
Subject: Addictive Drums

Posted by [Wayne Carson](#) on Mon, 10 Dec 2007 21:10:40 GMT

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=

>would be=20

>great.</DIV>

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><DIV>Tom</DIV></DIV>

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>

>Wow, I'm not reading many good customer reviews about GigaScrewedio 3.

What's up with that? A.A. seems to have had a terminal problem as well.

Interesting, I haven't had much of a problem with my older version of

GigaSampler, though I've had to load drivers and remove hardware a few times

before it worked due to some conflicts. I understand the major problem with

the product is tech support since Tascam bought out Nemesys, but it wasn't

great when Nemesys had it either. I really want to set up GigaStudio 3, not

even thinking about G.S. 4 at this point. I guess there's some quirkiness

with the thing, but when its working it seems like no other product comes

close to the Orchestral capabilities. Anyone have some experience or

expertise with this product?

Rich

"Rich Lamanna" <richard.lamanna@verizon.net> wrote in message

news:479cd83b@linux...

> Hi guys and gals. Any of you out there in Paris land using a virtual based

> or computer based orchestral sampler, GigaStudio 3 Orchestra, Garritan

> Personal Orchestra or IK Multimedia Miroslav Philharmonik in particular? I

> want to upgrade my older Gigasampler computer and want to ded

Subject: Re: Addictive Drums

Posted by [DJ](#) on Mon, 10 Dec 2007 21:31:34 GMT

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icate a new

> computer solely for orchestral and other samples. I want to interface this
> with Paris. I'm thinking that the most powerful way to run the sampler is
on
> a separate computer and just record into Paris directly, but is anyone
using
> the Re-Wire plug for a sampler within Paris? I know GigaSampler supports
> Re-Wire. Any thoughts appreciated.
>
> Thanks,
> Rich
>
>That is some pretty cool stuff... great recordings!

Makes me wanna "elbow-dance" lol

Neil

"geo" <nlyn@execpc.com> wrote:

>I saw some folks here like the reggae. I have some tunes posted at the site
>all done here in Paris, that may interest you. One mix, Dry Conch and Grits
>appeared on Globe Trekker. These guys are from the Turks and Caicos and
>record here in Wisconsin...long story...but when they asked me to go to
the
>horse barn and get a rip saw I realized I was in deep engineering waters.
>Tracked the saw with a pair if QTC 1's on a Jecklin disk so as the player
>moved about so does the image...very strange. (Salt Cay)
>These tunes are up for test purposes and will be removed in the next week
or
>so. Synth horns, real Hammond and back vox. Enjoy.
>
>geo--
>www.extrafishrec.com
>
> <http://www.break.com/index/amazing-young-organ-player-rocks-out.html>The problem is
Tascam, frankly.

AA

"Rich Lamanna" <richard.lamanna@verizon.net> wrote in message
news:479cf032\$1@linux...

> Wow, I'm not reading many good customer reviews about GigaScrewedio 3.
> What's up with that? A.A. seems to have had a terminal problem as well.
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&g

Subject: Re: Addictive Drums

Posted by [Wayne Carson](#) on Mon, 10 Dec 2007 22:25:13 GMT

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> using
>> the Re-Wire plug for a sampler within Paris? I know GigaSampler supports
>> Re-Wire. Any thoughts appreciated.
>>
>> Thanks,
>> Rich
>>
>>
>
>Just because you don't see an effect doesn't mean there's not one in there
half hosed. Go through and add, then remove, any effect from every native
and eds slot on that channel.

AA

"Steve Cox" <stevec1@charter.net> wrote in message news:479c0e5f\$1@linux...
 >
 > Of course. No external effects, no EDS inserts, no plug-ins.
 >
 > "Don Nafe" <dnafe@magma.ca> wrote:
 >>Have ya been playing around in the patch bay.
 >>
 >>
 >>"Neil" <IOUOI@Ol.com> wrote in message news:479b9424\$1@linux...
 >>>
 >>> Weird... do you perhaps have some external effect patched into
 >>> it or otherwise some routing variation going on that channel on
 >>> that particular EDS card?
 >>>
 >>> Neil
 >>>
 >>>
 >>> "Steve Cox" <stevec1@charter.net> wrote:
 >>>>
 >>>>"Steve Cox" <stevec1@charter.net> wrote:
 >>>>>
 >>>>>Channel #1 in Paris doesn't work... The audio file is there,but that
 >
 >>>>>channel
 >>>>>in the computer seems to not be working and only with this song. If I
 >
 >>>>>drag
 >>>>>that audio file down to another channel, it will sound. Also if I drag
 >>> any
 >>>>>audio file into channel #1, it simply will not sound. It's as if it
 >>>>>were
 >>>>>muted (but it's not). Thoughts anyone?
 >>>>Also-it only does it on card #1 (of the three I use)
 >>>>>Steve
 >>>>
 >>>
 >>
 >>
 >Very cool. It's sad that she was almost embarrassed to be jamming it out
 and the crowd response was _weak_.

"John" <no@no.com> wrote:

>
 > <http://www.break.com/index/amazing-young-organ-player-rocks-out.html>Hey all, I hung out
 here quite a bit many years back when I was building
 my project studio and learning to record/mix using Paris. I unfortunately
 burned out pretty badly during the recording/mixing phase - and I don't think
 I ever did get back here to say thanks to everybody who did the hand-holding

to help me learn what I was doing.

I don't know why I burned-out like I did, but I think it just came from spending every free moment after my day job working on mixes...oops, hit return and didn't mean to. I'll continue here.

