

>
>
</BLOCKQUOTE></BODY></HTML >

-----=_NextPart_000_0114_01C78C61.8CC14060--Hehe yes !

How come I am the one who tries some things that look obvious to try them out ? :)

Ok you have to return your compressor out to a different mec though to avoid feedback.

Let us know what you will come up with and how will this work beneficially...

Regards,

Dimitrios

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

>

>

>Dimitrios are you serious?!?! It outputs the submix only on Cards B, C,

=

>D, E ???

>I will be summing my drums and guitars from now on 20bit out of the =

>phones jack to my

>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried it?

>

>I'm a dope,

>Tom

>

>

> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =

>news:4638281d\$1@linux...

>

> Hi DJ,

> hehe I am already on that testing route even with the L R outputs of =

>other

> than card's a mecs...

> Regarding the headphone outs the one on mec A which is the main one =

>outputs

> all submixes, the other though ! output only the related submix out so

=

>yes

> you could route it to another mec but on same mec you would get an =

>infinite

> loop of dry and compressed... because the time you will bring it back

=

>on

> same mec that will be again outputed on headphones and then back =

>again...

> you get the picture ,feedback.

> Thed other mecs option though will work !!

> I don't know if you have considered the other better option !!

> The L and R outputs of each mec (except for the main one) outputs ALSO

=

>the

> submix out so you can take this L and R out and send it to a pair of =

>outputs

> (digital to Pulsar ??) COMPRESS it and then send it back to another =

>submix.

> For latency well you know faderworks ?? !!

> Regards,

> Dimitrios

>

> "DJ" <www.aarrrrggghhh!!!.com> wrote:

> >Are you getting the same signal on all MECs or the mix signal on MEC

=

>on

> card=20

> >A and just the submix of the MEC on card B and C. If you're just =

>getting

>

> >those submixes on the card B & C Mecs, you could route the headphone

=

>out

> of=20

> >those MECs to a pair of input channels on another MEC (or maybe even

=

>loop

> it=20

> >back to the same MEC) on a pair of record enabled channels and =

>compress

> it,=20

> >etc.....I can't believe I never tried this when I had 4 MECs =

>here..

> >

> >;o)

> >

> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20

> >news:4637946e\$1@linux...

> >>

> >> Heh...

> >> Works on all mecs !!

> >> Dimitrios

> >>

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

> >>>

> >>>Ah I found it !!

> >>>I should connect the L and R to the Mec's outputs 1 and 2 to get a

=

>signal

> >>>for the headphones !!

> >>>I am just using the digital out for monitoring thats why I didn't =
>get
> any
> >>>signal at the heaphone out !
> >>>Thanks
> >>>Dimitrios
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> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
> >>>>
> >>>>
> >>>>Dimitrios,
> >>>>You should only get the phone out active on the Submix A Master =
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> >>>>At least that's been my understanding. =3D20
> >>>>Tom
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> >>>>news:46377aa5\$1@linux...
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> >>>><STYLE></STYLE>
> >>>></HEAD>
> >>>><BODY bgColor=3D3D#ffffff>
> >>>><DIV>Dimitrios,</DIV>
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> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
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></FONT></DIV></BODY></HTML><BR>>>>><B=
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>
>Dear Tom,
ALSO L and R on each submix except for submix1 outputs only the related
submix so you can send it to a mec's out (24bit if you like) and then out
to your compressor.
Regards,
Dimitrios

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

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> =
>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr=>20
> wrote=20
> in message
>news:4637946e\$1@linux...
>>
>>=20
> Heh...
>> Works on all mecs !!
>>=20
> Dimitrios
>>
>> "Dimitrios" <<A=20
> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr=>20
> wrote:
>>>
>>>Ah I found it =
>!!
>>>I should=20
> connect the L and R to the Mec's outputs 1 and 2 to get a=20
> signal
>>>for the headphones !!
>>>I am just =
>using the=20
> digital out for monitoring thats why I didn't =
>get
any
>>>signal=20
> at the heaphone out=20
> =
>!
>>>Thanks
>>>Dimitrios
>>>
>>>&=
>gt;>"Tom=20
> Bruhl" <<A =
>href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net=>20
> =
>wrote:
>>>>
>>>>
>>>>Dimitri=
>os,
>>>>You=20
> should only get the phone out active on the Submix A Master=20
> MEC.
>>>>At least that's been my understanding.=20
> =

Page 16 of 72 ---- Generated from The PARIS Forums

```

> =
>size=3D3D2>Tom</FONT></DIV><BR>>>><DIV>=
><FONT=20
> face=3D3DArial size=3D3D2></FONT>=20
> =
></DIV><BR>>>><BLOCKQUOTE=3D20<BR>>>>>st=
>yle=3D3D"PADDING-RIGHT:=20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D<BR>>>>>BORDER-LEFT:=20

> =3D<BR>>>>>href=3D3D"<A=20
> =
>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=
>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=
>t;=3D<BR>>>>>=20

>=3D<BR>>>>>href=3D3D"<A=20
> =
>href=3D'news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV><BR>Well=
>'>news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV>=
>;<BR>Well</A>=3D<BR>>>>>=20

>whatsoever on=20
> any headphone out =
>on<BR>any<BR>>>>>=3D<BR>>>>>of=20

>this a known=20
> bug=20
> =
>again=3D20<BR>>>>>??<BR>Thanks<BR>Dimitrios</B=
>LOCKQUOTE><BR>>>>><DIV><FONT=20
> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight=20
> =
>spam,<BR>=3D<BR>>>>>and=3D20<BR>>>>>you?<BR>=
>;<A=3D20<BR>>>>>href=3D3D"<A=20
> =
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>=3D<BR>>>>>.html</A>=20
> =
></FONT></DIV></BODY></HTML><BR>>>>><B=
>R>>>>><BR>>>>><BR>>>=20
> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>
>Heheh!!! parallel compression in Paris through a headphone out. Whoda'
thunk? Can't believe I never tried this when I was running 4 x MECs. Just

```

use a card and separate MEC for drum submixes, grab yourself an insert cable, route the headphone out to a stereo compressor (maybe sidechain to an EQ to hipass the LF a little.....or maybe not) and return them to the Paris inputs on a channel pair on a different MEC and you're there. Damn!!!....how simple is this?

;o)

"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message
news:463853fb\$1@linux...

>

> Dear Tom,

> ALSO L and R on each submix except for submix1 outputs only the related
> submix so you can send it to a mec's out (24bit if you like) and then out
> to your compressor.

> Regards,

> Dimitrios

>

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

>>

>>

>>Dimitrios are you serious?!?! It outputs the submix only on Cards B, C,

> =

>>D, E ???

>>I will be summing my drums and guitars from now on 20bit out of the =

>>phones jack to my

>>outboard comps for sure!!!!!! Sweeeeeeet! How come I never tried it?

>>

>>I'm a dope,

>>Tom

>>

>>

>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =

>>news:4638281d\$1@linux...

>>

>> Hi DJ,

>> hehe I am already on that testing route even with the L R outputs of =

>>other

>> than card's a mecs...

>> Regarding the headphone outs the one on mec A which is the main one =

>>outputs

>> all submixes, the other though ! output only the related submix out so

> =

>>yes

>> you could route it to another mec but on same mec you would get an =

>>infinite

>> loop of dry and compressed... because the time you will bring it back

> =

>>on
 >> same mec that will be again outputed on headphones and then back =
 >>again...
 >> you get the picture ,feedback.
 >> Thed other mecs option though will work !!
 >> I don't know if you have considered the other better option !!
 >> The L and R outputs of each mec (except for the main one) outputs ALSO
 > =
 >>the
 >> submix out so you can take this L and R out and send it to a pair of =
 >>outputs
 >> (digital to Pulsar ??) COMPRESS it and then send it back to another =
 >>submix.
 >> For latency well you know faderworks ?? !!
 >> Regards,
 >> Dimitrios
 >>
 >> "DJ" <www.aarrrrggghhh!!!.com> wrote:
 >> >Are you getting the same signal on all MECs or the mix signal on MEC
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 >>on
 >> card=20
 >> >A and just the submix of the MEC on card B and C. If you're just =
 >>getting
 >>
 >> >those submixes on the card B & C Mecs, you could route the headphone
 > =
 >>out
 >> of=20
 >> >those MECs to a pair of input channels on another MEC (or maybe even
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 >>loop
 >> it=20
 >> >back to the same MEC) on a pair of record enabled channels and =
 >>compress
 >> it,=20
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 >> >
 >> >;o)
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 >> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20
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 >> >> Heh...
 >> >> Works on all mecs !!
 >> >> Dimitrios
 >> >>

```

>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
>> >>>
>> >>>Ah I found it !!
>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to get a
> =
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>> >>>for the headphones !!
>> >>>I am just using the digital out for monitoring thats why I didn't =
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>> any
>> >>>signal at the heaphone out !
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>> >>>
>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
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>> >>>>
>> >>>>Dimitrios,
>> >>>>You should only get the phone out active on the Submix A Master =
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>> >>>>At least that's been my understanding. =3D20
>> >>>>Tom
>> >>>>
>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =3D
>> >>>>news:46377aa5$1@linux...
>> >>>>
>> >>>> Well first time I tried I get no signal whatsoever on any =
>>headphone
>> =3D
>> >>>>out on
>> >>>> any of the three mecs I have !!
>> >>>> Is this a known bug again ??
>> >>>> Thanks
>> >>>> Dimitrios
>> >>>>
>> >>>>
>> >>>>I choose Polesoft Lockspam to fight spam, and you?
>> >>>>http://www.polesoft.com/refer.html
>> >>>>
>> >>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>> >>>><HTML><HEAD>
>> >>>><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>> >>>>charset=3D3Diso-8859-1">
>> >>>><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>> >>>><STYLE></STYLE>
>> >>>></HEAD>
>> >>>><BODY bgColor=3D3D#ffffff>
>> >>>><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>

