
Subject: Does anyone here understand the RME totalmix?

Posted by [Deej \[1\]](#) on Tue, 18 Jul 2006 04:57:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

rnell68@hotmail.com" target="_blank">parnell68@hotmail.com> wrote in message
>news:

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [Dedric Terry](#) on Tue, 18 Jul 2006 05:33:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

qe2tj9kdvi5skhll5qnr64v822rceds@4ax.com..."

target="_blank">24tqe2tj9kdvi5skhll5qnr64v822rceds@4ax.com...

>> two lines of thought on this one is your set up settings which john
>> has addressed. the other which he touched on was the loop function
>> and the other is the punch in function. if either was active (on) on
>> saving a file this error will occur. the best temp work around is to
>> as soon as the song loads turn off those listed if on and immediately
>> hit the save as and rename the file. do not open any gui or hit play
>> as this will trigger the error message and pretty much lock you out
>> from doing the above.

>>

>>

>>

>> On 24 Aug 2006 00:01:44 +1000, "Greg O" <studio2590@infostations.com>

>>

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [rick](#) on Tue, 18 Jul 2006 09:04:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

wrote:

>>

>> >

>> >Does anyone know what: _tpt QueProject Error in setting direction. Error

>code

>> >1879048261/70000045 mean?

>> > Just started showing up when

>> >during recording session. I'm running on a G4- 9.2.2

>> > Please help! Thanks, Greg O

>>

>with a little help from your friends???

On 25 Aug 2006 11:44:31 +1000, "Neil&

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [IOUOI](#) on Tue, 18 Jul 2006 12:24:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

quot; <OIUOIU@OIU.com> wrote:

>

>Good point, Aaron... when I was on Paris I never let my audio

>drive get full, but it DID appreciate a good defragging from

>time to time. (Come to think of it, we ALL need a good

>defragging now & then LOL!)

>

>Neil

>

>"Aaron Allen" <know-spam@not_here.dude>

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [Deej \[1\]](#) on Tue, 18 Jul 2006 12:40:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

wrote:

>>Full drive is another one I've seen. Some systems want to be defragged as

>

>>well (though some don't).

>>AA

>>

>>

>>"Neil" <IOUOI@OI.com> wrote in message news:44ee54bc\$1@linux...

>>>

>>> Power supply? Pops & clicks can often be traced to that.

>>>

>>> Neil

>>>

>>> "Rob Arsenault" <mani2@nbnet.nb.ca> wrote:

>>>>Very strange. I had bad ram give me some pop issues in the editing field

>>>> of

>>>>Paris once. Swapped the ram and pops were gone. Do they visually show

>up

>>>> in

>>>>the wave display of wavelab?

>>>>Good luck.

>>>>Rob_A

>>>>

>>>>
>>>>"thesandbox" <sandboxproductionssпамwhat@hotmail.com> wrote in message
>>>>news:44ee372a\$1@linux...
>>>>
>>>>> I am trying to trouble shoot a problem that just crept up....
>>>>> I am getting pops and crackles on my mixed down stereo files.
>>>>> These do not appear during the mixdown...rendering process....just when
>>> I
>>>>> try to play them back in Wavelab to master. I ran the error check in
>>>>wavelab
>>>>> and it tells me it is finding glitches...not overs as I usually have
>the
>>>>Global
>>>>> fader below 0.3 on mixdo

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [neil\[1\]](#) on Tue, 18 Jul 2006 13:13:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

wn also.

>>>>> Somehow this is happening as it is saving the mix....is it a hard drive
>>>>>problem????
>>>>> No problems tracking though.
>>>>> any other suggestions...please help!!!!
>>>>>
>>>>> Matt Barber
>>>>> www.sandboxproductions.com
>>>>
>>>>
>>>
>>
>>Actually, one last thought.

One possible reason you wouldn't be able to search posts, is if they were not on your machine. Do you have the full post history on your machine? The post history now goes back almost three years on the server. If you haven't downloaded them all you can't search them. If it's a relatively new install with default settings it won't have all the posts yet.

There is an option somewhere in OE that allows you to adjust the maximum number of posts it will download in any one hit. You can set it also to download just headers, or full posts. It's worth, as a minimum, grabbing all the headers so you can search them. You'd do this by setting the maximum number of posts as high as possible (1000 or 999 I think) and then downloading the posts in groups of that size until you have them all. It will take a lot of attempts however to get all three years worth.

Alternatively simply set the downloaded posts to maximum, and then over a period of a month or so your machine will slowly grab the full history. This may be the ideal method as it's relatively easy for you to do, and has the same result in the end.

Cheers,
Kim.

"Jeremy Luzier" <j.luzier@comcast.net> wrote:

>what is the proper configuration for the little eds cables for a 3 card
>system??
>
>thanks.
>
>jer
>
>This is a multi-part message in MIME format.

-----=_NextPart_000_00AD_01C6C827.BA7B2470
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

How much force in "pounds" do you think is applied to=20
a kick drum from the beater hitting the head? (range)

Thanks

--=20
Brandon
-----=_NextPart_000_00AD_01C6C827.BA7B2470
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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

Subject: Re: Does anyone here understand the RME totalmix?
Posted by [Deej \[1\]](#) on Tue, 18 Jul 2006 13:36:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

```

tp-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1476" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial><FONT size=3D1>
<P>How much force in "pounds" do you think is applied to </P>
<P>a kick drum from the beater hitting the head? (range)</P>
<P>&nbsp;</P>
<P><FONT size=3D3>Thanks</FONT></P></FONT></FONT></DIV><FONT =
face=3DArial>
<DIV><BR>-- <BR>Brandon </FONT></DIV></BODY></HTML>

```

-----=_NextPart_000_00AD_01C6C827.BA7B2470--What a crock. If nobody has made a good sounding record in twenty years that's ten years longer than the last time that loser made a record worth recording. Someone should buy that washed up tosser a Thievery Corporation record.

"DC" <dc@spammersonbleeker.com> wrote:

```

>
> http://today.reuters.com/news/articlenews.aspx?type=domestic
News&storyid=2006-08-22T173033Z_01_N22395766_RTRUKOC_0_U
S-LEISURE-DYLAN.xml&src=rss&rpc=22Trying to make a robotic kick drum, are ya? :)

```

Is that why you needed the solenoid?

Neil

"Brandon" <a@a.com> wrote:

```

>
>
>How much force in "pounds" do you think is applied to=20
>
>a kick drum from the beater hitting the head? (range)
>
>
>
>Thanks
>
>
>--=20
>Brandon
>
><!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 6.00.2800.1476" name=3DGENERATOR>
> <STYLE></STYLE>
> </HEAD>
> <BODY bgColor=3D#ffffff>
> <DIV><FONT face=3DArial><FONT size=3D1>
> <P>How much force in "pounds" do you think is applied to </P>
> <P>a kick drum from the beater hitting the head? (range)</P>

> <P><FONT size=3D3>Thanks</FONT></P></FONT></FONT></DIV><FONT =
> face=3DArial>
> <DIV><BR>-- <BR>Brandon </FONT></DIV></BODY></HTML>
>
> Ahhh.....so that's why the penis pump wouldn't work!
```

;o)

"Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e\$1@linux...

```
>
> Trying to make a robotic kick drum, are ya? :)
>
> Is that why you needed the solenoid?
>
> Neil
>
>
> "Brandon" <a@a.com> wrote:
> >
> >
> > How much force in "pounds" do you think is app
```

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [EK Sound](#) on Tue, 18 Jul 2006 14:58:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

ote:

```
>> >
>> >
>> > How much force in "pounds" do you think is applied to=20
>> >
>> > a kick drum from the beater hitting the head? (range)
>> >
>> >
>> >
>&g
```

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [Dedric Terry](#) on Tue, 18 Jul 2006 18:24:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

(range)

> >

> >

> >

> >Thanks

> >

> >

> >--=20

> >Brandon

> >

> ><!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 6.00.2800.1476" name=3DGENERATOR>

> ><STYLE></STYLE>

> ></HEAD>

> ><BODY bgColor=3D#ffffff>

> ><DIV>

> ><P>How much force in "pounds" do you think is applied to </P>

> ><P>a kick drum from the beater hitting the head? (range)</P>

> ><P> </P>

> ><P>Thanks</P></DIV><FONT =

> >face=3DArial>

> ><DIV>
--
Brandon </DIV></BODY></HTML>

> >

> >

>This is a multi-part message in MIME format.

-----=_NextPart_000_0136_01C6C834.DD76E8D0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Can you get us a sample of Multicore No-Clean Solder Wire 511 please?

Thanks,

--=20

Brandon Goodwin

Process Engineering

Pentech Assembly

-----=_NextPart_000_0136_01C6C834.DD76E8D0

Content-Type: text/html;

charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

```
<!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 6.00.2800.1476" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial>Can you get us a sample of&nbsp;Multicore =
No-Clean Solder=20
Wire 511 please?</FONT></DIV>
<DIV><FONT face=3DArial></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial>Thanks,</FONT></DIV><FONT face=3DArial>
<DIV><BR>-- <BR>Brandon Goodwin</DIV>
<DIV>&nbsp;</DIV>
<DIV>Process Engineering<BR>Pentech Assembly</FONT></DIV></BODY></HTML>
```

-----=_NextPart_000_0136_01C6C834.DD76E8D0--This is a multi-part message in MIME format.

-----=_NextPart_000_0146_01C6C835.2ECA0050
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

oops this was supposed to be an internal email.

--=20
Brandon Goodwin

Process Engineering
Pentech Assembly
"Brandon" <a@a.com> wrote in message news:44ef1bc5@linux...
Can you get us a sample of Multicore No-Clean Solder Wire 511 please?

Thanks,

--=20
Brandon Goodwin

Process Engineering
Pentech Assembly
-----=_Nex

Subject: Re: Does anyone here understand the RME totalmix?
Posted by [Chris Ludwig](#) on Wed, 19 Jul 2006 02:07:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

m> wrote:

>>

>>What a crock. If nobody has made a good sounding record in twenty years
>that's

>>ten years longer than the last time that loser made a record worth recording.

>>Someone should buy that washed up tosser a Thievery Corporation record.

>

>>

>>"DC" <dc@spammersonbleeker.com> wrote:

>>>

>>> [http://today.reuters.com/news/articlenews.aspx?type=domestic
News&storyid=2006-08-22T173033Z_01_N22395766_RTRUKOC_0_U
S-LEISURE-DYLAN.xml&src=rss&rpc=22](http://today.reuters.com/news/articlenews.aspx?type=domesticNews&storyid=2006-08-22T173033Z_01_N22395766_RTRUKOC_0_US-LEISURE-DYLAN.xml&src=rss&rpc=22)

>>

>Well I was thinking of how much the head moves inward when the beater hits
it.

I was thinking maybe 1"-2". So, if I took the bass drum and turned it on its
side

and placed a 20 pound weight focused down to a 1 square inch area in the
center of the drum head I think it would displace the drum head by at least
1 1/2".

So wouldn't that be equivalent? Perhaps its a little more 30 or 40.

--

Brandon

"Tony Benson" <tony@standinghampton.com> wrote in message
news:44ef3868@linux...

> I think it'd be much higher myself. You'd have to measure in pounds per
> square inch also for the measure to have much meaning. Since the beater
head

> is probably only contacting a little over 1 square inch, I'm guessing a
good

> hard hit will be pretty substantial. Now you got me wondering.

>

> Tony

>

>

> "Brandon" <a@a.com> wrote in message news:44ef162d\$1@linux...

> > The solenoid is for work. Trying to make an upgrade to our electronics
> > production line.

> >

> > The kick question came up last night at the studio with my friends band

> > and
> > now I am curious.
> > I am guessing around 20 pounds.
> >
> >
> > --
> > Brandon
> >
> >
> > "Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e\$1@linux...
> >>
> >> Trying to make a robotic kick drum, are ya? :)
> >>
> >> Is that why you needed the solenoid?
> >>
> >> Neil
> >>
> >>
> >> "Brandon" <a@a.com> wrote:
> >>>
> >>>
> >> >How much force in "pounds" do you think is applied to=20
> >>>
> >> >a kick drum from the beater hitting the head? (range)
> >>>
> >>>
> >>>
> >> >Thanks
> >>>
> >>>
> >> >--=20
> >> >Brandon
> >>>
> >> ><!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 6.00.2800.1476" name=3DGENERATOR>
> >> ><STYLE></STYLE>
> >> ></HEAD>
> >> ><BODY bgColor=3D#ffffff>
> >> ><DIV>
> >> ><P>How much force in "pounds" do you think is applied to </P>
> >> ><P>a kick drum from the beater hitting the head? (range)</P>
> >> ><P> </P>
> >> ><P>Thanks</P></DIV><FONT =
> >> >face=3DArial>
> >> ><DIV>
--
Brandon </DIV></BODY></HTML>

> > >

> > >

> > >

> >

> >

>

> stick a digital bathroom scale between the beater and the head and give the pedal a good stomp.

;o)

"Tony Benson" <tony@standinghampton.com> wrote in message
news:44ef3868@linux...

> I think it'd be much higher myself. You'd have to measure in pounds per
> square inch also for the measure to have much meaning. Since the beater
head

> is probably only contacting a little over 1 square inch, I'm guessing a
good

> hard hit will be pretty substantial. Now you got me wondering.

>

> Tony

>

>

> "Brandon" <a@a.com> wrote in message news:44ef162d\$1@linux...

> > The solenoid is for work. Trying to make an upgrade to our electronics
> > production line.

> >

> > The kick question came up last night at the studio with my friends band
> > and

> > now I am curious.

> > I am guessing around 20 pounds.

> >

> >

> > --

> > Brandon

> >

> >

> > "Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e\$1@linux...

> > >

> > > Trying to make a robotic kick drum, are ya? :)

> > >

> > > Is that why you needed the solenoid?