Anyhow, I burned out pretty bad from spending almost all my free time mixing for months on end, and haven't hardly touched my guitar in years, but wanted to say thanks for the help I got from the board that helped me learn alot in a short period of time. I actually think some interest in music is starting to return.

I learned the lesson of "you can't polish a turd" the hard way, because everybody in the band lived states away and we tried to work out songs and record the basic tracks in a weekend of about 3-4 days - leaving alot of polishing and filling in parts for me to do after the start was done.

Subject: Re: Addictive Drums

Posted by [AlexPlasko](#) on Tue, 11 Dec 2007 00:01:56 GMT

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It is a warning, I guess, to pace yourself when you're working on projects so you don't snuff out the creativity that makes this kind of stuff fun in the first place. You can really beat a dead horse to death with equipment like this that lets you tweak every little thing - and it gets even worse when it's a bunch of amateurs that might be playing a new song fully through only once or twice before recording.

Some of the learnings/struggles:

- monitoring the inputs while recording is tough. No control room means I pretty much set levels and hit record and listen back after the fact. We monitored through a Furman HDS sustem which was very helpful, but I couldn't get alot into careful mic placement because of the noise problems of recording the way I did. (when recording individual track takes I could get careful - like with acoustic guitar - but the band situation w/ drums in same room as recorder makes knowing what you have a bit tough).
- Recording 3-4 takes doesn't always make the job easier. Remarkably, if there was a mistake with an instrument - it often seemed to occur at the same place in all 3 or 4 takes... So in the end the extra takes might just give more material to obsess over.

Here's a few of my favorite tunes from the project.

http://www.unsignedbandweb.com/music/play.php?mode=song_hifi&band_id=1424&song_id=2164

http://www.unsignedbandweb.com/music/play.php?mode=song_hifi&band_id=1424&song_id=2297

http://www.unsignedbandweb.com/music/play.php?mode=song_hifi&band_id=5533&song_id=11060

http://www.unsignedbandweb.com/music/play.php?mode=song_hifi&band_id=5533&song_id=11059

http://www.unsignedbandweb.com/music/play.php?mode=song_hifi&band_id=1424&song_id=3218

Here's links to other tunes me and bunch of amateur friends recorded in my living room, side bedroom, and a small bathroom (for isolation :-)

<http://www.unsignedbandweb.com/music/bands/1424/>

<http://www.unsignedbandweb.com/music/bands/5533/>

Again, thanks to all the folks here who convinced me to go with Paris way back when and helped me understand some of the techniques of recording,

Shanel like the one on that second link... "Rise Above", right?

Cool feel to the whole intro section, and frankly i was a bit surprised when the vocal came in - i kinda thought it was gonna continue with that theme into kind of an Eric Johnson-type instrumental (not of the "Cliffs of Dover" variety, but you know what i mean - some of his ones with a lighter feel).

Neil

"Shane Milburn" <nospam@nospam.com> wrote:

>

>..oops, hit return and didn't mean to. I'll continue here.

>

>Anyhow, I burned out pretty bad from spending almost all my free time mixing

>for months on end, and haven't hardly touched my guitar in years, but wanted

>to say thanks for the help I got from the board that helped me learn alot

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>like this that lets you tweak every little thing - and it gets even worse
>when it's a bunch of amateurs that might be playing a new song fully through
>only

Subject: Re: Addictive Drums
Posted by [LaMontt](#) on Tue, 11 Dec 2007 19:55:41 GMT
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Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Hey everyone,
You had me laughing and that's a healing agent right there!
Today's better than yesterday and it's usually like that.
Your well wishes are graciously accepted. =20

I'll get into the studio one way or another. I am in need of a new
armless chair with wheels. Does anyone have any suggestions
for less than \$350 ? I like a firm lower back and adjustable
height at a minimum. The more bells and whistles the
better though.

Thanks!
Tom

"steve the artguy" <artguy@eaglenebula.com> wrote in message =
news:479ce41f\$1@linux...

Tom-

Reading this made my hair hurt. ouch.

Whatever you did, don't do it again!

-steve

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

>
>
>He guys,
>It's been a month since my last post. Reason being
>I broke my tibia fibula just above my ankle clean through
>on 12/30. =3D20
>
>Got some titanium inserted inside where the marrow was
>and screwed in in three places. I spent five days in the hospital
>due to a fever I was running. The pain was incredible for
>the first three weeks. Now I'm barely taking the pain meds.
>They helped alot though. Toes are moving and feeling. They
>tell me that's good. Ankle feels swollen and tender and is tough
>to move.
>
>Physical therapy is in house which is great although
>very difficult. I am giving it all I've got to get back on my=3D20
>feet asap. So far keeping the foot above my heart all
>the time is the best way to keep the swelling down along with
>ice after exercise.
>
>I want you all to know that I've been looking in here over the
>last few weeks and it's great to feel some what normal again.
>I can't spend more than 30 minutes at a desk. The studio
>has been out of the question although I'm looking for a way to=3D20
>rest my foot on the console without falling out of my chair.
>I am giggling once or twice/week which is way bad for me. =3D20
>Gotta make a living. =3D20
>
>My stereo amp is in the shop where I am sleeping and exercising.
>When it comes back I'll be doing some big time listening.
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>Any tips from friends here would be great regarding healing
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>I'm down but not out,
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Subject: Re: Addictive Drums

Posted by [LaMontt](#) on Tue, 11 Dec 2007 20:10:47 GMT

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><BODY bgColor=3D3D#ffffff>
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Subject: Re: Addictive Drums
Posted by [tonehouse](#) on Tue, 11 Dec 2007 22:55:37 GMT
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>> >href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>> >.html</A> </FONT></DIV></BODY></HTML>
>> >
>> >Ditto that. For reference you might pull up some Dream Theater, usually
>> their stuff is pretty thick and ballsy.
>> AA

```

"chuck duffy" <c@c.com> wrote in message news:479e2162\$1@linux...

