
Subject: Re: ITB real world track counts???

Posted by [EK Sound](#) on Mon, 02 Apr 2007 22:44:52 GMT

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=<mailto:musurgio@NOSPAMotenet.gr>" target="_blank">musurgio@NOSPAMotenet.gr
>>>'>mai=3D
>>> >>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>&g=3D
>>> >>>t;=3D3D
>>>=3D20
>>> >>> wrote=3D3D20
>>> in message=3D20
>>> >>> <A=3D3D20
>>> =3D
>>> >>>=3D3D
>>>href=3D3D3D"<A=3D20
>>> >>> =3D
>>> =
>>>>>href=3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV><BR=3D
>>>>Well=3D
>>> >>>'>news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV>=3D
>>> >>>;
Well=3D3D
>>>>

Subject: Re: ITB real world track counts???

Posted by [Chris Ludwig](#) on Mon, 02 Apr 2007 23:06:07 GMT

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though ! output only the related submix=20
>>> out
so
>> =3D
>>>yes
>>> you =
>>>could=20
>>> route it to another mec but on same mec you would get an=20
>>> =3D
>>>infinite
>>> loop of dry and =
>>>compressed...=20
>>> because the time you will bring it back
>>=20
>>> =3D
>>>on
>>> same mec that will be =
>>>again outputed=20
>>> on headphones and then back =
>>>=3D
>>>again...
>>> =20
>>> you get the picture ,feedback.
>>> Thed other mecs =
>>>option=20
>>> though will work !!
>>> I don't know if you have =
>>>considered=20
>>> the other better option !!
>>> The L and R outputs =
>>>of each=20
>>> mec (except for the main one) outputs ALSO
>>=20
>>> =3D
>>>the
>>> submix out so you can =
>>>take this L=20
>>> and R out and send it to a pair=20
>>> of
=3D
>>>outputs
>>> (digital to =
>>>Pulsar ??)=20
>>> COMPRESS it and then send it back to=20
>>> another
=3D
>>>submix.
>>> For =

>>>latency well you=20
>>> know faderworks ?? !!
>>> =
>>>Regards,
>>> =20
>>> Dimitrios
>>>
>>> "DJ" <<A=20
>>> =
>>>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=20
>>> wrote:
>>> >Are you getting the same signal on =
>>>all MECs=20
>>> or the mix signal on MEC
>>> =
>>>=3D
>>>>on
>>> =20
>>> card=3D20
>>>> >A and just the submix of the MEC =
>>>on card B=20
>>> and C. If you're just=20
>>> =3D
>>>>getting
>>>>
>>>> =
>>>>those=20
>>> submixes on the card B & C Mecs, you could route the =
>>>headphone
>>>=20
>>> =3D
>>>>out
>>>> =
>>>of=3D20
>>>> =20
>>> >those MECs t

Subject: ITB real world track counts???

Posted by [emarenot](#) on Tue, 03 Apr 2007 01:28:04 GMT

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```
>> >>>;><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-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>> >>>=3D3D<BR>>>>>BORDER-LEFT:=3D20
>>> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D20
>>> >>> <DIV>"Dimitrios" <<A=3D3D20<BR>>>>> =3D20
>>> >>> =3D3D<BR>>>>>href=3D3D3D"<A=3D20
>>> >>> =3D
>>> =
>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">

```

Subject: Re: ITB real world track counts???
 Posted by [Bill Lorentzen](#) on Tue, 03 Apr 2007 01:39:50 GMT
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```

s=20
>>> the=3D20<BR>>>>>submix only on Cards B, C, D, E=20
>>> ???</FONT></DIV><BR>>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>I will be summing my drums and guitars<BR>>>>=20
>>> =3D<BR>>>>>from now on=3D20<BR>>>>>20bit out of the =
>>>phones jack to=20
>>> my</FONT></DIV><BR>>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>outboard comps for sure!!!!!! =
>>>=3D20<BR>>>>>Sweeeeeet! How=20
>>> come I never tried=20
>>> it?</FONT></DIV><BR>>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2></FONT> =
>>></DIV><BR>>>>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2>I'm a=20
>>> dope,</FONT></DIV><BR>>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> =

```

```

>>>size=3D3D2>Tom</FONT></DIV><BR>>><DIV><=
>>>FONT=20
>>> face=3D3DArial size=3D3D2></FONT>=20
>>> </DIV><BR>>><DIV><FONT face=3D3DArial=20
>>> size=3D3D2></FONT>=20
>>> =
>>></DIV><BR>>><BLOCKQUOTE=3D20<BR>>>>style=3D3D=
>>>"PADDING-RIGHT:=20
>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>=3D<BR>>>>BORDER-LEFT:=20
>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =20
>>> <DIV>"Dimitrios" <<A=3D20<BR>>>> =20
>>> =3D<BR>>>>href=3D3D"<A=20
>>> =
>>>href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>mai=
>>>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>>&g=
>>>t;=3D<BR>>>>=20
>>> wrote=3D20<BR>>>> in message =
>>><A=3D20<BR>>>> =20
>>> =3D<BR>>>>href=3D3D"<A=20
>>> =
>>>href=3D'news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR>Hi=3D=
>>>20'>news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV&=
>>>gt;<BR>Hi=3D20</A><BR>>>> =20
>>> DJ,<BR>hehe I am already on that testing route even with the L R =
>>>
>>> =3D<BR>>>>outputs of=

