
Subject: In Cubase, how do you setup input?
Posted by [not](#) on Thu, 05 Apr 2007 00:07:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

soft.com/refer=3D
>>

Subject: Re: In Cubase, how do you setup input?
Posted by [John \[1\]](#) on Thu, 05 Apr 2007 00:14:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

=20
>>>> =
>>>>&l

Subject: Re: In Cubase, how do you setup input?
Posted by [Stevehwan](#) on Thu, 05 Apr 2007 00:36:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

annot hear your song !
> You will be hearing from card a the summed AND the indivindual submixes
> again,
> phasing and wrng imaging.
> So you must sum on a card that is not A.
> So here we need first to SUM the L&R outputs of all cards (B,C,D,E,F,G,)
> to one mec H so we could us

Subject: Re: In Cubase, how do you setup input?
Posted by [Neil](#) on Thu, 05 Apr 2007 00:41:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

e any insert on those submixes...
> Now if we have 6 adat cards outs we cannot bring them back to card a
> because
> we cannot have that many adat cards there...
> One thing we can do is buy two AI4 Alesis or rme aes/adat converter and
> summ
> all spdif of all these mecs to two adat cards on Mec H.
> Then just spdif out of H to A just for recording, you will be monitoring
> ALWAYS card H.
> Afeter the recoding(s) you can monitor card A only the final mixes.
> Regards,
> Dimitrios
>
> "DJ" <www.aarrrrggghhh!!!.com> wrote:

>>The way I would do it is to have Paris running on win ME (so you can use
> as
&g

Subject: Re: In Cubase, how do you setup input?
Posted by [Stevehwan](#) on Thu, 05 Apr 2007 00:58:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;>many ADAT cards as necessary), 8 EDS cards/MECs, each with at least one
> ADAT
>>card and whatever analog I/O you might want and sum the tracks in MECS B,
> C,
>>D, E, F, G and H via ADAT to 7 stereo pair on the ADAT card on MEC A. You
>
>>could insert your analog and digital processors in the various MEC
>>submixes
>
>>and through Paris auxes and inserts on the *main bus* MEC. this would
>>seriously rawk for using Pulsar DSP cards and analog gear as FX processors
>
>>on Paris inserts.
>>
>>
>>
>>
>>
>>"Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message
>>news:4638a0e8\$1@linux...
>>>
>>> Ok Tom and beloved Paris users here is a nice tip regarding the L and
> R
>>> individual
>>> submix outs...
>>>
>>> Ok lets assume you get (DJ are you hearing ??) 6 eds

Subject: Re: In Cubase, how do you setup input?
Posted by [Neil](#) on Thu, 05 Apr 2007 01:17:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

y DX or EDS effect and then the
> L
>>> & R outs of the this 6th eds card will be your stereo mix output which
>
>>> must

>>> be recorded to another device computer audio card whatever via the
>>> digital
>>> mecs out.
>>> Regards,
>>> Dimitrios
>>>
>>> "Dimitrios" <musurgio@otNOSPAMenet.gr> wrote:
>>>>
>>>>Dear Tom,
>>>>I am not only saying but I am confirming !!
>>>>The L and R of all submixes except for the main one outputs the related
>>> submixes
>>>>mix.
>>>>You can have a 5 card Paris system where you sacrifice card 1 and use
> the
>>>>four other stereo mixes thru mex digital spdif output to a card like
>>>>Scope
>>>>Pulsar and then insert on every submix your effects or outboard too.
>>>>You will just be mixing 4 stereo tracks under Pulsar which anyway is far
>>>>superior mixing engine than cubase nuendo and all that s..t.
>>>>Regards,
>>>>Dimitrios
>>>>
>>>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>>>
>>>>>
>>>>>Dimitrios,
>>>>>I could have sworn that I tried the L&R outs of the Mecs and never got
>>> =
>>>>>signal.

Subject: Re: In Cubase, how do you setup input?
Posted by [audioguy_editout](#) on Thu, 05 Apr 2007 01:21:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>>>>You are saying that gives you submix only data? This is crazy.
>>>>>I'll be experimenting today for sure.
>>>>>Tom
>>>>>
>>>>>After the Beatle Jui

Subject: Re: In Cubase, how do you setup input?
Posted by [Stevehwan](#) on Thu, 05 Apr 2007 02:10:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

bmix has
>>>> these and route them to the related mec's out into your compressor
> and
>>>>=
>>>>>then
>>>> back to your other mec.
>>>> Is the headphone out of any quality ?
>>>> You can use also the digital outs to connect to a Pulsar VINCO =
>>>>>compressor
>>>> and then back to other mec ...
>>>>
>>>> Well you have to note here.
>>>> the audio coming in the other submix will be delayed to the non =
>>>>>compressed
>>>> drumtracks... what will you do ?
>>>> You can of course record it and then nudge or better use
>>>> Faderworks...
>>>>
>>>> Ok so now you are tempted to come back to Paris or not ??
>>>> We are waiting for you...
>>>> Regards,
>>>>

