
Subject: How to render individual tracks in cubase?

Posted by [DJ](#) on Mon, 20 Nov 2006 19:58:51 GMT

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se guys will be willing to

> make it happen. Or they'll bitch & whine if they do - who needs
> that when you're forking over hundreds or perhaps thousands of
> \$\$\$? Not me, baby! lol

>

> Merry Creamwaresmas!

>

> Neil

>

>

>"Bill Lorentzen" <bill@lorentzen.ws> wrote:

>Hey Neil,

>

>I missed the origination of this thread. What is the purpose of this card

>for you? Does it serve as a mixdown processor? What are you running it with?

Hey Bill...

I'm using it as a summing device, basically, so I can sum
"outside the box", yet still keep everything in the digital
domain all the way through as I do this (going out of two
lightpipe outs into the Pulsar Cards' 2 lightpipe in's).

NeilThe second bit is much more defined. Is it not louder too or does it just
seem louder? If that's the Pulsar vs Cubase summing, then it's waaaaay the
heck better. Is that what you bought it for?

Bill L

"Neil" <OUOIU@OIU.com> wrote in message news:458ea322\$1@linux...

>

> "DJ" <nowayjose@dude.ne

Subject: Re: How to render individual tracks in cubase?

Posted by [TCB](#) on Mon, 20 Nov 2006 23:23:54 GMT

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>

>>

>>"TCB" <nobody@ishere.com> wrote in message news:459072b8\$1@linux...

>>>

>>> Hey Deej,

>>>
>>> It's the same for me but I'm 99.99% sure it means nothing. I think that
>
>>> setting
>>> is just for gamer cards and what not. Still, I haven't recorded anything
>>> through the Pulsar yet so I can't check for sure. When I do I'll look
> to
>>> see if there are actually 24 bit words being recorded, but I don't think
>>> there's anything to worry about.
>>>
>>> TCB
>>>
>>> "DJ" <nowayjose@dude.net> wrote:
>>>> if you are running your Pulsar on win XP (and I assume you are), go to
>>>> Device Manager and double click on your Pulsar card, then choose the
>>>> "Settings' tab. Is your Pulsar card set to a preferred bitrate of
>>>> 16....with
>>>
>>>> no option to switch to 24 bit?
>>>>
>>>> If this is a "feature" that can't be altered, I'm getting ready to
>>>> manifest
>>>
>>>> my existence in the middle of someone's face.....soon.
>>>>
>>>> Thanks,
>>>> DeeJ
>>>>
>>>>
>>>
>>
>>
>http://howtoprankatelemarketer.ytmnd.com/

It's an audio clip... ;-)Yep!!

;o)

"Bill Lor

Subject: Re: How to render individual tracks in cubase?
Posted by [LaMont](#) on Tue, 21 Nov 2006 00:01:30 GMT
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entzen" <bill@lorentzen.ws> wrote in message
news:45908023\$1@linux...
>I listened to your samples and yes there is a big diff. Is that Cubase

>you're using?
>
>
> "Neil" <IUOIU@OIU.com> wrote in message news:459076c2\$1@linux...
>>
>> "Bill Lorentzen" <bill@lorentzen.ws> wrote:
>>>Hey Neil,
>>>
>>>I missed the origination of this thread. What is the purpose of this card
>>
>>>for you? Does it serve as a mixdown processor? What are you running it
>>>with?
>>
>> Hey Bill...
>>
>> I'm using it as a summing device, basically, so I can sum
>> "outside the box", yet still keep everything in the digital
>> domain all the way through as I do this (going out of two
>> lightpipe outs into the Pulsar Cards' 2 lightpipe in's).
>>
>> Neil
>
>After googling the island name, I ran across this seemingly conflicting
report that the island was submerged 22 years ago.

<http://cities.expressindia.com/fullstory.php?newsid=207343>

Wonder where the truth lies?
Either way... interesting stuff...

CLThanks,
tracked to iZ Radar24, then exported .wavs.
CLSeems like this one kinda got overlooked in TV news coverage.