```

Subject: Re: ITB real world track counts???
 Posted by [Chris Ludwig](#) on Tue, 03 Apr 2007 04:11:55 GMT
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```

>itrios<BR>>>><BR>>>&=3D<BR>>>>gt;=>=
>>>"Tom=3D20<BR>>>> =20
>>> Bruhl" <<A =3D<BR>>>>href=3D3D"<A=20
>>> =
>>>href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20'>mailto=
>>>:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20</A><BR>>>&g=
>>>t;=> =20
>>> =
>>>=3D<BR>>>>wrote:<BR>>>><BR>>>>=
>>>><BR>>>>Dimitri=3D<BR>>>>os,<BR>>>=
>>>>>You=3D20<BR>>>> =20
>>> should only get the phone out active on the Submix A=20
>>> Master=3D20<BR>>>> MEC.<BR>>>>>At =
>>>least that's=20
>>> been my understanding.=3D20<BR>>>> =20

```

>>> =
>>>=3D
>>>=3D3D20
>>>Tom
>>=
>>>>>
>>>=20
>>> =3D
>>>;=3D20
>>> "Dimitrios"=20
>>> <<A=3D20
>>> =3D
>>>href=3D3D"<A=20
>>> =
>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=
>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>>&g=
>>>t;=3D
>>>=20
>>> wrote=3D20
>>> in message=3D20
>>> =
>>>
>>> =
>>>=3D
>>>=3D3D
>>>>news:46377aa5\$1@linux..=
>>>.
>>>>
&g=3D
>>>t;=>>&=
>>>gt;=20
>>> =3D20
>>>> Well first time I tried I get no signal =
>>>whatsoever=20
>>> on any=3D20
>>>> =20
>>> headphone
=3D3D
>>>>out=20
>>> on
>>>> =3D
>>>>any of=20
>>> the=3D20
>>>> three mecs I have =
>>>!!
>>>> Is=20
>>> this a known bug =3D
>>>>again=3D20
>>>> =20
>>> ??
>>>> Thanks
>>>>=20
>>> =3D20
>>>> =20
>>> =
>>>Dimitrios
>>>>
>>>>
&g=
>>>t;=>>>I=20
>>> =3D
>>>>choose=3D20
>>>> Polesoft Lockspam =
>>>to fight=20
>>> spam, and=3D20
>>>> =20
>>> =
>>>=3D
>>>>you?
>>>>http://www.polesoft.com/=
>>>refer.html
>>>>=3D
>>>>;>
>>>=
>>>;>><!DOCTYPE=3D20
>>>> =20
>>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
>>>> =20
>>> =
>>>=3D
>>>>Transitional//EN">
>>>>><HTM=
>>>L><HEAD>
>=3D
>>>>>>><META=3D=
>>>20
>>>> =20
>>> http-equiv=3D3D3DContent-Type =
>>>content=3D3D3D"text/html;=3D20
>>>> =20
>>> =
>>>=3D
>>>>=3D3D
>>>>>charset=3D3D3Diso-8859-=
>>>1">
>>>>><=3D
>>>>;META=3D20
>>=
>>>>> =20
>>> content=3D3D3D&q

Subject: Re: ITB real world track counts???

Posted by [Neil](#) on Wed, 04 Apr 2007 15:08:20 GMT

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installed paris software. installed effects subsystem. in that
>> order.
>>> > >
>>> > > XP finds 3 ENSONIQ Scherzo devices under System Devices.
>>> > >
>>> > > paris.exe is in Program Files\E-MU\Paris Pro.
>>> > >
>>> > > that's where the subsystem went.
>>> > >
>>> > > any ideas?
>>> > >
>>> > > jeremy
>>> > >
>>> > >
>>> > >
>>> > >
>>> > > "Jeremy Luzier" <j.luzier@comcast.net> wrote in message
>>> > > news:463906d9@linux...
>>> > > > in like 18 bazillion years.
>>> > > >
>>> > > > i faintly remember there was a special order you had to do it
>>> > > > in

Subject: Re: ITB real world track counts???

Posted by [emarenot](#) on Wed, 04 Apr 2007 15:46:45 GMT

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wrote:
>>>>>>>>>> It is the studio I had in the 90's--were you ever there?
>>>>>>>>>> Iliff and Quebec basically--we can definitely check
>>>>>>>>>> it out...
>>>>>>>>>>
>>>>>>>>>> Jamie K <Meta@Dimensional.com> wrote:
>>>>>>>>>> Lunch on Friday works for me. Email me for my phone number
>>>>>>>>>> (John,
>>>>
>>>>>>>>>> you have mail...).
>>>>>>>>>>
>>>>>>>>>> Are you building a new studio, John? Maybe we could meet nearby
>>>> and
>>>>>>>>>> you
>>>>>>>>>> could give us a tour.

>>>>>>>>>> consideration
>>>>>>>>>> and I'll make what I can. I hope to see you guys!
>>>>>>>>>>
>>>>>>>>>> Cheers,
>>>>>>>>>> -Jamie
>>>>>>>>>> www.JamieKrutz.com
>>>>>>>>>>
>>>>>>>>>> PS. DeeJ, I sent you my phone number privately, did you get
> it?
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>> John Macy wrote:
>>>>>>>>>> Thursday day is pretty cool. Thursday night an old friend
