
Subject: In Cubase, how do you setup input?
Posted by [not](#) on Thu, 05 Apr 2007 00:07:20 GMT
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soft.com/refer=3D
>>

Subject: Re: In Cubase, how do you setup input?
Posted by [John \[1\]](#) on Thu, 05 Apr 2007 00:14:10 GMT
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=20
>>>> =
>>>>&l

Subject: Re: In Cubase, how do you setup input?
Posted by [Stevehwan](#) on Thu, 05 Apr 2007 00:36:10 GMT
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annot hear your song !
> You will be hearing from card a the summed AND the indivindual submixes
> again,
> phasing and wrng imaging.
> So you must sum on a card that is not A.
> So here we need first to SUM the L&R outputs of all cards (B,C,D,E,F,G,)
> to one mec H so we could us

Subject: Re: In Cubase, how do you setup input?
Posted by [Neil](#) on Thu, 05 Apr 2007 00:41:11 GMT
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e any insert on those submixes...
> Now if we have 6 adat cards outs we cannot bring them back to card a
> because
> we cannot have that many adat cards there...
> One thing we can do is buy two AI4 Alesis or rme aes/adat converter and
> summ
> all spdif of all these mecs to two adat cards on Mec H.
> Then just spdif out of H to A just for recording, you will be monitoring
> ALWAYS card H.
> Afeter the recoding(s) you can monitor card A only the final mixes.
> Regards,
> Dimitrios
>
> "DJ" <www.aarrrrggghhh!!!.com> wrote:

>>The way I would do it is to have Paris running on win ME (so you can use
> as
&g

Subject: Re: In Cubase, how do you setup input?
Posted by [Stevehwan](#) on Thu, 05 Apr 2007 00:58:20 GMT
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t;>many ADAT cards as necessary), 8 EDS cards/MECs, each with at least one
> ADAT
>>card and whatever analog I/O you might want and sum the tracks in MECS B,
> C,
>>D, E, F, G and H via ADAT to 7 stereo pair on the ADAT card on MEC A. You
>
>>could insert your analog and digital processors in the various MEC
>>submixes
>
>>and through Paris auxes and inserts on the *main bus* MEC. this would
>>seriously rawk for using Pulsar DSP cards and analog gear as FX processors
>
>>on Paris inserts.
>>
>>
>>
>>
>>
>>"Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message
>>news:4638a0e8\$1@linux...
>>>
>>> Ok Tom and beloved Paris users here is a nice tip regarding the L and
> R
>>> individual
>>> submix outs...
>>>
>>> Ok lets assume you get (DJ are you hearing ??) 6 eds

Subject: Re: In Cubase, how do you setup input?
Posted by [Neil](#) on Thu, 05 Apr 2007 01:17:12 GMT
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y DX or EDS effect and then the
> L
>>> & R outs of the this 6th eds card will be your stereo mix output which
>
>>> must

>>> be recorded to another device computer audio card whatever via the
>>> digital
>>> mecs out.
>>> Regards,
>>> Dimitrios
>>>
>>> "Dimitrios" <musurgio@otNOSPAMenet.gr> wrote:
>>>>
>>>>Dear Tom,
>>>>I am not only saying but I am confirming !!
>>>>The L and R of all submixes except for the main one outputs the related
>>> submixes
>>>>mix.
>>>>You can have a 5 card Paris system where you sacrifice card 1 and use
> the
>>>>four other stereo mixes thru mex digital spdif output to a card like
>>>>Scope
>>>>Pulsar and then insert on every submix your effects or outboard too.
>>>>You will just be mixing 4 stereo tracks under Pulsar which anyway is far
>>>>superior mixing engine than cubase nuendo and all that s..t.
>>>>Regards,
>>>>Dimitrios
>>>>
>>>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>>>
>>>>>
>>>>>Dimitrios,
>>>>>I could have sworn that I tried the L&R outs of the Mecs and never got
>>> =
>>>>>signal.

Subject: Re: In Cubase, how do you setup input?
Posted by [audioguy_editout](#) on Thu, 05 Apr 2007 01:21:06 GMT
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>>>>>You are saying that gives you submix only data? This is crazy.
>>>>>I'll be experimenting today for sure.
>>>>>Tom
>>>>>
>>>>>After the Beatle Jui

Subject: Re: In Cubase, how do you setup input?
Posted by [Stevehwan](#) on Thu, 05 Apr 2007 02:10:17 GMT
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bmix has
 >>>> these and route them to the related mec's out into your compressor
 > and
 >>>>=
 >>>>>then
 >>>> back to your other mec.
 >>>> Is the headphone out of any quality ?
 >>>> You can use also the digital outs to connect to a Pulsar VINCO =
 >>>>>compressor
 >>>> and then back to other mec ...
 >>>>
 >>>> Well you have to note here.
 >>>> the audio coming in the other submix will be delayed to the non =
 >>>>>compressed
 >>>> drumtracks... what will you do ?
 >>>> You can of course record it and then nudge or better use
 >>>> Faderworks...
 >>>>
 >>>> Ok so now you are tempted to come back to Paris or not ??
 >>>> We are waiting for you...
 >>>> Regards,
 >>>>

