
Subject: Paris tips with latency / adat / digital connections etc

Posted by [Dimitrios](#) on Tue, 15 Jul 2008 08:20:24 GMT

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>>>

>>>> difference between the functionality of "trial", "paid" and "paid
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>

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>>>> has been running like a champ for me here, and this opens the

>>>> possibility of bringing your HD home and plugging it into your OSX rig

>

>>>> and being up and running.

>>>>

>>>> And there'll be more news soon re: REAPER and PARIS.

>>>>

>>>> - Kerry

>>>>

>>>> On 2008-09-14 08:41:28 -0700, "Gantt Kushner" <ganttmann@comcast.net>

> said:

>>>>

>>>>> Any Sonar users around? I'm looking for something to install on my

> wife's

>>>>> HP laptop fpr rempoe gigs w/ a firewire interface. I am, as the

>>>>> saying

>>> goes,

>>>>> wide open to suggestion!

>>>>>

>>>>> Gantt

>>>>

>>>

>Got 2 ADA8000's... I think I was one of the first to jump on them here in
the NG from the posting dates. Have had zero trouble with them. Only real
complaint I've had is that the detent gains are NOT matched channel to
channel. That's a QC issue IMO, but a livable one if you're not trying to
make it a completely repeatable gain setting across channels, or do a lot of

critical stereo input micing. For stereo stuff that's touchy, I don't use the ADA, but I'm not sure those pres are where I'd go for critical input stereo anyway.

I also noted the earlier versions/releases of them had tighter tolerances to my ears.

AA

"Rich S" <studiodog_99remove@yahoo.com> wrote in message
news:48ce70e4\$1@linux...

>
> Same here - ada 800 - works great no issues...
>
> "Mike Audet" <mike@...> wrote:
>>
>>Hi Gantt,
>>
>>I use a Behringer ADA800 through my ADAT card, and it sounds really good.
>> Most preamps only have 20 bit resolution anyways because of the noise
>> floor.
>> I think the very best preamps can produce 21 real bits. It won't make
> any
>>difference going 20 bit.
>>
>>All the best,
>>
>>Mike
>>
>>
>>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>
>>>So, I've been reading a bit about the Presonus Digimax FS since there
>>>seems
>>>to be a lot of favorable talk about it. I'd like to have something w/
> firewire
>>>so I could do remote stuff w/ my wife's PC laptop but that seems to be
> a
>>>whole 'nother can of worms.
>>>
>>>Does anyone have experie

Subject: Re: Paris tips with latency / adat / digital connections etc
Posted by [Rich\[6\]](#) on Tue, 15 Jul 2008 15:24:32 GMT
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>>
>>>>
>>>
>>
>Hi Chris,

I'm not sure I understand what you mean. Are you saying that the Presonus Firepod and Firestudio units would probably work well w/ Reaper?

By the way - out HP laptop has a "AMD Turion64" sticker on it.

Thanks!

Gantt

Chris Ludwig <chrisl@adkproaudio.com> wrote:

>HI Gantt,
>If this is a 1.2 GHz laptop it's probably a Centrino based one.
>YOU most reliable host for for this probably be Reaper.
>The Presonus does not work right with Presonus gear so you will ahve to

>use Reaper of other host.
>The older FP10(Firepod works fine but all the Firestudio based units do

>not work well becuae of the way Sonar does its ASIO.

>
>Chris

>
>
>
>
>Gantt Kushner wrote:

>> Reaper certainly is worth checking out! I'm trying to figure out if the Presonus
>> Firestudio is worth the extra \$\$\$ over the FP10 (AKA Firepod). Both allegedly
>> have the super groovy mic pres and firewire. Both seek to have line outs.
>> The Firestudio seems to have better S/N in the digi output.
>>
>> I dunno. I need to do this on the cheap!
>>
>> Gantt

>>
>> KerryGalloway <kg@kerrygalloway.com> wrote:
>>> Heya Gantt - REAPER is definitely ready for prime time. For the cost

>>> involved (zero, and a painless install that does absolutely zero
>>> invasive stuff on your HD) you can't go wrong trying it out.
>>>
>>> <http://www.reaper.fm/>

>>>
>>> We use it for live recording all the time, and it's been solid as a
>>> rock. It also contains a number of features that make it excellent for
>>
>>> live recording - for example, you can set it to save audio files on the
>>
>>> fly when they reach a certain size, so you never wind up with "poof,

>>> it's all gone!" even when recording a full evening at a go. Even a
>>> disaster like a kicked-out power bar can be fully recoverable, unlike

>>> some apps that shrug and leave you nothing but a "whaddya?" (in fact,

>>> that feature right there is part of what prompted my partner's shift
to
>>
>>> REAPER for live work).
>>>
>>> Great sound quality, a ton of plugins and features, and all this for

