
Subject: I need 2 more db...

Posted by [Neil](#) on Thu, 21 Jun 2007 02:15:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

28 track project right now with 9 analog processors and a 70% UAD-1 load. I just had a mix 99.9% ready to burn and I uninstalled a plugin and replaced it with a different one. Got a corrupt project warning and had to revert back to the last saved project. Luckily I had done a save about 5 minutes before so I didn't lose much, except the final tweaks. Of course, there was a guy looking over my shoulder while glancing at his watch saying stuff like "dude.....I've never seen Pro Tools do anything like that. You gonna' be able to fix this quick?".

I think it is just the v4 software. Luckily I can go back to v3. I will lose some features that I really like (and which are the reason I upgraded to v4), but I may just have to do this.

I replied to your PM , BTW

;o)

Deej

"Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote in message news:4699298d@linux...

>I agree totally... they are rushing things too quickly. Bowing to public
>pressure for more features, then not taking enough time to shake out the
>bugs. PTHD is pretty solid, but in defense of Steinberg (ducking).... N3
>is an absolute rock here. Every so often, if I leave a project open in N3
>and walk away for a few hours, the CPU meter starts spiking. I know this
>now, so I simply shut the program down if it will be idle for more than 30
>minutes.

>

> I can empathize with DJ though... I had similar pains with Paris at one
> point around V2, having to reboot from cold several times a session...
> doesn't look very pro.

>

> David.

Subject: Re: I need 2 more db...

Posted by [Deej \[4\]](#) on Thu, 21 Jun 2007 04:01:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

/>

>

> Wireline wrote:

>> DANGER: The following is merely observational, and editorial in nature...

>>
>> Been following DeeJ's problems with Cubase, and in case you didn't know
>> by
>> now, the aptly named Smp 9.11 is a frigging disgrace with unexplained
>> crashes,
>> inability to use multi-core peecees, etc...
>>
>> That said, is it just my observation, or have the latest bunch of DAW
>> releases
>> all come with an inexplicable suckage factor? Cubase, Smp, I've heard
>> issues
>> from Sonar users, Soundforge, all seem to have a giant trouser trout
>> lurking,
>> waiting to attack. Today, as I was tracking a pretty big project,
>> Samplitude
>> crashes...no reason, just crashed...
>>
>> As much as it pains me to say this, PTHD is looking better and better -
>> it
>> may not be even in the top 5 in sound quality nor value, but there are
>> not
>> the same unresolved repeat bugs that plague any DAW coming out of Germany
>> in the past year...
>>
>> Oh, the humanity....If you've got money (and reputation) riding on it, I would
migrate back to SX3 - or I think you said you went from SX2
to C4, so maybe you ca't migrate back to 3, but you COULD buy
v3 straight-up... get with you dealer & tell him what the
problems are and mybe he'll cut you a deal or try to get
Swineberg to kick in a half-price copy of SX3 or SOMETHING.
At least you could be working right along until until they get
C4 version 1-point-bugfix released.

I can tell you for sure that 3 will save the routing. It saves
it with the project, as long as you don't forget to save the
project once you've changed any patches around... which is easy
enough to forget, since AFAIK that's the one feature that it
DOENS'T prompt you to save any changes made therein. And as I
mentioned, it'll also save specific routing scenarios if you'd
rather go that additional route (which can be nice - that way
you can have a basic trax recording patch template, for
example).

So, DeeJ, what you're saying is that you tried saving routing
changes in both ways that I had pointed out & it still isn't
doing so?

Neil

"DJ" <animix _ at _ animas _ dot _ net> wrote:

Subject: Re: I need 2 more db...

Posted by [Neil](#) on Thu, 21 Jun 2007 04:36:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

>

>"John" <no@no.com> wrote in message news:469910ea\$1@linux...

>>

>> DJ, you're becoming a real drama queen. Either figure your shit out

or

>> go

>> with a simpler setup. Drama is for girls.

>

>Let me ask you this John. Are you trying to use Cubase 4 in a professional

>environment or are you using it for your own personal stuff?

>

>Are you trying to interface it with over 20 analog processors?

