
Subject: Just can't get there from here.....can I? I hate that!!!!!!

Posted by [Deej \[1\]](#) on Thu, 08 Sep 2005 04:01:15 GMT

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```
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<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Dimitrios,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>You a powerhouse of information!&nbsp; =
Your work=20
with</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Paris and associated plugins is great =
for us=20
all.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>A couple of questions:</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2><FONT size=3D3>#1) What do you mean by =
two times the=20
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<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
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size=3D3>and=20
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ALL YOUR TRACKS (except for the reverb return on tracks 15 =
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Subject: Re: Just can't get there from here.....can I? I hate that!!!!!!

/>
and
>16-well=20
even if you put it there too nothing will happen anyway- =
)100ms
to
>the=20
left and put voxengo sample delay (Try this instead of AnalogX=20
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>plugin because you have the 64 plugin limit and with VST =
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LIMIT
>Then put inside latency plugin 384 samples to the=20
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<DIV><FONT face=3D"Times New Roman" =
size=3D3>Thanks for your=20
effort once again,</DIV>
<DIV><FONT face=3D"Times New Roman"=20
size=3D3>Tom</DIV>
<DIV><FONT face=3D"Times New Roman"=20
size=3D3>
 </DIV>
<DIV>
</DIV>
<BLOCKQUOTE=20

your=20
 favorite DX/VST/UAD1/POWERCORE /EXTERNAL DEVICE reverb as =
 abuss
>with=20
 senderella.
>You occupy two Paris audio tracks for your reverb =
 return=20
 using 16bit (24bit
>works too) silence paf file.
>Here you =
 can=20
 create a long 5 minute file or bigger and have it in =
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>anytime you=20
 want it.
>b) Use your favourite compressor=20
 VST/DX/UAD!/POWERCORE/EXTERNAL for =
 buss
>compression.
>
>4.=20
 On both uses the method is around the same.
>
>5. =
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 although showing up as it is in Paris as vst does not =
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the
>audio=20
 pass the plugin, It stops in senderella so only WET signal can=20
 be
>send.
>this is useful only for bussing say dsrumtracks =
 to a=20
 cmpressor and not need
>to have also the dry tracks =
 playing.
>ln=20
 that situation no wrapper needs for senderella.
>But for full =
 use and=20
 potential senderella needs to be wrapped
>
>6. Wrappers =
 that can=20
 be used are the FREE Spinaudio=20
 =
 lite
> http://www.spinaudio.com/downloads.php?download_type=3D3& ;amp;=
 download_id=3D33 =20
 which
>can wrap ONLY one VST plugin.
>So here you can wrap =
 one=20
 instance of senderella and use it as send =
 for
>reverbs.
>If you=20
 buy Spinaudio ofcourse you can have as many plugins wrapped as=20
 you
>want.
>
>7.. Senderella by renaming its dll =
 like=20
 send1,send2,send3 etc can be used
as
>many times as you want =
 it is=20
 that simple.
>
>8. you need to have 16bit files (empty) on =
 the=20
 receini

Subject: Yup!!! it's dialed in all right.
 Posted by [Deej \[1\]](#) on Thu, 08 Sep 2005 05:40:18 GMT
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nt.burel.free.fr/download/ffx4_FullDemo3.zip
&=

gt;NOTE:=20

FFX-4 wraps/chains ONLY DX plugins whereas Chainer wrapps/chains=20
only
>VST
>HINT: From inside Chainer you can use FFX-4 so =
have=20

chainer to wrap DX and
>VST....
>
>13. FFX-4 also =
has a low=20

4096 samples latency for UAD plugz. If you think
>that is big =
note that=20

FXpansion wrapper that you guys were using gives 16384
>samples =
of=20

latency !!
>
>14. So you wrap senderella with=20

Spinaudiolite.
>
>15. You put senderella on the audio =
tracks you=20

wanna send to a reverb, put
>the send volume accordingly and =
redirect=20

(full to the right) because
>Spinaudio mixes two times the sound =
of the=20

track)
>
>16. On audio tracks 15 and 16 you put two 16bit =
empty=20

long files (5 minutes
>or more,whatever)
>17. On track 15 =
you open=20

as STEREO the senderella again (spinaudiolite
>wrapped) and put=20
senderella as receiver .
>Then on next native slot you open =

FFX-4 on=20

track 15 as STEREO again.
>
>18. You open from inside =
FFX-4 a UAD1=20

reverb or any other DX reverb (like
>DSPFX)
>If you put =
UAD1=20

rverb you get 4096 latency.
>If you put a DX reverb you =
probably will=20

get 0 latency !!, so no
>compensation needed at all.
>It =
ius like=20

having AUX with DX effect for Paris !
>
>19. Now if you =
insist of=20

using a UAD1 plugin reverb, the to compensate you
>do the=20

following:
>
>You nudge ALL YOUR TRACKS (except for the =
reverb=20

return on tracks 15 and
>16-well even if you put it there too =
nothing=20

will happen anyway-)100ms
to
>the left and put voxengo =
sample delay=20

(Try this instead of AnalogX DX
>plugin because you have =
the 64=20

plugin limit and with VST plugins NO LIMIT
>Then put inside =
latency=20

plugin 384 samples to the right.
>Thus all processed tracks will =
be=20

alligned to reverb return on tracks.
>
>That is for=20

now.
>Please ask questions so I can see where I did my wrong=20
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homework...
>Regards,
>Dimitrios
>
>
>=&
gt;
>
</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_03ED_01C5CD9F.F4FDB910--No,Joe Monterello is with Capital Bauer Ins I think in Albany,NY.

