
Subject: Patch bays

Posted by [Tyrone Corbett](#) on Mon, 22 Oct 2007 18:37:44 GMT

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

Subject: Re: Patch bays

Posted by [EK Sound](#) on Mon, 22 Oct 2007 19:01:06 GMT

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t; the digital meters of the Paris out.

>>>>> When using the 0 for Paris outputs there is a occasional digital clip.

>>>>> When lowering under 0, -0.3 then the digital over goes away.

>>>>> Now no matter how much you push the su

Subject: Re: Patch bays

Posted by [dc\[3\]](#) on Mon, 22 Oct 2007 19:13:03 GMT

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bmixes into red ,nno matter

how

>>> hard

>>>>> you push the individul tracks into red the digital clipping never

shows

>>>>> in Pulsar.

>>>>> Regards,

>>>>> Dimitrios

>>>>>

>>>>> "Dimitrios" <musurgio@otenet.gr> wrote:

>>>>>>

>>>>>> Hey Chuck,

>>>>>> How come you offend my findings ?

>>>>>> Have you tried what I tried ?

>>>>>> Regards,

>>>>>> Dimitrios

>>>>>>

>>>>>> "chuck duffy" <c@c.com> wrote:

>>>>>>>

>>>>>>> no, there is no limiter on the outputs

>>>>>>>

>>>>>>> Chuck

>>>>>>> "Dimitrios" <musurgio

Subject: Re: Patch bays

Posted by [dc\[3\]](#) on Mon, 22 Oct 2007 19:14:54 GMT

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4;otenet.gr> wrote:

>>>>>>>>>

>>>>>>>> Well,

>>>>>>> I was suspecting that for a long time but now I am convinced that

>> Paris

>>>>>>> has

>>>>>>>> a limiter in his o

Subject: Re: Patch bays

Posted by [Tyrone Corbett](#) on Mon, 22 Oct 2007 20:40:25 GMT

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utputs !!!!

>>>>>>> Yes either the monitor outs or the LR outs have a limiter on its

>>>>>>>> outputs

>>>>>>> that does not let anything go beyond that !

>>>>>>> I found that -0.7 was a safe margin at the main outs and no matter

>>> how

```
>>>>>>> hard
```

>>>>>>> I was driving the submixes and seprate cahnnels there were no overs

>>>> !!

>>>>>>> ou can see that on your mix that there is this chopped over waveform

>>>>> !!

>>>>>>> Regards,

>>>>>>> Dimitrios

>>>>>>>>

>>>>>>>

>>>>>>

>>>>>

>>>>

>>>

>>

>Bill....I agree with you, they are all the same thing,just models of different circuits with their respective behaviors..Until someone in this can point me to the white papers of the models used for these emulations ill make my own judgments.

its about the money and getting reimbursed for their R&D.

"Bill L" <bill@billlorentzen.com> wrote in message news:475311c2\$1@linux...

>I love UAD1 plugs, BUT... I think they need to start combining their stuff

>into fewer products. Most companies would have a Precision Limiter,
>Maximizer and Buss compressor (don't they all do the same thing?) in one

 $\succ$

> DJ wro

Subject: Re: Patch bays

Posted by [Gene Lennon\[6\]](#) on Mon, 22 Oct 2007 20:56:28 GMT

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July I had a major =
>league=20
>meltdown</DIV>
><DIV>of my 5 card/Magma/2 Mec, Lucid=20
>WC system.</DIV>
><DIV> </DIV>
><DIV>I tried adding two more Mecs with a =
>Mixer Mixer to=20
>allow</DIV>
><DIV>4 aux buses to tie together. As =
>soon as I=20
>tied Mec #3 into</DIV>
><DIV>the mix Paris wouldn't =
>boot. Later I=20
>was taught me to remove the</DIV>
><DIV>Paris Default Project from the Paris =
>folder to help=20
>this situation.</FONT&g

Subject: Re: Patch bays

Posted by [DJ](#) on Mon, 22 Oct 2007 21:04:41 GMT

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t;</DIV>
><DIV> </DIV>
><DIV>I then hastily booted up =
>Paris with=20
>a Mec half plugged in and sparks flew.</DIV>
><DIV>That mec is unrepairable. We =
>tried. It smoked=20
>a chip in the Master section</DIV>
><DIV>labeled fP94AD</DIV>
><DIV><FONT face=3DArial=20
>size=3D2>=20
>DM74LS</DIV>
><DIV><FONT face=3DArial=20
>size=3D2>=20
>244WM</DIV>
><DIV>I bought 10 of them (SN74LS244DW) at =

>Digikey.com=20
>for short money.</DIV>
><DIV> </DIV>
><DIV>After this point I could never get the
=
>clock lights=20
>to lock or Paris to work with or without the</DIV>
><DIV>Lucid involved. My tech was right =
>in assuming=20
>the same chip was fried across</DIV>
><DIV>all of the other Mecs. I later =
>realized