>>>>>>>>>> from Texas is playing at Swallow Hill and I must attend. But
>>>>>>>>>> always up for late night cocktails...
>>>>>>>>>>
>>>>>>>>>> Friday day is open, but Friday night my daughter's dance
>>>>>>>>>> showcase at school happens, and I absolutely have to be there
>>>>>>>>>> from 7-10... Of course, late night cocktails are always a
> good
>>>>>>>>>> thing...
>>>>>>>>>>
>>>>>>>>>> Saturday day is free till 7:30, with a gig that night...
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>> "DJ" <www.aarrrrggghhh!!!.com> wrote:
>>>>>>>>>> Hi John,
>>>>>>>>>>
>>>>>>>>>> Aaron and I are thinking of coming up there earlier in the
>
>>>>>>>>>> week.
>>>>>>>>>> I'll
>>>>>>>>>> likely
>>>>>>>>>> be up there on the afternoon of Thursday, the 3rd. What are
>
>>>>>>>>>> your
>>>>>>>>>> plans
>>>>>>>>>> for
>>>>>>>>>> Thursday and Friday? I think Mr. Snortyhorse will be in the
>
>>>>>>>>>> area
>>>>>>>>>> then
>>>>>>>>>> as
>>>>>>>>>> well.
>>>>>>>>>>
>>>>>>>>>> ;o)

>ok guys, I'm in town. Gimme a shout about 11 am, and we'll hone in on the when/where.

>>>>>>>>>> and I'll make what I can. I hope to see you guys!
>>>>>>>>>>
>>>>>>>>>> Cheers,
>>>>>>>>>> -Jamie
>>>>>>>>>> www.JamieKrutz.com
>>>>>>>>>>
>>>>>>>>>> PS. DeeJ, I sent you my phone number privately, did you get
>it?
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>> John Macy wrote:
>>>>>>>>>> Thursday day is pretty cool. Thursday night an old friend
>>>>>>>>>> from Texas is playing at Swallow Hill and I must attend.
But
>>>>>>>>>> always up for late night cocktails...
>>>>>>>>>>
>>>>>>>>>> Friday day is open, but Friday night my daughter's dance
>>>>>>>>>> showcase at school happens, and I absolutely have to be there
>>>>>>>>>> from 7-10... Of course, late night cocktails are always a
>good
>>>>>>>>>> thing...
>>>>>>>>>>
>>>>>>>>>> Saturday day is free till 7:30, with a gig that night...
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>> "DJ" <www.aarrrrggghhh!!!.com> wrote:
>>>>>>>>>> Hi John,
>>>>>>>>>>
>>>>>>>>>> Aaron and I are thinking of coming up there earlier in the
>
>>>>>>>>>> week.
>>>>>>>>>> I'll
>>>>>>>>>> likely
>>>>>>>>>> be up there on the afternoon of Thursday, the 3rd. What are
>
>>>>>>>>>> your
>>>>>>>>>> plans
>>>>>>>>>> for
>>>>>>>>>> Thursday and Friday? I think Mr. Snortyhorse will be in the
>
>>>>>>>>>> area
>>>>>>>>>> then
>>>>>>>>>> as
>>>>>>>>>> well.
>>>>>>>>>>
>>>>>>>>>> ;o)

ADAT

>card and whatever analog I/O you might want and sum the tracks in MECS B, C,

>D, E, F, G and H via ADAT to 7 stereo pair on the ADAT card on MEC A. You

>could insert your analog and digital processors in the various MEC submixes

>and through Paris auxes and inserts on the *main bus* MEC. this would

>seriously rawk for using Pulsar DSP cards and analog gear as FX processors

>on Paris inserts.

>

>

>

>

>

>"Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message

>news:4638a0e8\$1@linux...

>>

>> Ok Tom and beloved Paris users here is a nice tip regarding the L and

R

>> individual

>> submix outs...

>>

Subject: Re: ITB real world track counts???

Posted by [Chris Ludwig](#) on Wed, 04 Apr 2007 19:17:28 GMT

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w.polesoft.com/refer.html

>>>> >>> >>>>

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

>>>>Transitional//EN">

>>>> >>> >>>><HTML><HEAD>

>>>> >>> >>>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;

>>>=

>>>>=3D3D

>>>> >>> >>>>charset=3D3D3Diso-8859-1">

>>>> >>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400" =

>>>>name=3D3D3DGENERATOR>

>>>> >>> >>>><STYLE></STYLE>

>>>> >>> >>>></HEAD>

>>>> >>> >>>><BODY bgColor=3D3D3D#ffffff>

>>>> >>> >>>><DIV><FONT face=3D3D3DArial =

>>>>size=3D3D3D2>Dimitrios,</DIV>

>>>> >>> >>>><DIV>You should only get

>>>=

```

>>>>the phone
>>>> >> =3D
>>>> >>>out =3D3D
>>>> >>> >>>>active on the=3D3D20
>>>> >>> >>>>Submix A Master MEC.</FONT></DIV>
>>>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>At least that's been
>>>=
>>>>my =3D3D
>>>> >>> >>>>understanding. =3D3D20
>>>> >>> >>>></FONT></DIV>
>>>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
>>>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>>>> >>> >>>><BLOCKQUOTE=3D3D20
>>>> >>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>>>>MARGIN-LEFT: =3D
>>>> >>>5px; =3D3D
>>>> >>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> >>> >>>> <DIV>"Dimitrios" <<A=3D3D20
>>>> >>> >>>> =3D3D
>>>> >>> =3D
>>>> =
>>>>>>>>>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet=
>>>>.gr</=3D
>>>> >>>A>>=3D3D
>>>> >>> >>>> wrote=3D3D20
>>>> >>> >>>> in message <A=3D3D20
>>>> >>> >>>> =3D3D
>>>> >>> =3D
>>>> =
>>>>>>>>>>>>href=3D3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</D=
>>>>IV><B=3D
>>>> >>>R>Well=3D3D
>>>> >>> >>>> first=3D3D20
>>>> >>> >>>> time I tried I get no signal whatsoever on any headphone
=
>>>>>out =3D
>>>> >>>on<BR>any
>>>> >>> >>>>=3D3D
>>>> >>> >>>>of the=3D3D20
>>>> >>> >>>> three mecs I have !!<BR>Is this a known bug again=3D3D20
>>>> >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
>>>> >>> >>>><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam
to
>>>=
>>>>>fight
>>>> >> =3D
>>>> >>>spam,
>>>> >>> =3D3D

```

```

>>>> >>> >>>>and=3D3D20
>>>> >>> >>>>you?<BR><A=3D3D20
>>>> >>> =3D
>>>> =
>>>>>>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
>>>>t.com=3D
>>>> >>>/refer=3D3D
>>>> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>>>> >>> >>>>
>>>> >>> >>>>
>>>> >>> >>>
>>>> >>> >>=3D20
>>>> >>> >
>>>> >>> >
>>>> >>>
>>>> >>>
>>>> >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>> >>><HTML><HEAD>
>>>> >>><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>>> >>>charset=3D3Diso-8859-1">
>>>> >>><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>>> >>><STYLE></STYLE>
>>>> >>></HEAD>
>>>> >>><BODY bgColor=3D3D#ffffff>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios are you serious?!?!
>>>=
>>>>It =3D
>>>> >>>outputs the=3D20
>>>> >>>submix only on Cards B, C, D, E ???</FONT></DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>I will be summing my drums
and
>>>=
>>>>guitars
>>>> >> =3D
>>>> >>>from now on=3D20
>>>> >>>20bit out of the phones jack to my</FONT></DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>outboard comps for sure!!!!!!
>>>=
>>>>=3D20
>>>> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>I'm a dope,</FONT></DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> >>><BLOCKQUOTE=3D20
>>>> >>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
>>>=

```

>>>>=3D
>>>> >>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> >>> <DIV>"Dimitrios" <<A=3D20
>>>> >>> =3D
>>>> =
>>>>>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrg

Subject: Re: ITB real world track counts???
Posted by [EK Sound](#) on Wed, 04 Apr 2007 19:28:28 GMT
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io@otenet.gr</A=
>>>>>>=3D
>>>> >>> wrote=3D20
>>>> >>> in message <A=3D20
>>>> >>> =3D
>>>> =
>>>>>>href=3D3D"news:4638281d\$1@linux">news:4638281d\$1@linux...</DIV><BR=
>>>>>Hi=3D20
>>>> >>> DJ,
hehe I am already on that testing route even with the L
R
>>>=
>>>>=3D
>>>> >>>outputs of=3D20
>>>> >>> other
than card's a mecs...
Regarding the headphone outs
=
>>>>the one
>>>> >> =3D
>>>> >>>on mec=3D20
>>>> >>> A which is the main one outputs
all submixes, the other though
>>>=
>>>>!
>>>> =3D
>>>> >>>output=3D20
>>>> >>> only the related submix out so yes
you could route it to =
>>>>another
>>>> =3D
>>>> >>>mec but on=3D20
>>>> >>> same mec you would get an infinite
loop of dry and =
>>>>compressed...
>>>> =3D

Subject: Re: ITB real world track counts???
Posted by [EK Sound](#) on Wed, 04 Apr 2007 22:53:59 GMT
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```

>
>>>> Polesoft Lockspam to fight<BR>>>=20
>>>> =3D<BR>>>>spam,<BR>>>> =
>>>>=3D3D<BR>>>> =20
>>>> >>>>and=3D3D20<BR>>>> =20
>>>> >>>>you?<BR><A=3D3D20<BR>>>> =20
>>>> =3D<BR>>>>>>>>href=3D3D3D"<A=20
>>>> =
>>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>http=
>>>>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D<BR>>>=
>>>>>>/refer=3D3D<BR>>>> =20
>>>> >>>>.html</A>=20
>>>> =
>>>></FONT></DIV></BODY></HTML><BR>>>> =
>>>>=20
>>>> >>>><BR>>>> =
>>>>>>>><BR>>>> =20
>>>> >>><BR>>>> >>=3D20<BR>>>> =
>>>>
>>>> ><BR>>>> =20
>>>> ><BR>>>><BR>>>><BR>>>><!DOCTYPE HTML =
>>>>PUBLIC=20
>>>> "-//W3C//DTD HTML 4.0=20
>>>> =
>>>>Transitional//EN"><BR>>>><HTML><HEAD><BR>>>>=
>>>>><META=20
>>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>>>> =3D<BR>>>>>charset=3D3Diso-8859-1"><BR>>>>><META =
>>>>
>>>> content=3D3D"MSHTML 6.00.2800.1400"=20
>>>> =
>>>>name=3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>>>=
>>>>>></HEAD><BR>>>>><BODY=20
>>>> bgColor=3D3D#ffffff><BR>>>>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2>Dimitrios are you serious?!?! It =
>>>>=3D<BR>>>>>outputs=20
>>>> the=3D20<BR>>>>>submix only on Cards B, C, D, E=20
>>>> ???</FONT></DIV><BR>>>>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2>I will be summing my drums and guitars<BR>>>>=20
>>>> =3D<BR>>>>>from now on=3D20<BR>>>>>20bit out of the =
>>>>phones jack to=20
>>>> my</FONT></DIV><BR>>>>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2>outboard comps for sure!!!!!! =
>>>>=3D20<BR>>>>>Sweeeeeet! How=20
>>>> come I never tried=20