> > >

> > > Neil

> > >

> > >

> > > "Brandon" <a@a.com> wrote:

> > > >

```

> > >
> > >How much force in "pounds" do you think is applied to=20
> > >
> > >a kick drum from the beater hitting the head? (range)
> > >
> > >
> > >
> > >Thanks
> > >
> > >
> > >--=20
> > >Brandon
> > >
> > ><!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 6.00.2800.1476" name=3DGENERATOR>
> > ><STYLE></STYLE>
> > ></HEAD>
> > ><BODY bgColor=3D#ffffff>
> > ><DIV><FONT face=3DArial><FONT size=3D1>
> > ><P>How much force in "pounds" do you think is applied to </P>
> > ><P>a kick drum from the beater hitting the head? (range)</P>
> > ><P> </P>
> > ><P><FONT size=3D3>Thanks</FONT></P></FONT></FONT></DIV><FONT =
> > > face=3DArial>
> > ><DIV><BR>-- <BR>Brandon </FONT></DIV></BODY></HTML>
> > >
> > >
> > >
> >
> >
>
>It melts at low temperature, has silver for low resistance, and
is pretty clean.

```

I use it for field work. I am not sure how well it works in production or manufacturing. You might ask them for a sample.

<http://www.multicore.com/>

DC

"Brandon" <a@a.com> wrote:

>Best in what way?
 >Low residue or wetting or both?
 >I am looking for a no-clean solder wire with very good wetting and and very
 >low residue.
 >I use to use alpha and kester products, but they are crap.
 >I am slowly converting our entire process to multicore products.
 >They just seem to give the best results.
 >
 >--
 >Brandon Goodwin
 >
 >Process Engineering
 >Pentech Assembly
 >"DC" <dc@spammersinhell.org> wrote in message news:44ef2cc1\$1@linux...
 >>
 >> Hey Brandon,
 >>
 >> Ever try their 370?
 >>
 >> The best
 >>
 >> DC
 >>
 >>
 >> "Brandon" <a@a.com> wrote:
 >> >
 >> >
 >> >Can you get us a sample of Multicore No-Clean Solder Wire 511 please?
 >> >
 >> >Thanks,
 >> >
 >> >--=20
 >> >Brandon Goodwin
 >> >
 >> >Process Engineering
 >> >Pentech Assembly
 >> >
 >> ><!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 6.00.2800.1476" name=3DGENERATOR>
 >> ><STYLE></STYLE>
 >> ></HEAD>
 >> ><BODY bgColor=3D#ffffff>
 >> ><DIV>Can you get us a sample of Multicore =
 >> >No-Clean Solder=20
 >> >Wire 511 please?</DIV>

```
>> ><DIV><FONT face=3DArial></FONT> </DIV>
>> ><DIV><FONT face=3DArial>Thanks,</FONT></DIV><FONT face=3DArial>
>> ><DIV><BR>-- <BR>Brandon Goodwin</DIV>
>> ><DIV> </DIV>
>> ><DIV>Process Engineering<BR>Pentech Assembly</FONT></DIV></BODY></HTML>
>> >
>> >
>>
>
>In EL LAY, man..
```

Heck I dunno about 10, but there are at least 6 here on Charter...

DC

"TCB" <nobody@ishere.com> wrote:

```
>
>Where do I get 10 channels of gonzo porn?
>
>"DC" <dc@spammersondesolationrow.com> wrote:
>>
>>What annoyed me was that he is convinced digital just sounds bad.
>>
>>I've heard the same rubbish from Neil Young too.
>>
>>had a audiophile friend tell me that once. I pulled out one of my
>>classical discs and put it on his system. How's that sound, I asked?
>>
>>Sounds GREAT, says he!
>>
>>So, I ask him, if one CD can sound good, then it is not the medium is
>>it? And his eyes got really big... Yeah, that's right!!
>>
>>All CD's can sound good. If they do not, someone blew it along
>>the production process line somewhere.
>>
>>As far as the music itself being bad, I have to say I am sick to the
>>death of fuggin' classic rock and all that crap. I'd still rather hear
>>the Ramones than anything Rod Stewart has ever done, but the
>>Ramones are still not on the radio very often.
>>Comparing the music from that era to now is a useless exercise.
>>Wake up!! It's 2006! Time to move on.
>>
>>I subscribe to American Songwriter mag, and I am sitting here
>>listening to their sampler. Honestly. some of it is pure crap.
>>Brainless, uninformed political excreta from Norman Blake and
>>others, and just plain lame stuff. On the other hand Guy Clark's
```

>>"Out in the Parking Lot" ought to be on the damn radio instead of
>>"Mistakes" kicks butt as well.
>>
>>The culture is degraded, not because it is not the "glorious 60's"
>>(I almost barfed writing that) but because we have no one but
>>ourselves to rebel against any more.
>>Anarchy requires stability to rebel against.
>>Otherwise, it's just narcissism innit? Look around you.
>>Is there anything even a little bit stable in the culture?
>>
>>It's like Marilyn Manson... It's a comedy act. Does he think he's
>>actually going to shock anyone with the amount of violence on TV
>>and everyone with 10 channels of gonzo porn?
>>
>>In 1970 "Long Time Gone" meant something. Now it's just an
>>opportunity to light up another memory or two...
>>
>>blaahhhh...
>>
>>Great stuff is out there. Not "next big thing" not "the new Beatles"
>>not "the new Miles", but good songs. Too bad they are so hard
>>to find.
>>
>>DC
>>
>>
>>"TCB" <nobody@ishere.com> wrote:
>>>
>>>What a crock. If nobody has made a good sounding record in twenty years
>>>that's
>>>ten years longer than the last time that loser made a record worth recording.
>>>Someone should buy that washed up tosser a Thievery Corporation record.
>>
>>>
>>>"DC" <dc@spammersonbleeker.com> wrote:
>>>>
>>>> [http://today.reuters.com/news/articlenews.aspx?type=domestic
News&storyid=2006-08-22T173033Z_01_N22395766_RTRUKOC_0_U
S-LEISURE-DYLAN.xml&src=rss&rpc=22](http://today.reuters.com/news/articlenews.aspx?type=domesticNews&storyid=2006-08-22T173033Z_01_N22395766_RTRUKOC_0_US-LEISURE-DYLAN.xml&src=rss&rpc=22)
>>>
>>
>Hum? I'm not a physics dude, but I think besides just the deflection of the
head, you'd have to account for the velocity of the beater head,etc. I'm
just not sure if you can equate a static weight on the head with the actual
force of a moving beater hitting it for a split second. I know several real
smart math and electronics nerds (PhD types), but no physics docs. I might
check around and see if I can find someone who can tell me how to figure
this out. Now where did I put that dang accelerometer? ;>)

Tony

"Brandon" <a@a.com> wrote in message news:44ef3c45@linux...
> Well I was thinking of how much the head moves inward when the beater hits
> it.
> I was thinking maybe 1"-2". So, if I took the bass drum and turned it on
> its
> side
> and placed a 20 pound weight focused down to a 1 square inch area in the
> center of the drum head I think it would displace the drum head by at
> least
> 1 1/2".
> So wouldn't that be equivalent? Perhaps its a little more 30 or 40.
>
>
> --
> Brandon
>
>
> "Tony Benson" <tony@standinghampton.com> wrote in message
> news:44ef3868@linux...
>> I think it'd be much higher myself. You'd have to measure in pounds per
>> square inch also for the measure to have much meaning. Since the beater
> head
>> is probably only contacting a little over 1 square inch, I'm guessing a
> good
>> hard hit will be pretty substantial. Now you got me wondering.
>>
>> Tony
>>
>>
>> "Brandon" <a@a.com> wrote in message news:44ef162d\$1@linux...
>> > The solenoid is for work. Trying to make an upgrade to our electronics
>> > production line.
>> >
>> > The kick question came up last night at the studio with my friends band
>> > and
>> > now I am curious.
>> > I am guessing around 20 pounds.
>> >
>> >
>> > --
>> > Brandon
>> >
>> >

```

>> > "Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e$1@linux...
>> >>
>> >> Trying to make a robotic kick drum, are ya? :)
>> >>
>> >> Is that why you needed the solenoid?
>> >>
>> >> Neil
>> >>
>> >>
>> >> "Brandon" <a@a.com> wrote:
>> >> >
>> >> >
>> >> >How much force in "pounds" do you think is applied to=20
>> >> >
>> >> >a kick drum from the beater hitting the head? (range)
>> >> >
>> >> >
>> >> >
>> >> >Thanks
>> >> >
>> >> >
>> >> >--=20
>> >> >Brandon
>> >> >
>> >> ><!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 6.00.2800.1476" name=3DGENERATOR>
>> >> ><STYLE></STYLE>
>> >> ></HEAD>
>> >> ><BODY bgColor=3D#ffffff>
>> >> ><DIV><FONT face=3DArial><FONT size=3D1>
>> >> ><P>How much force in "pounds" do you think is applied to </P>
>> >> ><P>a kick drum from the beater hitting the head? (range)</P>
>> >> ><P> </P>
>> >> ><P><FONT size=3D3>Thanks</FONT></P></FONT></FONT></DIV><FONT =
>> >> >face=3DArial>
>> >> ><DIV><BR>-- <BR>Brandon </FONT></DIV></BODY></HTML>
>> >> >
>> >> >
>> >>
>> >
>> >
>>
>
>What if you got a fish-weighing scale, attached it with an

```

eye-hook to the wall behind the beater then attached a wire/cable connecting the scale to the beater itself, then whacked away? Film the scale with a high-speed IMAX camera, then review frame by frame until you find the one with the maximum deflection on the scale, and there you have it!

:)

(Just trying to find the most DJ-esque solution to the problem)

"Tony Benson" <tony@standinghampton.com> wrote:

>Hum? I'm not a physics dude, but I think besides just the deflection of the

>head, you'd have to account for the velocity of the beater head,etc. I'm

>just not sure if you can equate a static weight on the head with the actual

>force of a moving beater hitting it for a split second. I know several real

>smart math and electronics nerds (PhD types), but no physics docs. I might

>check around and see if I can find someone who can tell me how to figure

>this out. Now where did I put that dang accelerometer? ;>)

>

>Tony

>

>

>

>"Brandon" <a@a.com> wrote in message news:44ef3c45@linux...

>> Well I was thinking of how much the head moves inward when the beater hits

>> it.

>> I was thinking maybe 1"-2". So, if I took the bass drum and turned it on

>> its

>> side

>> and placed a 20 pound weight focused down to a 1 square inch area in the center of the drum head I think it would displace the drum head by at

>> least

>> 1 1/2".

>> So wouldn't that be equivalent? Perhaps its a little more 30 or 40.

>>

>>

```

>> --
>> Brandon
>>
>>
>> "Tony Benson" <tony@standinghampton.com> wrote in message
>> news:44ef3868@linux...
>>> I think it'd be much higher myself. You'd have to measure in pounds per
>>> square inch also for the measure to have much meaning. Since the beater
>> head
>>> is probably only contacting a little over 1 square inch, I'm guessing
a
>> good
>>> hard hit will be pretty substantial. Now you got me wondering.
>>>
>>> Tony
>>>
>>>
>>> "Brandon" <a@a.com> wrote in message news:44ef162d$1@linux...
>>> > The solenoid is for work. Trying to make an upgrade to our electronics
>>> > production line.
>>> >
>>> > The kick question came up last night at the studio with my friends
band
>>> > and
>>> > now I am curious.
>>> > I am guessing around 20 pounds.
>>> >
>>> >
>>> > --
>>> > Brandon
>>> >
>>> >
>>> > "Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e$1@linux...
>>> >>
>>> >> Trying to make a robotic kick drum, are ya? :)
>>> >>
>>> >> Is that why you needed the solenoid?
>>> >>
>>> >> Neil
>>> >>
>>> >>
>>> >> "Brandon" <a@a.com> wrote:
>>> >> >
>>> >> >
>>> >> >How much force in "pounds" do you think is applied to=20
>>> >> >
>>> >> >a kick drum from the beater hitting the head? (range)
>>> >> >

```

```

>>> >> >
>>> >> >
>>> >> >Thanks
>>> >> >
>>> >> >
>>> >> >
>>> >> >--=20
>>> >> >Brandon
>>> >> >
>>> >> ><!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 6.00.2800.1476" name=3DGENERATOR>
>>> >> ><STYLE></STYLE>
>>> >> ></HEAD>
>>> >> ><BODY bgColor=3D#ffffff>
>>> >> ><DIV><FONT face=3DArial><FONT size=3D1>
>>> >> ><P>How much force in "pounds" do you think is applied to </P>
>>> >> ><P>a kick drum from the beater hitting the head? (range)</P>
>>> >> ><P> </P>
>>> >> ><P><FONT size=3D3>Thanks</FONT></P></FONT></FONT></DIV><FONT =
>>> >> >face=3DArial>
>>> >> ><DIV><BR>-- <BR>Brandon </FONT></DIV></BODY></HTML>
>>> >> >
>>> >> >
>>> >>
>>> >
>>> >
>>>
>>>
>>
>>
>
>Hah! Deej Goldberg! I like it!

```

I'm sure there's some kind of all-in-one device out there that would measure this actually.

