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Subject: reverb comparisons

Posted by [mike audet\[3\]](#) on Sat, 12 Jul 2008 19:42:35 GMT

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>> gone!" even when recording a full evening at a go. Even a disaster like a  
>> kicked-out power bar can be fully recoverable, unlike some apps that  
>> shrug and leave you nothing but a "whaddya?" (in fact, that feature right  
>> there is part of what prompted my partner's shift to REAPER for live  
>> work).

>>

>> Great sound quality, a ton of plugins and features, and all this for  
>> cheap. No dongle for aggressive dancers to bump out; in fact, no copy  
>> protection of any sort, it's honor system. 30 day non-expiring shareware  
>> (you get a five-se

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Subject: Re: reverb comparisons

Posted by [Aaron Allen](#) on Sat, 12 Jul 2008 20:55:53 GMT

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>> non-commercial use and \$225 for full commercial license. There's no  
>> difference between the functionality of "trial", "paid" and "paid  
>> commercial" though, it's honor system and it's upgradeable so you can use  
>> it for free for as long as you like to see if you like it, pay \$50 for  
>> the initial license if you do, and then pay the \$175 upgrade fee when  
>> commercial remote recordings come in.

>>

>> Although it's PC native, it also runs on Mac OSX (it's in late beta);  
>> Justin's goal (he's nearly there) is to have the two development branches  
>> merged so PC and OSX upgrades stay neck-and-neck. But the beta has been  
>> running like a champ for me here, and this opens the possibility of  
>> bringing your HD home and plugging it into your OSX rig and being up and  
>> running.

>>

>> And there'll be more news soon re: REAPER and PARIS.

>>

>> - Kerry

>>

>> On 2008-09-14 08:41:28

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Subject: Re: reverb comparisons

Posted by [Gantt Kushner](#) on Sun, 13 Jul 2008 02:30:35 GMT

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>- Kerry  
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>On 2008-09-14 08:41:28 -0700, "Gantt Kushner" <ganttmann@comcast.net> said:  
>  
>>  
>> Any Sonar users around? I'm looking for something to insta

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Subject: Re: reverb comparisons  
Posted by [mike audet\[3\]](#) on Sun, 13 Jul 2008 02:55:02 GMT  
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ll on my wife's  
>> HP laptop for rempoe gigs w/ a firewire interface. I am, as the saying  
goes,  
>> wide open to suggestion!  
>>  
>> Gantt  
>  
>my advice then, is to look at the feature set in Reaper and if it fits the  
bill and you like how it operates (go get it, and see how you like it with  
the demo) then put your bucks on hardware and use Reaper. If you need more  
then you have to know that ahead of time, and spend on the software  
accordingly.  
AA

"Gantt Kushner" <ganttmann@comcast.net> wrote in message  
news:48cdf09c@linux...  
>  
> Reaper certainly is worth checking out! I'm trying to figure out if the  
> Presonus  
> Firestudio is worth the extra \$\$\$ over the FP10 (AKA Firepod). Both

> allegedly  
> have the super groovy mic pres and firewire. Both seek to have line outs.  
> The Firestudio seems to have better S/N in the digi output.  
>  
> I dunno. I need to do this on the cheap!  
>  
> Gantt  
>  
> KerryGalloway <kg@kerrygalloway.com> wrote:  
>>Heya Gantt - REAPER is definitely ready for prime time. For the cost  
>>involved (zero, and a painless install that does absolutely zero  
>>invasive stuff on your HD) you can't go wrong trying it out.  
>>  
>><http://www.reaper.fm/>  
>>  
>>We use it for live recording all the time, and it's been solid as a  
>>rock. It also contains a number of features that make it excelllent for  
>  
>>live recording - for example, you can set it to save audio files on the  
>  
>>fly when they reach a certain si

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Subject: Re: reverb comparisons

Posted by [Gantt Kushner](#) on Sun, 13 Jul 2008 12:56:34 GMT

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>>> wife's  
>>> HP laptop for rempoe gigs w/ a firewire interface. I am, as the saying  
> goes,  
>>> wide open to suggestion!  
>>>  
>>> Gantt  
>>  
>>  
>I second that. I finally set up my rig again.

Firepod  
Reaper  
Groove Agent  
Halion  
Sony Vaio laptop running VISTA!

I recorded a quick and dirty version of

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Subject: Re: reverb comparisons  
Posted by [mike audet\[3\]](#) on Sun, 13 Jul 2008 15:21:29 GMT  
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gt;>for me because the PSCL was written in a c-like style. It's all structures  
>>and functions. It's not object oriented at all, which is what is more  
common  
>>today and what I'm used to. I'm also still a new p

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