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Subject: Interesting heresay RE: Behringer  
Posted by [Deej \[1\]](#) on Tue, 29 Nov 2005 00:42:23 GMT  
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/>  
> "T" stop.  
> Hope this helps. May your explorations rise up to meet you!  
> MR"cujo" <chris@nospamapplemanstudio.com> wrote:  
>  
>  
>And of course there is JJ Foleys on Kingston St which seems to serve the  
>latest beer in town..good Guinness. Also The Waren Tavern in Charlestown  
is  
>a great place to grab a drink, Gearge Washington liked it there too. and  
>plenty of bankrobbers in town too.  
>  
>Drop me a line if you have Boston questions.  
>  
>  
>C  
>

thanks, cujo!

Bonnie is the "beverage" fan. We may have to check these out.

-steveOh, while in Cape Cod, try INA

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---

Subject: Re: Interesting heresay RE: Behringer  
Posted by [Tony Benson](#) on Tue, 29 Nov 2005 17:39:17 GMT  
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t;<A=20  
> > href="mailto:nospam@not\_here.dude">nospam@not\_here.dude</A>> =  
> >wrote in=20  
> > message =3D<BR>>news:43a5b0b4\$1@linux...<BR>> Are you =  
> >sure you=20  
> > have the two 'correct' EDS cards chosen for your =3D<BR>>system?=20  
> > I=3D20<BR>> know that it gets sketchy pinning down which =  
> >one, but on=20  
> > my system I =3D<BR>>have to=3D20<BR>> use card A and C =  
> >and skip=20  
> > putting a MEC on card B or wierd stuff=20  
> > like<BR>=3D<BR>>this=3D20<BR>> happens (another hidden =  
> >Paris=20  
> > 'feature'). The other thing to check =  
> >is<BR>=3D<BR>>that=3D20<BR>> =20

>> you have a good wordclock BNC cable running from MEC #1 to MEC=20  
>> #2.<BR>><BR>> AA<BR>><BR>><BR>> =  
>>"Deadmeat" <<A=20  
>> =  
>  
>href=3D&quot

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Subject: Interesting heresay RE: Behringer  
Posted by [Dimitrios](#) on Tue, 29 Nov 2005 21:38:54 GMT  
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/>  
>href=3D'mailto:nospam@not\_here.dude">nospam@not\_here.dude</A'>mailto:nosp=  
>>am@not\_here.dude">nospam@not\_here.dude</A</A>>>=20  
>> =3D<BR>>wrote in=3D20<BR>> message <A =  
>>=3D<BR>>href=3D3D"<A=20  
>> =  
>  
>href=3D'news:43a5b0b4\$1 @linux">news:43a5b0b4\$1 @linux</A>...</DIV>Are=3D20=  
>>'>news:43a5b0b4\$1 @linux">news:43a5b0b4\$1 @linux</A>...</DIV>=  
>>;Are=3D20</A><BR>> =20  
>> you sure you have the two 'correct' EDS cards chosen for your=20  
>> system?<BR>=3D<BR>>I=3D20<BR>> <BR>know that it =  
>>gets sketchy=20  
>>

---

Subject: Re: Interesting heresay RE: Behringer  
Posted by [Deej \[1\]](#) on Wed, 30 Nov 2005 00:12:12 GMT  
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ank">1 @linux...

"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>  
>  
>Hey Steve,  
>Beside the Christian Science Center Globe (really great!) and =  
Aquarium,  
=3D  
>I'd suggest  
>a walk through Harvard Square in Cambridge. It would be nicer in the  
>summer but Christmas can be cool. Red Line to Harvard Square via the =  
T  
=3D  
>and you're there.