Tony

"Neil" <IUOIU@OIU.com> wrote in message news:44ef5007\$1@linux...

```

>
> What if you got a fish-weighing scale, attached it with an
> eye-hook to the wall behind the beater then attached a
> wire/cable connecting the scale to the beater itself, then
> whacked away? Film the scale with a high-speed IMAX camera, then
> review frame by frame until you find the one with the maximum

```

> deflection on the scale, and there you have it!
>
> :)
> (Just trying to find the most DJ-esque solution to the problem)
>
>
>
>
>
>
> "Tony Benson" <tony@standinghampton.com> wrote:
>>Hum? I'm not a physics dude, but I think besides just the deflection of
> the
>>head, you'd have to account for the velocity of the beater head,etc. I'm
>
>>just not sure if you can equate a static weight on the head with the
>>actual
>
>>force of a moving beater hitting it for a split second. I know several
>>real
>
>>smart math and electronics nerds (PhD types), but no physics docs. I might
>
>>check around and see if I can find someone who can tell me how to figure
>
>>this out. Now where did I put that dang accelerometer? ;>)
>>
>>Tony
>>
>>
>>
>>"Brandon" <a@a.com> wrote in message news:44ef3c45@linux...
>>> Well I was thinking of how much the head moves inward when the beater
> hits
>>> it.
>>> I was thinking maybe 1"-2". So, if I took the bass drum and turned it
> on
>>> its
>>> side
>>> and placed a 20 pound weight focused down to a 1 square inch area in the
>>> center of the drum head I think it would displace the drum head by at
>
>>> least
>>> 1 1/2".
>>> So wouldn't that be equivalent? Perhaps its a little more 30 or 40.
>>>
>>>
>>> --
>>> Brandon

```

>>>
>>>
>>> "Tony Benson" <tony@standinghampton.com> wrote in message
>>> news:44ef3868@linux...
>>>> I think it'd be much higher myself. You'd have to measure in pounds per
>>>> square inch also for the measure to have much meaning. Since the beater
>>> head
>>>> is probably only contacting a little over 1 square inch, I'm guessing
> a
>>> good
>>>> hard hit will be pretty substantial. Now you got me wondering.
>>>>
>>>> Tony
>>>>
>>>>
>>>> "Brandon" <a@a.com> wrote in message news:44ef162d$1@linux...
>>>> > The solenoid is for work. Trying to make an upgrade to our
>>>> > electronics
>>>> > production line.
>>>> >
>>>> > The kick question came up last night at the studio with my friends
> band
>>>> > and
>>>> > now I am curious.
>>>> > I am guessing around 20 pounds.
>>>> >
>>>> >
>>>> > --
>>>> > Brandon
>>>> >
>>>> >
>>>> > "Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e$1@linux...
>>>> >>
>>>> >> Trying to make a robotic kick drum, are ya? :)
>>>> >>
>>>> >> Is that why you needed the solenoid?
>>>> >>
>>>> >> Neil
>>>> >>
>>>> >>
>>>> >> "Brandon" <a@a.com> wrote:
>>>> >> >
>>>> >> >
>>>> >> >How much force in "pounds" do you think is applied to=20
>>>> >> >
>>>> >> >a kick drum from the beater hitting the head? (range)
>>>> >> >
>>>> >> >

```

```

>>>> >> >
>>>> >> >Thanks
>>>> >> >
>>>> >> >
>>>> >> >---=20
>>>> >> >Brandon
>>>> >> >
>>>> >> ><!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 6.00.2800.1476" name=3DGENERATOR>
>>>> >> ><STYLE></STYLE>
>>>> >> ></HEAD>
>>>> >> ><BODY bgColor=3D#ffffff>
>>>> >> ><DIV><FONT face=3DArial><FONT size=3D1>
>>>> >> ><P>How much force in "pounds" do you think is applied to </P>
>>>> >> ><P>a kick drum from the beater hitting the head? (range)</P>
>>>> >> ><P> </P>
>>>> >> ><P><FONT size=3D3>Thanks</FONT></P></FONT></FONT></DIV><FONT =
>>>> >> >face=3DArial>
>>>> >> ><DIV><BR>-- <BR>Brandon </FONT></DIV></BODY></HTML>
>>>> >> >
>>>> >> >
>>>> >>
>>>> >
>>>> >
>>>>
>>>
>>>
>>
>>
>In article <44ef162d$1@linux>, "Brandon" <a@a.com> wrote:

```

I think it has to be more. For light quiet stuff maybe 10-20lbs but if you have a rock thumper going it would be quit a bit more. Set the kick drum with the beater head facing upwards. Put 20lbs on the head and see how much deflection there is. Compare the deflection when someone give the kick a whack. It might give you somewhat of an idea.

I've seen a couple "lead-footers" manage to put a beater through a new, properly seated, skin. They had a felt beater! I know the force was applied only through the beater but the overall force had to be quite substantial.

> The solenoid is for work. Trying to make an upgrade to our electronics
> production line.

>
> The kick question came up last night at the studio with my friends band and
> now I am curious.
> I am guessing around 20 pounds.
>
>
> --
> Brandon
>
>
> "Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e\$1@linux...
> >
> > Trying to make a robotic kick drum, are ya? :)
> >
> > Is that why you needed the solenoid?
> >
> > Neil
> >
> >
> > "Brandon" <a@a.com> wrote:
> > >
> > >
> > >How much force in "pounds" do you think is applied to=20
> > >
> > >a kick drum from the beater hitting the head? (range)
> > >
> > >
> > >
> > >Thanks
> > >
> > >
> > >--=20
> > >Brandon
> > >
> > ><!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 6.00.2800.1476" name=3DGENERATOR>
> > ><STYLE></STYLE>
> > ></HEAD>
> > ><BODY bgColor=3D#ffffff>
> > ><DIV>
> > ><P>How much force in "pounds" do you think is applied to </P>
> > ><P>a kick drum from the beater hitting the head? (range)</P>
> > ><P> </P>
> > ><P>Thanks</P></DIV><FONT =
> > >face=3DArial>

```
> > <DIV><BR>-- <BR>Brandon </FONT></DIV></BODY></HTML>
> > >
> > >
> > Looks like we need one of these.
```

http://www.pcb.com/techsupport/tech_force.php

Probably a little more costly than we'd like also! ;>)

Tony

```
"Brandon" <a@a.com> wrote in message news:44ef3c45@linux...
> Well I was thinking of how much the head moves inward when the beater hits
> it.
> I was thinking maybe 1"-2". So, if I took the bass drum and turned it on
> its
> side
> and placed a 20 pound weight focused down to a 1 square inch area in the
> center of the drum head I think it would displace the drum head by at
> least
> 1 1/2".
> So wouldn't that be equivalent? Perhaps its a little more 30 or 40.
>
>
> --
> Brandon
>
>
> "Tony Benson" <tony@standinghampton.com> wrote in message
> news:44ef3868@linux...
>> I think it'd be much higher myself. You'd have to measure in pounds per
>> square inch also for the measure to have much meaning. Since the beater
> head
>> is probably only contacting a little over 1 square inch, I'm guessing a
> good
>> hard hit will be pretty substantial. Now you got me wondering.
>>
>> Tony
>>
>>
>> "Brandon" <a@a.com> wrote in message news:44ef162d$1@linux...
>> > The solenoid is for work. Trying to make an upgrade to our electronics
>> > production line.
>> >
>> > The kick question came up last night at the studio with my friends band
>> > and
>> > now I am curious.
```

```

>> > I am guessing around 20 pounds.
>> >
>> >
>> > --
>> > Brandon
>> >
>> >
>> > "Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e$1@linux...
>> >>
>> >> Trying to make a robotic kick drum, are ya? :)
>> >>
>> >> Is that why you needed the solenoid?
>> >>
>> >> Neil
>> >>
>> >>
>> >> "Brandon" <a@a.com> wrote:
>> >> >
>> >> >
>> >> >How much force in "pounds" do you think is applied to=20
>> >> >
>> >> >a kick drum from the beater hitting the head? (range)
>> >> >
>> >> >
>> >> >
>> >> >Thanks
>> >> >
>> >> >
>> >> >--=20
>> >> >Brandon
>> >> >
>> >> ><!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 6.00.2800.1476" name=3DGENERATOR>
>> >> ><STYLE></STYLE>
>> >> ></HEAD>
>> >> ><BODY bgColor=3D#ffffff>
>> >> ><DIV><FONT face=3DArial><FONT size=3D1>
>> >> ><P>How much force in "pounds" do you think is applied to </P>
>> >> ><P>a kick drum from the beater hitting the head? (range)</P>
>> >> ><P> </P>
>> >> ><P><FONT size=3D3>Thanks</FONT></P></FONT></FONT></DIV><FONT =
>> >> >face=3DArial>
>> >> ><DIV><BR>-- <BR>Brandon </FONT></DIV></BODY></HTML>
>> >> >
>> >> >

```

>> >>

>> >

>> >

>>

>>

>

>Anothe great passed last week,

Joseph Hill was the lead singer for a very influential reggea band called Culture.,

Joseph was an awesome presence live, he brought great feelings and commanded complete attention...I know he was not a household name to many and that is a crime. if you'd like check out more here:

<http://www.cyberus.ca/~jdooley/ROTFL!!!!> I love it!!

"Neil" <IUOIU@OIU.com> wrote in message news:44ef5007\$1@linux...

>

> What if you got a fish-weighing scale, attached it with an

> eye-hook to the wall behind the beater then attached a

> wire/cable connecting the scale to the beater itself, then

> whacked away? Film the scale with a high-speed IMAX camera, then

> review frame by frame until you find the one with the maximum

> deflection on the scale, and there you have it!

>

> :)

> (Just trying to find the most DJ-esque solution to the problem)

>

>

>

>

>

> "Tony Benson" <tony@standinghampton.com> wrote:

> >Hum? I'm not a physics dude, but I think besides just the deflection of
> the

> >head, you'd have to account for the velocity of the beater head,etc. I'm

>

> >just not sure if you can equate a static weight on the head with the
actual

>

> >force of a moving beater hitting it for a split second. I know several
real

>

> >smart math and electronics nerds (PhD types), but no physics docs. I
might

>

> >check around and see if I can find someone who can tell me how to figure

>

> >this out. Now where did I put that dang accelerometer? ;>)

> >

> > Tony
> >
> >
> >
> > "Brandon" <a@a.com> wrote in message news:44ef3c45@linux...
> >> Well I was thinking of how much the head moves inward when the beater
> hits
> >> it.
> >> I was thinking maybe 1"-2". So, if I took the bass drum and turned it
> on
> >> its
> >> side
> >> and placed a 20 pound weight focused down to a 1 square inch area in
the
> >> center of the drum head I think it would displace the drum head by at
>
> >> least
> >> 1 1/2".
> >> So wouldn't that be equivalent? Perhaps its a little more 30 or 40.
> >>
> >>
> >> --
> >> Brandon
> >>
> >>
> >> "Tony Benson" <tony@standinghampton.com> wrote in message
> >> news:44ef3868@linux...
> >>> I think it'd be much higher myself. You'd have to measure in pounds
per
> >>> square inch also for the measure to have much meaning. Since the
beater
> >> head
> >>> is probably only contacting a little over 1 square inch, I'm guessing
> a
> >> good
> >>> hard hit will be pretty substantial. Now you got me wondering.
> >>>
> >>> Tony
> >>>
> >>>
> >>> "Brandon" <a@a.com> wrote in message news:44ef162d\$1@linux...
> >>> > The solenoid is for work. Trying to make an upgrade to our
electronics
> >>> > production line.
> >>> >
> >>> > The kick question came up last night at the studio with my friends
> band
> >>> > and

> >>> > now I am curious.
 > >>> > I am guessing around 20 pounds.
 > >>> >
 > >>> >
 > >>> > --
 > >>> > Brandon
 > >>> >
 > >>> >
 > >>> > "Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e\$1@linux...
 > >>> >>
 > >>> >> Trying to make a robotic kick drum, are ya? :)
 > >>> >>
 > >>> >> Is that why you needed the solenoid?
 > >>> >>
 > >>> >> Neil
 > >>> >>
 > >>> >>
 > >>> >> "Brandon" <a@a.com> wrote:
 > >>> >> >
 > >>> >> >
 > >>> >> >How much force in "pounds" do you think is applied to=20
 > >>> >> >
 > >>> >> >a kick drum from the beater hitting the head? (range)
 > >>> >> >
 > >>> >> >
 > >>> >> >
 > >>> >> >Thanks
 > >>> >> >
 > >>> >> >
 > >>> >> >--=20
 > >>> >> >Brandon
 > >>> >> >
 > >>> >> ><!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 6.00.2800.1476" name=3DGENERATOR>
 > >>> >> ><STYLE></STYLE>
 > >>> >> ></HEAD>
 > >>> >> ><BODY bgColor=3D#ffffff>
 > >>> >> ><DIV>
 > >>> >> ><P>How much force in "pounds" do you think is applied to </P>
 > >>> >> ><P>a kick drum from the beater hitting the head? (range)</P>
 > >>> >> ><P> </P>
 > >>> >> ><P>Thanks</P></DIV><FONT =
 > >>> >> >>face=3DArial>
 > >>> >> ><DIV>
--
Brandon </DIV></BODY></HTML>
 > >>> >> >

> >>> >> >

> >>> >>

> >>> >

> >>> >

> >>>

> >>>

> >>

> >>

> >

> >

>I am not sure how well it works in production

> or manufacturing. You might ask them for a sample.

Well, if it will vaporize in a crack pipe, it's gonna be popular no matter what.

;o)

"DC" <dc@spammersinhell.org> wrote in message news:44ef3f22\$1@linux...

>

> It melts at low temperature, has silver for low resistance, and

> is pretty clean.

>

> I use it for field work. I am not sure how well it works in production

> or manufacturing. You might ask them for a sample.

>

> <http://www.multicore.com/>

>

>

>

> DC

>

>

> "Brandon" <a@a.com> wrote:

> >Best in what way?

> >Low residue or wetting or both?

> >I am looking for a no-clean solder wire with very good wetting and and very

> >low residue.

> >I use to use alpha and kester products, but they are crap.

> >I am slowly converting our entire process to multicore products.

> >They just seem to give the best results.