```

>
> Hi Neil,
>
> FWIW, I am hearing pretty much what bill is hearing
>
> Chuck
>
> Chuck
> "Neil" <IOUOIU&#6

```

Subject: Re: Addictive Drums

Posted by [LaMontt](#) on Wed, 12 Dec 2007 00:29:27 GMT

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past: I wanted to hear a lot less of the synthy/organey

>>

>>>pads and less wash of guitars. They kind of washed out the power of
>>>everything else. The guitar comping was almost indistinguishable from
>>>the synths in many places. Maybe pronounced panning (synths left,
>>>guitars right?) and more pointy EQ would clear up the middle a bit too

>

>>>so the drums and bass can push through. Also, on the drums I'm hearing

>

>>>mostly top end on my Mackie HR 824s - I'm not feeling low end punch from

>>

>>>the kick drum and pop from the snare.

>>>

>>>Anywho, it's a great tune - thanks for sharing.

>>>

>>>Neil wrote:

>>>> Most of you have heard this song in various permutations, but

>>>> now, FINALLY, i think i can call it "DONE!"

>>>>

>>>> Ladies & gentlemen, our very own Rod Lincoln on drums...

>>>> you REALLY do have to check this out - he threw down

>>>> a totally 100% ass-kickin' performance! Especially from the

>>>> midpoint solo sections onward.

>>>>

>>>> [http://saqqararecords.com/MiscAudio/Istanbul-3rdRough-RLinco InDrums.mp3](http://saqqararecords.com/MiscAudio/Istanbul-3rdRough-RLinco%20InDrums.mp3)

>>>>

>>>>

>>

>OK, now you guys have me all farkin' paranoid, so I'm going to
start checking for phase anomalies & shit like that to see what,
if anything, is going on.

But in the meanwhile, a couple of responses (and, no i'm not
being defensive - I appreciate what you guys are saying that
you're hearing). So, here we go:

1.) To Bill - forgot to answer your question on who the singer
is... I'm doing everything but drums on this one, to include
the vocals.

2.) Someone said they'd like to hear less rhythm guitars...
interestingly, in previous versions of this song, one of the
consistent things I kept hearing was "we want more guitars!!!";
I felt they would have overpowered things at the time, but
Rod's playing on this brings so much more drive & power to the
track that I was able to (or possibly that I was obligated to,
at that stage) bring up the guitars a bit, and not have
them sound too overbearing. Frankly. I really didn't bring them

up very much at all... a couple of db's at best on each side.

3.) Someone said "less keys" - well, the song has considerably less keyboard presence now, especially in the verses - especially with the guitars up a bit where they are.

4.) As for the drums being too high-end-ish, no i didn't go for a big "thumpy" kick on this... I think the kick drives things pretty good, but I wanted a good deal of "thwack" so you could hear the accents come through clearly. Snare-wise - i'm diggin' that nice "CRACK!". It's coming across just the way I want it - same with the toms... you can hear the impact, and in their case still feel them... you know, that "tubby" tom sound. Keep in mind that this song has a LOT going on in terms of texture & layering - much of which is apparent in the lows & lo lo-mids, so I have to have some of the drums sitting "above" that tonality-wise, or else, as busy as it is, things can get murky pretty quick.

5.) Someone said the reason the guitars should come down is that they couldn't hear the bass - or something along those lines... the guitars & bass are pretty freakin' tight with each other - is it possible that you're not hearing the bass as being where it lives, but are thinking it's part of the bottom end of the rhythm guitars? it's easy to pick it out where the guitar parts drop out - check the solo sections to see what I'm getting at (where the rhythm parts drop out).

So, while I'm now going to go back & check for anything weird going on in the low end, I'm also wondering how much of this might be personal preference & the like???

Thoughts?

Neil

"Wayne Carson" <carson_wayne@msn.com> wrote:

>Hi Neil,

>

>That's weird. I heard exactly what Bill L heard concerning the mix on Adams

>A7 with a sub. I was considering sending you a similar note. I'd like more

>power from the drums and bass. Bass is ok but not real pronounced

mitee doesn't work. LOL

But I still value y'all's opinions. :D

As to the bass line, yes I have a sansamp, but I don't want to put any noise of that nature into the mix - maybe i'll crank a tube driver on that track a bit... I actually have a little bit of one on there, but it's on a fairly light setting.

Neil

"Aaron Allen" <know-spam@not_here.dude> wrote:

>
>"Neil" <OIUOIU@oiu.COM> wrote in message news:479ebdcf@linux...
>
>> OK, here are two slightly different versions of a "thicker"
>> mix of the same song... those of you who commented on the
>> previous mix are the ones i'd appreciate feedback from the most
>> on these two...
>
>
>> [http://saqqararecords.com/MiscAudio/Istanbul-v3aRoughW-RLinc
>The opening gtr/key riff is killing volume-wise. Drums are much nicer,
>bigger. Same as below, 1.2k and 2k are too harsh in on the axe trax. I bet](http://saqqararecords.com/MiscAudio/Istanbul-v3aRoughW-RLinc%20lnDrums.mp3)

>once that's carved you're also going to have more space for the vocal and

>need to back it down a few hairs and have more room for the keys as well.

>
> Of the three, this 2nd one is my favorite version

>
>
>> [http://saqqararecords.com/MiscAudio/Istanbul-v3aPorticoTapeS
imRoughW-RLincolnDrums.mp3](http://saqqararecords.com/MiscAudio/Istanbul-v3aPorticoTapeSimRoughW-RLincolnDrums.mp3)

>
>I still think the kick is a bit on the thinnish side. I'm hearing some kind

>of distortion in the vocal - almost like you might hear on vinyl LP on say

>something like Magic Power/Triumph, and the gtrs are still too harsh around

>1.2k and again at 3k. I think if you get those tamed a bit more, then you

>can bring the kit back around to a more natural and ballsy state. Any chance

>you have a sansamp to run the bass through? I could hear more grunt on that

>track pretty easily.

>

>In all mixes, I think the rhythm gtr could stand to come up a bit, but those

>freq's at the top (1.2 & 2k) are hard on the listener. I'm also hearing some

>space fighting/uneven low energy going on between synth and bass (3:26~3:37

>are examples of this)..... a multiband on the insert might fix that.

>