>

>Are people looking over your shoulder saying things like, "shit man, this

>sucks.....are you gonna be able to get this out for me today?"

>

>Do you have any money riding on the results you are getting with it?

>

>If you did and it wasn't working *as advertized*, would you be a little

>stressed?

>

>BTW, I am not the only one having this problem.

>

>

>

>

>Damn!!!!.....an attacking "T" trout? What's really wierd is that I booted my rig up this morning and all of the patch configurations were correct. this is the only time that has happened.....of course, then I had a wierd crash, which has never happened. I'm having lost of FUD right about now.

;o)

"Wireline" <kennospam@wi

Subject: Re: I need 2 more db...
Posted by [Deej \[4\]](#) on Thu, 21 Jun 2007 04:42:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

relinestudio.com> wrote in message
news:46992581\$1@linux...

>
> DANGER: The following is merely observational, and editorial in nature...
>
> Been following Deej's problems with Cubase, and in case you didn't know by
> now, the aptly named Smp 9.11 is a frigging disgrace with unexplained
> crashes,
> inability to use multi-core peeces, etc...
>
> That said, is it just my observation, or have the latest bunch of DAW
> releases
> all come with an inexplicable suckage factor? Cubase, Smp, I've heard
> issues
> from Sonar users, Soundforge, all seem to have a giant trouser trout
> lurking,
> waiting to attack. Today, as I was tracking a pretty big project,
> Samplitude
> crashes...no reason, just crashed...
>
> As much as it pains me to say this, PTHD is looking better and better - it
> may not be even in the top 5 in sound quality nor value, but there are not
> the same unresolved repeat bugs that plague any DAW coming out of Germany
> in the past year...
>
> Oh, the humanity....I know your frustrated but if you had read the Cubase forum you would know
clearly that it is not on that pro level. It's simply not there. Many people
with paying clients have made that exact claim in the Cubase forum over and
over.

example: <http://www.cubase.net/phpbb2/viewtopic.php?t=75146&highlight=ready>

It's like taking a nice Nissan Pathfinder and trying to race it against a
Porsche. it's nice but it ain't no Porsche.

I think you got to get rid of it before you go postal.Hi Neil,

I do have SX3. I bought SX 4 for some of the features, but it seems this
proggie isn't ready for prime time in some areas. I thought the people on
the Cubase.net forum who were going ballistic about the ugs were just a
bunch of wankers until I started trying to push this program a little. I may
go back to SX3....or I may just upgrade to N3. One of my clients is writing
music for video and I think N3 may be a logical move to make. It's got the
features of C4 that were the reason I upgraded from SX3, plus it's got the
post capabilities.

I did try saving the routing scenarios as you described. Sometimes I can save a project, shut the computer down, reboot it, open the project and everything is saved. Other times, the patches (inputs mostly) are disconnected and sometimes different inputs and outputs have been assigned

Subject: Re: I need 2 more db...

Posted by [Aaron Allen](#) on Thu, 21 Jun 2007 05:05:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

to the external FX. the idea of the drivers initializing in a different sequence would make sense except that the I/O that are patched into my digital patchbay are not being switched, and if these remain the same, that would indicate that the cards are showing up in the same order each time.

Deej (the drama queen)

"Neil" <OIUOIU@OIU.com> wrote in message news:469930a8\$1@linux...

>

> If you've got money (and reputation) riding on it, I would
> migrate back to SX3 - or I think you said you went from SX2
> to C4, so maybe you can't migrate back to 3, but you COULD buy
> v3 straight-up... get with you dealer & tell him what the
> problems are and maybe he'll cut you a deal or try to get
> Swineberg to kick in a half-price copy of SX3 or SOMETHING.
> At least you could be working right along until until they get
> C4 version 1-point-bugfix released.

>

> I can tell you for sure that 3 will save the routing. It saves
> it with the project, as long as you don't forget to save the
> project once you've changed any patches around... which is easy
> enough to forget, since AFAIK that's the one feature that it
> DOESN'T prompt you to save any changes made therein. And as I
> mentioned, it'll also save specific routing scenarios if you'd
> rather go that additional route (which can be nice - that way
> you can have a basic trax recording patch template, for
> example).