>There are incredibly giant ice sculptures on the Trinity Church =3D  
>property-  
>beside the Boston Public Library on Boylston Street (main drag). The =  
=3D  
>Hancock Building=3D20  
>(the new one) is triangular and all glass right near there. Cool =3D  
>reflections  
>of the church on the Hancock! Might catch a jazz group at the Top Of =  
=3D  
>The Hub  
>in the Prudential Center (the Pru). That's the highest point in =  
town.=20  
=3D  
>If you've got legs  
>the church, Pru and Hancock are 4 blocks apart. The Christian =  
Science =3D  
>Center is  
>close if you walk behind the Pru to get there. Harvard and the =  
Aquarium  
=3D  
>are each T stops  
>which can be picked up on Boylston St.  
>  
>Have fun and if you have time to visit my door is open. I'm in =  
Raynham,  
=3D  
>MA..  
>Sincerely,  
>Tom

thanks, guys! Keep 'em comin'!

Tom,=20

An old roommate of Bonnie's is expecting us to visit him somewhere in =  
Cape  
Cod, so we'll be wandering around in the rental car some. Thanks for =  
the  
invite - it's within the realm of the possible...

-steve

>  
> "Mike R." <emarenot@yahoo.copm> wrote in message =3D  
>news:43a8aed6\$1@linux...

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Subject: Interesting heresay RE: Behringer  
Posted by [Mike Audet mike](#) on Wed, 30 Nov 2005 01:54:18 GMT  
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sound =3D<BR>>at=3D20<BR>> all<BR>> on any =  
> >inputs for MEC=20  
> > B, Mix B. Tried to load V2.2, and=3D20<BR>> =  
> >all<BR>> is fine=20  
> > - can record on MEC B inputs all day long. When=3D20<BR>> =20  
> > using<BR>> V3, see input lights on module, but have no =  
> >meters=20  
> > in=3D20<BR>> mixer<BR>> and no sound - MEC B =  
> >syncing to WC=20  
> > fine - plays sound=3D20<BR>> accross<BR>> all =  
> >submixes just=20  
> > fine from projects recorded on=3D20<BR>> =20  
> > V2.<BR>><BR>> Any Thoughts?=20  
> > =  
> ><BR><BR></BLOCKQUOTE></BODY></HTML><BR>>=  
> ><BR>><BR></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>  
> >  
> >  
>This is a multi-part message in MIME format.

-----=\_NextPart\_000\_023B\_01C605BF.8C195280  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Steve,  
I'm on the way down from Boston if you take rt 24.  
The Bourne bridge over the Cape Cod Canal is about=20  
25 minutes from my house.

I'll shoot you an email.  
Tom

"steve the artguy" <artguy@svnsillyme.net> wrote in message =  
news:43a8ca82\$

---

Subject: Re: Interesting heresay RE: Behringer  
Posted by [erlilo](#) on Wed, 30 Nov 2005 07:18:50 GMT  
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> one Sync on MEC A, 1 8-input on MEC B.<BR>> =3D  
> >><BR>> >=3D20  
> > Can record fine with MIX A, MEC A. Getting no sound at =3D

```
> >all<BR>> =3D20
> > > on any inputs for MEC B, Mix B. Tried to load V2.2, and=3D20
> > all<BR>> > is fine - can record on MEC B inputs all day =3D
> >long.=3D20
> > When using<BR>> > V3, see input lights on module, but =3D
> >have no=3D20
> > meters in mixer<BR>> > and no sound - MEC B syncing to =3D
> >WC fine -=3D20
> > plays sound accross<BR>> > all submixes just fine from =3D
> >projects=3D20
> > recorded on V2.<BR>> ><BR>> > Any=3D20
> > Thoughts?=3D3D20<BR>><BR>><BR>><BR>><!DOCTYPE HTML =3D
> >PUBLIC=3D20
> > "-//W3C//DTD HTML 4.0=3D20
> > =3D
> >Transitional//EN"><BR>><HTML><HEAD><BR>><META=3D20
> > http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
> > =3D3D<BR>> charset=3D3D3Diso-8859-1"><BR>><META =3D
> >content=3D3D3D"MSHTML=3D20
> > 6.00.2800.1400"=3D20
> > =3D
> >name=3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D
> >D><BR>><BODY=3D20
> > bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial=3D20
> > =3D
> >size=3D3D3D2>Dead,</F
```

