linux or MSWindows can be useful tools, too. Use what you
>
>>>> prefer.
>>>>
>>>> I've never lost any sleep fretting over what this or that other studio
>
>>>> uses. I use whatever fits my needs, preferences and budget. Right now
>
>>>> that's Logic on OSX (along with some other stuff), in the past it has
>
>>>> been other programs on other systems. In the future it may be something
>>>> else. It's not about blindly following, I evaluate and choose for myself.
>>>>
>>>> Having been watching this industry for more than a few years, I can tell
>>>> you that every product comes with a "but." I hate to break it to you
> but
>>>> there is no perfect product. :^)
>>>>
>>>> It's up to each of us to determine if a particular product does what
> we
>>>> need. If you have specific questions about Logic or OSX, feel free to
>
>>>> ask and I'll try to answer based on what I do with my system these days.
>>>> I can tell you that for my needs Logic and OSX have developed into
>>>> impressive working tools. They've earned a spot here.
>>>>
>>>> DP is nice, too.
>>>>
>>>> Cheers,
>>>> -Jamie
>>>> <http://www.JamieKrutz.com>
>>>>
>>>>
>>>>
>>>> Lamont wrote:
>>>>> Hey Jamie,
>>>>>
>>>>> I can feel your un-dying love and loyalty to Logic.:) However, I'm only

>>> stating
>>>> my opinion from the trenches from both small and large studios.
>>>> When you talk to producers or programmers today and ask about Logic
> audio,
>>>> they all answer with "Yeah, I know Logic is cool, BUT....Always the
> But..
>>>> They, Logic are on an deserted Island these days. Not supporting the
>>> Windows
>>>> Platform was a major mistake. And I'm affraid, that If Apple does not
>>> change
>>>> it's course Sooooooon, Logic will go the way of Studio Vision and so
> will
>>>> Digital Performer.
>>>> Unless Apple starts packaging Logic Pro with every dual Mac(thrown in),
>>> I
>>>> cant really see them making any market penetration.
>>>> Jamie K <Meta@Dimensional.com> wrote:
>>>>> Heh. Yeah, they sit out NAMM sometimes. Apple didn't exhibit at Winter
>>>>> NAMM when I covered it for MacWEEk a zillion years ago. I dinged 'em
>>> for
>>>>> it in the mag. The director of music marketing over there was a bit
>
>>>>> miffed. Whatever.
>>>>>
>>>>> Fact is, Logic has had several updates this year already, including
>
>>>>> fixing some moldy bugs that HAD to go. It has finally gotten to the
>
>>>>> point where I can actually recommend it.
>>>>>
>>>>> The feature set is deep and, frankly, amazing. The included collection
>>>>> of usable and good to great sounding plugins is much appreciated. On
>>> a
>>>>> dual G5 it's very efficient and capable of way more tracks, FX and
> soft
>>>>> synths than even my most overproduced excess would need. The current
>>>>> improvements in stability makes it a workhorse around here. The support
>>>>> for both Intel and PowerPC Macs will be extra nice when I get a fast
>>>>> Intel Mac laptop in a few months (holding out for the 64 bit chip).
>>>>>
>>>>> Now that Logic supports the quad boxes, it's just showing off. Naturally
>>>>> there are a few more things the Logic team can do to improve it here
>>> and
>>>>> there, but rumors of its demise are more than a bit premature, folks.
>>>>>
>>>>> Taking nothing away from the other programs which have also been
>>>>> improving lately - and good thing, too.
>>>>>

>>>>> Cheers,
 >>>>> -Jamie
 >>>>> <http://www.JamieKrutz.com>
 >>>>>
 >>>>>
 >>>>> LaMont wrote:
 >>>>> Wow!
 >>>>> "DJ" <notachance@net.net> wrote:
 >>>>>>> I'm afraid that if Logic Audio does do something Radical Soon (Winter
 >>>>>>> Namm2007) there toast..<
 >>>>>>>
 >>>>>>> Apple wasn't even on the list of NAMM xhbitors, last I looked.
 >>>>>>>
 >>>>>>>
 >>>>>>> "LaMont" <jjdpro@ameritech.net> wrote in message news:451e02f1\$1@linux...
 >>>>>>> Hi Jamie,
 >>>>>>> While I'm happy that Logic audio is still in existence, It's really
 >>>>> losing
 >>>>>>> ground in the DAW market share, as well as Digital Performer. Hummm
 >>>>> ...I
 >>>>>>> wonder why??
 >>>>>>>
 >>>>>>> Could it be that by closing it's door to the Windows platform, pretty
 >>>>>>> sealed
 >>>>>>> their fate???
 >>>>>>>
 >>>>>>> Since Apple gave Intel-mac user's Boot-Camp, they should stop this
 >>> charade
 >>>>>>> and go back to supporting Both Mac OSX and Windows.
 >>>>>>>
 >>>>>>> I Love Logic Audio, but when Mr Jobs closed it's doors for us Windows
 >>>>>>> users,
 >>>>>>> I stopped using the product.
 >>>>>>> Now, it the Pro Audio production game, logic has lost a lot of it's
 >>>>>>> luster.
 >>>>>>> Mac users are using Pro Tools 7x midi sequencer these days.
 >>>>>>> And, I still say that Logic's main problem is that their Programmers
 >>>>> are
 >>>>>>> beholden to that 1994 GUI. By todays standards, it just does not
 > play.
 >>>>>>> Even
 >>>>>>> Cakewalk Sonar looks more profesional.! Yikes!! Man, what a F....in
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 >>>>>>> in what is still thee best sequencer in the world..But, when you
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>>>>>>> Bright-Side: They are struck this monumental joint agreement with
>>> Apogee
>>>>>>> with the those PCI-E cards and Firewire interface. Nice. Problem:
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>>>>>>>>
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>>>>>>>> been using quad boxes this is a welcome update.
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>>>>>>>> Not that Logic is likely to out of juice on two processors, but
> I'm
>>>>> sure
>>>>>>>> it's fun to watch all the CPU meters moving. :^)
>>>>>>>>
>>>>>>>> Cheers,
>>>>>>>> -Jamie
>>>>>>>> <http://www.JamieKrutz.com>
>Welllll.....it gets even wierder and it appears to be an issue with Cubase
SX. The latency of the individual plugins seems to change at random after
adding another one in a channel. Closing the project and re-opening it puts
the latency back where it should go, sorta', but the more plugins you add,
the less accurate the Paris fixed increments become so the Cubase fixed
increments appear to be shifting more drastically as more plugins are
added.....at least at lower buffer settings. I sorta' halfway expected
this and may go back to the larger and seemingly more stable 1024 buffer
settings. Chasing latency increments around like this is no better than just
using the UAD-1 cards in Paris and chasing Sampleslide around.