```

```

>>>> it?</FONT></DIV><BR>>>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2></FONT> =
>>>></DIV><BR>>>><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2>I'm a=20
>>>> dope,</FONT></DIV><BR>>>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> =
>>>>size=3D3D2>Tom</FONT></DIV><BR>>>><DIV><=
>>>>FONT=20
>>>> face=3D3DArial size=3D3D2></FONT>=20
>>>> </DIV><BR>>>><DIV><FONT face=3D3DArial=20
>>>> size=3D3D2></FONT>=20
>>>> =
>>>></DIV><BR>>>><BLOCKQUOTE=3D20<BR>>>>style=3D3D=
>>>>"PADDING-RIGHT:=20
>>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>>=3D<BR>>>>BORDER-LEFT:=20
>>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =20
>>>> <DIV>"Dimitrios" <<A=3D20<BR>>>> =20
>>>> =3D<BR>>>>href=3D3D"<A=20
>>>> =
>>>>href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>mai=
>>>>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>&g=
>>>>t;=3D<BR>>>>=20
>>>> wrote=3D20<BR>>>> in message =
>>>><A=3D20<BR>>>> =20
>>>> =3D<BR>>>>href=3D3D"<A=20
>>>> =
>>>>href=3D'news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR>Hi=3D=
>>>>20">news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV>=
>>>>gt;<BR>Hi=3D20</A><BR>>>> =20
>>>> DJ,<BR>hehe I am already on that testing route even with the L R =
>>>>
>>>> =3D<BR>>>>outputs of=3D20<BR>>>> =
>>>>other<BR>than=20
>>>> card's a mecs...<BR>Regarding the headphone outs the =
>>>>one<BR>>>>=20
>>>> =3D<BR>>>>on mec=3D20<BR>>>> A which is the =
>>>>main one=20
>>>> outputs<BR>all submixes, the other though=20
>>>> !<BR>=3D<BR>>>>output=3D20<BR>>>> only the =
>>>>related submix=20
>>>> out so yes<BR>you could route it to =
>>>>another<BR>=3D<BR>>>>mec but=20
>>>> on=3D20<BR>>>> same mec you would get an =
>>>>infinite<BR>loop=20
>>>> of dry and =

```

>>>>compressed...
=3D
>>>because=3D20
>>> =20
 >>>> the time you will bring it back on
same mec that will be =
 >>>>again=20
 >>>> =3D
>>>outputed on=3D20
>>> headphones =
 >>>>and then back=20
 >>>> again...
you get the picture=20
 >>>> =3D
>>>,feedback.
Thed=3D20
>>> =
 >>>>other mecs=20
 >>>> option though will work !!
I don't know if you have=20
 >>>> =3D
>>>considered=3D20
>>> the other =
 >>>>better option=20
 >>>> !!
The L and R outputs of each mec (except
>>>=20
 >>>> =3D
>>>for the=3D20
>>> main one) =
 >>>>outputs ALSO=20
 >>>> the
submix out so you can take this L and
R
>>>=20
 >>>> =3D
>>>out and=3D20
>>> send it to a =
 >>>>pair of=20
 >>>> outputs
(digital to Pulsar ??) COMPRESS it and
>>>=20
 >>>> =3D
>>>then=3D20
>>> send it back to =
 >>>>another=20
 >>>> submix.
For latency well you know =
 >>>>=3D
>>>faderworks=20
 >>>> ??=3D20
>>> =20
 >>>> !!
Regards,
Dimitrios

"DJ"=20
 >>>> <<A=3D20
>>> =3D
>>>href=3D3D"<A=20
 >>>> =
 >>>>href=3D'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=3D20=
 >>>>'>http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=
 >>>>;=3D20
>>> =20
 >>>> wrote:
>Are you getting the same signal on all MECs or the =
 >>>>mix=20
 >>>> =3D
>>>signal on=3D20
>>> MEC =
 >>>>on
card=20
 >>>>
>A and just the submix of the MEC on card B and=20
 >>>> =3D
>>>C. If=3D20
>>> you're just=20
 >>>> getting

>those submixes on the card B & C=20
 >>>> =3D
>>>Mecs, you=3D20
>>> could route =
 >>>>the headphone=20
 >>>> out
of
>those MECs to a pair of=20
 >>>> =3D
>>>input=3D20
>>> channels on =
 >>>>another MEC (or=20
 >>>> maybe even loop
it
>back to the=20
 >>>> =3D
>>>same=3D20
>>> MEC) on a pair of =
 >>>>record=20
 >>>> enabled channels and compress
it,=3D20
>>> =20
 >>

Subject: Re: ITB real world track counts???

