

---

Subject: Re: MIDI Editing Question

Posted by [rick](#) on Tue, 14 Nov 2006 19:12:31 GMT

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---

ngle crash so far, but the bugs are real functionality bugs. I

> like

> it better than Paris so far but have not done a major sound check. I hope

> to this weekend.

>

> Channels won't record with Linked channels and Folder tracks making these

> features all but useless

> <http://www.cubase.net/phpbb2/viewtopic.php?t=62911&highlight=>

>

> Sends to Stereo Group Tracks

> <http://www.cubase.net/phpbb2/viewtopic.php?t=63210>

>

>

> Channel not Remembering Mixer Settings

> <http://www.cubase.net/phpbb2/viewtopic.php?t=63202&highlight=>

>

>

>

> "Tom Bruhl" <[arpegio@comcast.net](mailto:arpegio@comcast.net)> wrote:

>>

>>

>>Hey John,

>>What in particular isn't working? Is it crashing?

>>Tom

>> "DJ" <[nowayjose@dude.net](mailto:nowayjose@dude.net)> wrote in message [news:4582b637@linux...](mailto:news:4582b637@linux...)

>>

>> "Neil" <[IUOIU@OIU.com](mailto:IUOIU@OIU.com)> wrote in message [news:4582a485\\$1@linux...](mailto:news:4582a485$1@linux...)

---

Subject: MIDI Editing Question

Posted by [Neil](#) on Tue, 14 Nov 2006 19:45:59 GMT

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t; >> >>> I have some wav files that were recorded in Live 5. I can't,

> >> >>> however,

> >>

> >> >>> load

> >> >>> them into Paris. Well, it loads them, but only as files that are 2k

> > big.

> >> >>> The original files are on the order of tens of megabytes. And,  
does

> >>

> >> >>> anyone

> >> >>> know where I can find AudioX's "Auto Add" program? I can't locate

> > audiox

> >> >>> anywhere on the net.

> >> >>> Thanks

> >> >>> MR

> >> >>>

> >>

> >

> >

>

>Have you actually encountered these bugs John, or are you just going on what the forum says?

--

Martin Harrington

www.lendaneer-sound.com

"John" <no@no.com> wrote in message news:4582c6ba\$1@linux...

>

> Not a si

---

Subject: Re: MIDI Editing Question

Posted by [Neil](#) on Tue, 14 Nov 2006 21:12:33 GMT

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it's called sybil and it is available as a separate plugin.

<http://www.mtlc.net/products/4425/Antares+SYBIL+Variable+Frequency+De-Esser/Deej>

"DJ" <nowayjose@dude.net> wrote in message news:458333e9\$1@linux...

> Tha Antares AVOX bundle has the best software plugin de-esser I've ever  
> used.

>

> Deej

>

> "Don Nafe" <dnafe@magma.ca> wrote in message news:4582c2cf@linux...

>> Cheap but good (as if)

>>

>> Suggestions

>>

>> Don

>>

>

>Better than the one in Voxformer???

Neil

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>

>Better than the Dave Brown???

>Rod

>"DJ" <nowayjose@dude.net> wrote:

>>Tha Antares AVOX bundle has the best software plugin de-esser I've ever

>

>>used.

>>

>>Deej

>>

>>"Don Nafe" <dnafe@magma.ca> wrote in message news:4582c2cf@linux...

>>> Cheap but good (as if)

>>>

>>> Suggestions

>>>

>>> Don

>>>

>>

>>

>"Don Nafe" <dnafe@magma.ca> wrote:

>Thanks for the suggestions...will check them out ASAP

>

>Don

[http://www.voxengo.com/files/VoxengoVoxformer\\_17\\_WinVST\\_setup.exe](http://www.voxengo.com/files/VoxengoVoxformer_17_WinVST_setup.exe)

[http://www.voxengo.com/files/VoxengoVoxformer\\_17\\_WinVST\\_setup.exe](http://www.voxengo.com/files/VoxengoVoxformer_17_WinVST_setup.exe)

[http://www.voxengo.com/files/VoxengoVoxformer\\_17\\_WinVST\\_setup.exe](http://www.voxengo.com/files/VoxengoVoxformer_17_WinVST_setup.exe)

[http://www.voxengo.com/files/VoxengoVoxformer\\_17\\_WinVST\\_setup.exe](http://www.voxengo.com/files/VoxengoVoxformer_17_WinVST_setup.exe)

