
Subject: Pulsar "allkeys" file obtained!

Posted by [Neil](#) on Wed, 22 Nov 2006 21:34:02 GMT

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rd (\$~750, and has 6 DSP chips)

>>> c.) "Pr

Subject: Re: Pulsar "allkeys" file obtained!

Posted by [Nil](#) on Wed, 22 Nov 2006 23:52:59 GMT

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>negates the ability to sum in Pulsar (the step backwards) or you sum =

>
in=20

>Pulsar and apply the Scope plugs there, or you work "in series" wherein

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>

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Subject: Re: Pulsar "allkeys" file obtained!

Posted by [Neil](#) on Thu, 23 Nov 2006 01:59:02 GMT

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;
>>
>> Neil
>=20

>
></BODY></HTML>

>

>Shaky? Specifics bro, I'm trying to avoid the garden path currently.

AA

"TCB" <nobody@ishere.com> wrote in message news:4596bd30\$1@linux...

>

> Two things to add. First, and I know it's not your bag so you're not that

> interested, but to repeat, Scope is a superb synthesis platform as well.

> Second, I really wish XTC mode worked better, even if one wanted to run

> stems

> to sum in the Scope mixer. For me, there is the

> composing/tracking/humming/screwing

> around stage of making music and then the mixing/tweaking stage. The

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> would be ideal. I know it's possible now but XTC mode is so shaky I'm not

> sure it's worth the bother.

>
> TCB
>
> "DJ" <

Subject: Re: Pulsar "allkeys" file obtained!
Posted by [DJ](#) on Thu, 23 Nov 2006 04:01:33 GMT
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o=20
>>> be used as a digital patchbay, enhancing what I already have here that
> =
>>I was=20
>>> getting ready to expand.. These two things were worth the price of=20
>>> admission.
>>>=20
>>> Cheers,
>>> ;o)
>>>=20
>>> "Neil" <OIUOIU@OIU.com> wrote in message news:45952a49\$1@linux...
>>>>
>>>> Yeah, this looks like the same thing as their "Mix & Master
>>>> Pack", which I also have... this is another problem with the
>>>> Creamware stuff - they have a couple of different names for
>>>> every product, and it's confusing (can't help their marketing
>>>> efforts any, either); it's like they decided to rename their
>>>> entire product line, but never dropped the old names, either.
>>>>
>>>> Anyway, yes, to me this looks like the exact same thing as what
>>>> they now call their Mix & Master Pack, and IMO, YMMV, etc, some
>>>> of the FX are useful, and some of 'em are total crap... or more
>>>> accurately, some are useful, some are crap, some don't seem to
>>>> do much of anything at all and so you have to wonder: "why
>>>> bother even writing this plugin?". I noticed in one of the
>>>> Pulsar forum threads the other day where someone mentioned that
>>>> you have to get the Vinco compressor in the red before it does
>>>> anything. I didn't find that to be the case, but then I haven't
>>>> tried it on low-level signals (and maybe they were
>>>> exaggerating a bit).
>>>>
>>>> Also, Aaron, what they mention on that page you liked to (down
>>>> at the bottom of the page) with regard to the list
>>>> of "plugins", well some of 'em ain't exactly plugins!. I'll
>>>> paste that list in & run through it in the order they mention
>>>> the items (my comments in parenthesis below):
>>>>
>>>>

>>>> *Maste

Subject: Re: Pulsar "allkeys" file obtained!
Posted by [DJ](#) on Thu, 23 Nov 2006 04:22:12 GMT
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rVerb Pro (a pretty nice-sounding reverb, IMO. Not raving
>>>> about it, necessarily, but it sucketh not).

>>>>

>>>> *Optimaster (this is something like Izotope's Ozone... a Multi-
>>>> EFX mastering app. It's got a Compressor, a limiter, expander,
>>>> all multi-band (3 bands). It's not as versatile as Ozone, and
>>>> doesn't have a stereo spread section (or a reverb, but that
>>>> would be your "MasterVerb", above), but it sounds pretty good,
>>>> I think - very smooth. The limiter is either totally incapable
>>>> of brickwaling, or I haven't figured out how to get it there,
>>>> because I've had to adjust the master level down to avoid overs
>>>> even when using this. It has a bunch of presets (not all of the
>>>> plugins do), some of which seem pretty useful as starting
>>>> points. I wouldn't want to run a Mastering house using this
>>>> application, so their choice of name may be stretching things a
>>>> bit, but if you want to strap something nice & smooth & clear-
>>>> sounding/uncolored across your Pulsar mixer's 2-buss, then this
>>>> would be the one to use).

>>>>

>>>> *Vincovintage Compressor (a one-trick pony dead-on (at least
>>>> as far as I can tell from what I've run through it so far)
>>>> emulation of an 1176, but cleaner - maybe a little
>>>> less "attitude". I've never found the '76's to be all that
>>>> useful, personally, but for those who lust after them, his
>>>> one's not a bad clone at all.

>>>>

>>>> *PSY-Q (Totally fuckin' useless attempt at a stereo spread
>>>> modifier... as I think I pointed out before, this thing has
>>>> about two degrees of variance before it starts chewing the hell
>>>> out of your signal & barfing up something almost vaguely
>>>> resembling music. A waste of code, IMO). Want a killer stereo
>>>> spread modifier? Get the one that comes in Ozone instead. It's
>>>> the only good one I've heard since the Bedini B.A.S.E.

Subject: Re: Pulsar "allkeys" file obtained!
Posted by [Neil](#) on Thu, 23 Nov 2006 06:46:23 GMT
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ith

an RME ADI4-DD which is patched into my 4X analog reverb processors. The Multiface S/Pdif I/O will be patched directly to Mytek stereo 96 AD/DA's through the digital patchbay.

Tracking will be done in Cubase with the Pulsar analog I/O routed digitally via ADAT to the HDSP I/O and the Mytek I/O also being available to the Scope system. The Multiface I/O being available directly in the Cubase rig. This will give me 30 analog I/O during tracking sessions.....more then enough.

Mixing will be done in Cubase with appropriate mono or stereo tracks as is appropriate for the mix being bussed via lightpipe from the HDSP's to Pulsar for summing.

This should hopefully allow for a nice *zero latency* tracking scenario, similar to what can be achieved with Paris.....maybe, I hope..depending on how the RME drivers behave. that's the big ?. The Pulsar drivers have put the RME system to shame as far as operating at lower latencies but I have heard that the newer RME betas have drastically improved this situation.

I've gotta try this. If I don't like it, I can repatch things fairly quickly back to t

Subject: Re: Pulsar "allkeys" file obtained!
Posted by [neil\[1\]](#) on Thu, 23 Nov 2006 07:02:06 GMT
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he situation I have now.

the quest continues....

;o)

"TCB" <nobody@ishere.com> wrote in message news:4596bd30\$1@linux...

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> TCB
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>>
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>>
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>>
>>this should read

>>
>>Either you have to work in XTC mode=20
>>which negates the ability to sum in Pulsar (the step backwards) or you =
>>sum=20
>>in Pulsar and apply the Scope plugs there, so you work "in series" =
>>wherein .yadda yadda.....
>>
>>Deej
>>
>>"DJ" <nowayjose@dude.net> wrote in message news:
