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Subject: Pink noise burst

Posted by [brandon\[2\]](#) on Wed, 04 Oct 2006 18:35:36 GMT

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eems that a Belkin hub on the cubase machine was evilevilevil. I had no idea, but losing it has changed my whole world view. I've got to take a break and things aren't quite to the point where I can try this right now, but you can be sure I'm going to. I'm wondering though if the master bus will have the headroom to get thei \*decent level\*. Probably so and if not, this is certainly a way to try out some different plugins to see wich ones have the best mojo.

cool thread mon!!! Reverse engineering by ear.

;o)

"Dave(EK Sound)" <audioguy\_editout\_@shaw.ca> wrote in message news:45344572\$1@linux...

> OK, so, following that logic... We create a mix with lots of  
> stems in Cubase/Nuendo using groups, and attenuate the stem  
> groups by 20dB. Then all the group bus' would be assigned  
> to a single stereo master. Increase the gain at the stereo  
> master till we get decent levels at the 2 bus.

>

> Yo, DJ, got a minute??? ;-)

>

> David.

>

> chuck duffy wrote:

>

> > All the guys who worked on paris were musicians. I think they  
approached

> > headroom in a daw like headroom in a console. I think what you are  
saying

> > is exactly what they did.

> >

> > "Dav

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Subject: Re: Pink noise burst

Posted by [Neil](#) on Thu, 05 Oct 2006 01:20:15 GMT

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ne too !

>>>>>>>Thats the way I started out !

>>>>>>>The latency is sample wise.

>>>>>>>The normal effects of pulsar are 4 samples latent and the latency  
>>>>>>>  
>>>>>>>

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