
Subject: a discovery RE: Using Cubase SX as a standalone FX processor
Posted by [Deej \[1\]](#) on Thu, 06 Apr 2006 22:47:59 GMT

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/H3iM4qF92n2sY

lmlnKDzASxBZ/wCEnnjH4+vamNLcyi2m8/K3MAGwoPIG7AGep7nOepoAmuAb
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AcdSAQPwosblby1ukn8xoooxMx3ckjAwB053VXvNQvPPK71CoNqlBwi9hmvQ
B//Z

---=_linux4457ca88--Yup, no change at all till you add another interface.

David.

Tom Bruhl wrote:

- > Thanks you guys. Will I then keep the Mecs in series with the
- > other WC devices connected?
- > Tom
- >
- >
- > "EK Sound" <askme

Subject: Re: a discovery RE: Using Cubase SX as a standalone FX processor
Posted by [Aaron Allen](#) on Thu, 06 Apr 2006 22:53:46 GMT

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@nospam.com <mailto:askme@nospam.com> wrote in

- > message news:44579552@linux...
- > Hi Tom,
- >
- > No change to Paris is needed unless you add an additional interface.
- > Identical length cables are not necessary, or practical. You *must*
- > use high quality cable and connections though, this is very important.
- > I have our WC gen in with the console housing and my cable runs
- > (Canare LV61S with proper crimp connections) vary from 1' to the
- > longest run of about 25'... no problems.

>
> As for the extra detail, the difference will be slight but it will be
> there. The most noticeable difference will be with a project from
> scratch.
>
> David.
>
> Tom Bruhl wrote:
>
> > David,
> > If I add an RME or Lynx card in the future that requires WC then
> > I will need to change to parallel right? Do all the cables have to
> > be identical length in that case? Even to the Lynx? Is there
> > a length that is too long for the signal? My run to the control room
> > could be as long as 25-30' although I don't see that being necessary
> > at this time.
> > Tom
> >
> > PS I didn't hear a great difference in playback but expect to
> hear more
> > when WC is used for tracking also. I'll keep listening for the
> detail.
> >
> > "EK Sound" <askme@nospam.com <mailto:askme@nospam.com>
> <mailto:askme@nospam.com>> wrote in
> > message news:445783

Subject: Re: a discovery RE: Using Cubase SX as a standalone FX processor
Posted by [Deej \[1\]](#) on Thu, 06 Apr 2006 23:07:58 GMT

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ZXJ0aWNhbFNjYWxpYm8L2tleT4KCQkJCTxy
ZWFsPjE8L3JlYWw+CgkJCQk8a2V5PmNvbS5hcHBsZS5wcmludC50aWNrZXQu
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ZWRQYWdlUmVjdDwva2V5PgoJCQkJCTxhcncJheT4KCQkJCQkJPjYlYWw+MC4w

Subject: Re: a discovery RE: Using Cubase SX as a standalone FX processor
Posted by [Don Nafe](#) on Thu, 06 Apr 2006 23:33:35 GMT
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