Music Pro I think does the musicians union insurance now so they are pretty large I imagine.I saw some posts on GearsLutz that some people were getting bad service from them recently.

When I called Heritage the VP answered the phone.I'm going to email him a list.Now no deductible might mean higher rates,but I haven't asked about rates with some deductible yet.

I've heard some people saying they like Clarion.

I'll let you know what I find.

Pete

"cujo" <chris@applemanstudio.com> wrote:

>
>Hmm, Is that the guy Joen Monterello that affilates with Mix Mag?
>He told me there is a deductible. I thought it was 1000.00 that would mean
>I would need a large loss for it to help. Btter thhan nothing but at 900.00
>per year or so.

>
>Please let me know more about what you find.
>I am in need as well. Where is Music pro from and what did you here?

>
>
>"Pete Ruthenburg" <ruthenburg@sbcglobal.net> wrote:

>>
>> Looking for some insurance and they seem to look pretty good.
>>Was going to check out MusicPro,but I've been hearing some not
>>great reviews as of late.Might check Clarion too.
>> Heritage looks like no deductibles which is nice.

>>
>>TIA,
>>Pete
>They are related.

"Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote:

>I think this would have more to do with slew rate than

>frequency response..
>
>David.
>
>DC wrote:
>> "Graham Duncan" <graham@grahamduncan.com> wrote:
>>
>>
>>>And about those amp designers, what analog recording format (or more importantly,
>>>what consumer playback medium) in the past had response out to 250k?
>&

Subject: Re: Yup!!! it's dialed in all right.
Posted by [audioguy_nospam_](#) on Thu, 08 Sep 2005 06:00:10 GMT
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8,16
Spinaudio wraps senderella in a way that if you don't rfeirect the sound =
the sound almost doubles its volumeChainer does not do that...
Regards,
Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:434aa820@linux...

Dimitrios,
You a powerhouse of information! Your work with
Paris and associated plugins is great for us all.
A couple of questions:

#1) What do you mean by two times the sound?

Step 15: and redirect (full to the right) because
>Spinaudio mixes two times the sound of the track)

#2) Do you have problems with Paris automation with everything nudged?
If I have muted my tom tracks and nudge them the automation will
be off. If I nudge install effects and then mute toms would this solve =
the problem?

>You nudge ALL YOUR TRACKS (except for the reverb return on tracks 15 =
and
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>plugin because you have the 64 plugin limit and with VST plugins NO =
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>Then put inside latency plugin 384 samples to the right.
>Thus all processed tracks will be aligned to reverb return on =
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If I could only wrap my head around all of this I'd be all set. The =
first time you posted
about Senderella and Chainer I used it for a while then my C drive =
became useless. I'm
still not sure why. I'm afraid to try it again now but that's just =
me. I think if I can
understand it clearly I'll be able to implement it more easily. =20

You are helping me with this explanation and it's appreciated greatly.
Thanks for your effort once again,
Tom

=20

"Mike R." <emarenot@yahoo.com> wrote in message =
news:434a807e\$1@linux...

Dimitrios, thanks for the effort to put this together. I'm adding =
this to
my "paris keepers" file. =20
MR

"Dimitrios" <musurgio@otenet.gr> wrote:
>Ok,
>Due to the many posts that maybe misleading if you don't follow all =
of them
>in the right order I decided to summarize what I know regarding =
senderella
>and its use with Paris .
>
>1. Use inside Paris.cfg at the top the string =
EDSTransfer=3D8,16 =20
You
>could use 8,8 but this has problems with audio streaming. The 8,16 =
seems
>like the magical number, remember I tried them all....
>This is needed because then Senderella works realtime NO LATENCY as =
a buss
>inside Paris.
>Senderella seems like the greatest discovery among FREE plugins =
for Paris,
>link: <http://www.kvraudio.com/get/1433.html>

>Senderella newest version has a redirect option so you can send the =
signal
>and not hear (or hear) the dry signal if you want.
>It has 64 busses ! nad now saves its condition and prest (the =
version
>before could not) after saving your song.
>
>2. Senderella works across submixes ! but the latency in beetween =
submixes
>has to be taken into consideration.
>
>3. So possible uses are
>a} Use your favorite DX/VST/UAD1/POWERCORE /EXTERNAL DEVICE reverb =
as abuss
>with senderella.
>You occupy two Paris audio tracks for your reverb return using =
16bit (24bit
>works too) silence paf file.
>Here you can create a long 5 minute file or bigger and have it in =
handy
>anytime you want it.
>b) Use your favourite compressor VST/DX/UAD!/POWERCORE/EXTERNAL for =
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>
>4. On both uses the method is around the same.
>
>5. Senderella although showing up as it is in Paris as vst does not =
let
the
>audio pass the plugin, It stops in senderella so only WET signal =
can be
>send.
>this is useful only for bussing say dsrumtracks to a cmpressor and =
not need
>to have also the dry tracks playing.
>In that situation no wrapper needs for senderella.
>But for full use and potential senderella needs to be wrapped
>
>6. Wrappers that can be used are the FREE Spinaudio lite
=
> [http://www.spinaudio.com/downloads.php?download_type=3D3&download_id=3D3=](http://www.spinaudio.com/downloads.php?download_type=3D3&download_id=3D3=3)
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>So here you can wrap one instance of senderella and use it as send =
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>If you buy Spinaudio ofcourse you can have as many plugins wrapped =