>

> So, Deej, what you're saying is that you tried saving routing
> changes in both ways that I had pointed out & it still isn't
> doing so?

>

> Neil

>

>

> "DJ" <animix _ at _ animas _ dot _ net> wrote:

>>
>>"John" <no@no.com> wrote in message news:469910

Subject: Re: I need 2 more db...
Posted by [Neil](#) on Thu, 21 Jun 2007 05:31:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

ea\$1@linux...
>>>
>>> DJ, you're becoming a real drama queen. Either figure your shit out
> or
>>> go
>>> with a simpler setup. Drama is for girls.
>>
>>Let me ask you this John. Are you trying to use Cubase 4 in a professional
>
>>environment or are you using it for your own personal stuff?
>>
>>Are you trying to interface it with over 20 analog processors?
>>
>>Are people looking over your shoulder saying things like, "shit man, this
>
>>sucks.....are you gonna be able to get this out for me today?"
>>
>>Do you have any money riding on the results you are getting with it?
>>
>>If you did and it wasn't working *as advertized*, would you be a little
>
>>stressed?
>>
>>BTW, I am not the only one having this problem.
>>
>>
>>
>>
>>
>AFAIK, SX3 will run on a C4 dongle... I know for sure that
the N3 dongle will run SX3...

David.

Neil wrote:

> If you've got money (and reputation) riding on it, I would
> migrate back to SX3 - or I think you said you went from SX2
> to C4, so maybe you can't migrate back to 3, but you COULD buy
> v3 straight-up... get with you dealer & tell him what the
> problems are and maybe he'll cut you a deal or try to get

> Swineberg to kick in a half-price copy of SX3 or SOMETHING.
> At least you could be working right along until until they get
> C4 version 1-point-bugfix released.
>
> I can tell you for sure that 3 will save the routing. It saves
> it with the project, as long as you don't forget to save the
> project once you've changed any patches around... which is easy
> enough to forget, since AFAIK that's the one feature that it
> DOESN'T prompt you to save any changes made therein. And as I
> mentioned, it'll also save specific routing scenarios if you'd
> rather go that additional route (which can be nice - that way
> you can have a basic trax recording patch template, for
> example).
>
> So, DeeJ, what you're saying is that you tried saving routing
> changes in both ways that I had pointed out & it still isn't
> doing so?
>
> Neil
>
>
> "DJ" <animix _ at _ animas _ dot _ net> wrote:
>
>>"John" <no@no.com> wrote in message n

Subject: Re: I need 2 more db...
Posted by [Tom Bruhl](#) on Thu, 21 Jun 2007 05:34:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

ews:469910ea\$1@linux...
>>
>>>DJ, you're becoming a real drama queen. Either figure your shit out
>
> or
>
>>>go
>>>with a simpler setup. Drama is for girls.
>>
>>Let me ask you this John. Are you trying to use Cubase 4 in a professional
>
>
>>environment or are you using it for your own personal stuff?
>>
>>Are you trying to interface it with over 20 analog processors?
>>
>>Are people looking over your shoulder saying things like, "shit man, this
>

>
>>sucks.....are you gonna be able to get this out for me today?"
>>
>>Do you have any money riding on the results you are getting with it?
>>
>>If you did and it wasn't working *as advertized*, would you be a little
>
>
>>stressed?
>>
>>BTW, I am not the only one having this problem.
>>
>>
>>
>>
>>
>
>I think you maybe right

;o)

"John" <no@no.com> wrote in message news:469931de\$1@linux...

>
> I know your frustrated but if you had read the Cubase forum you would know
> clearly that it is not on that pro level. It's simply not there. Many
> people
> with paying clients have made that exact claim in the Cubase forum over
> and
> over.
>
> example:
> <http://www.cubase.net/phpbb2/viewtopic.php?t=75146&highlight=ready>
>
> It's like taking a nice Nissan Pathfinder and trying to race it against a
> Porsche. it's nice but it ain't no Porsche.
>
> I think you got to get rid of it before you go postal.Hello, collected wisdom of the Paris world-

My best friend Bonnie just got her new IBM laptop. She bought Norton Ghost but has never used it, wanting to wait until her new laptop arrived and she could make a clean install without it ever having been on the internet. So, she's ready.

