
Subject: My Cubase XP Config

Posted by [John \[1\]](#) on Mon, 16 Apr 2007 23:58:28 GMT

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I all work.

>

> Reaper

> Steinberg Cubase

> Cakewalk Sonar 6

> Samplitude 9.1

>

> If he is using 3rd party effects or VSTi plug ins that where it get more

> gray.

>

> Also very few sound cards have reliable Vista drivers even though many say

> they have Vista support. The only ones I've used that have driver that

> perform at least close to XP drivers are the MOTU and RME and Lynx stuff.

>

> If he is on tight budget I would recommend that he buy and OEM copy of XP

> and install that instead.:)

> Pick up a SATA removable drive bay and put the OS drive in that then he

> can just swap between his Vista general OS and his XP audio OS install.

>

> All the audio software and hardware will work that way and he wont have to

> worry about the OS's messing with each other. He will have allot more

> choices with audio interfaces especially the cheaper ones.

> Chris

>

>

>

> Mike R. wrote:

>> Buddy of mine just got a new computer: AMD 64 dual-core processor, 2GB

>> RAM, 500GB HDD. He's wondering about what audio software might work.

>> Reaper looks like it has a write for Vista. Has anyone tried Reaper

>> under Vista, and if so, how is it running?

>> THanks,

>> MR

>

> --

> Chris Ludwig

> ADK

> chrisl@adkproaudio.com <<mailto:chrisl@adkproaudio.com>>

> www.adkproaudio.com <<http://www.adkproaudio.com/>>

> (859) 635-5762 Yes. I have written 4 new tunes on it. I am using open G tuning so

far and about half of the tunes use slide. My friend the banjo and

guitar genius keeps trying to show me how to play it properly, but I

figger, the world does not need another mediocrity wishing he were

Jerry Douglas or Doug McCleod, so I write this almost prog classical

sort of stuff on the National and it comes out sounding like old Appalachian stuff anyway. Works for me... You had a friend out there you sent me to for a good price, but it would have been a 4 month wait. There was a guy here in El Lay that had one waiting for me and a good price too. I really liked the folks at that music store you sent me too. Much nicer than most of the shops out here.

DC

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>

>"DC" <dc@spammersinhell.com> wrote in message news:46455b07\$1@linux...

>>

>> oops.. here it is.

>>

>>

>

>Ahhh..yes.....didn't I see this one when I was over at you

>place???.....I think so, but don't remember. It was a year ago around

>the first of March.

>

>OK,

442 has 20 bit spdif and MEC has 24 bit spdif ...

Hope this helps.

Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>

>

>Aaron,

>Well if that's true that's great! That's the same as a MEC. I've read

>differently though. I hope I'm wrong.

>

>Anyone else that knows for sure please chime in.

>

>Tom =20

>

>

> "Aaron Allen" <know-spam@not_here.dude> wrote in message =

>news:46456d53\$1@linux...

> 442?

> 20 bits on the analogs, 24 on the SpDif was the spec I believe.

>

> AA

>

> "Jeff Hoover" <jkhoover@excite.com> wrote in message =
 >news:46455183@linux...
 > > Tom
 > >
 > > Like ROd and others I'm going digital to a DAC1, but me it's off the
 =
 >
 > > S/PDIF on the 442. How many bits is that thing?
 > >
 > > I just like having all my 24 bit inputs off the master card for =
 >recording,=20
 > > and I'm too lazy to move things around after I record. I think =
 >either way=20
 > > will work. I cannot stress enough the importance of GREAT SYNC in =
 >this=20
 > > situation. I wrestled waaaaaay too many hours before I finally put
 =
 >in=20
 > > word clock cables all the same length and of good quality. Once I =
 >got=20
 > > them all the same hooked to the Lucid GenX, everything has been =
 >smooth=20
 > > sailing (except for the occasional experience of Auto tune starting
 =
 >up at=20
 > > the wrong sample rate. I really though I stunk as a singer until I
 =
 >looked=20
 > > up and saw it running a 48 on a 44.1 project!).
 > >
 > >
 > > JH
 > >
 > >
 > >> Jeff,
 > >> I did that a couple of weeks ago too and it stabilized Paris for =
 >sure.
 > >> I get crashes booting up Paris still for other reasons but once =
 >it's up=20
 > >> and running it is more stable on the Root C: . Thank you =
 >Dimitrios.
 > >> Those other changes D. suggested are still in the making for me.
 > >> Big stuff there!
 > >> I'd rather have a MEC on the A card for the 24 bit SPDIF. Are you
 > >> just monitoring 20 bit?
 > >> Tom
 > >> "Jeff Hoover" <jkhoover@excite.com <mailto:jkhoover@excite.com>>
 > >> wrote in message news:46452c27@linux...

> >> Tom,
> >>
> >> Running a 4 card system:
> >>
> >> A 442
> >> B 442
> >> C Nada
> >> D Mec with 2 modules
> >>
> >> Just cleaned up and reinstalled Paris directly off the root
> >> (C:]ParisPro) a week and a half ago. Ben rock solid on 5 =
>sessions do
> >> far.
> >>
> >> JH
> >>
> >> Bruhl wrote:
> >> > Hey Rod,
> >> > That sounds promising. What cards do you have the
> >> > Mecs and 442 connected to?
> >> > Tom
> >> > > >
> >> > "Rod Lincoln" <rlincoln@nospam.kc.rr.com
> >> <mailto:rlincoln@nospam.kc.rr.com>
> >> > <mailto:rlincoln@nospam.kc.rr.com>> wrote in message
> >> > news:46451438\$1@linux...
> >> >
> >> > I've got 2 mecs and a 442 working here, no problems at =
>all.
> >> > I'm also clocking with the old Lucid genX word clock. 5
> >> modules in
> >> > one mec,
> >> > 4 modules in the other. 1 adat card each. 6 eds cards, 3
=

