
Subject: Interesting heresay RE: Behringer
Posted by [Deej \[1\]](#) on Tue, 29 Nov 2005 00:42:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

/>
> "T" stop.
> Hope this helps. May your explorations rise up to meet you!
> MR"cujo" <chris@nospamapplemanstudio.com> wrote:
>
>
>And of course there is JJ Foleys on Kingston St which seems to serve the
>latest beer in town..good Guinness. Also The Waren Tavern in Charlestown
is
>a great place to grab a drink, Gearge Washington liked it there too. and
>plenty of bankrobbers in town too.
>
>Drop me a line if you have Boston questions.
>
>
>C
>

thanks, cujo!

Bonnie is the "beverage" fan. We may have to check these out.

-steveOh, while in Cape Cod, try INA

Subject: Re: Interesting heresay RE: Behringer
Posted by [Tony Benson](#) on Tue, 29 Nov 2005 17:39:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;<A=20
> > href=3D"mailto:nospam@not_here.dude">nospam@not_here.dude> =
> >wrote in=20
> > message =3D
>news:43a5b0b4\$1@linux...
> Are you =
> >sure you=20
> > have the two 'correct' EDS cards chosen for your =3D
>system?=20
> > I=3D20
> know that it gets sketchy pinning down which =
> >one, but on=20
> > my system I =3D
>have to=3D20
> use card A and C =
> >and skip=20
> > putting a MEC on card B or wierd stuff=20
> > like
=3D
>this=3D20
> happens (another hidden =
> >Paris=20
> > 'feature'). The other thing to check =
> >is
=3D
>that=3D20
> =20

> > you have a good wordclock BNC cable running from MEC #1 to MEC=20
> > #2.
>
> AA
>
>
> =
> >"Deadmeat" <<A=20
> > =
>
>href=3D"

Subject: Interesting heresay RE: Behringer
Posted by [Dimitrios](#) on Tue, 29 Nov 2005 21:38:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

/>
>href=3D'mailto:nospam@not_here.dude">nospam@not_here.dude</A'>mailto:nosp=
> >am@not_here.dude">nospam@not_here.dude</A>>=20
> > =3D
>wrote in=3D20
> message <A =
> >=3D
>href=3D3D"<A=20
> > =
>
>href=3D'news:43a5b0b4\$1@linux">news:43a5b0b4\$1@linux...</DIV>Are=3D20=
> >'>news:43a5b0b4\$1@linux">news:43a5b0b4\$1@linux...</DIV>=
> >;Are=3D20
> =20
> > you sure you have the two 'correct' EDS cards chosen for your=20
> > system?
=3D
>I=3D20
>
know that it =
> >gets sketchy=20
> >

Subject: Re: Interesting heresay RE: Behringer
Posted by [Deej \[1\]](#) on Wed, 30 Nov 2005 00:12:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

ank">1@linux...

"Tom Bruhl" <arpeggio@comcast.net> wrote:
>
>
>Hey Steve,
>Beside the Christian Science Center Globe (really great!) and =
Aquarium,
=3D
>I'd suggest
>a walk through Harvard Square in Cambridge. It would be nicer in the
>summer but Christmas can be cool. Red Line to Harvard Square via the =
T
=3D
>and you're there.

>There are incredibly giant ice sculptures on the Trinity Church =3D
>property-
>beside the Boston Public Library on Boylston Street (main drag). The =
=3D
>Hancock Building=3D20
>(the new one) is triangular and all glass right near there. Cool =3D
>reflections
>of the church on the Hancock! Might catch a jazz group at the Top Of =
=3D
>The Hub
>in the Prudential Center (the Pru). That's the highest point in =
town.=20
=3D
>If you've got legs
>the church, Pru and Hancock are 4 blocks apart. The Christian =
Science =3D
>Center is
>close if you walk behind the Pru to get there. Harvard and the =
Aquarium
=3D
>are each T stops
>which can be picked up on Boylston St.
>
>Have fun and if you have time to visit my door is open. I'm in =
Raynham,
=3D
>MA..
>Sincerely,
>Tom

thanks, guys! Keep 'em comin'!

Tom,=20

An old roommate of Bonnie's is expecting us to visit him somewhere in =
Cape
Cod, so we'll be wandering around in the rental car some. Thanks for =
the
invite - it's within the realm of the possible...

-steve

>
> "Mike R." <emarenot@yahoo.copm> wrote in message =3D
>news:43a8aed6\$1@linux...

