
Subject: 200+ bucks an hour?

Posted by [dc\[3\]](#) on Sat, 03 Jun 2006 04:34:58 GMT

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>> listening to the clip I have on the website. Those snippets
>> >> >> are before the re-mastering, so (hopefully) the CD will sound

Subject: Re: 200+ bucks an hour?

Posted by [John \[1\]](#) on Sat, 03 Jun 2006 12:13:16 GMT

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r />

>> >> >> >songs I posted oh so long ago (all recorded on Paris in my

>> >> >> >little home studio).

>> >> >> >

>> >> >> >Please check out our website:

>> >> >> >

>> >> >> ><http://www.themateswe>

Subject: Re: 200+ bucks an hour?

Posted by [Rich Lamanna](#) on Sat, 03 Jun 2006 14:14:38 GMT

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t; >Well, I don't really know who's still here after all this
time,

> >> but

> >> >> I

> >> >> >just

> >> >> >> >wanted to let those who may be interested, or were interested

> at

> >> >one

> >> >> >time,

> >> >> >> >or used to be interesed and still just might be interested,

&

Subject: Re: 200+ bucks an hour?

Posted by [John \[1\]](#) on Sat, 03 Jun 2006 16:37:36 GMT

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d with PARIS, including your project which is on my list to

>order.

>

>These days Logic on a dual processor box, such as my 2.5GHZ G5, is

>fairly miraculous in capabilities. Not perfect of course, and for years
>it was burdened by some ridiculous bugs. But recent updates have brought
>it to the point where I can recommend it - to the point where it's
>largely a joy to use. Clients really like what I'm creating with it.
>
>The included FX plugins are good to great. The included soft synths
>include some real gems that augment my 3rd party soft synth collection
>nice. There is a learning curve, but update improvements have made the

Subject: Re: 200+ bucks an hour?
Posted by [rick](#) on Sun, 04 Jun 2006 10:10:06 GMT
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title behind RME. I haven't a/b'd them
with the Emu cards to compare there. MOTU's converters are supposedly
significantly improved over the 2408 days (I had one - it was okay, but
probably a little below Paris converters at the time - that's probably since
changed).

Regards,
Dedric

On 7/14/06 1:35 PM, in article 44b7f1e5\$1@linux, "macle" <Mates9999@cs.com>
wrote:

>
> Hmmm, yeah, I suppose that's kinda lame... first I post and
> say, "hey, here's my new CD done entirely in Paris". Then 2
> seconds later, "yeah, I'm thinking of dumping Paris...."
>
> But, you know, I'm just curious, 98% chance I'm just going to
> stick with Paris.
>
> I think it's cool that so many have switched but still hang out here! And,
> I think it's interesting (as

Subject: Re: 200+ bucks an hour?
Posted by [Rich Lamanna](#) on Mon, 05 Jun 2006 11:50:27 GMT
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cmQ/doxO9otl8iRHkmRdNmV7DWaH TWZzbWVB0iRv
ttt0liN3FohWKP9jafIPWwh3TugNHmAnvTIY5l0pxw0pg3lrFQ5qGY5pDdJp r0gpqXLfHE5r

n4hq1cBrGTJpwFYixxYjrRYrufZps6ErkxYYRIIRj9aOyFlzN/MsH3MiLvMw LTMxGZNVIXNv
7zbpJFMxB7dvA7cxAbdwieJw/RZvG1dwK7OYHjdvJ9My/bLkFNdxGXdzMxdy EzdyXSkz6dYg
OHMWjJbrtpM7SNM5o1MJIPM4WTd2r7N1KQ92Z/c2eRPucJd2Xxc6ZTekfjc3 g5fscfueBc7
XRd5a9d3b7d5D0o7U/edAMMVfYBuwdM+xzM+53N7uVeotNemvrd7xZf1wnd8 zXf06hP/eyME
P63XPHYPRj3EP1kUQ3GkRt0RbmKfkVFf+kKf70KRet3RL1PRAF4fwu4f+f3 gAH0RP2X+gi4
gbEPgtFPgiWUggHrReH3qqi3fcE0ucS0s1hmUr0UA3sUSIfLhIV0tkSwAYM0 U5B0hVM4AmG4
hleUhU+4hmPYA2d4S0m4UjoYAEFYAHFyAS42X2FMBrEFDp01YmRic1xYAW2
YP10WMvVifkU
ipsYi584WZdYi69Yir34UimGCqsxv0hhUamVAhwVwKJVZZTYbsYjOVYXed4 U6cYXqGnisOY
DP+1HfEYTw0WYuOYjgnZjsf4UNX0VeFmb/brDTrPiKWScjtW/4/rmGAL2ZIN uZKj+JLXjFkp
mZOzWJNDGZS3mFwf9o9D1YrFWJSRR

Subject: Re: 200+ bucks an hour?
Posted by [John \[1\]](#) on Tue, 06 Jun 2006 10:58:38 GMT
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difficulty with using it, although I'll agree it's not most
> >> intuitive interface they could've devised. What are you having
> >> trouble with? I'll try to help.
> >>
> >> Neil
> >
> >
> Sounds like a close call - a bit hot to be hiking ridgelines for that long
no doubt. Glad you made it back safely.

