
Subject: Whaddya think . . . ?

Posted by [Sarah](#) on Wed, 28 Mar 2007 04:10:17 GMT

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gt;
</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_00BB_01C78C0A.9D0635E0--"TCB" <nobody@ishere.com> wrote:

>

>It's a tradeoff for sure. I've been appalled at how far my chops have gone
>to hell. I've taken to playing arps and scales while watching the NBA playoffs
>to get my fingers back working with each other. There isn't a lot to executing
>power pop parts and solos correctly but I need to get my fingers in better
>shape.

It's harder than it looks. There is an aggressive, punchy
interplay going with the drummer that requires your playing
chops to be pretty transparent so you can play right through
them to the heart of the song. We always think the Hendrix or
Vai stuff is the hardest, but it ain't necessarily so.

>The best term I've ever come up with for

Subject: Re: Whaddya think . . . ?

Posted by [Jamie K](#) on Wed, 28 Mar 2007 05:15:32 GMT

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>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>.html </DIV></BODY></HTML>

>>>

>>>

>>

>Damn!!!...he's right!!!

;oD

"DC" <dc@spammersinhell.com> wrote in message news:46378cd2\$1@linux...

>

> "Neil" <IUOIU@OIU.com> wrote:

>

>>I can imagine it.. it'd be called: "The Black Crowes"

>>

>>:D

>

>

> BWAH HAH HAH... good one!

>

> DC
>
>"DC" <dc@spammersinhell.com> wrote:
>We always think the Hendrix or
>Vai stuff is the hardest, but it ain't necessarily so.

I can never (COULD never, in fact, even when I was just starting out) understand why people think Hendrix stuff is hard to play - it's not, really... he wasn't a technician, by any stretch... what he was was a great sonic innovator, though, that's for sure.

Vai, OTOH - now there's a technician!

Neil1.) Steve Jobs

2.) Steve Jobs

Here's why: 1.) Apple computers where the ones that a small company decided were the best platform for a product called Session8 - first marketed to radio stations for commercial production, mainly ("Come on, you can get rid of that Otari 5050!!!"), but eventually it caught on & became..... YOU GOT IT! Pro-Tools! Arguably the end of music as we knew it.

2) The iPod/iTunes combo... arguably the end of profitable music as we kn

Subject: Re: Whaddya think . . . ?
Posted by [Sarah](#) on Wed, 28 Mar 2007 06:41:16 GMT
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ew it.

Discuss.

(anyone but McCloskey may participate in this portion of thread LOL!)

Neil

BTW, just for laughs, here's a sales blurb from 1996:
Digi's new Pro Tools Project is a digital audio workstation designed to provide Pro Tools functionality at a truly affordable price. The Pro Tools Project Core System includes Pro Tools 3.2 software bundled with the Session 8 Mac audio card (now renamed the Pro Tools Project Audio Card). Your I/O

choices include the 882 I/O and 882 Studio I/O. Pro Tools Project is a complete digital workstation that provides eight tracks of recording, plus many sophisticated editing and mixing tools and will be available in early 1996 at the surprising list price of just \$2495. Sorry I sniped you. Didn't know you were one of the bidders. EBay won't let

me contact you until this is paid for. My addy is animix@animas.net. OK DC,

You wanted to hear a bit of the dubs we were doing with that old Rickenbacker lap this so here 'tis. This was into my Lexicon Signature 284, output to the Lexicon 10" speaker cabinet mic'ed with an SM57 inside one of these.

<http://www.audiologyrooms.com/booths.html>

This thing sits in my CR and when the door is closed, you can crank a marshall stack to 11 and barely hear it outside. I found two of these down in Bloomfield NM that had been purchased by a friend at an auction. Got 'em both for next to nothing. Best studio iso booth I've ever (not) heard.
;o)

Hey DJ,

That's ok, man. I just got excited to see you bidding on Paris gear again, and thought you might be coming back home to our Paris communion. ;-) Not that you ever really left the group, thankfully.

If you don't need it, I could use another one, but you won it fair and square.

Best,

Luiz

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>Sorry I sniped you. Didn't know you were one of the bidders. EBay won't let

>me contact you until this is paid for. My addy is animix@animas.net.

>

>I had/have Session8. It was more stable than PT, LOL.... I still have (and occasionally fire

Subject: Re: Whaddya think . . . ?

