
Subject: FS: Complete Paris System in Excellent Shape \$1400

Posted by [John \[1\]](#) on Tue, 17 Oct 2006 22:03:50 GMT

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

t;I have a master plan that

>

> is as =

>

>>> > > >simple as I can=20

>>> > > > figure to pump Paris full of

>

> =

>

>>> > > >real-time=20

>>> > > > processing juice. </DIV>

>>> > > > <DIV>Here it is.</DIV>

>>> > > > <DIV> </DIV>

Subject: Re: FS: Complete Paris System in Excellent Shape \$1400

Posted by [Ted Gerber](#) on Wed, 18 Oct 2006 12:50:08 GMT

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

<DIV> </DIV>

> > <DIV> </DIV>

> > <DIV>

I choose Polesoft Lockspam =

to fight

=3D

>=3D3D

> >spam, and=3D3D20

> > you?
<A=3D3D20

> > =3D3D

> =3D

=

>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=

/re=3D

>fer=3D3D

> >.html </DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=3D3D

> ></HTML>

> >

> >

>

>

Subject: Re: FS: Complete Paris System in Excellent Shape \$1400

Posted by [John \[1\]](#) on Wed, 18 Oct 2006 13:09:24 GMT

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

```
/>
5px; =3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Neil" <<A =3D
>href=3D3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com</A>> wrote=3D20
> in message <A=3D20
> =3D
=
>href=3D3D"news:4554a417$1@linux">news:4554a417$1@linux</A>...</DIV><BR>A=
re
=3D
>you=3D20
> guys talking about WIRELESS networking of audio from one =3D
>computer<BR>to=3D20
> another? (I'm a complete dunderhead when it comes =
to<BR>networking =3D
>concepts,=3D20
> so pardon my ignorance.)<BR><BR>Can you really do=3D20
> this?<BR><BR>Neil<BR><BR><BR><BR>"Tom Bruhl" <<A=3D20
> =
href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20
> wrote:<BR>><BR>>&l
```

Subject: Re: FS: Complete Paris System in Excellent Shape \$1400

Posted by [EK Sound](#) on Wed, 18 Oct 2006 14:49:38 GMT

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

```
3D3D3D2>Comp #2: Cubase Studio 4 on =3D3D<BR>>my new=3D20
> AMD=3D3D20<BR>> 4800+ Dualcore with=3D20
> Creamware</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial=3D3D20<BR>> =3D20
> =3D3D<BR>>size=3D3D3D2> &nbs=3D3D<BR>>p; =3D
>14=3D3D20<BR>> chip=3D20
> Pro card with 20 In/out and Delta 66 w/4 x A-D,=3D20
> =3D3D<BR>>D-As=3D3D20<BR>> and one SPDIF in/out,=3D20
> </FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial=3D3D20<BR>> =3D
>=3D3D<BR>>size=3D3D3D2>=3D20
> &nbs=3D3D<BR>>p; =3D3D20<BR>> FX-Teleport Host =3D
>to comp=3D20
> below</FONT><FONT =3D
>face=3D3D3DArial=3D3D20<BR>> =3D20
> size=3D3D3D2> linked by 100mbps=3D20
```

> LAN.</DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
> =3D20
> <DIV>Comp #3: Spare AMD =3D
>3000+=3D20
> =3D3D
>waiting for a=3D3D20
> FX-Teleport =3D
>Client link to=3D20
> Cubase comp #2</DIV>
> =3D20
> <DIV><FONT face=3D3D3DArial=3D3D20
> =3D20
> =3D3

Subject: Re: FS: Complete Paris System in Excellent Shape \$1400
Posted by [rick](#) on Wed, 18 Oct 2006 15:20:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

3D20
> =3D3D
>spam, and=3D3D20
> =3D20
> you?
<A=3D3D20
> =3D
>=3D3D
>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=

>>=3D3D
>.html=3D20
> =3D
></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY&=3D
>gt;=3D3D
></HTML>
>
>
</BLOCKQUOTE></BODY ></HTML=3D
>>
>
>