```

```

>> >>>><DIV><FONT face=3D3DArial size=3D3D2>You should only get the phone
> =
>>out =3D
>> >>>>active on the=3D20
>> >>>>Submix A Master MEC.</FONT></DIV>
>> >>>><DIV><FONT face=3D3DArial size=3D3D2>At least that's been my =3D
>> >>>>understanding. =3D20
>> >>>></FONT></DIV>
>> >>>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>> >>>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>> >>>><BLOCKQUOTE=3D20
>> >>>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
>>5px; =3D
>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> >>>> <DIV>"Dimitrios" <<A=3D20
>> >>>> =3D
>> =
>>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</=
>>A>>=3D
>> >>>> wrote=3D20
>> >>>> in message <A=3D20
>> >>>> =3D
>> =
>>>>>>href=3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV><B=
>>R>Well=3D
>> >>>> first=3D20
>> >>>> time I tried I get no signal whatsoever on any headphone out =
>>on<BR>any
>> >>>=3D
>> >>>>of the=3D20
>> >>>> three mecs I have !!<BR>Is this a known bug again=3D20
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> =
>>spam,
>> =3D
>> >>>>and=3D20
>> >>>>you?<BR><A=3D20
>> =
>>>>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
>>/refer=3D
>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>> >>>>
>> >>>>
>> >>>
>> >>=20
>> >
>> >

```

```
>>
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>><HTML><HEAD>
>><META http-equiv=3DContent-Type content=3D"text/html; =
>>charset=3Diso-8859-1">
>><META content=3D"MSHTML 6.00.2800.1400"
```

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [LaMont](#) on Wed, 28 Mar 2007 17:53:52 GMT

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```
size=3D2>outboard comps for sure!!!! =20
>>Sweeeeeet! How come I never tried it?</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2>I'm a dope,</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><BLOCKQUOTE=20
>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARG
```

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Tom Bruhl](#) on Wed, 28 Mar 2007 20:01:24 GMT

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```
s ??=20
>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=20
>> =
>>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>=20
>> wrote:<BR>>Are you getting the same signal on all MECs or the mix =
>>signal on=20
>> MEC on<BR>card <BR>>A and just the submix of the MEC on card B and =
>>C. If=20
>> you're just getting<BR><BR>>those submixes on the card B & C =
>>Mecs, you=20
>> could route the headphone out<BR>of <BR>>those MECs to a pair of =
>>input=20
>> channels on another MEC (or maybe even loop<BR>it <BR>>back to the =
>>same=20
>> MEC) on a pair of record enabled channels and compress<BR>it,=20
>> <BR>>etc.....I can't believe I never tried this when I had 4 =
>>MECs=20
>> here..<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=20
>> =
```

>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=
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>> Heh...
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>>>I am just =
>>using the=20
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>> wrote=20
>> in message=20
>> =
>>=3D
>>>>>news:46377aa5\$1@linux...
>>>>>
>>>>>&g=
>>t;>>> =20
>> Well first time I tried I get no signal whatsoever on any=20
>> headphone
=3D
>>>>>out on
>>>>> =
>>any of the=20
>> three mecs I have !!
>>>>> Is this a known bug =
>>again=20
>> ??
>>>>> Thanks
>>>>> =20
>> Dimitrios
>>>>>
>>>>>
>>>>>I =
>>choose=20
>> Polesoft Lockspam to fight spam, and=20
>> =
>>you?
>>>>>http://www.polesoft.com/refer.html&l

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Stevehwan](#) on Wed, 28 Mar 2007 23:01:41 GMT

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and then back to other mec ...

Well you have to note here.

the audio coming in the other submix will be delayed to the non compressed drumtracks... what will you do ?

You can of course record it and then nudge or better use Faderworks...

Ok so now you are tempted to come back to Paris or not ??

We are waiting for you...

Regards,

Dimitrios

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>Heheh!!! parallel compression in Paris through a headphone out. Whoda'

>thunk? Can't believe I never tried this when I was running 4 x MECs. Just

>use a card and separate MEC for drum submixes, grab yourself an insert

>cable, route the headphone out to a stereo compressor (maybe sidechain to

>an EQ to hipass the LF a little.....or maybe not) and return them

to

>the Paris inputs on a channel pair on a diffe

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Neil](#) on Wed, 28 Mar 2007 23:22:43 GMT

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rent MEC and you're there.

>Damn!!!.....how simple is this?

>

>;0)

>

>"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message

>news:463853fb\$1@linux...

>>

>> Dear Tom,

>> ALSO L and R on each submix except for submix1 outputs only the related

>> submix so you can send it to a mec's out (24bit if you like) and then

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>> to your compressor.

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>>
>> "Tom Bruhl" <arpegio@comcast.net> wrote:
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>>>I will be summing my drums and guitars from now on 20bit out of the =
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>>>I'm a dope,
>>>Tom
>>>
>>>
>>> "Dimitri

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Stevehwan](#) on Thu, 29 Mar 2007 00:41:42 GMT

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of dry and compressed... because the time you will bring it back
>> =
>>>on
>>> same mec that will be again outputed on headphones and then back =
>>>again...
>>> you get the picture ,feedback.
>>> Thed other mecs option though will work !!
>>> I don't know if you have considered the other better option !!
>>> The L and R outputs of each mec (except for the main one) outputs ALSO
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>>>the
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>>> >those submixes on the card B & C Mecs, you could route the headphone
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>>>out
>>> of=20
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>> =
>>>loop
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>>>compress
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=
>>>here..
>>> >
>>> >;o)
>>> >
>>> >"Dimitrios" &l
```

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Tom Bruhl](#) on Thu, 29 Mar 2007 01:38:34 GMT

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t;musurgio@otenetNOSPAM.gr> wrote in message=20

```
>>> >news:4637946e$1@linux...
```

```
>>> >>
```

```
>>> >> Heh...
```

```
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```
>>> >> Dimitrios
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>>> >>
```

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>>> >>>
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```

```
>>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to get
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```
a
```

```
>> =
```

```
>>>signal
```

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>>> >>>for the headphones !!
```

```
>>> >>>I am just using the digital out for monitoring thats why I didn't
```

```
=
```

```
>>>get
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>>> any
```

```

>>> >>>signal at the heaphone out !
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>>> >>>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
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>>> >>>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
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>>>/refer=3D
>>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>>> >>>>
>>> >>>>
>>> >>>
>>> >>=20
>>> >
>>> >
>>>
>>>
>>><!DOCTYPE HTML PUBLIC "-//

```

Subject: Re: Anyone got a Roland mouse they can sell me?
 Posted by [Stevehwan](#) on Thu, 29 Mar 2007 02:08:38 GMT
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```

W3C//DTD HTML 4.0 Transitional//EN">
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>>>charset=3Diso-8859-1">
>>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
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>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><BLOCKQUOTE=20
>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
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>>> =
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>>> wrote=20
>>> in message <A=20
>>> =
>>>href=3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR>Hi=20
>>> DJ,<BR>hehe I am already on that testing route even with the L R =
>>>outputs of=20
>>> other<BR>than card's a mecs...<BR>Regarding the headphone outs the one
>> =
>>>on mec=20
>>> A which is the main one outputs<BR>all submixes, the other though !
=
>>>output=20
>>> only the related submix out so yes<BR>you could route it to another
=
>>>mec but on=20
>>> same mec you would get an infinite<BR>loop of dry and compressed...
=
>>>because=20
>>> the time you will bring it back on<BR>same mec that will be again =
>>>outputed on=20

```

>>> headphones and then back again...
you get the picture =
>>>,feedback.
The=20
>>> other mecs option though will work !!
I don't know if you have =
>>>considered=20
>>> the other better option !!
The L and R outputs of each mec (except
>> =
>>>for the=20
>>> main one) outputs ALSO the
submix out so you can take this L and
R
>> =
>>>out and=20
>>> send it to a pair of outputs
(digital to Pulsar ??) COMPRESS it and
>> =
>>>then=20
>>> send it back to another submix.
For latency well you know =
>>>faderworks ??=20
>>> !!
Regards,
Dimitrios

"DJ" <<A=20
>>> =
>>>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=20
>>> wrote:
>>Are you getting the same signal on all MECs or the mix =
>>>signal on=20
>>> MEC on
card
>A and just the submix of the MEC on card B and =
>>>C. If=20
>>> you're just getting

>those submixes on the card B & C =
>>>Mecs, you=20
>>> could route the headphone out
of
>those MECs to a pair of =
>>>input=20
>>> channels on another MEC (or maybe even loop
it
>back to the =
>>>same=20
>>> MEC) on a pair of record enabled channels and compress
it,=20
>>>
>>etc.....I can't believe I never tried this when I had 4 =
>>>MECs=20
>>> here..
>
>;o)
>
>"Dimitrios" <<A=20
>>> =
>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=
>>> wrote=20
>>> in message
>>news:4637946e\$1@linux...
>>
>>=20
>>> Heh...
>> Works on all mecs !!
>>=20
>>> Dimitrios
>>
>> "Dimitrios" <<A=20
>>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20
>>> wrote:
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>>> connect the L and R to the Mec's outputs 1 and 2 to get a=20
>>> signal
>>>for the headphones !!
>>>I am just =
>>>using the=20
>>> digital out for monitoring thats why I didn't =
>>>get
any
>>>signal=20
>>> at the heaphone out=20

>>> =
>>>!
>>>Thanks
>>>Dimitrios
>>>
>>>&=
>>>gt;"Tom=20

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Tom Bruhl](#) on Thu, 29 Mar 2007 03:14:34 GMT

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>
>>> Bruhl" <<A =
>>>href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
>>> =
>>>wrote:
>>>>
>>>>
>>>>Dimitri=
>>>os,
>>>>You=20
>>> should only get the phone out active on the Submix A Master=20
>>> MEC.
>>>>At least that's been my understanding.=20
>>> =
>>>=3D20
>>>>Tom
>>>>
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>>>>news:46377aa5\$1@linux...
>>>>
>>>>&g=
>>>t;>>> =20
>>> Well first time I tried I get no signal whatsoever on any=20
>>> headphone
=3D
>>>>out on
>>>> =
>>>any of the=20
>>> three mecs I have !!
>>>> Is this a known bug =
>>>again=20
>>> ??
>>>> Thanks
>>>> =20
>>> Dimitrios
>>>>
>>>>
>>>>I =
>>>choose=20
>>> Polesoft Lockspam to fight spam, and=20
>>> =
>>>you?
>>>>http://www.polesoft.com/refer.html
>>>>=
>>>;>
>>>><!DOCTYPE=20
>>> HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>>> =
>>>Transitional//EN">
>>>><HTML><HEAD>
>>=
>>>>><META=20
>>> http-equiv=3D3DContent-Type content=3D3D"text/html";=20
>>> =
>>>=3D
>>>>charset=3D3Diso-8859-1">
>>>><=
>>>>META=20