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Subject: Re: MIDI Editing Question

Posted by [David L](#) on Tue, 14 Nov 2006 21:24:49 GMT

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>> <http://www.cubase.net/phpbb2/viewtopic.php?t=62911&highlight=>

>>

>> Sends to Stereo Group Tracks

>> <http://www.cubase.net/phpbb2/viewtopic.php?t=63210>

>>

>>

>> Channel not Remembering Mixer Settings

>> <http://www.cubase.net/phpbb2/viewtopic.php?t=63202&highlight=>

>>

>>

>>

>> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>>  
>>>  
>>> Hey John,  
>>> What in particular isn't working? Is it crashing?  
>>> Tom  
>>> "DJ" <nowayjose@dude.net> wrote in message news:4582b637@linux...  
>>>  
>>> "Neil" <IUOIU@OIU.com> wrote in message news:4582a485\$1@linux...  
>>> > This is why I never get version "point-zero" of ANYTHING. Or at  
>>> > least I try to avoid it until I find out from other people if  
>>> > it's relatively bug-free.  
>>>  
>>> AMEN!!!.....v3.1.1.944 here. I'm not going anywhere. Everything =  
>>> works (or=20  
>>> at least everything that I use works)  
>>> >  
>>> > Sorry to hear this, John.  
>>>  
>>> Me too.  
>>> ;o(=20  
>>>  
>>>  
>>>  
>>>  
>>> I choose Polesoft Lockspam to fight spam, and you?  
>>> <http://www.polesoft.com/refer.html>  
>>>  
>>> <!DOCTYPE HTML PUBLIC "-//W

---

---

Subject: Re: MIDI Editing Question  
Posted by [Sarah](#) on Tue, 14 Nov 2006 21:50:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

t; <dnafe@magma.ca> wrote in message news:45834c91@linux...  
> Hi all  
>  
> Actually it isn't bad at all but several initial comments on this  
> particular track I'm mixing is there's too much fret noise on the  
> acoustic.  
>  
> Most of it is between chords (picking)  
>  
> One thought was using a de-esser...all other's are more than welcome  
>  
> Don  
> Manully editing might be the best bet... Don, if you're trying

a de-esser for that, you might need like 3 or 4 of 'em in a row, each centered on different frequencies. Fortunately, Spitfish doesn't take up much CPU power (if that's what you're using).

Also, you could try re-micing it through your monitors (muting the playback on the recording channel) with a dynamic mic backed-off a bit from the speakers... whatever you do, don't compress when playing back to re-mic if you try this. That'll just make the squeak stand out more.

Wanna send me a sample of the wav file & I'll see if I can come up with an idea for you?

Neil

"Sarah" <sarahjane@sarahtonin.com> wrote:

> Are you talking about strings buzzing against frets, or fingers  
> chirping and squeaking on the string windings? Cuz I've solved the latter

> to my satisfaction by switching to Elixirs. To fix the noise that's already

> there, I'd be inclined to just go in there with a wave editor and manually

> fix the noises one at a time, but then, I'm obsessive. :)

>

> Sarah

>

> www.sarahtonin.com

>

> "Don Nafe" <dnafe@magma.ca> wrote in message news:45834c91&#64

---

Subject: Re: MIDI Editing Question

Posted by [Sarah](#) on Tue, 14 Nov 2006 21:55:40 GMT

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

;linux...

>> Hi all

>>

>> Actually it isn't bad at all but several initial comments on this  
>> particular track I'm mixing is there's too much fret noise on the  
>> acoustic.

>>

>> Most of it is between chords (picking)

>>

>> One thought was using a de-esser...all other's are more than welcome

>>  
>> Don  
>>  
>

>Ok - yeesh, I've recovered my files!!! I'm thinking I got pretty lucky because there was a "shadow" of them somewhere on the drive - as if they were deleted (I never deleted them). And this little freebie did the trick...

[http://www.pcinspector.de/file\\_recovery/UK/welcome.htm](http://www.pcinspector.de/file_recovery/UK/welcome.htm)

rock,  
-Carl

"Carl Amburn" <carlamburn@hotmail.com> wrote in message news:4582ead2\$1@linux...