---

Subject: Re: Interesting heresay RE: Behringer  
Posted by [Deej \[1\]](#) on Wed, 30 Nov 2005 15:26:56 GMT  
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p;gt;&nbsp; happens =  
(another=20  
hidden Paris 'feature'). The other thing to =3D<BR>&gt; &gt;check =  
is<BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=3D3D<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
&gt;that=3D3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; you have a =  
good=20  
wordclock BNC cable running from MEC #1 to MEC =3D<BR>&gt; =  
&gt;#2.<BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
AA<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
&gt;<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; "Deadmeat" &lt;<A=20  
=  
href=3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&g=  
t;=20  
wrote in message=3D3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; <A=20





=  
wrote: <BR>&gt;&lt;BR>&gt;& a mp;&lt;BR>&gt;Dead, &lt;BR>&gt;What =  
Aaron=20  
says is =3D<BR>&gt; &gt;&true. =3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
When my system=20  
was three cards with two Mecs&lt;BR>&gt;I had card A and =  
=3D<BR>&gt;=20  
&gt;C=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; attached to the Mecs. Now =  
with five=20  
cards it's A =3D<BR>&gt; &gt; =  
&gt;&and&lt;BR>&gt;=3D3D&lt;BR>&gt; &gt; E.=3D20 <BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =3D3D20&lt;BR>&gt;&gt;My ASUS boards like the =  
first and=20  
last card when using =3D<BR>&gt; &gt;&two=3D20<BR>&gt; &gt; =  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
Mecs.&lt;BR>&gt;Tom&lt;BR>&gt;&gt; "Aaron Allen" =  
&lt;&lt;A=3D20<BR>&gt;&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; href=3D3D"<A=20  
=  
href=3D'mailto:nospam@not\_here.dude">nospam@not\_here.dude</A'>mailto:nospam@not\_here.dude"&gt;nospam@not\_here.dude&lt;/A'>&gt;=20  
=3D<BR>&gt; &gt;&wrote in=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; message=20  
=3D3D&lt;BR>&gt;&gt;news:43a5b0b4\$1@linux...&lt;BR>&gt;&gt; Are you =  
=3D<BR>&gt;=20  
&gt;&sure you=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; have the two =  
'correct' EDS=20  
cards chosen for your =3D3D&lt;BR>&gt;&gt;system?=3D20<BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; I=3D3D20&lt;BR>&gt;&gt; know that it gets =  
sketchy pinning=20  
down which =3D<BR>&gt; &gt;&one, but on=3D20<BR>&gt; &gt; =  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; my=20  
system I =3D3D&lt;BR>&gt;&gt;have to=3D3D20&lt;BR>&gt;&gt; use card A =  
and C=20  
=3D<BR>&gt; &gt;&and skip=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; putting a =  
MEC on card=20  
B or wierd stuff=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
like&lt;BR>&gt;=3D3D&lt;BR>&gt;&gt;this=3D 3D20&lt;BR>&gt;&gt; happens =  
(another hidden=20  
=3D<BR>&gt; &gt;&Paris=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; 'feature'). =  
The other=20  
thing to check =3D<BR>&gt; &gt;=20  
&a

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Subject: Re: Interesting heresay RE: Behringer  
Posted by [erlilo](#) on Wed, 30 Nov 2005 20:19:15 GMT  
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Subject: Re: Interesting heresay RE: Behringer  
Posted by [Deej \[1\]](#) on Thu, 01 Dec 2005 00:41:10 GMT  
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to  
a  
>D4  
>>drum module and use that as my click sound back into Paris. Is there an  
>app  
>>I could use that could sync to time code where I could chose the beat,  
tempo  
>>and just start trackin, no F\_\_in around...!! Then, with the same timecode,  
>I  
>>could go back to Cakewalk if need be, punch in the same tempo and work  
on  
>>midi tracks/sequences, etc.  
>>  
>>Thanks much and Happy Holidays from the great white north.  
>>  
>>Rob A  
>>  
>>  
>>  
>>  
>>  
>>I am 99.99998% sure that if there's no audio present in the  
display window, then it's not streaming anything that doesn't  
actually show up there - including anything that's been clipped.