```

>>> content=3D3D"MSHTML 6.00.2800.1400"=20
>>> =
>>>name=3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>=
>>>>></HEAD><BR>>>><BODY=20
>>> bgColor=3D3D#ffffff><BR>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> =
>>>size=3D3D2>Dimitrios,</FONT></DIV><BR>>>><=
>>>DIV><FONT=20
>>> face=3D3DArial size=3D3D2>You should only get the phone out=20
>>> =3D<BR>>>>active on the=3D20<BR>>>>Submix A =
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>>> MEC.</FONT></DIV><BR>>>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2>At least that's been my=20
>>> =3D<BR>>>>understanding.=20
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>>>=3D20<BR>>>></FONT></DIV><BR>>>><=
>>>;DIV><FONT=20
>>> face=3D3DArial=20
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>>>size=3D3D2>Tom</FONT></DIV><BR>>>><DIV>=
>>><FONT=20
>>> face=3D3DArial size=3D3D2></FONT>=20
>>> =
>>></DIV><BR>>>><BLOCKQUOTE=3D20<BR>>>>>st=
>>>yle=3D3D"PADDING-RIGHT:=20
>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>=3D<BR>>>>>BORDER-LEFT:=20
>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =20
>>> <DIV>"Dimitrios" <<A=3D20<BR>>>>> =20
>>> =3D<BR>>>>>href=3D3D"<A=20
>>> =
>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>mai=
>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>>>&g=
>>>t;=3D<BR>>>>>=20
>>> wrote=3D20<BR>>>>> in message=20
>>> <A=3D20<BR>>>>> =
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>>>;<BR>Well</A>=3D<BR>>>>>=20
>>> first=3D20<BR>>>>> time I tried I get no signal =
>>>whatsoever on=20
>>> any headphone out =
>>>on<BR>any<BR>>>>=3D<BR>>>>>of=20
>>> the=3D20<BR>>>>> three mecs I have !!<BR>Is =
>>>this a known=20

```

```

>>> bug=20
>>> =
>>>again=3D20<BR>>>>??<BR>Thanks<BR>Dimitrios</B=
>>>LOCKQUOTE><BR>>>><DIV><FONT=20
>>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight=20
>>> =
>>>spam,<BR>=3D<BR>>>>>and=3D20<BR>>>>>you?<BR>=
>>>;<A=3D20<BR>>>>>href=3D3D"<A=20
>>> =
>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>=3D<BR>>>>>.html</A>=20
>>> =
>>></FONT></DIV></BODY></HTML><BR>>>>><B=
>>>R>>>>><BR>>>>><BR>>>>>=20
>>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>>>
>>>
>>
>

```

>Anyone had this error before where Paris won't let you save ?
 Ok just empty your hardisk !!!
 It is not because OParis is full of bugs but because your disk is now full...
 Regards,
 Dimitrios"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message
 news:463893d1\$1@linux...

```

>
> Anyone had this error before where Paris won't let you save ?
> Ok just empty your hardisk !!!
> It is not because OParis is full of bugs but because your disk is now
> full...
> Regards,
> Dimitrios

```

Yes."Dimitrios" <musurgio@otenetNOSP.gr> wrote in message
 news:46389187\$1@linux...

```

>
> Yeah Dj,
> Why not then use the simple L R outputs in patch bay where every submix
> has
> these and route them to the related mec's out into your compressor and
> then
> back to your other mec.
> Is the headphone out of any quality ?
> You can use also the digital outs to connect to a Pulsar VINCO compressor
> and then back to other mec ...
>
> Well you have to note here.

```

> the audio coming in the other submix will be delayed to the non compressed
> drumtracks... what will you do ?

You build a \$3000.00 computer (and an RME MAD1 with 64 ADAT I/O) that is powerful enough to loop everything through Cubase via ADAT while monitoring and delay compensating in real time so that you can use Cubase as a delay compensator and processor for Paris.....errrr.....wait, that sounds sorta' familiar.
;o)

Hmmmm.....can you hear flammings with a 14 sample latency??probably so since you will also have the 1.5ms AD/DA conversion....hmm.....maybe worth a try, just to check.

> You can of course record it and then nudge or better use Faderworks...

>

> Ok so now you are tempted to come back to Paris or not ??

> We are waiting for you...

> Regards,

> Dimitrios

>

> "DJ" <www.aarrrrggghhh!!!.com> wrote:

>>Heheh!!! parallel compression in Paris through a headphone out. Whoda'

>

>>thunk? Can't believe I never tried this when I was running 4 x MECs.

>>Just

>

>>use a card and separate MEC for drum submixes, grab yourself an insert

>>cable, route the headphone out to a stereo compressor (maybe sidechain

> to

>>an EQ to hipass the LF a little.....or maybe not) and return them

> to

>>the Paris inputs on a channel pair on a different MEC and you're there.

>

>>Damn!!!....how simple is this?

>>

>>;o)

>>

>>"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message

>>news:463853fb\$1@linux...

>>>

>>> Dear Tom,

>>> ALSO L and R on each submix except for submix1 outputs only the

>>> related

>>> submix so you can send it to a mec's out (24bit if you like) and then

> out

>>> to your compressor.

>>> Regards,
>>> Dimitrios
>>>
>>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>>
>>>>
>>>>Dimitrios are you serious?!?! It outputs the submix only on Cards B,
> C,
>>> =
>>>>D, E ???
>>>>I will be summing my drums and guitars from now on 20bit out of the =
>>>>phones jack to my
>>>>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried it?
>>>>
>>>>I'm a dope,
>>>>Tom
>>>>
>>>>
>>>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =
>>>>news:4638281d\$1@linux...
>>>>
>>>> Hi DJ,
>>>> hehe I am already on that testing route even with the L R outputs of
> =
>>>>other
>>>> than card's a mecs...
>>>> Regarding the headphone outs the one on mec A which is the main one
> =
>>>>outputs
>>>> all submixes, the other though ! output only the related submix out
> so
>>> =
>>>>yes
>>>> you could route it to another mec but on same mec you would get an =
>>>>infinite
>>>> loop of dry and compressed... because the time you will bring it back
>>> =
>>>>on
>>>> same mec that will be again outputed on headphones and then back =
>>>>again...
>>>> you get the picture ,feedback.
>>>> Thed other mecs option though will work !!
>>>> I don't know if you have considered the other better option !!
>>>> The L and R outputs of each mec (except for the main one) outputs ALSO
>>> =
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> =

```

>>>>outputs
>>>> (digital to Pulsar ??) COMPRESS it and then send it back to another
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>>>> For latency well you know faderworks ?? !!
>>>> Regards,
>>>> Dimitrios
>>>>
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>>>> >Are you getting the same signal on all MECs or the mix signal on MEC
>>> =
>>>>on
>>>> card=20
>>>> >A and just the submix of the MEC on card B and C. If you're just =
>>>>getting
>>>>
>>>> >those submixes on the card B & C Mecs, you could route the headphone
>>> =
>>>>out
>>>> of=20
>>>> >those MECs to a pair of input channels on another MEC (or maybe even
>>> =
>>>>loop
>>>> it=20
>>>> >back to the same MEC) on a pair of record enabled channels and =
>>>>compress
>>>> it,=20
>>>> >etc.....I can't believe I never tried this when I had 4 MECs
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>>>> >;o)
>>>> >
>>>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20
>>>> >news:4637946e$1@linux...
>>>> >>
>>>> >> Heh...
>>>> >> Works on all mecs !!
>>>> >> Dimitrios
>>>> >>
>>>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
>>>> >>>
>>>> >>>Ah I found it !!
>>>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to get
> a
>>> =
>>>>signal
>>>> >>>for the headphones !!

```