> I've been pretty lucky, but I've finally had an encounter with a project  
> glitch. I've got a Paris song project that, while working on it became  
> very  
> sluggish and upon crashing down corrupted the files in the folder. I was  
> actually rendering all new tracks at the time for a backup. So, basically,  
> I've got the folder name, which looks good, but the two sub-folders inside  
> it (which contain all the PAF audio files) have funny looking random caps,  
> and Windows ME won't let me access them. Anyone else run into this before?  
> I'm pretty sure that my hard drive bay cable was just losing a connection  
> that caused some disk-writing errors - the hard drive is fine now, except  
> that folder.  
>  
> Anyone ever recovered PAF's before?  
>  
> TIA,  
> -Carl  
>  
> [http://www.durangoherald.com/asp-bin/article\\_generation.asp?  
article\\_type=ae&article\\_path=/arts\\_entertainment/ae06121\\_5\\_1.htm](http://www.durangoherald.com/asp-bin/article_generation.asp?article_type=ae&article_path=/arts_entertainment/ae06121_5_1.htm)

Everyone in this article except Cindy has recorded here. I'm mixing/remixing a couple of projects right now that have various groupings of all of these musicians. I hadn't listened to this material in a while. There are some truly phenomenal talents in this area. The author of this article isn't exaggerating when describing how talented these folks are. I'

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Subject: Re: MIDI Editing Question  
Posted by [Neil](#) on Wed, 15 Nov 2006 01:43:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

gt;>> Hi all

>>>  
>>> Actually it isn't bad at all but several initial comments on this  
>>> particular track I'm mixing is there's too much fret noise on the  
>>> acoustic.  
>>>  
>>> Most of it is between chords (picking)  
>>>  
>>> One thought was using a de-esser...all others are more than welcome  
>>>  
>>> Don  
>>>  
>>  
>>  
>I don't know - maybe that'd work... problem with trying to  
grab "a" sample of the noise is that that kind of noise isn't  
consistent at all - it varies in pitch & harmonic content quite  
a bit from one "squeek" to the next.

Neil

"alex plasko" <alex.plasko@snet.net> wrote:

>neil, how about something like denoiser? if you can get a clean sample of

>the fret noise denoiser will wipe it and interpolate signal before and after

>that spot.sound forge denoiser works pretty good for things of that nature

>. never tried it for fret noise though.

>

>"Neil" <OIUOIU@OIU.com> wrote in message news:45835bb9\$1@linux...

>>

>> Manually editing might be the best bet... Don, if you're trying  
>> a de-esser for that, you might need like 3 or 4 of 'em in a  
>> row, each centered on different frequencies. Fortunately,  
>> Spitfish doesn't take up much CPU power (if that's what you're  
>> using).

>>

>> Also, you could try re-micing it through your monitors (muting  
>> the playback on the recording channel) with a dynamic mic  
>> backed-off a bit from the speakers... whatever you do, don't  
>> compress when playing back to re-mic if you try this. That'll  
>> just make the squeak stand out more.

>>

>> Wanna send me a sample of the wav file & I'll see if I can come  
>> up with an idea for you?

>>

>> Neil

>>  
>>  
>> "Sarah" <sarahjane@sarahtonin.com> wrote:  
>>> Are you talking about strings buzzing against frets, or fingers  
>>> chirping and squeaking on the string windings? Cuz I've solved the latter  
>>  
>>> to my satisfaction by switching to Elixirs. To fix

---

---

Subject: Re: MIDI Editing Question  
Posted by [Neil](#) on Wed, 15 Nov 2006 02:46:53 GMT  
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---

There are some truly phenomenal talents in this area. The author of this  
> article isn't exaggerating when describing how talented these folks are.  
> I'm lucky to be able to have such amazing people available for session  
> work. When I first started working with these guys they were short on  
> studio experience but as time has passed have become serious session  
> musicians..

>  
> ;o)  
>  
>

> This is a multi-part message in MIME format.

-----=\_NextPart\_000\_00FE\_01C720B2.E42F96A0  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Hey Rod,  
Thanks for all the pointers! I do still have a drive with the presets =  
although  
it was being finicky. I'm thinking the external clock setting was =  
causing this.  
Not sure why. =20

I screwed up my clone drive with the new drivers and presets being lost.  
I'll go back to the original C and make sense of that. Not sure what I =  
can  
do except boot normally at 48k and go from there. It was having a real =  
hard  
time getting into this project though. There must have been a reason.

