
Subject: Computer problems continue!!!Update
Posted by [Pete Ruthenburg](#) on Fri, 07 Oct 2005 02:10:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

that is so innovative for Paris and not only and considering the som
> >>
> >>many
> >>
> >>>>hours spent to make things smooth for Paris and wormhole as much as
> >>>>possible
> >>>>without me being involved at all in the sales of this plugin that
> >>
> >>really
> >>
> >>>>makes me feel sad.
> >>>>I was hoping that you at least would appreciate all the efoorts here
> >>
> >>and
> >>
> >>>>that would be supporting those nice and cheap plugins that help
Paris
> >>
> >>.
> >>
> >>>>I see people here payinmg 250 \$ for a single adat card so for 3 adat
> >>>>cards
> >>>>750 \$.
> >>>>plus a Mec 150\$ almost a 1000 \$ to just have 24 adat 20 bit tracks
> >>>>from one
>

Subject: Re: Computer problems continue!!!Update
Posted by [Kim](#) on Fri, 07 Oct 2005 02:34:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>>>>PC to another.
> >>>>>Now a simple plugin lets you have 24 bit (or 32bit floating until you
> >>
> >>use
> >>
> >>>>>Paris dsp) of 24 audio tracks for a normal 2600 Ghz cpu.
> >>>>>So if you think that I am giving you guys a hard time then sorry I
> >>>>>will stop
> >>>>>what I am doing these last months.
> >>>>>thanks to all of you anyway.
> >>>>>Regards,
> >>>>>Dimitrios

> >>>>
> >>>>rick <parnell68@hotmail.com> wrote:
> >>>>
> >>>>
> >>>>>"i will buy Dimitrios"...dude...that's slavery...even in a non pc
> >>>>>correct society.
> >>>>>
> >>>>>On Fri, 28 Oct 2005 07:32:03 -0500, "Brandon"
> >>>>><brandon_goodwin@REMOVETHISsbcglobal.net> wrote:
> >>>>>
> >>>>>
> >>>>>
> >>>>>>i will buy Dimitrios.
> >>>>>>brandon
> >>>&g

Subject: Re: Computer problems continue!!!Update
Posted by [Ab](#) on Fri, 07 Oct 2005 07:47:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;>>>
> >>>>>>
> >>>>>>"Dimitrios" <musurgio@otenet.gr> wrote in message
> >>>>>>news:4361ea71\$1@linux...
> >>>>>>
> >>>>>>
> >>>>>>>Hello to everyone.
> >>>>>>>After my last conversation with Adrian -wormhole's author- I have
> >>>>>>>concluded
> >>>>>>>that wormhole is not selling well (where are we guys ?) so maybe
> >>>>>>>major
> >>>>>
> >>>>>
> >>>>>
> >>>>>>>updates
> >>>>>>>will get longer to support as he has to concentrate his efforts to
> >>>>>>>"selling"
> >>>>>>>appz.
> >>>>>>>I wonder how we Parisians expect plugin authors like Adrian to
> >>
> >>support
> >>
> >>>>>
> >>>>>
> >>>>>>>plugins
> >>>>>>>like wormhole which are a godsend

Subject: Re: Computer problems continue!!!Update

Posted by [rick](#) on Fri, 07 Oct 2005 09:12:03 GMT

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

ardwire</U> its=20

associated</DIV>

<DIV>outputs to two more inputs of sub =

A. In the=20

Paris patchbay loop the channels</DIV>

<DIV>in sub A from insert in/out to 2 =

channels of 8=20

in/outs on sub A. This should be the</DIV>

<DIV>same two channels that you hardwired =

Sub Bs aux 1=20

bus to. Now send</DIV>

<DIV>those two channels =

via mixer A into aux=20

1. You have potentially 14 channels from</DIV>

<DIV>sub A and 14 channels from sub B =

feeding your=20

aux 1 headphone mix.</DIV>

<DIV>Costs you a couple of channels in each =

Mec but I=20

don't find myself needing </DIV>

<DIV>to record more than 28 channels at a=20

time ever.</DIV>

<DIV> </DIV>

<DIV>A work around that =

works. <FONT=20

face=3DArial size=3D2> Been using it for years.</DIV>

<DIV>Tom</DIV>

<DIV> </DIV>

<DIV> </DIV>

<DIV> </DIV>

Subject: Re: Computer problems continue!!!Update

Posted by [rick](#) on Fri, 07 Oct 2005 09:13:34 GMT

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

br />

<BLOCKQUOTE=20

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

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

<DIV>"John" <no@no.com> wrote =

in message=20

<A=20

=

href=3D"news:43676DD5.1010703@no.com">news:43676DD5.1010703@no.com...=
</DIV>I=20
hope this is it.