```

>>>> >>>I am just using the digital out for monitoring thats why I didn't
> =
>>>>get
>>>> any
>>>> >>>signal at the heaphone out !
>>>> >>>Thanks
>>>> >>>Dimitrios
>>>> >>>
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>>>> >>>>
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>>>> >>>>Dimitrios,
>>>> >>>>You should only get the phone out active on the Submix A Master
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>>>> >>>>
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>>>> >>>> Well first time I tried I get no signal whatsoever on any =
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>>>> >>>> Is this a known bug again ??
>>>> >>>> Thanks
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>>>> >>>>
>>>> >>>>I choose Polesoft Lockspam to fight spam, and you?
>>>> >>>>http://www.polesoft.com/refer.html
>>>> >>>>
>>>> >>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>> >>>><HTML><HEAD>
>>>> >>>><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>>> >>>>charset=3D3Diso-8859-1">
>>>> >>>><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>>> >>>><STYLE></STYLE>
>>>> >>>></HEAD>
>>>> >>>><BODY bgColor=3D3D#ffffff>
>>>> >>>><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
>>>> >>>><DIV><FONT face=3D3DArial size=3D3D2>You should only get the phone
>>> =
>>>>out =3D
>>>> >>>>active on the=3D20
>>>> >>>>Submix A Master MEC.</FONT></DIV>

```

```

>>>> >>>><DIV><FONT face=3D3DArial size=3D3D2>At least that's been my =3D
>>>> >>>>understanding. =3D20
>>>> >>>></FONT></DIV>
>>>> >>>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>>> >>>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> >>>><BLOCKQUOTE=3D20
>>>> >>>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
>>>>5px; =3D
>>>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> >>>> <DIV>"Dimitrios" <<A=3D20
>>>> >>>> =3D
>>>> =
>>>>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</=
>>>>A>>=3D
>>>> >>>> wrote=3D20
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>>>> =
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>>>>R>Well=3D
>>>> >>>> first=3D20
>>>> >>>> time I tried I get no signal whatsoever on any headphone out =
>>>>on<BR>any
>>>> >>>=3D
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>>> =
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>>>> =3D
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>>>> >>>>you?<BR><A=3D20
>>>> =
>>>>>>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
>>>>/refer=3D
>>>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>>>> >>>>
>>>> >>>>
>>>> >>>
>>>> >>=20
>>>> >
>>>> >
>>>>
>>>>
>>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>><HTML><HEAD>
>>>><META http-equiv=3DContent-Type content=3D"text/html; =

```

```

>>>> charset=3Diso-8859-1">
>>>> <META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>>>> <STYLE></STYLE>
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>>>> <BODY bgColor=3D#ffffff>
>>>> <DIV><FONT face=3DArial size=3D2>Dimitrios are you serious?!?! It =
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>>> =
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>>>> 20bit out of the phones jack to my</FONT></DIV>
>>>> <DIV><FONT face=3DArial size=3D2>outboard comps for sure!!!!!! =20
>>>> Sweeeeeeet! How come I never tried it?</FONT></DIV>
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>>>> <DIV><FONT face=3D

```

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Tom Bruhl](#) on Thu, 29 Mar 2007 03:41:40 GMT

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```

Arial size=3D2></FONT> </DIV>
>>>> <BLOCKQUOTE=20
>>>> style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>> BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
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```

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>>>> =3D<BR>>>>>understanding.=20
>>>> =
>>>>=3D20<BR>>>>></FONT></DIV><BR>>>>><=
>>>>;DIV><FONT=20
>>>> face=3D3DArial=20
>>>> =
>>>>size=3D3D2>Tom</FONT></DIV><BR>>>>><DIV>=
>>>><FONT=20
>>>> face=3D3DArial size=3D3D2></FONT>>=20
>>>> =
>>>></DIV><BR>>>>><BLOCKQUOTE=3D20<BR>>>>>st=
>>>>yle=3D3D"PADDING-RIGHT:=20
>>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>>=3D<BR>>>>>BORDER-LEFT:=20
>>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =20
>>>> <DIV>"Dimitrios" <<A=3D20<BR>>>>> =20
>>>> =3D<BR>>>>>href=3D3D"<A=20
>>>> =
>>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>'mai=
>>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=
>>>>t;=3D<BR>>>>>=20
>>>> wrote=3D20<BR>>>>> in message=20
>>>> <A=3D20<BR>>>>> =
>>>>=3D<BR>>>>>href=3D3D"<A=20
>>>> =
>>>>href=3D'news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV><BR>Well=
>>>>'>news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV>=
>>>>;<BR>Well</A>=3D<BR>>>>>=20
>>>> first=3D20<BR>>>>> time I tried I get no signal =
>>>>whatsoever on=20
>>>> any headphone out =
>>>>on<BR>any<BR>>>>>=3D<BR>>>>>of=20
>>>> the=3D20<BR>>>>> three mecs I have !!<BR>Is =
>>>>this a known=20
>>>> bug=20
>>>> =
>>>>again=3D20<BR>>>>>??<BR>Thanks<BR>Dimitrios</B=

```

>>>>LOCKQUOTE>
>>><DIV><FONT=20
>>>> size=3D3D2>

I choose Polesoft Lockspam to fight=20
>>>> =
>>>>spam,
=3D
>>>>and=3D20
>>>>you?
=
>>>>;<A=3D20
>>>>href=3D3D"<A=20
>>>> =
>>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>>=3D
>>>>.html=20
>>>> =
>>>></DIV></BODY></HTML>
>>>><B=
>>>>R>>>>>
>>>>
>>>=20
>>>>
>
>
</BLOCKQUOTE></BODY></HTML>
>>>>
>>>>
>>>
>>
>>
>>
>This is a multi-part message in MIME format.

-----=_NextPart_000_005F_01C78CA1.58504F70
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Dimitrios,
I could have sworn that I tried the L&R outs of the Mecs and never got =
signal.
You are saying that gives you submix only data? This is crazy.
I'll be experimenting today for sure.
Tom

After the Beatle Juice show I guess.
"Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =
news:46389187\$1@linux...

Yeah Dj,
Why not then use the simple L R outputs in patch bay where every =
submix has
these and route them to the related mec's out into your compressor and =
then
back to your other mec.
Is the headphone out of any quality ?
You can use also the digital outs to connect to a Pulsar VINCO =
compressor
and then back to other mec ...

Well you have to note here.

the audio coming in the other submix will be delayed to the non =
compressed
drumtracks... what will you do ?
You can of course record it and then nudge or better use Faderworks...

Ok so now you are tempted to come back to Paris or not ??

We are waiting for you...

Regards,
Dimitrios

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>Heheh!!! parallel compression in Paris through a headphone out. =
Whoda'

>thunk? Can't believe I never tried this when I was running 4 x =
MECs. Just

>use a card and separate MEC for drum submixes, grab yourself an =
insert=20

>cable, route the headphone out to a stereo compressor (maybe =
sidechain

to=20

>an EQ to hipass the LF a little.....or maybe not) and return =
them

to=20

>the Paris inputs on a channel pair on a different MEC and you're =
there.

>Damn!!!....how simple is this?

>

>;o)

>

>"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20

>news:463853fb\$1@linux...

>>

>> Dear Tom,

>> ALSO L and R on each submix except for submix1 outputs only the =
related

>> submix so you can send it to a mec's out (24bit if you like) and =
then

out

>> to your compressor.

>> Regards,

>> Dimitrios

>>

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

>>>

>>>

>>>Dimitrios are you serious?!?! It outputs the submix only on Cards =
B,
C,
>> =3D
>>>D, E ???
>>>I will be summing my drums and guitars from now on 20bit out of the =
=3D
>>>phones jack to my
>>>outboard comps for sure!!!!!! Sweeeeeeet! How come I never tried =
it?
>>>
>>>I'm a dope,
>>>Tom
>>>
>>>
>>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D
>>>news:4638281d\$1@linux...
>>>
>>> Hi DJ,
>>> hehe I am already on that testing route even with the L R outputs =
of
=3D
>>>other
>>> than card's a mecs...
>>> Regarding the headphone outs the one on mec A which is the main =
one
=3D
>>>outputs
>>> all submixes, the other though ! output only the related submix =
out
so
>> =3D
>>>yes
>>> you could route it to another mec but on same mec you would get =
an =3D
>>>infinite
>>> loop of dry and compressed... because the time you will bring it =
back
>> =3D
>>>on
>>> same mec that will be again outputed on headphones and then back =
=3D
>>>again...
>>> you get the picture ,feedback.
>>> Thed other mecs option though will work !!
>>> I don't know if you have considered the other better option !!
>>> The L and R outputs of each mec (except for the main one) outputs =
ALSO

