

---

Subject: 0 latency dynamics plugin list  
Posted by [Dimitrios](#) on Mon, 26 Sep 2005 17:50:16 GMT  
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---

r room.

>>

>>So, what I did was knock out a couple of walls (that were part of the  
>>studio not the house) so I could turn the gear 90 degrees so the room is

>

>>now wider than it is long. I have 4" wedge foam in 6'x2' panels a foot  
>>apart on the rear wall and just drywall on the front, for the "live  
>>end/dead end" effect. Sounds great in the mix position but is just a tad

>

>>boomy outside of that.

>>

>&

---

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Subject: Re: 0 latency dynamics plugin list  
Posted by [Cujjo](#) on Mon, 26 Sep 2005 18:48:02 GMT  
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suggested that the whole thing was  
backwards,

> so I wrote it out backwards...

>

> "Toboredom sayno".

>

> So there ya go. ;o)I re-authorized with them in the Spring and it took a few days.

"DJ" <animix\_spam-this-ahole\_@animas.net> wrote:

>You can call them at 410-902-0091

>

>http://www.intdevices.com/

>

>there's usually someone to answer the phone and it might not hurt to give  
>this a little push.

>

>Deej

>

>"Richard Faylor" <Richard

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Subject: Re: 0 latency dynamics plugin list  
Posted by [Dimitrios](#) on Tue, 27 Sep 2005 08:21:40 GMT  
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/>  
>Gene  
>"cujo" <chris@applemanstudio.com> wrote:  
>  
> You mean just turn it off?  
>

if the DBX worked I/O simultaneously, or if you could just switch it off.  
As I recall the MS16 was about \$8000 when it first came out. I guess I should

Gene"gene lennon" <glennon@NOSPmyrealbox.com> wrote:  
>  
>"cujo" <chris@applemanstudio.com> wrote:  
>>  
>> You mean just turn it off?  
>>

>if the DBX worked I/O simultaneously, or if you could just switch it off.  
>As I recall the MS16 was about \$8000 when it first came out. I guess I should

>Gene

Just to be clear. The issue of simultaneous DBX I/O is only a concern if you are running the deck in real time as an effect. If you cut tracks directly to tape and later transfer the tracks to Paris this is a non-issue.  
GeneHehehehe!!!!!!! I had a running joke going with an old buddy of mine in Austin. It had to

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Subject: Re: 0 latency dynamics plugin list  
Posted by [Dimitrios](#) on Tue, 27 Sep 2005 08:53:34 GMT  
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ter for a friend to run cubase on. Got =3D  
> > >everything  
> > > >>>  
> > > >>> going  
> > > >>>  
> > > >>>>fine, EXCEPT the mobile rack tray (IDE) for the system drive.  
> > > >>>>Here's the history. I bought 2 of these on line (he wanted =  
> >black,  
> >=3D  
> >>so  
> > > I  
> > > >>>  
> > > >>> had  
> > > >>>  
> > > >>>>to go with a different brand than I normally use) neither one

> =  
> > of  
> > =3D  
> > > them  
> > > >>>  
> > > >>> worked  
> > > >>>  
> > > >>>> I got "ERROR in READING DRIVE)  
> > > >>>> on boot (this is the system drive). It is on ide bus 1 by =  
> > itself  
> > =3D  
> > > and  
> > > > is  
> > > >>>  
> > > >>> set  
> > > >>>  
> > > >>>> properly with the jumper for single master.  
> > > >>>> I already tried different ide cables...no worky, BUT, when

---



---

Subject: Re: 0 latency dynamics plugin list  
Posted by [zmora](#) on Tue, 27 Sep 2005 08:58:22 GMT  
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<BR>> same<BR>> results. I've tried CS. The results are still =3D  
> > > the same.=3D20  
> > > The guy is REALLY<BR>> stuck on wanting the WHOLE computer black, =  
> > =3D  
> > > or, I=3D20  
> > > would just use the beige<BR>> drive that works.<BR>> I may just =3D  
> > > put the=3D20  
> > > sys drive in an internal bracket and slap the cover <BR>> =3D  
> > > over<BR>> the=3D20  
> > > hole and call it good, but this kind of bugs me, and I'd like to =  
> > =3D  
> > > <BR>>=3D20  
> > > figure<BR>> it out. I appreciate the suggestions. Keep those cards  
> > =  
> > =3D  
> > > and=3D20  
> > > letters coming.<BR>><BR>> Rod<BR>><BR>> EK Sound <<A=3D20  
> > > =3D  
> > =  
>  
>>href=3D3D"mailto:spamnot.info@eksoundNO.com">spamnot.info@eksoundNO.com<=  
> > /A>=3D  
> > > =3D20  
> > > wrote:<BR>>> Are you using a nice "short" high density IDE =3D