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out =3D
>>>>active on the=3D20
>>>>Submix A Master MEC.</FONT></DIV>
>>><DIV><FONT face=3D3DArial size=3D3D2>At least that's been my =3D
>>>>understanding. =3D20
>>></FONT></DIV>
>>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
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>>>>=
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A>>=3D
>>>> wrote=3D20
>>>> in message <A=3D20
>>>> =3D
>>>>=
>>>>href=3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV><B=
R>Well=3D
>>>> first=3D20
>>>> time I tried I get no signal whatsoever on any headphone out =
on<BR>any
>>>>=3D
>>>>of the=3D20
>>>> three mecs I have !!<BR>Is this a known bug again=3D20
>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
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spam,
=3D
>>>>and=3D20
>>>>you?<BR><A=3D20
>>>>=
>>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
/refer=3D
>>>>.html</A> </FONT></DIV></BODY></HTML>
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</HEAD>
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<DIV>Dimitrios are you serious?!?! It =
outputs the=20
submix only on Cards B, C, D, E ???<

Subject: Re: Whaddya think . . . ?

Posted by [Doug Wellington](#) on Wed, 28 Mar 2007 14:48:31 GMT

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/FONT></DIV>
<DIV>I will be summing my drums and guitars =
from now on=20
20bit out of the phones jack to my</DIV>
<DIV>outboard comps for sure!!!!!! =20
Sweeeeeet! How come I never tried it?</DIV>
<DIV> </DIV>
<DIV>I'm a dope,</DIV>
<DIV>

Subject: Re: Whaddya think . . . ?

Posted by [Deej \[4\]](#) on Wed, 28 Mar 2007 14:51:17 GMT

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>Tom</DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
 BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
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 =
 href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr>=
 wrote=20
 in message <A=20
 =
 href=3D"news:4638281d\$1@linux">news:4638281d\$1@linux...</DIV>
Hi=20
 DJ,
hehe I am already on that testing route even with the L R =
 outputs of=20
 other
than card's a mecs...
Regarding the headphone outs the one =
 on mec=20
 A which is the main one outputs
all submixes, the other though ! =
 output=20
 only the related submix out so yes
you could route it to another =
 mec but on=20
 same mec you would get an infinite
loop of dry and compressed... =
 because=20
 the time you will bring it back on
same mec that will be again =
 outputed on=20
 headphones and then back again...
you get the picture =
 ,feedback.
Thed=20
 other mecs option though will work !!
I don't know if you have =
 considered=20
 the other better option !!
The L and R outputs of each mec (except =
 for the=20
 main one) outputs ALSO the
submix out so you can take this L and R =
 out and=20
 send it to a pair of outputs
(digital to Pulsar ??) COMPRESS it and =
 then=20
 send it back to another submix.
For latency well you know =
 faderworks ??=20
 !!
Regards,
Dimitrios

"DJ" <<A=20
 =
 href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=20
 wrote:
>Are you getting the same signal on all MECs or the mix =
 signal on=20
 MEC on
card
>A and just the submix of the MEC on card B and =
 C. If=20
 you're just getting

>those submixes on the card B & amp; C =
 Mecs, you=20
 could route the headphone out
of
>those MECs to a pair of =
 input=20
 channels on another MEC (or maybe even loop
it
>back to the =
 same=20
 MEC) on a pair of record enabled channels and compress
it,=20

>etc.....I can't believe I never tried this when I had 4 =

here..
=
href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr=
wrote=20
in message <news:4637946e\$1@linux...>=
Heh... Works on all mecs !!
Dimitrios
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr=
wrote:<Ah I found it =
!!<I should=20
connect the L and R to the Mec's outputs 1 and 2 to get a=20
signal<for the headphones !!<I am just =
using the=20
digital out for monitoring thats why I didn't =
get<any<>signal=20
at the heaphone out=20
=
!<g

t;>>>Thanks
>>Dimitrios
>>
>>=>>"Tom=20
Bruhl" <<A =
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
=
wrote:
>>>>
>>>>>
>>>>>>Dimitri=
os,
>>>>>You=20
should only get the phone out active on the Submix A Master=20
MEC.
>>>>>At least that's been my understanding.=20
=
=3D20
>>>>>Tom
>>>>>
>>>>>> =
;=20
"Dimitrios" <<A=20
=
href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr>=
wrote=20
in message=20
=
=3D
>>>>>news:46377aa5\$1@linux...
>>>>>
>>g=
t;>>>>> =20
Well first time I tried I get no signal whatsoever on any=20
headphone
=3D
>>>>>>out on
>>>>>> =
any of the=20