Subject: Re: In Cubase, how do you setup input?
 Posted by [erlilo](#) on Thu, 05 Apr 2007 08:13:16 GMT
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gt;>IV><B=3D
 >>>> >>>R>Well=3D3D
 >>>> >>> >>>> first=3D3D20
 >>>> >>> >>>> time I tried I get no signal whatsoever on any headphone
 > =
 >>>>>out =3D
 >>>> >>>on
any
 >>>> >>> >>>=3D3D
 >>>> >>> >>>>of the=3D3D20
 >>>> >>> >>>> three mecs I have !!
Is this a known bug again=3D3D20
 >>>> >>> >>>>??
Thanks
Dimitrios</BLOCKQUOTE>
 >>>> >>> >>>><DIV>

I choose Polesoft Lockspam
 > to
 >>>>=
 >>>>>fight
 >>>> >> =3D
 >>>> >>>spam,
 >>>> >>> =3D3D
 >>>> >>> >>>>and=3D3D20
 >>>> >>> >>>>you?
<A=3D3D20

>>>>> >>> =3D
>>>>> =
>>>>>>>>>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
>>>>>t.com=3D
>>>>> >>>/refer=3D3D
>>>>> >>> >>>>.html &l

Subject: Re: In Cubase, how do you setup input?
Posted by [John \[1\]](#) on Thu, 05 Apr 2007 11:13:14 GMT
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>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>>>

Subject: Re: In Cubase, how do you setup input?
Posted by [Chris Ludwig](#) on Thu, 05 Apr 2007 16:26:38 GMT
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>>>> >>>output=3D20
>>>>> >>> only the related submix out so yes
you could route it to =
>>>>>another
>>>>> =3D
>>>>> >>>mec but on=3D20
>>>>> >>> same mec you would get an infinite
loop of dry and =
>>>>>compressed...
>>>>> =3D
>>>>> >>>because=3D20
>>>>> >>> the time you will bring it back on
same mec that will be
>>>>> again
>>>>=
>>>>>=3D
>>>>> >>>outputed on=3D20
>>>>> >>> headphones and then back again...
you get the picture =3D
>>>>> >>>,feedback.
Thed=3D20
>>>>> >>> other mecs option though will work !!
I don't know if you
>>>>> have
>>>>=
>>>>>=3D
>>>>> >>>considered=3D20
>>>>> >>> the other better option !!
The L and R outputs of each mec
> =
>>>>>(except
>>>>> >> =3D
>>>>> >>>for the=3D20
>>>>> >>> main one) outputs ALSO the
submix out so you can take this

> L
>>> =
>>>>and
>>>> R
>>>> >> =3D
>>>> >>>out and=3D20
>>>> >>> send it to a pair of outputs
(digital to Pulsar ??) COMPRESS
>>> =
>>>>it and
>>>> >> =3D
>>>> >>>then=3D20
>>>> >>> send it back to another submix.
For latency well you know =3D
>>>> >>>faderworks ??=3D20
>>>> >>> !!
Regards,
Dimitrios

"DJ" <<A=3D20
>>>> >>> =3D
>>>> =
>>>>>>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=

Subject: Re: In Cubase, how do you setup input?
Posted by [Don Nafe](#) on Thu, 05 Apr 2007 16:28:26 GMT
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r />
>>>>=3D20
>>>> >>> wrote:
>Are you getting the same signal on all MECs or the
> mix
>>>>=
>>>>=3D
>>>> >>>signal on=3D20
>>>> >>> MEC on
card
>A and just the submix of the MEC on card B
> =
>>>>and =3D
>>>> >>>C. If=3D20
>>>> >>> you're just getting

>those submixes on the card B & C =3D
>>>> >>>Mecs, you=3D20
>>>> >>> could route the headphone out
of
>those MECs to a pair
> of
>>>>=
>>>>=3D
>>>> >>>input=3D20
>>>> >>> channels on another MEC (or maybe even loop
it
>back to
> =
>>>>the =3D
>>>> >>>same=3D20
>>>> >>> MEC) on a pair of record enabled channels and =
>>>>>compress
it,=3D20
>>>> >>>
>etc.....I can't believe I never tried this when I had

>>>>=
>>>>>4 =3D
>>>>> >>>MECs=3D20
>>>>> >>> here..
>
>;o)
>
>"Dimitrios" <<A=3D20
>>>>> >>> =3D
>>>>> =
>>>>>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A=
>>>>>>>=3D
>>>>>