> > > cable? =3D20  
> > > Try CS mode on<BR>>>the drive to see if this helps=3D20  
> > > also.<BR>>><BR>>>David.<BR>>><BR>>>Rod Lincoln =3D  
> > >  
> > > wrote:<BR>>><BR>>>> they say 66/100/133<BR>>>> =3D  
> > >  
> > > Rod<BR>>>> EK Sound <<A=3D20  
> > > =3D  
> &

---

---

Subject: Re: 0 latency dynamics plugin list  
Posted by [Dimitrios](#) on Tue, 27 Sep 2005 09:11:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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```
;</STYLE>
> ></HEAD>
> ><BODY bgColor=3D#ffffff>
> ><DIV><FONT face=3DArial size=3D2>Rod,</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>I have removable SATAs in my =
> >comp. I wanted=20
> >beige and got them.</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>The second pair I purposely bought =
> >black to=20
> >differentiate them.</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>Sometimes it's a good thing. XP =
> >black, ME=20
> >beige.?.</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
> ><BLOCKQUOTE=20
> >style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Rod Lincoln" <<A=20
> > =
>
> >href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
> >t;=20
> > wrote in message <A=20
> > =
>
> >href=3D"news:4346ab89$1@linux">news:4346ab89$1@linux</A>...</DIV><BR>Yeah=
> >, I=20
> > don't think that would fly anyway. I think I'll just put the =
> >system<BR>drive=20
> > in an internal bay and hook it up directly to the mobo...no =
> >mobile<BR>rack.=20
> > He'll never be changing it anyway.<BR>I was trying to give him the =
> >option to=20
```

> > have an extra system drive to pop<BR>in, in case of failure...since =  
> >he's not a=20  
> > tech guy at all.<BR>Or I may paint it.<BR>Rod<BR>"Tom Bruhl" <<A=20  
> > href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20  
> > wrote:<BR>><BR>><BR>>Yes but it STILL has to be=20  
> > black...<BR>>Tom<BR>> &qu

---

---

Subject: Re: 0 latency dynamics plugin list  
Posted by [zmora](#) on Tue, 27 Sep 2005 09:23:47 GMT  
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> I may just =3D<BR>>put the=3D20<BR>> =  
> >sys drive in=20  
> > an internal bracket and slap the cover <BR>>=20  
> > =3D<BR>>over<BR>> the=3D20<BR>> hole and call it =  
> >good, but=20  
> > this kind of bugs me, and I'd like to =  
> >=3D<BR>><BR>>=3D20<BR>> =20  
> > figure<BR>> it out. I appreciate the suggestions. Keep those =  
> >cards=20  
> > =3D<BR>>and=3D20<BR>> letters =  
> >coming.<BR>><BR>>=20  
> > Rod<BR>><BR>> EK Sound <<A=3D20<BR>> =20  
> > =3D<BR>>href=3D3D"<A=20  
> > =  
>  
>href=3D'mailto:spamnot.info@eksoundNO.com">spamnot.info@eksoundNO.com</A'=  
> >>mailto:spamnot.info@eksoundNO.com">spamnot.info@eksoundNO.com</A</=  
> >A>>=3D<BR>>>=3D20<BR>> =20  
> > wrote:<BR>>>Are you using a nice "short" high density IDE=20  
> > =3D<BR>>cable? =3D20<BR>> Try CS mode =  
> >on<BR>>>the drive to=20  
> > see if this helps=3D20<BR>> =20  
> > =  
> >also.<BR>>><BR>>>David.<BR>>><BR>&g=  
> >t;>>Rod=20  
> > Lincoln =3D<BR>><BR>> =  
> >wrote:<BR>>><BR>>>>=20  
> > they say 66/100/133<BR>>>> =3D<BR>><BR>> =20  
> > Rod<BR>>>> EK Sound <<A=3D20<BR>> =20  
> > =3D<BR>>href=3D3D"<A=20  
> > =  
>  
>href=3D'mailto:spamnot.info@eksoundNO.com">spamnot.info@eksoundNO.com</A'=  
> >>mailto:spamnot.info@eksoundNO.com">spamnot.info@eksoundNO.com</A</=  
> >A>>=3D<BR>>>=3D20<BR>> =20  
> > wrote:<BR>>>><BR>>>>>Are these rated =

> >for=20  
> > 133?? I =3D<BR>>had a=3D20<BR>> similar problem with 66 =  
> >trays=20  
> > in=3D20<BR>> =20  
> > =  
> >=3D<BR>>XP.<BR>>>><BR>>>>>David.&=  
> >lt;BR>>>><BR>=3D<BR>>>>>Rod=3D20<BR>=  
> >>> =20  
> > Lincoln =  
> >wrote:<BR>>>><BR>>>>>'

---

---

Subject: Re: 0 latency dynamics plugin list  
Posted by [Dimitrios](#) on Tue, 27 Sep 2005 10:52:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

t was to patch the preamps directly to the deck, then  
>>>>send  
>>>>the returns to 8 paris inputs and record them. Sounded great. I also  
>>>>striped  
>>>>a smpte track to tape and sync'ed Paris to the deck using my old Opcode  
>>>>Studio 64XTC. If you've got a box with this capability, you'd be goodto  
>>>  
>>>go  
>>>  
>>>>if you just wanted to lock Paris to the deck. I just didn't like losing  
>>>  
>>>a  
>>>  
>>>>track to the stripe and actually it worked better, IMO, just to track  
>>>>the  
>>>>tape returns because I wasn't losing a generation every time I played  
>>>>back  
>>>>the tape afterwards.  
>>>>;o)  
>>>>  
>>>>"cujo" <chris@applemanstudio.com> wrote in message  
>>>>news:43526a05\$1@linux...  
>>>>  
>>>>>  
>>>>>My old 1" 16 keeps staring at me from the corner of my control room.  
>>>>>  
>>>>>I keep wonderiing if I should be tracking drums and bass on it then  
>>>>>  
>>>>>bouncing  
>>>>>  
>>>>>in to Paris..  
>>>>>

>>>>>Is anyone else doing that here?  
>>>>>  
>>>>>My problem is my old board is gone. I would need to use Paris as a  
>>>>>monitor  
>>>>>portion of a console. I think I'd need to send my pre amps in to tape,  
>>>>>  
>>>>>open  
>>>>>  
>>>>>a Paris project and send the outs of the tape machine there, and send  
>>>>>  
>>>>>that  
>>>>>  
>>>>>to the musicians as a monitor, I wonder if there will be too much  
>>>>>latency  
>>>>>and it would screw with performances. It seems like this should work  
>>>>>  
>>>>>though.  
>>>>>  
>>>>>Then right after the take, roll it back, hit record on paris, and play  
>>>>>  
>>>>>the  
>>>>>  
>>>>>tape into paris.  
>>>>>  
>>>>>Rewind and record over that take for the next song.  
>>>>>  
>>>>>Does this sound like it's worth the effort?  
>>>>>  
>>>>>  
>>"Martin Harrington" <lendan@bigpond.net.au> wrote:  
>Off the top of my head, I would say yes.  
>You're processing 2 files, (dual mono), 2 plugins, as opposed to one stereo  
  
>file and one plugin.

OK, I'll try re-doing some L/R tracks into stereo interleaved tracks & report back if I notice a difference in CPU usage.

NeillInterestingly enough, I was shooting a story on an older producer (Peter Dawkins), that was around in my days as a "music engineer", (24 tk Studers and the like), who had to stop in the mid 80's due to Parkinson taking hold. This guy was one of Australia's top, (if not THE top), music engineers of the time.

To make a long story short, he has come through the Parkinsons now, (ground breaking surgery), and is back producing..in the digital realm, (and enjoying it), but...he records the old way...multitracking guitars..octaves..all the type of stuff we all did back in the 80's, without the luxury of heaps of tracks and cut and paste.

He and Richard Lush , (Seargent Peppers and onwards at Abbey Road) along with Peters son (to show the

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Subject: Re: 0 latency dynamics plugin list  
Posted by [Brandon](#) on Tue, 27 Sep 2005 23:15:38 GMT  
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```
;>>>>
>>>>>> if you just wanted to lock Paris to the deck. I just didn't like losing
>>>>>>
>>>>>> a
>>>>>>
>>>>>>
>>>>>> track to the stripe and actually it worked better, IMO, just to track
>>>
>>> the
>>>
>>>>>> tape returns because I wasn't losing a generation every time I played
>>>
>>> back
>>>
>>>>>> the tape afterwards.
>>>>>>;0)
>>>>>>
>>>>>> "cujo" <chris@applemanstudio.com> wrote in message news:43526a05$1@linux...
>>>>>>
>>>>>>
>>>>>> My old 1" 16 keeps staring at me from the corner of my control room.
>>>>>>
>>>>>> I keep wonderiing if I should be tracking drums and bass on it then
>>>>>>
>>>>>> bouncing
>>>>>>
>>>>>>
>>>>>> in to Paris..
>>>>>>
>>>>>> Is anyone else doing that here?
>>>>>>
>>>>>> My problem is my old board is gone. I would need to use Paris as
a
>monitor
>>>>>> portion of a console. I think I'd need to send my pre amps in to
tape,
>>>>>>
>>>>>> open
>>>>>>
>>>>>> &
```

