
Subject: Win XP Question

Posted by [Bill L](#) on Fri, 18 Jul 2008 20:34:20 GMT

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Some things are not that easy to figure out.

>

>

> Chris Ludwig <chrisl@adkproaudio.com> w

Subject: Re: Win XP Question

Posted by [Bill L](#) on Fri, 18 Jul 2008 20:46:32 GMT

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rote:

>> HI Gantt,

>> If this is a 1.2 GHz laptop it's probably a Centrino based one.

>> YOU most reliable host for for this probably be Reaper.

>> The Presonus does not work right with Presonus gear so you will ahve to

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>> use Reaper of other host.

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Subject: Re: Win XP Question

Posted by [erlilo](#) on Fri, 18 Jul 2008 20:58:37 GMT

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>

>> not work well becuase of the way Sonar does its ASIO.

>>

>> Chris

>>

>>

>>

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>>> Reaper certainly is worth checking out! I'm trying to figure out if the

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>>> have the super groovy mic pres and firewire. Both seek to have line outs.

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>>> I dunno. I need to do this on the cheap!

>>>

>>> Gantt
>>>
>>> KerryGalloway <

Subject: Re: Win XP Question
Posted by [Chris Ludwig](#) on Fri, 18 Jul 2008 22:19:32 GMT
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to:kg@kerrygalloway.com" target="_blank">kg@kerrygalloway.com> wrote:

>>>> Heya Gantt - REAPER is definitely ready for prime time. For the cost
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>>>> involved (zero, and a painless install that does absolutely zero
>>>> invasive stuff on your HD) you can't go wrong trying it out.
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>>>> <http://www.reaper.fm/>
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>>>> We use it for live recording all the time, and it's been solid as a
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Subject: Re: Win XP Question
Posted by [xpam_mark](#) on Fri, 18 Jul 2008 23:05:39 GMT
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>>> goes,
>>>>> wide open to suggestion!
>>>>>
>>>>> GanttI'll pass this on to Tony and let you know what he says.

- K

On 2008-09-15 11:23:20 -0700, "Gantt Kushner" <ganttmann@comcast.net> said:

>
> Hey Kerry,
>
> I was liking the looks and prices of the Presonus firewire interfaces. Are
> they not all that?
>
> Gantt
>

> KerryGalloway <kg@kerrygalloway.com> wrote:
>> Yeah, you got a lemon. Unfortunately everyone I know who bought it got
>> the same lemon and I suspect it only came in lemon flavor :D
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>>> It's not really hard at all to figure out, in fact I saw an option to
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Subject: Re: Win XP Question
Posted by [Aaron Allen](#) on Sat, 19 Jul 2008 00:21:13 GMT
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ays... I seen this mentioned before in the thread and it confuses
> me.
>>>> Is it a typo or could explain what you mean by, "The Presonus does not
>>>> work
>>>> right with Presonus gear". What Presonus won't work right with the
>>>> Presonus
>>>> gear? Does Presonus have a recording software that comes with thier
>>>> gear...
>>>> and you are saying that software doesn't work with that gear? I am
>>>> unfamiliar
>>>> with Presonus and was just wondering what you all meant by that. Sounds
>>>> like I will stay from Presonus, if that is the case...
>>>
>>> FWIW, and I may have gotten a lemon, I had horrid luck with Presonus FW.
>>>

>>> AA
>>>>
>>>> ~ Ed
>>>>
>>>>
>>>> Chris Ludwig <chrisl@adkproaudio.com> wrote:
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Subject: Re: Win XP Question
Posted by [xpam_mark](#) on Sat, 19 Jul 2008 00:41:31 GMT
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Subject: Re: Win XP Question
Posted by [Tom Bruhl](#) on Sat, 19 Jul 2008 06:12:54 GMT
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nothing in your system - in fact it can be run from a USB key. It boots

>lightning fast and editing/mixing is a breeze.

>

>I got turned on to it by my production partner last year. I was dubious

>at first - why would I be interested when I'm already running Logic 8?

>Well, after playing with the pre-beta (really an alpha) build for a

>while and virtually *never* having it crash (while Logic 8 crashes more

>often than the Jamaican Bobsled Team) I started looking at it more

>seriously.

>

>It's the brainchild of Justin Frankel, the guy who wrote WinAmp and

>sold it later (his family walked out with somewhere in the hundred

>million range from that sale). Now that he was able to do anything he

>wanted, he set out to design the DAW that he wanted to use - an answer

>to the bloated, expensive and often unacceptably flaky offerings on the

>market.

>

>The features are insane and the design philosophy is deep-rooted; it

>represents a serious challenge to the status quo. Justin's stated that

>he wanted to make it open source but it was problematic because of the

>licensing requirements for technologies like ReWire etc, but he's done

>the next closest thing - he's opened the architecture and provided kits

>so developoer/users can code their own "extensions". These are

>completely different beasts from "audio plugins" - with these

>extensions you can write your own support for an audio file format, or

>for a control surface (even a non-MIDI one). He's got the user

>community completely in a lather writing macros, skins, control surface

>support (one user's already got REAPER remote controlled from a
>Nintendo DS! <http://www.you>

Subject: Re: Win XP Question
Posted by [John \[1\]](#) on Sat, 19 Jul 2008 10:22:16 GMT
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Subject: Re: Win XP Question
Posted by [Bill L](#) on Sat, 19 Jul 2008 13:33:01 GMT
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Subject: Re: Win XP Question
Posted by [Chris Ludwig](#) on Sat, 19 Jul 2008 13:45:23 GMT
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>HI Gantt,

Sorry for any vagueness.

I mean to say that the Older Firepod which was re-branded for what ever reason into the FP10 was more reliable over all. They designed that unit using an older BridgeCo Fire wire chip which didn't have any bells and whistle features of some FW chips but worked OK. It pretty much won't work reliably under 10ms with most any system but for live recording setups that is not a big deal. Thats more important for studio and VSTi people.

The Firestudio series are using TC electronics Dice 2 chip which is full of compatibility issues and performance issues. Some Devices from TC, Presonus , M-Audio, Mackie, Apogee plus other use this chip and almost all have some form of compatibility problem with Sonar and even with other apps that have a correct implementation of ASIO. Most of the issues involve compatibility issues with Fire wire chip sets though. Even TI ones.

The only fire wire interfaces I've seen be the least problematic are the ONLY manufacturers that use their own fire wire chip design. MOTU and RME.

The Turion64 is a slow processor but if all you need to do is record 2 to 8 tracks at 44.1k or 48k you should be fine.

Reaper will by far be the best choice for this on a slower machine.

There are something you will want to find out before you invest in ANY audio interface for this laptop.

What OS version
How much ram.
How big and what speed is th internal drive?
What Fire wire chip set is the laptop using?

Being a AMD laptop it might be using a Via CPU chip and Fire wire chip set. Which actually might be a good thing.

For a laptop you really need to have either TI or Via based fire wire to improve the odds of it working.

Chris

Gantt Kushner wrote:

> Hi Chris,
>
> I'm not sure I understand what you mean. Are you saying that the Presonus
> Firepod and Firestudio units would probably work well w/ Reaper?
>
> By the way - out HP laptop has a "AMD Turion64" sticker on it.
>
> Thanks!
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Subject: Re: Win XP Question
Posted by [Aaron Allen](#) on Sat, 19 Jul 2008 14:26:12 GMT
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Posted by [Bill L](#) on Sat, 19 Jul 2008 15:25:48 GMT
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> HI Kerry,
Yes we had lots of lemons in the fire studio series.
They seemed to have gotten whatever manufacture ring issues they had out
of the way but still haven't gotten drivers sorted out to be a stable as
they should be.

Chris

KerryGalloway wrote:
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> the same lemon and I suspect it only came in lemon flavor :D
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>> It's not really hard at all to figure out, in fact I saw an option to
>> install Reaper to a USB/removable key which reeeally peaked my
>> interest in
>> it as a live tool. That's a pretty small footprint for install and a
>> GREAT
>> failsafe if the PC blows up in the middle of a gig.
>>
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Posted by [Aaron Allen](#) on Sat, 19 Jul 2008 17:21:46 GMT
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>HI Aaron,

If Tascam didn't have the worst customer support period I would be recommending one to him. I didn't think their support could have gotten worse but now it is basically non-existent. Which is too bad because that was a great unit when it came out.

I'm pretty sure Sonar was designed from the bottom up to use Microsoft's WDM. Pretty dumb idea IMHO. WDM was a disaster waiting to happen. Never quite being finished. Having to be hacked by driver developers to even get it to work at anything close to ASIO. Even then MS was constantly changing "improving?" it with little or no interaction with the Pro Audio world. The only real improvement in WDM had to do with gaming and home theater use. Which Logically was more important than the tiny tiny Pro audio market.

Other than some sort of strange politics of the time I'm not sure why Cakewalk didn't develop Sonar around ASIO instead. Oh yeah they said that they didn't want to be at the mercy of a competitor. So it's better we go with a driver model that is completely unproven developed by a company that no interest in the Pro Audio market. Go Figure. I must say it is the most daring development design idea they ever had at least. :)

Chris

Aaron Allen wrote:

> If it's any kind of help or benchmark I've got SONAR 6 running ASIO on a
> Tascam FW unit on a PCI TI chipset card reliably at about 10 mSec using all
> 18 I/O's on a nVidia based mobo, AMD 3700+ dual core. Anything faster and it
> craps out. SONAR seems to really like WDM models better but I hate the
> latency that presents. Haven't tried Reaper on that setup as I build very
> specific systems to do what they should and nothing else, and being in the
> middle of projects isn't the time I want to experiment. YMMV.

> AA

>

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