>> =3D
 >>>the
 >>> submix out so you can take this L and R out and send it to a pair =
 of
 =3D
 >>>outputs
 >>> (digital to Pulsar ??) COMPRESS it and then send it back to =
 another
 =3D
 >>>submix.
 >>> For latency well you know faderworks ?? !!
 >>> Regards,
 >>> Dimitrios
 >>>
 >>> "DJ" <www.aarrrrggghh!!!.com> wrote:
 >>> >Are you getting the same signal on all MECs or the mix signal on =
 MEC
 >> =3D
 >>>on
 >>> card=3D20
 >>> >A and just the submix of the MEC on card B and C. If you're just =
 =3D
 >>>getting
 >>>
 >>> >those submixes on the card B & C Mecs, you could route the =
 headphone
 >> =3D
 >>>out
 >>> of=3D20
 >>> >those MECs to a pair of input channels on another MEC (or maybe =
 even
 >> =3D
 >>>loop
 >>> it=3D20
 >>> >back to the same MEC) on a pair of record enabled channels and =
 =3D
 >>>compress
 >>> it,=3D20
 >>> >etc.....I can't believe I never tried this when I had 4 =
 MECs
 =3D
 >>>here..
 >>> >
 >>> >;0)
 >>> >
 >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20
 >>> >news:4637946e\$1@linux...
 >>> >>

```

>>> >> Heh...
>>> >> Works on all mecs !!
>>> >> Dimitrios
>>> >>
>>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
>>> >>>
>>> >>>Ah I found it !!
>>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to =
get
a
>> =3D
>>>signal
>>> >>>for the headphones !!
>>> >>>I am just using the digital out for monitoring thats why I =
didn't
=3D
>>>get
>>> any
>>> >>>signal at the heaphone out !
>>> >>>Thanks
>>> >>>Dimitrios
>>> >>>
>>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>> >>>>
>>> >>>>
>>> >>>>Dimitrios,
>>> >>>>You should only get the phone out active on the Submix A =
Master
=3D
>>>MEC.
>>> >>>>At least that's been my understanding. =3D3D20
>>> >>>>Tom
>>> >>>>
>>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =
=3D3D
>>> >>>>news:46377aa5$1@linux...
>>> >>>>
>>> >>>> Well first time I tried I get no signal whatsoever on any =
=3D
>>>headphone
>>> =3D3D
>>> >>>>out on
>>> >>>> any of the three mecs I have !!
>>> >>>> Is this a known bug again ??
>>> >>>> Thanks
>>> >>>> Dimitrios
>>> >>>>
>>> >>>>

```

```

>>> >>>>I choose Polesoft Lockspam to fight spam, and you?
>>> >>>>http://www.polesoft.com/refer.html
>>> >>>>
>>> >>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
Transitional//EN">
>>> >>>><HTML><HEAD>
>>> >>>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D3D
>>> >>>>charset=3D3D3Diso-8859-1">
>>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
>>> >>>><STYLE></STYLE>
>>> >>>></HEAD>
>>> >>>><BODY bgColor=3D3D3D#ffffff>
>>> >>>><DIV><FONT face=3D3D3DArial =
size=3D3D3D2>Dimitrios,</FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>You should only get =
the phone
>> =3D
>>>>out =3D3D
>>> >>>>active on the=3D3D20
>>> >>>>Submix A Master MEC.</FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>At least that's been =
my =3D3D
>>> >>>>understanding. =3D3D20
>>> >>>></FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>>> >>>><BLOCKQUOTE=3D3D20
>>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT: =3D
>>>>5px; =3D3D
>>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> >>>> <DIV>"Dimitrios" <<A=3D3D20
>>> >>>> =3D3D
>>> =3D
=
>>>>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet=
..gr</=3D
>>>>A>=3D3D
>>> >>>> wrote=3D3D20
>>> >>>> in message <A=3D3D20
>>> >>>> =3D3D
>>> =3D
=
>>>>>>>href=3D3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</D=
IV><B=3D
>>>>R>Well=3D3D

```

```

>>> >>>> first=3D3D20
>>> >>>> time I tried I get no signal whatsoever on any headphone =
out =3D
>>>>on<BR>any
>>> >>>=3D3D
>>> >>>>of the=3D3D20
>>> >>>> three mecs I have !!<BR>Is this a known bug again=3D3D20
>>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
>>> >>>><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =
fight
>> =3D
>>>spam,
>>> =3D3D
>>> >>>>and=3D3D20
>>> >>>>you?<BR><A=3D3D20
>>> =3D
=
>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
t.com=3D
>>>/refer=3D3D
>>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>>> >>>>
>>> >>>>
>>> >>>
>>> >>=3D20
>>> >
>>> >
>>>
>>>
>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>><HTML><HEAD>
>>><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>>charset=3D3Diso-8859-1">
>>><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>><STYLE></STYLE>
>>></HEAD>
>>><BODY bgColor=3D3D#ffffff>
>>><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios are you serious?!?! =
It =3D
>>>>outputs the=3D20
>>>>submix only on Cards B, C, D, E ???</FONT></DIV>
>>><DIV><FONT face=3D3DArial size=3D3D2>I will be summing my drums and =
guitars
>> =3D
>>>>from now on=3D20
>>>>20bit out of the phones jack to my</FONT></DIV>
>>><DIV><FONT face=3D3DArial size=3D3D2>outboard comps for sure!!!!!! =
=3D20

```

```

>>>Sweeeeeet! How come I never tried it?</FONT></DIV>
>>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>><DIV><FONT face=3D3DArial size=3D3D2>I'm a dope,</FONT></DIV>
>>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>><BLOCKQUOTE=3D20
>>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> <DIV>"Dimitrios" <<A=3D20
>>> =3D
=
>>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A=
>>>=3D
>>> wrote=3D20
>>> in message <A=3D20
>>> =3D
=
>>>href=3D3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR=
>Hi=3D20
>>> DJ,<BR>hehe I am already on that testing route even with the L R =
=3D
>>>outputs of=3D20
>>> other<BR>than card's a mecs...<BR>Regarding the headphone outs =
the one
>> =3D
>>>on mec=3D20
>>> A which is the main one outputs<BR>all submixes, the other though =
!
=3D
>>>output=3D20
>>> only the related submix out so yes<BR>you could route it to =
another
=3D
>>>mec but on=3D20
>>> same mec you would get an infinite<BR>loop of dry and =
compressed...
=3D
>>>because=3D20
>>> the time you will bring it back on<BR>same mec that will be again =
=3D
>>>outputed on=3D20
>>> headphones and then back again...<BR>you get the picture =3D
>>>,feedback.<BR>Thed=3D20
>>> other mecs option though will work !!<BR>I don't know if you have =
=3D
>>>considered=3D20

```

>>> the other better option !!
The L and R outputs of each mec =
(except
>> =3D
>>>for the=3D20
>>> main one) outputs ALSO the
submix out so you can take this L =
and
R
>> =3D
>>>out and=3D20
>>> send it to a pair of outputs
(digital to Pulsar ??) COMPRESS =
it and
>> =3D
>>>then=3D20
>>> send it back to another submix.
For latency well you know =3D
>>>faderworks ??=3D20
>>> !!
Regards,
Dimitrios

"DJ" <<A=3D20
>>> =3D
=
>>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=
=3D20
>>> wrote:
>Are you getting the same signal on all MECs or the mix =
=3D
>>>signal on=3D20
>>> MEC on
card
>A and just the submix of the MEC on card B =
and =3D
>>>C. If=3D20
>>> you're just getting

>those submixes on the card B & C =3D
>>>Mecs, you=3D20
>>> could route the headphone out
of
>those MECs to a pair of =
=3D
>>>input=3D20
>>> channels on another MEC (or maybe eve

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Stevehwan](#) on Thu, 29 Mar 2007 11:33:48 GMT

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

;gt;
>
</BLOCKQUOTE></BODY></HTML >

-----=_NextPart_000_005F_01C78CA1.58504F70--Dear Tom,

I am not only saying but I am confirming !!

The L and R of all submixes except for the main one outputs the related submixes mix.

You can have a 5 card Paris system where you sacrifice card 1 and use the four other stereo mixes thru mex digital spdif output to a card like Scope Pulsar and then insert on every submix your effects or outboard too.

You will just be mixing 4 stereo tracks under Pulsar which anyway is far

superior mixing engine than cubase nuendo and all that s..t.

Regards,
Dimitrios

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

>
>
>Dimitrios,
>I could have sworn that I tried the L&R outs of the Mecs and never got =
>signal.
>You are saying that gives you submix only data? This is crazy.
>I'll be experimenting today for sure.
>Tom
>
>After the Beatle Juice show I guess.
> "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =
>news:46389187\$1@linux...
>
> Yeah Dj,
> Why not then use the simple L R outputs in patch bay where every =
>submix has
> these and route them to the related mec's out into your compressor and
=
>then
> back to your other mec.
> Is the headphone out of any quality ?
> You can use also the digital outs to connect to a Pulsar VINCO =
>compressor
> and then back to other mec ...
>
> Well you have to note here.
> the audio coming in the other submix will be delayed to the non =
>compressed
> drumtracks... what will you do ?
> You can of course record it and then nudge or better use Faderworks...
>
> Ok so now you are tempted to come back to Paris or not ??
> We are waiting for you...
> Regards,
> Dimitrios
>
> "DJ" <www.aarrrrggghhh!!!.com> wrote:
> >Heheh!!! parallel compression in Paris through a headphone out. =
>Whoda'
>
> >thunk? Can't believe I never tried this when I was running 4 x =
>MECs. Just
>

> >use a card and separate MEC for drum submixes, grab yourself an =
 >insert=20
 > >cable, route the headphone out to a stereo compressor (maybe =
 >sidechain
 > to=20
 > >an EQ to hipass the LF a little.....or maybe not) and return
 =
 >them
 > to=20
 > >the Paris inputs on a channel pair on a different MEC and you're =
 >there.
 >
 > >Damn!!!....how simple is this?
 > >
 > >;o)
 > >
 > >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20
 > >news:463853fb\$1@linux...
 > >>
 > >> Dear Tom,
 > >> ALSO L and R on each submix except for submix1 outputs only the =
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 > >> submix so you can send it to a mec's out (24bit if you like) and =
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 > >> to your compressor.
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 > >>>
 > >>>
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 >B,
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 > >> =3D
 > >>>D, E ???
 > >>>I will be summing my drums and guitars from now on 20bit out of the
 =
 >=3D
 > >>>phones jack to my
 > >>>outboard comps for sure!!!!!! Sweeeeeeet! How come I never tried =
 >it?
 > >>>
 > >>>I'm a dope,
 > >>>Tom
 > >>>

