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Subject: Crackling in Cubase, please help  
Posted by [emarenot](#) on Sun, 14 Oct 2007 14:00:03 GMT  
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s:Tapelt

>  
> Work like a charm, and for 20 bucks it does save time for rendering  
tracks..  
>  
> "DJ" <animix \_ at \_ animas \_ dot \_ net> wrote:  
> >Just finished tracking a punk band. we just went balls to the wall 10  
drum  
>  
> >mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,  
>  
> >rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create  
> a  
> >new song each time. I just &

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Subject: Re: Crackling in Cubase, please help  
Posted by [neil\[1\]](#) on Sun, 14 Oct 2007 15:31:42 GMT  
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quot;rolled disk" and tracked 12 songs back to  
back.  
> >  
> >Now I've got to split them into separate tracks and render each one  
> >individually.  
> >  
> >This sucks.  
> >  
> >One thing that didn't suck though was tracking the drums and bass on a  
pair  
>  
> >of Multifacia on my slave comp while tracking vox and guitars on the  
master  
>  
> >machine.  
> >  
> >Neither comp was breathing hard at all and Systemlink worked like a  
dream.  
> >  
> >  
> >  
> >  
> >  
> >

> >

>If it's version 2.7, you can get it here:  
<http://users2.titanichost.com/antress/>

Erling

On 4 Nov 2007 05:33:07 +1000, "John" <no@no.com> w

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Subject: Re: Crackling in Cubase, please help  
Posted by [Bill L](#) on Sun, 14 Oct 2007 17:11:11 GMT  
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worked like a dream.

>  
>  
>  
>  
>  
>  
>

>Hi Dimitrios,

Thanks for your kind words!

I've been reading up more on the architecture of the ESP2, and I'm not sure I can make one plugin instance talk to another. All the memory is inside the chip, and it's probably all stack based. So, once an instance of a plugin is loaded, it can only see its own variables. But it is something I'd like to try and work around, if possible. :)

One thing I did get working, though, is the big reverb. I still have to figure out what parameters to sent it - there's like 25 of them or something with next to no documentation, and I have to build a GUI. But

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Subject: Re: Crackling in Cubase, please help  
Posted by [LaMont](#) on Sun, 14 Oct 2007 17:12:13 GMT  
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take?

If you just kept it in record for all songs back to back as one long file, you are living really close to the edge, brother. If you got a corruption in an audio file or a crash, the whole session could be out the window.

OTOH, if you did do separate files for each song, you can simply delete the tracks you don't want and save the song, then undo the deletes and

do the same with the next one, etc.

DJ wrote:

> Just finished tracking a punk band. we just went balls to the wall 10 drum  
> mics, Bass DI'ed and Mic'ed, Lead guitar cab stereo mic'ed with a POD DI,  
> rythm guitar stereo mic'ed and a scratch vocal. We didn't stop to create a  
> new song each time. I just "rolled disk" and tracked 12 songs back to back.  
>  
> Now I've got to split them into separate tracks and render each one  
> individually.  
>  
> This sucks.  
>  
> One thing that didn't suck though was tracking the drums and bass on a pair  
> of Multifacia on my slave comp while tracking vox and guitars on the master  
> machine.  
>  
> Neither comp was breathing hard at all and Systemlink

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Subject: Re: Crackling in Cubase, please help  
Posted by [John \[1\]](#) on Sun, 14 Oct 2007 18:14:34 GMT  
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guy feel better  
>!  
>He is the last apachi !  
>Dear Mike,  
>can you make the compressor s

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Subject: Re: Crackling in Cubase, please help  
Posted by [DJ](#) on Sun, 14 Oct 2007 19:14:33 GMT  
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tereo for insert !?  
>Means something like your ducker.  
>So as when we have a stereo OH's on channels 1 and 2 then by putting one  
>or two instances of compressor that one gets the sync signal from the other  
>as to have identical attack release threshold settings ?  
>Thanks for what you are doing once again !  
>Regards,  
>Dimitrios  
>  
>"Mike Audet" <mike@....> wrote:  
>>  
>>Thanks, Rob! Let me know if/when it's useful. I'm dying to hear how these

>>things are being used.  
>>  
>>All the best,  
>>  
>>Mike  
>>  
>>  
>>"Rob Arsenault" <mani1147athotmaildotcom> wrote:  
>>>Way to go Mike, great stuff, thanks.  
>>>  
>>>  
>>>"Mike Audet" <mike@....> wrote in message news:472923eb\$1@linux...  
>>>>  
>>>> Yo, Yo!  
>>>>  
>>>> The EQ4+ has been released into the wild!  
>>>>  
>>>> It's a stereo, 4 band eq that can be set to high pass, low pass, high  
>>  
>>>> shelf,  
>>>> low shelf, band pass, or parametric filters, with metering at every  
stage.  
>>>>  
>>>> How cool is that?  
>>>>  
>>>> A special thanks goes out to Chuck for his BarbQ. This is basically  
>a  
>>4  
>>>> band stereo version of his plugin on steroids.  
>>>>  
>>>> Enjoy!  
>>>> Download at: [www.ensoniq](http://www.ensoniq)

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Subject: Re: Crackling in Cubase, please help  
Posted by [Chris Ludwig](#) on Sun, 14 Oct 2007 21:58:47 GMT  
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email.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>As I suggested to you, is it possible =  
to get a=20  
single bypass</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>switch to help achieve unity&nbsp;gain =  
with the=20  
dry?</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>It does sound much better than what l=20

expected.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>The reverb will be great when it shows =  
up.&nbsp;=20  
Keep up</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>the great work and don't burn =  
out.&nbsp;=20  
you!</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<BLOCKQUOTE=20  
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
<DIV>"Mike Audet" &lt;mike@.....&gt; wrote in message <A=20  
=  
href=3D"news:472de838\$1 @linux">news:

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Subject: Re: Crackling in Cubase, please help  
Posted by [emarenot](#) on Sun, 14 Oct 2007 23:16:40 GMT  
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t;  
>>>>  
>>>  
>>>  
>>  
>>  
>>  
>This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0012\_01C81EDB.56E86100  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Mike,=20  
The eq is awesome as I stated in a personal email.  
As I suggested to you, is it possible to get a single bypass  
switch to help achieve unity gain with the dry?

It does sound much better than what I expected.  
The reverb will be great when it shows up. Keep up  
the great work and don't burn out. We need you!  
Tom

"Mike Audet" <mike@.....> wrote in message news:472de838\$1 @linux...

Hi Dimitrios,

Thanks for your kind words!

I've been reading up more on the architecture of the ESP2, and I'm not =  
sure

I can make one plugin instance talk to another. All the memory is =  
inside  
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a plugin  
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like  
to try and work around, if possible. :)

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Subject: Re: Crackling in Cubase, please help

Posted by [Martin Harrington](#) on Sun, 14 Oct 2007 23:19:39 GMT

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re =

being=20

used.<BR>&gt;<BR>&gt;All the=20

=

best,<BR>&gt;<BR>&gt;Mike<BR>&gt;& <BR>&gt;<BR>&gt;"Rob=  
=20

Arsenault" &lt;mani1147athotmaildotcom&gt; wrote:<BR>&gt;&gt;Way =  
to go=20

Mike, great stuff,=20

thanks.<BR>&gt;&gt;<BR>&gt;&gt; <BR>&gt;&gt;"Mike Audet"=20

&lt;

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Subject: Re: Crackling in Cubase, please help

Posted by [excelav](#) on Mon, 15 Oct 2007 06:29:11 GMT

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>> to create a new song each time. I just "rolled disk" and tracked 12 songs  
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>>

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>> master machine.  
>>  
>> Neither comp was breathing hard at all and Systemlink worked like a  
>> dream.  
>>  
>>  
>>  
>>  
>>  
>>  
>>So LaMont,

If I drop one of these as a plugin on each track, I can set a destination folder, play the track from POB to POE and it will render new .wav files to the destination folder which I can then import into a new project????

Thanks,

Deej

"LaMont" <jjdpro@gmail.com> wrote in message news:472dfdbc\$1@linux...

>  
> Nice, but does let you  
>  
> -render "mono" wav file  
> -Asio  
>  
> "Neil" <OIU@OI.com> wrote:  
>>  
>>"LaMont" <jjdpro@gmail.com> wrote:  
>>>  
>>>Good job!! it's funny that Acid has th

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