Ghost thing has two versions, 10 and 2003. Which should she use? I've heard (can't remember where) that older versions of Ghost were better than the newest one, which I assume is 10.

I just read all the old Paris posts mentioning Ghost, and <http://www.nu2.nu/pebuilder/>

is mentioned. Looks like a good thing. The reference to it said it works with Ghost 8. This seems to be no longer available.

Any suggestions, ideas, etc? Bonnie's ready to do something...

-steve the mostly mac guy

(Although I have an XP machine, and I think now I'm going to try that <http://www.nu2.nu/pebuilder/> thing myself...)Nuendo 3 is totally solid here as well.

Dedric

"Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote in message news:4699298d@linux...

>I agree totally... they are rushing things too quickly. Bowing to public
>pressure for more features, then not taking enough time to shake out the
>bugs. PTHD is pretty solid, but in defense of Steinberg (ducking).... N3
>is an absolute rock here. Every so often, if I leave a project open in N3
>and walk away for a few hours, the CPU meter starts spiking. I know this
>now, so I simply shut the program down if it will be idle for more than 30
>minutes.

>

> I can empathize with DJ though... I had similar pains with Paris at one
> point around V2, having to reboot from cold several times a session...
> doesn't look very pro.

>

> David.

>

> Wireline wrote:

>> DANGER: The following is merely observational, and editorial in nature...

>>

>> Been following DeeJ's problems with Cubase, and in case you didn't know
>> by

>> now, the aptly named Samp 9.11 is a frigging disgrace with unexplained
>> crashes,

>> inability to use multi-core peecees, etc...

>>

>> That said, is it just my observation, or have the latest bunch of DAW
>> releases

>> all come with an inexplicable suckage factor? Cubase, Samp, I've heard
>> issues

>> from Sonar users, Soundforge, all seem to have a giant trouser trout
>> lurking,

>> waiting to attack. Today, as I was tracking a pretty big project,

>> Samplitude

>> crashes...no reason, just crashed...

>>

>> As much as it pains me to say this, PTHD is looking better and better -

>> it
>> may not be even in the top 5 in sound quality nor value, but there are
>> not
>> the same unresolved repeat bugs that plague any DAW coming out of Germany
>> in the past year...
>>
>> Oh, the humanity....I "may" have found the fix for the patching wierdness. It seems that
Cubase
may want the external hardware to be patched from top to bottom according to
the way it numbers it's inputs and outputs when they are recognized.

IOW, if I create my favorite external instruments in the same order that the
I/O show up, then if I want the left channel of my TL Audio EQ to be the
first external instrument, it would be patched to Multiface analog I/O #1
because that's the first one that shows up in the I/O list. If I wanted the
left channel of my Demeter compressor to be on analog I/O #15, I would have
to create it as the 15th external processor in the "favorites".

It looks like this may be the situation. I will be testing this further over
the weekend. It's a time consuming situation and not the way "I" would have
done it, but if it is the answer, dealing with this doofussness is much
better than having to repatch all the processors.

sheesh!!!!!!oh yeah.....this would be a workaround, since if the program was
functioning normally, it would save whatever was patched to whatever else.
All this will do is allow "it" to do the patching by default.....it.but
anyway...whatever "it" wants to do, I guess I'm fine with,.

;oP

"DJ" <animix _ at _ animas _ dot _ net> wrote in message
news:46994594@linux...

>I "may" have found the fix for the patching wierdness. It seems that Cubase
>may want the external hardware to be patched from top to bottom according
>to the way it numbers it's inputs and outputs when they are recognized.
>
> IOW, if I create my favorite external instruments in the same order that
> the I/O show up, then if I want the left channel of my TL Audio EQ to be
> the first external instrument, it would be patched to Multiface analog I/O
> #1 because that's the first one that shows up in the I/O list. If I wanted
> the left channel of my Demeter compressor to be on analog I/O #15, I would
> have to create it as the 15th external processor in the "favorites".
>
> It looks like this may be the situation. I will be testing this further
> over the weekend. It's a time consuming situation and not the way "I"
> would have done it, but if it is the answer, dealing with this doofussness
> is much better than having to repatch all the processors.
>

> sheesh!!!!!!

