
Subject: Does the RME HDSP driver support 4 x cards?

Posted by [DJ](#) on Sun, 16 Dec 2007 20:21:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

itself. But over time we can measure patterns.)

>>>>>>>>

>>>>>>>> Another recent study shows the possibility for earlier rain and
>

Subject: Re: Does the RME HDSP driver support 4 x cards?

Posted by [Chris Ludwig](#) on Sun, 16 Dec 2007 20:31:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

;>>>>>>>> earlier

>>>>>>>> snow pack melting leading to quicker snow pack degradation. So

>>>>>>>> even

>>>>>>>> though individual weather systems may dump a lot of moisture (hang
>>> in

>>>>>>>> there, Deeji!), it may not stay around as long or melt as slowly.

>>>>>>>> Which

>>>>>>>> means we may be facing possible water shortages in some areas.

>>>>>>>>

>>>>>>>> <http://climate.weather.com/ar>

Subject: Re: Does the RME HDSP driver support 4 x cards?

Posted by [John \[1\]](#) on Sun, 16 Dec 2007 23:33:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

7s_atmosphere

>>>>>>>>

Subject: Re: Does the RME HDSP driver support 4 x cards?

Posted by [DJ](#) on Mon, 17 Dec 2007 02:25:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

r />

stuff, why bother? The engineering types aren't going to be impressed with
what it can

do. And from Apple's point of view: b.) If Avid's not going,
why should we worry about it? We'll just go after them on a
cost basis (Final Cut Pro vs. various Avid permutations are
about the ONLY instance where Apple can compete on a price-for-
performance basis!)

Neil

Chris Ludwig <chrisl@adkproaudio.com> wrote:>Hi Dedric,
>Yes probably the case with Apple. I think Apple in general just don't
>need ot every do trade shows.
>They already have MacWorld and with Apple stores and resellers you can

>pretty much find out or see anything you want so not much point.
>
>
>For Avid it was probably the utter lack of a something worth while to show.
>Both Premiere, Final Cut and even Vegas are kicking their ass.
>They have upgrade and support policies that make Waves and Digi seem
>like Reaper in comparison.
>Unlike Digi they do not have stable and compatible software hardware for

>any current PC or MAC se

Subject: Re: Does the RME HDSP driver support 4 x cards?
Posted by [Graham Duncan](#) on Mon, 17 Dec 2007 04:21:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

a worldwide reputation (and are therefore not making guitars for
>> \$2800 - more like \$5k and up).
>>
>> While reading Taylor reviews, I've seen several references to the Martin
>
>> OMC-Aura, so I went to try it out. I found it to be incredibly ugly, but
>
>> quite playable,

Subject: Re: Does the RME HDSP driver support 4 x cards?
Posted by [DJ](#) on Mon, 17 Dec 2007 05:29:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

my life I am working through chord progressions
in
>>>a variety of keys.
>>>
>>>My buddies are working on a cd, and they send me roughs to practice.
>>>
>>>Since I didn't write the songs, they are not in my 'keys' so to speak,

>the
>>>ones I gravitate to for my tiny vocal range.
>>>
>>>So I practice each one over and over and then I try and go up to NY and
>we
>>>record in their home studio on their old steinway.
>>>
>>>For example, one of the tunes was a bluesy tune in F# which forced me
to
>>>do all my regular 'slides' like where I would slide off e# to e or g#
to
>>>g. I had to switch to moving

Subject: Re: Does the RME HDSP driver support 4 x cards?
Posted by [audioguy_editout_](#) on Mon, 17 Dec 2007 06:19:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>>>thinking,
>>>>>'I actually used to be able to PLAY this stuff.' No more . . .
>>>>>
>>>>>TCB
>>>>>
>>>>>"Kim" <hiddensounds@hotmail.com> wrote:
>>>>>
>>>>>
>>>>>Chuck,
>>>>>
>>>>>While this isn't an exercise, one thing I have both noticed in my
own
>>>>experience,
>>>>>as well as hearing of scientific support for, is the idea of not practicing
>>>>>for an hour at a time, but instead doing several shorter periods as
>a
>>>>general
>>>>>approach. The mind has a very limited attention span at maximum focus,
>>>>and

Subject: Re: Does the RME HDSP driver support 4 x cards?
Posted by [DJ](#) on Mon, 17 Dec 2007 06:22:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>>>>>practicing while bored and/or annoyed with the process is not that
>beneficial.