three mecs I have !!
>>> Is this a known bug =
again=20
??
>>> Thanks
>>> =20
Dimitrios
>>>
>>>
>>>&I =
choose=20
Polesoft Lockspam to fight spam, and=20
=
you?
>>>http://www.polesoft.com/refer.html
>>>=
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name=3D3DGENERATOR>
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>>></HEAD>
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face=3D3DArial=20
=
size=3D3D2>Dimitrios,</DI V>
>>><=
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face=3D3DArial size=3D3D2>You should only get the phone out=20
=3D
>>>active on the=3D20
>>>Submix A =
Master=20
MEC.</DIV>
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face=3D3DArial size=3D3D2>At least that's been my=20
=3D
>>>understanding.=20
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>>><=
;DIV><FONT=20
face=3D3DArial=20
=
size=3D3D2>Tom</DIV&g t;
>>><DIV>=
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face=3D3DArial size=3D3D2>=20
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</DIV>
>>><BLOCKQUOTE=3D20
>>>&st=
yle=3D3D"PADDING-RIGHT:=20
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>>>BORDER-LEFT:=20
#000000 2px solid; MARGIN-RIGHT: 0px">
>>> =20
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>>> =20
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>>>href=3D3D"<A=20

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href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.grmai=
lto:musurgio@NOSPAMotenet.gr">>musurgio@NOSPAMotenet.gr>>g=
t;=3D
>>>>

Subject: Re: Whaddya think . . . ?

Posted by [Doug Wellington](#) on Wed, 28 Mar 2007 16:45:34 GMT

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>>outputs the=20
>>submix only on Cards B, C, D, E ???</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>I will be summing my drums and guitars
> =
>>from now on=20
>>20bit out of the phones jack to my</FONT></DIV>
>><DIV><FONT face=3DArial
```

Subject: Re: Whaddya think . . . ?

Posted by [LaMont](#) on Wed, 28 Mar 2007 17:55:55 GMT

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```
IN-LEFT: 5px; =
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> <DIV>"Dimitrios" <<A=20
>> =
>>href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>=
>> wrote=20
>> in message <A=20
>> =
>>href=3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR>Hi=20
>> DJ,<BR>hehe I am already on that testing route even with the L R =
>>outputs of=20
>> other<BR>than card's a mecs...<BR>Regarding the headphone outs the one
> =
>>on mec=20
>> A which is the main one outputs<BR>all submixes, the other though ! =
>>output=20
>> only the related submix out so yes<BR>you could route it to another =
>>mec but on=20
>> same mec you would get an infinite<BR>loop of dry and compressed... =
```

>>because=20
>> the time you will bring it back on
same mec that will be again =
>>outputed on=20
>> headphones and then back again...
you get the picture =
>>,feedback.
Thed=20
>> other mecs o

Subject: Re: Whaddya think . . . ?
Posted by [Neil](#) on Wed, 28 Mar 2007 18:08:13 GMT
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ption though will work !!
I don't know if you have =
>>considered=20
>> the other better option !!
The L and R outputs of each mec (except
> =
>>for the=20
>> main one) outputs ALSO the
submix out so you can take this L and R
> =
>>out and=20
>> send it to a pair of outputs
(digital to Pulsar ??) COMPRESS it and
> =
>>then=20
>> send it back to another submix.
For latency well you know =
>>faderwork

Subject: Re: Whaddya think . . . ?
Posted by [Chris Ludwig](#) on Wed, 28 Mar 2007 19:29:51 GMT
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20
>> face=3D3DArial=20
>> =
>>size=3D3D2>Tom</DIV>
>>><DIV>=
>><FONT=20
>> face=3D3DArial size=3D3D2>=20
>> =
>></DIV>
>>><BLOCKQUOTE=3D20
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>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>=3D
>>>>BORDER-LEFT:=20
>> #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> =20
>> <DIV>"Dimitrios" <<A=3D20
>>>>> =20
>> =3D
>>>>href=3D3D"<A=20
>> =
>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=