I'll keep you posted but please chime in if you have any suggestions for =  
me.  
Thanks again,  
Tom



n't<BR>close or click <BR><BR>OK at =  
this=20  
time.<BR>re-add powered, don't add vst suffix, disable midi, DO NOT =  
CHECK THE=20  
RESCAN<BR>PLUGS OR FORCE <BR><BR>RESCAN FAILED PLUGS BOX (this is a =  
sure fire=20  
way to loose presets)<BR>that's it<BR><BR>Note....starting with 4.5 =  
you will=20  
get (I do anyway, in Paris)an error that<BR>says the Fairchild =  
<BR><BR>mono=20  
and EX M plug is not installed. To defeat this, install 4.5 again,=20  
specifying<BR>a folder <BR><BR>other than the correct folder (you will =  
delete=20  
it later) and select the "install<BR>mono versions"<BR>box. Go into =  
the mono=20  
folder that's in the folder you chose, copy the Fairchild<BR>and EX-M=20  
DLL's<BR>(there the only ones that don't have the word (mono) in =  
parenthisis)=20  
and<BR>copy them to the <BR><BR>correct folder. Then delete the bogus =  
folder,=20  
or the UAD dll's. I use the<BR>steinberg/vst folder, <BR><BR>since =  
that's what=20  
it defaults to, and tha

---

---

Subject: Re: MIDI Editing Question  
Posted by [TCB](#) on Wed, 15 Nov 2006 16:47:20 GMT  
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---

ix the noises one at a time, but then, I'm obsessive. :)  
>>>  
>>>Sarah  
>>>  
>>>www.sarahtonin.com  
>>>  
>>>"Don Nafe" <dnafe@magma.ca> wrote in message news:45834c91@linux...  
>>>> Hi all  
>>>>  
>>>> Actually it isn't bad at all but several inital comments on this  
>>>> particular track I'm mixing is there's too much fret noise on the  
>>>> acoustic.  
>>>>  
>>>> Most of it is between chords (picking)  
>>>>  
>>>> One thought was using a de-esser...all other's are more than welcome  
>>>>  
>>>> Don  
>>>>

>>>  
>>>  
>>

>The Spectral Cleaner in Samplitude 9 can do a great job depending on the source.

Graham

"Don Nafe" <dnafe@magma.ca> wrote:

>Hi all

>

>Actually it isn't bad at all but several initial comments on this particular

>track I'm mixing is there's too much fret noise on the acoustic.

>

>Most of it is between chords (picking)

>

>One thought was using a de-esser...all other's are more than welcome

>

>Don

>

>DC,

That's cool. Affirmative on the speaker stands! I always find it a bit of a compromise since one needs some equipment in front of you to mix, etc.

If you find those pics I'd like to see your solution. I'm using some home-built stands, Ikea tables and low Raxxess racks at the moment and I'm pretty happy.

What analyzer are you using?

Thanks,

Graham

"DC" <dc@spammersinthestudio.org> wrote:

>

---

Subject: Re: MIDI Editing Question  
Posted by [Nil](#) on Wed, 15 Nov 2006 17:13:19 GMT  
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>

>> article isn't exaggerating when describing how talented these folks are.

>> I'm lucky to be able to have such amazing people available for session

>> work. When I first started working with these guys they were short on

>> studio experience but as time has passed have become serious session

>> musicians..

>>  
>> ;o)  
>>  
>>  
>>  
>>  
>fantastic.....and I didn't even know you did recording....I thought you were doing hardware beta testing. :-)When I first tried Elixirs I thought they were dull. Turns out they were even and balanced sounding. I'm now hooked on them and my Martin acoustic can go up to a year without replacement while regular strings only lasted 3 months for me.

Big Elixir fan here.  
John

"Sarah" <sarahjane@sarahtonin.com> wrote:

> Are you talking about strings buzzing against frets, or fingers  
>chirping and squeaking on the string windings? Cuz I've solved the latter

>to my satisfaction by switching to Elixirs. To fix the noise that's already

>there, I'd be inclined to just go in there with a wave editor and manually

>fix the noises one at a time, but then, I'm obsessive. :)

>

>Sarah

>

>www.sarahtonin.com

>

>"Don Nafe" <dnafe@magma.ca> wrote in message news:45834c91@linux...

>> Hi all

>>

>> Actually it isn't bad at all but several initial comments on this  
>> particular track I'm mixing is there's too much fret noise on the  
>> acoustic.

