
Subject: OT: Studio Headphones

Posted by [Brian Porick](#) on Tue, 10 Oct 2006 19:16:45 GMT

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ris EQ, which does basically this same thing, emulating the EDS

> > functionality

> >> and hence generating pretty much identical output to the same audio going

> >> through the card itself.

> >>

> >> This would sure sort out the issues if anybody with enough knowhow and

> > dedication

> >> got on board. Suddenly any app could have the Paris mix bus, not to

> > mention

> >> the paris EQ... that would pretty much put an end to all this

> >> shennigans

> >> i would think.

> >>

> >> Cheers,

> >> Kim.

> >>>

Subject: Re: OT: Studio Headphones

Posted by [Mark McDermott](#) on Tue, 10 Oct 2006 19:52:37 GMT

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fact, i browse few times a week.

just be carefull with treepad freeware : after installed the freeware, my antivirus (kapersky) removed it as a trojan.

> And there's always a link to download the entire treepad file at the main

> page. My info is your info, except for my other treepad file on studio

> tricks and Mutt Lang secrets which is just my info. hehe

>

> <http://www.kfocus.com/paris/paris%20notes.hjt>

>

> Neil wrote:

>> "Kim" <hidensounds@hotmail.com> wrote:

>>> "AA" <no&

Subject: Re: OT: Studio Headphones

Posted by [LaMont](#) on Tue, 10 Oct 2006 20:44:51 GMT

alled the freeware, my
> antivirus (kapersky) removed it as a trojan.
>
>
>

>> And there's always a link to download the entire treepad file at the main
>> page. My info is your info, except for my other treepad file on studio
>> tricks and Mutt Lang secrets which is just my info. hehe
>>
>> <http://www.kfocus.com/paris/paris%20notes.hjt>
>>
>> Neil wrote:
>>> "Kim" <hiddensounds@hotmail.com> wrote:
>>>> "AA" <no@spam.not> wrote:
>>>>> Thanks go out to John B's webpage for logging this info.
>>>> Nice. :o)
>>> Now Kimmers, once John B gets rid of

Subject: Re: OT: Studio Headphones
Posted by [Neil](#) on Wed, 11 Oct 2006 03:46:31 GMT
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hinking to myself the other this very same thing."It should
have an ASIO driver that can allow for up to 16
channels/submixes of passive analog summing (or if not that, at
least DSP summing through something other than the PC's CPU)
your box & return to 2 new channels in the DAW app - if you can
do onboard DSP EFX, you can do onboard summing, too, yes sir
you KNOW you can!"

I full concurr with your want list. This ype of product is not to be found
today..
Emu, is he closest I've seen to approach this level of complete ness.
Although , the new Apogee (Mac only) unit is close, but lacking he on board
dsp fx..

"Neil" <OIUOIU@.com> wrote:
>
>Been researching this one a bit...
>
><http://www.tcelectronic.com/Default.asp?Id=7618>
>
>Seems pretty good, has onboard DSP, taking a load off your

>CPU... has a nice monitoring interface - simpler than TotalMix,

Subject: Re: OT: Studio Headphones

Posted by [Graham Duncan](#) on Wed, 11 Oct 2006 06:09:29 GMT

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<OIUOIU@.com> wrote:

> >

> >Been researching this one a bit...

> >

> ><http://www.tcelectronic.com/Default.asp?Id=76>

Subject: Re: OT: Studio Headphones

Posted by [zmora](#) on Wed, 11 Oct 2006 07:43:50 GMT

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> >

> >Seems pretty good, has onboard DSP, taking a load off your
> >CPU... has a nice monitoring interface - simpler than TotalMix,
> >coupla mic inputs & DI's, as well, BUT... only has 4 balanced
> >analog i/o's... so you gotta buy 4 of 'em to do 16 channels
> >pure. ALSO... no BNC/word clock... WTF? Trying to get
> >proprietary on us with a unit like THIS!!!!??? We have to ONLY
> >use these together with each other? Can't sync anything-digital-
> >else???

> >

> >Handy, nice for "semiprosumer" applications, but another
> >opportunity to really go after the pro market wasted, IMO -
> >they have the technology, they have the tinker toy set, they
> >just didn't "go pro" with it... Paris didn't either at the
> >time, and neither did Emu with their 1812/1212, etc - although
> >the onboard DSP & good convertors plus a few other features
> >coulda got them there. Is everyone afraid of alsihad? Is that
> >it? Is that why all things like this come out as small-time
> >entrants targeted at price points in the home recording level
> >only?

> >

> >

Subject: Re: OT: Studio Headphones

Posted by [zmora](#) on Wed, 11 Oct 2006 08:31:00 GMT

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As the subject line says: Close, but no cigar.

> >

> >Here's the thing... Yeah there are other options like MADI
> >units that can get you 1,569,878,760,000 channels of i/o, but
> >who needs that much, and then you also need a half dozen
> >lightpipe interfaces, and stringing all that shit together &
> >making it hum is mickey-mouse, too, IMO.

> >

> >Someone needs to develop the following:

> >

> >***A superb convertor box with 16 channels in & out, throw in a
> >couple of d.i./mic pres & lightpipe/SPDIF ports if you want,
> >but really what the world needs is more single-box 16 channel
> >interfaces.. with 16 channels of pure analog i/o. Don't be
> >afraid of going a full rack space long & 2 rack spaces deep,
> >fer pete's sakes! Not everything has to be a single-space
> >and/or a half-racker!
> >*** It should have on-board DSP effects - like the TC unit or
> >the new/soon to be discontinued EMU stuff, for example.
> >price as sucky ones - yes, you can.
> >*** It should have an ASIO driver that can allow for up to 16
> >channels/submixes of passive analog summing (or if not that, at
> >least DSP summing through something other than the PC's CPU)
> >your box & return to 2 new channels in the DAW app - if you can
> >do onboard DSP EFX, you can do onboard summing, too, yes sir
> >you KNOW you can!
> >***Throw in a copy of CubaseLE if you wanna... no need for a
> >complete/full-out app like SX or Nuendo - people can indeed buy
> >that separately if they want.
> >*** MIDI i/o...

Subject: Re: OT: Studio Headphones

Posted by [Nil](#) on Wed, 11 Oct 2006 12:46:27 GMT

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>> >analog i/o's... so you gotta buy 4 of 'em to do 16 channels
>> >pure. ALSO... no BNC/world clock... WTF? Trying to get
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Posted by [LaMont](#) on Wed, 11 Oct 2006 18:02:39 GMT

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>

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>

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