---

---

Subject: Re: 0 latency dynamics plugin list  
Posted by [Don Nafe](#) on Tue, 27 Sep 2005 23:36:01 GMT  
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---

gt;  
>>>>>>>a Paris project and send the outs of the tape machine there, and  
send  
>>>>>>  
>>>>>>that  
>>>>>>  
>>>>>>  
>>>>>>>to the musicians as a monitor, I wonder if there will be too much  
>latency  
>>>>>>>and it would screw with performances. It seems like this should work  
>>>>>>>  
>>>>>>>though.  
>>>>>>>  
>>>>>>>  
>>>>>>>>Then right after the take, roll it back, hit record on paris, and  
>play  
>>>>>>>  
>>>>>>>the  
>>>>>>>  
>>>>>>>  
>>>>>>>>tape into paris.  
>>>>>>>>  
>>>>>>>>Rewind and record over that take for the next song.  
>>>>>>>>  
>>>>>>>>Does this sound like it's worth the effort?  
>>>>>>>>  
>>>>>>>>  
>>>  
>this is getting interesting.  
If this is true, you could make a 2 buss unit that was just sort of a stereo  
record head.  
Insert it at mixdown and hit it hard.

"gene lennon" <glennon@NOSPmyrealbox.com> wrote:

>  
>"Dave(EK Sound)" <audioguy\_nospam\_@shaw.ca> wrote:  
>>Test tapes were recorded at low levels (185-200nWB) on low  
>>print tape for this exact reason... to maintain frequency  
>>response over time. Taking a roll of 250 or 456 to the edge  
>>of its retentivity will produce significant print in just 1  
>>day. The finer domains will easily realign to this higher  
>>level changing the frequency response of the recorded  
>>material... hence my suggestion to get it transferred as soon  
>>as possible.

>>  
>>Regarding the Portico... I still don't see how having a tape  
>>head circuit in the audio path would emulate the tape  
>>transfer characteristics of "actual tape". I would love to  
>>sit do

---

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Subject: Re: 0 latency dynamics plugin list  
Posted by [zmora](#) on Wed, 28 Sep 2005 02:48:50 GMT  
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---

wn with Rupert and discuss how he gets it to do this! :-)

>>  
>>David.  
>>  
>

>Well, we both agree about what happens to tape. We just disagree about how  
>much of an issue it is and over what period of time.