Subject: Interesting heresay RE: Behringer
Posted by [Mike Audet mike](#) on Wed, 30 Nov 2005 01:54:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

sound =3D
>at=3D20
> all
> on any =
> >inputs for MEC=20
> > B, Mix B. Tried to load V2.2, and=3D20
> =
> >all
> is fine=20
> > - can record on MEC B inputs all day long. When=3D20
> =20
> > using
> V3, see input lights on module, but have no =
> >meters=20
> > in=3D20
> mixer
> and no sound - MEC B =
> >syncing to WC=20
> > fine - plays sound=3D20
> accross
> all =
> >submixes just=20
> > fine from projects recorded on=3D20
> =20
> > V2.
>
> Any Thoughts?=20
> > =
> >

</BLOCKQUOTE></BODY></HTML>
>=
> >
>
</BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>
> >
> >
>This is a multi-part message in MIME format.

-----=_NextPart_000_023B_01C605BF.8C195280
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Steve,
I'm on the way down from Boston if you take rt 24.
The Bourne bridge over the Cape Cod Canal is about=20
25 minutes from my house.

I'll shoot you an email.
Tom

"steve the artguy" <artguy@svnsillyme.net> wrote in message =
news:43a8ca82\$

Subject: Re: Interesting heresay RE: Behringer
Posted by [erlilo](#) on Wed, 30 Nov 2005 07:18:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

> one Sync on MEC A, 1 8-input on MEC B.
> =3D
> >>
> >=3D20
> > Can record fine with MIX A, MEC A. Getting no sound at =3D

Subject: Re: Interesting heresay RE: Behringer
Posted by [Deej \[1\]](#) on Wed, 30 Nov 2005 15:26:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Page 5 of 14 ---- Generated from The PARIS Forums

scott@postmodernblues.com & a=mp;g'>mailto:scott@postmodernblues.com" & scott@postmodernblues.com & lt; /A & gt; & amp; g< /A>=3D
>=20
 & gt; t;=3D20
> & gt; & nbsp; & nbsp; & nbsp; wrote in message = & lt; A=3D20
>=20
 & gt; & nbsp; & nbsp; & nbsp; & nbsp; =3D
>
> href=3D3D"<A=20
 =
 href=3D'news:43a6d87f\$1@linux">news:43a6d87f\$1@linux...</DIV>
Well=
 ' > news:43a6d87f\$1@linux" & gt; news:43a6d87f\$1@linux & lt; /A & gt; ... & lt; /DIV & gt;=
 ; & lt; BR & gt; Well < /A>=3D
>=20
 & gt; ,=3D20
> & gt; & nbsp; & nbsp; & nbsp; like I said, the system =
 works as is=20
 (MECs on A and B) & lt; BR & gt; with the =3D
> & gt; & older =
 2.2=3D20
>=20
 & gt; & nbsp; & nbsp; & nbsp; software, and has been running like =
 that & lt; BR & gt; for a=20
 couple of years -
> =3D
> & gt; & all=3D20
> & gt; =
 & gt; & nbsp; & nbsp; & nbsp;=20
 inputs and outputs producing & lt; BR & gt; sound without problems. So, I =
 know=20
 =3D
> & gt; my clock=3D20
> & gt; & nbsp; & nbsp; & nbsp; is good,=20
 the & lt; BR & gt; cards are good, the MECs and interfaces are =
 good.
I=3D20
>=20
 & gt; & nbsp; & nbsp; & nbsp; just & lt; BR & gt; brought up V2.2 to double check, =
 and=20
 recorded using=3D20
> & gt; & nbsp; & nbsp; & nbsp; =
 the & lt; BR & gt; interfaces that=20
 don't work with 3.0, so it's definatley & lt; BR & gt; a
> =3D
> & gt; =

 & gt; 3.0=3D20
> & gt; & nbsp; & nbsp; & nbsp; =
 issue. & lt; BR & gt; & lt; BR & gt; When you=20
 had to have your MECs on A and C (or E),
was=3D20
>=20
 & gt; & nbsp; & nbsp; & nbsp; that & lt; BR & gt; with Version 2.2 and 3.0, or just =
 with=20
 3.0? I could try=3D20
> & gt; & nbsp; & nbsp; & nbsp; =
 moving & lt; BR & gt; the MEC to=20
 C and see if that fixes it, but I dread
making=3D20
>=20
 & gt; & nbsp; & nbsp; & nbsp; any & lt; BR & gt; changes at all to a functional =
 (under 2.2)=20
 PARIS=3D20
> & gt; & nbsp; & nbsp; & nbsp;=20
 system..... & lt; BR & gt; & lt; BR & gt; & lt; BR & a mp; gt; "Tom Bruhl" =
 & lt; & lt; A=3D20
>=20
 & gt; & nbsp; & nbsp; & nbsp; href=3D3D"<A=20
 =
 href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20'>mailto=
 :arpeggio@comcast.net" & gt; arpeggio@comcast.net & lt; /A & gt; & gt; =3D20
>=
 t;=20
 & gt; & nbsp; & nbsp; & nbsp;=20

[illegible]

[illegible]

=3D
>
>;href=3D3D'news:43a5b0b4\$

Subject: Re: Interesting heresay RE: Behringer
Posted by [Deej \[1\]](#) on Thu, 01 Dec 2005 00:41:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

to
a
>D4
>>drum module and use that as my click sound back into Paris. Is there an
>app
>>I could use that could sync to time code where I could chose the beat,
tempo
>>and just start trackin, no F__in around...!! Then, with the same timecode,
>I
>>could go back to Cakewalk if need be, punch in the same tempo and work
on
>>midi tracks/sequences, etc.
>>
>>Thanks much and Happy Holidays from the great white north.
>>
>>Rob A
>>
>>
>>
>>
>>
>>I am 99.99998% sure that if there's no audio present in the
display window, then it's not streaming anything that doesn't
actually show up there - including anything that's been clipped.