> >>>
 > >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D
 > >>>news:4638281d\$1@linux...
 > >>>
 > >>> Hi DJ,
 > >>> hehe I am already on that testing route even with the L R outputs
 =
 >of
 > =3D
 > >>>other
 > >>> than card's a mecs...
 > >>> Regarding the headphone outs the one on mec A which is the main =
 >one
 > =3D
 > >>>outputs
 > >>> all submixes, the other though ! output only the related submix =
 >out
 > so
 > >> =3D
 > >>>yes
 > >>> you could route it to another mec but on same mec you would get =
 >an =3D
 > >>>infinite
 > >>> loop of dry and compressed... because the time you will bring it
 =
 >back
 > >> =3D
 > >>>on
 > >>> same mec that will be again outputed on headphones and then back
 =
 >=3D
 > >>>again...
 > >>> you get the picture ,feedback.
 > >>> Thed other mecs option though will work !!
 > >>> I don't know if you have considered the other better option !!
 > >>> The L and R outputs of each mec (except for the main one) outputs
 =
 >ALSO
 > >> =3D
 > >>>the
 > >>> submix out so you can take this L and R out and send it to a pair
 =
 >of
 > =3D
 > >>>outputs
 > >>> (digital to Pulsar ??) COMPRESS it and then send it back to =
 >another
 > =3D

> >>>submix.
 > >>> For latency well you know faderworks ?? !!
 > >>> Regards,
 > >>> Dimitrios
 > >>>
 > >>> "DJ" <www.aarrrrggghhh!!!.com> wrote:
 > >>> >Are you getting the same signal on all MECs or the mix signal on
 =
 >MEC
 > >> =3D
 > >>>on
 > >>> card=3D20
 > >>> >A and just the submix of the MEC on card B and C. If you're just
 =
 >=3D
 > >>>getting
 > >>>
 > >>> >those submixes on the card B & C Mecs, you could route the =
 >headphone
 > >> =3D
 > >>>out
 > >>> of=3D20
 > >>> >those MECs to a pair of input channels on another MEC (or maybe
 =
 >even
 > >> =3D
 > >>>loop
 > >>> it=3D20
 > >>> >back to the same MEC) on a pair of record enabled channels and =
 >=3D
 > >>>compress
 > >>> it,=3D20
 > >>> >etc.....I can't believe I never tried this when I had 4 =
 >MECs
 > =3D
 > >>>here..
 > >>> >
 > >>> >;o)
 > >>> >
 > >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20
 > >>> >news:4637946e\$1@linux...
 > >>> >>
 > >>> >> Heh...
 > >>> >> Works on all mecs !!
 > >>> >> Dimitrios
 > >>> >>
 > >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
 > >>> >>>

> >>> >>>Ah I found it !!
 > >>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to =
 >get
 > a
 > >> =3D
 > >>>signal
 > >>> >>>for the headphones !!
 > >>> >>>I am just using the digital out for monitoring thats why I =
 >didn't
 > =3D
 > >>>get
 > >>> any
 > >>> >>>signal at the heaphone out !
 > >>> >>>Thanks
 > >>> >>>Dimitrios
 > >>> >>>
 > >>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
 > >>> >>>>
 > >>> >>>>
 > >>> >>>>Dimitrios,
 > >>> >>>>You should only get the phone out active on the Submix A =
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 > =3D
 > >>>MEC.
 > >>> >>>>At least that's been my understanding. =3D3D20
 > >>> >>>>Tom
 > >>> >>>>
 > >>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =
 >=3D3D
 > >>> >>>>news:46377aa5\$1@linux...
 > >>> >>>>
 > >>> >>>> Well first time I tried I get no signal whatsoever on any =
 >=3D
 > >>>headphone
 > >>> =3D3D
 > >>> >>>>out on
 > >>> >>>> any of the three mecs I have !!
 > >>> >>>> Is this a known bug again ??
 > >>> >>>> Thanks
 > >>> >>>> Dimitrios
 > >>> >>>>
 > >>> >>>>
 > >>> >>>>I choose Polesoft Lockspam to fight spam, and you?
 > >>> >>>><http://www.polesoft.com/refer.html>
 > >>> >>>>
 > >>> >>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
 >Transitional//EN">
 > >>> >>>><HTML><HEAD>

```

> >>> >>>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;
=
>=3D3D
> >>> >>>>charset=3D3D3Diso-8859-1">
> >>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
>name=3D3D3DGENERATOR>
> >>> >>>><STYLE></STYLE>
> >>> >>>></HEAD>
> >>> >>>><BODY bgColor=3D3D3D#ffffff>
> >>> >>>><DIV><FONT face=3D3D3DArial =
>size=3D3D3D2>Dimitrios,</FONT></DIV>
> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>You should only get
=
>the phone
> >> =3D
> >>>out =3D3D
> >>> >>>>active on the=3D3D20
> >>> >>>>Submix A Master MEC.</FONT></DIV>
> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>At least that's been
=
>my =3D3D
> >>> >>>>understanding. =3D3D20
> >>> >>>></FONT></DIV>
> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>> >>>><BLOCKQUOTE=3D3D20
> >>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>MARGIN-LEFT: =3D
> >>>5px; =3D3D
> >>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >>> >>>> <DIV>"Dimitrios" <<A=3D3D20
> >>> >>>> =3D3D
> >>> =3D
> =
>>>>>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet=
>.gr</=3D
> >>>A>=3D3D
> >>> >>>> wrote=3D3D20
> >>> >>>> in message <A=3D3D20
> >>> >>>> =3D3D
> >>> =3D
> =
>>>>>>>>href=3D3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</D=
>IV><B=3D
> >>>R>Well=3D3D
> >>> >>>> first=3D3D20
> >>> >>>> time I tried I get no signal whatsoever on any headphone =
>out =3D

```

```

> >>>on<BR>any
> >>> >>>=3D3D
> >>> >>>>of the=3D3D20
> >>> >>>> three mecs I have !!<BR>Is this a known bug again=3D3D20
> >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
> >>> >>>><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to
=
>fight
> >> =3D
> >>>spam,
> >>> =3D3D
> >>> >>>>and=3D3D20
> >>> >>>>you?<BR><A=3D3D20
> >>> =3D
> =
>>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
>t.com=3D
> >>>/refer=3D3D
> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
> >>> >>>>
> >>> >>>>
> >>> >>>
> >>> >>=3D20
> >>> >
> >>> >
> >>>
> >>>
> >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> >>><HTML><HEAD>
> >>><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> >>>charset=3D3Diso-8859-1">
> >>><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> >>><STYLE></STYLE>
> >>></HEAD>
> >>><BODY bgColor=3D3D#ffffff>
> >>><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios are you serious?!?!
=
>It =3D
> >>>outputs the=3D20
> >>>submix only on Cards B, C, D, E ???</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>I will be summing my drums and
=
>guitars
> >> =3D
> >>>from now on=3D20
> >>>20bit out of the phones jack to my</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>outboard comps for sure!!!!!!
=

```

```

>=3D20
> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>I'm a dope,</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >>><BLOCKQUOTE=3D20
> >>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
=
>=3D
> >>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >>> <DIV>"Dimitrios" <A=3D20
> >>> =3D
> =
>>>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A=
>>>=3D
> >>> wrote=3D20
> >>> in message <A=3D20
> >>> =3D
> =
>>>>href=3D3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR=
>>Hi=3D20
> >>> DJ,<BR>hehe I am already on that testing route even with the L R
=
>=3D
> >>>outputs of=3D20
> >>> other<BR>than card's a mecs...<BR>Regarding the headphone outs =
>the one
> >> =3D
> >>>on mec=3D20
> >>> A which is the main one outputs<BR>all submixes, the other though
=
>!
> =3D
> >>>output=3D20
> >>> only the related submix out so yes<BR>you could route it to =
>another
> =3D
> >>>mec but on=3D20
> >>> same mec you would get an infinite<BR>loop of dry and =
>compressed...
> =3D
> >>>because=3D20
> >>> the time you will bring it back on<BR>same mec that will be again
=
>=3D
> >>>outputed on=3D20

```

> >>> headphones and then back again...
you get the picture =3D
 > >>>,feedback.
Thed=3D20
 > >>> other mecs option though will work !!
I don't know if you have
 =
 >=3D
 > >>>considered=3D20
 > >>> the other better option !!
The L and R outputs of each mec =
 >(except
 > >> =3D
 > >>>for the=3D20
 > >>> main one) outputs ALSO the
submix out so you can take this L =
 >and
 > R
 > >> =3D
 > >>>out and=3D20
 > >>> send it to a pair of outputs
(digital to Pulsar ??) COMPRESS =
 >it and
 > >> =3D
 > >>>then=3D20
 > >>> send it back to another submix.
For latency well you know =3D
 > >>>faderworks ??=3D20
 > >>> !!
Regards,
Dimitrios

"DJ" <<A=3D20
 > >>> =3D
 > =
 >>>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=
 >=3D20
 > >>> wrote:
>Are you getting the same signal on all MECs or the mix
 =
 >=3D
 > >>>signal on=3D20
 > >>> MEC on
card
>A and just the submix of the MEC on card B =
 >and =3D
 > >>>C. If=3D20
 > >>> you're just getting

>those submixes on the card B & C =3D
 > >>>Mecs, you=3D20
 > >>> could route the headphone out
of
>those MECs to a pair of
 =
 >=3D
 > >>>input=3D20
 > >>> channels on another MEC (or maybe even loop
it
>back to =
 >the =3D
 > >>>same=3D20
 > >>> MEC) on a pair of record enabled channels and =
 >compress
it,=3D20
 > >>>
>etc.....I can't believe I never tried this when I had
 =
 >4 =3D
 > >>>MECs=3D20