>'zat help bro?

>

>AA

>

>Is a difference in sound quality between two system: 1 Mec 2 EDS card - 32 tracks vs.1Mec 1 EDS card - 16 tracks ?.I ask for quality on some bus.I looking for drums SMF mapped for Ensoniq drum map.I have ASR 10 with few Drums CDR, all are mapped in Ensoniq method, very different to GM.No nothing on net, I searching all night long without result.... Also interesting me SMF jazz, blues, rock or gospel organ, anybody know?"Neil" <OIUOIU@OIU.com> wrote:

"As to the bass line, yes I have a sansamp, but I don't want to put any noise of that nature into the mix"

Is that because you don't want to get the best bass sound known to man? hahaha

Chuck"chuck duffy" <c@c.com> wrote:

>

>"Neil" <OIUOIU@OIU.com> wrote:

>

>"As to the bass line, yes I have a sansamp, but I don't want to put any noise of that nature into the mix"

>

>Is that because you don't want to get the best bass sound known to man? hahaha

Oh, so you mean an Ampeg SVT with an 8x10 cab, mic'ed with a nice Tube LDC paired with a TLM-103???

No, it's because I find the Sansamp to be a bit on the noisy side, which is fine for some stuff, but not for this.

Neil<http://www.sonicstate.com/news/shownews.cfm?newsid=6044>

P.s. Notice that Euphonix MC behind the the Steinberg Engineer.Wow!! That thing is massive.This is a multi-part message in MIME format.

-----=_NextPart_000_00A3_01C8627F.8CACC280

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Bill,

Do you really want to know? Okay here's the story.

The Pats had beat the NY Giants for the first time this season and the beer was flowing. Now the game was long over and three of us took a walk downstairs at about 3:30 AM to shoot some pool. The other two had already started as I was on my way down the 1930s wooden staircase. I made it 2/3 of the way down when my left foot decided to go left just enough to get lodged into the unfinished wall's studs. My upper body continued down the last four stairs as if nothing was=20 out of the ordinary. Snap! There goes my leg.

In great pain my buds were chanting: " Shake it off ! " Riiight. I realized that was not an option. I dragged my sorry ass=20 onto the stairs that had just accosted me. I begged my friends to get me home which was right across the street. The leg was hurting alot. My friend Dan decided the best way to cart my 180lb body back to my home was in his cement dust=20 ridden wheelbarrow. I dragged that sorrowful ass of mine up his deadly stairs across the dinning room and into his living room. =20 I couldn't stand the pain to make it onto his sofa so I remained=20 on the floor. Dan threw my body over his shoulder and gave me the=20 fireman's walk to the unassuming wheelbarrow which w

Subject: Re: Addictive Drums

Posted by [Dedric Terry](#) on Wed, 12 Dec 2007 03:10:10 GMT

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as down=20

four stairs outside his front door. =20

After arriving at my house a few painful minutes later, I was given one more fireman's walk inside my home and tossed onto my sofa. This is when my loving wife entered the picture. Her concern for my well being was dwarfed by the humor my friend and I were experiencing at the time. After Dan's quick departure I slept this one off. Well not exactly . . . After waking up around 11:00 AM in=20

even greater pain, my wife and I decided to head to the emergency room. =

There a few oxycodone were popped which barely helped. By 4:00 PM=20
I was in consultation with the surgeon and 12/31 was chosen as the
day of the operation.

I can say that pain was the underlying theme from the moment of=20
the fall until three weeks later. All of the nurses enjoyed the ' =
wheelbarrow=20
chariot service ' story and were amazed that I waited eight hours before =

going to the hospital. Mass quantities of beer make men do strange =
things.

So Bill, that's my story as my friends and I remember it. I like =
telling=20
it to those that enjoy hearing about man's idiotic behavior and it's=20
potentially life changing outcome.

My leg's starting to ache.
T.

"Bill L" <bill@billlorentzen.com> wrote in message =
news:479e3e25\$1@linux...
Wait! I want to know how you did it?!?

erlilo wrote:
> ...if someone ask how you did it, don't try to show them...
>=20
> Erling
>=20
> On Mon, 28 Jan 2008 01:03:46 -0500, "Tom Bruhl" =
<arpeggio@comcast.net>
> wrote:
>=20
>> Hey everyone,
>> You had me laughing and that's a healing agent right there!
>> Today's better than yesterday and it's usually like that.
>> Your well wishes are graciously accepted. =20
>>
>> I'll get into the studio one way or another. I am in need of a new
>> armless chair with wheels. Does anyone have any suggestions
>> for less than \$350 ? I like a firm lower back and adjustable
>> height at a minimum. The more bells and whistles the
>> better though.
>>
>> Thanks!

>> Tom
>>
>>
>>
>>
>> "steve the artguy" <artguy@eaglenebula.com> wrote in message =
news:479ce41f\$1@linux...
>>
>> Tom-
>>
>> Reading this made my hair hurt. ouch.
>>
>> Whatever you did, don't do it again!
>>
>> -steve
>>
>>
>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>> >
>> >
>> >He guys,
>> >It's been a month since my last post. Reason being
>> >I broke my tibia fibula just above my ankle clean through
>> >on 12/30. =3D20
>> >
>> >Got some titanium inserted inside where the marrow was
>> >and screwed in in three places. I spent five days in the =
hospital
>> >due to a fever I was running. The pain was incredible for
>> >the first three weeks. Now I'm barely taking the pain meds.
>> >They helped alot though. Toes are moving and feeling. They
>> >tell me that's good. Ankle feels swollen and tender and is tough
>> >to move.
>> >
>> >Physical therapy is in house which is great although
>> >very difficult. I am giving it all I've got to get back on =
my=3D20
>> >feet asap. So far keeping the foot above my heart all
>> >the time is the best way to keep the swelling down along with
>> >ice after exercise.
>> >
>> >I want you all to know that I've been looking in here over the
>> >last few weeks and it's great to feel some what normal again.
>> >I can't spend more than 30 minutes at a desk. The studio
>> >has been out of the question although I'm looking for a way =
to=3D20
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>> >I am giggling once or twice/week which is way bad for me. =3D20

