
Subject: prosound-protocols

Posted by [jef knight\[1\]](#) on Wed, 09 Nov 2005 15:32:44 GMT

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sercardshop.com/items~CartId~%7B35EED1B9-E142-435C-8CFB-B4EVEREST819EF82CC5%7D~Cc~PCI32~iTpStatus~0~Tp~~Bc

Subject: Re: prosound-protocols

Posted by [EK Sound](#) on Wed, 09 Nov 2005 15:43:13 GMT

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cks in constrained mode and then removed the

>>>objects from the playing field and their segments from the Audio window

>>>so that only the filename was left. So, is there a way to

Subject: Re: prosound-protocols

Posted by [rick](#) on Thu, 10 Nov 2005 10:00:14 GMT

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-10 on the channel meter. There may be a little fudging going on

>with

>> >the software in favor of keeping the signal around 2-3dB below *actual*

>> >decibel input....but I wouldn't know this for sure. IU would suggest

>feeding

>> >it a constant test tone from an external device.