>>

>> Most of it is between chords (picking)

>>

>> One thought was using a de-esser...all other's are more than welcome

>>

>> Don

>>

>

>Hi All

I tried a basic Waves De-esser and had limited success on a single pass and should I go this route will more than likely will have to break up the track in "squeak keys" tracks and address each section with an appropriate setting

Fortunately we're in the preliminary stages of mixing and right now these acoustics are quite prominent in the mix...dropping them a db or 2 seems to reduce the apparent # of squeaks making editing a real possibility

DOn

"Neil" <OIUOIU@OIU.com>

---

---

Subject: Re: MIDI Editing Question

Posted by [TCB](#) on Wed, 15 Nov 2006 21:41:26 GMT

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dude.net" target="\_blank">nowayjose@dude.net> wrote in message news:458370df@linux...

>

> [http://www.durangoherald.com/asp-bin/article\\_generation.asp?article\\_type=ae&article\\_path=/arts\\_entertainment/ae06121\\_5\\_1.htm](http://www.durangoherald.com/asp-bin/article_generation.asp?article_type=ae&article_path=/arts_entertainment/ae06121_5_1.htm)

>

> Everyone in this article except Cindy has recorded here. I'm mixing/remixing

> a couple of projects right now that have various groupings of all of these

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> able to have such amazing people available for session work. When I first

> started working with these guys they were short on studio experience but

as

> time has passed have become serious session musicians..

>

> ;o)

>

>

>"John" <no@no.com> wrote:

>

>fantastic.....and I didn't even know you did recording....I thought you

>were doing hardware beta testing. :-)

ROFL!!Nah, that # just means 944 more lines of code than v3.1.1.000.

:D

"John" <no@no.com> wrote:

>

>So I have to wait for 944 upgrades before it gets good? Ouch.

>  
>"DJ" <nowayjose@dude.net> wrote:  
>>  
>>"Neil" <IUOIU@OIU.com> wrote in message news:4582a485\$1@linux...  
>>> This is why I never get version "point-zero" of ANYTHING. Or at  
>>> least I try to avoid it until I find out from other people if  
>>> it's relatively bug-free.  
>>  
>>AMEN!!!.....v3.1.1.944 here. I'm not going anywhere. Everything works  
>(or  
>>at least everything that I use works)  
>>>  
>>> Sorry to hear this, John.  
>>  
>>Me too.  
>>;o(  
>>  
>>  
>This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0009\_01C720FC.A2A4B860  
Content-Type: text/plain;  
 charset="iso-8859-1"  
Content-Transfer-Encoding: 7bit

Any ideas on why I have to reload my Paris drivers everytime I boot the program? I'm running the EDS card on an Asus A7S333, PCI slot 3. Vid card is slot one, slot two is blank to make room for the EDS daughter card. I did try to reinstall Paris (2.0), but that did not seem to fix the problem. Thanks gents.  
MR

-----=\_NextPart\_000\_0009\_01C720FC.A2A4B860  
Content-Type: text/html;  
 charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

---

Subject: Re: MIDI Editing Question  
Posted by [neil\[1\]](#) on Wed, 15 Nov 2006 22:03:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

r />

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
<HTML><HEAD>  
<META http-equiv=3DContent-Type content=3D"text/html; =  
charset=3Diso-8859-1">
```

```
<META content=3D"MSHTML 6.00.2800.1555" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Any ideas on why I have to reload my =
Paris drivers=20
everytime I boot the program?&nbsp; I'm running the EDS card on an Asus =
A7S333,=20
PCI slot 3.&nbsp; Vid card is slot one, slot two is blank to make room =
for the=20
EDS daughter card.&nbsp; I did try to reinstall Paris (2.0), but that =
did not=20
seem to fix the problem.&nbsp; </FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Thanks gents.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>MR</FONT></DIV></BODY></HTML>
```

-----=\_NextPart\_000\_0009\_01C720FC.A2A4B860--Basically, there is nothing between me and the speakers but a patio table barely bigger than 2 C16's, the computer monitor, the computer KB, and a

couple of HD's. All racks are out of line of sight of the speakers and angled so they don't reflect at me.

It made a huge improvement. It's funny, I will build a studio for a client that is tweaked to the last decimal, but my own was not. Well now it is and I like it.

The analyzer is an Audio Toolbox Contractor version and Terralink software. I can go up to 1/12 oct FFT analysis and do RT60, and a lots of other useful tests

DC

"Graham Duncan" <graham@grahamduncan.com> wrote:

```
>
>DC,
>
>That's cool. Affirmative on the speaker stands! I always find it a bit
>of a compromise since one needs some equipment in front of you to mix, etc.
> If you find those pics I'd like to see your solution. I'm using some home-built
>stands, Ikea tables and low Raxxess racks at the moment and I'm pretty happy.
>
>
>What analyzer are you using?
>
>Thanks,
```

>  
>Graham  
>  
>"DC" <dc@spammersinthestudio.org> wrote:  
>>  
>>Hi Graham,  
>>  
>>I used to have the typical big KK audio console with the monitors on  
>>it. I could not get good results with it, so I pulled out the analyzer  
>  
>>and took a hard look at it. The top of the console was extending  
>>the baffle of the speaker and causing comb filters and low-mid  
>>boost, while the racks on either side were causing the sub to  
>>produce standing waves and more comb filters. It was just awful.  
>>  
>>I can't find the pics right now, but I ended up with a patio table  
>>(with lots space between the boards of the top) from Ikea for the  
>>KB, C16's and computer monitor, the racks pushed off to the side  
>>and angled away so as to not reflect sound from the monitors,  
>>and the speakers on solid steel (filled with lead shot) stands with  
>>cement blocks on top and then Auralex MoPads on top of that.  
>>  
>>It was a pretty low-buck solution and both measures and sounds  
>>wonderful. It is so accurate now, and translates so well, that I am  
>>even confident mastering on it.  
>>  
>>BTW, there are speakers now, from Tannoy and JBL (and probably  
>>others) that can correct for the baffle extension. What they cannot  
>>correct is the ref

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---

Subject: Re: MIDI Editing Question  
Posted by [Tom Bruhl](#) on Thu, 23 Nov 2006 08:52:25 GMT  
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pretty good,<BR>>> I think - very smooth. The limiter is either =  
>>totally=20  
>>incapable<BR>>> of brickwaling, or I haven't figured out how to =  
>>get it=20  
>>there,<BR>>> because I've had to adjust the master level down to =  
>>avoid=20  
>>overs<BR>>> even when using this. It has a bunch of presets (not =  
>>all of=20  
>>the<BR>>> plugins do), some of which seem pretty useful as=20  
>>starting<BR>>> points. I wouldn't want to run a Mastering house =  
>>using=20  
>>this<BR>>> application, so their choice of name may be stretching =  
>>things=20

>>a<BR>>> bit, but if you want to strap something nice & smooth =  
>>=&=20  
>>clear-<BR>>> sounding/uncolored across your Pulsar mixer's 2-buss, =  
>>then=20  
>>this<BR>>> would be the one to use).<BR>>><BR>>> =  
>>\*Vinco=20  
>>Vintage Compressor (a one-trick pony dead-on (at least<BR>>> as =  
>>far as I=20  
>>can tell from what I've run through it so far)<BR>>> emulation of =  
>>an 1176,=20  
>>but cleaner - maybe a little<BR>>> less "attitude". I've never =  
>>found the=20  
>>'76's to be all that<BR>>> useful, personally, but for those who =  
>>lust=20  
>>after them, his<BR>>> one's not a bad clone at=20  
>>all.<BR>>><BR>>> \*PSY-Q (Totally fuckin' useless attempt at =  
>>a stereo=20  
>>spread<BR>>> modifier... as I think I pointed out before, this =  
>>thing=20  
>>has<BR>>> about two degrees of variance before it starts chewing =  
>>the=20  
>>hell<BR>>> out of your signal & barfing up something almost=20  
>>vaguely<BR>>> resembling music. A waste of code, IMO). Want a =  
>>killer=20  
>>stereo<BR>>> spread modifier? Get the one that comes in Ozone =  
>>instead.=20  
>>It's<BR>>> the only good one I've heard since the Bedini=20  
>>B.A.S.E.<BR>>><BR>>><BR>>> \*Surroundmixer =  
>>STM-48s<BR>>>=20  
>>\*Production Mixer STM-2448<BR>>> \*Inline Mixer =  
>>STM-1632<BR>>> (OK,=20  
>>absolutely NONE of these are really plugins... they're<BR>>> =  
>>MIXERS, one=20  
>>of which you have to have in your routing window &<BR>>> be =  
>>able to=20  