>You'll never crack the German logic. hehe

Oh, If you want to link channels it will hose up the record enabling, so you need to FIRST record enable the group of channels you want to link (like 10 drums), THEN LINK them. Then it works fine so far ;-)

If you don't do it that way then only some of the record enabled / linked tracks will actually record.

JohnHe's going to sit on one of 'em. That way he'll get that spinal-level imaging that most people find to be so elusive.

:)

"Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote:

>Better imaging with TWO subs???

>

>David.

>

>Brad Lyons wrote:

>

>> Rod,

>>

>> Yeah---I'm with ya! I've always been "anal" about audio fidelity and sound,

>> I don't settle for low or even mid-grade. My monitoring setup is high-grade....

>> Digidesign 192I/O to an Apogee MiniDAC into a pair of ADAM Audio S1A's and

>> an Adam 10" sub, I'm about to add a second subwoofer for better imaging.

>> That chain right there is \$10,0000 just to listen to 2-channels of audio

>> and believe me, you can hear the SLIGHTEST little detail. It's hard to listen

>> to CD's in that system because it's capable of far better fidelity.

>>

>> Brad Lyons

>>

>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>

>>>"Brad Lyons" <brad@audioandmidi.com> wrote:

>>>It's easy

>>>to think everyone listens to MP3's, I can't stand them to be honest--the

>>>audio quality is awful in even the best MP3's when compared to raw audio

>>>through high-resolution D/A's and monitors or high-end home theatre systems.

>>>

>>>I totally agree. I really don't get any enjoyment out of listening to mp3's.

>>>They're kind of like cassettes. Handy for learning songs, but not good.

>>

>> Most

>>

>>>of my friends look at me like I'm crazy when I say that. Good to know someone

>>>lese feels the same way.

>>>Rod

>>

>>Yep! People say bass is non-directional and honestly, that just isn't true.

My room is tuned quite well, the monitoring chain has no short-comings from the microphone to my monitors. By moving the sub around the room, you can hear it's placement. Likewise, different placement yields different results.

So I'm going to put one Adam 10" Sub on the left and one on the right configured in a 3-way design.

Brad

"Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote:

>Better imaging with TWO subs???

>

>David.

Subject: Re: I need 2 more db...

Posted by [TCB](#) on Thu, 21 Jun 2007 14:57:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

ther phat kick sound (and perhaps dropping the tuning) is interesting and *can* help in some cases, especially in case you are trying to deal with total suckage that absolutely can't be cured any other way, but micing the kit right the first time is definitely the way to do. I'm not as experienced with mixing drums as some folks here but it is lots of fun learning it and I'm really discovering more and more about what an integral "instrument" a drum kit is. Hey Dj, I have a dedicated Firewire drive (80 gigs) of Drum -wav/giga samples just for Drumagog..

I would have to say that suscess using this plug really depends on the Arsenal of samples at your disposal..

Although I have BFD(DELUXE), I really don't like their samples. Yes, I prefer my drums samples to already be "Procesed"!! :).. IE..Sound great out the box...BFD approach is to let you process those raw drum samples like you would a "real" kit..

Problem is: If you don't know how to achieve great drum sounds witha live kit, then using BFD will render no help at all...That Means: If you call

up a BFD sample via Drummagog, ...you then have proceed to treat the sad drum track like you would a live "Miked" drum... Yikes!!.

That's why I go with the great sounding "Already Primo" Drum samples.. Hey, I'm a Producer/Composer/Engineer...I need quick , but, great results...fast, when I call up Drumagog.. Not tweaking to get those RAW BFD drums right..

Hey, on another note: Native Instruments Battery 3 is a BEAST!! And the Library that comes with it, is First class.. In-which you can use these great samples with Drumagog..

"DJ" <animix _ at _ animas _ dot _ net> wrote:

>.....to be used lightly.....very lightly.....

>too much (kick in my case) and your kit sounds artificial and disjointed,

>even with lots of tweaking. It's a nice tool to have in the arsenal,

>blending in another phat kick sound (and perhaps dropping the tuning) is

>interesting and *can* help in some cases, especially in case you are trying

>to deal with total suckage that absolutely can't be cured any other way,
but

>micing the kit right the first time is definitely the way to do. I'm not
as

>experienced with mixing drums as some folks here but it is lots of fun

>learning it and I'm really discovering more and more about what an integral

>"instrument" a drum kit is.

>

>Heheh!! I sure agree with you LaMont. It's sorta' ridiculous in my particular situation. I am trying to reinvent the wheel here. The kit I'm mixing sounds really good "as is" (it's a Grand Masters that was mic'ed by Ed Stasium for the session played by Steve Dejka, who is an absolutely killer drummer). Trying to improve it with BFD is just basically dumb.....but that's how I learn stuff, if you haven't noticed.

;o)

"LaMont" <jjdpro@gmail.com> wrote in message news:46998301\$1@linux...

>

> Hey Dj,

> I have a dedicated Firewire drive (80 gigs) of Drum -wav/giga samples just

> for Drumagog..

>

> I would have to say that suscess using this plug really depends on the

> Arsenal
> of samples at your disposal..
>
> Although I have BFD(DELUXE), I really don't like their sample

Subject: Re: I need 2 more db...
Posted by [LaMont](#) on Thu, 21 Jun 2007 15:07:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

te:
>>.....to be used lightly.....very lightly.....
>
>>too much (kick in my case) and your kit sounds artificial and disjointed,
>
>>even with lots of tweaking. It's a nice tool to have in the arsenal,
>>blending in another phat kick sound (and perhaps dropping the tuning) is
>
>>interesting and *can* help in some cases, especially in case you are
>>trying
>
>>to deal with total suckage that absolutely can't be cured any other way,
> but
>>micing the kit right the first time is definitely the way to do. I'm not
> as
>>experienced with mixing drums as some folks here but it is lots of fun
>>learning it and I'm really discovering more and more about what an
>>integral
>
>>"instrument" a drum kit is.
>>
>>
>

Lol!! ...Email or call me and I can get a disk of some of my Drum samples..

"DJ" <animix _ at _ animas _ dot _ net> wrote:
>Heheh!! I sure agree with you LaMont. It's sorta' ridiculous in my
>particular situation. I am trying to reinvent the wheel here. The kit I'm

>mixing sounds really good "as is" (it's a Grand Masters that was mic'ed
by
>Ed Stasium for the session played by Steve Dejka, who is an absolutely
>killer drummer). Trying to improve it with BFD is just basically
>dumb.....but that's how I learn stuff, if you haven't noticed.
>
>;o)

>
>"LaMont" <jjdpro@gmail.com> wrote in message news:46998301\$1@linux...
>>
>> Hey Dj,
>> I have a dedicated Firewire drive (80 gigs) of Drum -wav/giga samples
just
>> for Drumagog..
>>
>> I would have to say that suscess using this plug really depends on the

>> Arsenal
>> of samples at your disposal..
>>
>> Although I have BFD(DELUXE), I really don't like their samples. Yes, I

>> prefer
>> my drums samples to already be "Procesed"!! :).. IE..Sound great out the
>> box...BFD approach is to let you process those raw drum samples like you
>> would a "real" kit..
>>
>> Problem is: If you don't know how to achieve great drum sounds witha live
>> kit, then using BFD will render no help at all...That Means: If you call

Subject: Re: I need 2 more db...
Posted by [EK Sound](#) on Thu, 21 Jun 2007 15:32:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>
>> That's why I go with the great sounding "Already Primo" Drum samples..