Neil

"Aaron Allen" <nospam@not_here.dude> wrote:
>Yeah. Cut out a huge section and see if the hard drive light slows/stops

>activity.
>AA
>
>
>"John" <no@no.com> wrote in message news:43a894e1@linux...
>> But is there any way to test it?
>> John
>>
>> EK Sound wrote:
>>> AFAIK, mutes do not stop the file from being streamed, but edits do.

>>>
>>> David.
>>>
>>> John wrote:
>>>
>>>> see i'm assuming it does NOT stop. I'm betting that both shortened

>>>> objects and mutes play stream the entire segment I just am not sure
how
>>>> to test. Hmm, how to test this. Brains anyone ?
>>>>
>>>> rick wrote:
>>>>
>>>>> i guess you could run a cpu usage check and see what happens but i
>>>>> would assume that the audio streaming would stop when the file stops
>>>>> playing. as far as the mutes go, i would think that it would be
>>>>> likened to a midi on/off command in that data is sent only during the
>>>>> onset of either command.
>>>>>
>>>>> On Mon, 19 Dec 2005 20:26:21 -0500, John <no@no.com> wrote:
>>>>>
>>>>>
>>>>>> Does an object that has been trimmed still stream the entire object?

>>>>>> Like if I take a 5 minute object and trim it to 5 seconds will it

>>>>>> still be streaming from hard drive the whole time?
>>>>>>
>>>>>> Also, do automated mutes continue streaming from disk? I'm betting

>>>>>> they both stream and need to be rendered to fix it.
>>>>>>
>>>>>> Is there a way to verify this?
>>>>>>
>>>>>>
>>>>>> Oh, I tried compact and as reported, it did nothing. Oh well.
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>
>now I remember why hanging out here is such fun...!

-steve

"Tom Bruhl" <arpeggio@comcast.net>

gt; I am 99.99998% sure that if there's no audio present in the
> display window, then it's not streaming anything that doesn't
> actually show up there - including anything that's been clipped.
>
> Neil
>
>
> "Aaron Allen" <nospam@not_here.dude> wrote:
>
>>Yeah. Cut out a huge section and see if the hard drive light slows/stops
>
>
>>activity.
>>AA
>>
>>
>>"John" <no@no.com> wrote in message news:43a894e1@linux...
>>
>>>But is there any way to test it?
>>>John
>>>
>>>EK Sound wrote:
>>>
>>>>AFAIK, mutes do not stop the file from being streamed, but edits do.
>>>>
>>>>David.
>>>>
>>>>John wrote:
>>>>
>>>>
>>>>>see i'm assuming it does NOT stop. I'm betting that both shortened
>
>
>>>>>objects and mutes play stream the entire segment I just am not sure
>
> how
>
>>>>>to test. Hmm, how to test this. Brains anyone ?
>>>>>
>>>>>rick wrote:
>>>>>
>>>>>
>>>>>i guess you could run a cpu usage check and see what happens but i
>>>>>would assume that the audio streaming would stop when the file stops
>>>>>playing. as far as the mutes go, i would think that it would be

>>>>> likened to a midi on/off command in that data is sent only during the
>>>>> onset of either command.
>>>>>
>>>>> On Mon, 19 Dec 2005 20:26:21 -0500, John <no@no.com> wrote:
>>>>>
>>>>>
>>>>>
>>>>>> Does an object that has been trimmed still stream the entire object?
>
>
>>>>>> Like if I take a 5 minute object and trim it to 5 seconds will it
>
>
>>>>>> still be streaming from hard drive the whole time?
>>>>>>
>>>>>> Also, do automated mutes continue streaming from disk? I'm betting
>
>
>>>>>> they both stream and need to be rendered to fix it.
>>>>>>
>>>>>> Is there a way to verify this?
>>>>>>
>>>>>>
>>>>>> Oh, I tried compact and as reported, it did nothing. Oh well.
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>
> agreed

"Neil" <OIUOI@OIU.com> wrote in message news:43a8f17f\$1@linux...
>
> I am 99.99998% sure that if there's no audio present in the
> display window, then it's not streaming anything that doesn't
> actually sh
