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Subject: A funny one

Posted by [George Axon](#) on Thu, 24 May 2007 13:26:40 GMT

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start to loose things than gain because there is a limit to everything.

I respect though your oppinion and I agree with 16 bit recordings , thats what I do, and I surely believe that BrianT is a pioneer in sound sculpting.

Regards,

Dimitrios

"TCB" <nobody@ishere.com> wrote:

>

>But you can't \_record\_ that. Put another way, if Dimitrios fed the SPDIF of

>an RME Mutliface (BTW - running down RME gear on sonics is pretty ballsy

>in my opinion. Maybe not the best in the world, but certainly not the worst)

>and ran it through DeeJ's Benchmark it would sound like the Benchmark. So

>what Dimitrios is hearing is the converter. A perfect DA -> AD loop, with

>infinite sample rate and word length, would create exactly the exact same

>file as the original. So why do it? Clock jitter? You said yourself jitter

>is a record/playback issue. The file doesn't have any jitter, it can't any

>more than tape can have a head misaligned.

>

>Even if the Mytek is used as an effect, if the RME converter is so awful,

>will the Mytek'd file played through it sound better? And how much better

>will the final playback devices be sonically than the RME?

>

>I'm saying this is a bad idea theoretically in that if done

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