> >

> >--

> >Brandon Goodwin

> >

> >Process Engineering

> >Pentech Assembly
> >"DC" <dc@spammersinhell.org> wrote in message news:44ef2cc1\$1@linux...
> >>
> >> Hey Brandon,
> >>
> >> Ever try their 370?
> >>
> >> The best
> >>
> >> DC
> >>
> >>
> >> "Brandon" <a@a.com> wrote:
> >> >
> >> >
> >> >Can you get us a sample of Multicore No-Clean Solder Wire 511 please?
> >> >
> >> >Thanks,
> >> >
> >> >--=20
> >> >Brandon Goodwin
> >> >
> >> >Process Engineering
> >> >Pentech Assembly
> >> >
> >> ><!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 6.00.2800.1476" name=3DGENERATOR>
> >> ><STYLE></STYLE>
> >> ></HEAD>
> >> ><BODY bgColor=3D#ffffff>
> >> ><DIV>Can you get us a sample of Multicore =
> >> >No-Clean Solder=20
> >> >Wire 511 please?</DIV>
> >> ><DIV> </DIV>
> >> ><DIV>Thanks,</DIV>
> >> ><DIV>
--
Brandon Goodwin</DIV>
> >> ><DIV> </DIV>
> >> ><DIV>Process Engineering
Pentech
Assembly</DIV></BODY></HTML>
> >> >
> >> >
> >>
> >
> >
>>What annoyed me was that he is convinced digital just sounds bad.

>I've heard the same rubbish from Neil Young too.

.....that's 'cause Neil Young just sounds bad too.

"DC" <dc@spammersondesolationrow.com> wrote in message
news:44ef2555\$1@linux...

>

> What annoyed me was that he is convinced digital just sounds bad.

>

> I've heard the same rubbish from Neil Young too.

>

> had a audiophile friend tell me that once. I pulled out one of my

> classical discs and put it on his system. How's that sound, I asked?

>

> Sounds GREAT, says he!

>

> So, I ask him, if one CD can sound good, then it is not the medium is

> it? And his eyes got really big... Yeah, that's right!!

>

> All CD's can sound good. If they do not, someone blew it along

> the production process line somewhere.

>

> As far as the music itself being bad, I have to say I am sick to the

> death of fuggin' classic rock and all that crap. I'd still rather hear

> the Ramones than anything Rod Stewart has ever done, but the

> Ramones are still not on the radio very often.

> Comparing the music from that era to now is a useless exercise.

> Wake up!! It's 2006! Time to move on.

>

> I subscribe to American Songwriter mag, and I am sitting here

> listening to their sampler. Honestly. some of it is pure crap.

> Brainless, uninformed political excreta from Norman Blake and

> others, and just plain lame stuff. On the other hand Guy Clark's

> "Out in the Parking Lot" ought to be on the damn radio instead of

> Mariah or that Aguilera skank... Rodney Foster's "Half of My

> Mistakes" kicks butt as well.

>

> The culture is degraded, not because it is not the "glorious 60's"

> (I almost barfed writing that) but because we have no one but

> ourselves to rebel against any more.

> Anarchy requires stability to rebel against.

> Otherwise, it's just narcissism innit? Look around you.

> Is there anything even a little bit stable in the culture?

>

> It's like Marilyn Manson... It's a comedy act. Does he think he's

> actually going to shock anyone with the amount of violence on TV

> and everyone with 10 channels of gonzo porn?

>
> In 1970 "Long Time Gone" meant something. Now it's just an
> opportunity to light up another memory or two...
>
> blaahhhh...
>
> Great stuff is out there. Not "next big thing" not "the new Beatles"
> not "the new Miles", but good songs. Too bad they are so hard
> to find.
>
> DC
>
>
> "TCB" <nobody@ishere.com> wrote:
> >
> >What a crock. If nobody has made a good sounding record in twenty years
> that's
> >ten years longer than the last time that loser made a record worth
recording.
> >Someone should buy that washed up tosser a Thievery Corporation record.
>
> >
> >"DC" <dc@spammersonbleeker.com> wrote:
> >>
>
>> [http://today.reuters.com/news/articlenews.aspx?type=domestic News&storyid=2006-08-22T173033Z_01_N22395766_RTRUKOC_0_US-LEISURE-DYLAN.xml&src=rss&rpc=22](http://today.reuters.com/news/articlenews.aspx?type=domestic%20News&storyid=2006-08-22T173033Z_01_N22395766_RTRUKOC_0_US-LEISURE-DYLAN.xml&src=rss&rpc=22)
> >
>Possible, depending on how your bandwidth is being hit. You will want to
research (Google) the Via chipset patches and see if they apply to you
specifically. There are also tools out there (I think DJ is more hip to it
that I am as I quit the Via habit some time back) that will allow you to
throttle adjust some things about the PCI bus usage on a device level.

AA

"thesandbox" <sameasbefore@spam.com> wrote in message
news:44ee69d4\$1@linux...
>
> asus a7v deluxe mb, amd 3700 san diego core, 1gig ram, 4 eds in 7 slot
> magma,
> 2 uad-1's in mb pci slots.....would that problem let playback occur fine
> and then just have the clicks on the bounced file.
> Matt
>
> "Aaron Allen" <know-spam@not_here.dude> wrote:
>>Ahhhh.. the ole' PCI bus bandwidth trick. What kind of box are you mixing
>

>>on?
>>
>>AA
>>
>>"thesandbox" <sandboxproductionssпамwhat@hotmail.com> wrote in message
>>news:44ee5f13\$1@linux...
>>>
>>> for some reason it apparently is the UAD cards (2 cards 3.9 on win98)...
>
>>> if
>>> I render those tracks it bounces to disk okay.....very weird
>>> though...never
>>> noticed it before but....
>>> I am running 64 tracks and using them a bit more on more tracks (pair
> of
>>> fairchilds on drums, 1176 on 2 bass tracks and a couple of guitars, and
>
>>> 1176
>>> and la-2a on vox) but the uad meter still didn't go over 60%.
>>> Anyway....problem
>>> solved for now.....
>>> Thanks again for the quick response.
>>> Matt Barber
>>> www.sandboxproductions.com
>>> "thesandbox" <sandboxproductionssпамwhat@hotmail.com> wrote:
>>>>
>>>>I am trying to trouble shoot a problem that just crept up....
>>>>I am getting pops and crackles on my mixed down stereo files.
>>>>These do not appear during the mixdown...rendering process....just when
>>> I
>>>>try to play them back in Wavelab to master. I ran the error check in
>
>>>>wavelab
>>>>and it tells me it is finding glitches...not overs as I usually have the
>>> Global
>>>>fader below 0.3 on mixdown also.
>>>>Somehow this is happening as it is saving the mix....is it a hard drive
>>> problem????
>>>>No problems tracking though.
>>>>any other suggestions...please help!!!!
>>>>
>>>>Matt Barber
>>>>www.sandboxproductions.com
>>>
>>
>>
>I once bent the heck out of a (borrowed kick pedal.. oops) 5002 DW beater
within 30 seconds..... does that say anything about lbs/in at the head,

LOL?

AA

"Victor Lethbridge" <tatanka@eidnet.org> wrote in message
news:tatanka-D6685E.14250425082006@cust0358.vic01.dataco.com.au...
> In article <44ef162d\$1@linux>, "Brandon" <a@a.com> wrote:
>
> I think it has to be more. For light quiet stuff maybe 10-20lbs but if
> you have a rock thumper going it would be quit a bit more. Set the kick
> drum with the beater head facing upwards. Put 20lbs on the head and see
> how much deflection there is. Compare the deflection when someone give
> the kick a whack. It might give you somewhat of an idea.
>
> I've seen a couple "lead-footers" manage to put a beater through a new,
> properly seated, skin. They had a felt beater! I know the force was
> applied only through the beater but the overall force had to be quite
> substantial.
>
>> The solenoid is for work. Trying to make an upgrade to our electronics
>> production line.
>>
>> The kick question came up last night at the studio with my friends band
>> and
>> now I am curious.
>> I am guessing around 20 pounds.
>>
>>
>> --
>> Brandon
>>
>>
>> "Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e\$1@linux...
>> >
>> > Trying to make a robotic kick drum, are ya? :)
>> >
>> > Is that why you needed the solenoid?
>> >
>> > Neil
>> >
>> >
>> > "Brandon" <a@a.com> wrote:
>> > >
>> > >
>> > >How much force in "pounds" do you think is applied to=20
>> > >
>> > >a kick drum from the beater hitting the head? (range)

```

>> > >
>> > >
>> > >
>> > >Thanks
>> > >
>> > >
>> > >--=20
>> > >Brandon
>> > >
>> > ><!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 6.00.2800.1476" name=3DGENERATOR>
>> > ><STYLE></STYLE>
>> > ></HEAD>
>> > ><BODY bgColor=3D#ffffff>
>> > ><DIV><FONT face=3DArial><FONT size=3D1>
>> > ><P>How much force in "pounds" do you think is applied to </P>
>> > ><P>a kick drum from the beater hitting the head? (range)</P>
>> > ><P> </P>
>> > ><P><FONT size=3D3>Thanks</FONT></P></FONT></FONT></DIV><FONT =
>> > >face=3DArial>
>> > ><DIV><BR>-- <BR>Brandon </FONT></DIV></BODY></HTML>
>> > >
>> > >
>> >Robert,

```

I'm sorry I'm soooooooo late with the reply. Had to leave town quickly and I just got back in.

Yes. Can you help?

```

t Arsenault" <studiomanitou@gmail.com> wrote in message
news:44e45104@linux...
> Hi Wayne, you still need a nice clean (no pace) Paris.exe?
>
> Wayne Carson" <carson_wayne@msn.com> wrote in message
news:44e33dfb@linux...
> > Thanks Aaaron.
> >
> > Jim, I've tried to find antipace. Could you steer me towards it.
Thanks
> > :)

```

> >
> > Wayne
> >
> >
> >
> > "Jim" <jmulner@juno.com> wrote in message news:44e30b0b\$1@linux...
> >>
> >> Just use antipace. Sheesh, you think ID has a leg to stand on anymore
> >> for
> >> us getting rid of Pace? Paris runs great without Pace. Go for it. :)
> >>
> >> "Wayne Carson" <carson_wayne@msn.com> wrote:
> >> >Aaron, What do you mean "update those drivers to the spec in the XP
beta
> >> >driver install"? I'm on XP SP1 with PARIS 3.0 and PACE and did the
> > WinXP
> >> >beta3 driver install, using the XP driver package and making PARIS
work
> >> on
> >> >XP documents from the GreatIdea website. The only problem I initially
> > had
> >> >was to disable HT. Since then it's been rock steady, since 2004. Do
> >> >you
> >> >mean, there are files to update for PACE or XP when I upgrade to SP2?
> >> >
> >> >Martin, thanks for the reply. Makes me feel more confident about the
> > move.
> >> >
> >> >Anyone else wanna quick chime?
> >> >
> >> >Thanks all,
> >> >Wayne
> >> >
> >> >"Aaron Allen" <nospam@not_here.dude> wrote in message
> >> >news:44e26ce0\$1@linux...
> >> >> My Paris box is at SP1 with NO security updates on it. Runs great
when
> >> I
> >> >> have time to fire it up, short of a video card issue I'm dealing
with.
> >> >> SP2 I'm relatively sure would work just fine given what I do know. I
> >> >> do
> >> >> not
> >> >> connect this machine to the internet.
> >> >> If you use Pace you will have to update those drivers to the spec in
> > the
> >> >XP
> >> >> beta driver install.

> > >
 > > > AA
 > > >
 > > > "Wayne Carson" <carson_wayne@msn.com> wrote in message
 > > > news:44e24942@linux...
 > > > > Hey Aaron,
 > > > >
 > > > > A year ago you upgraded to SP2 and mentioned that you didn't have
 > > > > any
 > > > > problems running PARIS. I've got one computer. My desktop with
 > > WinXP
 > > > SP1
 > > > > with all security updates and use it for all my business and
 > > > > personal
 > > > > finance software, databases, PARIS system, sequencers, Word docs,
 > > games,
 > > > > DVD/CD burner and the internet (minimal use for email and product
 > > > software
 > > > > updates). I run all programs one at a time. No multi-tasking
 here.
 > > > >
 > > > > Did you have any problems with the install over SP1? Did
 everything
 > > > work
 > > > > afterwards? Did it mess with Interloc PACE for PARIS? Any
 > > > > comments
 > > > > would
 > > > > be appreciated.
 > > > >
 > > > > Anyone else can chime in. I do have back ups for all my important
 > > files
 > > > > and
 > > > > programs and all my audio is on my D drive. I've got the CD and
 > > > > wish
 > > > to
 > > > > upgrade for internet security. Once upgraded, there's no going
 > > > > back,
 > > > > right?
 > > > >
 > > > > Thanks all,
 > > > > Wayne Carson
 > > > > Paris user since 97
 > > > > Lurker and learner and sometimes I have a question
 > > >
 > > >
 > >
 > >
 > >

>

>For anyone using these www.samplitude.com has info on v9 of both. One of the more interesting new additions is the hybrid audio engine - some tracks can be part of the low latency engine, others part of the higher latency engine, depending on what you need (selectable). Sounds cool.

Spectral editing should be fun too.

Regards,

Dedricl broke a shaft on a DW 5002 beater (rented backline) 2 months ago in Vegas. Broke it clean into.

Rod

"Aaron Allen" <know-spam@not_here.dude> wrote:

>I once bent the heck out of a (borrowed kick pedal.. oops) 5002 DW beater

>within 30 seconds..... does that say anything about lbs/in at the head,

>LOL?

>

>AA

>

>

>"Victor Lethbridge" <tatanka@eidnet.org> wrote in message

>news:tatanka-D6685E.14250425082006@cust0358.vic01.dataco.com.au...

>> In article <[44ef162d\\$1@linux](mailto:44ef162d$1@linux)>, "Brandon" <a@a.com> wrote:

>>

>> I think it has to be more. For light quiet stuff maybe 10-20lbs but if
>> you have a rock thumper going it would be quit a bit more. Set the kick
>> drum with the beater head facing upwards. Put 20lbs on the head and see
>> how much deflection there is. Compare the deflection when someone give
>> the kick a whack. It might give you somewhat of an idea.

>>

>> I've seen a couple "lead-footers" manage to put a beater through a new,
>> properly seated, skin. They had a felt beater! I know the force was
>> applied only through the beater but the overall force had to be quite
>> substantial.

>>

>>> The solenoid is for work. Trying to make an upgrade to our electronics
>>> production line.

>>>

>>> The kick question came up last night at the studio with my friends band

>>> and

>>> now I am curious.

>>> I am guessing around 20 pounds.

>>>

>>>

>>> --

```

>>> Brandon
>>>
>>>
>>> "Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e$1@linux...
>>> >
>>> > Trying to make a robotic kick drum, are ya? :)
>>> >
>>> > Is that why you needed the solenoid?
>>> >
>>> > Neil
>>> >
>>> >
>>> > "Brandon" <a@a.com> wrote:
>>> > >
>>> > >
>>> > >How much force in "pounds" do you think is applied to=20
>>> > >
>>> > >a kick drum from the beater hitting the head? (range)
>>> > >
>>> > >
>>> > >
>>> > >Thanks
>>> > >
>>> > >
>>> > >--=20
>>> > >Brandon
>>> > >
>>> > ><!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 6.00.2800.1476" name=3DGENERATOR>
>>> > ><STYLE></STYLE>
>>> > ></HEAD>
>>> > ><BODY bgColor=3D#ffffff>
>>> > ><DIV><FONT face=3DArial><FONT size=3D1>
>>> > ><P>How much force in "pounds" do you think is applied to </P>
>>> > ><P>a kick drum from the beater hitting the head? (range)</P>
>>> > ><P> </P>
>>> > ><P><FONT size=3D3>Thanks</FONT></P></FONT></FONT></DIV><FONT =
>>> > >face=3DArial>
>>> > ><DIV><BR>-- <BR>Brandon </FONT></DIV></BODY></HTML>
>>> > >
>>> > >
>>> > >
>
>You know you want to do this

```

<http://tinyurl.com/kpy3qShee-it!!> Ah kin even tawlk lak thet tew!!!

;o)

"steve the artguy" <artguy@somethingorother.net> wrote in message
news:44efc671\$1@linux...

>

> You know you want to do this

>

> <http://tinyurl.com/kpy3q.....>and I didn't once hear him say "nucular".

;o)

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:44efd52a@linux...

> Shee-it!! Ah kin even tawlk lak thet tew!!!

>

> ;o)

>

> "steve the artguy" <artguy@somethingorother.net> wrote in message

> news:44efc671\$1@linux...

> >

> > You know you want to do this

> >

> > <http://tinyurl.com/kpy3q>

>

>I'm certainly not. I think this is maybe the best \$79.00 I've spent in a
while.Well, Hee Haw! I need to get me one of them there newfangled rocket launchers
right quick. I'll show u all how to get all blowed up right!

"steve the artguy" <artguy@somethingorother.net> wrote:

>

>You know you want to do this

>

><http://tinyurl.com/kpy3qYeah!> No OSX support at all!

Well, I guess Paris has the same problem huh?

Oh, well, grab the Dell (and I'm in hell)

It sounds good though.

DC

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>I'm certainly not. I think this is maybe the best \$79.00 I've spent in a

>while.

>

>Hi Rob,

You can contact me directly about a clean Paris.exe.

Email me.

carson_wayne@msn.comHi All -

Selling some PARIS gear - check the for sale section.

Thanks-Uhhhh.....pardon???

"Wayne Carson" <carson_wayne@msn.com> wrote in message
news:44f08f4e@linux...

> Hi Rob,

>

> You can contact me directly about a clean Paris.exe.

>

> Email me.

> carson_wayne@msn.com

>

>Soon you will be able to run Windows applications on Mac OSX without Windows.
The day Apple does this it will change a lot of things.

<http://www.codeweavers.com/>

<http://www.codeweavers.com/products/cxmac/>

Jeremy White, President & CEO of CodeWeavers talks about it on the Tech Night
Owl Live Pod cast July 13th.

<feed://www.techbroadcasting.com/nightowl.xml>

Direct link:

http://techbroadcasting.com/podcasts/nightowl_060713.mp3

JamesRob,

You replied to a post I did 8/15 thru 8/17 in regards to a Paris.exe file
(no pace) but I wasn't able to reply until yesterday 8/25. Post subject was
WinXP SP2. Sorry for the week delay. I don't have access to the newsgroup
when out of town. You asked if I needed a clean (no pace) Paris.exe. I
would really like that or knowledge how to modify my purchased copy of 3.0.
So, I thought you could contact me directly. All cleared up? Thanks for
helping.

Wayne

"Rob Arsenault" <mani2@nbnet.nb.ca> wrote in message
news:44f0aaa2\$1@linux...

> Uhhhh.....pardon???

>

>

> "Wayne Carson" <carson_wayne@msn.com> wrote in message

> news:44f08f4e@linux...

>> Hi Rob,

>>

>> You can contact me directly about a clean Paris.exe.

>>

>> Email me.

>> carson_wayne@msn.com

>>

>>

>

>What's the word on this thing? I know some of you guys were going to try
it out and post some thoughts.

JamesYou managed to accomplish the task....;>p

--

Martin Harrington

www.lendaneer-sound.com

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:44ef7f33\$1@linux...

> ROTFL!!!! I love it!!

>

> "Neil" <IUOIU@OIU.com> wrote in message news:44ef5007\$1@linux...

>>

>>SNIP>>>>>

>> :)

>> (Just trying to find the most DJ-esque solution to the problem)

>>

>>

>>

>>

>>

>> "Tony Benson" <tony@standinghampton.com> wrote:

>> >Hum? I'm not a physics dude, but I think besides just the deflection of
>> the

>> >head, you'd have to account for the velocity of the beater head,etc. I'm

>>

>> >just not sure if you can equate a static weight on the head with the
> actual
>>
>> >force of a moving beater hitting it for a split second. I know several
> real
>>
>> >smart math and electronics nerds (PhD types), but no physics docs. I
> might
>>
>> >check around and see if I can find someone who can tell me how to figure
>>
>> >this out. Now where did I put that dang accelerometer? ;>)
>> >
>> >Tony
>> >
>> >
>> >
>> >"Brandon" <a@a.com> wrote in message news:44ef3c45@linux...
>> >> Well I was thinking of how much the head moves inward when the beater
>> hits
>> >> it.
>> >> I was thinking maybe 1"-2". So, if I took the bass drum and turned it
>> on
>> >> its
>> >> side
>> >> and placed a 20 pound weight focused down to a 1 square inch area in
> the
>> >> center of the drum head I think it would displace the drum head by at
>>
>> >> least
>> >> 1 1/2".
>> >> So wouldn't that be equivalent? Perhaps its a little more 30 or 40.
>> >>
>> >>
>> >> --
>> >> Brandon
>> >>
>> >>
>> >> "Tony Benson" <tony@standinghampton.com> wrote in message
>> >> news:44ef3868@linux...
>> >>> I think it'd be much higher myself. You'd have to measure in pounds
> per
>> >>> square inch also for the measure to have much meaning. Since the
> beater
>> >> head
>> >>> is probably only contacting a little over 1 square inch, I'm guessing
>> a
>> >> good

```

>> >>> hard hit will be pretty substantial. Now you got me wondering.
>> >>>
>> >>> Tony
>> >>>
>> >>>
>> >>> "Brandon" <a@a.com> wrote in message news:44ef162d$1@linux...
>> >>> > The solenoid is for work. Trying to make an upgrade to our
> electronics
>> >>> > production line.
>> >>> >
>> >>> > The kick question came up last night at the studio with my friends
>> band
>> >>> > and
>> >>> > now I am curious.
>> >>> > I am guessing around 20 pounds.
>> >>> >
>> >>> >
>> >>> > --
>> >>> > Brandon
>> >>> >
>> >>> >
>> >>> > "Neil" <OIUOIU@OIU.com> wrote in message news:44ef107e$1@linux...
>> >>> >>
>> >>> >> Trying to make a robotic kick drum, are ya? :)
>> >>> >>
>> >>> >> Is that why you needed the solenoid?
>> >>> >>
>> >>> >> Neil
>> >>> >>
>> >>> >>
>> >>> >> "Brandon" <a@a.com> wrote:
>> >>> >> >
>> >>> >> >
>> >>> >> >How much force in "pounds" do you think is applied to=20
>> >>> >> >
>> >>> >> >a kick drum from the beater hitting the head? (range)
>> >>> >> >
>> >>> >> >
>> >>> >> >
>> >>> >> >Thanks
>> >>> >> >
>> >>> >> >
>> >>> >> >--=20
>> >>> >> >Brandon
>> >>> >> >
>> >>> >> ><!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 6.00.2800.1476" name=3DGENERATOR>
>> >>> >> ><STYLE></STYLE>
>> >>> >> ></HEAD>
>> >>> >> ><BODY bgColor=3D#ffffff>
>> >>> >> ><DIV><FONT face=3DArial><FONT size=3D1>
>> >>> >> ><P>How much force in "pounds" do you think is applied to </P>
>> >>> >> ><P>a kick drum from the beater hitting the head? (range)</P>
>> >>> >> ><P> </P>
>> >>> >> ><P><FONT size=3D3>Thanks</FONT></P></FONT></FONT></DIV><FONT =
>> >>> >> >face=3DArial>
>> >>> >> ><DIV><BR>-- <BR>Brandon </FONT></DIV></BODY></HTML>
>> >>> >> >
>> >>> >> >
>> >>> >>
>> >>> >
>> >>> >
```

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [Deej \[1\]](#) on Wed, 19 Jul 2006 03:11:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

```
>> >>>
>> >>>
>> >>
>> >>
>> >
>> >
>>
>
>On 27 Aug 2006 07:06:29 +1000, "James McCloskey" <excelsm@hotmail.com>
wrote:
>
>Soon you will be able to run Windows applications on Mac OSX without Windows.
> The day Apple does this it will change a lot of things.
>
>http://www.codeweavers.com/
>
>http://www.codeweavers.com/products/cxmac/
>
>
>Jeremy White, President & CEO of CodeWeavers talks about it on the Tech Night
>Owl Live Pod cast July 13th.
>
>feed://www.techbroadcasting.com/nightowl.xml
```

>
>
>Direct link:
>http://techbroadcasting.com/podcasts/nightowl_060713.mp3
>
>James

I've been watching this as well as Parallels. Key things for me are:

- 1) Will it run the Delorme GPS/Mapping software?
- 2) Will it run the Adobe stuff, like GoLive, InDesign, and such. I have that stuff in Windows flavor.

If both of those are a "no", then I'm going with Parallels on my MacBook Pro when I get it late October/early November-ish.

pabJust got mine DeeJ... haven't even opened it yet. I'm entirely anxious to light this baby up though cause I got me a new git as well. First hollowbody electric I've bought new since my early 70's model Gretsch Tennesseean w/Bigsby. Will report.
W.

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message news:44efdd89@linux...

> I'm certainly not. I think this is maybe the best \$79.00 I've spent in a
> while.

>
>works fine with 2 rme firefaces and 1 motu 24 I/O connected to it. just make sure that all the cables are the same length. while it didn't have a negative effect on logic with the motu it did with the rme's and DP when one cable was shorter than the others.

there's more of an improvement with the 24 i/o sound with tighter bass and mid bass; smoother high end and better detail on the mids.

On 27 Aug 2006 09:37:17 +1000, "James McCloskey" <excelsm@hotmail.com> wrote:

>
>What's the word on this thing? I know some of you guys were going to try
>it out and post some thoughts.

>
>JamesDJ wrote:
> I'm certainly not. I think this is maybe the best \$79.00 I've spent in a
> while.

>
>
I know it's cheap, but what's the big deal - it's just another f/x

pedal, right?What bibs?

Hell....

I just wet my panties :)

El Miguel (slobber)

"Neil" <OIUOI@OIU.com> wrote in message news:44eba035\$1@linux...

>

> One of 3 Neve's like it on the planet (or so I'm told), it's

> basically two 8000-series boards fitted together:

>

> <http://www.sonicranch.com/neve1console.html>

>

>

> Live room attached to this particular control room...

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [Deej \[1\]](#) on Wed, 19 Jul 2006 03:24:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

br />

> <http://www.sonicranch.com/bigtrackingroom2.html>

>It's got several advantages.

One is that it is editable via usb on your computer (well except for OSX) and that is much cooler than paging through stuff with the knobs.

Another is that it is quite powerful, processing wise.

To me, the biggest advantage is that it can do a decent job on some UD and AD stomp sounds. The UD in particular, was the most impressive delay pedal ever made, and would do stuff that would embarrass even the 2K TC stuff, let alone pods and Digi-Tech.

And it's 79 bucks!

DC

Bill L <bill@billlorentzen.com> wrote:

>DJ wrote:
>> I'm certainly not. I think this is maybe the best \$79.00 I've spent in
>a
>> while.
>>
>>
>I know it's cheap, but what's the big deal - it's just another f/x
>pedal, right?Man, I was gonna buy (like I need a 10th tone device for my guitars, but I
digress) but I see no midi in :(
Stop it with the carrot man, I dunno how much longer I can hold out ~

AA

"DC" <dc@spammersinjp.com> wrote in message news:44f1c164\$1@linux...

>
> It's got several advantages.
>
> One is that it is editable via usb on your computer (well except
> for OSX) and that is much cooler than paging through stuff with
> the knobs.
>
> Another is that it is quite powerful, processing wise.
>
> To me, the biggest advantage is that it can do a decent job
> on some UD and AD stomp sounds. The UD in particular, was the
> most impressive delay pedal ever made, and would do stuff that
> would embarrass even the 2K TC stuff, let alone pods and Digi-
> Tech.
>
> And it's 79 bucks!

> DC

>
>
> Bill L <bill@billlorentzen.com> wrote:

>>DJ wrote:
>>> I'm certainly not. I think this is maybe the best \$79.00 I've spent in
> a
>>> while.
>>>
>>>
>>I know it's cheap, but what's the big deal - it's just another f/x
>>pedal, right?
>Hmmm.....now it this codeweavers bunch would figure out a way to run
Steiny software on Linux, that would be fun. One of the *other* reasons I
don't like Macs is the OS and all of the bloat that I can't get rid of..
;O)

"James McCloskey" <excelsm@hotmail.com> wrote in message
news:44f0b7d5\$1@linux...

>
> Soon you will be able to run Windows applications on Mac OSX without
Windows.
> The day Apple does this it will change a lot of things.
>
> <http://www.codeweavers.com/>
>
> <http://www.codeweavers.com/products/cxmac/>
>
>
> Jeremy White, President & CEO of CodeWeavers talks about it on the Tech
Night
> Owl Live Pod cast July 13th.
>
> <feed://www.techbroadcasting.com/nightowl.xml>
>
>
> Direct link:
> http://techbroadcasting.com/podcasts/nightowl_060713.mp3
>
> James
> Well.....it appears that two journalists have been *converted* and the *new
inquisition* is here. Convert to Islam or else. Now, of course, if these
guys are released and they renounce their *new* religion, they can have a
fatwah issued against them and every Muslim radical gets to take a shot at
them *legally*.

Coming soon to a pacifist near you....

oops.....oh well.....I feel better now too....

;o)

"Sarah" <sarahjane@sarahtonin.com> wrote in message news:44eb8159@linux...

> Oh, let me! Can I? Can I? OK . . . here goes . . . Bush . . . is a big,
> fat, stinky poophead!
>
> OK, I feel better now.
>
> Sarah
>
>
> "DC" <dc@spammersinvenezuela.org> wrote in message
news:44e9f957\$1@linux.

Subject: Re: Does anyone here understand the RME totalmix?
Posted by [Dedric Terry](#) on Wed, 19 Jul 2006 06:01:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

..
> >
> > I am for a cease for on all political and/or religious topics, and
> > a cowpie in the mail to DJ for starting all of this...
> >
> > <grin>
> >
> > Really folks, this is pointless. C'mon LaMont, call Bush a few more
> > names and declare victory and let's be done with it.
> >
> > DC
> >
>
> Hey Rick! Did you get a chance to try it whit Paris? I'm wondering if it
will be a definite improvement over the Paris clock.

Thanks
James

rick <parnell68@hotmail.com> wrote:
> works fine with 2 rme firefaces and 1 motu 24 I/O connected to it.
> just make sure that all the cables are the same length. while it
> didn't have a negative effect on logic with the motu it did with the
> rme's and DP when one cable was shorter than the others.
>
> there's more of an improvement with the 24 i/o sound with tighter bass
> and mid bass; smoother high end and better detail on the mids.
>
> On 27 Aug 2006 09:37:17 +1000, "James McCloskey" <excelsm@hotmail.com>
> wrote:
>
>>
>> What's the word on this thing? I know some of you guys were going to try
>> it out and post some thoughts.
>>
>> James
> Well DeeJ, I think if we could take your PCs away for a year and you could
only use a Mac with OSX, I think you'd be hooked. If you had one of those
Mac Pro machines, we'd have a hell of a time getting it away from you. I
don't think you'd be talking about bloat. Like they say, once you go Mac
you never go back!

If we're back to the UNIX carnal thing, it's a moot point for Mac users,
that never slowed us down. If your talking bloated operating systems, Windows
is certainly more bloated than Mac OSX. Both systems can be stripped down,

the key is knowing how to do that.

Apple should give more options when installing. I think the language libraries in OSX are bloat. I sure don't need five versions of Chinese, much less one version of Chinese. However, they can be stripped out in minutes.

One thought would be if you could run the XP version of Paris on Mac OSX, for the Mac guys. It might be more convenient, but I'm not sure that it really makes any sense though.

Anyways, I just wanted to mention the Crossover Mac software for anybody that would be interested. There are other companies that are working on similar things that will be coming out in the next six months.

James

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>Hmmm.....now it this codeweavers bunch would figure out a way to run

>Steiny software on Linux, that would be fun. One of the *other* reasons

I

>don't like Macs is the OS and all of the bloat that I can't get rid of..

>;O)

>

>"James McCloskey" <excelsm@hotmail.com> wrote in message

>news:44f0b7d5\$1@linux...

>>

>> Soon you will be able to run Windows applications on Mac OSX without

>Windows.

>> The day Apple does this it will change a lot of things.

>>

>> <http://www.codeweavers.com/>

>>

>> <http://www.codeweavers.com/products/cxmac/>

>>

>>

>> Jeremy White, President & CEO of CodeWeavers talks about it on the Tech

>Night

>> Owl Live Pod cast July 13th.

>>

>> [feed://www.techbroadcasting.com/nightowl.xml](http://www.techbroadcasting.com/nightowl.xml)

>>

>>

>> Direct link:

>> http://techbroadcasting.com/podcasts/nightowl_060713.mp3

>>

>> James

>>

>

>But basically I'd be running PC software on a ridiculously overpriced piece of proprietary hardware with ridiculously overpriced replacement parts and peripherals on an OS that wouldn't really give me any advantage over windows other than the fact that if I *wanted* to use OSX rather than Windows (which I don't) then I could.....on a ridiculously overpriced piece of proprietary hardware with overpriced replacement parts and peripherals.

;o)

"James McCloskey" <excelsm@hotmail.com> wrote in message
news:44f1eb5d\$1@linux...

>

> Well DeeJ, I think if we could take your PCs away for a year and you could
> only use a Mac with OSX, I think you'd be hooked. If you had one of those
> Mac Pro machines, we'd have a hell of a time getting it away from you. I
> don't think you'd be talking about bloat. Like they say, once you go Mac
> you never go back!

>

> If we're back to the UNIX carnal thing, it's a moot point for Mac users,
> that never slowed us down. If your talking bloated operating systems,
Windows

> is certainly more bloated than Mac OSX. Both systems can be stripped
down,

> the key is knowing how to do that.

>

> Apple should give more options when installing. I think the language
libraries

> in OSX are bloat. I sure don't need five versions of Chinese, much less
> one version of Chinese. However, they can be stripped out in minutes.

>

> One thought would be if you could run the XP version of Paris on Mac OSX,
> for the Mac guys. It might be more convenient, but I'm not sure that it
> really makes any sense though.

>

> Anyways, I just wante

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [rick](#) on Wed, 19 Jul 2006 08:53:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

S.

>

> James

>

> "DJ" <animix_spam-this-ahole_@animas.net> wrote:

> >Hmmm.....now it this codeweavers bunch would figure out a way to
run

> >Steiny software on Linux, that would be fun. One of the *other* reasons
> I
> >don't like Macs is the OS and all of the bloat that I can't get rid of..
> >;O)
> >
> >"James McCloskey" <excelsm@hotmail.com> wrote in message
> >news:44f0b7d5\$1@linux...
> >>
> >> Soon you will be able to run Windows applications on Mac OSX without
> >Windows.
> >> The day Apple does this it will change a lot of things.
> >>
> >> <http://www.codeweavers.com/>
> >>
> >> <http://www.codeweavers.com/products/cxmac/>
> >>
> >>
> >> Jeremy White, President & CEO of CodeWeavers talks about it on the Tech
> >Night
> >> Owl Live Pod cast July 13th.
> >>
> >> [feed://www.techbroadcasting.com/nightowl.xml](http://www.techbroadcasting.com/nightowl.xml)
> >>
> >>
> >> Direct link:
> >> http://techbroadcasting.com/podcasts/nightowl_060713.mp3
> >>
> >> James
> >>
> >
> >
> >Wow!! This is even greater news than Bootcamp. I hope they get this thing
out to market. Having the ability to run Logic Audio-OSx, Nuendo(Pc Version)
& Samplitude . As well as the some of the other cool Mac OS-x features, on
the same Machine, makes for better work flow..

Note: Apple should lift the Apple OS-x only version of Logic Audio if it
is to survive. As it stands today, they are losing ground big time when they
made that move. Cross platform compatibility is the name of the game. And,
while they're at it, make all of their apps (including OSX) PC compatible..

Let's run OSX on a DELL..???

"James McCloskey" <excelsm@hotmail.com> wrote:

>
>Soon you will be able to run Windows applications on Mac OSX without Windows.
> The day Apple does this it will change a lot of things.
>

><http://www.codeweavers.com/>
>
><http://www.codeweavers.com/products/cxmac/>
>
>
>Jeremy White, President & CEO of CodeWeavers talks about it on the Tech Night
>Owl Live Pod cast July 13th.
>
>[feed://www.techbroadcasting.com/nightowl.xml](http://www.techbroadcasting.com/nightowl.xml)
>
>
>Direct link:
>http://techbroadcasting.com/podcasts/nightowl_060713.mp3
>
>James
>Actually, Mac replacement parts (Since the G4) have been the same parts as the PC..Except for the CPU, the parts (video card, Hard Drives, CD/DVD drives, USB,Firewire) are al compatible..
Same cheap parts.. It's only the Cases & OS that proprietary.

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>But basically I'd be running PC software on a ridiculously overpriced piece
>of proprietary hardware with ridiculously overpriced replacement parts and
>peripherals on an OS that wouldn't really give me any advantage over windows
>other than the fact that if I *wanted* to use OSX rather than Windows (which
>I don't) then I could.....on a ridiculously overpriced piece of
>proprietary hardware with overpriced replacement parts and peripherals.

>
>;0)

>
>"James McCloskey" <excelsm@hotmail.com> wrote in message
>[news:44f1eb5d\\$1@linux...](mailto:news:44f1eb5d$1@linux...)

>>
>> Well DeeJ, I think if we could take your PCs away for a year and you could
>> only use a Mac with OSX, I think you'd be hooked. If you had one of those
>> Mac Pro machines, we'd have a hell of a time getting it away from you.

I
>> don't think you'd be talking about bloat. Like they say, once you go Mac
>> you never go back!

>>
>> If we're back to the UNIX carnal thing, it's a moot point for Mac users,
>> that never slowed us down. If your talking bloated operating systems,
>Windows
>> is certainly more bloated than Mac OSX. Both systems can be stripped
>down,
>> the key is knowing how to do that.

>>
>> Apple should give more options when installing. I think the language
>libraries
>> in OSX are bloat. I sure don't need five versions of Chinese, much less
>> one version of Chinese. However, they can be stripped out in minutes.
>>
>> One thought would be if you could run the XP versio

Subject: Re: Does anyone here understand the RME totalmix?
Posted by [Deej \[1\]](#) on Wed, 19 Jul 2006 15:44:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

without
>> >Windows.
>> >> The day Apple does this it will change a lot of things.
>> >>
>> >> <http://www.codeweavers.com/>
>> >>
>> >> <http://www.codeweavers.com/products/cxmac/>
>> >>
>> >>
>> >> Jeremy White, President & CEO of CodeWeavers talks about it on the
Tech
>> >Night
>> >> Owl Live Pod cast July 13th.
>> >>
>> >> <feed://www.techbroadcasting.com/nightowl.xml>
>> >>
>> >>
>> >> Direct link:
>> >> http://techbroadcasting.com/podcasts/nightowl_060713.mp3
>> >>
>> >> James
>> >>
>> >
>> >
>>
>
>One of my clients may be swapping me a pair of NS10m's and a power amp for
some studio time. He's also got a Yamaha P2700 power amp and, I thnk a P2201
as well.

I've been out of the power amp loop for many years as I was using powered
monitors before I switched to NHT A-20's which have a proprietary power
amp.....sooo.....what's a good amp for NS10M's? I don't want to
underdrive these and since they are *rated* at 150, I figure I'm going to
need 250 into 8ohms to get the goods out of them.

I think both of these power amps will provide this, and then some.....but both the P2201 and P2700 have big fans IIRC. Are these especially loud? I guess I could power this from the machine room, but it would be much more convenient if it was close by. I'll probably need to run it from another circuit in the house somewhere too (PITA.....can you say HUMMMM) since the 15 amps on the studio circuit is pretty well gobbled up by the stuff I'm running during a mix if I use a lot of outboard. I've got a Henry Engineering Matchbox that *might* be able to solve this problem though.

I'll likely be trying them both, but I wanted to run this by y'all to see if there were any *gotchas* or if I should be looking at a different power amp.

Thanks,
Deej

Thanks,

DeejReally???.....????

"LaMont" <jjdpro@ameritech.net> wrote in message news:44f2148a\$1@linux...

>

> Actually, Mac replacement parts (Since the G4) have been the same parts as
> the PC..Except for the CPU, the parts (video card, Hard Drives, CD/DVD
drives,

> USB,Firewire) are al compatible..

> Same cheap parts.. It's only the Cases & OS that proprietary.

>

>

> "DJ" <animix_spam-this-ahole_@animas.net> wrote:

> >But basically I'd be running PC software on a ridiculously overpriced
piece

> >of proprietary hardware with ridiculously overpriced replacement parts
and

> >peripherals on an OS that wouldn't really give me any advantage over
windows

> >other than the fact that if I *wanted* to use OSX rather than Windows
(which

> >I don't) then I could.....on a ridiculously overpriced piece of

> >proprietary hardware with overpriced replacement parts and peripherals.

> >

> >;o)

> >

> >"James McCloskey" <excelsm@hotmail.com> wrote in message

> >news:44f1eb5d\$1@linux...

> >>

> >> Well Deej, I think if we could take your PCs away for a year and you

could

> >> only use a Mac with OSX, I think you'd be hooked. If you had one of those

> >> Mac Pro machines, we'd have a hell of a time getting it away from you.

> I

> >> don't think you'd be talking about bloat. Like they say, once you go Mac

> >> you never go back!

> >>

> >> If we're back to the UNIX carnal thing, it's a moot point for Mac users,

> >> that never slowed us down. If your talking bloated operating systems,

> >Windows

> >> is certainly more bloated than Mac OSX. Both systems can be stripped

> >down,

> >> the key is knowing how to do that.

> >>

> >> Apple should give more options when installing. I think the language

> >libraries

> >> in OSX are bloat. I sure don't need five versions of Chinese, much less

> >> one version of Chinese. However, they can be stripped out in minutes.

> >>

> >> One thought would be if you could run the XP version of Paris on Mac OSX,

> >> for the Mac guys. It might be more convenient, but I'm not sure that

> it

> >> really makes any sense though.

> >>

> >> Anyways, I just wanted to mention the Crossover Mac software for anybody

> >> that would be interested. There are other companies that are working

> on

> >> similar things that will be coming out in the next six months.

> >>

> >> James

> >>

> >> "DJ" <animix_spam-this-ahole_@animas.net> wrote:

> >> >Hmmm.....now it this codeweavers bunch would figure out a way to

> >run

> >> >Steiny software on Linux, that would be fun. One of the *other* reasons

> >> I

> >> >don't like Macs is the OS and all of the bloat that I can't get rid of..

> >> >;O)

> >> >

> >> >"James McCloskey" <excelsm@hotmail.com> wrote in message

> >> >news:44f0b7d5\$1@linux...
> >> >>
> >> >> Soon you will be able to run Windows applications on Mac OSX without
> >> >Win

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [rick](#) on Wed, 19 Jul 2006 19:18:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

fine, but when I try
>to
>>access the GUI, Windows gives one of those "Sorry for the inconvenience"
errors
>>and Paris shuts down. Not really a big deal, as I don't like the realverb
>>that much anyway, but I have used it a few times, and had some presets
that
>>I had worked on.
>>
>>Rod
>>
>>
>>
>I run my NS10's on a 2201, and it makes a perfect mate for them. And there
are no fans on the 2201, nice, quiet and powerful. The 2200 had the meters
on the front, and I always heard that there was something in the meter circuit
that messed with the sound. The 2201 is the same amp sans meters...

Best amp I ever heard on them, and believe me, I tried a lot of them...

"Dubya Mark Wilson" <mark.xspam@avidrecording.com> wrote:

>Yes on the fans. Loud enough to be a problem in a CR.

>M

>

>"DJ" <animix_spam-this-ahole_@animas.net> wrote in message

>news:44f21ae0@linux...

>> One of my clients may be swapping me a pair of NS10m's and a power amp
for

>> some studio time. He's also got a Yamaha P2700 power amp and, I think a

>> P2201

>> as well.

>>

>> I've been out of the power amp loop for many years as I was using powered

>> monitors before I switched to NHT A-20's which have a proprietary power

>> amp.....sooo.....what's a good amp for NS10M's? I don't want

to

>> underdrive these and since they are *rated* at 150, I figure I'm going

to
>> need 250 into 8ohms to get the goods out of them.
>>
>> I think both of these power amps will provide this, and then
>> some.....but
>> both the P2201 and P2700 have big fans IIRC. Are these especially loud?
I
>> guess I could power this from the machine room, but it would be much more
>> convenient if it was close by. I'll probably need to run it from another
>> circuit in the house somewhere too (PITA.....can you say HUMMMM) since

>> the
>> 15 amps on the studio circuit is pretty well gobbled up by the stuff I'm
>> running during a mix if I use a lot of outboard. I've got a Henry
>> Engineering Matchbox that *might* be able to solve this problem though.
>>
>> I'll likely be trying them both, but I wanted to run this by y'all to
see
>> if
>> there were any *gotchas* or if I should be looking at a different power
>> amp.
>>
>> Thanks,
>> Deej
>>
>> Thanks,
>>
>> Deej
>>
>>
>

>Back in the late 70's one of my buddies got an Adcom GFA-1 amp. I recall driving his big Klipsch towers with these and we were just floored by the punch and fidelity of this little amp. I just picked one of these up for a good price on EBay. If I don't like it, I have another use for it, but if it's got what I seem to remember it having, this little brick may be all I need. It's rated 200WPC into 8 ohms and IIRC, that 200WPC rating may actually be a bit conservative. It's got a fan too, but I'll be keeping this pup in the machine room anyway.

"Dubya Mark Wilson" <mark.xspam@avidrecording.com> wrote in message news:44f23bc5@linux...

> Yes on the fans. Loud enough to be a problem in a CR.

> M

>

> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
> news:44f21ae0@linux...

> > One of my clients may be swapping me a pair of NS10m's and a power amp

for
> > some studio time. He's also got a Yamaha P2700 power amp and, I think a
> > P2201
> > as well.
> >
> > I've been out of the power amp loop for many years as I was using
powered
> > monitors before I switched to NHT A-20's which have a proprietary power
> > amp.....sooo.....what's a good amp for NS10M's? I don't want to
> > underdrive these and since they are *rated* at 150, I figure I'm going
to
> > need 250 into 8ohms to get the goods out of them.
> >
> > I think both of these power amps will provide this, and then
> > some.....but
> > both the P2201 and P2700 have big fans IIRC. Are these especially loud?
I
> > guess I could power this from the machine room, but it would be much
more
> > convenient if it was close by. I'll probably need to run it from another
> > circuit in the house somewhere too (PITA.....can you say HUMMMM) since
> > the
> > 15 amps on the studio circuit is pretty well gobbled up by the stuff I'm
> > running during a mix if I use a lot of outboard. I've got a Henry
> > Engineering Matchbox that *might* be able to solve this problem though.
> >
> > I'll likely be trying them both, but I wanted to run this by y'all to
see
> > if
> > there were any *gotchas* or if I should be looking at a different power
> > amp.
> >
> > Thanks,
> > DeeJ
> >
> > Thanks,
> >
> > DeeJ
> >
> >
>
> Thanks John. Good info there. These 2201's are going for around \$250.00
these days. Not bad.

Deej

"John Macy" <spamlessjohn@johnmacy.com> wrote in message
news:44f26969\$1@linux...

>
> I run my NS10's on a 2201, and it makes a perfect mate for them. And there
> are no fans on the 2201, nice, quiet and powerful. The 2200 had the meters
> on the front, and I always heard that there was something in the meter circuit
> that messed with the sound. The 2201 is the same amp sans meters...
>
> Best amp I ever heard on them, and believe me, I tried a lot of them...
>
> "Dubya Mark Wilson" <mark.xspam@avidrecording.com> wrote:
> >Yes on the fans. Loud enough to be a problem in a CR.
> >M
> >
> >"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
> >news:44f21ae0@linux...
> >> One of my clients may be swapping me a pair of NS10m's and a power amp
> for
> >> some studio time. He's also got a Yamaha P2700 power amp and, I think a
>
> >> P2201

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [Deej \[1\]](#) on Wed, 19 Jul 2006 19:18:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

animix_spam-this-ahole_@animas.net> wrote:

>One of my clients may be swapping me a pair of NS10m's and a power amp for
>some studio time. He's also got a Yamaha P2700 power amp and, I think a P2201
>as well.

>

>I've been out of the power amp loop for many years as I was using powered
>monitors before I switched to NHT A-20's which have a proprietary power
>amp.....sooo.....what's a good amp for NS10M's? I don't want to
>underdrive these and since they are *rated* at 150, I figure I'm going to
>need 250 into 8ohms to get the goods out of them.

>

>I think both of these power amps will provide this, and then some.....but
>both the P2201 and P2700 have big fans IIRC. Are these especially loud?

I

>guess I could power this from the machine room, but it would be much more
>convenient if it was close by. I'll probably need to run it from another
>circuit in the house somewhere too (PITA.....can you say HUMMMM) since the

>15 amps on the studio circuit is pretty well gobbled up by the stuff I'm
>running during a mix if I use a lot of outboard. I've got a Henry

>Engineering Matchbox that *might* be able to solve this problem though.
>
>I'll likely be trying them both, but I wanted to run this by y'all to see
if
>there were any *gotchas* or if I should be looking at a different power
>amp.
>
>Thanks,
>Deej
>
>Thanks,
>
>Deej
>
>"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>One of my clients may be swapping me a pair of NS10m's and a power amp for
>some studio time. He's also got a Yamaha P2700 power amp and, I think a P2201
>as well.
>
>I've been out of the power amp loop for many years as I was using powered
>monitors before I switched to NHT A-20's which have a proprietary power
>amp.....sooo.....what's a good amp for NS10M's? I don't want to
>underdrive these and since they are *rated* at 150, I figure I'm going to
>need 250 into 8ohms to get the goods out of them.
>
>I think both of these power amps will provide this, and then some.....but
>both the P2201 and P2700 have big fans IIRC. Are these especially loud?
I
>guess I could power this from the machine room, but it would be much more
>convenient if it was close by. I'll probably need to run it from another
>circuit in the house somewhere too (PITA.....can you say HUMMMM) since
the
>15 amps on the studio circuit is pretty well gobbled up by the stuff I'm
>running during a mix if I use a lot of outboard. I've got a Henry
>Engineering Matchbox that *might* be able to solve this problem though.
>
>I'll likely be trying them both, but I wanted to run this by y'all to see
if
>there were any *gotchas* or if I should be looking at a different power
>amp.
>
>Thanks,
>Deej
>
>Thanks,
>
>Deej
>

>
I used a 2201 on my NS10s with excellent results. I also liked MacIntosh 60s, Adcoms, Brystons and even Hot House, but I think the 2201 was the best match. A dedicated 20A circuit is always a good idea. (ROMEX 12/3 NM-B minimum). Gene I'm with Gene--I tried Macs, Brystons, Hot House, Hafler and others, and the 2201 still smoked them. I heard some time ago about a mod that made them even better--anyone hear of this???

"gene Lennon" <glennon@NOSPmyrealbox.com> wrote:

>
>"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>>One of my clients may be swapping me a pair of NS10m's and a power amp for
>>some studio time. He's also got a Yamaha P2700 power amp and, I think a P2201
>>as well.
>>
>>I've been out of the power amp loop for many years as I was using powered
>>monitors before I switched to NHT A-20's which have a proprietary power
>>amp.....sooo.....what's a good amp for NS10M's? I don't want to
>>underdrive these and since they are *rated* at 150, I figure I'm going to
>>need 250 into 8ohms to get the goods out of them.
>>
>>I think both of these power amps will provide this, and then some.....but
>>both the P2201 and P2700 have big fans IIRC. Are these especially loud?
>I
>>guess I could power this from the machine room, but it would be much more
>>convenient if it was close by. I'll probably need to run it from another
>>circuit in the house somewhere too (PITA.....can you say HUMMMM) since
>the
>>15 amps on the studio circuit is pretty well gobbled up by the stuff I'm
>>running during a mix if I use a lot of outboard. I've got a Henry
>>Engineering Matchbox that *might* be able to solve this problem though.
>>
>>I'll likely be trying them both, but I wanted to run this by y'all to see
>if
>>there were any *gotchas* or if I should be looking at a different power
>>amp.
>>
>>Thanks,
>>Deej
>>
>>Thanks,
>>
>>Deej
>>
>>

>I used a 2201 on my NS10s with excellent results. I also liked MacIntosh
>60s, Adcoms, Brystons and even Hot House, but I think the 2201 was the best
>match. A dedicated 20A circuit is always a good idea. (ROMEX 12/3 NM-B minimum).
>Gene"TCB" <nobody@ishere.com> wrote:
>Where do I get 10 channels of gonzo porn?

Gonzo did porn???

Doug (Now Elmo doing porn would be REALLY wrong...)Anybody remember these guys?

The Primitives?

<http://www.youtube.com/watch?v=YE49S6i4QXE>

Nearly perfect power pop.

Kommunity FK?

Anybody here heard of them?

Lame video. Great band...

<http://www.youtube.com/watch?v=yUili7XJ5fA>

The 80's were a lot of fun.

Amazing stuff on YouTube..

DCI've always been partial to Adcoms. Very open sounding with smooth mids. I was sort of thinking about the situation with the mids in the NS-10M's when I decided to pick this one up. I don't know how the GFA-1 will compare to the later 545 (100WPC) or 555. The 555 also has 200WPC, like the GFA-1. I think the GFA-1, being their first power amp, may be a bit of a minimalist design, which is what (I think) I want. I'll be strapping a PVC between the unbalanced outputs of my DAC-1 and the Adcom since it doesn't have any means of attenuation.. This one is coming from an estate and according to the seller, it was used on a regular basis so hopefully the caps are still in good shape and haven't dried out. I'll A/B it against the 2201 (if he has a 2201.....I think his second amp is a 2201 IIRC)

Deej

"John Macy" <spamlessjohn@johnmacy.com> wrote in message
news:44f26f9d\$1@linux...

>

> I'm with Gene--I tried Macs, Brystons, Hot House, Hafler and others, and

> the 2201 still smoked them. I heard some time ago about a mod that made them
> even better--anyone hear of this???

>

> "gene Lennon" <glennon@NOSPmyrealbox.com> wrote:

> >

> >"DJ" <animix_spam-this-ahole_@animas.net> wrote:

> >>One of my clients may be swapping me a pair of NS10m's and a power amp
> for

> >>some studio time. He's also got a Yamaha P2700 power amp and, I thnk a
> P2201

> >>as well.

> >>

> >>I've been out of the power amp loop for many years as I was using
powered

> >>monitor

Subject: Re: Does anyone here understand the RME totalmix?
Posted by [rick](#) on Thu, 20 Jul 2006 09:06:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

/>

>>

>> "DJ" <animix_spam-this-ahole_@animas.net> wrote:

>> >But basically I'd be running PC software on a ridiculously overpriced
>piece

>> >of proprietary hardware with ridiculously overpriced replacement parts
>and

>> >peripherals on an OS that wouldn't really give me any advantage over
>windows

>> >other than the fact that if I *wanted* to use OSX rather than Windows
>(which

>> >I don't) then I could.....on a ridiculously overpriced piece of

>> >proprietary hardware with overpriced replacement parts and peripherals.