>UAD
> >> cards,
> >> > all in
> >> > a magma. Oh yeah, a Lynx one in the computer also.
> >> > Rod
> >> > "Tom Bruhl" <arpeggio@comcast.net =
><mailto:arpeggio@comcast.net>
> >> <mailto:arpeggio@comcast.net>> wrote:
> >> > >
> >> > >
> >> > >I'll be buying either two MECs or two 442s but don't =
>want it
> >> > >to mess my whole rig up if the 442s don't play nice.
> >> > >I am using an older Lucid clock now with 2 Mecs =

>already.
> >> > >They each have five modules in them. The others may
> >> > >see a single ADAT at most someday maybe.
> >> > >
> >> > >I can make the MECs fit in the machine room with the =
>others
> >> > >but the 442s would be a lot easier.
> >> > >
> >> > >Anyone know Deej?
> >&

Subject: Re: My Cubase XP Config
Posted by [Tom Bruhl](#) on Tue, 17 Apr 2007 02:26:53 GMT
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get="_blank">rlincoln@nospam.kc.rr.co=
>m>>=20

> =
>href=3D"news:46451438\$1@linux">news:46451438\$1@linux...
>>&n=

> I've got 2 mecs and a 442 working here, no problems at=20

> I'm also clocking with the old Lucid genX word clock.=20

> modules in the other. 1 adat card each. 6 eds cards, 3=20

> a magma. Oh yeah, a Lynx one in the computer=20

> "Tom Bruhl" <<A =
>href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net=20
> <<A=20

> =
>href=3D"mailto:arpeggio@comcast.net">mailto:arpeggio@comcast.net><BR=
> <<A=20
> =
>href=3D"mailto:arpeggio@comcast.net">mailto:arpeggio@comcast.net>>=
>;=20

>or two=20

>442s=20

>now=20

>someday=20

>machine=20

>config for=20
> a 56 pin EDAC/ELCO
>> =

>this=20
> bad boy off and solder 16
>>=20

>whether the=20
> ADAT wiring is different
>>=20

>fight=20

>>http://www.polesoft.com/refer.html=20

>"-//W3C//DTD=20
> HTML 4.0
>>=20

>

>http-equiv=3D3DContent-Type=20

> =

>=20

> 6.00.2800.1400" =

> =

>=20

>face=3D3DArial=20
> size=3D3D2>I'll be buying either =

>face=3D3DArial=20
> size=3D3D2>to mess my whole rig up =

> =

>sp;=20

>face=3D3DArial=20
> size=3D3D2>I am using an older =

> =

>face=3D3DArial=20

>modules in=20

>

>face=3D3DArial=20
> size=3D3D2>see a single ADAT at =

> =

> bsp;=20

> face=3D3DArial=20

> size=3D3D2>=20

> face=3D3DArial=20

> size=3D3D2>I can make the MECs fit in
>=20

> =

>=20

> face=3D3DArial=20

> size=3D3D2>but the 442s would =

> =

>;=20

> face=3D3DArial=20

> size=3D3D2>=20

> face=3D3DArial=20

> size=3D3D2>Anyone know
>=20

> =

>

> face=3D3DArial=20

> size=3D3D2>=20

>face=3D3DArial=20
> size=3D3D2>Also I have to find the=20

> =

>face=3D3DArial=20
> size=3D3D2>connector. I want to =

>

>face=3D3DArial=20
> size=3D3D2>to it. Anyone know =

> =

>face=3D3DArial=20
> =

>face=3D3DArial=20
> =

>face=3D3DArial=20
> =

>face=3D3DArial=20
> size=3D3D2>=20

>face=3D3DArial=20
> size=3D3D2>=20

> size=3D3D2>

I choose Polesoft Lockspam to =
>
>>=20

>>=20

> =
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=

> <<A=20
> =
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=

> >
>> <<A=20
> =
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=

> <<A=20
> =
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=

> =

>

</BLOCKQUOTE></BODY></HTML>
>

>Isn't this compressed to hell as in MP3?Dear Tom,
Because I get returned messages I am posting here...
I may have missed that email referring to the fxpansion.
Now here is what I propose for ultra stable Paris.
Forget DX support for Paris.
For your ways use the utility that extracts vst instances of all your
waves plugins so you can use them as vst then instead of DX.
Now as you have chainer you MUST use chainer for all your vst.
Only exception I would make but do't see why is Faderworks is so
reliable that can work straight from Paris as vst without chainer.
Now for some DX like autotune and others please use the FFX4 free DX
chainer that works as vst.
So from inside chainer you can open your DX you want.
Let the fxpansion go...
I have not had any single crash from that time I made that !!!
Regards,
DimitriosThis is a multi-part message in MIME format.

-----=_NextPart_000_000B_01C7948A.8AE8D1A0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Dimitrios,
I'll be trying this soon. I've had it documented since the last time
you posted it. I have two more major mixes to do before the =
experimenting
and cloning begin.
Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =
news:4645df7a\$1@linux...

Dear Tom,
Because I get returned messages I am posting here...
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Regards,
Dimitrios

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_000B_01C7948A.8AE8D1A0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<HTML><HEAD>

<META http-equiv=3DContent-Type content=3D"text/html; =

charset=3Diso-8859-1">

<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>Dimitrios,</DIV>

<DIV>I'll be trying this soon. I've =
had it=20

documented since the last time</DIV>

<DIV>you posted it. I have two =
more major=20

mixes to do before the experimenting</DIV>

<DIV>and cloning begin.</DIV>

<DIV>Tom</DIV>

<DIV> </DIV>

<DIV> </DIV>

<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Dimitrios" <<A=20

href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote in =
message=20

<A =

href=3D"news:4645df7a\$1@linux">news:4645df7a\$1@linux...</DIV>

=

Dear=20

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crash from that time I made that =
!!!
Regards,
Dimitrios</BLOCKQUOTE>
<DIV>

I choose Polesoft Lockspam to fight spam, =
and=20
you?
<A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html </DIV></BODY ></HTML>

-----=_NextPart_000_000B_01C7948A.8AE8D1A0--"Aaron Allen" <know-spam@not_here.dude>
wrote:

>> How about a good native VST.....