Subject: Re: How to render individual tracks in cubase?
Posted by [John \[1\]](#) on Tue, 21 Nov 2006 00:42:31 GMT
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.com> wrote in message news:4594823c\$1@linux...
>
> I thought of that (midi out to midi in) but that seems WAY too easy. I
> thought
> DJ could come up with a much more exciting way to do it.
> I just want to use some of the room and overhead sounds that are available
> in BFD to experiment with layering in under my own tracks, for ambience.

> I do this with other samples already, but thought BFD might provide some
> nice stuff, and I'm getting too lazy these d

Subject: Re: How to render individual tracks in cubase?
Posted by [JeffH](#) on Tue, 21 Nov 2006 03:45:22 GMT
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>> LOL!

>>

>> So WHICH card did you get? Did you pick up an older one (I
>> noticed your other post... less DSP's and an older software
>> pack?)?

>>

>> Neil

>

>Coward

"Bill O'lielly" <B@fauxnews.com> wrote:

>

>yeah...OK Rush

>it's getting old..what a douchebag you are ...keep on topic.

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

>>

>>The New York Times goes into mourning....

>Oh jeez, that's funny...

whooo, hah hah thanks man. I love fantasy especially when it's so damn
funny.

DC

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

>

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

>>

>>The New York Times goes into mourning....

>

>Don, the NYT was one of the largest outlets for pre-war, pro-war propaganda

>in the US media. Judith Miller pretty much staffed the print media desk

for

>the Office of Special Plans and the Cheney Brigade, while the editorial
staff

>beat the war drums like Philly Joe Jones--fast and loud. Like so many Monday

>morning geopolitical quarterbacks who played a game or two of Risk back

in
>the day, they have supported every militarily aggressive move by the US
or
>Israel that I can recall. When it became obvious that Miller had been supremely
>duped and the war wasn't going well, they VERY VERY slowly came around to
>the moderately critical stance they have now. Even today, with the exception
>of the honest Paul Krugman, the editorial page is relentlessly pro-war in
>that neo-dem, we have to look 'tough on security' kind of way.
>
>As for Saddam, few alive were more deserving of the walk down that plank
>and the snap of the neck. But anyone who aided, abetted, and bankrolled
his
>crimes against humanity (that would include anyone who paid US income taxes
>in the 1980's, among many others) should pause to think a bit as well.
>
>TCBDo you read the NYT editori

Subject: Re: How to render individual tracks in cubase?

Posted by [TCB](#) on Tue, 21 Nov 2006 23:09:08 GMT

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ia desk
>>>for
>>>>the Office of Special Plans and the Cheney Brigade, while the editorial
>>>staff
>>>>beat the war drums like Philly Joe Jones--fast and loud. Like so many
>Monday
>>>>morning geopolitical quarterbacks who played a game or two of Risk back
>>>in
>>>>the day, they have supported every militarily aggressive move by the
US
>>>or
>>>>Israel that I can recall. When it became obvious that Miller had been
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>>>>As for Saddam, few alive were more deserving of the walk down that plank
>>>>and the snap of the neck. But anyone who aided, abetted, and bankrolled
>>>his
>>>>crimes against humanity (that would include anyone who paid US income
>taxes
>>>>in the 1980's, among many others) should pause to think a bit as well.

>>
>>>>
>>>>TCB
>>>
>>
>OK, well... cool - and thanks. Just trying to be helpful.

Heck, I figure if I was confused, and my IQ is AT LEAST 75 or 80, then probably some other people were, too. lol

Neil

"Aaron Allen" <know-spam@not_here.dude> wrote:
>I gotta go with Chuck on this one too Neil, great post for the same reasons

>he mentions.
>AA
>
>"chuck duffy" <c@c.com> wrote in message news:45966d22\$1@linux...
>>
>> Hi Neil,
>>
>> Take a step back and read your post as if you were someone interested
in
>> purchasing a pulsar system.
>>
>> There is a ton of useful information in your post, and the style is pretty
>> damn funny in my opinion.
>>
>> It reminds me of the good old days :-)
>>
>> Chuck
>>
>>
>>
>>
>>
>> "Neil;" <IOOIU@OIU.com> wrote:
>>>
>>>Well thanks, Chuckster; but I must ask why is it one of your
>>>favorites?
>>>I mean, it's just a summary of some stuff that was (I thought)
>>>confusing, and that I was trying to make clearer for the peeps,
>>>since

Subject: Re: How to render individual tracks in cubase?