```

>> >Gotta make a living. =3D20
>> >
>> >My stereo amp is in the shop where I am sleeping and exercising.
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>> >Any tips from friends here would be great regarding healing
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>> >
>> >I'm down but not out,
>> >Tom
>> >
>> >
>> >
>> >
>> >
>> >I choose Polesoft Lockspam to fight spam, and you?
>> >http://www.polesoft.com/refer.html =20
>> >
>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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Subject: Re: Addictive Drums

Posted by [Dedric Terry](#) on Wed, 12 Dec 2007 04:04:12 GMT

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```

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<DIV><FONT face=3DArial size=3D2>So Bill, that's my story as my friends =
and I=20
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<DIV><FONT face=3DArial size=3D2>T.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
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<DIV>"Bill L" <<A=20
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> >I'm down but not=20
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> >Tom
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> >I choose Po

Subject: Re: Addictive Drums

Posted by [LaMontt](#) on Wed, 12 Dec 2007 04:45:05 GMT

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>> <<DIV><FONT face=3D3DArial size=3D3D2>He guys,</FONT></DIV>
>> <<DIV><FONT face=3D3DArial size=3D3D2>It's been a month since my =
last =3D
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>> >was</FONT></DIV>
>> <<DIV><FONT face=3D3DArial size=3D3D2>and screwed in in three =3D
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>> >five days in the hospital</FONT></DIV>
>> <<DIV><FONT face=3D3DArial size=3D3D2>due to a fever I was =
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>> >Now I'm barely=3D20
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>> <<DIV><FONT face=3D3DArial size=3D3D2>They helped alot though. =
Toes are =3D
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>> <<DIV><FONT face=3D3DArial size=3D3D2>tell me that's good. Ankle =
feels =3D
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>> >tender and is tough</FONT></DIV>
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>> <<DIV>to move.</DIV>
>> <<DIV> </DIV>
>> <<DIV>Physical therapy is in house =
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>> <<DIV> </DIV>
>> <<DIV><FONT face=3D3DArial size=3D3D2>My stereo amp is in the shop =
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>> <<DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
spam, =3D
>> >and=3D20
>> >you?<BR><A=3D20
>> =
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Subject: Re: Addictive Drums
Posted by [LaMontt](#) on Wed, 12 Dec 2007 04:49:57 GMT
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Content-Transfer-Encoding: quoted-printable

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</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Bill,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Do you really want to know?&nbsp; =
</FONT><FONT=20
face=3DArial size=3D2>Okay here's the story.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>The Pats had beat the NY Giants for the =
first time=20
this season</FONT></DIV>
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<DIV><FONT face=3DArial size=3D2>three of us took a walk downstairs at =
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<DIV><FONT face=3DArial size=3D2>some pool.&nbsp; The other two had =
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<DIV>fireman's walk to the <FONT =
face=3DArial=20
size=3D2>unassuming wheelbarrow which was down </DIV>
<DIV>four =
stairs outside=20
his front door. </DIV>
<DIV> </DIV>
<DIV>After arriving at my house a few =
painful minutes=20
later, I was given</DIV>
<DIV>one more fireman's walk inside my home =
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</DIV>
<DIV><FONT face=3DA

Subject: Re: Addictive Drums

Posted by [LaMontt](#) on Wed, 12 Dec 2007 07:19:29 GMT

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;>>>> up very much at all... a couple of db's at best on each side.

>>>>>

>>>>> 3.) Someone said "less keys" - well, the song has considerably

>>>>> less keyboard presence now, especially in the verses -

>>>>> especially with the guitars up a bit where they are.