as you
>want.
>
>7.. Senderella by renaming its dll like send1,send2,send3 etc can =
be used
as
>many times as you want it is that simple.
>
>8. you need to have 16bit files (empty) on the receining senderella
>instances.
>
>9. If you have multiple cards then use (if you want it across =
submixes)
>tracks 15 and 16 of your last card, so that all sending instances =
are bfore
>these two.
>
>10. On Me works but I haven't got very stable resluts which may be =
my
>computer though so you could give some more tests but on XP works =
just fine
>here.
>
>11. So to come to its actual use
>First you wrap as we said senderella, I prefer chainer because =
chainer is
>extremely stable and has some good functionality like dry and wet =
volumes
>many slots midi automation preset handling etc.
>Note that here we need a VST chainer/wrapper because senderella is =
only
VST.
>For UAD1 you can use the same wrapper chainer and wrap the vst =
versions
of
>VST.
>HINT: If you buy chainer get the free Spinaudiolite and use its one =
instance
>to wrap only chainer.
>So UAD1 plugins inside chainer will retain knob functionality and =
lower
the

Subject: Re: Yup!!! it's dialed in all right.
Posted by [Deej \[1\]](#) on Thu, 08 Sep 2005 06:45:40 GMT
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```

r />
  >latency down to 4096 samples for a normal UAD1 plugin.
  >
  >12. If you wanna use all things without buying anything you can =
doing this:
  >Get Spinaudiolite FREE and wrap senderella.
  >Get FFX4 DX chainer free
  >http://vincent.burel.free.fr/download/ffx4\_FullDemo3.zip
  >NOTE: FFX-4 wraps/chains ONLY DX plugins whereas Chainer =
wrapps/chains only
  >VST
  >HINT: From inside Chainer you can use FFX-4 so have chainer to wrap =
DX and
  >VST....
  >
  >13. FFX-4 also has a low 4096 samples latency for UAD plugz. If you =
think
  >that is big note that FXpansion wrapper that you guys were using =
gives 16384
  >samples of latency !!
  >
  >14. So you wrap senderella with Spinaudiolite.
  >
  >15. You put senderella on the audio tracks you wanna send to a =
reverb, put
  >the send volume accordingly and redirect (full to the right) =
because
  >Spinaudio mixes two times the sound of the track)
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  >16. On audio tracks 15 and 16 you put two 16bit empty long files (5 =
minutes
  >or more,whatever)
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(spinaudiolite
  >wrapped) and put senderella as receiver .
  >Then on next native slot you open FFX-4 on track 15 as STEREO =
again.
  >
  >18. You open from inside FFX-4 a UAD1 reverb or any other DX reverb =
(like
  >DSPFX)
  >If you put UAD1 rverb you get 4096 latency.
  >If you put a DX reverb you probably will get 0 latency !!, so no
  >compensation needed at all.
  >It ius like having AUX with DX effect for Paris !
  >
  >19. Now if you insist of using a UAD1 plugin reverb, the to =
compensate you

```

>do the following:
 >
 >You nudge ALL YOUR TRACKS (except for the reverb return on tracks =
 15 and
 >16-well even if you put it there too nothing will happen anyway- =
)100ms
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 >plugin because you have the 64 plugin limit and with VST plugins NO =
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 >Then put inside latency plugin 384 samples to the right.
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 >That is for now.
 >Please ask questions so I can see where I did my wrong homework...
 >Regards,
 >Dimitrios
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 >
 >
 >
 >

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<META content=3D"MSHTML 6.00.2800.1106" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>Dear Tom,</DIV>

<DIV>You may have had problems because of=20
 console...</DIV>

<DIV>This damn nice chainer is a nogo (at =
 least for now)=20
 with Paris.</DIV>

<DIV>It crashes Paris a lot.</DIV>

<DIV>I don't use any automation in Paris=20
 yet...</DIV>

<DIV>You know I am new here...</DIV>

<DIV>Maybe you used EDSTransfer=3D8,8 which =
 is also a no=20
 go for Paris.</DIV>
 <DIV>Too many streaming errors.</DIV>
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 style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
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 <DIV>"Tom Bruhl" <<A=20
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Subject: Re: Just can't get there from here.....can I? I hate that!!!!!!
Posted by [Cujjo](#) on Thu, 08 Sep 2005 12:56:21 GMT
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