
Subject: Compression - Limiting
Posted by [Stevehwan](#) on Thu, 29 Mar 2007 15:21:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

his when I had 4 =

Subject: Re: Compression - Limiting
Posted by [Don Nafe](#) on Thu, 29 Mar 2007 15:40:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

content=3D3D3D"MSHTML 6.00.2800.1400"=20

>>>><BODY=20

> >>><DIV><FONT face=3D3D3DArial=20
> =

&g

Subject: Re: Compression - Limiting
Posted by [Deej \[4\]](#) on Thu, 29 Mar 2007 16:23:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;=20
> >>><DIV><FONT face=3D3D3DArial =
>size=3D3D3D2>You should=20
> only get the phone
>> =3D
>>>out =

> >>>>Submix A Master=20

> >>><DIV><FONT face=3D3D3DArial =
>size=3D3D3D2>At least=20

>>>>>understanding.=20

> >>><DIV><FONT face=3D3D3DArial=20

> >>><DIV><FONT face=3D3D3DArial =
>size=3D3D3D2>=20

> >>>><BL

Subject: Re: Compression - Limiting
Posted by [Stevehwan](#) on Thu, 29 Mar 2007 16:57:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

It;/DIV>
>>><DIV><FONT =
>face=3D3DArial=20
> =
>size=3D3D2>Tom</DIV>
>>><DIV><=
>>><DIV><FONT face=3D3DArial=20
>FONT=20
> face=3D3DArial size=3D3D2>=20
> </DIV>
>>><DIV><FONT face=3D3DArial=20
> size=3D3D2>=20
> =
></DIV>
>>><BLOCKQUOTE=3D20
>>>style=3D3D=
>"PADDING-RIGHT:=20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D
>>>BORDER-LEFT:=20

> =3D
>>>href=3D3D"<A=20
> =
>href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>mai=
>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr

Subject: Q Re: Compression - Limiting
Posted by [Deej \[4\]](#) on Thu, 29 Mar 2007 17:17:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

>other mecs=20
> option though will work !!
I don't know if you have=20

>better option=20
> !!
The L and R outputs of each mec (except
>>=20

>outputs ALSO=20
> the
submix out so you can take this L and
R
>>=20

>pair of=20
> outputs
(digital to Pulsar ??) COMPRESS it and
>>=20

>another=20

> submix.
For latency well you know =
>=3D
>>>faderworks=20

> !!
Regards,
Dimitrios

"DJ"=20

> =
>href=3D'http://www.aarrrrgggghh!!!.com">www.aarrrrgggghh!!!.com>=3D20=
>'>http://www.aarrrrgggghh!!!.com">www.aarrrrgggghh!!!.com>=

> wrote:
>Are you getting the same signal on all MECs or the =
>mix=20

>on
card=20

>
>A and just the submix of the MEC on card B and=20

> getting

>those submixes on the card B & C=20

>the headphone=20

> out
of
>those MECs to a pair of=20

>another MEC (or=20

> maybe even loop
it
>back to the=20

>record=20

>
>etc.....I can't believe I never tried this when I =
>had 4=20

> =
>here..
>
>;o)
>
>"Dimitri=
>os"=20

> =
>href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A'>mai=
>lto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>&g=
>t;=3D
>>>=20

> =
>
>news:4637946e\$1@linux...
>>
>>=

> Heh...
>> Works on all mecs=20

> Dimitrios
>>
>> "Dimitrios"=20

> =
>href=3D'mailto:musurgio@otenet.gr">

Subject: Re: Q Re: Comression - Limiting
Posted by [Graham Duncan](#) on Thu, 29 Mar 2007 19:35:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>> submix out so you can take this L and R out and send it to a pair
>=
>>of
>> =3D
>> >>>outputs
>> >>> (digital to Pulsar ??) COMPRESS it and then send it back to =
>>another
>> =3D
>> >>>submix.
>> >>> For latency well you know faderworks ?? !!
>> >>> Regards,
>> >>> Dimitrios
>> >>>
>> >>> "DJ" <www.aarrrrggghhh!!!.com> wrote:
>> >>> >Are you getting the same signal on all MECs or the mix signal on
>=