Posted by DJ on Tue, 21 Nov 2006 23:44:18 GMT

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> maybe that's if you add on an extender card, but from what I
>>>> can tell it's just a stereo analog i/o & a stereo digital i/o &
>>>> a MIDI i/o on that card.

>>>>

>>>> If you get either the {Project, or the Pro card, THEN you have
>>>> to choose between the following i/o options

>>>>

>>>> a.) "Classic i/o"

>>>> b.) "Plus i/o"

>>>> c.) "Z-link i/o"

>>>>

>>>> Here's a link that gives you details on the differences between
>>>> them (scroll down to the bottom half of that page):

>>>>

>>>> <http://www.infinitevortex.com/creamware/scope-cards/project/>

>>>>

>>>> The i/o options are the same for the Project & Pro cards

>>>>

>>>> NOW... BE WARNED: the "Classic" & "Plus" i/o's can be used with
>>>> hardware you (most likely) already have - it's straight-ahead
>>>> analog & digiblah inzies & outsies, but the "Z-Link" has to
>>>> have another piece of their hardware in order to make full use
>>>> of the 28 total i/o's... the "Z-Link" i/o set is designed to
>>>> work with one of THESE:

>>>>

>>>> <http://www.infinitevortex.com/creamware/io/a16-ultra/>

>>>>

>>>>

>>>> They have more hardware like sync plates to clock externally
>>>> through, and DSP booster cards with no i/o's, but those are the
>>>> basic/foundation platforms & options I've listed above.

>>>>

>>>> To sum it all up:

>>>> If you're going with just one card, my advice would be don't
>>>> even fucking bother with the "Home" card - if you want to throw
>>>> away 450 bucks, just send it to me and at least I'll send you a
>>>> birthday & christmas card in return. In my experience with the
>>>> 6-DSP Project card, the 3-DSP Home card won't do much at all
>>>> for you - even at the lower sample rates... you MIGHT be able
>>>> to sum a few channels & insert a couple of plugins, but that
>>>> would be about the limit - ALSO, again if you're going with
>>>> just one card (at least to start) the Plugins that come with
>>>> the Home card are fairly scant... IOW, if you wanted the Mix &
>>>> Master or Synths & Samplers pack & bought them separately along
>>>> with a Home card, you'd be almost up the price of the 6-DSP

>>>>> the day, they have supported every militarily aggressive move by the
>> US
>>>>> or
>>>>> Israel that I can recall. When it became obvious that Miller had been
>>> supremely
>>>>> duped and the war wasn't going well, they VERY VERY slowly came around
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>>>>>
>>>>> As for Saddam, few alive were more deserving of the walk down that plank
>>>>> and the snap of the neck. But anyone who aided, abetted, and bankrolled
>>>>> his
>>>>> crimes against humanity (that would include anyone who paid US income
>>> taxes
>>>>> in the 1980's, among many others) should pause to think a bit as well.
>>>>> TCB
>There is nothing so laughably ironic as an accusation of "fantasy" in the
mouth of a partisan of the Right.

The only fantasy exposed here is this shopworn 'Liberal Media Ripped my Flesh' riff. No doubt, this noise will grow increasingly strident in the months ahead, as it becomes clear to all but the most deluded that, as American Clusterfucks go, this invasion ranks near the very top. But hey, you know what? "The media done it." Just like in the last clusterfuck. The media. The liberal bleeding hearts. The pussies. It's their fault. If only Real Men had been allowed to run with the ball. A couple of Christian divisions armed with tactical nukes and by now there would be nothing left to do except hand out the chocolate bars.