The climate here does me the same way - I don't think about it like I should
- it's deceiving. I'll often go a whole day in the studio without drinking
anything, then go trail running... and forget to take my water bottle in the
car to the trailhead...then wonder why I feel weird.

I guess Camelbak's slogan hasn't really sunk in with me yet: "Hydrate or
die". Too subtle perhaps.

Regards,
Dedric

On 7/18/06 9:24 PM, in article 44bda659@linux, "DJ"
<animix_spam-this-ahole_@animas.net> wrote:

> Thanks Dedric. I just got in and I'm fried so I'll give it a go tomorr

Subject: Re: 200+ bucks an hour?
Posted by [Aaron Allen](#) on Tue, 06 Jun 2006 15:10:50 GMT

essage news:44be3d41\$1@linux...

>

> When I build my new console I will need to insert a patchbay into my chain.

> I have heard some people complain that patchbays severely decrease quality.

> Opinions on that?

> Also, suggestions on good patchbays with XLR inputs and balanced 1/4 outputs?

>

> Thanks,

> bDavid, what are your concerns with regard with TRS being used for XLR throughput outside of something requiring special consieration such as phantom voltage to old pin-3 hot ribbon mics?

W.

"EK Sound" <askme@nospam.com> wrote in message news:44be4c87@linux...

> Hey Brandon,

>

> A patching system built from high quality cabling and connectors will have

> little or no effect on the signal quality. I do recommend XLR patching

> for mic lines... TRS would be fine for line level signals. Avoid gold

> connections at the patching point, they are designed to be used where the

> connection is never (or extremely seldom) removed. The gold coating

> prevents oxidization over long periods of time. If used in a patching

> point, the gold will wear off very quickly (negating any benefits). If

> you can provide some details as to your set-up, I can make some

> suggestions.

>

> David.

>

> Brandon wrote:

>> When I build my new console I will need to insert a patchbay into my

>> chain.

>> I have heard some pe

Subject: Re: 200+ bucks an hour?

Posted by [EK Sound](#) on Tue, 06 Jun 2006 15:39:15 GMT

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ople complain that patchbays severely decrease

>> quality.

>> Opinions on that?

>> Also, suggestions on good patchbays with XLR inputs and balanced 1/4

>> ouputs?

>>

>> Thanks,

>> bBasically, I was going to put all my rackmount gear in a sound proof cabinet that will be built in to my console.(2- dual channel mic pres, 2- MECS, 2- RNC's, and what ever else I may add into the equation later)

I need to be able to access the patch points on each device without getting on my knees and pulling it all out of the cabinet. So, I was going to mount a patchbay on the side of the cabinet that I can access externally for convenience.

thx,

b

"Brandon" <a@a.com> wrote:

>

>When I build my new console I will need to insert a patchbay into my chain.

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>Opinions on that?

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>

>Thanks,

>blf any of that rack gear is class A or tube (or both) it's going to get hot, so make sure it has a space above it and make sure your sound proof cabinet is well ventilated (which pretty much negates the sound proofing.....and why do you need to sound proof preamps??.....oh well, anyway.....;O) .

Deej

"Brandon" <a@a.com> wrote in message news:44be65e6\$1@linux...

>

> Basically, I was going to put all my rackmount gear in a sound proof cabinet

> that will be built in to my console.(2- dual channel mic pres, 2- MECS, 2-

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> I need to be able to acces

Subject: Re: 200+ bucks an hour?

Posted by [Rich Lamanna](#) on Wed, 07 Jun 2006 00:23:18 GMT

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>

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>is well ventilated (which pretty much negates the sound

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>well, anyway.....;O) .
>
>Deej
>
>
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>> b
>>
>>
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>> "Brandon" <a@a.com> wrote:
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>quality.
>> >Opinions on that?
>> >Also, suggestions on good patchbays with XLR inputs and balanced 1/4
>ouputs?
>> >
>> >Thanks,
>> >b
>>
>.....errrrrr.....well.....uhhhh.....

;oP

"rick" <parnell68@hotmail.com> wrote in message
news:t51tb25eebqsf0p6t6eip91lmg3b1icmat@4ax.com...
> and of course your had enough sense not to tell your near widow of
> your little faux pax???
>
> On Wed, 19 Jul 2006 09:44:14 -0600, "DJ"

> <animix_spam-this-ahole_@animas.net> wrote:

>

> >That would be the operative word

> >

> >;o)

>