Subject: Re: Patch bays
Posted by [EK Sound](#) on Mon, 22 Oct 2007 21:42:17 GMT
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that=20
>a bent pin on 2 x SCSI 2 cables were</DIV>
><DIV>probably frying that same chip in every
=
>Mec I=20
>bought and tried (no smoke though).</DIV>
><DIV> </DIV>
><DIV>Fast forward. During all of this =
>I removed=20
>the Magma, Lucid and the main Paris computer.</DIV>
><DIV>I built a new (old) Paris computer =
>using=20
>Dimitrios' Root C installation. This has to be =
>helping.</DIV>
><DIV>I also eliminated Pace. I have =
>installed=20
>everything including 4 EDS and a UAD into this computer</DIV>
><DIV>along with more quality plugins than my
=
>previous=20
>rig. It is stable and very powerful.</DIV>
><DIV> </DIV>

Subject: Re: Patch bays
Posted by [Tyrone Corbett](#) on Mon, 22 Oct 2007 22:00:05 GMT
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/>

><DIV>The chip that was stated =
>above has been=20
>the cure all for all of the fried Mecs except the</DIV>
><DIV>first that actually saw sparks. =
>So if your=20
>clock stops locking on a Mec this chip may be your savior.</DIV>
><DIV>It only takes a little over an hour for
=
>the whole=20
>job once you've done it a couple of times.</DIV>
><DIV> </DIV>
><DIV>Thanks to all that helped me through =
>this namely=20
>Mike Audet, Rod Lincoln, my tech Dave Matheson,</DIV>
><DIV>Jon Jiles, Paul Artola, Justin =
>LaPierre, Dimitrios,=20
>Deej, Kim and one other person that I bought a Mec =
>from</DIV>
><DIV>whose name escapes me.</DIV>
><DIV> </DIV>
><DIV&g

Subject: Re: Patch bays

Posted by [dc\[3\]](#) on Mon, 22 Oct 2007 23:36:01 GMT

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>Fuck... the Nickelback alone would kill me.

>

>Neil

So I'm not the only one who thinks Chad Kroeger can't sing worth a damn? That a range of one and a half notes in a voice that sounds like it's processed through a metal wood chipper doesn't really substitute for actual talent?

Have you heard the split-track that was floating around for a while? The one with their first hit song in the left channel, their next hit in the right channel, and you realize they're the SAME DAMN SONG, right down to pacing, instrumental breaks, where they go acoustic, where they turn up the distortion, everything????

pabThis is a multi-part message in MIME format.

-----=_NextPart_000_0023_01C83876.EE3694F0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Ya you guys, I felt like I was blind sided by all of this. Very remeniscent of my first year with Paris, two mecs but no 2nd mec activity. The 'connect it to the last EDS card' issue that know one at EMU new the answer to. Unreal. Anyway...

I now have a spare magma and a healthy P4 3.0 comp waiting=20 in the wings for the next catastrophe.

Thanks again for your support!
Tom

"Jon Jiles" <nojij@yahoo.com> wrote in message =
news:4758da71\$1@linux...

Tom - that's great news man!! Glad you finally got everything all =
dialed in!!

Cheers,
Jon

"Tom Bruhl" <arpeggio@comcast.net> wrote:
>
>
>To all that helped or are just interested,
>
>You may recall in July I had a major league meltdown
>of my 5 card/Magma/2 Mec, Lucid WC system.
>
>I tried adding two more Mecs with a Mixer Mixer to allow
>4 aux buses to tie together. As soon as I tied Mec #3 into
>the mix Paris wouldn't boot. Later I was taught me to remove the
>Paris Default Project from the Paris folder to help this situation.
>
>I then hastily booted up Paris with a Mec half plugged in and sparks =
=3D
>flew.
>That mec is unrepairable. We tried. It smoked a chip in the Master =
=3D
>section
>labeled fP94AD
> DM74LS
> 244WM
>I bought 10 of them (SN74LS244DW) at Digikey.com for short money.
>

>After this point I could never get the

Subject: Re: Patch bays

Posted by [Tyrone Corbett](#) on Tue, 23 Oct 2007 01:08:26 GMT

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=_NextPart_000_0023_01C83876.EE3694F0

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Ya you guys, I felt like I was blind =
sided&nbsp;by=20
all of this.&nbsp;Very</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>reminiscent of&nbsp;my first year with =
Paris, two=20
mecs but no</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>2nd mec activity.&nbsp;The 'connect it =
to the last=20
EDS card' issue</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>that know one at EMU new the answer =
to.&nbsp;=20
Unreal.&nbsp;Anyway...</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>I now have a spare magma and a healthy =
P4 3.0 comp=20
waiting </FONT></DIV>
<DIV><FONT face=3DArial size=3D2>in the wings for the next =
catastrophe.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Thanks again for&nbsp;your =
support!</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
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Subject: Re: Patch bays

Posted by [EK Sound](#) on Tue, 23 Oct 2007 17:07:42 GMT

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