>

>That's where I'd probably go if you can get decent enough latency times.

Got

>UAD?

>AA

Nope never been able to afford it.

>

>

>"jim drago" <jamesd@prospect.k12.or.us> wrote in message

>news:464516a3\$1@linux...

>>

>> Hi Gantt

>>

>> First let me take care of some business with Bill. With how bad I play
it

>> would take a 1000 takes to get the second as bad as the first :^)

>> Hopefully

>> he'll see this.

>>

>> Now to you they are humbucker style they are black active and hot here's

>> a pic <http://www.vai.com/Machines/guitarpages/guitar056.html>
>> my phone is 541 621 9277 I live in Oregon give me a call and we can talk.
>>
>> How about a good native VST I've never had much luck with them but I'm
no
>> geek and likely have something wrong. Until recently I ran on a Mac so

>> could
>> be my fault. I have toneworks but no presets. I'm running an older Pentium
>> III 877 Mghz.
>>
>> Anyway thanks to all Jim
>>
>> call me Gantt if interested make me a deal I can't refuse
>>
>>
>>
>>
>> "Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>
>>>What configuration are these pickups? Strat sized? Humbucker sized?
I
>> might
>>>be interested in one... How much?
>>>
>>>Gantt
>>>
>>>"jim drago" <jamesd@prospect.k12.or.us> wrote:
>>>>
>>>>OK I have a ? First of all I'm not a player just a strummer. I play
>>>>keyboards.
>>>>A number of years ago when I worked at MF I purchased some pickups they
>>>were
>>>>by a company called BIAx they are a true stereo pickup and they spread
>> the
>>>>strings across the stereo field and they sound amazing. Here's my ? I

>>>>want
>>>>to add some power chords to a song. These pickups use a stereo Y cable
>> TRS
>>>>out to 2 1/4 inch L and R.Is there a processor that is stereo in and
out.
>>>>I don't know if that's the right way to ask but I want to maintain the
>> stereo
>>>>image and just get simple power guitar sounds. Any suggestions can I
use
>>>>any of my EDS effects for this. I also have 2 more of these if you happen
>>>>to be lookin for one. A bridge position and a middle or neck position.

>> Thanks

>>>>Jim

>>>

>>

>

>This is a multi-part message in MIME format.

-----=_NextPart_000_003A_01C79496.79D9A360

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Just won a Mackie Mixer Mixer today @ \$91 with shipping.

I'll be putting my Lexicon and Eventide gear to better use with this.

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:4645e1a7\$1@linux...

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Dimitrios

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<http://www.p>

Subject: Re: My Cubase XP Config
Posted by [Neil](#) on Tue, 17 Apr 2007 05:13:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
ot;text/html;=3D20
>>> > =3D3D<BR>> charset=3D3D3Diso-8859-1"><BR>><META =3D
>>> > content=3D3D3D"MSHTML=3D20
>>> > 6.00.2800.1400"=3D20
>>> > =3D
>>> > name=3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D
>>> > D><BR>><BODY=3D20
>>> > bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial =3D
>>> > size=3D3D3D2>I'll=3D20
>>> > be buying either two MECs or two =3D3D<BR>>442s =
>>> but=3D3D20<BR>>don't =3D
>>> > want=3D20
>>> > it</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
>>> > size=3D3D3D2>to mess my whole rig up if the 442s =
>>> =3D3D<BR>>don't=3D20
>>> > =3D
>>> > play=3D3D20<BR>>nice.</FONT></DIV><BR>><DIV><FON=3D
>>> > T=3D20
>>> > face=3D3D3DArial size=3D3D3D2>I am using an older Lucid clock now
=
>>> =3D
>>> > =3D3D<BR>>with 2=3D20
>>> > =3D
>>> > Mecs=3D3D20<BR>>already.</FONT></DIV><BR>><DIV><=3D
>>> > FONT=3D20
>>> > face=3D3D3DArial size=3D3D3D2>They each have five modules in =3D
>>> > =3D3D<BR>>them.=3D20
>>> > The=3D3D20<BR>>others =3D
>>> > may</FONT></DIV><BR>><DIV><FONT=3D20
>>> > face=3D3D3DArial size=3D3D3D2>see a single ADAT at most=3D20
>>> > =3D
>>> > someday=3D3D20<BR>>maybe.</FONT></DIV><BR>><DIV><=3D
>>> > ;FONT=3D20
>>> > face=3D3D3DArial size=3D3D3D2></FONT> =3D
>>> > </DIV><BR>><DIV><FONT=3D20
>>> > face=3D3D3DArial size=3D3D3D2>I can make the MECs fit in the=3D20
>>> > machine<BR>=3D3D<BR>>room with=3D3D20<BR>>the=3D20
```