>>>>>>
>>>>>>Generally when I practice I will just sit down and play as I feel
like
>>>>>it.
>>>>>>Ten minutes later I'll get up and do something else. Practice becomes
>>>>like
>>>>>>a cigarette break. If I'm doing housework, every half an hour I might
>>>>stop
>>>>>>and play one or two songs. If I'm inspired I'll keep going but if
not
>>>>I
>>>>>get
>>>>>>up and go back to whatever else I was doing.
>>>>>>
>>>>>>I don't remember the exact numbers, but I believe it was something
>like
>>>>>>three
>>>>>>ten minute practice sessions are measurably more affective than a
single
>>>>>>one hour session.
>>>>>>
>>>>>>Knowing this might help you manage your limited time better. Not only
>>>>can
>>>>>>you put less time in, but it's a lot easier for most people to find
>five
>>>>>>or ten minutes a couple of times a day to quickly jump on an instrument
>>>>>>than

Subject: Re: Does the RME HDSP driver support 4 x cards?
Posted by [Chris Ludwig](#) on Mon, 17 Dec 2007 16:18:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

;>> Before I commit to an actual purchase, I wanted to ask around for any
>>> potential advice. As much as I'd love to buy from a luthier, I don't
think
>>
>>> I'll get much traction with my planned budget (as a reference, the 714CE
>>
>>> would cost around \$2800). I don't know many luthiers, and the ones I
do
>> know
>>> have a worldwide reputation (and are therefore not making guitars for
>>> \$2800 - more like \$5k and up).
>>>
>>> While reading Taylor reviews, I've seen several references to the Martin
>>
>>> OMC-Aura, so I went to try it out. I found it to be incredibly ugly,

but
>>
>>> quite playable, although the action is typical Martin (i.e. high action,
>> a
>>> guitar that you have to dig in hard). Since I play mostly electric, the
>> nice
>>> low action of Taylors is appealing to me.
>>>
>>> Anyone out there able to make some suggestions? General or specific,
good
>> or
>>> bad, I'm quite open to any ideas.
>>>
>>> Thanks,
>>> Dan
>>>
>>>
>>
>How are you guys getting your 24 bits to 16 for evaluating mixes?

I've been using CEP for a long time. And I wonder if the dithering is messing with the sound too much, clouding the stereo image a tad and just adding a haze that is really not there. Dither does nothing to contribute to "clouding" a mix, in fact, it helps with regard to the opposite of that. If you don't dither down to 16 bits, what you're doing is adding a certain amount of distortion via truncating, which (like adding an exciter across the 2-buss) MIGHT make your mix sound more open or have more definition, but all it's really doing is adding distortion.

There are different types of dither, you know... i don't know what type(s) CEP has, but maybe you'd like another type of dither better than whatever they use. You can easily hear the difference between a couple types,

Subject: Re: Does the RME HDSP driver support 4 x cards?
Posted by [EK Sound](#) on Mon, 17 Dec 2007 17:10:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

and there's not so much difference - that I can tell, anyway - between a couple others so you might try to hear some different types of noise-shaping & see if you like one better than the other, or one's more appropriate for whatever style of music you're mixing right now. Izotope's Ozone has four different types to choose from, and the one that comes with Cubase (UV22-HR) is pretty clear and neutral.

Neil

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

>

>

>

>How are you guys getting your 24 bits to 16 for evaluating mixes?

>

>I've been using CEP for a long time. And I wonder if the dithering is messing

>with the sound too much, clouding the stereo image a tad and just adding

>a haze that is really not there.so you play piano after having sex???

On 7 Feb 2008 07:01:26 +1000, "Kim" <hiddensounds@hotmail.com> wrote:

>

>

>Chuck,

>

>While this isn't an exercise, one thing I have both noticed in my own experience,

>as well as hearing of scientific support for, is the idea of not practicing

>for an hour at a time, but instead doing several shorter periods as a general

>approach. The mind has a very limited attention span at maximum focus, and

>practicing while bored and/or annoyed with the process is not that beneficial.

>

>Generally when I practice I will just sit down and play as I feel like it.

>Ten minutes later I'll get up and do something else. Practice becomes like

>a cigarette break. If I'm doing housework, every half an hour I might stop

>and play one or two songs. If I'm inspired

Subject: Re: Does the RME HDSP driver support 4 x cards?

Posted by [John \[1\]](#) on Mon, 17 Dec 2007 23:07:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

>

SX 4, as I said here earlier, is a pretty massive update over SX 3. The Media bay is cool and would work for what you want. I'm also a long time SX user.

Any of these might also replace Reaper as your 'go to' tracker over time as well. Or they might not. All pretty good stuff though.