>>> cheap. No dongle for aggressive dancers to bump out; in fact, no copy

>>> protection of any sort, it's honor system. 30 day non-expiring
>>> shareware (you get a five-second nag at boot after 30 days), then \$50

>>> for non-commercial use and \$225 for full commercial license. There's
no
>>
>>> difference between the functionality of "trial", "paid" and "paid
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Posted by [Tom Bruhl](#) on Tue, 15 Jul 2008 17:13:32 GMT
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br />
>>>> Basically, the App calls functions in the PSCL in order to tell the
>>>> hardware
>>>> to stop playing, or start, or load the driver for the 8 out cards, or
> whatever.
>>>> The PSCL translates these requests to commands that the cards can
>>>> understand
>>>> and sends the commands to the scherzo driver to pass them down to the
> cards.
>>>>
>>>>
>>>> When the PSCL was first written - which was a long time ago now - there
>>> was
>>>> no way to run PARIS on a multi-CPU machine. Not only was there no need
>>> to
>>>> protect the code from the hazards of a multi-cpu machine, there was no
>> way
>>>> to test if what you had done worked even if you tried.
>>>>
>>>> I've been trying to make the PSCL multi-cpu safe. This has been a huge
>>> challenge
>>>> for me because the PSCL was written in a c-like style. It's all
>>>> structures
>>>> and functions. It's not object oriented at all, which is what is more
>> common
>>>> today and what I'm used to. I'm also still a new programmer. So, more
>>> than
>>>> once I've thought something was broken or messed up when it probably
>>>> wasn't.
>>>> I just didn't understand it correctly.
>>>>
>>>> Anyway, what I have done is put locks on all the resources I can find
> that
>>>> could be affected by two CPUs trying to change them at the exact same
> time.

>>>> I've also discovered that there are certain card resources that the
>>>> PSCL
>>>> tries to change directly without going through the scherzo driver.
>>>> These
>>>> variables seem to need around 3 miliseconds to "take". I think that
>>>> under
>>>> windows 95, the PSCL was directly altering the memory on the cards, but
>>> Windows
>>>> XP doesn't allow that. What I think is happening is that Windows is
>>>> intercepting
>>>> the attempt to alter the variable and passing it down through the
>>>> regular
>>>> mechanisms, and that imposes a delay. If the app moves on and tries to
>>> do
>>>> something that requires the value being set properly, things go wrong.
>>
>>>> I'm
>>>> guess that on a single CPU system, Windows is regularly interrupting to
>>> manage
>>>> memory, read files from the disk, update the clock, etc, etc., so these
>>> delays
>>>> were "filled in" by windows. I'm just making them explicit.
>>>>
>>>> Anyway, it seems to be working well for me. I also tightened up the
>>>> start
>>>> up hardware detection timings because some of them seem to work fine at
>>> one
>>>> fifth what they were now that the direct writes are being managed.
>>>>
>>>> There are other small changes, too. Let me know if you have a chance
> to
>>>> try this and how it goes. There may be hardware configurations that
>>>> don't
>>>> like what I've done. But, my IF2 now work, and it wasn't working well
>> as
>>>> of the last build.
>>>>
>>>> I hope this clears up any questions about what I'm doing. I'll try to
>> package
>>>> these changes into a proper installer once I'm done building, which will
>>>> probably be soon. I think we're almost there.
>>>>
>>>> All the best!
>>>>
>>>> Mike
>>>
>>
> Yeah, you got a lemon. Unfortunately everyone I know who bought it got

the same lemon and I suspect it only came in lemon flavor :D

If I recall, it was swiftly ditched swiftly by my partner in preference to more stable gear.

- Kerry

On 2008-09-15 10:53:18 -0700, "Aaron Allen" <know-spam@not_here.dude> said:

>
> "Ed" <askme@email.com> wrote in message news:48ce9c61\$1@linux...
>>
>> Out of interest, I was kinda following this thread to see what's going on.
>> I am unfamiliar with the way Reaper works and from what I am reading so
>> far, it sounds interesting. I just hope it isn't something that is so
>> deep
>> and embedded and bloated that it takes a gyro-symmetric engineer to figure
>> out just how to do somethings. I have a small setup with an Alesis io14
>> and used Sonar. Some things are not that easy to figure out.
>
> It's not really hard at all to figure out, in fact I saw an option to
> install Reaper to a USB/removable key which reeeally peaked my interest in
> it as a live tool. That's a pretty small footprint for install and a GREAT
> failsafe if the PC blows up in the middle of a gig.
>
>>
>> Anyways... I seen this mentioned before in the thread and it confuses me.
>> Is it a typo or could explain what you mean by, "The Presonus does not
>> work
>> right with Presonus gear". What Presonus won't work right with the
>> Presonus
>> gear? Does Presonus have a recording software that comes with thier
>
