Subject: EDS 1000 price?
Posted by rick on Wed, 15 Feb 2006 10:04:00 GMT
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ble,
> or somewhere else in the front end, but all i have to do to fix it is
> unplug the cord from the mic & plug it back in, and the signal just "pops"
> back on. It's not constant, but maybe once a day. Incidentally, I

Subject: Re: EDS 1000 price?
Posted by Don Nafe on Wed, 15 Feb 2006 11:28:12 GMT
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had
> the same problem with a previous condenser/preamp combo, which makes me
> wonder if it's the mic at all. The signal goes ... mic/pre/limiter/paris.
> Any ideas?
>

I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.htmlFirst, Automation does not work for EDS EQs right?

Second, Does Rendering (selection or track) with Native effects work reliably
for you? I crash a lot with this really really needed feature. And god
forbid I try to render a stereo pair with stereo native effects across them.
 Make it s

Subject: Re: EDS 1000 price?
Posted by John [1] on Wed, 15 Feb 2006 12:51:34 GMT
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top crashing please!No automation on EDS FX

When rendering make sure any cross fades are equal...no space between edits
if possible. Best way is to record an empty track then copy and move the
track you want rendered onto the empty track, this will clean up your edits.

Then move your original track into a jail for safe keeping and move the new
and improved track to the channel with your plugin's and render away

As for rendering a stereo pair I'll let others chime in as I've never tried
it

Don

Subject: Re: EDS 1000 price?
Posted by Don Nafe on Wed, 15 Feb 2006 13:55:50 GMT
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>
"John" <no@no.com> wrote in message news:4427daf0$1@linux...
>
> First, Automation does not work for EDS EQs right?
>
> Second, Does Rendering (selection or track) with Native effects work
> reliably
> for you? I crash a lot with this really really needed feature. And god
> forbid I try to render a stereo pair with stereo native effects across
> them.
> Make it stop crashing please!Rendering is very reliable for me. I use it all the time. Like Don said, make
sure there are no (small) spaces between your edits.
As for stereo rendering of native plugs, it dkoesn't work in the normal editor,
you have to use the destructive editor. Set up your steroe effect like you
like it, name and save the setting, double click one of the 2 files you want
to render. When the destructive editor pops up, that file will be

Subject: Re: EDS 1000 price?
Posted by John [1] on Wed, 15 Feb 2006 15:09:04 GMT
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 shown in
the window and ALSO hilighted in the audio bin of the new editor. Shift the
other file, so that both files you want are hilighted, they will be next
to each other, assuming they're both named the same with L and R. Drag bothe
files into the editor. You will see bothe wave forms. Under "DSP" select
Plugins, select your plug, select the preset you named, and render. There
will be some number crunching going on, so depending on the plug, it may
take a little longer than you think. When it gets done, close the editor
and your stereo track will be rendered.
Important, always work on copies as the destructive editor can
t be undone once you close it. I render each track first in the normal editor
and put the originals in a jail, or if I have unused tracks, I'll put them
there and mute thim.
This is really a lot more simple in practice than it looks like here.
Rod
"Don Nafe" <dnafe@magma.ca> wrote:
>No automation on EDS FX
>
>When rendering make sure any cross fades are equal...no space between edits

>if possible. Best way is to record an empty track then copy and move the

>track you want rendered onto the empty track, this will clean up your edits.
>
>Then move your original track into a jail for safe keeping and move the
new
>and improved track to the channel with your plugin's and render away
>
>As for rendering a stereo pair I'll let others chime in as I've never tried

>it
>
>Don
>
>"John" <no@no.com> wrote in message news:4427daf0$1@linux...
>>
>> First, Automation does not work for EDS EQs right?
>>
>> Second, Does Rendering (selection or track) with Native effects work

>> reliably
>> for you? I crash a lot with this really really need

Subject: Re: EDS 1000 price?
Posted by gene lennon on Wed, 15 Feb 2006 17:45:37 GMT
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inewave so you can add an 808 type kick drum sound
to whatever you want. You need something like Drumagog to trigger samples.
You can google it, but I think it's www.drumagog.com
"Steve Cox" <stevec1@charter.net> wrote:
>
>How do I setup Kickback to trigger a Bass Drum sample? I am assuming this
>is what this plug-in is intended for.
> Could someone e-mail me with some instructions? I believe I do have it
installed
>correctly. Just don't see a way to navigate to the sample in my G4.
>Steve Cox Productions stevec1@charter.net"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>
>Kickback only produces a sinewave so you can add an 808 type kick drum sound
>to whatever you want. You need something like Drumagog to trigger samples.
>You can google it, but I think it's www.drumagog.com
>"Steve Cox" <stevec1@charter.net> wrote:
>>
>>How do I setup Kickback to trigger a Bass Drum sample? I am assuming this
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>> Could someone e-mail me with some instructions? I believe I do have it
>installed

>>correctly. Just don't see a way to navigate to the sample in my G4.
>>Steve Cox Productions stevec1@charter.net
>I did download drumagog. Sure would like to talk to you on the phone. I
could get this thing up and running in a hurry. If you wouldn't mind, would
you consider e-mailing me your phone number so I could call you on my dime?
SteveHow and where do I install DRUMAGOG in Paris 3.0 MAC G4
Steve Cox ProductionsI'd say that's a bit off these days. The top line AMD processors are a) much
cooler and more energy efficient, b) have a VASTLY better memory architecture,
and c) more registers. So I think at this point they have superior technology.
Intel has always been superb on the fab/production arena and also as a monopolist.
The roadmap in the original link shows them catching up on the tech side.
We'll see, but I think the idea that AMD only does well on price is just
not true anymore.

Subject: Re: EDS 1000 price?
Posted by rick on Wed, 15 Feb 2006 20:38:55 GMT
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Subject: Re: EDS 1000 price?
Posted by John [1] on Wed, 15 Feb 2006 20:57:09 GMT
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Subject: Re: EDS 1000 price?
Posted by Aaron Allen on Thu, 16 Feb 2006 05:44:01 GMT
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Subject: Re: EDS 1000 price?
Posted by rick on Thu, 16 Feb 2006 09:11:16 GMT
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/>
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Subject: Re: EDS 1000 price?
Posted by John [1] on Thu, 16 Feb 2006 12:55:21 GMT
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Subject: Re: EDS 1000 price?
Posted by rick on Fri, 17 Feb 2006 09:18:02 GMT
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+uTwdbS42tz1CBefcYw2mnrzVGuWZaeacKAyxbvGHfefTJ9cdjn31Z0FJOKS
FpTvnI5IQKM/bSn0nPT9P9PSmpqoHWJiX8OTeVJP4QBnGoF46+qKyGoFp8Sl
CLu8SaPcpHYHyg+uO+mUxnEGVyeDM6tidbvVVVXdZNrwYanUqyJg+oOg9itF
tlWSpa5b1bDIhXbx9hoP0/dKmtk8O9p8vXzna8gYeDMBk8AHjnPceo0/Wqlo
6

Subject: Re: EDS 1000 price?
Posted by Rich Lamanna on Fri, 24 Feb 2006 13:16:40 GMT
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t;>
> >> >> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
> >> >> news:442f73f8@linux...
> >> >> > I tried this about a year ago and then blew it off because it
didn't
> >> >seem
> >> >> to
> >> >> > be working. Just for the hell of it, I just did it again.
Basically,
> >> in
> >> >a
> >> >> > nutshell, what appears to be happening.....and get this.....I
can
> >> take
> >> >> > track from Paris, create an insert through an ADAT I/O, send this
> >signal
> >> >> > from the ADAT output of paris to an ADAT input of an RME card. Now
> I
> >> >open
> >> >> > Cubase SX and create an audio channel and set the channel's ADAT
> I/O
> >> to
> >> >> the
> >> >> > RME input that is receiving the ADAT signal from the Paris insert
> >send.
> >> >> Then
> >> >> > I set this Cubase audio channel output to send through an adat
output
> >> >> which
> >> >> > is connected to the Paris insert return. Next I drop a UAD-1 1176
> (or
> >> >> > whatever) in the insert slot of the Cubase channel, making sure
that
> >> >ASIO
> >> >> > direct monitoring is disabled in Cubase SX but *enabled* in the
RME
> >> HDSP
> >> >> > Totalmix applet (not sure yet if this makes any
difference.....I'll
> >> know
> >> >> > more as I experiment with it. When I hit play on the Paris
transport,
> >> >> Paris
> >> >> > sends ADAT sync to Cubase and the applications lock up their
> >timelines

> >> >and
> >> >> > play back in sync. The thing that is blowing me away is that
> >apparently,
> >> >> the
> >> >> > Cubase PDC *sees* this incoming timecode and actually plays back
> the
> >> >audio
> >> >> > that is being processed through the UAD-1 plugin sample
> >> >>

Subject: Re: EDS 1000 price?
Posted by rick on Fri, 24 Feb 2006 14:45:14 GMT
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;
>
>I use the Vox ToneLab into the effect return of a Mesa Boogie Satellite amp.
I use this rig exclusively now and I am quite satisfied.

Bill

"Neil" <IUOIU@OIU.com> wrote in message news:44301382$1@linux...
>
> Been thinking about picking up a new guitar processor (or
> perhaps even a new amp, just for some different tones & colors,
> and MAN there's so much stuff out there! Haven't been shopping
> for anything like this in awhile, so I was wondering if anyone
> has any items of this nature that they've found they really
> like?
>
> Not looking for any wild & crazy EFX, necessarily, but if it
> has that too, that's fine.
>
> Any comments on:
> **Line6 Tone Port UX2? I saw someone posted something about that
> setup here a week or so ago... how's that working out?
>
> **Any other Line6 stuff? I tried one of their Spider combo amps
> a few months back, and it seemed OK for what it did.
>
> **TC Electronics rackmount guitar processors?
>
> **Any floormount multi-EFX thingies you're using that really
> rock?
>
> **Any new amps you've heard that blew you away?
>

> Not really interested in the Variax or other guitar-modeling
> stuff - I've got enough of a variety of guitars, it's just the
> stuff to run them through that I'm interested in.
>
> TIA!
>
> Neil
>So you created a folder, named it VST plugins and put it where?....and then
FXT just automatically found it?

"Edna" <edna@texomaonline.com> wrote in message news:443046a1@linux...
> I have it set up and it works fine - not in PARIS though:(I have used it
> with Wavelab so far. I don't think it matters where FXT is installed as
far
> as plugins go. As I am sure you know, you do have to install it on both
> computers, host installation and server installation. I used the default
> locations. I have all my plugins in the same named folder on both
machines,
> VstPlugins. These locations will prompted in the install window that
comes
> up. I'm not sure about using multiple locations? I would try something
> simple to get it going first. On the host machine FXT will make an FX
> Teleport subfolder in the Plugins folder and it will have all your plugins
> with a "lan" extension. . Then when you enable a plugin in your host
> sequencer you will have a choice of the plugin with or without the lan
> extension. When the server is ready it will display a ready window.
> HTH, Edna
>
> "DJ" <animi