TCB

"Mike R" <emarenot@yahoo.com> wrote:

>
>Ok quad core is built and seems to be running just fine. I was going to use
>Reaper as the main DAW, BUUUT, I need Acid-like functions. Specifically
>the ability to audition loops tempo matched to the piece and easily load
>them into a track. Live does this, as does Acid. Reaper doesn't. Damn.
>I'm going to try and rewire Live (I've got the 7.0.2 demo) into Reaper and
>see how that goes. But I really just want to stay with ONE app in ONE box.
> I was thinking about Live, but the demo I've been using is acting really
>funny. Multiple envelopes and I'm getting crackles and pops. One would
>think its a latency issue, but nope, I've got only 10 tracks running and
>Live's own cpu meter says like 6%. (Oh, and 15+ tracks in Reaper -no pops
>and crackles.) And, I guess I'm not alone in the problem. Other guys have
>reported similar concerns on the Live forums. THis is a deal breaker -unpredictable
>popping: mondo drag. SO....I'm thinking Sonar. I called Sweetwater to confirm
>that Sonar would behave like Acid -preview loops at project tempo and playback
>at project tempo. The guy I talked to, he doesn't know.... I recall some
>of you good folks using Sonar -is Sonar on Acid?
>MRhi chaps

submitted an auth request on the 30th jan and hoped that i might have a response by now. had anyone recently had an authorisation? if so how long did it take?

many thanks

maxHey Chuck... that is strange. I just clicked on it and the page popped right up. It was real important.. I was just kinda curious if anyone heard or used it. Although I am still a Paris user... I am trying out new things (within reason). I got the Cubase 4 (Studio) and imported some wav's to play with.. I wanted to start learning before my firewire device gets here, because I need to record in Cubase (or something). Anyway, is Cubase 4

Subject: Re: Does the RME HDSP driver support 4 x cards?

Posted by [Aaron Allen](#) on Tue, 18 Dec 2007 04:10:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

reverb on one vox track... sometimes it works, sometimes I get the error
>to send... I hit don't send and it crashes. Anyone else experiencing these
>kind of issues with Cubase? I am not sure I want to pay \$400 for a program
>that crashes so much. Any other recommendations?

>

>

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

>>

>>Haven't heard of it.

>>

>>Tried to get to the link but got a 'page not found' error.

>>

>>I think the main thing is to run whatever test you are going to run for
>a
>>really long time. I know my system reports really low latency, and works
>>great 99.9% of the time, but every once in a while there's a glitch and
>it

Subject: Re: Does the RME HDSP driver support 4 x cards?

Posted by [Deej](#) on Tue, 25 Dec 2007 19:26:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

gt;>>
>>>>>me in the reality of the situation, rather than what's been sent to
>> press.
>>>>>Thanks dude. Sorry you felt like an audio post in a (gulp) audio forum
>>>>
>>>>>brought out the wrath.
>>>>>
>>>>>AA
>>>>>
>>>>>"Dedric Terry" <dterry@keyofd.net> wrote in message
>>>>>news:47c4c144\$1@linux...
>>>>>> I'm sorry I ever posted this - wrong forum.
>>>>>>
>>>>>> Dedric
>>>>>>
>>>>>>
>>>>>>
>>>>>
>>>>
>>>
>>

>And we've been over this LaMont. Yes, marketers exaggerate. Not just in the
MI business but in any business. A smart consumer realizes this and has an
independent mind. And if you believed the hype about 64 bit integer processors
after I explained a dozen times whey it was fairly small news, well, you
can lead a horse to water but if you can get a bug do dance the achy breaky
heart then you're getting somewhere.

As far as tech problems, we've been over that as well. I don't understand
why musicians and audio engineers feel exempt from learning the technology
they choose. Photographers don't complain they have to learn about optics.
Architects realize that if they want to use AutoCAD instead of a protractor,
t-sqaure, balsa wood, and glue then they'll have to deal with some computer
issues. It always blows my mind that musicians and producers who can explain
the minutest issues involving amplifier tubes, microphone capsules, and preamp
transistors consider their computers to be such unimportant tools that they
are not willing to become as familiar with how they work just like they know
the rest of the gear in their studio.

TCB

"LaMont " <jjdpro@gmail.ocm> wrote:

>

>Thad, whatever floats your boat. But, that's not what we're talking about

>hear. Live is a different animal than PTHD.

>

>Yes, pro work can and IS done on Live , Acid,Sonar,Fruity Loops..But, at

>the end of the day, when you turn in that project to a
