
Subject: Re: Simple Creamware-Scope setup Question

Posted by Nil on Mon, 20 Nov 2006 15:21:27 GMT

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

>> wrote:

> >>> >

> >>> >

> >>> >I've got a Mac G4 (OSX 10.4) and a PC running Windows 98SE and Paris.

> > |

> >>> >want to be able to move .wav files made on the G4 over to Paris, and

> > from

> >>> >Paris back over to the Mac --if I want to apply FX there that I

cannot

> > in

> >>> >Paris. As I understand it, the G4 has an ethernet card built in. I

> >>assume

> >>> >that I have to get a NIC card for the PC. Do I need to get some sort

> > of

> >>> >software for each machine so that the PC will see the Mac and vice

> >>> >versa?

> >>> >This is totally new territory. I wish it was as simple as plugging

in

> > a

> >>> >cable between two boxes, but I fear it is not...

> >>> >Thanks much,

> >>> >MR

> >>> >

> >>> >

> >>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

> >>> ><HTML&g

Subject: Re: Simple Creamware-Scope setup Question

Posted by Dimitrios on Mon, 20 Nov 2006 17:09:52 GMT

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

20

> >>> >there that I cannot in Paris. As I understand it, the G4 has an =

> >>> >ethernet=20

> >>> >card built in. I assume that I have to get a NIC card for the PC. =

> >>> >Do I=20

> >>> >need to get some sort of software for each machine so that the PC

will

> > =

> >>> >see the=20

> >>> >Mac and vice versa? This is totally new territory. I wish it =

> >>> >was as=20

> >>> >simple as plugging in a cable between two boxes, but I fear it is=20

> >>> >not...</DIV>
> >>> ><DIV>Thanks much,</DIV>
> >>> ><DIV>MR</DIV></BODY></HTML>
> >>> >
> >>> >
> >>>
> >>
> >>
> >
>
>Thanks! that was a long time back, not even a phase switch to play with!

The next one of theirs I am putting out was a major label production mastered by B Ludwig, it is also killer, should be up in a month or so. More 50's influences on it.

"LaMont" <

Subject: Simple Creamware-Scope setup Question
Posted by [emarenot](#) on Mon, 20 Nov 2006 17:21:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

hotmail.com> wrote in message
> >>news:458ce4ef\$1@linux...
> >>>
> >>> Hey Mike! On the Mac, go to help on the menu bar at the top and type
> > in
> >>"networking"
> >>> or "networking a PC and a Mac". It should all be there, just scroll
> >>> down
> >>> for the answers.
> >>>
> >>> James
> >>>
> >>> "Mike R." <emarenot@yahoo.com

Subject: Re: Simple Creamware-Scope setup Question
Posted by [emarenot](#) on Tue, 21 Nov 2006 17:49:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>>>
>>>>http://www.infinitevortex.com/creamware/io/a16-ultra/
>>>>
>>>>

>>>>They have more hardware like sync plates to clock externally
>>>>through, and DSP booster cards with no i/o's, but those are the
>>>>basic/foundation platforms & options I've listed above.

>>>>

>>>>To sum it all up:

>>>>If you're going with just one card, my advice would be don't
>>>>even fucking bother with the "Home" card - if you want to throw
>>>>away 450 bucks, just send it to me and at least I'll send you a
>>>>birthday & christmas card in return. In my experience with the
>>>>6-DSP Project card, the 3-DSP Home card won't do much at all
>>>>for you - even at the lower sample rates... you MIGHT be able
>>>>to sum a few channels & insert a couple of plugins, but that
>>>>would be about the limit - ALSO, again if you're going with
>>>>just one card (at least to start) the Plugins that come with
>>>>the Home card are fairly scant... IOW, if you wanted the Mix &
>>>>Master or Synths & Samplers pack & bought them separately along
>>>>with a Home card, you'd be almost up the price of the 6-DSP
>>>>Project card, which comes with your choice of either of those
>>>>to begin with, plus has 3 more chips... see what I mean?

>>>>

>>>>Just make your first choice an educated one because like I've
>>>>said, these people don't know their own product as well as they
>>>>should, and also don't really stand behind it, either.

>>>>

>>>>

>>>>Neil

>>>

>>

>Should you decide to pull a DeeJ try to bend it to the point of breaking,
here's the old software:)