>>>>>

>>>>> 4.) As for the drums being too high-end-ish, no i didn't go for

>>>>> a big "thumpy" kick on this... I think the kick drives things

>>>>> pretty good, but I wanted a good deal of "thwack" so you could
 >>>>> hear the accents come through clearly. Snare-wise - i'm diggin'
 >>>>> that nice "CRACK!". It's coming across just the way I want it -
 >>>>> same with the toms... you can hear the impact, and in their
 >>>>> case still feel them... you know, that "tubby" tom sound. Keep
 >>>>> in mind that this song has a LOT going on in terms of texture &
 >>>>> layering - much of which is apparent in the lows & lo lo-mids,
 >>>>> so I have to have some of the drums sitting "above" that
 >>>>> tonality-wise, or else, as busy as it is, things can get murky
 >>>>> pretty quick.
 >>>>>
 >>>>> 5.) Someone said the reason the guitars should come down is
 >>>>> that they couldn't hear the bass - or something along those
 >>>>> lines... the guitars & bass are pretty freakin' tight with each
 >>>>> other - is it possible that you're not hearing the bass as
 >>>>> being where it lives, but are thinking it's part of the bottom
 >>>>> end of the rhythm guitars? it's easy to pick it out where the
 >>>>> guitar parts drop out - check the solo sections to see what I'm
 >>>>> getting at (where the rhythm parts drop out).
 >>>>>
 >>>>> So, while I'm now going to go back & check for anything weird
 >>>>> going on in the low end, I'm also wondering how much of this
 >>>>> might be personal preference & the like???
 >>>>>
 >>>>> Thoughts?
 >>>>>
 >>>>> Neil
 >>>>>
 >>>>>
 >>>>> "Wayne Carson" <carson_wayne@msn.com> wrote:
 >>>>>> Hi Neil,
 >>>>>>
 >>>>>> That's weird. I heard exactly what Bill L heard concerning the mix
 >> on
 >>>> Adams
 >>>>>> A7 with a sub. I was considering sending you a similar note. I'd
 like
 >>>>>> more
 >>>>>> power from the drums and bass. Bass is ok but not real pronounced
 but
 >>>> the
 >>>>>> drums feel or sound in the distant and top endy. Vox and instruments
 >> punch
 >>>>>> out well and feel close and in my face. I like that. Changes in
 the
 >> drums
 >>>>>> and the mix would be balanced for me. Great tune with an LA vibe.
 Nice

>>>>> tones.
>>>>> Hey Rod, good stuff! Must have been fun! Very exciting. I thought
>> I
>>>> was
>>>>> listening to Neil Pert.
>>>>>
>>>>> wayne
>>>>>
>>>>>
>>>>> "Neil" <IOUOIU@OIU.com> wrote in message news:479e1f19\$1@linux...
>>>>>> Bill... I'm hearing everything in good balance except for
>>>>>> one little synth part near the front that I'll either automate
>>>>>> some EQ just for those couple of measures, or do a slight level
>>>>>> boost there. I can hear the bass & drums pretty full & strong
>>>>>> through 3 systems I've heard it on (DAW monitors, home stereo,
>>>>>> and car), so I'm not really sure how to interpret your, umm...
>>>>>> interpretation! lol
>>>>>>
>>>>>> Neil
>>>>>>
>>>>>>
>>>>>> Bill L <bill@billlorentzen.com> wrote:
>>>>>>> Nice drumming and playing! Fun song. Who is the singer?
>>>>>>> Neil, I know you didn't ask, but I'm gonna give you a couple cents
>> worth
>>>>>>> of mix critique, because I like the song and you have been helpful
>> with
>>>>>>> my mixes in the past: I wanted to hear a lot less of the synthy/organey
>>>>>>> pads and less wash of guitars. They kind of washed out the power
of
>>>>>>> everything else. The guitar comping was almost indistinguishable
from
>>>>>>> the synths in many places. Maybe pronounced panning (synths left,
>>>>>>> guitars right?) and more pointy EQ would clear up the middle a bit
>> too
>>>>>>> so the drums and bass can push through. Also, on the drums I'm hearing
>>>>>>> mostly top end on my Mackie HR 824s - I'm not feeling low end punch
>> from
>>>>>>> the kick drum and pop from the snare.
>>>>>>> Anywho, it's a great tune - thanks for sharing.
>>>>>>>
>>>>>>> Neil wrote:
>>>>>>>> Most of you have heard this song in various permutations, but
>>>>>>>> now, FINALLY, i think i can call it "DONE!"
>>>>>>>>
>>>>>>>> Ladies & gentlemen, our very own Rod Lincoln on drums...
>>>>>>>> you REALLY do have to check this out - he threw down
>>>>>>>> a totally 100% ass-kickin' performance! Especially from the

>>>>>>> midpoint solo sections onward.

>>>>>>>

>>>>>>> [http://saqqararecords.com/MiscAudio/Istanbul-3rdRough-RLinco InDrums.mp3](http://saqqararecords.com/MiscAudio/Istanbul-3rdRough-RLinco%20InDrums.mp3)

>>>>>>>

>>>>>>>

>>"TCB" <nobody@ishere.com> wrote in message news:479f8f88\$1@linux...

>

> The phrase this reminds _me_ of involves the words 'gauntlet' 'thrown
> down'

> and 'Deej.'

>

> TCB

>

My idea for a long time was (and sometimes still is):

1) Build 9 x PC's running windows ME. The master PC will have a MEC and pair of ADAT cards and each of the 8 x slaves will have a MEC 1 x EDS card and 1 x ADAT card.

2) Each PC has aan Opcode Studio 64 XTC and the SMPTE output of the master triggers the daisy chained slave boxes so that they are all timeline locked.

3) The main mix bus of each slave PC is routed to an ADAT stereo pair which is routed to one of the 8 x stereo ADAT pair residing in the master PC.

4) 4 x Dell 2407 LCD's with whatever KVM hardware (or remote desktop software) may be necessary to flip between the various computers.

This would create an 8 bus Paris rig, summing at the master and you would have the analog or spdif I/O of each MEC to use to interface outboard gear on the master bus insert. If you had 8 x C-16's you could create a very impressive looking Deejenstein. I have used all of the hardware described above at various times and I'd lay odds that I could pull this off if I wanted to go there. You're gonna need a machine room though.

Whoever wants to try this with 9 x ASUS A7V-8x mobos and AMD XP 3000 CPU's (very reliable for me when I was using Paris) could probably pull it off and I'll make them a gift of my Colorgraphics Predator Pro quad AGP card with 4 DVI outputs which will work perfectly with this mobo on the master DAW and the 4 x Dell 2407 LCD's. (but probably not worth a

Subject: Re: Addictive Drums

Posted by [Wayne Carson](#) on Sat, 15 Dec 2007 04:28:16 GMT

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;> going to fork out another \$1000 or more on an amp, the expression system

>>>> pick-up won't come into it's own. Through a standard P.A, I found the
>ES
>>>> very hard to control the bass. When stumming the bass made a huge boom,
>>> cutting
>>>> over other instruments and when picking the bass notes would ring into
>feedback
>>>> at the drop of a hat.
>>>>
>>>> I've been plying for many years and have had similar problems with
cheaper
>>>> systems but considering the hype Taylor gives it's ES I wasn't expecting
>>>> it. Plus the fact that the ES is more advanced makes it harder to get
>that
>>>> amplified sound you want.
>>>>
>>>> Put it through a Genz Benz or the new Fender acoustatronic Head and
Cab
>>> and
>>>> then you're feeling the love!
>>>>
>>>> Anyhoo, I got the OMC Aura and through the Amp, it's all that
>>>> and a bag of potato chips, plus through the standard PA with
>>>> the band, it sounds really amazing too!
>>>>
>>>> The look is an aquired taste I must say as it's an odd shape if
>>>> you're used to the Dreadnought or even the G/Auditorium and
>>>> there's a lot of bling on it but I love it!
>>>>
>>>> mmmmmmmmmmmmmmmmm
>>>>
>>>>
>>>> Jamie K <Meta@Dimensional.com> wrote:
>>>>> The earlier VG8 and VG88 were not as good as the Variax at guitar
>>>>> modeling when I tried them. Particularly the acoustic and strat models.
>>>>> I haven't auditioned the VG99 yet but I've been monitoring a discussion
>>>>> group which covers all of the Rolands, including the VG99:
>>>>>
>>>>> <http://launch.groups.yahoo.com/group/vg-8/messages>
>>>>>
>>>>> From comments on that group, all is not roses with the VG99. But it
>
>>>>> does offer some advantages:
>>>>>
>>>>> 1) Play a guitar you already like.
>>>>> 2) It also does amp modeling, (if you like Roland's models)
>>>>>
>>>>> Disadvantages:
>>>>>

>>>>> 1) Another \$1000+
>>>>> 2) Another box to haul to gigs
>>>>> 3) For me, I'd need the additional footswitch unit
>>>>> 4) Requires adding a special pickup system
>>>>>
>>>>> If the VG99 can do long jump alt tunings with absolutely no artifacts,
>>>
>>>>> that's pretty huge. I'll have to hear it to believe it.
>>>>>
>>>>> From what I've heard, on the MIDI side the tracking is no better than
>>>
>>>>> the my GR-33, which isn't that great, but I'm glad they included MIDI
>
>>>>> out capability anyway (something Line 6 ought to consider).
>>>>>
>>>>> It's always nice to have another choice.
>>>>>
>>>>> Cheers,
>>>>> -Jamie
>>>>> www.JamieKrutz.com
>>>>>
>>>>>
>>>>>
>>>>> Bill L wrote:
>>>>>> Alex, I'm interested in something you wrote, "I'm not
>>>>>> crazy about the electric guitar models..." Really? I would have expected
>>>>>> the electric guitars to be best. What's wrong with them?
>>>>>>
>>>>>> alex plasko wrote:
>>>>>>> if you get a Roland VG99 you wont have the issues that the variac
>has.
>>>>>>> I use mine with a Brian Moore DC-1/13 and there are no artifacts
,any
>>>>>>> tuning imaginablealot more flexibility in designing your own models
>>> etc.
>>>>>>> you can install a GK-2 pickup on any guitar if you don't have or
want
>>>>>>> one with one built in.
>>>>>>> there is absolutely NO delay as with a midi guitar setup.
>>>>>>> there is also a midi out if you would like to drive a synth
>>>>>>> from the VG99.
>>>>>>> there are allot of models built in and infinite ways to vary
>>>>>>> th

Subject: Re: Addictive Drums

Posted by [Wayne Carson](#) on Sat, 15 Dec 2007 05:39:41 GMT

>>
>>Hi John,
>>
>>Sorry for the comment, it was unnecessary and rude. Moody is the right
>>word,
>>maybe even asshole at times :-)
>>
>>Chuck
>>"John" <no@no.com> wrote:
>>>
>>>Is there a third choice? hmmm, Chucky getting moody. Maybe from eating
>>>ketchup from foil packets.Hi Ed,
Use it all the time for trouble shooting . Its an awesome tool.

It is great for finding what device is causing bus interrupts.

Chris

Ed wrote:

> Hey folks... anyone familiar with this program?
>
> http://www.thesycon.de/deu/latency_check.shtml
>
> I recently purchased the Alesis io14 (firewire) that I am gonna try. I need
> a cheap something, but with at least 4 inputs. I tried to research, but
> so few reviews... But the firmware/driver updates recommend this proggie...
> Anyone?
>

--

Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.comChuck -

If you are playing on a digital keyboard, you could transpose the root
note so you are in your comfort zone.