Subject: Re: In Cubase, how do you setup input?
Posted by [erlilo](#) on Thu, 05 Apr 2007 08:13:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

gt;>IV><B=3D
>>>> >>>R>Well=3D3D
>>>> >>> >>>> first=3D3D20
>>>> >>> >>>> time I tried I get no signal whatsoever on any headphone
> =
>>>>>out =3D
>>>> >>>on
any
>>>> >>> >>>=3D3D
>>>> >>> >>>>of the=3D3D20
>>>> >>> >>>> three mecs I have !!
Is this a known bug again=3D3D20
>>>> >>> >>>>??
Thanks
Dimitrios</BLOCKQUOTE>
>>>> >>> >>>><DIV>

I choose Polesoft Lockspam
> to
>>>>=
>>>>>fight
>>>> >> =3D
>>>> >>>spam,
>>>> >>> =3D3D
>>>> >>> >>>>and=3D3D20
>>>> >>> >>>>you?
<A=3D3D20

>>>> >>> =3D
>>>> =
>>>>>>>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
>>>>>t.com=3D
>>>> >>>/refer=3D3D
>>>> >>> >>>>.html &l

Subject: Re: In Cubase, how do you setup input?
Posted by [John \[1\]](#) on Thu, 05 Apr 2007 11:13:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: In Cubase, how do you setup input?
Posted by [Chris Ludwig](#) on Thu, 05 Apr 2007 16:26:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>>> >>>output=3D20
>>>> >>> only the related submix out so yes
you could route it to =
>>>>>another
>>>> =3D
>>>> >>>mec but on=3D20
>>>> >>> same mec you would get an infinite
loop of dry and =
>>>>>compressed...
>>>> =3D
>>>> >>>because=3D20
>>>> >>> the time you will bring it back on
same mec that will be
>>>>>again
>>>>=
>>>>>=3D
>>>> >>>outputed on=3D20
>>>> >>> headphones and then back again...
you get the picture =3D
>>>> >>>,feedback.
Thed=3D20
>>>> >>> other mecs option though will work !!
I don't know if you
>>>>>have
>>>>=
>>>>>=3D
>>>> >>>considered=3D20
>>>> >>> the other better option !!
The L and R outputs of each mec
> =
>>>>>(except
>>>> >> =3D
>>>> >>>for the=3D20
>>>> >>> main one) outputs ALSO the
submix out so you can take this

> L
>>> =
>>>>and
>>>> R
>>>> >> =3D
>>>> >>>out and=3D20
>>>> >>> send it to a pair of outputs
(digital to Pulsar ??) COMPRESS
>>> =
>>>>it and
>>>> >> =3D
>>>> >>>then=3D20
>>>> >>> send it back to another submix.
For latency well you know =3D
>>>> >>>faderworks ??=3D20
>>>> >>> !!
Regards,
Dimitrios

"DJ" <<A=3D20
>>>> >>> =3D
>>>> =
>>>>>>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=

Subject: Re: In Cubase, how do you setup input?
Posted by [Don Nafe](#) on Thu, 05 Apr 2007 16:28:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

r />
>>>>=3D20
>>>> >>> wrote:
>Are you getting the same signal on all MECs or the
> mix
>>>>=
>>>>=3D
>>>> >>>signal on=3D20
>>>> >>> MEC on
card
>A and just the submix of the MEC on card B
> =
>>>>and =3D
>>>> >>>C. If=3D20
>>>> >>> you're just getting

>those submixes on the card B & C =3D
>>>> >>>Mecs, you=3D20
>>>> >>> could route the headphone out
of
>those MECs to a pair
> of
>>>>=
>>>>=3D
>>>> >>>input=3D20
>>>> >>> channels on another MEC (or maybe even loop
it
>back to
> =
>>>>the =3D
>>>> >>>same=3D20
>>>> >>> MEC) on a pair of record enabled channels and =
>>>>>compress
it,=3D20
>>>> >>>
>etc.....I can't believe I never tried this when I had

>>>>=
>>>>>4 =3D
>>>>> >>>MECs=3D20
>>>>> >>> here..
>
>;o)
>
>"Dimitrios" <<A=3D20
>>>>> >>> =3D
>>>>> =
>>>>>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A=
>>>>>>>=3D
>>>>>>>>
>>>>>>>>>
