
Subject: OT - Great fun.

Posted by [gene lennon](#) on Wed, 13 Sep 2006 23:25:09 GMT

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

>

>Don

>

>ps. I can do it, and do it well but it's not one of my favorite things to

>do...and I'm a drummer!

Subject: Re: OT - Great fun.

Posted by [Nappy](#) on Thu, 14 Sep 2006 19:49:17 GMT

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

lt2B7DPH1iFvgU8vB23NncA/kcV wBeRlzk9Cii0

w3Ozr1vjmfyrf8NMi/hB21UHUHso8Q69JVJ/44i/db3W7sPmJOU/YnEdSda7 UCIVYCLREX/a
RnTL1uwwKreURdWsBq1lralOiwWCd8nXX5rEFSQI9vFmuRG22pSrNtVAHbA/ aDQ95jfwHPdJ
m+xrp0JBf9hJh8Ln23WQIYcp1gBVgqgegB5z6vgObnMmkTNbpcoMVKg1jdPEp A9VhBloApAuc
UXQawHY5KeVRFPfH4zcMy8+jHz4DkwFax89f9ajz2l1y54+XYVgVEDlJn5ag tXOpp2dg568j
kXppnXI+OENAFtpn/c18BJdLuaojN6D2Fcywd3wO52nD

Subject: Re: OT - Great fun.

Posted by [Aaron Allen](#) on Fri, 15 Sep 2006 00:46:54 GMT

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

>

OsQp4/g4xAWX//7t6D7W4d8fXxjEYZhdY7GGndFUzptwoc8kYx64nnN9shvO 4S3DOPLtpi1T
7+p8l8sdiPBX2eKEH1xNieW2LnS447MfbvjSEk8rSvLMhButz329UMsQ5+fJ J0Uze1l4YSv6
edBZ89l47xbHu+oXW7n10E/V+bhBa/Vir7X8YswpaFR7Wfh0/6LgDBpc1fnO +htor+1ZJXpj
VaD4QVcTzPmd1AX6mob5GSGlvyUdEu/7QHcYZsLnwnKkZ68NWaz3xROyEp0U
2vkXsUvPsD9P

0Sh3vL3B9dRn2iNLLZjYTBNDbrxBjNnu41mHlmgS8B4hNYS1MDNiGPTDTHhh Ar9+UJOLvmqH
9AObMqdl/X/eB7NfeT95c9oAD13oaq5tCod/8lEegYfOijeBv5g/zOpr8Pqi Hn9grs+rxtPc
o/zO4IB5O5LP67WepXNhyS2/fYj5Xb4+98i+7pnbyqBbg

Subject: Re: OT - Great fun.

Posted by [Deej \[1\]](#) on Sat, 16 Sep 2006 00:10:47 GMT

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

It is convolution based. The only algorithms

>>the

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

>>>impulse responses.

>>>

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

>>quality

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