>> >

>> >;o)

>> >

>> >"James McCloskey" <excelsm@hotmail.com> wrote in message

>> >news:44f1eb5d\$1@linux...

>> >>

>> >> Well DeeJ, I think if we could take your PCs away for a year and you
>could

>> >> only use a Mac with OSX, I think you'd be hooked. If you had one of
>those

>> >> Mac Pro machines, we'd have a hell of a time getting it away from you.

>> I

>> >> don't think you'd be talking about bloat. Like they say, once you go

>Mac
 >> >> you never go back!
 >> >>
 >> >> If we're back to the UNIX carnal thing, it's a moot point for Mac
 >users,
 >> >> that never slowed us down. If your talking bloated operating systems,
 >> >Windows
 >> >> is certainly more bloated than Mac OSX. Both systems can be stripped
 >> >down,
 >> >> the key is knowing how to do that.
 >> >>
 >> >> Apple should give more options when installing. I think the language
 >> >libraries
 >> >> in OSX are bloat. I sure don't need five versions of Chinese, much
 >less
 >> >> one version of Chinese. However, they can be stripped out in minutes.
 >> >>
 >> >> One thought would be if you could run the XP version of Paris on Mac
 >OSX,
 >> >> for the Mac guys. It might be more convenient, but I'm not sure that
 >> it
 >> >> really makes any sense though.
 >> >>
 >> >> Anyways, I just wanted to mention the Crossover Mac software for
 >anybody
 >> >> that would be interested. There are other companies that are working
 >> on
 >> >> similar things that will be coming out in the next six months.
 >> >>
 >> >> James
 >> >>
 >> >> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
 >> >> >Hmmm.....now it this codeweavers bunch would figure out a way to
 >> >run
 >> >> >Steiny software on Linux, that would be fun. One of the *other*
 >reasons
 >> >> I
 >> >> >don't like Macs is the OS and all of the bloat that I can't get rid
 >of..
 >> >> >;O)
 >> >> >
 >> >> >"James McCloskey" <excelsm@hotmail.com> wrote in message
 >> >> >news:44f0b7d5\$1@linux...
 >> >> >>
 >> >> >> Soon you will be able to run Windows applications on Mac OSX without
 >> >> >Windows.
 >> >> >> The day Apple does this it will change a lot of things.
 >> >> >>

>> >> >> <http://www.codeweavers.com/>
>> >> >>
>> >> >> <http://www.codeweavers.com/products/cxmac/>
>> >> >>
>> >> >>
>> >> >> Jeremy White, President & CEO of CodeWeavers talks about it on the
>> Tech
>> >> >Night
>> >> >> Owl Live Pod cast July 13th.
>> >> >>
>> >> >> <feed://www.techbroadcasting.com/nightowl.xml>
>> >> >>
>> >> >>
>> >> >> Direct link:
>> >> >> http://techbroadcasting.com/podcasts/nightowl_060713.mp3
>> >> >>
>> >> >> James
>> >> >>
>> >> >
>> >> >
>> >>
>> >
>> >
>>
>> >
>> >
>>
>i was in my thirties falling off multi-story buildings, getting my
fingers caught in power saws in october every 3 years as a
carpenter...man those were the good old days.

On 28 Aug 2006 15:19:56 +1000, "DC" <dc@spammersatscream.com> wrote:

>
>Anybody remember these guys?
>
>The Primitives?
>
><http://www.youtube.com/watch?v=YE49S6i4QXE>
>
>Nearly perfect power pop.
>
>
>Kommunity FK?
>
>Anybody here heard of them?
>
>Lame video. Great band...
>
><http://www.youtube.com/watch?v=yUili7XJ5fA>
>

>
>The 80's were a lot of fun.
>
>Amazing stuff on YouTube..
>
>DCare you aware that you're talking to yourself?

On 28 Aug 2006 13:24:50 +1000, "Rod Lincoln"
<rlincoln@nospam.kc.rr.com> wrote:

>
>I just went back to UAD 3.8 and Real verb doesn't work there either. Maybe
>it's something to do with the 3 UAD cards instead.
>Oh, well..I'm not going to sweat it too much. Seems funny that's its only
>the real verb, and none of the other UAD plugs.
>Rod
>
>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>
>>correctin...Paris gives the error...not windows.
>>rod
>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>>>
>>>I got my 3rd UAD card installed, and bought the Neve eq plug. DJ was right...it
>>>kiks major booty.
>>>The full blown Neve plug has ore latency than the SE version. The full
>>blown
>>>version has the same latency as the precesion eq.
>>>The Neve SE version has the same latency as the "normal" UAD plugs.
>>>The old "Realverb Pro" plug seems to be broke for Paris in 4.3.
>>>Has anyone else found the same thing? It will load fine, but when I try
>>to
>>>access the GUI, Windows gives one of those "Sorry for the inconvenience"
>errors
>>>and Paris shuts down. Not really a big deal, as I don't like the realverb
>>>that much anyway, but I have used it a few times, and had some presets
>that
>>>I had worked on.
>>>
>>>Rod
>>>
>>>
>>>
>>That's what happens when I spend too much time with the computer.
Roses are Red
Violets are Blue

I'm Schizophrenic
And so am I

Rod and rod

rick <parnell68@hotmail.com> wrote:

>are you aware that you're talking to yourself?

>

>

>

>On 28 Aug 2006 13:24:50 +1000, "Rod Lincoln"

><rlincoln@nospam.kc.rr.com> wrote:

>

>>

>>I just went back to UAD 3.8 and Real verb doesn't work there either. Maybe

>>it's something to do with the 3 UAD cards instead.

>>Oh, well..I'm not going to sweat it too much. Seems funny that's its only

>>the real verb, and none of the other UAD plugs.

>>Rod

>>

>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>>

>>>correctin...Paris gives the error...not windows.

>>>rod

>>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>>>

>>>>I got my 3rd UAD card installed, and bought the Neve eq plug. DJ was
right...it

>>>>kiks major booty.

>>>>The full blown Neve plug has ore latency than the SE versio

Subject: Re: Does anyone here understand the RME totalmix?

Posted by [Deej \[1\]](#) on Thu, 20 Jul 2006 13:30:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

ago,

we knew there was a huge discrepancy between the plate rating and
the actual draw, and some of the company techies would tell you
what the amps actually drew, but not "for the record".

This silliness resulted in new systems going in with a 20-amp circuit
for each power amp (that never drew more than 5 amps each, and
usually more like 1.5) so everyone had their legal butts covered.

Today, several of the manufacturers actually publish the data on
current use in the real world. It's about time.

DCOf course it can't run anything that needs direct hardware access, and that's

not likely to change soon. But it does run 90% of the Windows software someone might need. For example, my workplace is a hardcore Windows shop except on the server side where I've snuck in some linux and Apache. So I have to use Outlook, and the entire office suite installs quite nicely via winetools and wine. Also, it's possible to assign the M\$oft pptp protocol only to Outlook, so my entire work network isn't exposed to my home network when I want to check my email. For other software that works under wine, most of the Adobe apps, development IDEs, web design, even some games reportedly, though I don't do any gaming.

My point was only that Windows emulation is alive and (fairly) well over here in the real alternative OS, and it's GPL'd and getting better all the time.

TCB

"Chuck Duffy" <c@c.com> wrote:

>

>Hey,

>

>At least you know that this is just WINE :-)

>

>For those who don't know, it's a windows API emulator, and outside of the
>list of tested, "approved" applications it doesn't run much else (of any
>complexity) reliably. Since it's an emulator it's definitely not for multitrack
>audio apps :-)

>

>Chuck

>"TCB" <nobody@ishere.com> wrote:

>>

>>apt-get install winetools

>>

>>TCB

>>

>>"James McCloskey" <excelsm@hotmail.com> wrote:

>>>

>>>Soon you will be able to run Windows applications on Mac OSX without Windows.

>>> The day Apple does this it will change a lot of things.

>>>

>>><http://www.codeweavers.com/>

>>>

>>><http://www.codeweavers.com/products/cxmac/>

>>>

>>>

>>>Jeremy White, President & CEO of CodeWeavers talks about it on the Tech

>>Night

>>>Owl Live Pod cast July 13th.

>>>

>>>feed://www.techbroadcasting.com/nightowl.xml
>>>
>>>
>>>Direct link:
>>>http://techbroadcasting.com/podcasts/nightowl_060713.mp3
>>>
>>>James
>>>
>>
>Don't get me wrong, it's great for most office apps, and I run it under suse.

Chuck

"TCB" <nobody@ishere.com> wrote:

>
>Of course it can't run anything that needs direct hardware access, and that's
>not likely to change soon. But it does run 90% of the Windows software
>someone might need. For example, my workplace is a hardcore Windows shop
>except on the server side where I've snuck in some linux and Apache. So
I
>have to use Outlook, and the entire office suite installs quite nicely via
>winetools and wine. Also, it's possible to assign the M\$oft pptp protocol
>only to Outlook, so my entire work network isn't exposed to my home network
>when I want to check my email. For other software that works under wine,
>most of the Adobe apps, development IDEs, web design, even some games reportedly,
>though I don't do any gaming.

>

>TCB

>
>"Chuck Duffy" <c@c.com> wrote:

>>
>>Hey,
>>
>>At least you know that this is just WINE :-)
>>

>>For those who don't know, it's a windows API emulator, and outside of the
>>list of tested, "approved" applications it doesn't run much else (of any
>>complexity) reliably. Since it's an emulator it's definitely not for multitrack
>>audio apps :-)

>>
>>Chuck
>>"TCB" <nobody@ishere.com> wrote:

>>>
>>>apt-get install winetools

>>>
>>>TCB
>>>
>>>"James McCloskey" <excelsm@hotmail.com> wrote:
>>>>
>>>>Soon you will be able to run Windows applications on Mac OSX without
Windows.
>>>> The day Apple does this it will change a lot of things.
>>>>
>>>><http://www.codeweavers.com/>
>>>>
>>>><http://www.codeweavers.com/products/cxmac/>
>>>>
>>>>
>>>>Jeremy White, President & CEO of CodeWeavers talks about it on the Tech
>>>Night
>>>>Owl Live Pod cast July 13th.
>>>>
>>>>[feed://www.techbroadcasting.com/nightowl.xml](http://www.techbroadcasting.com/nightowl.xml)
>>>>
>>>>
>>>>Direct link:
>>>>http://techbroadcasting.com/podcasts/nightowl_060713.mp3
>>>>
>>>>James
>>>>
>>>
>>
>I think the delays and tremors sound good. Not crazy about the distortions so
far though, but I admit, I haven't spent alot playing around with them. Also,
I haven't found any tap-tempo capability. Other wise, for \$79 you can't go
wrong.

"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>I'm certainly not. I think this is maybe the best \$79.00 I've spent in a
>while.
>
>I know this is out of character, but when it comes to guitar stuff I'm Paleocene
with my guitar stuff. I was at East Coast Music mall over the weekend and
saw this TC electronic thing

<http://www.sweetwater.com/store/detail/GSystem/>

and of course my techie eye went nuts. It even has loops for stomp box f/x
that can be turned on and off. Then I thought for a minute. I'm on stage,
it's dark, I've had a few shots of Patron, I'm bunched in next to the bassist,
and I have to deal with three banks of floor buttons wearing cowboy boots?

My main geetar rig is guitar -> Moogerfooger analog delay -> Fulltone wah
-> Fulltone OCD overdrive -> Top Hat AC-15 knockoff with a THD power soak.
Sometimes I'll add mod f/x (usually a Phase 90 or a trem pedal) after the
overdrive pedal, and that's that. I promise you, every time I play out
someone tells me my guitar sounds incredible.

I love tweaking and technology, but I think when it comes to guitars that's
best left at home.

TCB

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>I'm certainly not. I think this is maybe the best \$79.00 I've spent in a
>while.

>

>DJ,

I'm not familiar with the yammies but I've used my NS-10s with an Alesis
RA-100 amp since '96. Both are supposed to be flat across the board. The
amp is clean and quiet (no fan, uses rear fins) but per John Macy's postings
(yours 8/28 and 8/19-20 under NS-10m) I may be underpowered. My NS-10s
carry mids so I slightly boost the highs and lows (playback thru a Mackie
1604vlz) for a more pleasing sound w/o altering the mix much. NS-10s are
IMO very good to hear bit parts and pretty realistic to what you'll get
except the lows. I added a power'd sub to fatten the feel. Prior to the
sub I really pushed the lows but the mix was boomy on every home/car stereo
I put it on.

Wayne

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:44f21ae0@linux...

> One of my clients may be swapping me a pair of NS10m's and a power amp for
> some studio time. He's also got a Yamaha P2700 power amp and, I thnk a

> P2201

> as well.

>

> I've been out of the power amp loop for many years as I was using powered
> monitors before I switched to NHT A-20's which have a proprietary power
> amp.....sooo.....what's a good amp for NS10M's? I don't want to
> underdrive these and since they are *rated* at 150, I figure I'm going to
> need 250 into 8ohms to get the goods out of them.

>

> I think both of these power amps will provide this, and then

> some.....but

> both the P2201 and P2700 have big fans IIRC. Are these especially loud? I

> guess I could power this from the machine room, but it would be much more
> convenient if it was close by. I'll probably need to run it from another
> circuit in the house somewhere too (PITA.....can you say HUMMMM) since
> the
> 15 amps on the studio circuit is pretty well gobbled up by the stuff I'm
> running during a mix if I use a lot of outboard. I've got a Henry
> Engineering Matchbox that *might* be able to solve this problem though.
>
> I'll likely be trying them both, but I wanted to run this by y'all to see
> if
> there were any *gotchas* or if I should be loo