jon chaikin wrote:
> thanks john. =
that=20
would be great. if you want to email it my email
> is: <A=20
href=3D"mailto:jc@nonstopsound.com">jc@nonstopsound.com otherwise =
i'll look=20
for it here.
>
> thanks again.
>
> On Mon, =
31 Oct=20
2005 19:18:12 -0500, John <<A =
href=3D"mailto:no@no.com">

Subject: Re: Computer problems continue!!!Update
Posted by [Cujjo](#) on Fri, 07 Oct 2005 13:08:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

> > news:4365a87e@linux...
>> >
>> >>Pour Grammor!!!!????? Me???
>> >>My Ass!!!!
>> >>I graduate top onners at me scoool !!!!
>> >>
>> >>
>> >>"EK Sound" <spamnot.info@eksoundNO.com> wrote in message
>> >>news:4363adea@linux...
>> >>
>> >>>That's a problem with an international forum... subtleties get lost in
>> >>>translation. Yes, Rick WAS joking at Brandon's poor grammar! :-)
>> >>>
>> >>>David.
>> >>>
>> >>>TC wrote:
>> >>>
>> >>>>Hey Dimitrios,
>> >>>>
>> >>>>I think he was joking, it was a pun at Brandon's wording of "I will
>buy
>> >>>>Dimitrios"
>> >>>>
>> >>>>Meaning he will purchase you, Dimitrios, with cash money, not
>anything
>> >>>>to do with wormhole..
>> >>>>
>> >>>>Cheers,
>> >>>>
>> >>>>TC
>> >>>>

>> >>>>Dimitrios wrote:
>> >>>>
>> >>>>
>> >>>>>Dear Rick,
>> >>>>>I am really dissapointed in your post.
>> >>>>>If you don't care buying thats ok but saying that it is slavery to
>buy
>> >>>>>something
>> >>>>>that is so innovative for Paris and not only and considering the som
>> >>
>> >>many
>> >>
>> >>>>>hours spent to make things smooth for Paris and wormhole as much as
>> >>>>>possible
>> >>>>>without me being involved at all in the sales of this plugin that
>> >>
>> >>really
>> >>
>> >>>>>makes me feel sad.
>> >>>>>I was hoping that you at least would appreci

Subject: Re: Computer problems continue!!!Update
Posted by [Aaron Allen](#) on Fri, 07 Oct 2005 15:37:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

e in message news:43672bab@linux...
>>Okay I did the mic shoot out but the files are way too large to
>>post here. It's 6 Meg. 16 tracks in all. If you want 'em I can email
>>them to you unless you have another way. I don't really want to be
>>printing disks.
>>Tom
>>
>>
>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message news:4365791b@linux...
>> Cujo,
>> I know what you're saying about the hi-gain sounds. The
>> 414 is always abrassive here. I have been a 57 lover from
>> the getgo but am always fighting to reproduce what's coming from
>> the amp in the control room.
>>
>> If the 121s can be murky maybe that will be true with the Shiny Box
>> also. I can say they accept paris high end eq very gracefully. Not
>> like a 57 or a 414.
>>
>> The jury is in session as we speak...
>> Tom
>>

>> "cujo" <chris@nospamapplemanstudio.com> wrote in message
>>news:436568a1\$1@linux...
>>
>>
>> Cool, one thing I really harp on wiht bands about guitars is less is
>
>>more.
>> So many great guitar bands (Led Zep, The Who, zz Top, Hendix, and even
>
>>more
>> modern stuff like The Smiths, or the Clash) did not use that JCM800
>type
>> marshall sound but often used cleaner sounds and less wall of guitar
>
>>overdubs
>> for sure than say Foo