Posted by [excelav](#) on Wed, 04 Apr 2007 22:54:28 GMT

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gt;>>> hehe I am already on that testing route =

>>>>even with=20

>>>> the L R outputs of
=3D
>>>other
>>> =

>>>>than card's=20

>>>> a mecs...
>>> Regarding the headphone outs the one =

>>>>on mec A=20

>>>> which is the main =

>>>>one
=3D
>>>outputs
>>> all=20

>>>> submixes, the other though ! output only the related submix=20

>>>> out
so
>>> =3D
>>>yes
>>> you =

>>>>could=20

>>>> route it to another mec but on same mec you would get an=20

>>>> =3D
>>>infinite
>>> loop of dry and =

>>>>compressed...=20

>>>> because the time you will bring it back
>>>=20

>>>> =3D
>>>on
>>> same mec that will be =

>>>>again outputed=20

>>>> on headphones and then back =

>>>>=3D
>>>again...
>>> =20

>>>> you get the picture ,feedback.
>>> Thed other mecs =

>>>>option=20

>>>> though will work !!
>>> I don't know if you have =

>>>>considered=20

>>>> the other better option !!
>>> The L and R outputs =

>>>>of each=20

>>>> mec (except for the main one) outputs ALSO
>>>=20

>>>> =3D
>>>the
>>> submix out so you can =

>>>>take this L=20

>>>> and R out and send it to a pair=20

>>>> of
=3D
>>>outputs
>>> (digital to =

>>>>Pulsar ??)=20

>>>> COMPRESS it and then send it back to=20

>>>> another
=3D
>>>submix.
>>> For =

>>>>latency well you=20

>>>> know faderworks ?? !!
>>> =

>>>>Regards,
>>> =20

>>>> Dimitrios
>>>
>>> "DJ" <<A=20

>>>> =

>>>>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com=20

>>>> wrote:
>>> >Are you getting the same signal on =

>>>>all MECs=20

>>>> or the mix signal on MEC
>>> =

>>>>=3D
>>>on
>>> =20

>>>> card=3D20
>>> >A and just the submix of the MEC =

>>>>on card B=20

>>>> and C. If you're just=20
>>>> =3D
>>>getting
>>>
>>> =
>>>>>those=20
>>>> submixes on the card B & C Mecs, you could route the =
>>>>headphone
>>>=20
>>>> =3D
>>>out
>>> =
>>>>of=3D20
>>> =20
>>>> >those MECs to a pair of input channels on another MEC (or maybe=20
>>>> even
>>> =3D
>>>loop
>>> =20
>>>> it=3D20
>>> >back to the same MEC) on a pair of =
>>>>record=20
>>>> enabled channels and =3D
>>>compress
>>> =
>>>>
>>>> it,=3D20
>>> >etc.....I can't believe I =
>>>>never tried=20
>>>> this when I had 4 =
>>>>MECs
=3D
>>>here..
>>> =20
>>>> >
>>> >;o)
>>> =20
>>>> >
>>> >"Dimitrios" <<A=20
>>>> =
>>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=
>>>> wrote=20
>>>> in message=3D20
>>> =20
>>>> >news:4637946e\$1@linux...
>>> =20
>>>> >>
>>> >> Heh...
>>> =
>>>>>>=20
>>>> Works on all mecs !!
>>> >>=20
>>>> Dimitrios
>>> >>
>>> =
>>>>>>=20
>>>> "Dimitrios" <<A =
>>>>href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20
>>>> wrote:
>>> >>>
>>> =
>>>>>>Ah=20
>>>> I found it !!
>>> >>>I should connect the L =
>>>>and R=20
>>>> to the Mec's outputs 1 and 2 to get
a
>>>=20
>>>> =3D
>>>signal
>>> >>>for the =
>>>>headphones=20
>>>> !!
>>> >>>I am just using the digital out =
>>>>for=20
>>>> monitoring thats why I =
>>>>didn't
=3D
>>>get
>>> =20
>>>> any
>>> >>>signal at the heaphone out=20
>>>> !
>>> >>>Thanks
>>> =20
>>>> >>>Dimitrios
>>> =
>>>>>>>
>>> =20
>>>> >>>"Tom Bruhl" <<A=20
>>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20

>>>> wrote:
>>> >>>>
>>> =20
>>>> >>>>
>>> =20
>>>> >>>>Dimitrios,
>>> >>>>You =
>>>>should=20
>>>> only get the phone out active on the Submix A=20
>>>> Master
=3D
>>>MEC.
>>> =
>>>>>>>At least=20
>>>> that's been my understanding. =3D3D20
>>> =20
>>>> >>>>Tom
>>> =20
>>>> >>>>
>>> >>>> =
>>>>"Dimitrios"=20
>>>> <<A =
>>>>href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr>=
>>>>=20
>>>> wrote in message =3D3D
>>> =20
>>>> >>>>news:46377aa5\$1@linux...
>>> =20
>>>> >>>>
>>> >>>> Well =
>>>>first time=20
>>>> I tried I get no signal whatsoever on any=20
>>>> =3D
>>>headphone
>>> =
>>>>=3D3D
>>> =20
>>>> >>>>out on
>>> >>>> =
>>>>any of the=20
>>>> three mecs I have !!
>>> >>>> Is =
>>>>this

Subject: Re: ITB real world track counts???
Posted by [emarenot](#) on Thu, 05 Apr 2007 00:44:58 GMT
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0
>>>> >>> at the heaphone out=3D20
>>>> >>> =3D
>>>> >>>!
>>>Thanks
>>>Dimitrios
>>>
>>>&=3D
>>>> >>>gt;"Tom=3D20
>>>> >>> Bruhl" <<A =3D
>>>> >>>href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20
>>>> >>> =3D
>>>> >>>wrote:
>>>>
>>>>
>>>>Dimitri=3D
>>>> >>>os,
>>>>You=3D20
>>>> >>> should only get the phone out active on the Submix A Master=3D20
>>>> >>> MEC.
>>>>At least that's been my understanding.=3D20
>>>> >>> =3D
>>>> >>>=3D3D20
>>>>Tom
>>>>
>>>>> =3D
>>>> >>>;=3D20
>>>> >>> "Dimitrios" <<A=3D20
>>>> >>> =3D

```

>>>> =
>>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
>>>>>>=3D
>>>> >>> wrote=3D20
>>>> >>> in message=3D20
>>>> >>> =3D
>>>> >>>=3D3D<BR>>>>>news:46377aa5$1@linux...<BR>>>>><BR>>g=3D
>>>> >>>t;>>> =3D20
>>>> >>> Well first time I tried I get no signal whatsoever on any=3D20
>>>> >>> headphone<BR>=3D3D<BR>>>>>out on<BR>>>>> =3D
>>>> >>>any of the=3D20
>>>> >>> three mecs I have !!<BR>>>>> Is this a known bug =3D
>>>> >>>again=3D20
>>>> >>> ??<BR>>>>> Thanks<BR>>>>> =3D20
>>>> >>> Dimitrios<BR>>>>><BR>>>>><BR>>>>>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-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>>> >>>=3D3D<BR>>>>>BORDER-LEFT:=3D20
>>>> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D20
>>>> >>> <DIV>"Dimitrios" <<A=3D3D20<BR>>>>> =3D20
>>>> >>> =3D3D<BR>>>>>href=3D3D3D"<A=3D20
>>>> >>> =3D
>>>> =
>>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
>>>>>'>mai=3D
>>>> >>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D
>>>> >>>t;=3D3D<BR>>>>>=3D20
>>>> >>> wrote=3D3D20<BR>>>>> in message=3D20
>>>> >>> <A=3D3D20<BR>>>>> =3D
>>>> >>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20
>>>> >>> =3D
>>>> =
>>>>>>href=3D3D'news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV><BR=
>>>>>Well=3D
>>>> >>>'>news:46377aa5$1@linux"

```

Subject: Re: ITB real world track counts???