>>route signals through it in order to actually MIX -<BR>>> or =  
>>sum -=20  
>>anything!<BR>>> See, the routing window works something like =  
>>this... you=20  
>>drop<BR>>> in a module that represents where your signal is coming =  
>>  
>>from,<BR>>> then you drop in a mixer module - you pick the =  
>>smallest=20  
>>mixer<BR>>> you really need, because the bigger the mixer, the =  
>>more=20  
>>DSP<BR>>> power it takes - then you drop in a module that=20  
>>represents<BR>>> where you want your signal to go FROM the mixer, =  
>>and in a=20

>>very<BR>>> small nutshell, that's it. The different modules get=20  
>>connected<BR>>> very much like how you do it in Paris' virtual=20  
>>patchbay.<BR>>><BR>>> The part about "where your signal is =  
>>coming=20  
>>from" could mean a<BR>>> hardware input (ADAT/Analog/SPDIF/AES) or =  
>>it=20  
>>could mean a<BR>>> software/ASIO input (like for example if you =  
>>were=20  
>>running<BR>>> Cubase or Nuendo or whatnot & you had a =  
>>36-channel mix=20  
>>going on<BR>>> & you wanted to run each channel individually =  
>>through=20  
>>the<BR>>> Pulsar DSP mixer, you'd drop in an "ASIO Source" module, =  
>>do=20  
>>a<BR>>> couple other things that I don't want to get into right=20  
>>now,<BR>>> and connect tha module to the mixer in your routing=20  
>>window...<BR>>> now if it's a 32-channel mix you couldn't use the =  
>>"1632"=20  
>>mixer<BR>>> mentioned above, because you'd be four channels short, =  
>>so=20  
>>you'd<BR>>> have to select the 48-channel mixer to get all those=20  
>>channels<BR>>> individually. The part about "where you want your =  
>>signal to=20  
>>go<BR>>> to FROM the mixer" is similar... do you want it to go to=20  
>>analog<BR>>> outs? Straight to somewhere on the hard disk? Back =  
>>into=20  
>>your<BR>>> native app on 2 new tracks so you can keep the mixes in =  
>>  
>>the<BR>>> same project? A combination of Analog outs for=20  
>>monitoring<BR>>> purposes, lightpipe outs to your Alesis =  
>>Masterlink, and=20  
>>also<BR>>> straight to the hard disk for a backup copy, all at =  
>>once?=20  
>>You<BR>>> can do this, too.<BR>>><BR>>> \*MasterVerb =  
>>Classic=20  
>>(seems to me like the same basic algo's as<BR>>> the MasterVerb, =  
>>but=20  
>>without as much control and a different<BR>>> GUI - haven't messed =  
>>with it=20  
>>enough to be able to tell if it<BR>>> sounds much different or=20  
>>not)<BR>>><BR>>> \*Compressor, Limiter, Gate, Expander,=20  
>>(plain-vanilla dynamics<BR>>> plugs without any form of coloration =  
>>or=20  
>>attitude whatsoever...<BR>>> great if that's what you want, \*YAWN\* =  
>>if it's=20  
>>not.)<BR>>><BR>>> \*Parametric EQ, 4-Pole, HighCut Filter, =  
>>LowCut=20  
>>Filter,<BR>>> (OK, I THOUGHT I was going to go in the order they=20

>>mentioned<BR>>> it, but these needed to be grouped together... =  
>>these are=20  
>>all<BR>>> the same basic EQ plugin, and the only reason I think =  
>>they=20  
>>make<BR>>> them "separate" plugins is to give you the choice to=20  
>>conserve<BR>>> DSP if you only need one band (hi cut or lo cut, =  
>>for=20  
>>example) -<BR>>> again, if there was a way to get more plain than=20  
>>plain<BR>>> vanilla... how about a soy-based vanilla? - then that =  
>>would=20  
>>be<BR>>> the way to describe these plugins. Looking for a nice =  
>>phat=20  
>>Neve-<BR>>> ish, phasey, smeary, analog EQ... y'aint gonna find it =  
>>  
>>here,<BR>>> al. Phase-linear - I'm guessing - to the point of: "Is =  
>>it=20  
>>even<BR>>> ON?" is the game here. Clean? Yep. Musical?=20  
>>Nope.<BR>>><BR>>> \*Filter, Chorus, 4-Tap, Chorus, Flanger, =  
>>Phaser,=20  
>>Delay, Dual<BR>>> Delay, AutoPan, AutoWah, Distortion, =  
>>Dither/Shaper,=20  
>>Early<BR>>> Reflector, Harmonic Chorus/Flanger, Multitap Delay,=20  
>>Overdrive,<BR>>> Pitch Shifter, Resonator, RingModulator,=20  
>>Tremolo<BR>>><BR>>> I haven't used ANY of the delays yet, =  