Subject: Re: Computer problems continue!!!Update

Posted by [rick](#) on Fri, 07 Oct 2005 17:10:25 GMT

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

ing us on to them. Jon, the owner

=

>> >of=20
>> > Shiny
>> =3D
>> >>Box
>> >>was =
>> >very=20
>> > helpful throughout the buying process. He also took=20
>> > great
care
>> >=3D
>> >>in =
>> >first
>>=20
>> > >>matching mics then matching transformers then matching the =
>> >mics=20
>> > =3D
>> >>w/transformers.
>> =
>> >>>Painstaking I would=20
>> > say. I know it took him at least a day or so.
>>=20
>> > >>Tom
>> >>
>> >>
>>=20
>> > >>
>> >><!DOCTYPE HTML PUBLIC "-//W3C//DTD =
>> >HTML 4.0=20
>> > Transitional//EN">
>> =
>> >>><HTML><HEAD>
>>=20
>> > >><META http-equiv=3D3DContent-Type content=3D3D"text/html; =
>> >=3D
>>=20
>> > >>charset=3D3Diso-8859-1">
>> >><META=20
>> > content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>> =
>> >
>> > >><STYLE></STYLE>
>>=20
>> > >></HEAD>
>> >><BODY=20
>> > >bgColor=3D3D#ffffff>
>> >><DIV><FONT =

```

>> >face=3D3DArial=20
>> > size=3D3D2>Had a project that called for tenor<BR>=3D<BR>>>=20
>> > >>sax,=3D20<BR>>>=20
>> > >>vocals</FONT></DIV><BR>>>=20
>> > >><DIV><FONT face=3D3DArial size=3D3D2>and a little =
>> >egg=20
>> > shakin'.</FONT></DIV><BR>>> =
>> >>><DIV><FONT=20
>> > face=3D3DArial size=3D3D2></FONT> </DIV><BR>>>=20
>> > >><DIV><FONT face=3D3DArial size=3D3D2>Used 'em on =
>> >everything=20
>> > through the<BR>=3D<BR>>> >>Precision=3D20<BR>>>=20
>> > >>8</FONT></DIV><BR>>> =
>> >>><DIV><FONT=20
>> > face=3D3DArial size=3D3D2>with really great=20
>> > results.</FONT></DIV><BR>>> =
>> >>><DIV><FONT=20
>> > face=3D3DArial size=3D3D2></FONT> </DIV><BR>>>=20
>> > >><DIV><FONT face=3D3DArial size=3D3D2>The best =
>> >words to=20
>> > describe =3D<BR>>> >>they are natural=3D20<BR>>> =
>> >>>and not=20
>> > hyped.</FONT></DIV><BR>>> =
&gt

```

Subject: Re: Computer problems continue!!!Update
 Posted by [Tony Benson](#) on Fri, 07 Oct 2005 17:16:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

```

;> >>><DIV><FONT=20
>> > face=3D3DArial size=3D3D2>Made the sax sound just like the =
>> >=3D<BR>>>=20
>> > >>sax. Had to=3D20<BR>>> >>be fairly=20
>> > close</FONT></DIV><BR>>> >><DIV><FONT =
>> >
>> > face=3D3DArial size=3D3D2>to remove the room coming off the =
>> >=3D<BR>>>=20
>> > >>backside of the=3D20<BR>>> >>figure=20
>> > 8.</FONT></DIV><BR>>> >><DIV><FONT=20
>> > face=3D3DArial size=3D3D2>Vocals didn't need =3D<BR>>>=20
>> > >>compression. I was=3D20<BR>>> >>singing and=20
>> > watching</FONT></DIV><BR>>> =
>> >>><DIV><FONT=20
>> > face=3D3DArial size=3D3D2>levels so that made this =3D<BR>>>=20
>> > >>possible. They did=3D20<BR>>> >>seem=20
>> > slightly</FONT></DIV><BR>>> =
>> >>><DIV><FONT=20

```

```

>> > face=3D3DArial size=3D3D2>compressed sounding though. Even =
>> >=3D<BR>>>=20
>> > >>when the=3D20<BR>>> >>wave=20
>> > got</FONT></DIV><BR>>> >><DIV><FONT=20
>> > face=3D3DArial size=3D3D2>squared off in Paris it didn't =
>> >gack<BR>or<BR>>>=20
>> > >=3D<BR>>> >>even sound=3D20<BR>>>=20
>> > >>clipped.</FONT></DIV><BR>>>=20
>> > >><DIV><FONT face=3D3DArial size=3D3D2>I rerecorded =
>> >those spots=20
>> > because they<BR>>> =3D<BR>>> =
>> >>>looked=3D20<BR>>>=20
>> > >>bad...</FONT></DIV><BR>>>=20
>> > >><DIV><FONT face=3D3DArial size=3D3D2>Odd but kinda =
>> >cool. =20
>> > </FONT></DIV><BR>>> >><DIV><FONT =
>> >face=3D3DArial=20
>> > size=3D3D2></FONT> </DIV><BR>>> =
>> >>><DIV><FONT=20
>> > face=3D3DArial size=3D3D2>Vocals in the mix need lots of =
>> >high<BR>=3D<BR>>>=20
>> > >>end. Not=3D20<BR>>> >>a problem=20
>> > either.</FONT></DIV><BR>>> =
>> >>><DIV><FONT=20
>> > face=3D3DArial size=3D3D2>It was a disco thing with that =
>> >sizzly<BR>>>=20
>> > =3D<BR>>> >>sound that=3D20<BR>

```