>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr>&g=
>>t;=3D
>>>=20
>> wrote=3D20
>>> in message=20
>> <A=3D20
>>> =
>>=3D
>>>href=3D3D"<A=20
>> =
>>href=3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV>
Well=
>>'>news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV>=
>>;
Well=3D
>>>=20
>> first=3D20
>>> time I tried I get no signal =
>>whatsoever on=20
>> any headphone out =
>>on
any
>>>=3D
>>>of=20
>> the=3D20
>>> three mecs I have !!
Is =
>>this a known=20
>> bug=20
>> =
>>again=3D20
>>>??
Thanks
Dimitrios</B=
>>LOCKQUOTE>
>>><DIV><FONT=20
>> size=3D3D2>

I choose Polesoft Lockspam to fight=20
>> =
>>spam,
=3D
>>>and=3D20
>>>you?
=
>>;<A=3D20
>>>href=3D3D"<A=20
>> =
>>href=3D'http://www.polesoft.com/refer.html'">http://www.polesoft.com/refer=
>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>=3D
>>>.html=20
>> =
>></DIV></BODY></HTML>
>>><B=
>>R>>>><BR&g

Subject: Re: Whaddya think . . . ?
Posted by [LaMont](#) on Wed, 28 Mar 2007 19:49:36 GMT
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t;>>>
>>=20
>>
>
>
</BLOCKQUOTE></BODY></HTML>
>>
>>
>"Martin Harrington" <lendan@bigpond.net.au> wrote:
>Hey Neil, you know I respect you a lot, but I have to disagree with you

>regarding Session 8.
>I had it on Windows, (I still have it taking up rack space in my studio,
>and
>I think it was originally a PC product) in 1994, (I think).
>I don't think a Mac version came out for quite some time after .

What? I thought that was always a Mac-first product! The sales blurb I pasted in on my prior pos

Subject: Re: Whaddya think . . . ?

Posted by [duncan](#) on Wed, 28 Mar 2007 20:05:15 GMT

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>>>>></HEAD><BR>>>>><BODY=20
>> bgColor=3D3D#ffffff><BR>>>>><DIV><FONT =
>>face=3D3DArial=20
>> =
>>size=3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=
>>DIV><FONT=20
>> face=3D3DArial size=3D3D2>You should only get the phone out=20
>> =3D<BR>>>>>active on the=3D20<BR>>>>>Submix A =
>>Master=20
>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>At least that's been my=20
>> =3D<BR>>>>>understanding.=20
>> =
>>=3D20<BR>>>>></FONT></DIV><BR>>>>><=
>>;DIV><FONT=
```

Subject: Re: Whaddya think . . . ?

Posted by [chuck duffy](#) on Wed, 28 Mar 2007 23:51:57 GMT

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```
os" <musuNOSPAMrgio@otenet.gr> wrote in message =
>>>news:4638281d$1@linux...
>>>
>>> Hi DJ,
```

>>> hehe I am already on that testing route even with the L R outputs of
=
>>>other
>>> than card's a mecs...
>>> Regarding the headphone outs the one on mec A which is the main one
=
>>>outputs
>>> all submixes, the other though ! output only the related submix out
so
>> =
>>>yes
>>> you could route it to another mec but on same mec you would get an =
>>>infinite
>>> loop

Subject: Re: Whaddya think . . . ?
Posted by [Sarah](#) on Thu, 29 Mar 2007 09:33:45 GMT
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amp;nbsp;=20
face=3D3D3DArial size=3D3D3D2>You should only get the phone=20
out=3D20
>> =3D3D
>>>activ e =
on=20
the=3D3D20
>>>> Submix A=20
=3D
>>>Master=3D20
>> =20
=
MEC.</DIV><BR& gt;>>>><DIV><FON=
T=3D20
>>>&am

Subject: Re: Whaddya think . . . ?
Posted by [Sarah](#) on Thu, 29 Mar 2007 09:39:02 GMT
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p;nbsp;=20
face=3D3D3DArial size=3D3D3D2>At least that's been =
my=3D20
>> =20
=
=3D3D
>>>>under standing.=3D20
>> =
=
=3D
 >>>=3D3D20
>>&am p;gt;>></DIV=
>
>>>>>&a mp;lt;=3D
>>><DIV><FONT=3D2=
0
>> =20
face=3D3D3DArial=3D20
>> =20
=