Neil

"Aaron Allen" <nospam@not\_here.dude> wrote:  
>Yeah. Cut out a huge section and see if the hard drive light slows/stops  
>activity.  
>AA  
>  
>  
>"John" <no@no.com> wrote in message news:43a894e1@linux...  
>> But is there any way to test it?  
>> John  
>>  
>> EK Sound wrote:  
>>> AFAIK, mutes do not stop the file from being streamed, but edits do.

>>>  
>>> David.  
>>>  
>>> John wrote:  
>>>  
>>>> see i'm assuming it does NOT stop. I'm betting that both shortened  
  
>>>> objects and mutes play stream the entire segment I just am not sure  
how  
>>>> to test. Hmm, how to test this. Brains anyone ?  
>>>>  
>>>> rick wrote:  
>>>>  
>>>>> i guess you could run a cpu usage check and see what happens but i  
>>>>> would assume that the audio streaming would stop when the file stops  
>>>>> playing. as far as the mutes go, i would think that it would be  
>>>>> likened to a midi on/off command in that data is sent only during the  
>>>>> onset of either command.  
>>>>>  
>>>>> On Mon, 19 Dec 2005 20:26:21 -0500, John <no@no.com> wrote:  
>>>>>  
>>>>>  
>>>>>> Does an object that has been trimmed still stream the entire object?  
  
>>>>>> Like if I take a 5 minute object and trim it to 5 seconds will it  
  
>>>>>> still be streaming from hard drive the whole time?  
>>>>>>  
>>>>>> Also, do automated mutes continue streaming from disk? I'm betting  
  
>>>>>> they both stream and need to be rendered to fix it.  
>>>>>>  
>>>>>> Is there a way to verify this?  
>>>>>>  
>>>>>>  
>>>>>>> Oh, I tried compact and as reported, it did nothing. Oh well.  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>>  
>  
>now I remember why hanging out here is such fun...!

-steve

"Tom Bruhl" <arpeggio@comcast.net>

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Subject: Re: Interesting heresay RE: Behringer  
Posted by [DT](#) on Thu, 01 Dec 2005 05:46:11 GMT  
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gt; I am 99.99998% sure that if there's no audio present in the  
> display window, then it's not streaming anything that doesn't  
> actually show up there - including anything that's been clipped.  
>  
> Neil  
>  
>  
> "Aaron Allen" <nospam@not\_here.dude> wrote:  
>  
>> Yeah. Cut out a huge section and see if the hard drive light slows/stops  
>  
>  
>> activity.  
>> AA  
>>  
>>  
>> "John" <no@no.com> wrote in message news:43a894e1@linux...  
>>  
>>> But is there any way to test it?  
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>>>>  
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>>>>  
>>>> John wrote:  
>>>>  
>>>>  
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>  
>  
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>  
> how  
>  
>>>>> to test. Hmm, how to test this. Brains anyone ?  
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>>>>> rick wrote:  
>>>>>  
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>>>>>> would assume that the audio streaming would stop when the file stops  
>>>>>> playing. as far as the mutes go, i would think that it would be

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>>>>> onset of either command.  
>>>>>  
>>>>> On Mon, 19 Dec 2005 20:26:21 -0500, John <no@no.com> wrote:  
>>>>>  
>>>>>  
>>>>>  
>>>>>> Does an object that has been trimmed still stream the entire object?  
>  
>  
>>>>>> Like if I take a 5 minute object and trim it to 5 seconds will it  
>  
>  
>>>>>> still be streaming from hard drive the whole time?  
>>>>>>  
>>>>>> Also, do automated mutes continue streaming from disk? I'm betting  
>  
>  
>>>>>> they both stream and need to be rendered to fix it.  
>>>>>>  
>>>>>> Is there a way to verify this?  
>>>>>>  
>>>>>>  
>>>>>> Oh, I tried compact and as reported, it did nothing. Oh well.  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>>  
>>  
> agreed

"Neil" <OIUOI@OIU.com> wrote in message news:43a8f17f\$1@linux...  
>  
> I am 99.99998% sure that if there's no audio present in the  
> display window, then it's not streaming anything that doesn't  
> actually sh

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