- Paul

On 8 Feb 2008 08:26:59 +1000, "chuck duffy" <c@c.com> wrote:

>
>steve i truly think we have a psychic connection :-). First I love monk. Second,
>for the first time in my life I am working through chord progressions in

>a variety of keys.
>
>My buddies are working on a cd, and they send me roughs to practice.
>
>Since I didn't write the songs, they are not in my 'keys' so to speak, the
>ones I gravitate to for my tiny vocal range.
>
>So I practice each one over and over and then I try and go up to NY and we
>record in their home studio on their old steinway.
>
>For example, one of the tunes was a bluesy tune in F# which forced me to
>do all my regular 'slides' like where I would slide off e# to e or g# to
>g. I had to switch to moving rapidly between two flats (a# to b#) instead
>of sliding from black key to white with a single finger. Totally unnatural
>for me, but after a week or so I got to where I could play the tune well
>in a country/bluesy style in f#. That got me thinking - why shouldn't I be
>able to play it in any key. And that got me to where I am now :-)
>
>Chuck
>
>"steve the artguy" <artguy@somethingorother.net> wrote:
>>
>>chuck-
>>
>>You may or may not be interested in his music, but I find learning monk
>tunes
>>is very useful. Same with charlie parker tunes.
>>
>>Useful as in "learning to negotiate chord progressions in different keys"
>>sort of thing.
>>
>>I should spend more time doing such things myself.
>>
>>-steve
>>
>>
>>"chuck duffy" <c@c.com> wrote:
>>>
>>>Thanks for the input guys. I'm definitely down with what kim was saying.
>>I
>>>found that many smaller sessions get me better much faster. I hope that
>>someday
>>>soon I can find some time to take it to the woodshed too...
>>>
>>>Chuck
>>>"TCB" <

Subject: Re: Addictive Drums

Posted by [LaMontt](#) on Sat, 15 Dec 2007 06:40:32 GMT

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t; <ottawarocks@netscape.net> wrote in message news:47989b01@linux...

>>>>>>> Once again, thanks to all for the contributions...

>>>>>>>

>>>>>>> All this dialog has given me a wicked idea: instead of shelling out

>>>>>>> almost \$3K on a Taylor, I could get for roughly the same amount both

>>>>>>> a decent Breedlove chosen mainly for its acoustic properties, *and*
>>>> a

>>>>>>> Variax 700 for live playing where a "reasonable" substitute is good
>>>>>>> enough.

>>>>>>>

>>>>>>> But I read some comments on the Variax that make me nervous - I

>>>>>>> cannot find a Variax locally, and may have to (gulp!) mail-order
>one.

>>>>>>> The comment in question comes up frequently in various review
>>>>>>> databases, and goes along these lines: apparently, the Variax 700
>has

>>>>>>> a significant deficiency in the sustain area (enough to be considered
>>>>>>> an unacceptable compromise by several reviewers).

>>>>>>>

>>>>>>> So Jamie (and anyone else who "believes" in the Variax): did you
>find

>>>>>>> such a flaw in the Variax's sustain? How usable is it really? And
>(as

>>>>>>> an add-on bonus question) how convincing and artifact-free are the
>>>

>>>>>>> altered tunings? Would you trust it enough to buy one via mail order?
>>>>>>>

>>>>>>> Thanks to all again,
>>>>>>> Dan

>>>>>>>

>>>>>>> "Jamie K" <Meta@Dimensional.com> wrote in message
>>>>>>> news:47963ccf\$1@linux...

>>>>>>> For live acoustic guitar gigs I currently use a Line 6 Variax 700
>>>

>>>>>>> Acoustic modeling guitar. This is the one that looks like an
>>>>>>> acoustic guitar, not the PRS-ish looking electric 700 version,

>>>>>>> although I have one of those too.

>>>>>>>

>>>>>>> The acoustic 700 VAX sounds quite good through the PA. It doesn't
>>>

>>>>>>> feed back. Even when using the built-in compressor which is really

>>>>>>> nice to use on fingerpicked songs.
>>>>>>>
>>>>>>> Acoustically it's fairly quiet, good for late night practicing

>>>>>>> without waking anyone. But without plugging it in, it's not a
>>>>>>> booming sing-around-the-campfire acoustic guitar.
>>>>>>>
>>>>>>> It has multiple guitar models to choose from including several
that
>>>>>>> are bread and butter, plus a few non-guitar models like banjo,
sitar
>>>>>>> and mandella.
>>>>>>>
>>>>>>> It also can do alternate tunings on the fly (via DSP so not quite
>>> as
>>>>>>> great as tuning them yourself, but for live it's fine and -
>>>>>>> important for shows - instant). It can also imitate a 12 string
>
>>>>>>> (again via DSP).
>>>>>>>
>>>>>>> It looks good, with nice grain on the top. It's has a shallow body.
>>>>>>> It plays well. The upper strings have 24 frets, very rare for an
>
>>>>>>> acoustic.
>>>>>>>
>>>>>>> It's more affordable than a high-end acoustic, and therefore less
>>> of
>>>>>>> a risk at gigs. It sounds as good or better through a PA than any
>>>
>>>>>>> other acoustic guitar I've heard.
>>>>>>>
>>>>>>> The only acoustic guitar thing it doesn't do well is body slaps,
>
>>>>>>> which is probably why it never feeds back.
>>>>>>>
>>>>>>> The output is mono. I do use it for recording direct sometimes.
>It
>>>>>>> sits nicely in the track and is good for L/R panned part doubling
>>>
>>>>>>> using different models.
>>>>>>>
>>>>>>> Cheers,
>>>>>>> -Jamie
>>>>>>> www.JamieKrutz.com
>>>>>>>
>>>>>>>
>>>>>>> D.P. wrote:
