
Subject: Computer recommendations

Posted by [Phil Aiken](#) on Mon, 02 Oct 2006 14:09:36 GMT

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hen there's something wrong =

>>digital config perhaps.</DIV>

>><DIV>Good luck on this one.</DIV>

>><DIV>Tom</DIV>

>><BLOCKQUOTE=20

>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

>> <DIV>"Cujo" <A=20

>> =

>>href=3D"mailto:chris@nospamapplemanstudio.com">

Subject: Re: Computer recommendations

Posted by [Nappy](#) on Mon, 02 Oct 2006 15:47:44 GMT

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no 'verbs,

> no dynamics - nothing. Then burn that off to a CD - if that

> doesn't sound anything like the mix in your room, then it's

> your room or something's funky goin' on between your rig & the

> monitors... if it DOES sound like in your room, then it's the

> way you're mixing stuff - choices you're making when EQ'ing adding EFX,

> etc.

>

> Try it... that way you have a true starting point.

>

> Neil

>

>

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

>>

>>

>>

>>So you are saying pull up a stereo mix of say "Who;s Next" and bouonc it

>>in Paris then burn a CD of it..good idea..

>>

>>As far as treatment I have follwed a ton of advice from the John Sayers

> site

>>as far as nulls proper speaker height and width, I have minimized comb

>>filtering

>>from my gear, I have tons of 705 a cloud also hangs on the ceiling up, I

>>mean I don;t expect to make Who's Next again on my gear...and I have

>>always
>>had translation issues even in big studios with other people
>>engineering..but
>>it really seems so different, I often dread checking mixes...I will give
>>your idea a shot..maybe we copy bounce these files to say 16 tracks,
>>(Carefully)
>>so 8 l and 8 r....and test if it is a track count thing too.
>>
>>
>>
>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>
>>

Subject: Re: Computer recommendations
Posted by [Gary Flanigan](#) on Tue, 03 Oct 2006 16:31:40 GMT
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s will be much appreciated.
>
> Deej
>
>
>
>I'm already having withdrawal symptoms.

;o)

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:45338124\$1@linux...
>
> Ouch!!!! Man, that's a shock to wake up to! I wouldn't sell the stuff
yet...in
> case you change your mind. Give it a couple months buffer zone in the
boxes,
> just to be sure.
> I think the latency of paris is more like 3 to 4 samples....WAY less than
> 1.5 ms.
> Anyway, I know you'll still be here. Mornings wouldn't be the same without
> your posts ;-).
> Rod
>
> "DJ" <notachance@net.net> wrote:
> >
> >I have completely torn down my Paris rig today so I'm committed to this.
> I'm
> >going to find all the original boxes (or as many as I've still got) and

> I'll
> >be selling it all once I clean up and package all of the components.
> >
> >I've been mixing a project natively today/tonight. There's definitely a
> >different sonic footprint between Cubase SX and Paris. It's as obvious to
> me
> >as the sun rising in the morning, but I'm liking what I'm getting with it
> so
> >far and I think I can achieve something similar to the Paris sound if I
> want
> >to by using certain kinds of processing. There will be some growing
pains,
> >but it's nice being able to just strap anything, anywhere I want.
> >
> >I'm concerned about a few things. With the RME hardware, it's going to be
> >2ms hardware latency plus another 1.5ms converter latency.....right???
I've
> >never done a cue mix with this RME hardware. I track up to 15 live mics
> >sometimes and I'm not su

Subject: Re: Computer recommendations

Posted by [Gary Flanigan](#) on Tue, 03 Oct 2006 16:34:28 GMT

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re how well my AMD 64 4400 x 2 system will be
able

> >to handle this if I'm also playing back 15 or 20 prerecorded tracks. I'm
> >also wondering how phasey 3.5 ms is going to be (if it is 3.5ms) in a cue
> >mix if I'm sending an audio stream out of a mix with plugin monitoring
> >enabled with buffers set to 64k to my Furman headphone system. I'd like
> to
> >be able to do this. I definitely hear phasing in a mix at 3ms. I'm not
sure
> >how that would translate to a performer's cue mix in tracking scenario.
> >There may be no way around this with the RME hardware without using ASIO
> >direct monitoring. the whole point of my switching DAWs is to be able to
> >just fire it up and get going at the lowest possible latency in tracking
> >sessions without worrying about jumping through a bunch of hoops. I may
> have
> >to build myself a dual/dualcore Opteron system.
> >
> >With Paris, it was just 1.5 ms conversion latency and basically
inaudible.
> >that's a big deal to me in a tracking session. This is the reason I was
> >asking about the Pulsar. If it's latency is similar to that of Paris
(using
> >the onboard DSP only) then I think I can use my current DAW. If I build

> an
> >Opteron rig, I think I will be able to use the PSU, RAM and HD's of my
> >existing DAW. I do not want any more grief with mobo/hardware
compatibility
> >though. I'm doing this because I just can't get Paris to do everything I
> >want and I'm tired of the struggle. I don't want another struggle so
that's
> >why I'll probably stay with RME or Lynx (I hate the Totalmix
> >interface.....Lynx is much better IMO)
> >
> >Anyway.....your thoughts/advice and suggestions will be much
appreciated.
> >
> >Deej
> >
> >
> >
> >
> >
>You could consider some or all monitoring of live tracks via Totalmix (only
disc tracks via ASIO playback) - that would give you the same latency as
Paris' hardware. And since Totalmix can be midi controlled, you could setup
submixes there possibly with one or two outboard reverbs just to appease the
talent if direct monitoring just doesn't work for that many inputs, and have
switchable main monitors, dim, talkback, etc.

Like Martin, I would recommend a core duo - I think the xeon dual versions
are coming out soon if not out already (Chris should know). I

Subject: Re: Computer recommendations
Posted by [Nappy](#) on Tue, 03 Oct 2006 17:21:17 GMT
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>never dither=20
>with the harder music/pop/rock</DIV>

>mastering houses=20
>24bit mixes and expect them</DIV>

>comparison CD=20
>with a 24bit 2 mix file</DIV>
><DIV>that's been truncated in Paris vs. =
>dithered in=20

><DIV>if your work is highly compressed and =

>virtually=20

><DIV>and classical is different for =

>sure.</DIV>

><DIV>Tom</DIV>

><BLOCKQUOTE=20

>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

> <DIV>"Cujo" <<A=20

> =

>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=

>.com>=20

> wrote in message <A=20

> =

>href=3D"news:4532f6a0\$1@linux">news:4532f6a0\$1@linux...</DIV>

=

>yes for=20

> my reference CD's. am I missing something?

"Tom Bruhl" =

><<A=20

> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20

>"Cujo"=20

> <<A=20

> =

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>.com>=20

> wrote in message=20

> =

> It's=20

> really hard to describe, it has to be the room, but somewhere=20

>that it=20

>

Subject: Re: Computer recommendations

Posted by [Phil Aiken](#) on Tue, 03 Oct 2006 19:50:55 GMT

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or somehting else, I'll try the Wavelab dither tomorrow.

>> >

>> > my stuff still gets some nice nods critically, but it is not how I

> =

>>=3D

>> >want it

>> > to sound!

>> >

>> >
>> > hey is anyone running mixes through any mic pres? Anyone here have
> =
>>a =3D
>> >1968ME
>> > compressor?
>> >
>> >
>> >
>> >
>> >
>> >
>> >
>> >
>> > "Don Nafe" <dnafe@magma.ca> wrote:
>> > >My first thought was "it's the room"
>> > >
>> > >May I ask the room dimensions, the approximate location of your =
>>=3D
>> >speakers
>> > and=3D20
>> > >acoustic treatment?
>> > >
>> > >DOn
>> > >
>> > >
>> > >"Cujo" <chris@nospamapplemanstudio.com> wrote in message=3D20
>> > >news:4532b8eb\$1@linux...
>> > >>
>> > >>
>> > >> Ok, It is finally start to get to me.
>> > >> My mixes in Paris have always sounded murky and bass heavy and =
>>lack
>> =3D
>> >punch,
>> > >> outside my room, And they sound slamming inside the room.
>> > >> First I got an externeal clock, then a UAD 1 card, then treated
> =
>>my
>> =3D
>> >room
>> > in
>> > >> a mega way, then new Dynaudio BM15s then another UAD with the =
>>=3D
>> >1073.. Is
>> > it
>> > >> the Paris bounce?
>> > >> Is it the dithering in CEP? what are you guys doing..I mean =
>>really

```

>> =3D
>> >it
>> >
>> > >> sounds
>> > >> like a totally different mix to me...ARRRRGGHHH=3D20
>> > >
>> > >
>> >
>> >
>> >I choose Polesoft Lockspam to fight spam, and you?
>> >http://www.polesoft.com/refer.html =20
>> >
>> ><!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>You dither huh? . . =
>> ></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>"Cujo" <<A=3D20
>> > =3D
>> > =
>>>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=
>>>dio=3D
>> >.com</A>>=3D20
>> > wrote in message <A=3D20
>> > =3D
>> > =
>>>href=3D3D"news:4532d7e6$1@linux">news:4532d7e6$1@linux</A>...</DIV><BR><=
>>>BR>=3D
>> ><BR>It's=3D20

```

Subject: Re: Computer recommendations
 Posted by [Chris Ludwig](#) on Tue, 03 Oct 2006 21:32:52 GMT
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```

BR>>><BR>>><BR>>> =3D
> > >Ok, It is=3D20
> > > finally start to get to me.<BR>>> My mixes in Paris have always =3D
> > >sounded=3D20

```

> > > murky and bass heavy and lack punch,
>> outside my room, And =3D
> > >they=3D20
> > > sound slamming inside the room.
>> First I got an externeal =3D
> > >clock,=3D20
> > > then a UAD 1 card, then treated my room
in
>> a mega way, =3D
> > >then new=3D20
> > > Dynaudio BM15s then another UAD with the 1073.. Is
it
>> =3D
> > >the Paris=3D20
> > > bounce?
>> Is it the dithering in CEP? what are you guys =3D
> > >doing..I=3D20
> > > mean really it

>> sounds
>> like a totally =3D
> > >different mix=3D20
> > > to me...ARRRRGGHHH
>
></BLOCKQUOTE>
> > ><DIV>

I choose Polesoft Lockspam to fight =
> >spam, =3D
> > >and=3D20
> > >you?
<A=3D20
> > =
>
>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
> >fer=3D
> > >.html </DIV></BODY></HTML>
> > >
> > >
> > >
> ><!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 6.00.2800.1400" name=3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D#ffffff>
> ><DIV>Cujo,</DIV>
> ><DIV>This is probably a different topic but
> =
> >. =20
> ></DIV>
> ><DIV> </DIV>
> ><DIV>I was kidding - kinda. I almost =
> >never dither=20
> >with the harder music/pop/rock</DIV>
> ><DIV>high level stuff. I do give =
> >mastering houses=20
> >24bit mixes and expect them</DIV>
> ><DIV>to do it right. Have you made a =
> >comparison CD=20
> >with a 24bit 2 mix file</DIV>

> ><DIV>that's been truncated in Paris vs. =
> >dithered in=20
> >CEP? You might be surprised</DIV>
> ><DIV>if your work is highly compressed and =
> >virtually=20
> >radio ready. Jazz, acoustic</DIV>
> ><DIV>and classical is different for =
> >sure.</DIV>
> ><DIV>Tom</DIV>
> ><DIV> </DIV>
> ><BLOCKQUOTE=20
> >style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Cujo" <<A=20
> > =
> >
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> >.com>=20
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> > =
> >
> >href=3D"news:4532f6a0\$1@linux">news:4532f6a0\$1@linux...</DIV>

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> =
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> > in
=3D
>the
> balance of bass and treble it seems =
> >that it=20
> > is pretty dang close in my
=3D
>room
> to the =
> >reference=20
> > CD's but I get to the car and I hav

Subject: Re: Computer recommendations
Posted by [Phil Alken\[1\]](#) on Tue, 03 Oct 2006 22:59:30 GMT

e to turn the=20
> > bass
=3D
>down
> 1 and trebl up 2 clicks to get =
> >it where it=20
> > felt in the house. but it =3D
>isn't
> only that, =
> >but in my=20
> > control room, the mises sound clear, 3 =3D
>dimentional =
> >and
> =20
> > "airy" but the CD burns sound almost hazy, like the presence area=20
> > has
=3D
>been
> compressed and almost glassy in =
> >bad way,=20
> > Dirty Glassy, and somehow not
=3D
>as
> full =
> >range. =20
> > So, the EQ thing bass and treble would be =3D
>understandable,,=20
> > but
> this mushieness freaks me out, I really wonder if it =
> >my=20
> > conversion to
=3D
>16
> bit, or somehting else, =
> >I'll try=20
> > the Wavelab dither tomorrow.
>
> my stuff still gets =
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>
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>&g=
> >t; =20
> > "Don Nafe" <<A =
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> > >
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> >
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
> > Transitional//EN">
><HTML><HEAD>
><META=20
> > http-equiv=3D3DContent-Type content=3D3D"text/html";=20
> > =3D
>charset=3D3Diso-8859-1">
><META =
> >content=3D3D"MSHTML=20
> > 6.00.2800.1400"=20
> > =
> >name=3D3DGENERATOR>
><STYLE></STYLE>
></HEA=
> >D>
><BODY=20
> > bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial =
> >size=3D3D2>You=20
> > dither huh? . .=20
> > =
> >.</DIV>
><BLOCKQUOTE=3D20
>style=3D3D"P=
> >ADDING-RIGHT:=20
> > 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =
> >#000000 2px=20
> > solid; MARGIN-RIGHT: 0px">
> <DIV>"Cujo"=20
> > <<A=3D20
> =3D
>href=3D3D"<A=20
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>href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
> >'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=
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> > wrote in message <A=3D20
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>href=3D3D"<A=20
> > =
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>href=3D'news:4532d7e6\$1@linux">news:4532d7e6\$1@linux...</DIV>

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> >>news:4532d7e6\$1@linux">news:4532d7e6\$1@linux...</DIV>=
> >

>=3D
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> =20
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=3D
>but it

Subject: Re: Computer recommendations
Posted by [Gary Flanigan](#) on Wed, 04 Oct 2006 15:24:53 GMT
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gt;>
>>>>>>>years now forPulsar as is their mastering compressor and track compressor
>>>>>>>too.
>>>>>>>Ask me anything you want.
>>>>>>>Regards,
>>>>>>>Dimitrios
>>>>>>>
>>>>>>>
>>>>>>>
>>
>>
>>
>
>--
>Chris Ludwig
>ADK
>chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>
>www.adkproaudio.com <http://www.adkproaudio.com/>
>(859) 635-5762For retailers. 10% with 6% quarterly marketing fund rebates is the most
common for indy retailers. I'm sure there are special deal for large
chains but I doubt they are more than 5% more.
As long as you don't ever sell Apple software with the Apple computer
you can make money. Oh and sell Apple (Don't) Care this might add some
profit as long as you can stomach the bad karma of selling a sham ..umm
I'm mean enhanced warranty. The price on Apple web site is the price.
Dealers will only discount a few dollars at most and usually only on
demo/discontinued or the occasional (special) from Apple.
The educational deal is the only way to get any major discount for most
users but of course there are only a handful of dealers allowed to sell

EDU Apple stuff.
Chris

James McCloskey wrote:

>There is only a 7 to 13% margin on them. Well that was some years ago, who
>knows now, I'm sure its not better.

>

>Anyways, the two best deals are, educational discount, 10% off (sign up for
>under water basket weaving at the local college, cancel the class later).

>

>

>Second way is to sign up for student ADC, A developer, it cost \$99.00 for
>a year, and you get a one time hardware discount of 20% off, there is no
>better deal! With ADC you get all the ADC developer materials mailed to
>you, including the latest software. They have a major OS release once a
>year at a cost of \$129.00, with ADC they send it to you for free. You even
>get a free T-shirt. Anybody can become a student ADC member for \$99.00.

>

>James

>

>

>Jamie K <Meta@Dimensional.com> wrote:

>

>

>>You could ask on /., I'm sure they'll tell you why OSX is popular there.

>>

>>

>

>

>

>>There's no shortage of opinions on /. :^)

>>

>>Buying a Mac is pretty simple, and running one is easier than most other

>>

>>

>

>

>

>>systems these days. Fire it up and go. Shouldn't take more than a minute

>>

>>

>

>

>

>>of your time. Heck, you probably wouldn't even need to be in the (fruit)

>>

>>
>
>
>
>
>>loop on this one unless the user is a complete neophyte and needs basic
>>
>>
>
>
>
>>handholding to start out.
>>
>>Cheers,
>> -Jamie
>> <http://www.JamieKrutz.com>
>>
>>
>>
>>TCB wrote:
>>
>>
>>>I've never understood the ./ crew and their love of fruit computers. Especially
>>>since Theo de Raadt has more than once complained about the kind of citizen
>>>Apple ha

Subject: Re: Computer recommendations
Posted by [Nappy](#) on Wed, 04 Oct 2006 21:58:44 GMT
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>>>>>>
>>>>>>Hi,
>>>>>>>After a touchy email I am about to describe my Paris creamware setup.
>>>>>>>Paris users "should" have digital in outs.
>>>>>>>442 interface with spdif can do , mecs with adat cards far better
>>>>>>>
>>>>>>>
>intergration.
>
>
>>>>>>>Even analog connections can do here, but you could avoid extra AD/DA
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>routes.
>>>>

>>>>
>>>>
>>>>
>>>>>>>First of all.
>>>>>>>Creamware looks like what Paris could grow up with version 7.x and
>>>>>>>
>>>>>>>
>up
>
>
>>>>>>>
>>>>>>>
>>>>>>>
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>>>>>:)
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>>>>>
>>>>>>>It is totally dsp oriented environnement a totally awesome routing
>>>>>>>
>>>>>>>
>possibilities
>
>
>>>>>>>familiar to Paris patch-bay.
>>>>>>>You know cables and devices hookups.
>>>>>>>
>>>>>>>Creamware has the Pulsar I cards that have 4 dsp chips , Pulsar II
>>>>>>>
>>>>>>>
>cards
>
>
>>>>>>>that have 6 dsps (recommended) and Power pulsars that have an amazing
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>>>>>>>
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>>>>>>>
>>>>>of
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>>>>>>>15
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>>>>>>>

>>>>>>
>>>>>>>dsp !
>>>>>>>You can have up to 3 cards on same computer system.
>>>>>>>PIII would be sufficient or any computer as the matter of fact.
>>>>>>>Each Pulsar II card (pulsar I discontinued) has normally the classic
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>option
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>>>which gives two analog in/outs (24/96) good sounding conversion 16
>>>>>>>
>>>>>>>
>adat
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>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>in/outs,
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>spdif in out and two midi in/outs totally 32 midi channels.
>>>>>>>Each Pulsar card has the main on board effects included which are
>>>>>>>
>>>>>>>
>the
>
>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>usual
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>>>effects like chorus, delays , reverbs, synthesizers, compressors,
>>&

Subject: Re: Computer recommendations
Posted by [Aaron Allen](#) on Wed, 11 Oct 2006 02:54:19 GMT
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>> > readily achievable without having to jump through the '2nd computer as
> FX
>> > buss' hoops.
>> >
>> > Cheers,
>> >
>> > David.
>> >
>> >
>> > "Kim" <hiddehsounds@hotmail.com> wrote in message
> news:453d9ba4\$