```

>>> > others</FONT></DIV><BR>><DIV><FONT =3D
>>> >face=3D3D3DArial=3D20
>>> > size=3D3D3D2>but the 442s would be </FONT><FONT=3D20
>>> > =3D3D<BR>>face=3D3D3DArial=3D3D20<BR>>size=3D3D3D2>a lot=3D20
>>> > easier.</FONT></DIV><BR>><DIV><FONT =3D
>>> >face=3D3D3DArial=3D20
>>> > size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
>>> >face=3D3D3DArial=3D20
>>> > size=3D3D3D2>Anyone know=3D20
>>> > Deej?</FONT></DIV><BR>><DIV><FONT =3D
>>> >face=3D3D3DArial=3D20
>>> > size=3D3D3D2></FONT> </DIV><BR>><DIV><FONT =3D
>>> >face=3D3D3DArial=3D20
>>> > size=3D3D3D2>Also I have to find the pin config for<BR>=3D3D<BR>>a
>> =
>>>=3D
>>> >56=3D20
>>> > pin=3D3D20<BR>>EDAC/ELCO=3D20
>>> > ADAT</FONT></DIV><BR>><DIV><FONT =3D
>>> >face=3D3D3DArial=3D20
>>> > size=3D3D3D2>connector. I want to chop this =3D3D<BR>>bad boy =3D
>>> >off=3D3D20<BR>>and=3D20
>>> > solder 16 TRS</FONT></DIV><BR>><DIV><FONT =3D
>>> >face=3D3D3DArial=3D20
>>> > size=3D3D3D2>to it. Anyone know whether the =3D3D<BR>>ADAT =
>>>wiring=3D20
>>> > is=3D3D20<BR>>different=3D20
>>> > than</FONT></DIV><BR>><DIV><FONT =3D
>>> >face=3D3D3DArial=3D20
>>> > =3D
>>> >size=3D3D3D2>standard?</FONT></DIV><BR>><DIV><FO=3D
>>> >NT=3D20
>>> > face=3D3D3DArial=3D20
>>> > =3D
>>> >size=3D3D3D2>Thanks,</FONT></DIV><BR>><DIV><FONT=3D
>>> >=3D20
>>> > face=3D3D3DArial=3D20
>>> > size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
>>> > face=3D3D3DArial size=3D3D3D2></FONT> =3D
>>> ></DIV><BR>><DIV><FONT=3D20
>>> > face=3D3D3DArial size=3D3D3D2></FONT> =3D
>>> ></DIV><BR>><DIV><FONT=3D20
>>> > size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight =3D
>>> >spam,=3D20
>>> > =3D
>>> >=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=3D3D20<BR>>href=3D3D3D "<A=3D20
>>> > =3D
>>> =

```

```

>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>>>fer=3D
>>> =
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=
>>>
>>> >=3D3D<BR>>.html</A>=3D20
>>> > =3D
>>> ></FONT></DIV></BODY></HTML><BR>><BR>><BR></=3D
>>> >BLOCKQUOTE></BODY></HTML>
>>> >
>>> >
>>>
>>>
>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>><HTML><HEAD>
>>><META http-equiv=3DContent-Type content=3D"text/html; =
>>>charset=3Diso-8859-1">
>>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>>><STYLE></STYLE>
>>></HEAD>
>>><BODY bgColor=3D#ffffff>
>>><DIV><FONT face=3DArial size=3D2>What do you guys think,</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>What are my chances of getting two 442s
>> =
>>>in the=20
>>>mix</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>without my Mecs losing some of=20
>>>their cards?</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>T.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></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:46453f51$1@linux">news:46453f51$1@linux</A>...</DIV><BR>Mec
>> =
>>>1 on=20
>>> card A, 442 on Card B, Mec 2 on Card F (my last card)<BR>I'm running
>>> =
>>>spdif out=20
>>> of Mec 1 to a DAC 1<BR>Rod<BR>"Tom Bruhl" <<A=20
>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20
>>> wrote:<BR>><BR>><BR>>Hey Rod,<BR>>>That sounds =

```

>>>promising. =20
>>> What cards do you have the
>Mecs and 442 connected=20
>>> to?
>Tom
>
>
> "Rod Lincoln" <<A=20
>>> =
>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
>>>t;=20
>>> wrote in message =
>>>=3D
>news:46451438\$1@linux...
>
> I've=20
>>> got 2 mecs and a 442 working here, no problems at all.
> =
>>>I'm also=20
>>> clocking with the old Lucid genX word clock. 5 modules in=20
>>> one
=3D
>mec,
> 4 modules in the other. 1 adat =
>>>card each. 6=20
>>> eds cards, 3 UAD cards, =3D
>all in
> a magma. Oh =
>>>yeah, a Lynx=20
>>> one in the computer also.
> Rod
> "Tom Bruhl" =
>>><<A=20
>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
>>> wrote:
> >
> >
> >I'll be =
>>>buying=20
>>> either two MECs or two 442s but don't want it
> >to =
>>>mess my=20
>>> whole rig up if the 442s don't play nice.
> >I am using =
>>>an=20
>>> older Lucid clock now with 2 Mecs already.
> >They each =
>>>have=20
>>> five modules in them. The others may
> >see a =
>>>single ADAT=20
>>> at most someday maybe.
> >
> >I can make =
>>>the=20
>>> MECs fit in the machine room with the others
> >but the =
>>>442s=20
>>> would be a lot easier.
> >
> >Anyone =
>>>know=20
>>> Deej?
> >
> >Also I have to find the pin =
>>>config=20
>>> for a 56 pin EDAC/ELCO ADAT
> >connector. I want =
>>>to chop=20
>>> this bad boy off and solder 16 TRS
> >to it. =
>>>Anyone know=20
>>> whether the ADAT wiring is different than
> =20
>>> >standard?
> >Thanks,
> =
>>>>Tom
> =20
>>> >
> >
> >
> =
>>>>
> =20
>>> >I choose Polesoft Lockspam to fight spam, and you?
> =20
>>> >http://www.polesoft.com/refer.html =3D20
> =20
>>> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20

```

>>> Transitional//EN"><BR>> =
>>>><HTML><HEAD><BR>> =20
>>> ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html";=20
>>> =3D3D<BR>> >charset=3D3D3Diso-8859-1"><BR>> =
>>>><META=20
>>> content=3D3D3D"MSHTML 6.00.2800.1400" =
>>>name=3D3D3DGENERATOR><BR>> =20
>>> ><STYLE></STYLE><BR>> =
>>>></HEAD><BR>> =20
>>> ><BODY bgColor=3D3D3D#ffffff><BR>> =
>>>><DIV><FONT=20
>>> face=3D3D3DArial size=3D3D3D2>I'll be buying either two MECs =
>>>=3D<BR>>>or two=20
>>> =3D3D<BR>>>442s but=3D3D20<BR>>> >don't want=20
>>> it</FONT></DIV><BR>> ><DIV><FONT=20
>>> face=3D3D3DArial size=3D3D3D2>to mess my whole rig up if the =
>>>=3D<BR>>>442s=20
>>> =3D3D<BR>>> >don't play=3D3D20<BR>>> =20
>>> >nice.</FONT></DIV><BR>> =
>>>><DIV><FONT=20
>>> face=3D3D3DArial size=3D3D3D2>I am using an older Lucid =
>>>clock<BR>=3D<BR>>>now=20
>>> =3D3D<BR>>> >with 2 Mecs=3D3D20<BR>>> =20
>>> >already.</FONT></DIV><BR>> =
>>>><DIV><FONT=20
>>> face=3D3D3DArial size=3D3D3D2>They each have five modules in=20
>>> =3D<BR>>>=3D3D<BR>>> >them. The=3D3D20<BR>>> =
>>>>>others=20
>>> may</FONT></DIV><BR>> ><DIV><FONT=20
>>> face=3D3D3DArial size=3D3D3D2>see a single ADAT at most=20
>>> =3D<BR>>>someday=3D3D20<BR>>> =20
>>> >maybe.</FONT></DIV><BR>> =
>>>><DIV><FONT=20
>>> face=3D3D3DArial size=3D3D3D2></FONT> =
>>></DIV><BR>> =20
>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>I can make =
>>>>the MECs fit=20
>>> in the =3D<BR>>>machine<BR>> =3D3D<BR>>> >room=20
>>> with=3D3D20<BR>>> >the =
>>>>others</FONT></DIV><BR>>> =20
>>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>but the 442s =
>>>>would be=20
>>> =3D<BR>>></FONT><FONT =3D3D<BR>>> =20
>>> >face=3D3D3DArial=3D3D20<BR>>> >size=3D3D3D2>a lot=20
>>> easier.</FONT></DIV><BR>> ><DIV><FONT =
>>>
>>> face=3D3D3DArial size=3D3D3D2></FONT> =
>>></DIV><BR>> =20

```

```

>>> <DIV><FONT face=3D3D3DArial size=3D3D3D2>Anyone know=20
>>> Deej?</FONT></DIV><BR>> <DIV><FONT=20
>>> face=3D3D3DArial size=3D3D3D2></FONT> =
>>></DIV><BR>> =20
>>> <DIV><FONT face=3D3D3DArial size=3D3D3D2>Also I have =
>>>to find the=20
>>> pin =3D<BR>>config for<BR>> =3D3D<BR>> >a 56=20
>>> pin=3D3D20<BR>> >EDAC/ELCO=20
>>> ADAT</FONT></DIV><BR>> <DIV><FONT=20
>>> face=3D3D3DArial size=3D3D3D2>connector. I want to chop this=20
>>> =3D<BR>>=3D3D<BR>> >bad boy off=3D3D20<BR>> =
>>>>and solder=20
>>> 16 TRS</FONT></DIV><BR>> <DIV><FONT=20
>>> face=3D3D3DArial size=3D3D3D2>to it. Anyone know whether the=20
>>> =3D<BR>>=3D3D<BR>> >ADAT wiring is=3D3D20<BR>> =
>>>>different=20
>>> than</FONT></DIV><BR>> <DIV><FONT=20
>>> face=3D3D3DArial =
>>>size=3D3D3D2>standard?</FONT></DIV><BR>> =20
>>> <DIV><FONT face=3D3D3DArial=20
>>> size=3D3D3D2>Thanks,</FONT></DIV><BR>> =20
>>> <DIV><FONT face=3D3D3DArial=20
>>> size=3D3D3D2>Tom</FONT></DIV><BR>> =20
>>> <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> =
>>>
>>> </DIV><BR>> <DIV><FONT face=3D3D3DArial=20
>>> size=3D3D3D2></FONT> </DIV><BR>> =
>>>><DIV><FONT=20
>>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =
>>>fight=20
>>> =3D<BR>>spam, =3D3D<BR>> >and=3D3D20<BR>> =20
>>> >you?<BR><A=3D3D20<BR>> =
>>>=3D<BR>>>href=3D3D3D"<A=20
>>> =
>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re'>h=
>>>tp://www.polesoft.com/refer.html">http://www.polesoft.com/re</A>=3D<B=
>>>R>>fer=3D3D<BR>> =20
>>> >.html</A>=20
>>> </FONT></DIV></BODY></HTML><BR>> =20
>>> ><BR>> ><BR>><BR>><BR>><!DOCTYPE HTML =
>>>PUBLIC=20
>>> "-//W3C//DTD HTML 4.0=20
>>> Transitional//EN"><BR>><HTML><HEAD><BR>><META=20
>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>>> =3D<BR>>>charset=3D3Diso-8859-1"><BR>><META =
>>>content=3D3D"MSHTML=20
>>> 6.00.2800.1400">=20
>>> =

```

```

>>>name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=
>>>D><BR>><BODY=20
>>> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =
>>>size=3D3D2>Hey=20
>>> Rod,</FONT></DIV><BR>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>That sounds promising. What cards =3D<BR>>do you=20
>>> =
>>>have=3D20<BR>>the</FONT></DIV><BR>><DIV><FONT =
>>>
>>> face=3D3DArial size=3D3D2>Mecs and 442 connected=20
>>> to?</FONT></DIV><BR>><DIV><FONT face=3D3DArial =
>>>
>>> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2></FONT> =
>>></DIV><BR>><DIV>=20
>>> =
>>></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>>>0px;=20
>>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>>>2px solid;=20
>>> MARGIN-RIGHT: 0px"><BR>> <DIV>"Rod Lincoln"=20
>>> <<A=3D20<BR>> =3D<BR>>href=3D3D"<A=20
>>> =
>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&a=
>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=
>>>A>&g</A>=3D<BR>>t;=3D20<BR>> =20
>>> wrote in message <A=3D20<BR>> =3D<BR>>href=3D3D"<A=20
>>> =
>>>href=3D"news:46451438$1@linux">news:46451438$1@linux</A>...</DIV><BR=
>>>>I've">news:46451438$1@linux">news:46451438$1@linux</A>...</D=
>>>IV><BR>I've</A>=3D<BR>>=20
>>> got 2=3D20<BR>> mecs and a 442 working here, no problems at=20
>>> all.<BR>I'm also clocking<BR>=3D<BR>>with =
>>>the=3D20<BR>> old=20
>>> Lucid genX word clock. 5 modules in one mec,<BR>4 modules in the =
>>>
>>> =3D<BR>>other. 1=3D20<BR>> adat card each. 6 eds cards, 3 =
>>>UAD cards,=20
>>> all in<BR>a magma. Oh yeah,<BR>=3D<BR>>a =
>>>Lynx=3D20<BR>> one in=20
>>> the computer also.<BR>Rod<BR>"Tom Bruhl"=20
>>> <<A=3D20<BR>> href=3D3D"<A=20
>>> =
>>>href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20'>mailto=
>>>:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20</A><BR>&g=
>>>t; =20
>>> wrote:<BR>><BR>><BR>>I'll be buying either =

```

>>>two MECs=20
 >>> or two =3D
>442s but=3D20
> don't want =
 >>>it
>to mess=20
 >>> my whole rig up if the 442s don't play=3D20
> =
 >>>nice.
>I=20
 >>> am using an older Lucid clock now with 2 Mecs=3D20
> =20
 >>> already.
>They each have five modules in them. The=20
 >>> others=3D20
> may
>see a single ADAT at most =
 >>>someday=20
 >>> maybe.
>
>I =3D
>can =
 >>>make=3D20
> the=20
 >>> MECs fit in the machine room with the others
>but the 442s =
 >>>
 >>> =3D
>would be=3D20
> a lot=20
 >>> easier.
>
>Anyone know=20
 >>> DeeJ?
>
>Also I =3D
>have =
 >>>to=3D20
> find=20
 >>> the pin config for a 56 pin EDAC/ELCO =
 >>>=3D
>ADAT
>connector. I=20
 >>> want=3D20
> to chop this bad boy off and solder 16=20
 >>> TRS
>to it. Anyone =3D
>know=3D20
> =
 >>>whether the ADAT=20
 >>> wiring is different=3D20
> =20
 >>> =
 >>>=3D
>than
>standard?
>Thanks,
>=
 >>>Tom
>
>
><B=3D
>R>><=
 >>>;BR>>I=3D20
> =20
 >>> choose Polesoft Lockspam to fight spam, and=3D20
> =20
 >>> you?
><http://www.polesoft.com/refer.html> =
 >>>=3D20
> =20
 >>>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =
 >>>
 >>> 4.0=3D20
> =20
 >>> =
 >>>Transitional//EN">
><HTML><HEAD>
>=
 >>><META=3D20
> =20
 >>> http-equiv=3D3D3DContent-Type =
 >>>content=3D3D3D"text/html;=3D20
> =20
 >>> =3D3D
>charset=3D3D3Diso-8859-1">
><META =
 >>>
 >>> =3D
>content=3D3D3D"MSHTML=3D20
> =
 >>>6.00.2800.1400"=3D20
> =20
 >>> =
 >>>=3D
>name=3D3D3DGENERATOR>
><STYLE></STYLE&=
 >>>gt;
></HEA=3D
>D>
><BODY=3D20
>&=
 >>>gt;=20
 >>> bgColor=3D3D3D#ffffff>
><DIV><FONT =
 >>>face=3D3D3DArial=20