Posted by [Deej \[4\]](#) on Thu, 05 Apr 2007 18:17:15 GMT

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```

.....or maybe not) and return them<BR>to =
>>>>><BR>>>the=20
>>>>> Paris inputs on a channel pair on a different MEC and you're=20
>>>>> there.<BR><BR>>Damn!!!....how simple is=20
>>>>> this?<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=20
>>>>> =
>>>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=
>>>>> wrote=20
>>>>> in message <BR>>news:463853fb$1@linux...<BR>>><BR>>> =
>>>>>Dear=20
>>>>> Tom,<BR>>> ALSO L and R on each submix except for =
>>>>>submix1=20
>>>>> outputs only the related<BR>>> submix so you can send it to a =
>>>>>mec's out=20
>>>>> (24bit if you like) and then<BR>out<BR>>> to your=20
>>>>> compressor.<BR>>> Regards,<BR>>> =

```

>>>>Dimitrios
>>
>>=20
 >>>> "Tom Bruhl" <<A=20
 >>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 >>>> wrote:
>>>
>>>
>>>Dimitrios are =
 >>>>you=20
 >>>> serious?!?! It outputs the submix only on Cards =
 >>>>B,
C,
>>=20
 >>>> =3D
>>>D, E ???
>>>I will be summing my drums =
 >>>>and=20
 >>>> guitars from now on 20bit out of the =3D
>>>phones jack to =
 >>>>
 >>>> my
>>>outboard comps for sure!!!!!! Sweeeeeet! =
 >>>>How=20
 >>>> come I never tried it?
>>>
>>>I'm a=20
 >>>> =
 >>>>dope,
>>>Tom
>>>
>>>
>>>&=
 >>>>nbsp;=20
 >>>> "Dimitrios" <<A=20
 >>>> =
 >>>>href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr>=
 >>>> wrote=20
 >>>> in message=20
 >>>> =
 >>>>=3D
>>>news:4638281d\$1@linux...
>>>
>>>&g=
 >>>>t; =20
 >>>> Hi DJ,
>>> hehe I am already on that testing route =
 >>>>even with=20
 >>>> the L R outputs of
=3D
>>>other
>>> =
 >>>>than card's=20
 >>>> a mecs...
>>> Regarding the headphone outs the one =
 >>>>on mec A=20
 >>>> which is the main =
 >>>>one
=3D
>>>outputs
>>> all=20
 >>>> submixes, the other though ! output only the related submix=20
 >>>> out
so
>> =3D
>>>yes
>>> you =
 >>>>could=20
 >>>> route it to another mec but on same mec you would get an=20
 >>>> =3D
>>>infinite
>>> loop of dry and =
 >>>>compressed...=20
 >>>> because the time you will bring it back
>>>=20
 >>>> =3D
>>>on
>>> same mec that will be =
 >>>>again outputed=20
 >>>> on headphones and then back =
 >>>>=3D
>>>again...
>>> =20
 >>>> you get the picture ,feedback.
>>> Thed other mecs =
 >>>>option=20
 >>>> though will work !!
>>> I don't know if you have =
 >>>>considered=20

>>>> the other better option !!
>>> The L and R outputs =
 >>>>of each=20
 >>>> mec (except for the main one) outputs ALSO
>>>=20
 >>>> =3D
>>>the
>>> submix out so you can =
 >>>>take this L=20
 >>>> and R out and send it to a pair=20
 >>>> of
=3D
>>>outputs
>>> (digital to =
 >>>>Pulsar ??)=20
 >>>> COMPRESS it and then send it back to=20
 >>>> another
=3D
>>>submix.
>>> For =
 >>>>latency well you=20
 >>>> know faderworks ?? !!
>>> =
 >>>>Regards,
>>> =20
 >>>> Dimitrios
>>>
>>> "DJ" <<A=20
 >>>> =
 >>>>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=20
 >>>> wrote:
>>> >Are you getting the same signal on =
 >>>>all MECs=20
 >>>> or the mix signal on MEC
>>> =
 >>>>=3D
>>>on
>>> =20
 >>>> card=3D20
>>> >A and just the submix of the MEC =
 >>>>on card B=20
 >>>> and C. If you're just=20
 >>>> =3D
>>>getting
>>>
>>> =
 >>>>>those=20
 >>>> submixes on the card B & C Mecs, you could route the =
 >>>>headphone
>>>=20
 >>>> =3D
>>>out
>>> =
 >>>>of=3D20
>>> =20
 >>>> >those MECs to a pair of input channels on another MEC (or maybe=20
 >>>> even
>>> =3D
>>>loop
>>> =20
 >>>> it=3D20
>>> >back to the same MEC) on a pair of =
 >>>>record=20
 >>>> enabled channels and =3D
>>>compress
>>> =
 >>>>
 >>>> it,=3D20
>>> >etc.....I can't believe I =
 >>>>never tried=20
 >>>> this when I had 4 =
 >>>>MECs
=3D
>>>here..
>>> =20
 >>>> >
>>> >;o
>>> =20
 >>>> >
>>> >"Dimitrios" <<A=20
 >>>> =
 >>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=
 >>>> wrote=20
 >>>> in message=3D20
>>> =20
 >>>> >news:4637946e\$1@linux...
>>> =20
 >>>> >>
>>> >> Heh...
>>> =
 >>>>>>=20

>>>> Works on all mecs !!
>>> >>=20
>>>> Dimitrios
>>> >>
>>> =
>>>>>>=20
>>>> "Dimitrios" <<A =
>>>>>href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20
>>>> wrote:
>>> >>
>>> =
>>>>>>Ah=20
>>>> I found it !!
>>> >>>I should connect the L =
>>>>>and R=20
>>>> to the Mec's outputs 1 and 2 to get
a
>>>=20
>>>> =3D
>>>signal
>>> >>>for the =
>>>>>headphones=20
>>>> !!
>>> >>>I am just using the digital out =
>>>>>for=20
>>>> monitoring thats why I =
>>>>>didn't
=3D
>>>get
>>> =20
>>>> any
>>> >>>signal at the heaphone out=20
>>>> !
>>> >>>Thanks
>>> =20
>>>> >>>Dimitrios
>>> =
>>>>>>
>>> =20
>>>> >>>"Tom Bruhl" <<A=20
>>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
>>>> wrote:
>>> >>>
>>> =20
>>>> >>>
>>> =20
>>>> >>>>Dimitrios,
>>> >>>>You =
>>>>>should=20
>>>> only get the phone out active on the Submix A=20
>>>> Master
=3D
>>>MEC.
>>> =
>>>>>>>At least=20
>>>> that's been my understanding. =3D3D20
>>> =20
>>>> >>>>Tom
>>> =20
>>>> >>>
>>> >>>> =
>>>>>"Dimitrios"=20
>>>> <<A =
>>>>>href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr>=
>>>>>=20
>>>> w