=3D
 >>>size=3D3D3D2>Tom</DIV>
=
>>>></DIV>=3D
>>></FONT=3D20
>>&g=
t; =20
face=3D3D3DArial =
size=3D3D3D2>=3D20
>> =20
=
=3D
 >>></DIV><BR&g t;>>>></BLOCKQUOTE=3D=
3D20
>>>>&st=3D
>>>&yle=3D3D3D"PADDING-RIG=
HT:=3D20
>> =20
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20
=
=3D
 >>>=3D3D
>& >>>BORDER-LEFT:=3D20
&g=
t;>> =20
#000000 2px solid; MARGIN-RIGHT: 0px" >
>>>&=2 0
=3D20
>> </DIV>"Dimitrios"=20
<<A=3D3D20
>>&a mp;gt;> =3D20
>> =

=
=3D3D
>>>>href= 3D3D3D "<A=3D20
>> =
p;=20
=
=3D
>>&am

Subject: Re: Whaddy think . . . ?
Posted by [Neil](#) on Thu, 29 Mar 2007 13:19:31 GMT
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Content-Type content=3D"text/html; =
>charset=3Diso-8859-1">
><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV>Dimitrios,</DIV>
><DIV>I could have sworn that I tried the =
>L&R outs of=20
>the Mecs and never got signal.</DIV>
><DIV>You are saying that gives you submix =
>only=20

><DIV>I'll be experimenting today for =
>sure.</DIV>
><DIV>Tom</DIV>

><DIV>After the Beatle Juice show I =

Subject: Re: Whaddya think . . . ?

Posted by [gene lennon](#) on Fri, 30 Mar 2007 02:05:52 GMT

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```
t;>>>I =3D
>> >>>choose=3D20
>> >>> Polesoft Lockspam to fight spam, and=3D20
>> >>> =3D
>> >>>you?<BR>>>>http://www.polesoft.com/refer.html<BR>>>>=3D
>> >>>;<BR>>>><!DOCTYPE=3D20
>> >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
>> >>> =3D
>> >>>Transitional//EN"><BR>>>><HTML><HEAD><BR>>>=3D
>> >>>><META=3D20
>> >>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
>> >>> =3D
>> >>>=3D3D<BR>>>> charset=3D3D3Diso-8859-1"><BR>>>><=3D
>> >>>;META=3D20
>> >>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20
>> >>> =3D
>> >>>name=3D3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>=3D
>> >>>>></HEAD><BR>>>><BODY=3D20
>> >>> bgColor=3D3D3D#ffffff><BR>>>><DIV><FONT =3D
>> >>>face=3D3D3DArial=3D20
>> >>> =3D
>> >>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>><=3D
>> >>>DIV><FONT=3D20
>> >>> face=3D3D3DArial size=3D3D3D2>You should only get the phone =
>>out=3D20
>> >>> =3D3D<BR>>>>>active on the=3D3D20<BR>>>>>Submix A =3D
>> >>>Master=3D20
>> >>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=3D20
>> >>> face=3D3D3DArial size=3D3D3D2>At least that's been my=3D20
>> >>> =3D3D<BR>>>>>understanding.=3D20
>> >>> =3D
>> >>>=3D3D20<BR>>>>></FONT></DIV><BR>>>>><=3D
>> >>>;DIV><FONT=3D20
>> >>> face=3D3D3DArial=3D20
>> >>> =3D
>> >>>size=3D3D3D2>Tom</FONT></DIV><BR>>>>><DIV>=3D
>> >>><FONT=3D20
>> >>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
>> >>> =3D
>> >>></DIV><BR>>>>><BLOCKQUOTE=3D3D20<BR>>>>>>st=3D
>> >>>yle=3D3D3D"PADDING-RIGHT:=3D20
>> >>> 0px; PADDING-L
```

Subject: Re: Whaddya think . . . ?

Posted by [Doug Wellington](#) on Fri, 30 Mar 2007 16:22:29 GMT

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itars from now on 20bit out of the =3D
>>>phones jack to =
>>>

>>>How=20

>>> come I never tried it?
>>>
>>>>I'm a=20

>>> =

>>>dope,
>>>Tom
>>>
>>>
>>>>&=

>>>nbsp;=20

>>> "Dimitrios" <A=20

>>> =

>>>href=3D"mailto:musuNOSPAMrgio@otenet.gr&quo