>>but most=20  
>>of the<BR>>> modulation EFX all appear to be cut from the same =  
>>mold, in=20  
>>the<BR>>> manner of the different EQ plugs - most of the mod EFX=20  
>>are<BR>>> pretty funky, and something I wouldn't use, so I can't=20  
>>really<BR>>> comment much on these. The dither has quite a few=20  
>>settings,<BR>>> some of which sound OK, and some of which sound =  
>>like=20  
>>crap...<BR>>> there's about ninetymillion dither/noise-shaping =  
>>algos=20  
>>out<BR>>> there now, so I'm not even sure what some of the=20  
>>presets<BR>>> represent! Anyway, to sum it all up, this batch=20  
>>above<BR>>> represents really about 4 total plugin's (Delay,=20  
>>Modulation,<BR>>> Dither, and Distortion) that happen to be broken =  
>>up into=20  
>>a<BR>>> number of sub-applets for probably both convenience=20  
>>and<BR>>> conservation of DSP... can't blame 'em for=20  
>>that.<BR>>><BR>>> This above3 lsit of stuff, as far as I can =  
>>tell=20  
>>(unless I'm<BR>>> missing something somewhere) is identical to =  
>>what you'd=20  
>>get if<BR>>> you select their Mix & Master pack as the =  
>>software=20  
>>option<BR>>> if you order either the "Home" card (\$450-ish with 3 =

>>DSP=20  
>>chips)<BR>>> or the "Project" card (\$750-ish with 6 DSP chips)... =  
>>Thad got=20  
>>a<BR>>> special they have for the "Professional" card (\$1,250-ish=20  
>>with<BR>>> 14 DSP chps) wherein if you buy that card you get both =  
>>the=20  
>>Mix<BR>>> & Master pack PLUS the Synths & Samplers pack =  
>>(which I=20  
>>know<BR>>> nothing about since I don't have that software=20  
>>bundle).<BR>>><BR>>><BR>>> Argh... tired of typing now =  
>>- will=20  
>>fill you in on the confusing<BR>>> differences between the names =  
>>of the=20  
>>cards (both new AND old/yet<BR>>> continuing to be referenced in =  
>>their own=20  
>>literature), and the<BR>>> different i/o options you have to pick =  
>>from=20  
>>later on.<BR>>><BR>>><BR>>> Neil <BR>>=20  
>><BR>></FONT></BODY></HTML>  
>>  
>>  
>yeah.it's easy enough to google anything isn't it?

<http://stateoftheday.blogspot.com/2006/09/whom-would-hitler-shake-hands-with.html>

It's typical that this site attacks Rumsfeld while twisting the truth of the situation. Rumsfeld wasn't appeasing Sadaam, but Chamberlain was certainly appeasing Hitler. Alliances shift.....especially when they are alliances of convenience and this is done often in international politics. It's ugly, but it's a fact of international politics. The point that this site tries to make is so idiotically naive (but in this case simply self serving of the site's agenda).

anyway.....I can see where this is going and neither of us is likely to change the other's mind. I'll wager though that the fleeting pity that we felt, for whatever reason, is more than Sadaam ever felt when feeding people feet first into a wood chipper.

Regards,

Deej

"bunuel" <bunuel@conar.fr> wrote in message news:4596b519\$1@linux...  
>

> Yeh, me too.

>

>

>

>

>

>

> "DC" <dc@saddaminhell.com> wrote:

>>

>>I did too. Then I remembered.

>>

>>

>>

>>"DJ" <nowayjose@dude.net> wrote:

>>>As much as this guy was to be despised, the look on his face when he saw

>>the

>>>noose was wrenching and despite myself, I felt pity.

>>>

>>>

>>>"DC" <dc@saddaminhell.com> wrote in message news:4595fb0a\$1@linux...

>>>>

>>>> The New York Times goes into mourning....

>>>

>>>

>>

>Thanks Neil, it was a while back for sure.

The next one I have slated for release is much less "punk"

I'll let you guys hear it although I had nothing to do with the production.

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

>

>Not my cup o' tea, music-wise, but it sounds great for that

>genre, Cuj! Methinks you nailed it.

>

>Neil

>

>

>"cujo" <chris@applemanstudio.com> wrote:

>>

>>

>>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.