-----=_NextPart_000_0022_01C7051F.C6152CB0
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2745.2800" name=3DGENERATOR>
<STYLE></STYLE>
```

</HEAD>
<BODY bgColor=#ffffff>
<DIV>Tom,</DIV>
<DIV> </DIV>
<DIV>Be sure to check the recommended NIC =
hardware on=20
the FXT website. </DIV>
<DIV> </DIV>
<DIV><FONT fac

Subject: Re: FS: Complete Paris System in Excellent Shape \$1400
Posted by [John \[1\]](#) on Wed, 18 Oct 2006 15:21:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

e=Arial size=2>;o)</DIV>
<DIV> </DIV>
<BLOCKQUOTE dir=ltr=20
style="PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Tom Bruhl" <<A=20
 href="mailto:arpegio@comcast.net">arpegio@comcast.net> wrote =
in message=20
 news:4554e35d@linux...</DIV>
 <DIV>Woohoooo!</DIV>
 <DIV>Got my Creamware Pro card sitting =
right=20
 here!</DIV>
 <DIV> </DIV>
 <DIV>Might try an install before I leave =
on=20
 Sunday.</DIV>
 <DIV>Tom</DIV>
 <BLOCKQUOTE dir=ltr=20
 style="PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
 BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Tom Bruhl" <<A=20
 href="mailto:arpegio@comcast.net">arpegio@comcast.net> =
wrote in=20
 message <A =
href="news:4554d5ec@linux">news:4554d5ec@linux

Subject: Re: FS: Complete Paris System in Excellent Shape \$1400
Posted by [EK Sound](#) on Wed, 18 Oct 2006 15:41:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

...</DIV>

<DIV>Neil,</DIV>

<DIV>I haven't done this yet but =
FX-Teleport is the=20

mothership here. The plugins</DIV>

<DIV>and softsyn

Subject: Re: FS: Complete Paris System in Excellent Shape \$1400

Posted by [John \[1\]](#) on Wed, 18 Oct 2006 16:56:04 GMT

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

hoping=20

you networkers might help =

me</DIV>
> =20

></DIV>&with =

that. I was=20

thinking the =3D
>=3D3D
> >&onboard LAN=20

in=3D3D20
> >&the ASUS A8R-MVPcomp #2 would do to a=20

</DIV>

Subject: Re: FS: Complete Paris System in Excellent Shape \$1400

Posted by [EK Sound](#) on Wed, 18 Oct 2006 17:00:34 GMT

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

>> ></DIV></FONT=20

face=3D3D3DArial size=3D3D3D2>&onboard ASUS A7N8X-X LAN in =

=3D3D
> =20

></FONT face=3D3D3DArial=3D3D20
> =20

>&size=3D3D3D2>&comp #3. I think a crossover cable should do=20

=3D3D
> =

>&since</DIV>
> =20

></DIV>&I'm not =

on the=20

internet with any
=3D
>&of my
> =

=3D3D
> =20

>&music=3D3D20
> =20

>&rigs.</FONT&

Subject: Re: FS: Complete Paris System in Excellent Shape \$1400

Posted by [John \[1\]](#) on Wed, 18 Oct 2006 17:11:29 GMT

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

amp;> > your=20

networking?</DIV>
> > =20

gt; The venue is one half of the gymnasium (regulation size basketball)
>
> Let me know if you know anyone in the DC area that can help with this. It
> needs to be cheep too!
>
> Thanks
> Chuck
> cduffy@ideacorporation.com
> 2022156670Gene,

I'm looking but can't seem to find it.

Deej

"Gene Lennon" <glennon@NOSPmyrealbox.com> wrote in message
news:4555ef62\$1@linux...
>
> "DJ" <nowayjose@dude.net> wrote:
> >I have just tested a 30" STDM cable and it works. There was some question
> as
> >to whether this length would be a problem. This will allow me to use 2
> x
> >Pulsar's in my 7 slot Magma and on in a mobo PCI slot in a similar
> >configuration as I was doing with the RME HDSP cards. My 3rd Pulsar card
> >will be here next week. Unless there is an issue with a 24" cable run
> >between the 1st and 2nd Pulsar cards and only a 6" cable run between the
> 2nd
> >and third card, I should be good to go.
> >
> >This is good news and if it works, it will save me a lot of hassles.
> >
> >;o)
> >
>
> DJ,
> Did you ever find a substitute source for Magma flat ribbon cables? I am
> missing one and I need to get that box working.
> Gene
>Gene,

CS Electronics (949) 475-9100

Good luck

;o)

"Gene Lennon" <glennon@NOSPmyrealbox.com> wrote in message

news:4555ef62\$1@linux...

>

> "DJ" <nowayjose@dude.net> wrote:

> >I have just tested a 30" STDM cable and it works. There was some question

> as

> >to whether this length would be a problem. This will allow me to use 2

> x

> >Pulsar's in my 7 slot Magma and on in a mobo PCI slot in a similar

> >configuration as I was doing with the RME HDSP cards. My 3rd Pulsar card

> >will be here next week. Unless there is an issue with a 24" cable run

> >between the 1st and 2nd Pulsar cards and only a 6" cable run between the

> 2nd

> >and third card, I should be good to go.

> >

> >This is good news and if it works, it will save me a lot of hassles.

> >

> >;o)

> >

>

> DJ,