>> Hey,
>> I'm a Producer/Composer/Engineer...I need quick , but, great
>> results...fast,
>> when I call up Drumagog.. Not tweaking to get those RAW BFD drums right..
>>
>> Hey, on another note: Native Instruments Battery 3 is a BEAST!! And the

>> Library
>> that comes with it, is First class.. In-which you can use these great

>> samples
>> with Drumagog..
>>
>>
>>
>> "DJ" <animix _ at _ animas _ dot _ net> wrote:

>>>.....to be used lightly.....very lightly.....
>>
>>>too much (kick in my case) and your kit sounds artificial and disjointed,
>>
>>>even with lots of tweaking. It's a nice tool to have in the arsenal,
>>>blending in another phat kick sound (and perhaps dropping the tuning)
is
>>
>>>interesting and *can* help in some cases, especially in case you are
>>>trying
>>
>>>to deal with total suckage that absolutely can't be cured any other way,
>> but
>>>micing the kit right the first time is definitely the way to do. I'm not
>> as
>>>experienced with mixing drums as some folks here but it is lots of fun
>>>learning it and I'm really discovering more and more about what an
>>>integral
>>
>>>"instrument" a drum kit is.
>>>
>>>
>>
>
>
>This is a multi-part message in MIME format.

-----=_NextPart_000_0117_01C7C679.115E6590
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Rod,
I am working from a clone that was totally good with two
fully loaded Mecs. I have to assume the drivers are good.
I'm looking for a good vendor for SCSI cables now.
They're called SCSI 2 right?

Subject: Re: I need 2 more db...
Posted by [Deej](#) on Thu, 21 Jun 2007 15:36:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

/>
>> up a BFD sample via Drummagog, ...you then have proceed to treat the sad
>> drum track like you would a live "Miked" drum... Yikes!!

Subject: Re: I need 2 more db...
Posted by [neil\[1\]](#) on Thu, 21 Jun 2007 15:51:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

g weekend. No more time for hell in =
Paris.

>Thanks for all your input,
>Tom
> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
>news:4697ab8a@linux...
>
> Did you try hiding the default ppj to see if it would boot up with =
a =3D
>MEC

Subject: Re: I need 2 more db...
Posted by [Neil](#) on Thu, 21 Jun 2007 15:52:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

when

> creating a new session?=3D20
> Rod
> "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >
> >
> >Guys,
> >I'm all set with the cables and the which card is A bit.
> >Rod you were right about what I was asking.
> >
> >In any event I scaled down to one EDS (Pretty sure that's card A =
=3D3D
> >right?!!!)
> >and p

Subject: Re: I need 2 more db...
Posted by [Neil](#) on Thu, 21 Jun 2007 15:54:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

lugged it into each of my two working Mecs. Paris will boot =
but

> >even internal clock was never found nor were the in/outs on each =
Mec.
> >The 442 on the other hand works like a champ one card only. I =3D
>suspect
> >either all my Mecs are screwy now or the SCSI cables are =
intermitant

=3D
>at
> =3D3D
> >best.
> >It's working fine with the 442 so I'm sticking with that for =
today.
> >I'll add my EDS cards one by one and see if that is back to =
normal.
> >
> >Thanks for the help and if I need scsi cables what and where to =
buy =3D
>them
> =3D3D
> >would be good info too.
> >Mr Testy
> > "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D3D
> >news:469780ce\$

Subject: Re: I need 2 more db...
Posted by [Neil](#) on Thu, 21 Jun 2007 16:48:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

e for hell in Paris.</DIV>
><DIV>Thanks for all your =
input,</DIV>
><DIV>Tom</DIV>
><BLOCKQUOTE=3D20
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Rod Lincoln" <<A=3D20
> =3D
=
>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>&g=3D
>t;=3D20
> wrote in message <A=3D20
> =
href=3D3D"news:4697ab8a@linux">news:4697ab8a@linux...</DIV>
Did =
=3D
>you try=3D20
> hiding the default ppj to see if it would boot up with a MEC =3D
>when
creating=3D20
> a new session?
Rod
"Tom Bruhl" <<

Subject: Re: I need 2 more db...
Posted by [Neil](#) on Thu, 21 Jun 2007 17:06:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

A=3D20

- > href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net=3D20
 - > wrote:

>Guys,
>I'm all set with the cables =3D
 - >and the=3D20
 - > which card is A bit
-

Subject: Re: I need 2 more db...
Posted by [duncan](#) on Thu, 21 Jun 2007 17:09:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

ank">1@linux...