> >>> here..
>
>;o)
>
>"Dimitrios" <<A=3D20
> >>> =3D
> =
>>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A=
>>>=3D
> >>> wrote=3D20
> >>> in message
>news:4637946e\$1@linux...
>>
>>=3D20
> >>> Heh...
>> Works on all mecs !!
>>=3D20
> >>> Dimitrios
>>
>> "Dimitrios" <<A=3D20
> >>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=3D20
> >>> wrote:
>>>
>>>Ah I found it =3D
> >>>!!
>>>I should=3D20
> >>> connect the L and R to the Mec's outputs 1 and 2 to get a=3D20
> >>> signal
>>>for the headphones !!
>>>I am just =3D
> >>>using the=3D20
> >>> digital out for monitoring thats why I didn't =3D
> >>>get
any
>>>signal=3D20
> >>> at the heaphone out=3D20
> >>> =3D
> >>>!
>>>Thanks
>>>Dimitrios
>>>
>>>&=3D
> >>>gt;"Tom=3D20
> >>> Bruhl" <<A =3D
> >>>href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20
> >>> =3D
> >>>wrote:
>>>>
>>>>
>>>>Dimitri=3D
> >>>os,
>>>>You=3D20
> >>> should only get the phone out active on the Submix A Master=3D20
> >>> MEC.
>>>>At least that's been my understanding.=3D20
> >>> =3D
> >>>=3D3D20
>>>>Tom
>>>>
>>>> =3D
> >>>;=3D20
> >>> "Dimitrios" <<A=3D20
> >>> =3D
> =
>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
>>>=3D
> >>> wrote=3D20
> >>> in message=3D20
> >>> =3D
> >>>=3D3D
>>>>news:46377aa5\$1@linux...
>>>>
>>>>&g=3D
> >>>t;>>> =3D20
> >>> Well first time I tried I get no signal whatsoever on any=3D20
> >>> headphone
=3D3D
>>>>out on
>>>> =3D
> >>>any of the=3D20
> >>> three mecs I have !!
>>>> Is this a known bug =3D
> >>>again=3D20
> >>> ??
>>>> Thanks
>>>> =3D20
> >>> Dimitrios
>>>>
>>>>
>>>>I =3D

```

> >>>choose=3D20
> >>> Polesoft Lockspam to fight spam, and=3D20
> >>> =3D
> >>>you?<BR>>>>http://www.polesoft.com/refer.html<BR>>>>=3D
> >>>;><BR>>>>><!DOCTYPE=3D20
> >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
> >>> =3D
> >>>Transitional//EN"><BR>>>>><HTML><HEAD><BR>>=3D
> >>>>><META=3D20
> >>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
> >>> =3D
> >>>=3D3D<BR>>>>>charset=3D3D3Diso-8859-1"><BR>>>>><=3D
> >>>;META=3D20
> >>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20
> >>> =3D
> >>>name=3D3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=3D
> >>>>></HEAD><BR>>>>><BODY=3D20
> >>> bgColor=3D3D3D#ffffff><BR>>>>><DIV><FONT =3D
> >>>face=3D3D3DArial=3D20
> >>> =3D
> >>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D
> >>>DIV><FONT=3D20
> >>> face=3D3D3DArial size=3D3D3D2>You should only get the phone =
>out=3D20
> >>> =3D3D<BR>>>>>active on the=3D3D20<BR>>>>>Submix A =3D
> >>>Master=3D20
> >>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=3D20
> >>> face=3D3D3DArial size=3D3D3D2>At least that's been my=3D20
> >>> =3D3D<BR>>>>>understanding.=3D20
> >>> =3D
> >>>=3D3D20<BR>>>>></FONT></DIV><BR>>>>><=3D
> >>>;DIV><FONT=3D20
> >>> face=3D3D3DArial=3D20
> >>> =3D
> >>>size=3D3D3D2>Tom</FONT></DIV><BR>>>>><DIV>=3D
> >>><FONT=3D20
> >>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> >>> =3D
> >>></DIV><BR>>>>><BLOCKQUOTE=3D3D20<BR>>>>>st=3D
> >>>yle=3D3D3D"PADDING-RIGHT:=3D20
> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
> >>>=3D3D<BR>>>>>BORDER-LEFT:=3D20
> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D20
> >>> <DIV>"Dimitrios" <A=3D3D20<BR>>>>> =3D20
> >>> =3D3D<BR>>>>>href=3D3D3D"<A=3D20
> >>> =3D
> =
>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=

```

>'>mai=3D
> >>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr>&g=3D
> >>>t;=3D3D
>>>=3D20
> >>> wrote=3D3D20
>>> in message=3D20
> >>> <A=3D3D20
>>> =3D
> >>>=3D3D
>>>href=3D3D3D"<A=3D20
> >>> =3D
> =
>>>>href=3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV><BR=
>>Well=3D
> >>>'>news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV>=3D
> >>>;
Well=3D3D
>>>=3D20
> >>> first=3D3D20
>>> time I tried I get no signal =3D
> >>>whatsoever on=3D20
> >>> any headphone out =3D
> >>>on
any
>>>=3D3D
>>>of=3D20
> >>> the=3D3D20
>>> three mecs I have !!
Is =3D
> >>>this a known=3D20
> >>> bug=3D20
> >>> =3D
> >>>again=3D3D20
>>>??
Thanks
Dimitrios</B=3D
> >>>LOCKQUOTE>
>>><DIV><FONT=3D20
> >>> size=3D3D3D2>

I choose Polesoft Lockspam to fight=3D20
> >>> =3D
> >>>spam,
=3D3D
>>>and=3D3D20
>>>you?
=3D
> >>>;<A=3D3D20
>>>href=3D3D3D"<A=3D20
> >>> =3D
> =
>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/=
>refer=3D
> =
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>=3D
> >>>>=3D3D
>>>.html=3D20
> >>> =3D
> >>></DIV></BODY></HTML>
>>><B=3D
> >>>R>>>>
>>>
>>=3D20
> >>>
>
>
<

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [neil\[1\]](#) on Thu, 29 Mar 2007 13:18:45 GMT

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;/BLOCKQUOTE></BODY></HTML>

> >>>

> >>>

> >>=20

> >
> >
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3D

Subject: Re: Anyone got a Roland mouse they can sell me?
Posted by [Stevehwan](#) on Thu, 29 Mar 2007 15:13:36 GMT
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> =
>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=20

>all MECs=20
> or the mix signal on MEC
>> =

>on card B=20
> and C. If you're just=20

>>those=20
> submixes on the card B & C Mecs, you could route the =
>headphone
>>=20

> >those MECs to a pair of input channels on another MEC (or maybe=20

>record=20

>

>never tried=20
> t

Subject: Re: Anyone got a Roland mouse they can sell me?
Posted by [excelav](#) on Thu, 29 Mar 2007 15:39:12 GMT
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tenet.gr>=
>=20

>first time=20
> I tried I get no signal whatsoever on any=20

>any of the=20

>this a=20

>

>Polesoft=20

> =

>

>HTML=20

> PUBLIC "-//W3C//DTD HTML 4.0 =

> >>>><META http-equiv=3D3D3DContent-Type =
>content=3D3D3D"text/html;=20

> >>>><META

Subject: Re: Anyone got a Roland mouse they can sell me?
Posted by [Stevehwan](#) on Thu, 29 Mar 2007 16:54:28 GMT
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> >>>>.html=20

> =

>=20

>

> >
>>>
>>>
>>><!DOCTYPE HTML =
>PUBLIC=20

```

> "-//W3C//DTD HTML 4.0=20
> =
> Transitional//EN"><BR>>><HTML><HEAD><BR>>>=
>><META=20
> http-equiv=3D3DContent-Type content=3D3D"text/html";=20
> =3D<BR>>>> charset=3D3Diso-8859-1"><BR>>>><META =
>
> content=3D3D"MSHTML 6.00.2800.1400"=20
> =
> name=3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>>>=
>>></HEAD><BR>>>><BODY=20
> bgColor=3D3D#ffffff><BR>>>><DIV><FONT =
> face=3D3DArial=20
> size=3D3D2>Dimitrios are you serious?!?! It =
> =3D<BR>>>>> outputs=20
> the=3D20<BR>>>>> submix only on Cards B, C, D, E=20
> ???</FONT></DIV><BR>>>><DIV><FONT =
> face=3D3DArial=20
> size=3D3D2>I will be summing my drums and guitars<BR>>>>=20
> =3D<BR>>>>> from now on=3D20<BR>>>>> 20bit out of the =
> phones jack to=20
> my</FONT></DIV><BR>>>>><DIV><FONT =
> face=3D3DArial=20
> size=3D3D2>outboard comps for sure!!!!!! =
> =3D20<BR>>>>> Sweeeeeeet! How=20
> come I never tried=20
> it?</FONT></DIV><BR>>>>><DIV><FONT =
> face=3D3DArial=20
> size=3D3D2></FONT> =
></DIV><BR>>>>><DIV><FONT=20
> face=3D3DArial size=3D3D2>I'm a=20
> dope,</FONT>&

```

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Deej \[4\]](#) on Fri, 30 Mar 2007 01:31:58 GMT