>them to digital. Most were 15 years old or older. The tapes that were well

>see any obvious flaking. Ironically, most of my old DAT tapes are useless.  
>I hope CDR and DVD longevity is better.  
>  
>The Portico is interesting. If it works as promised, it implies that much

opposed

>to saturating the tape. That would stand everything I was ever told on its

>Gene  
>"cujo" <[chris@applemanstudio.com](mailto:chris@applemanstudio.com)> wrote:  
>  
>

>this is getting interesting.  
>If this is true, you could mae a 2 buss unit that was just sort of a stereo  
>record head.  
>Insert it at mixdown and hit it hard.  
>

<http://www.rupertneve.com/portico5042.html>

I am theorizing about the effect. I have not heard anyone claim what I suspect.

GeneOh, sorry, I thought it was included in the mic pre.

Didn;t know it was a seperate unit.

Gene,you can talk him into sending you one I'd bet.

"gene lennon" <[glennon@NOSPmyrealbox.com](mailto:glennon@NOSPmyrealbox.com)> wrote:

>  
>"cujo" <[chris@applemanstudio.com](mailto:chris@applemanstudio.com)> wrote:

>>  
>>  
>>this is getting interesting.  
>>If this is true, you could make a 2 buss unit that was just sort of a stereo  
>>record head.  
>>Insert it at mixdown and hit it hard.  
>>  
><http://www.rupertneve.com/portico5042.html>  
>I am theorizing about the effect. I have not heard anyone claim what I suspect.  
>Gene  
>I could not help but note that ID takes longer and longer to actually get  
back to purchasers requesting unlock codes with the passing of time - which  
is expected and a natural progression of events.  
This could be a way to push the inevitable end of product support into something  
more kind for end users.

-----  
Something you need cracked? Tell the Copyright Office  
8 October 2005 18:50 by Dela

The U.S. Copyright Office is conducting a periodic review of anti-cracking provisions set in the Digital Millennium Copyright Act (DMCA), and is seeking feedback from the public on what you would like to see cracked and why. If there is a genuine reason why you think something should be allowed to be cracked, the office might just allow it. Congress mandated that the register of Copyrights revisit the anti-circumvention section every three years to ensure that consumers have proper access to things they have purchased.

Last time around, the office allowed the bypassing of copy protection on computer games available only in obsolete formats, cracking ebooks copy protection so that blind people can use software to read it out, cracking of web filtering software to view the list of blocked sites and cracking computer programs protected by a "dongle" that is malfunctioning. The office will take written submissions through December 1st and will accept rebuttals until February 2nd 2006.

After this time has passed, beginning in April the office will hold two sets of hearings. Basically, if the copyright office can be convinced that something copy protected prevents fair use of the work, then it might allow the copy protection to be circumvented legally. "I suspect that we will hear shortly from people who feel they have not been able to use copyrighted materials because of the DMCA," said Ralph Oman, an intellectual property attorney and former register of copyrights.

Source:  
Wired

Subject: Re: 0 latency dynamics plugin list  
Posted by [Rich\[3\]](#) on Wed, 28 Sep 2005 14:04:39 GMT  
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---

solution.

Deej

"uptown jimmy" <johnson314@bellsouth.net> wrote in message  
news:43544510\$1@linux...

> Swen is trying to send and return Paris digital info via the SPDIF jacks  
to

> the Kurzweil AES/EBU jacks. He's using XLR (AES/EBU) to SPDIF cables  
> specified by Kurzweil and endorsed by several online bigshots. No go.

>

> The cables are 6 feet long, which is supposedly the outside edge for this  
> sort of thing. Maybe the cables should be shorter? Four feet?

>

> He's clocking the KSP8 and Paris to a Lucid clock via BNC with no  
problems.

> Just no signal transfer on the digital buss.

>

> I, however, am enjoying perfect signal transfer between my Paris rig and  
my

> Kurzweil Rumour and Mangler, via SPDIF, through my new Digipatch, which is  
> an excellent piece of kit. Awesome setup. Zero latency, perfect clarity,  
> infinite patchability of several FX boxes across three MEC/submixes.

Thanks,

> Deej!

>

> Next I'll try to chain multiple FX boxes in the Digipatch. That's where  
the

> sweet stuff is, IMO, when you have chained FX pulsing and percolating in  
> series. Groovy, baby.

>

> Awesome for me, headache for Swen. If anyone knows about that cabling  
thing

> (versus a dedicated digital translation device), let me know...

>

> Jimmy

>

>

> "DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message

> news:43542d25@linux...

> > The adat card can send and receive digital info. It can only send sync.  
It

> > cannot slave to ADAT sync from another device. It's a control freak.

> >

> > ;o)

> >  
> > "uptown jimmy" <johnson314@bellsouth.net> wrote in message  
> > news:4353d772\$1@linux...  
> > > So one ADAT card can't send and receive? Just one or the other?  
> > >  
> > > And wouldn't it be 24 bit, not 20 bit?  
> > >  
> > > Hmmm....  
> > >  
> > > Jimmy  
> > >  
> > >  
> > > "John Macy" <spamlessjohn@johnmacy.com> wrote in message  
> > > news:4353d669\$

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Subject: Re: 0 latency dynamics plugin list  
Posted by [alex](#) on Fri, 30 Sep 2005 08:21:05 GMT  
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lto:excelsm@hotmail.com" target="\_blank">excelsm@hotmail.com> wrote:  
>>>  
>>>The mic pre on the Toft will be using a Burr Brown OP Amp mic pre, the  
  
>>>same  
>>>as the Toft ATC-2. The rest of the console will be Trident 80B. Allen  
>> Hyatt  
>>>talks about all of the features though the thread. 56 channels at mix  
  
>>>down  
>>>on the 16 ch. model and 72 on the 24 ch. model, this thing should rock!  
>>  
>>>There is also a 32 Ch. version coming out. I think I know what my next  
>> analog  
>>>console will be: ) I can't wait to hear them.  
>>>  
>>>James  
>>>  
>>>  
>>>  
>>>"James McCloskey" <excelsm@hotmail.com&g

---

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Subject: Re: 0 latency dynamics plugin list  
Posted by [Cujjo](#) on Fri, 30 Sep 2005 13:19:23 GMT  
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gt;seem slightly</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>compressed sounding though. Even =  
>when the=20  
>wave got</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>squared off in Paris it didn't gack or  
=  
>even sound=20  
>clipped.</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>I rerecorded those spots because they =  
>looked=20  
>bad...</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>Odd but kinda cool. </FONT></DIV>  
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
><DIV><FONT face=3DArial size=3D2>Vocals in the mix need lots of high =  
>end. Not=20  
>a problem either.</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>It was a disco thing with that sizzly =  
>sound that=20  
>only a condensor</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>should get. What I found was that these  
=  
>things took=20  
>Paris' eq </FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>sweetly. The esses didn't go o

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Subject: Re: 0 latency dynamics plugin list  
Posted by [Deadmeat](#) on Fri, 30 Sep 2005 13:19:34 GMT  
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ver =  
>the=20  
>edge and tone was smooth</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>as silk. I did use La2a's across =  
>them at=20  
>mixdown though. The eggs</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>recorded nicely and again sounded =  
>natural. =20  
>One on each side of the mic. </FONT></DIV>  
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
><DIV><FONT face=3DArial size=3D2>These are the first ribbons I've used =  
>except for=20  
>some Beyer M160s way back.</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>These are floating my boat right =  
>now. I think=20  
>they will rock on brass and </FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>crunch guitar. I'll find out =  
>about=20

></FONT><FONT face=3DArial size=3D2>that when a 7 horn band comes in=20  
>soon.</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>They needed a lot of gain. I was =  
>afraid to=20  
>get any closer than about 4" from them.</FONT></DIV>  
><DIV>&

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Subject: Re: 0 latency dynamics plugin list  
Posted by [ulfiyya](#) on Fri, 30 Sep 2005 13:33:35 GMT  
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It;<FONT face=3DArial size=3D2>Delicate little buggers you know. =  
>Of course I=20  
>used a popper stopper for safety</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>which darkens the sound a bit too. =  
></FONT></DIV>  
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
><DIV><FONT face=3DArial size=3D2>At \$700 or so for the matched =  
>pair.</FONT><FONT=20  
>face=3DArial size=3D2>I think this is quite a bargain compared to =  
></FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>the R121s etc. The Lundahls =  
></FONT><FONT=20  
>face=3DArial size=3D2>are supposed to give them more clarity across the=20  
>board.</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>Natural is what I call them. =  
></FONT><FONT=20  
>face=3DArial size=3D2>Not a bad choice if your looking for =  
>ribbons.</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
><DIV><FONT face=3DArial size=3D2>Thanks to John Macy for turning us on =  
>to them. Jon,=20  
>the owner of Shiny Box</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>was very helpful throughout the buying=20  
>process. He also took great care in first</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>matching mics then matching =  
>transformers then=20  
>matching the mics w/transformers.</FONT></DIV>  
><DIV><FONT face=3DArial size=

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Subject: Re: 0 latency dynamics plugin list  
Posted by [Rich\[3\]](#) on Fri, 30 Sep 2005 13:47:28 GMT  
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3D2>Painstaking I would say. I know =

>it took him=20  
>at least a day or so.</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
><DIV><FONT face=3DArial size=3D2></FONT> </DIV></BODY></HTML>  
>

>Next thing you know, we're gonna be finding out that Ohura was really a dude.

"rick" <parnell68@hotmail.com> wrote in message  
news:8qq3m19p1sb81rg7gq6212pqkkjnrhl@4ax.com...  
> i knew it, from the way he was always checkin' out kirks' phaser...

>  
>  
> On 28 Oct 2005 12:17:54 +1000, "AA" <no@spam.net> wrote:

>  
> >  
> >LOS ANGELES (AP) - George Takei, best known for his role as Mr. Sulu in  
"Star  
> >Trek," came out as homosexual in the current issue of a magazine covering  
> >the Los Angeles gay and lesbian community. Takei told The Associated  
Press  
> >on Thursday that his new onstage role as psychologist Martin Dysart in  
"Equus,"  
> >helped inspire him to publicly discuss his sexuality.  
> >Takei described the character as a "very contained but turbulently  
frustrated  
> >man." The play opened Wednesday at the David Henry Hwang Theater in Los  
Angeles,  
> >the same day that Frontiers magazine featured a story on Takei's coming  
out.  
> >The current social and political climate also motivated Takei's  
disclosure,  
> >he said.  
> >"The world has changed from when I was a young teen feeling ashamed for  
being  
> >gay," he said. "The issue of gay marriage is now a pol

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Subject: Re: 0 latency dynamics plugin list  
Posted by [Paul](#) on Fri, 30 Sep 2005 16:45:06 GMT  
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e also has an =

>>>>>optional  
>>>>>digital I/O card. Can you say, killer front end for my Paris =  
rig???

>  
>>>>Check  
>>>>out the thread at gearsluts.com under "New product alert!", =  
Important  
>you  
>>>>start with the Toft thread. The whole Toft, Oram , trident war =  
almost  
>>> started  
>>>>again, the thread gets heated.  
>>>>  
>>>>Check out the specs.  
>>>>  
>>>>http://www.toftaudiodesigns.com/  
>>>>  
=  
>>>>

---

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Subject: Re: 0 latency dynamics plugin list  
Posted by [thesandbox](#) on Fri, 30 Sep 2005 23:19:11 GMT  
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xcept  
>>> for Adrian (till now) has showed so much interest to help us ,Paris  
  
>>> users.  
>>> I wanna convince him make an automatic LATENCY compensator for VST plugins  
>>> which I think would be great if succeeded.  
>>> Believe me if only two-three Paris users will sign this I will be having  
>>> no guts to ask him that or anything else.  
>>> This plugin sells for 49 \$ only...  
>>> Please respond with signing also.  
>>> With regards,  
>>> Dimitrios  
>>  
>Hey Dimitrios,

I think he was joking, it was a pun at Brandon's wording of "I will buy Dimitrios"

Meaning he will purchase you, Dimitrios, with cash money, not anything to do with wormhole..

Cheers,

TC

Dimitrios wrote:

> Dear Rick,  
> I am really dissapointed in your post.

> If you don't care buying thats ok but saying that it is slavery to buy something  
> that is so innovative for Paris and not only and considering the som many  
> hours spent to make things smooth for Paris and wormhole as much as possible  
> without me being involved at all in the sales of this plugin that really  
> makes me feel sad.  
> I was hoping that you at least would appreciatte all the efoorts here and  
> that would be supporting those nice and cheap plugins that help Paris .  
> I see people here payinmg 250 \$ for a single adat card so for 3 adat cards  
> 750 \$.  
> plus a Mec 150\$ almost a 1000 \$ to just have 24 adat 20 bit tracks from one  
> PC to another.  
> Now a simple plugin lets you have 24 bit (or 32bit floating until you use  
> Paris dsp ) of 24 audio tracks for a nor

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Subject: Re: 0 latency dynamics plugin list  
Posted by [Cujjo](#) on Sun, 02 Oct 2005 00:14:43 GMT  
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/>  
>>>>> major  
>>  
>>  
>>  
>>>>> updates  
>>>>> will get longer to support as he has to concentrate his efforts to  
>>>>> "selling"  
>>>>> appz.  
>>>>> I wonder how we Parisians expect plugin authors like Adrian to support  
>>  
>>  
>>  
>>>>> plugins  
>>>>> like wormhole which are a godsend for Paris with tremendous present  
>>>>> and  
>>  
>>  
>>  
>>>>> future  
>>>>> possibilities... (he is thinking of making wormhole lighter so to have  
>>  
>>  
>>  
>>>>> even  
>>>>> more instances).  
>>>>> I don't see us people here supporting wormhole and that makes me sad  
>>  
>>

>> and  
>>  
>>>> maybe all my efforts toward this direction will fail somehow.  
>>>> If we don't buy it how can we ask him for this and that ?  
>>>> Even two or three buys would not justify major -Paris oriented-  
>>>> updates  
>>  
>>  
>>  
>>>> with  
>>>> wormhole...  
>>>> Please sign here if you care for using wormhole even as two channel  
>>>> cross  
>>>> bridge between two computers (NOTE IT CAN BE USED ON SAME COMPUTER  
>>>> WITH  
>>>> DIFFERENT APPZ TOO).  
>>>> If we sign enough people here (enough depends I would say 10 and over  
>>  
>>  
>> I  
>>  
>>>> will  
>>>> kindly ask for a small discount for mass purchase.  
>>>> Please try wormhole and see for yourself how great this plugin is.  
>>>> We need Adrian (convince him make appz suited to Paris) and we  
>>>> certainly  
>>>> need wormhole.  
>>>> It will keep Paris alive for things to come no matter where audio  
>>>> technolo

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Subject: Re: 0 latency dynamics plugin list  
Posted by [Miguel Vigil \[1\]](#) on Fri, 07 Oct 2005 15:42:02 GMT  
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Fighters or something of that nature. so it seems  
>  
>>that  
>> many of the LDC's or even 57's can sound pretty abrasive with them,  
>but  
>>these  
>> High Gain amos can sound cool for sure, the ribbon may be just the  
  
>>trick.,I  
>> know the 121s do ok for this, but I do think they sound at tad murky  
>  
>>too.  
>>

>>  
>> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
>> >  
>> >  
>> >Dale and Cujo,  
>> >Heres what I can tell you about the 46Ls:  
>> >  
>> >I haven't any ribbons to AB them with. My experience with  
>> >Beyer M-160s was less than stellar so I am certainly biased.  
>> >The information I got from Jon at Shiny Box is that the Lundahls make  
>=  
>> >the  
>> >mics more clear from top to bottom. I know John Macy is preferring  
>the  
>> =  
>> >standard  
>> >46s over his Royer 121s on e. gtrs. I am going to hammer  
>> >them tonight with some crunch guitars for yours and my benefit.  
>> >I'll A-B them with a 57, 421 414 so you have some basis for my  
>> >comments. I'll gain match too using the same pre.  
>> >  
>> >Maybe I'll post a short mp3 too. It's so subjective with all the  
=  
>> >variables.  
>> >I'll give you my gut feeling though.  
>> >Tom  
>> >  
>> > "cujo" <chris@nospamapplemanstudio.com> wrote in message =  
>> >news:4365146f\$1@linux...  
>> >  
&

---