> Did you ever find a substitute source for Magma flat ribbon cables? I am

> missing one and I need to get that box working.

> Gene

>"DJ" <nowayjose@dude.net> wrote:

>Gen

Subject: Re: FS: Complete Paris System in Excellent Shape \$1400

Posted by [gmmccurdy](#) on Thu, 19 Oct 2006 03:51:46 GMT

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

his

>isn't unique to any one religion, and in the Lebanese civil war that started

>modern suicide attacks 70% of the suicide bombers were--take a seat please--Christians,

>though most of them came from secular groups.

As most of the Irish terrorists have been. Now compare those attacks to these in number and scope:

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

Make sure you check out the stats page.

>So yes, the 'threat of terror' is real, and I'm sure the next big attack

>against the US is well into the R&D stages. But it's anything but simple

>to pull off a major terrorist operation, and anything but simple to stop

>one, and in the larger picture applying simple answers to complex questions

>gets us into stupid wars with countries that, until we attacked them, had
>no history of producing anti-American terrorists.

Ok, so what is your plan? Obviously, the other side has failed in your mind, so I would love to hear an alternative. Remember that americans and millions of others around the world expect a plan that reflects your view, stated above, that

So yes, the 'threat of terror' is real, and I'm sure the next big attack
>against the US is well into the R&D stages.

>Americans think
>our country is somehow more than just another country in the world, prone
>to the same kinds of mistakes and missteps that the rest of history is littered
>with. European writers call it 'American'

Subject: Re: FS: Complete Paris System in Excellent Shape \$1400

Posted by [rick](#) on Thu, 19 Oct 2006 08:37:14 GMT

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

imported them into a new project & summed it to your final 2-track mix from there. Again, not certain how close the comparison is, but tomorrow I'm going to run a totally ITB Native 2-buss mix, a stemmed Native mix, and a "summed in Paris" mix & post some clips so you guys can compare for yourselves.

NeilNeil,

Kind of a neophyte on all this stuff, but what about picking up a low end pc just for multiface control(or you may have one in your back room). Still just starting with the multiface thing myself, but I doubt it takes any power to run Totalmix, and that would get around the "configuration lost when power's off" if you run the multifaces standalone. The multifaces would be relegated to basically just A/D converters, but it sounds like that's what you want. Just use a KVM switch (cheap one) to get to the piece occasionally if there is issues.

Just a thought

Jeff

Neil wrote:

> "DJ" <nowayjose@dude.net> wrote:
>
>>Hey Neil,
>>
>>Feel free to give me a call if you hit any snags with the Pulsar.
>
>
> Thanks for the offer, DeeJ - I may do that... it's not
> scheduled to get here until late next week, actually, so it
> won't be right away that I need to take you up on it if I have
> problems.
>
>
>>I've been test driving mine some more today and I'm still
>>liking it a lot.
>
>
> What? You havent shitcanned it yet? (oh, no wait, that's
> tomorrow - Sunday) :D j/k!
>
> BTW I decided to get the Professional card (instead of the
> Project card) for more DSP, and I passed on the convertors
> (their A16ultra box), since I didn't want to dump too much
> money into this experiment if it didn't work out. In talking to
> Gary, he wasn't sure if I'd be able to sum as many channels as
> I'm running, plus a couple of 'verbs, plus a few channels of
> dynamics at 88.2k/24-bit with the Project card. Then I got a
> lecture about using 88.2k in the first place... you know - the
> whole "you can't hear it once you convert to 44.1 for CD's
> anyway, and then you also get aliasing when you do, and in the
> meanwhile you're using too many DSP & CPU resources" - blah,
> blah, blah, yada, yada, yada... tell it to Rupert Neve & Geoff
> Emerick (you know, the story Rupert tells about Geoff noticing
> a "bad" channel in one of his consoles that they had just
> installed... what was "bad" about it was a defective cap that
> was oscillating at 30k).
>
> Anyway, I believe I can hear a difference with those higher
> sample rates - whether I'm fooling myself or not is, I suppose,
> a point of argument.
>
> Now, the other thing I'll need to figure out with the Pulsar
> card is the whole i/o deal... if I'm going to keep the RME
> convertors & use them inste