Well.....back to the lab.

;o)

"DJ" <notachance@net.net> wrote in message news:451f5c8e@linux...
> OK.....this is cool. It appears that by lowering my buffers in my RME
> control panel from 1024 to 512, the latency in increments in Paris can be
> adjusted in 25ms increments per plugin rather than 50ms. Makes sense, but
I
> sometimes don't expect things to make sense with Paris and it's screwy
> millisecond increments so this is a welcome revelation. I'm just using my
> ears at this point, not doing any actual bounces in order to achieve
exact
> sample accuracy between tracks, but if I'm close enough that I don't hear
> any flammings/phasing, then I'm happy so far. I'm going to have to try this
> on a project with heavy track count to see if things start sounding sloppy
> though. My 4400 x 2 dual core is handling these chores nicely in Cubase at
> 512ms latency. That seems to be the break point on my system. I'll be
> getting my head around exactly how I want to configure Cubase sends with
> Paris auxes in this particular working scenario tomorrow.
>
> Deej
>
>
>
> "DJ" <notachance@net.net> wrote in message news:451f53e9@linux...
> > Using Cubase SX as a standalone FX processor for Paris only:
> >
> > I set the latency in my RME control panel to 1024 so I could add send
VST
> FX
> > to Paris auxes without having too much latency (predelay) in a reverb
> while
> > not stressing the Cubase VST engine to the point of getting dropouts
> during
> > processing when using my dualcore 4400 CPU on lots of tracks being
> processed
> > thru Paris inserts.
> >
> > InCubase SX, create a mono input and output bus
> > Add a mono track and assign this bus to the input and output
> > Patch a Paris ADAT I/O to an RME ADAT I/O
> > Add an audio track to a Paris channel and set up an external insert on
> this
> > track
> > Route the Paris ADAT I/O that is interfacing with the RME I/O to the
> inserts
> > on that channel in the virtual patchbay.
> > In Cubase SX, enable monitoring with FX on the audio channel you will be

> > using to process the Paris track
 > > Insert a UAD-1 plugin on the Cubase audio channel and enable it for
 > > processing.
 > > Slide the Paris audio track back (to the left) by 50ms and hit play
 > > The track will be looped through the Cubase audio channel and the UAD-1
 > > processor without audible flammings/phasing
 > > Add another UAD-1 plugin to the Cubase insert rack on this channel and
 > > slide
 > > the Paris track back another 50 ms
 > > The Paris track should still play back without flammings/phasing and now
 it
 > > is being processed by two plugins.
 > >
 > > Basically, what I **think** I've found here is a way to compensate Paris
 > > tracks by a known (and small-50ms) increment **per UAD-1 plugin** without
 > > having to chase it around with Sampleslide while giving Cubase SX enough
 > > buffer to keep from choking down while processing audio in real time as
 a
 > > standalone processor.
 > >
 > > Increasing the buffers in SX results in more latency **per*
 > > plugin*.....and inversely, decreasing the buffers results in less.
 For
 > > my particular rig/CPU capabilities, 1024 seems to be the magic number
 for
 > > achieving a very simple means of latency compensation using Paris and
 > > UAD-1
 > > plugins without having to stream all tracks in a project from Cubase to
 > > Paris in order to process them with VST plugins with zero latency in
 > > Paris.
 > > Doing this is very time consuming and mixing on two DAWs, even with the
 > > incredible flexibility, it just such a hassle sometimes that I just sit
 > > there and look at it and don't want to go there sometimes. Another cool
 > > thing
 > > is, so far, my testing shows that Drumagog is exhibiting the same
 latency
 > > in
 > > Cubase SX as the UAD-1 plugins. This **may** be indicative of a **set*
 latency
 > > increment* that may apply to all VST plugins. That may not be such a big
 > > deal since Paris handles VST plugins pretty easily, but I'm running Win
 ME
 > > on my Paris rig and some more recent VST plugins only run on XP. This
 > > gives
 > > me a means of using these plugs in Paris with a known (and simple)
 latency
 > > increment to work with.
 > >

> > I have processed a kick drum with Drumagog in the first Cubase insert,
the
> > Neve 1073 in the second one and the Fairchild in the third one and
sliding
> > the Paris track 3 x 50ms. No audible flammings when running a parallel
copy
> > of the track unprocessed.
> >
> > Also, a very generous Parisite offered to loan me 3 x EDS cards and an
IF
> > 442 today and another smart Parisite may have just come up with a
solution
> > to getting multiple ADAT cards happening reliably with multiple MECs so
me
> > an Igor are gonna' be in the lab next weekend with the beakers bubbling.
> >
> > ;o)
> >
> >
> >
> >
>
> Imho, Soundtrack Pro seems to be aimed directly at the video market that
will spend tens of thousands on video, but not a dime on audio. They have
Soundtrack "Pro", which automatically replaces an actual audio pro as soon
as it is launched! (Thanks to ProTools, any program carrying the "pro"
moniker automatically imparts professional skills on any unsuspecting user.
;-)

Logic is a great program. So are DP, Nuendo, SX, Sonar, and
Samplitude/Sequoia (despite the lack of dual core support, still). Even PT
isn't bad for a generic or educational DAW. ;-) I would actually hate to
see any of them die off - it wouldn't bode well for the industry as a whole.

The biggest threat DAWs face isn't one another, but technology... making
what we do for a living a simple click of a button accessible to anyone age
5 to 95.

Dedric

On 9/30/06 11:26 PM, in article 451f5170\$1@linux, "LaMont"
<jjdpro@ameritech.net> wrote:

>
> Jamie My Logic Audio Buddy..An even better example of the level of audio
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> look and feel that Logic should be heading towards. Well, it looks like
> Apple is heading there without them.
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> Audio development team. That it's all Apple developers? Is this true?
>
> http://www.apple.com/finalcutstudio/quick tours/?quick tours/audio/qt_stpro_2_re
> storationThis is a multi-part message in MIME format.

-----=_NextPart_000_0070_01C6E506.B573AFA0

Content-Type: text/plain;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

John,

Try Hotel California. I think there are between 11 and 13 different
guitar parts/sounds on that by the end but no clutter. =20

Tom

"John" <no@no.com> wrote in message news:451de55b\$1@linux...

Here's a couple more:

Rolling Stones: It's only rock and roll

acoustic 10 o'clock electric 1 right rhythm
electric 2 right lead

electric 3 left electric 4 right

5 freaking guitars !!

Neil Young.....Old Man

Guitar panned 90% left
Vocal center, more verb in right
Bass center
Piano center very quiet

banjo comes in left
slide guitar with nice reverb center mono

Stereo vocal harmonies

Share your own !! Thanks

I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>

-----=_NextPart_000_0070_01C6E506.B573AFA0

Content-Type: text/html;
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<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>John,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Try Hotel California.&nbsp; I think =
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face=3DArial=20
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<BLOCKQUOTE=20
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BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"John" &lt;<A href=3D"mailto:no@no.com">no@no.com</A>&gt; wrote =
in message=20
  <A =
href=3D"news:451de55b$1@linux">news:451de55b$1@linux</A>...</DIV><BR>Here=
's a=20
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  roll<BR><BR>acoustic 10 o clock electric 1 right rhythm<BR>electric 2 =
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center very=20
  quiet<BR><BR>banjo comes in left<BR>slide guitar with nice reverb =
center=20
  mono<BR><BR>Stereo vocal harmonies<BR><BR><BR>Share your own !!&nbsp;=20
Thanks</BLOCKQUOTE>
<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =
and=20
you?<BR><A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html</A>&nbsp;&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY></HTML>
```

-----=_NextPart_000_0070_01C6E506.B573AFA0--Hey LaMont! Your comparing a G4 500 MHz

machine up against a 2.8 GHz PC???

That's not a fair comparison, the G4 500 MHz is almost 8 years old, try 1999!!! Why don't you compare it to a PC from 1999!!!, then tell us how Macs suck and how Steve Jobs is a big liar about performance. That machine will stand up to a 1GHz pentium III or standard 1 GHz P 4 and beat them.

You can buy G4 500 on ebay for under \$100.00 all day long. It's not a fair comparison.

James

"LaMont" <jjdpro@ameriech.net> wrote:

>

>Hey Jamie, I preety much know tha you have no problems nor reseervations on
>logic audio. However, to answer your question

>

>"Then they went back and did some UI cleanup, audio engine remodeling and
>bug fixing. What exact additional features do you desire? What, exactly,
>do you find missing? What part of the current audio track editing or waveform
>editing don't you like?io in it's current state . :"

>

>Jamie have a look at a current running thread on gearslutz.com concerning
>Logic Audio 8: <http://www.gearslutz.com>

Subject: Re: still fighting for stability

Posted by [John \[1\]](#) on Sun, 17 Sep 2006 01:07:36 GMT

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

rs

>>>>> are

>>>>>>>> beholden to that 1994 GUI. By todays standards, it just does not
>play.

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>>>>>>>> it's fun to watch all the CPU meters moving. :^)
>>>>>>>>
>>>>>>>> Cheers,
>>>>>>>> -Jamie
>>>>>>>> <http://www.JamieKrutz.com>
>>>
>hell yes!!!

On Sat, 30 Sep 2006 09:37:06 -0600, "DJ" <notachance@net.net> wrote:

>.....you can smoke spinach?
>
>;o)
>
>
>"rick" <parnell68@hotmail.com> wrote in message
>news:drqsh25ebkn94dpct70mnga177oksef0a9@4ax.com...
>> "It's a good thing I had a bag of marijuana instead of a bag of
>> spinach or
>> I'd be dead now"
>Hi All,

It has been some time since I visited the PARIS community, but am still happily using it (or unhappily sometimes if I try to insert silence in an audio file and it crashes!)

Anyway, I write this post purely for the intention of doing some shameless plugging of my entry in the Real World studios remix competition of Peter Gabriel's 'Shock the monkey'.

This was created/mixed exclusively in PARIS in one 8 hour session (time isn't plentiful when you're a househusband). If anyone would like to hear my efforts, please visit the link below:

http://www.realworldremixed.com/remix.php?remix_id=0DAEEKGJt P4D-I_x

If you feel inclined and consider it worthy please feel free to rate/add my mix to your top 10 - (that's the real shameless bit) - you do need to sign up (it is free and they don't spam you) to do that though.

Regards,

Nic Grant Oh gosh - I see this has already been covered - ah well - should have done a search first - I'll check out the other PARIS mixes then.

Nic. Hi Dedric,

From what I've found out so far.

Samplitude/Sequoia 9 now support 4 CPU finally. Of course Dual CPUs have been common for 4/5 years and dual cores for 2 years. Better late than never :)

Cubase4/ Nuendo 3 = 8 Cores/CPU's

Sonar 5/6 = 4 cpus

Ableton Live 6 = 2cpus

PT 7.1 LE = 2 cpus

Vegas 7 = 4 cpus

Wavelab = 2 cpus

audition = ummm i think only one still

Acid "Pro" = still 1 but I think next version to match V7 will be multi/

Pro tools is last thing I would consider if I had a tight school budget . :)

The audio market is very fast with support for current technology and formats and is very responsive to customers about adding them. The video market is quite the opposite. Most of the video companies still haven't figured out that a sound blaster isn't "Pro".

Chris

Dedric Terry wrote:

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>

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>>storation

>>

>>

>

>

>

--

Chris Ludwig
ADK

chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>
www.adkproaudio.com <http://www.adkproaudio.com/>
(859) 635-5762I was checking out this site:
http://opencroquet.org/about_croquet/faqs.html
and found this observation: (This quote came from a section of a FAQ that
was talking specifically about GUI's.)

"The emergence of software monopolies removed any encouragement to innovate
on the platform (interface). Compare a modern PC of 2004 to the first
Macintosh shipping in 1984 and the major difference you will see is color."

I had to laugh when I read it. Sure, there are lots of added/new features
on the Mac or Window's GUIs, but the basic design concept remains the same.
Pretty amazing when you consider the high tech wizardry of the past twenty
years.

By the way, if you haven't checked this site out: <http://www.metafilter.com/>
you might do so. It's become part of my daily internet tour.

Rock on.

MRHey Nic,

Very cool. Great concept -you really turned the original on its head. I'm
afraid I wasn't able to give it the best listen as my computer speakers are
pretty lame. But, despite this, you can hear that warm "Paris sound." I
was noticing the same thing on Kim's tunes. So much of what I'm hearing on
the radio, or on new CD's, sounds like the crispy edges of over-fried eggs.

Cheers,

MR

"Nic Grant" <nic@softaudio.com> wrote in message news:451fa56b\$1@linux...

>

> Hi All,

>

> It has been some time since I visited the PARIS community, but am still
happily

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>

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> my mix to your top 10 - (that's the real shameless bit) - you do need to

> sign up (it is free and they don't spam you) to do that though.

>

> Regards,

> Nic Grant

>

> Hey Kim,

Nice work. Revolution of the Mind stayed with me throughout the day. Also nifty was how clear the Paris sound came through. Man, it was like cool water on my ears.

Cheers,

MR

"Kim" <hiddensounds@hotmail.com> wrote in message news:451df184\$1@linux...

>

>

> For anyone who wants to check out some tunes from your favourite newsgroup

> host, please check out:

>

> <http://www.myspace.com/drschnauberg>

>

> I'm in the midst of a work ethic/method revolution, where I try and produce

> songs within the space of only a couple of hours. All these tunes are recorded

> mostly on my GNX-4 looper, then transferred to Paris and vocals and solos

> are added. It's usually about a 2-2.5 hour turnaround for a complete song.

>

> And yes some of the recording methods are dodgy... yes I need to get a pop

> filter for the mic, and yes the harmonies in Revision need work, but hey,

> it's music, I'm getting it done quickly, and I'm having fun, and I think

> the vibe is there. :o)

>

> Tell me what you think...

>

> Cheers,

> Kim. Well, this is what Mr Jobs was touting at the time. AND, the price for the G4 was considerably more expensive and say a Xp2.8 PC. How old do you think the AMD XP 2800 is ??????

"James McCloskey" <excelsm@hotmail.com> wrote:

>

>Hey LaMont! Your comparing a G4 500 MHz machine up against a 2.8 GHz PC???

> That's not a fair comparison, the G4 500 MHz is almost 8 years old, try

>1999!!! Why don't you compare it to a PC from 1999!!!, then tell us how

>Macs suck and how Steve Jobs is a big liar about performance. That machine

>will stand up to a 1GHz pentium III or standard 1 GHz P 4 and beat them.

>

>

>You can buy G4 500 on ebay for under \$100.00 all day long. It's not a fair

>comparison.

>

>James

>

>"LaMont" <jjdpro@ameriech.net> wrote:

>>

>>Hey Jamie, I preety much know tha you have no problems nor resevations

on

>>logic audio. However, to answer your question

>>

>>"Then they went back and did some UI cleanup, audio engine remodeling and

>>bug fixing. What exact additional features do you desire? What, exactly,

>>do you find missing? What part of the current audio track editing or waveform

>>editing don't you like?io in it's current state . :"

>>

>>Jamie have a look at a current running thread on gearslutz.com concerning

>>Logic Audio 8: <http://www.gearslutz.com/board/showthread.php?t=87812&highlight=Logic+Audio>

>>

>>The overwhemingly want is a sleek plaing field that's not clunky, and more

>>like Pro Tools and Nuendo. How about some of the slick right-mouse clicking

>>features found in Nuendo? Not to mention all of it's menu driven editing..Logic

>>audio is not in this leauge at all. When they should be.

>>

>>But, as long as Logic & DP Continue down their Midi first/Audio secondary

>>mind-set, then both will continue to lose market share. Both Apps new complete

>>re-write from scratch. I thought I never say this but, Apple should scrap

>>this versio of Logic 7.x and go build off Sountrack Pro with the addition

>>of Final-Cut Pro, which would yield a Nuendo like app..That would be worth

>>\$900.00 bucks.

>>Just to clarify. You ask what I don't like about Logic? The answers can

>be

>>found in SoundTrack Pro sleek modern, but powerful audio editing. If Apple

>>decides to join Final cut and Sountrack together, and start phasing out

>Logic(Vintage)7.x,

>>then that along would increase market excitement ten-fold.

>>

>>But,to keep applying bandaids for an antequated ,but powerful midi-audio

>>sequencer is ludacris at best. At it's core, it's a Midi sequencer first

>>and a audio recorder second. That combination does not sit well today.
Most
>>of us want a serious, sleek audio engine first, with a good sequencer..That's
>>all.. Yes, I know that there folks like you, and me, who have dedicated
>Sequencing
>>machines, but not everyone..
>>
>>Note: My Last version of Logic on windows 5.5 was and sill is smokin!!
Very
>>stable runing on an AMD Xp2800 machine with M-audio cards using the EASI
>>drivers. My windows version out performed my G4-500, and our Studios Dual867
>>G4(so much for the Mac hype). On a PC, I can run full (say 20plus vstis)
>>on a given session with about 50 audio tracks..with verbs. The macs would
>>choke everytime we tried doing soemthing like that..
>>
>>Now, with Intel dual cores)Logic can run some serious amount of plugins.Hummm..
>>Even Quad G5 can't run with Intel Macs.. Mac Hype all the way to PC land..
>>My point, Pc's have always ran Logic better than nay Mac. I should know,
>>I run both..
>>
>>Same with Mac OSX..Nice OS, but very very Bloated. More bloated than WinXP.
>>To me and others, Windows outperforms OSX on most DAWS..Especially Pro-Tools..It's
>>not even a funny.
>>Now that we are all running PCs (Intels & Amds), we can all have the great
>>performance that only Steve JObs promised us. "(:)
>>
>>Jamie K <Meta@Dimensional.com> wrote:
>>>
>>>>Well Emapple HAVE been rewriting Logic, it's improved significantly
>>>>during the time I've been using it.
>>>
>>>>Have you been following the updates over the last couple of years? First
>>
>>>>they added a ton of good to great FX and instrument plugins and some new
>>
>>>>features. Then they went back and did some UI cleanup, audio engine
>>>>remodeling and bug fixing. What exact additional features do you desire?
>>
>>>>What, exactly, do you find missing? What part of the current audio track
>>
>>>>editing or waveform editing don't you like?
>>>
>>>>Regarding MSWindows - I understand that's an issue for some folks
>>>>(particularly those who didn't switch when Logic went OSX-only), but
>>>>really, this is not an issue for everyone. It's kinda late in the game
>
>>>>to still be complaining about that, either switch to OSX (a very good

>>>OS) or give up on Logic and know that just because you gave up doesn't
>
>>>mean it hasn't improved tremendously and people aren't using and liking
>>
>>>the current version - it's a much better program on OSX today than it

>>>was on MSWindows four years ago, or however long it's been. For that
>>>matter it's a much better program on OSX today than it was on MacOS 9.
>
>>>I'm no fan of either OS 9 or MSWindows for my own OS snob reasons, but
>
>>>OSX doesn't suck too badly (high compliment).
>>>
>>>At this point I'm OK with seeing the development team continue to
>>>optimize Logic for OSX as they continue to rewrite and update code. If
>
>>>there's a problem I can complain to a single company to fix it - as I

>>>did when the Apple rep came to town earlier this year. Whether that had
>>
>>>anything to do with it or not, the bugs I complained about got fixed.
>>>
>>>I would like to see Emapple continue the process of moving things from
>
>>>the Environment and into the Arrange window. The manual control in the
>
>>>Environment is powerful, but some of that could be made easier and put
>
>>>into the Arrange. It's not a prob for me, I know my way around the
>>>Environment enough to do what I need to do but it would help with the

>>>learning curve for new users to keep up that trend - they've already
>>>done some things toward that end.
>>>
>>>I do like that I can arrange multiple mixer windows however I want them,
>>
>>>size the Arrange window to fit, add a transport and I have a really good
>>
>>>view of the project on my 24" widescreen monitor. Views are automatic

>>>and I sometimes use multiple views to arrange windows for different
>>>tasks, but for the most part one view and a big monitor is golden.
>>>They've improved things tremendously by letting users drag plugins
>>>around on the GUI and allowing whole racks of FX to be saved and
>>>recalled. I would say the interface is not "dated" so much as "really,
>
>>>efficient." I'd hate to see them lose that efficiency in an effort to
be

>>
>>>glitzier.
>>>
>>>The color scheme is OK with me but I can see where you might like to
>>>have control over that. When the color scheme hacks came out for PARIS
>I
>>
>>>thought they were interesting but there again, I was OK with the color
>
>>>scheme for PARIS.
>>>
>>>The main questions for me are does it do what I need, within budget, and
>>
>>>does it sound good. Yes to both. In fact it exceeds what I need. At this
>>
>>>point I really appreciate the power on my studio desktop.
>>>
>>>Again, there are other systems that also work well. A lot of folks like
>>
>>>Nuendo/Cubase, the new Cubase looks great. The new Digital Performer
>>>also looks great, Etc. If my needs were different I'd still be using
>>>PARIS - it does a lot, just falls short with MIDI and has a few other

>>>limitations, but within those limitations it's a very usable system.
>>>
>>>Cheers,
>>> -Jamie
>>> <http://www.JamieKrutz.com>
>>>
>>>
>>>LaMont wrote:
>>>> Hey Jamie good points. I think most if not all former users want Logic
>>Audio
>>>> to survive. I certainly do, But, :) we want on our terms. we like apps
>>that
>>>> we run on both platforms. That way, should one platform outshine the
>>other,
>>>> no problem, just get the CD/DVD out and load away:)
>>>>
>>>> Seriously, I don't know is on the minds of Emagic and their love affair
>>with
>>>> that very dated interface, AND audio editing.. What Gives!!! If Apple
>>can
>>>> develop a great audio editor in Soundtrack Pro, WHY NOT LOGIC!!! I
think
>>>> that one feature item is what really keeping folks from forking over
>the
>>>> Bucks for a Mac, then logic audio. Do they (emagic) know how to implement

>>>> an modern audioeditor?? OR , are so arrogant, that just continue to
 snub
 >>>> their noses to anybody who keeps suggesting that their interface looks
 >>like
 >>>> a dated science project. Even their fellow one time German Daw partner,
 >>Magix
 >>>> (Samplitude & Sequioa) have implemented mixer skins that are visually
 >>appealing.Giveing
 >>>> their apps a pro look. Looks count. Okay, I digress. It just sickens
 >me
 >>to
 >>>> know end as to why they (Apple-Emagic) won't take the bull (Digedesign)
 >>by
 >>>> the horns and bring out -once and for all.A Complete-Re-write of Logic
 >>Audio.
 >>>> New interface, New Audio engine, new audio editor..very polished..????
 >>Is
 >>>> that too much to ask??? Sheeeshhhh..
 >>>> They have Apogee, now, give us (hosessitting on the fence) a reason
 to
 >>fork
 >>>> over 900.00 bucks.. I's their call..
 >>>>
 >>>> Meanwhile, Pre-orders of Cubase4 and Sonar 6 are on steroids. And with
 >>a
 >>>> new rumor of a new PLE & M-powered on the horizon, Apple, is starting
 >>to
 >>>> look like the minor leagues of Pro Audio, when they were expected to
 >become
 >>>> THE PRO-Tools Killer!!!
 >>>> What happend??
 >>>>
 >>>>
 >>>>
 >>>>
 >>>>
 >>>> Jamie K <Meta@Dimensional.com> wrote:
 >>>>> You're probably right that Logic lost some users when the program went
 >>
 >>>>> Mac-only. OTOH, some folks switched to OSX and learned to appreciate
 >>the
 >>>>
 >>>>> change.
 >>>>>
 >>>>> For my part I had zero interest in Logic until it went to OSX. So from
 >>
 >>>>> my perspective, dropping MSWindows support was a non-issue.
 >>>>>

>>>>> Seriously, the Mac is no deserted Island. Programs that run on OSX
are
>>
>>>>> useful tools in a usable and reasonably advanced environment. Programs
>>
>>>>> that run on Linux or MSWindows can be useful tools, too. Use what you
>>
>>>>> prefer.
>>>>>
>>>>> I've never lost any sleep fretting over what this or that other studio
>>
>>>>> uses. I use whatever fits my needs, preferences and budget. Right now
>>
>>>>> that's Logic on OSX (along with some other stuff), in the past it has
>>
>>>>> been other programs on other systems. In the future it may be something
>>>>>
>>>>> else. It's not about blindly following, I evaluate and choose for myself.
>>>>>
>>>>> Having been watching this industry for more than a few years, I can
>tell
>>>>>
>>>>> you that every product comes with a "but." I hate to break it to you
>>but
>>>>>
>>>>> there is no perfect product. :^)
>>>>>
>>>>> It's up to each of us to determine if a particular product does what
>>we
>>>>>
>>>>> need. If you have specific questions about Logic or OSX, feel free
to
>>
>>>>> ask and I'll try to answer based on what I do with my system these
days.
>>>>>
>>>>> I can tell

Subject: Re: still fighting for stability

Posted by [uptown jimmy](#) on Mon, 18 Sep 2006 00:00:31 GMT

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and there.

> Being able to spread those outboard reverbs across submixes is very handy.

>

> I'll post up my Sampleslide presets ASAP. Theyre working very well.

>

> On that note.....I'm off to St Mattress cathedral.
>
> G'nite all.
>
> ;o)
>