```

>>> =3D<BR>>size=3D3D3D2>I'll=3D20<BR>> be buying either =
>>>two MECs or two=20
>>> =3D3D<BR>>442s but=3D3D20<BR>>don't=20
>>> =3D<BR>>want=3D20<BR>> =20
>>> it</FONT></DIV><BR>><DIV><FONT=20
>>> face=3D3D3DArial=3D20<BR>> size=3D3D3D2>to mess my whole =
>>>rig up if the=20
>>> 442s =3D3D<BR>>don't=3D20<BR>> =20
>>> =
>>>=3D<BR>>play=3D3D20<BR>>nice.</FONT></DIV><BR&=
>>>gt;><DIV><FON=3D<BR>>T=3D20<BR>> =20
>>> face=3D3D3DArial size=3D3D3D2>I am using an older Lucid clock now=20
>>> =3D<BR>>=3D3D<BR>>with 2=3D20<BR>> =20
>>> =
>>>
>> =3D<BR>>Mecs=3D3D20<BR>>already.</FONT></DIV><=
>>>BR>><DIV><=3D<BR>>FONT=3D20<BR>> =20
>>> face=3D3D3DArial size=3D3D3D2>They each have five modules in=20
>>> =3D<BR>>=3D3D<BR>>them.=3D20<BR>> =
>>>The=3D3D20<BR>>others=20
>>> =
>>>=3D<BR>>may</FONT></DIV><BR>><DIV><FONT=3D=
>>>20<BR>> =20
>>> face=3D3D3DArial size=3D3D3D2>see a single ADAT at =
>>>most=3D20<BR>> =20
>>> =
>>>=3D<BR>>someday=3D3D20<BR>>maybe.</FONT></DIV><=
>>>;BR>><DIV><=3D<BR>>;FONT=3D20<BR>> =20
>>> face=3D3D3DArial size=3D3D3D2></FONT>=20
>>> =
>>>=3D<BR>></DIV><BR>><DIV><FONT=3D20<BR>>&nbs=
>>>p;=20
>>> face=3D3D3DArial size=3D3D3D2>I can make the MECs fit in =
>>>the=3D20<BR>> =20
>>> machine<BR>=3D3D<BR>>room=20
>>> with=3D3D20<BR>>the=3D20<BR>> =20
>>> others</FONT></DIV><BR>><DIV><FONT=20
>>> =3D<BR>>face=3D3D3DArial=3D20<BR>> size=3D3D3D2>but the =
>>>442s would be=20
>>> </FONT><FONT=3D20<BR>> =20
>>> =
>>>=3D3D<BR>>face=3D3D3DArial=3D3D20<BR>>size=3D3D3D2>a=
>>>=20
>>> lot=3D20<BR>> =20
>>> easier.</FONT></DIV><BR>><DIV><FONT=20
>>> =3D<BR>>face=3D3D3DArial=3D20<BR>> =
>>>size=3D3D3D2></FONT>=20
>>> </DIV><BR>><DIV><FONT=20

```

>>> =3D
>face=3D3D3DArial=3D20
> size

Subject: Re: My Cubase XP Config
Posted by [John \[1\]](#) on Tue, 17 Apr 2007 11:16:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>>> > 6.00.2800.1400"=3D3D20
>>>> > =3D3D
>>>> >name=3D3D3D3DGENERATOR>
><STYLE></STYLE>
></HEA=3D3D
>>>> >D>
><BODY=3D3D20
>>>>

Subject: Re: My Cubase XP Config
Posted by [Jon Jiles](#) on Tue, 17 Apr 2007 14:11:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

gt;>>>=3D3D
>>href=3D3D3D3D"<A=3D20
>>>> =3D
=
>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com=
're'>h=3D
=
>>>>ttp://www.polesoft.com/refer.html">http

Subject: Re: My Cubase XP Config
Posted by [Rich\[3\]](#) on Tue, 17 Apr 2007 14:24:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

://www.polesoft.com/re=3D3=
D<B=3D
>>>>R>>fer=3D3D3D
> =3D20
>>>> >.html=3D20
>>>> </DIV></BODY></HTML>
> =3D20
>>>> >
> >
>
>
><!DOCTYPE HTML =3D
>>>>PUBLIC=3D20
>>>> "-//W3C//DTD HTML 4.0=3D20
>>>> Transitional//EN">
><HTML><HEAD>
><META=3D20
>>>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html";=3D20
>>>> =3D3D
>> charset=3D3D3Diso-8859-1">
><META =3D
>>>> content=3D3D3D"MSHTML=3D20
>>>> 6.00.2800.1400"=3D20
>>>> =3D
>>>> name=3D3D3DGENERATOR>
><STYLE></STYLE>
></HEA=3D
>>>> D>
><BODY=3D20

```

>>>> bgcolor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial =3D
>>>>size=3D3D3D2>Hey=3D20
>>>> Rod,</FONT></DIV><BR>><DIV><FONT =3D
>>>>face=3D3D3DArial=3D20
>>>> size=3D3D3D2>That sounds promising. What cards =3D3D<BR>>do =
you=3D20
>>>> =3D
>>>>have=3D3D20<BR>>the</FONT></DIV><BR>><DIV><FONT =3D
>>>>
>>>> face=3D3D3DArial size=3D3D3D2>Mecs and 442 connected=3D20
>>>> to?</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial =3D
>>>>
>>>> size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
>>>> face=3D3D3DArial size=3D3D3D2></FONT> =3D
>>>></DIV><BR>><DIV>=3D20
>>>> =3D
>>>></DIV><BR>><BLOCKQUOTE=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: =3D
>>>>0px;=3D20
>>>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: =
#000000 =3D
>>>>2px solid;=3D20
>>>> MARGIN-RIGHT: 0px"><BR>> <DIV>"Rod Lincoln"=3D20
>>>> <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
>>>> =3D
=
>>>>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
</A>&a=3D
=
>>>>mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=3D=

>>>>A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20
>>>> wrote in message <A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20
>>>> =3D
=
>>>>href=3D3D"news:46451438$1@linux">news:46451438$1@linux</A>...</DIV><B=
R=3D
>>>>>I've">news:46451438$1@linux">news:46451438$1@linux</A>...</D=3D
>>>>IV><BR>I've</A>=3D3D<BR>>=3D20
>>>> got 2=3D3D20<BR>> mecs and a 442 working here, no problems =
at=3D20
>>>> all.<BR>I'm also clocking<BR>=3D3D<BR>>with =3D
>>>>the=3D3D20<BR>> old=3D20
>>>> Lucid genX word clock. 5 modules in one mec,<BR>4 modules in the =
=3D
>>>>
>>>> =3D3D<BR>>other. 1=3D3D20<BR>> adat card each. 6 eds cards, 3 =
=3D
>>>>UAD cards,=3D20

```

