
Subject: OT: Altiverb anyone?

Posted by [Dedric Terry](#) on Tue, 14 Mar 2006 06:45:57 GMT

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t;BR>>
>

</BLOCKQUOTE>
</BLOCKQUOTE></BLOCKQUOTE></BODY=></HTML>

-----=_NextPart_000_002B_01C65E95.2FF48590--http://news.harmony-central.com/Newsp/2006/Nady-TRM-6.htmlmeep...

http://www.iowahawk.typepad.com/Anyone know where I can find this? Don't see it on their site. Thought I might try WH2.

Subject: Re: Altiverb anyone?

Posted by [Tony Benson](#) on Wed, 15 Mar 2006 17:37:19 GMT

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rget="_blank">1@linux...

> >

> > Since your LA setting is great (never thought to try what you did)

=

>- I

> =3D

> >thought

> > I'd ask if have any tricks for pop/rock Vox - GIT - Bass or? =

>Thanks =3D

> >for

> > all your help!

> >

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

> ><HTML><HEAD>

> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D

> >charset=3D3Diso-8859-1">

> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>

> ><STYLE></STYLE>

> ></HEAD>

> ><BODY bgColor=3D3D#ffffff>

> ><DIV>Rich,</DIV>

> ><DIV>Isn't Dimitrios awesome? ! =3D

Subject: Re: OT: Altiverb anyone?

Posted by [rick](#) on Wed, 15 Mar 2006 19:55:23 GMT

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Subject: Re: OT: Altiverb anyone?
Posted by [cujo](#) on Wed, 15 Mar 2006 22:26:51 GMT
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Subject: Re: OT: Altiverb anyone?
Posted by [Dedric Terry](#) on Thu, 16 Mar 2006 03:56:26 GMT
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```

3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
=
>>=3D
>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"rich" <<A=3D20
>> > =
>>href=3D3D"mailto:studiodog_99@yahoo.com">studiodog_99@yahoo.com</A>> =3D
>> >wrote in=3D20
>> > message <A=3D20
>> > =3D
>> =
>>>href=3D3D"news:443e9606$1@linux">news:443e9606$1@linux</A>...</DIV><BR>S=
>>inc=3D
>> >e your=3D20
>> > LA setting is great (never thought to try what you did) - I =3D
>> >thought<BR>I'd ask=3D20
>> > if have any tricks for pop/rock Vox - GIT - Bass or? Thanks =3D
>> >for<BR>all=3D20
>> > your help!</BLOCKQUOTE></BODY></HTML>
>> >
>> >
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>><HTML><HEAD>
>><META http-equiv=3DContent-Type content=3D"text/html; =
>>charset=3Diso-8859-1">
>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY bgColor=3D#ffffff>
>><DIV><FONT face=3DArial size=3D2>You'd have to get a list of all her boy
>=
>>
>>friends...</FONT></DIV>
>><BLOCKQUOTE=20
>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> <DIV>"zmora" <<A =
>>href=3D"mailto:

```

Subject: Re: OT: Altiverb anyone?
Posted by [rick](#) on Thu, 16 Mar 2006 10:20:23 GMT
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soft.com/refer.html" target="_blank">http://www.polesoft.com/refer.html
>

>....though thinking about it, light speed is pretty dang fast. I'm pretty sure the extra delay in travelling down the cable between MECs would be zilch compared to the 10 sample or whatever EDS 2nd card gap.

"Kim" <hiddensounds@hotmail.com> wrote:

>

>"Aaron Allen" <nospam@not_here.dude> wrote:

>>I wonder if this isn't somehow tied directly to the larger latency jump

>

>>between the 1st and 2nd EDS cards?

>>AA

>

>I was wondering the same as I read it...

>

>>

>>

>>"EK Sound" <askme@nospam.com> wrote in message news:443e8f0f\$1@linux...

>>> What I was refering to was feeding the WC from the external generator

>to

>>> your master MEC, then connecting a short BNC cable from the master MEC

>to

>>> the slave MEC (assuming both MEC's are connected to EDS cards in ONE

>>> computer). The two MEC's will clock quite happily this way, and will

>be

>>> more stab

Subject: Re: OT: Altiverb anyone?

Posted by [Brian Porick](#) on Tue, 21 Mar 2006 18:35:36 GMT

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years) and I don't know much about

>tape, even cassettes. So, if one of you guys would be willing to transfer

>the performance on this tape to any digital file format you wish I'll pay

>you whatever your rate. Also, I'll cover labor and time if the tape needs

>to be moved to a new case or breaks or whatever. You don't need to do any

>editing or restoration, I can do all of the digital work on my own, I just

>want someone who really understands tape to get as much as is possible from

>a thirty year old cassette.

>

>Post here or email me at my thadbrown.com account. And thanks,

>

>TCBnow what would a drunk redneck like me do with porn????

On Sun, 16 Apr 2006 12:52:37 -0400, John <no@no.com> wrote:

>don't go anywhere. i'm going to get rick

```
>
>Don Nafe wrote:
>> Plugin porno
>>
>> ;-)
>>
>> Don
>>
>>
>> "John" <no@no.com> wrote in message news:44427089@linux...
>>> what the hell is all this about?  exec summary please !
>>>
>>> Dimitrios wrote:
>>>> I have tried that for you (and me of course)...
>>>> You will need to have Chainer, the FREE spinaudio wrapper (wraps only one
>>>> but is enough!), the FREE Voxengo sample latency plugin and console
>>>> WRAPPER...
>>>> There is a demo out there http://www.console.jp/eng/download.html
>>>> You can try for 30 days, no saving...
>>>>
>>>> Now the ones that have followed some of my posts you are a little bit
>>>> familiar
>>>> with , so you have to...
>>>>
>>>> 1) Wrap Chainer from the free Spinaudio wrapper and name this as AA
>>>> Chainer
>>>> VST
>>>> I name thus in order to have it appear first on Paris vst list...
>>>>
>>>> 2) After you install Console and you put ConsoleVST.dll in your VST
>>>> folder
>>>> you open console from inside chainer (consoleVST)
>>>>
>>>> You are wondering why not use straight ahead console, well do it ,but I
>>&qt
```