> I'll have to get back to this thread tonight. Today's already the Monday from
hell and it's only 6:00 AM.

;o)

"Don Nafe" <dnafe@magma.ca> wrote in message news:4520ff8c@linux...

> Hey DJ
>
> Could you walk us idiots through the process i.e. "assign a pair of I/O to
> the aux/send return" etc
>

> for example what modules in the paris patch bay are used to do this and
> exactly how are they routed...

>
> I realise this is second nature to you, but as you found out on Sunday
some

> of us (especially me) are still new to/or intimidated by the paris patch
> bay and the relationship of all it's components to each other....make
sense?

>
> If you would, just post this "paris patchbay for dummies" with your
latest

> latency findings
>

> It would be greatly appreciated
>

> Thanks
>

> DOn
>

> "DJ" <notachance@net.net> wrote in message news:4520b451@linux...

> > I created some sampleslide presets to work with the nudge increments for
> > the

> > UAD-1 plugins and I've got a sweet mix happening here with Paris tracks

> > being processed in SX, while others are being processed with EDS FX and

> > yet

> > others are being processed with outboard gear.
> >

> > Cubase SX is humming along just like a big ol' effects rack and

> > everything

> > sounds appropriately PHAT!!!

> >
> > I'm liking this. Much easier than rendering all the tracks, flying them
> > into
> > Cubase SX and mixing by streaming every track back through Paris. Just a
> > matter of a few presets in Sampleslide and a small nudge here and there.
> > Being able to spread those outboard reverbs across submixes is very
handy.
> >
> > I'll post up my Sampleslide presets ASAP. Theyre working very well.
> >
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> >
> > G'nite all.
> >
> > ;o)
> >
> >
>
>No sweat...

"DJ" <notachance@net.net> wrote in message news:4521045d@linux...
> I'll have to get back to this thread tonight. Today's already the Monday
> from
> hell and it's only 6:00 AM.
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> "Don Nafe" <dnafe@magma.ca> wrote in message news:4520ff8c@linux...
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>> I realise this is second nature to you, but as you found out on Sunday
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>> of us (especially me) are still new to/or intimidated by the paris patch
>> bay and the relationship of all it's components to each other....make
> sense?
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>> If you would, just post this "paris patchbay for dummies" with your
> latest
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>>

>> It would be greatly appreciated
>>
>> Thanks
>>
>> DOn
>>
>>
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>> >
>> > ;o)
>> >
>> >
>>
>>
>
>My main audio computer needs to be replaced....I am looking to put together
a new PC that will be for Paris and also a native platform that I will ultimately
migrate to - but not right away. (Leaning towards Samplitude) My Paris system
is 2 cards, with 1 UAD card.

I have a budget of about \$1500.00. What I have come up with myself is
an AMD dualcore 2.6 - 3 pci slots and 3 pcie slots - honkin' power supply
- 7200 rpm SATA main system drive with a 3 removable SATA drive bay for audio.

2 Gigs of RAM.

I know Paris can't make use of it....but should I be looking at dual processors?
Would this send my budget through the roof?

Any specific motherboard/processor recommendations?

Someone want to point me to the ideal system for my budget and needs? Thanks for the info Kim.
I went and got the driver.

I noticed that most of these cards come with the analog splitter cable.
Only the PCI-e version seems to come standard with the DVI. Without the
DVI I can't see how it's better than my Matrox G450 (for PARIS). I'll keep
looking.

Thanks,

Rich

"Kim W" <no@way.com> wrote:

>

>Nvidia have a unified driver for win98. It supports all Nvidia
>GPU's. It's called "forceware".

>

>http://www.nvidia.com/object/win9x_53.04

>

>One thing. Some of these cards come with Splitter cables.
>(The connector on the card drives two seperate monitors via a
>breakout cable). If this is the case, make sure you buy cards
>with the splitters included. Also these come in either analog
>or DVI. Do a little research before bidding.

>

>Kim

>

>"Rich Kelley" <rich_and_barbara@netzero.net> wrote:

>>

>>"Kim W" <no@way.com> wrote:

>>Hi Kim,

>>

>>No problem. All I could find on the NVIDIA site was an XP driver. Do

I

>>use the same driver for 98? Should I try PNY's website (PNY is the manufacturer
>>of the card, right)?

>>

>>I'm going to try to pick up a couple of these cards. I just got some nice
>>new 1600x1200 LCD for my PARIS computer, so it would be nice to drive them
>>with the DVI input. I'm using Matrox G450s now (one AGP and one PCI).

>>

>>Rich

>>

>>>

>>>Hi, Rich.

>>>Sorry, your post slipped under the radar.

>>>I was running these cards under win98 prior to switching to XP

>>>earlier this year. Drivers are available.

>>>Kim

>>>

>>

>Phil,

I'm in the same boat as you. I've been looking at the Gigabyte K8NS ultra 939 which

has 5 PCI 2.2 slots and which is know to work very well with PARIS, but there becoming hard to find. Ideally I'd like a Intel based board with 3 PCI 2.2 slots

and PCI-e slots. This will be my first PC so I'm flying blind. I'd like to run

Pro Tools le, Ableton Live and Reasons as well as PARIS. I've been looking at

ASUS P5B Motherboard, don't know if this is a good choice, but I'm going to some

checking around. Let me know what you come up with. Don't like the idea of being

beta tester but I my have to.

respect

nappy

"Phil Aiken" <paiken@partners.org> wrote:

>

>

> My main audio computer needs to be replaced....I am looking to put together
> a new PC that will be for Paris and also a native platform that I will
ultimately

> migrate to - but not right away. (Leaning towards Samplitude) My Paris system
> is 2 cards, with 1 UAD card.

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> 2 Gigs of RAM.

>

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> Would this send my budget through the roof?

>

>Any specific motherboard/processor recommendations?

>

>Someone want to point me to the ideal system for my budget and needs?

>

>

>> Just be glad Gibson didn't buy Logic!!!

Oh great, now I'm going to have nightmares! ;^)

It will be interesting to see what refinements end up in future versions of Logic. I'm personally glad it's already come so far, and is now not only feature-rich but much more reliable. The hardware and OS it runs on is plenty fast and reasonably elegant.

I'm glad we have choices, too. For anyone who wants Nuendo, Pro Tools or is limited to running on MSWindows, clearly you should not buy Logic. Apple will be OK without your money.

Of course it would be great if Logic were multi-platform but the reality is that ain't gonna happen.

Cheers,

-Jamie

<http://www.JamieKrutz.com>

James McCloskey wrote:

> Hey Dedric! I have older versions of Logic, but I'm not running Logic at

> this time. I have kept up with, to some degree, the development of logic.

> I've been reading the Logic NG for some time, and a lot of the bugs have

> been fixed. There was a lot of mad Logic users for a while, especially when

> they started to make changes to the interface. Some people liked it the

> way it was, hummmmm!

>

> I've just been reading about Logic and Symphony. It looks like a killer

> combination, but time will tell. From what I gather, the drivers are working

> well. Obviously the latency thing is a plus if it all turns out to be true.

> I think Logic is still a serious contender for DAW software. Logic is still

> a good option for many, with it's PT and new third party hardware options,

> such as DSP cards. It took apple time to get the right people in place for

> the internal Logic team, some people came from Opcode. I think Logic will

> now improve.

>

> My point was it's not fair to pick a part Logic and Macs when your reference

> is a 3 to 4 year old version of Logic and an 8 year old Mac. That's ridiculous!

> There has been a lot of improvements to Logic and Macs. I think the current

> state of the art, first hand experience and honesty would reveal a different

> conclusion. Logic and Macs are not dead, they are still prevalent in many

> studios. Logic will improve over time, as all DAWs do. I doubt Logic will
> ever be top dog, but so what. That position will be held by PT, and Steinberg
> second for a long time to come. In the end, the best DAW is a vary subjective
> matter. To each his own.
>
> There is a lot of software out there to choose from, I'm glad we have choices,
> other wise we'd all sound the same.
>
> Just be glad Gibson didn't buy Logic!!!
>
> James
>
>
> Dedric Terry <dterry@keyofd.net> wrote:
>> Hey James - are you using Logic with Symphony? How do you like Symphony
> -
>> thoughts? Seems like a great interface and a perfect complement to Logic,
>> but I know a few people were skeptical of Apogee's ability to deliver the
>> driver end, if there is such a concern with core audio.
>>
>> Dedric
>>
>> On 10/1/06 5:39 PM, in article 452051c3\$1@linux, "James McCloskey"
>> <excelsm@hotmail.com> wrote:
>>
>>>
>>>
>>> Apple is a fortune 50 company with billions of dollars behind it. I don't
>>> think Apple or Logic are going to fail any time soon. Logic will, and
> has
>>> improved over time. Apple could make more money if they had a PC version
>>> again, but it doesn't much matter to Mac users and their are millions
> of
>>> us. I think the biggest problem with Logic is the \$999.00 price, if it
> were
>>> \$499.00, and continued to improve, a lot more people would be using it.
>>>
>>>
>>> There is no perfect DAW, they all need work. Is Nuendo \$1,500.00 better
>>> than Logic? Before you answer that, maybe you should try the latest version
>>> of Logic on a new Mac with Symphony. Then I think you would really know.
>>> Logic 5.5 is a vary old version. It's all subjective, different strokes
>>> for different fokes. Jamie and others here are examples of people that
> really
>>> like Logic and are able to do serious work with Logic, so I don't think
> it's
>>> dyeing. Logic and Apple are only going to get better with time. By the
>>> way Logic and SoundTrack are supposed to work together, like Vegas and

> Acid.

>>> Hey, it's always good to have choices.

>>>

>>> James

>>>

>>> "LaMont" <jjdpro@ameritech.net> wrote:

>>>> Hey Dedric,

>>>> I disagree..I think Apps like DP & Logic Audio should die off fi they

>>>> continue

>>>> down their Mac centric, mac only, Midi first approach. They will die

> off

>>>> if they don't adjust their product to the demands of the industry..

>>>>

>>>> Now it's a Steinberg, Digidesign, Cakwalk who are dominating the game

> now.

>>>> Apple has dropped the ball with Logic. It seems that Apple is putting

> most

>>>> of their cards into IPODS.

>>>>

>>>> I think Final Cut Pro will mature into a Nuendo(ish) type app or more

> so

>>>> Sony Vegas Pro.

>>>>

>>>>

>>>> Dedric Terry <dterry@keyofd.net> wrote:

>>>>> Imho, Soundtrack Pro seems to be aimed directly at the video market

> that

>>>>> will spend tens of thousands on video, but not a dime on audio. They

> have

>>>>> Soundtrack "Pro", which automatically replaces an actual audio pro as

> soon

>>>>> as it is launched! (Thanks to ProTools, any program carrying the "pro"

>>>>> moniker automatically imparts professional skills on any unsuspecting

> user.

>>>>> ;-)

>>>>>

>>>>> Logic is a great program. So are DP, Nuendo, SX, Sonar, and

>>>>> Samplitude/Sequoia (despite the lack of dual core support, still).

> Even

>>>>> PT

>>>>> isn't bad for a generic or educational DAW. ;-) I would actually hate

>>>>> to

>>>>> see any of them die off - it wouldn't bode well for the industry as

> a whole.

>>>>> The biggest threat DAWs face isn't one another, but technology... making

>>>>> what we do for a living a simple click of a button accessible to anyone

>>>>> age

>>>>> 5 to 95.

>>>>>
>>>>> Dedric
>>>>>
>>>>> On 9/30/06 11:26 PM, in article 451f5170\$1@linux, "LaMont"
>>>>> <jjdpro@ameritech.net> wrote:
>>>>>
>>>>>> Jamie My Logic Audio Buddy..An even better example of the level of
> audio
>>>>>> editing,
>>>>>> look and feel that Logic should be heading towards. Well, it looks
> like
>>>>>> Apple is heading there without them.
>>>>>>
>>>>>> I heard a rumor that most of the German(emagic)team is not leading
> the
>>>> Logic
>>>>>> Audio development team. That it's all Apple developers? Is this true?
>>>>>>
>>>>>> [http://www.apple.com/finalcutstudio/quicktours/?quicktours/a](http://www.apple.com/finalcutstudio/quicktours/?quicktours/audio/qt_stpro_2) udio/qt_stpro_2
>>>>>> _re
>>>>>> storatation
>Thanks in advance DJ, whenever you get around to it.

I have the tools you mention, but have not even come close
to using them simultaneously.

peace,

Chris

"Don Nafe" <dnafe@magma.ca> wrote:

>No sweat...

>

>

>"DJ" <notachance@net.net> wrote in message news:4521045d@linux...

>> I'll have to get back to this thread tonight.Today's already the Monday

>> from

>> hell and it's only 6:00 AM.

>>

>> ;o)

>>

>> "Don Nafe" <dnafe@magma.ca> wrote in message news:4520ff8c@linux...

>>> Hey DJ

>>>