```

>>>> all in<BR>a magma. Oh yeah,<BR>=3D3D<BR>>a =3D
>>>>Lynx=3D3D20<BR>> one in=3D20
>>>> the computer also.<BR>Rod<BR>"Tom Bruhl"=3D20
>>>> <<A=3D3D20<BR>> href=3D3D3D"<A=3D20
>>>> =3D
=
>>>>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>=3D3D20=
'>mailto=3D
>>>>:arpegio@comcast.net">arpegio@comcast.net</A>=3D3D20</A><BR>&g=3D
>>>>t; =3D20
>>>> wrote:<BR>><BR>><BR>>I'll be buying either =3D
>>>>two MECs=3D20
>>>> or two =3D3D<BR>>442s but=3D3D20<BR>> don't want =3D
>>>>it<BR>>to mess=3D20
>>>> my whole rig up if the 442s don't play=3D3D20<BR>> =3D
>>>>nice.<BR>>I=3D20
>>>> am using an older Lucid clock now with 2 Mecs=3D3D20<BR>> =3D20
>>>> already.<BR>>They each have five modules in them. The=3D20
>>>> others=3D3D20<BR>> may<BR>>see a single ADAT at most =3D
>>>>someday=3D20
>>>> maybe.<BR>><BR>>I =3D3D<BR>>can =3D
>>>>make=3D3D20<BR>> the=3D20
>>>> MECs fit in the machine room with the others<BR>>but the 442s =
=3D
>>>>
>>>> =3D3D<BR>>would be=3D3D20<BR>> a lot=3D20
>>>> easier.<BR>><BR>>Anyone know=3D20
>>>> Deej?<BR>><BR>>Also I =3D3D<BR>>have =3D
>>>>to=3D3D20<BR>> find=3D20
>>>> the pin config for a 56 pin EDAC/ELCO =3D
>>>>=3D3D<BR>>ADAT<BR>>connector. I=3D20
>>>> want=3D3D20<BR>> to chop this bad boy off and solder 16=3D20
>>>> TRS<BR>>to it. Anyone =3D3D<BR>>know=3D3D20<BR>> =3D
>>>>whether the ADAT=3D20
>>>> wiring is different=3D3D20<BR>> =3D20
>>>> =3D
>>>>=3D3D<BR>>than<BR>>standard?<BR>>Thanks,<BR>>=3D
>>>>Tom<BR>><BR>><BR>><B=3D3D<BR>>R>><=3D
>>>>;BR>>I=3D3D20<BR>> =3D20
>>>> choose Polesoft Lockspam to fight spam, and=3D3D20<BR>> =3D20
>>>> you?<BR>>http://www.polesoft.com/refer.html =3D
>>>>=3D3D20<BR>> =3D20
>>>> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =3D
>>>>
>>>> 4.0=3D3D20<BR>> =3D20
>>>> =3D
>>>>Transitional//EN"><BR>><HTML><HEAD><BR>>=3D
>>>><META=3D3D20<BR>> =3D20

```

```

>>>> http-equiv=3D3D3D3DContent-Type =3D
>>>>content=3D3D3D3D"text/html";=3D3D20<BR>> =3D20
>>>> =3D3D3D3D<BR>> charset=3D3D3D3Diso-8859-1"><BR>><META =3D
>>>>
>>>> =3D3D3D<BR>>content=3D3D3D3D"MSHTML=3D3D20<BR>> =3D
>>>>6.00.2800.1400"=3D3D20<BR>> =3D20
>>>> =3D
>>>>=3D3D<BR>>name=3D3D3D3DGENERATOR><BR>><STYLE></STYLE&=3D
>>>>gt;<BR>></HEA=3D3D<BR>>D><BR>><BODY=3D3D20<BR>&=3D
>>>>gt; =3D20
>>>> bgcolor=3D3D3D3D#ffffff><BR>><DIV><FONT =3D
>>>>face=3D3D3D3DArial=3D20
>>>> =3D3D3D<BR>>size=3D3D3D3D2>I'll=3D3D20<BR>> be buying either =3D
>>>>two MECs or two=3D20
>>>> =3D3D3D<BR>>442s but=3D3D3D20<BR>>don't=3D20
>>>> =3D3D3D<BR>>want=3D3D20<BR>> =3D20
>>>> it</FONT></DIV><BR>><DIV><FONT=3D20
>>>> face=3D3D3D3DArial=3D3D20<BR>> size=3D3D3D3D2>to mess my whole =
=3D
>>>>rig up if the=3D20
>>>> 442s =3D3D3D<BR>>don't=3D3D20<BR>> =3D20
>>>> =3D
>>>>=3D3D<BR>>play=3D3D3D20<BR>>nice.</FONT></DIV><BR&=3D
>>>>gt;><DIV><FON=3D3D<BR>>T=3D3D20<BR>> =3D20
>>>> face=3D3D3D3DArial size=3D3D3D3D2>I am using an older Lucid =
clock now=3D20
>>>> =3D3D3D<BR>>=3D3D3D<BR>>with 2=3D3D20<BR>> =3D20
>>>> =3D
>>>>
>>> =3D3D3D<BR>>Mecs=3D3D3D20<BR>>already.</FONT></DIV><=3D
>>>>BR>><DIV><=3D3D<BR>>FONT=3D3D20<BR>> =3D20
>>>> face=3D3D3D3DArial size=3D3D3D3D2>They each have five modules =
in=3D20
>>>> =3D3D3D<BR>>=3D3D3D<BR>>them.=3D3D20<BR>> =3D
>>>>The=3D3D3D20<BR>>others=3D20
>>>> =3D
>>>>=3D3D<BR>>may</FONT></DIV><BR>><DIV><FONT=3D3D=3D
>>>>20<BR>> =3D20
>>>> face=3D3D3D3DArial size=3D3D3D3D2>see a single ADAT at =3D
>>>>most=3D3D20<BR>> =3

```

Subject: Re: My Cubase XP Config
 Posted by [John \[1\]](#) on Tue, 17 Apr 2007 20:44:07 GMT
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It;/FONT></DIV><=3D
 >>>>;BR>><D =
 IV><=3D3D
>FONT=3D3D2 0&am