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```

=3D20
>> >>> =3D
>> =
>>>>> href=3D3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR=
>>>Hi=3D20
>> >>> DJ,<BR>hehe I am already on that testing route even with the L R
>=
>>=3D
>> >>> outputs of=3D20
>> >>> other<BR>than card's a mecs...<BR>Regarding the headphone outs =

```

>>the one
>> >> =3D

Subject: Re: Anyone got a Roland mouse they can sell me?
Posted by [Deej \[4\]](#) on Fri, 30 Mar 2007 01:34:25 GMT
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>
>> >>>on mec=3D20
>> >>> A which is the main one outputs
all submixes, the other though
>=
>>!
>> =3D
>> >>>output=3D20
>> >>> only the related submix out so yes
you could route it to =
>>another
>> =3D
>> >>>mec but on=3D20
>> >>> same mec you would get an infinite
loop of dry and =
>>compressed...
>> =3D
>> >>>because=3D20
>> >>> the time you will bring it back on
same mec that will be again
>=
>>=3D
>> >>>outputed on=3D20
>> >>> headphones and then back again...
you get the picture =3D
>> >>>,feedback.
Thed=3D20
>> >>> other mecs option though will work !!
I don't know if you have
>=
>>=3D
>> >>>considered=3D20
>> >>> the other better option !!
The L and R outputs of each mec =
>>(except
>> >> =3D
>> >>>for the=3D20
>> >>> main one) outputs ALSO the
submix out so you can take this L
=
>>and
>> R
>> >> =3D
>> >>>out and=3D20
>> >>> send it to a pair of outputs
(digital to Pulsar ??) COMPRESS
=
>>it and
>> >> =3D
>> >>>then=3D20

>> >>> send it back to another submix.
For latency well you know =3D
>> >>>faderworks ??=3D20
>> >>> !!
Regards,
Dimitrios

"DJ" <<A=3D20
>> >>> =3D
>> =
>&g

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Stevehwan](#) on Fri, 30 Mar 2007 01:44:50 GMT

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t;>>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=
>>=3D20
>> >>> wrote:
>Are you getting the same signal on all MECs or the mix
>=
>>=3D
>> >>>signal on=3D20
>> >>> MEC on
card
>A and just the submix of the MEC on card B =
>>and =3D
>> >>>C. If=3D20
>> >>> you're just getting

>those submixes on the card B & C =3D
>> >>>Mecs, you=3D20
>> >>> could route the headphone out
of
>those MECs to a pair of
>=
>>=3D
>> >>>input=3D20
>> >>> channels on another MEC (or maybe even loop
it
>back to =
>>the =3D
>> >>>same=3D20
>> >>> MEC) on a pair of record enabled channels and =
>>compress
it,=3D20
>> >>>
>etc.....I can't believe I never tried this when I had
>=
>>4 =3D
>> >>>MECs=3D20
>> >>> here..
>
>;o)
>
>"Dimitrios" <<A=3D20
>> >>> =3D
>> =
>>>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr=
>>>>=3D
>> >>> wrote=3D20
>> >>> in message
>news:4637946e\$1@linux...
>>
>>=3D20
>> >>> Heh...
>> Works on all mecs !!
>>=3D20
>> >>> Dimitrios
>>
>> "Dimitrios" <<A=3D20
>> >>> href=3D3D"mailto:musurgio@otenet.gr">

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Neil](#) on Fri, 30 Mar 2007 02:01:24 GMT

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```
et.gr" target="_blank">musurgio@otenet.gr</A>=>3D20
>> >>> wrote:<BR>>>><BR>>>>Ah I found it =3D
>> >>>!!<BR>>>>I should=3D20
>> >>> connect the L and R to the Mec's outputs 1 and 2 to get a=3D20
>> >>> signal<BR>>>>for the headphones !!<BR>>>>I am just =3D
>> >>>using the=3D20
>> >>> digital out for monitoring thats why I didn't =3D
>> >>>get<BR>any<BR>>>>signal=3D20
>> >>> at the heaphone out=3D20
>> >>> =3D
>> >>>!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>>&=3D
>> >>>gt;"Tom=3D20
>> >>> Bruhl" <<A =3D
>> >>>href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=>3D20
>> >>> =3D
>> >>>wrote:<BR>>>>><BR>>>>><BR>>>>>Dimitri=3D
>> >>>os,<BR>>>>>You=3D20
>> >>> should only get the phone out active on the Submix A Master=3D20
>> >>> MEC.<BR>>>>>At least that's been my understanding.=3D20
>> >>> =3D
>> >>>=3D3D20<BR>>>>>Tom<BR>>>>><BR>>>>> =3D
>> >>>;=3D20
>> >>> "Dimitrios" <<A=3D20
>> >>> =3D
>> =
>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
>>>>>=3D
>> >>> wrote=3D20
>> >>> in message=3D20
>> >>> =3D
>> >>>=3D3D3D<BR>>>>>news:46377aa5$1@linux...<BR>>>>><BR>>>>>&g=3D
>> >>>t;>>> =3D20
>> >>> Well first time I tried I get no signal whatsoever on any=3D20
>> >>> headphone<BR>=3D3D3D<BR>>>>>out on<BR>>>>> =3D
>> >>>any of the=3D20
>> >>> three mecs I have !!<BR>>>>> Is this a known bug =3D
>> >>>again=3D20
>> >>> ??<BR>>>>> Thanks<BR>>>>> =3D20
>> >>> Dimitrios<BR>>>>><BR>>>>><BR>>>>>&g
```

Subject: Re: Anyone got a Roland mouse they can sell me?

Posted by [Stevehwan](#) on Fri, 30 Mar 2007 02:10:52 GMT

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EFT: 5px; MARGIN-LEFT: 5px; =3D
>> >>>=3D3D
>>>BORDER-LEFT:=3D20
>> >>> #000000 2px solid; MARGIN-RIGHT: 0px">
>>> =3D20
>> >>> <DIV>"Dimitrios" <<A=3D3D20
>>>> =3D20
>> >>> =3D3D
>>>>href=3D3D3D"<A=3D20
>> >>> =3D
>> =
>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
>>'>mai=3D
>> >>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>&g=3D
>> >>>t;=3D3D
>>>>=3D20
>> >>> wrote=3D3D20
>>>> in message=3D20
>> >>> <A=3D3D20
>>>> =3D
>> >>>=3D3D
>>>>href=3D3D3D"<A=3D20
>> >>> =3D
>> =
>>>>>href=3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV><BR=
>>>Well=3D
>> >>>'>news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV>=3D
>> >>>;
Well=3D3D
>>>>=3D20
>> >>> first=3D3D20
>>>> time I tried I get no signal =3D
>> >>>whatsoever on=3D20
>> >>> any headphone out =3D
>> >>>on
any
>>>>=3D3D
>>>>of=3D20
>> >>> the=3D3D20
>>>> three mecs I have !!
Is =3D
>> >>>this a known=3D20
>> >>> bug=3D20
>> >>> =3D
>> >>>again=3D3D20
>>>>??
Thanks
Dimitrios</B=3D
>> >>>LOCKQUOTE>
>>>><DIV><FONT=3D20
>> >>> size=3D3D3D2>

I choose Polesoft Lockspam to fight=3D20
>> >>> =3D
>> >>>spam,
=3D3D
>>>>and=3D3D20
>>>>you?
=3D
>> >>>;<A=3D3D20
>>>>href=3D3D3D"<A=3D20
>> >>> =3D
>> =
>>>>>href=3D3D'http://www.polesoft.com/refer.html'">http://www.polesoft.com/=3D
>>refer=3D
>> =
>>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>=3D
>> >>>>=3D3D
>>>>.html=3D20
>> >>> =3D
>> >>></DIV></BODY></HT

Subject: Re: Anyone got a Roland mouse they can sell me?

time I tried I get no signal whatsoever on any headphone
=
>>>out =3D
>>> >>>on
any
>>> >>> >>>=3D3D
>>> >>> >>>>of the=3D3D20
>>> >>> >>>> three mecs I have !!
Is this a known bug again=3D3D20
>>> >>> >>>>??
Thanks
Dimitrios</BLOCKQUOTE>
>>> >>> >>>><DIV>

I choose Polesoft Lockspam
to
>>=
>>>fight
>>> >> =3D
>>> >>>spam,
>>> >>> =3D3D
>>> >>> >>>>and=3D3D20
>>> >>> >>>>you?
<A=3D3D20
>>> >>> =3D
>>> =
>>>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
>>>t.com=3D
>>> >>>/refer=3D3D
>>> >>> >>>>.html </DIV></BODY></HTML>
>>> >>> >>>>
>>> >>> >>>>
>>> >>> >>>
>>> >>> >>=3D20
>>> >>> >
>>> >>> >
>>> >>>
>>> >>>
>>> >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>> >>><HTML><HEAD>
>>> >>><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>> >>>charset=3D3Diso-8859-1">
>>> >>><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>> >>><STYLE></STYLE>
>>> >>></HEAD>
>>> >>><BODY bgColor=3D3D#ffffff>
>>> >>><DIV>Dimitrios are you serious?!?!
>>=
>>>It =3D
>>> >>>outputs the=3D20
>>> >>>submix only on Cards B, C, D, E ???</DIV>
>>> >>><DIV>I will be summing my drums and
>>=

>>>guitars
>>> >> =3D
>>> >>>from now on=3D20
>>> >>>20bit out of the phones jack to my</DIV>
>>> >>><DIV>outboard comps for sure!!!!!!
>>=
>>>=3D20
>>> >>>Sweeeeeet! How come I never tried it?</DIV>
>>> >>><DIV> </DIV>
>>> >>><DIV>I'm a dope,</DIV>
>>> >>><DIV>Tom</DIV>
>>> >>><DIV> </DIV>
>>> >>><DIV> </DIV>