>>> Could you walk us idiots through the process i.e. "assign a pair of I/O

>>> to

>>> the aux/send return" etc
>>>
>>> for example what modules in the paris patch bay are used to do this and
>>> exactly how are they routed...
>>>
>>> I realise this is second nature to you, but as you found out on Sunday
>> some
>>> of us (especially me) are still new to/or intimidated by the paris patch
>>> bay and the relationship of all it's components to each other....make
>> sense?
>>>
>>> If you would, just post this "paris patchbay for dummies" with your
>> latest
>>> latency findings
>>>
>>> It would be greatly appreciated
>>>
>>> Thanks
>>>
>>> DOn
>>>
>>>
>>> "DJ" <notachance@net.net> wrote in message news:4520b451@linux...
>>> >I created some sampleslide presets to work with the nudge increments
for
>>> >the
>>> > UAD-1 plugins and I've got a sweet mix happening here with Paris tracks
>>> > being processed in SX, while others are being processed with EDS FX
and
>>> > yet
>>> > others are being processed with outboard gear.
>>> >
>>> > Cubase SX is humming along just like a big ol' effects rack and
>>> > everything
>>> > sounds appropriately PHAT!!!
>>> >
>>> > I'm liking this. Much easier than rendering all the tracks, flying
them
>>> > into
>>> > Cubase SX and mixing by streaming every track back through Paris. Just

>>> > a
>>> > matter of a few presets in Sampleslide and a small nudge here and
>>> > there.
>>> > Being able to spread those outboard reverbs across submixes is very
>> handy.
>>> >
>>> > I'll post up my Sampleslide presets ASAP. Theyre working very well.

>>> >
>>> > On that note.....I'm off to St Mattress cathedral.
>>> >
>>> > G'nite all.
>>> >
>>> > ;o)
>>> >
>>> >
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>>
>>
>
>Hello deej,

I had tried SX, and i'm waiting my first Prais rig to be shipped across ocean...

so i'm interested by your experiences.

At this point, did you simply tried to make your whole mixes in SX ? I suppose you did it, and decided to go on with Paris.

As you are in an experimental mood, i'm curious too about the internal signal processing in SX : did you tried to null files going back from cubase (no processing in SX) with the originals tracks in Paris ? i'would bet they are different, but maybe not in an audible way.

> Yeah.....read my last post. Man, for a second I thought I'd pulled off a
> miracle. The thing that makes this kind of experimentation really screwy
> is
> that at times Cubase will behave inconsistently, and inconsistently for
> the
> better. I have actually had Cubase SX latency compensation working on
> Paris
> tracks that were being streamed into Cubase. It was like it was seeing the
> incoming signal and applying a lookahead to the processing. then it would
> quit doing this and the latency would return, so all I can say is that
> interfacing two DAWs like this which would normally behave in predictable
> ways creates a scenario where either or both of them may behave in an
> unpredictable way.
>
> Send me your PT HD rig over here and I'll shut up.
>
> ;o)
>

>
> "LaMont" <jjdpro@ameritech.net> wrote in message news:4520816b\$1@linux...
>>
>> ???
>> ??????????
>> You're kidding??
>>
>> "DJ" <notachance@net.net> wrote:
>> >If you've been following my torturous Xperamentin thread.....it looks
>> like
>> >all of my grief about the latency compensation issues with
> nudging/slipping
>> >Paris tracks may be solved by using the UAD-1 Delaycomp in "Cubase" as
> the
>> >first insert on the channel that is processing the Paris track. The
>> >first
>> >UAD-1 compensation increment seems to cover the native latency, then
>> >subsequent incremental adjustments cover the plugins. Just adjust it per
>> >plugin and the track stays in phase. Also, Drumagog seems to have the
> exact
>> >same latency as a single UAD-1 plugin so on a kick, I can just insert
>> >the
>> >UAD-1 delaycomp, adjust it to compensate for two UAD-1 plugins (one for
>> >buffer latency, the other for Drumagog), insert Drumagog in the next
>> >slot
>> >and the kick track locks to the rest of the drum tracks that aren't
>> >being
>> >processed.
>> >Now Paris automation can be used without having to worry about the track
>> >being nudged and the plugin automation features can be used.
>> >
>> >This is too easy.....there's gotta be a catch.
>> >
>> >;o)
>> >
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>> >
>> >
>
>"It took apple time to get the right people in place for
the internal Logic team, some people came from Opcode. I think Logic will
now improve. "

And Roland & Former Sonic Foundry Developers. Hence, SounTrack(Opcode vision sleekness), apple loops(Acid), guitar sim(Roland Cosm_.. Now, that's a winning combination. I'm loving Apple's diversity in getting the "best" people from different Audio manufacturers, then developing a Killer Post/DAW .. :) Now, they have Apogee, Final Cut Pro, they have the Machines Dual Cores Macs.

Nothing should prevent them (Apple) from becoming the pre-eminent DAW player, thus overtaking Digidesign..

"James McCloskey" <excelsm@hotmail.com> wrote:

>

>Hey Dedric! I have older versions of Logic, but I'm not running Logic at
>this time. I have kept up with, to some degree, the development of Logic.
> I've been reading the Logic NG for some time, and a lot of the bugs have
>been fixed. There was a lot of mad Logic users for a while, especially
when
>they started to make changes to the interface. Some people liked it the
>way it was, hummmmm!

>

>I've just been reading about Logic and Symphony. It looks like a killer
>combination, but time will tell. From what I gather, the drivers are working
>well. Obviously the latency thing is a plus if it all turns out to be true.
> I think Logic is still a serious contender for DAW software. Logic is
still
>a good option for many, with its PT and new third party hardware options,
>such as DSP cards. It took Apple time to get the right people in place
for
>the internal Logic team, some people came from Opcode. I think Logic will
>now improve.

>

>My point was it's not fair to pick a part Logic and Macs when your reference
>is a 3 to 4 year old version of Logic and an 8 year old Mac. That's ridiculous!
> There has been a lot of improvements to Logic and Macs. I think the current
>state of the art, first hand experience and honesty would reveal a different
>conclusion. Logic and Macs are not dead, they are still prevalent in many
>studios. Logic will improve over time, as all DAWs do. I doubt Logic will
>ever be top dog, but so what. That position will be held by PT, and Steinberg
>second for a long time to come. In the end, the best DAW is a var