- > >
- > > I think Tom was asking if there was a "3.0" version of the EDS =
- card
- =3D
- >=3D3D
- > >that needed
- > > to be connected to the master. The answer to that would be =
- no.=3D3D20
- > > Is this what you were asking Tom?
- > > DJ's advice is very important though. I would do it, if you =
- haven't
- =3D
- >=3D3D
- > >already.
- > > I don't want to sound like a "RTFM" kind of guy, but the Paris =
- =3D
- >manual
- > =3D3D
- > >describes
- > > this procedure pretty well.
- > > It's on page 4 and 5 of the 3.0 version.
- > > It kind of sounds to me like you may not be hooking up the =
- correct
- =3D
- >eds
- > =3D3D
- > >card
- > > to the master mec.
- > > Rod
- > > "DJ" <animix _ at _ animas _ dot _ net> wrote:
- > > >
- > > >

> > >
 > > > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =3D3D3D
 > > >news:46972376@linux...
 > > > This is really a novice oriented question but . . .
 > > > It doesn't matter which card is the "A" card
 > > > in your system as far as Paris' ID orientation right?
 > > >
 > > > Yes, it does, and the orientation of the slots you are using =
 in
 =3D
 >=3D3D3D
 > > >combination with the orientation of the ribbon cables will =3D
 >determine
 > =3D3D
 > >=3D3D3D
 > > >this. Have you changed them around during your reconfiguration?
 > > >
 > > > Start with a new SCSI cable and a single EDS card. Test each =
 =3D
 >MEC. =3D3D
 > >Once
 > > =3D3D3D
 > > >you know if there is a problem there, add a new SCSI cable and =
 =3D3D
 > >another =3D3D3D
 > > >card. Put different modul

Subject: Re: I need 2 more db...
 Posted by [LaMont](#) on Thu, 21 Jun 2007 18:01:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

y =3D
 >sure=3D20
 > that's card A =3D3D
>right?!!!
>and plugged it into each of =
 =3D
 >my two=3D20
 > working Mecs. Paris will boot but
>even internal clock was =3D
 >never=3D20
 > found nor were the in/outs on each Mec.
>The 442 on the other =
 =3D
 >hand works=3D20
 > like a champ one card only. I suspect
>either all my Mecs =3D
 >are=3D20
 > screwy now or the SCSI cables are intermitant =3D
 >at
=3D3D
>best.
>It's=3D20
 > working fine with the 442 so I'm sticking with that for =3D
 >today.
>I'll add=3D20

> my EDS cards one by one and see if that is back to=3D20
> normal.
>
>Thanks for the help and if I need scsi cables =3D
>what and=3D20
> where to buy them
=3D3D
>would be good info too.
>Mr=3D20
> Testy
> "Rod Lincoln" <<A=3D20
> =3D
=
>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr

Subject: Re: I need 2 more db...
Posted by [Deej \[4\]](#) on Thu, 21 Jun 2007 18:01:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

>
> Tom?
> DJ's advice is very important though. I would do =3D
>it, if you=3D20
> haven't =3D3D
>already.
> I don't want to sound like a =3D
>"RTFM"=3D20
> kind of guy, but the Paris =3D
>manual
=3D3D
>describes
> this=3D20
> procedure pretty well.
> It's on page 4 and 5 of the 3.0=3D20
> version.
> It kind of sounds to me like you may not be =3D
>hooking up=3D20
> the correct eds
=3D3D
>card
> to the master=3D20
> mec.
> Rod
> "DJ" <animix _ at _ animas _ =3D
>dot _ =3D20
> net> w

Subject: Re: I need 2 more db...
Posted by [Deej \[4\]](#) on Thu, 21 Jun 2007 23:44:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

;gt; how the cards are initializing and which card is card A, B, =
C=20
as
=3D
>=3D3D
> > >you =3D3D3D
> > =
> >=20
>start=3D3D3D20
> > > > > adding more =
hardware. the=20
MEC i sent
