
Subject: Good guitar sound on a budget??? Help!
Posted by [excelav](#) on Fri, 21 Oct 2005 04:47:20 GMT
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> last month when the DM2K arrived, now I just finished assembling it.
> I still have a lot of fill 'n finish to do, but it's up and running!
>
> For those who are curious, I have detailed photos of every step. I
> will put them up on a page when time permits.
>
> Happy Thanksgiving to our southern neighbors!
>
> David.
>

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

-----=_NextPart_000_002D_01C5F170.4BB4ABD0

Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

David,
You should go into business. That looks great!
Tom

"Mike" <spamthis@alltel.net> wrote in message news:4386c52d\$1@linux...
Saaweeet!

"EK Sound" <spamnot.info@eksoundNO.com> wrote in message=20
news:4386499d@linux...
> Hey guys,
>
&g

Subject: Re: Good guitar sound on a budget??? Help!
Posted by [TC](#) on Fri, 21 Oct 2005 05:33:32 GMT
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t; Well, I just had to pop up a pic of this. :-) I started building =
this
> last month when the DM2K arrived, now I just finished assembling it.
> I still have a lot of fill 'n finish to do, but it's up and running!

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>
> Happy Thanksgiving to our southern neighbors!
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> David.
>

=
-----=

-----=_NextPart_000_002D_01C5F170.4BB4ABD0

Content-Type: text/html;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

```
<!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><FONT face=3DArial size=3D2>David,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>You should go into business.&nbsp; That =
looks=20
great!</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV>&nbsp;</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Mike" &lt;<A=20
href=3D"mailto:spamthis@alltel.net">spamthis@alltel.net</A>&gt; wrote =
```

Subject: Re: Good guitar sound on a budget??? Help!
Posted by [rick](#) on Fri, 21 Oct 2005 09:12:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

f="mailto:4386499d@linux" target="_blank">4386499d@linux...
> Hey=20
guys,
>
> Well, I just had to pop up a pic of this. =
:-) I=20
started building this
> last month when the DM2K arrived, now I =
just=20
finished assembling it.
> I still have a lot of fill 'n finish =
to do,=20
but it's up and running!
>
> For those who are curious, I =
have=20
detailed photos of every step. I
> will put them up on a =
page when=20
time permits.
>
> Happy Thanksgiving to our southern=20
neighbors!
>
>=20
=
David.
>

-----=

</BLOCKQUOTE ></BODY>=
</HTML>

-----=_NextPart_000_002D_01C5F170.4BB4ABD0--This is a multi-part message in MIME format.

-----=_NextPart_000_003D_01C5F170.81B39BB0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

I don't want to pay the shipping...
T.

"DC" <dc@spamtheman.com> wrote in message news:4386a2ff@linux...

=
<http://cgi.ebay.com/ws/e>

Subject: Re: Good guitar sound on a budget??? Help!
Posted by [Don Nafe](#) on Fri, 21 Oct 2005 11:26:32 GMT
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ff@linux" target="_blank">4386a2ff@linux...</DIV>
<A=20
=
href=3D"http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3D73692780=
69&rd=3D1&ssp=sspagename=3DSTRK%3AMESE%3AIT&rd=3D1">http://cgi.eb=
ay.com/ws/eBayISAPI.dll?ViewItem&item=3D7369278069&a mp;rd=3D1&ssp=
agename=3DSTRK%3AMESE%3AIT&rd=3D1</BLOCKQUOTE> </BODY></HTML>

-----=_NextPart_000_003D_01C5F170.81B39BB0--niiiiice

On Thu, 24 Nov 2005 16:12:19 -0700, EK Sound
<spamnot.info@eksoundNO.com> wrote:

>Hey guys,
>
>Well, I just had to pop up a pic of this. :-) I started building this
>last month when the DM2K arrived, now I just finished assembling it.
>I still have a lot of fill 'n finish to do, but it's up and running!
>
>For those who are curious, I have detailed photos of every step. I
>will put them up on a page when time permits.
>
>Happy Thanksgiving to our southern neighbors!
>
>David.I've got to say...

....that looks really cool. ;o)

Cheers,
Kim.

EK Sound <spamnot.info@eksoundNO.com> wrote:

>
>Hey guys,
>
>Well, I just had to pop up a pic of this. :-) I started building this
>last month when the DM2K arrived, now I just finished assembling it.
>I still have a lot of fill 'n finish to do, but it's up and running!
>
>For those who are curious, I have detailed photos of every step. I
>will put them up on a page when time permits.
>
>Happy Thanksgiving to our southern neighbors!
>
>David.
>Hey

After checking out that road worn old leslie I found this. I wonder if
he'll take a third party, out-of-state cheque....

http://cgi.ebay.com/ebaymotors/405-GIGAYACHT-One-of-the-largest-yachts-in-the-world_W0QQitemZ4589296280QQcategoryZ26432QQrdZ1QQcmdZViewItemNiiiiice!

Looks very cool.

Neil

Subject: Re: Good guitar sound on a budget??? Help!

Posted by [Cujjo](#) on Fri, 21 Oct 2005 13:30:49 GMT

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ssical, Sequoia would be at the top of

> my

>> list simply for editing. No need for VSTi's in that market, so editing

>> would be key. There is no doubt Samplitude and Sequoia are stellar apps

> for

>> audio (mediocre for midi/production though, and poor for composing, which

> is

>> what I do).

>

> Wow. Tell me more about this. What do you see as lacking for

> composing? MIDI implementation? Notation?

I haven't worked much with Samplitude 8, and midi is improved there, but things that haven't improved are how Samplitude assigns VSTi's and midi channels. It feels like it is almost there, but is convoluted unnecessarily. For one - midi track monitoring is limited (compared to Nuendo, SX, Logic, etc) - esp. punch in record (though an improvement there is on the 8.21 update list, so it may work now). I haven't used it in months so I'll have to get back to you on specifics there, but I do recall having to assign a new track to overdub a midi track, and reassign the old one since Samplitude couldn't play two tracks to the same midi channel at the same time (layering was also a no go, but this all may be fixed in v8).

It sounds like you don't need notation - Samplitude doesn't have any.

The piano roll/key editor does seem good - not as powerful as Nuendo/Cubase, but you have access to all controllers there. Quantization, as I recall, was more limited, and there were limited options for transforming midi parts - for simplicity, esp. with large scores, I like to use transforms to et, for example, a max velocity or max cc message for sample sets that have a unique sample at 127, or use parabolic curves for volume changes that manual controllers often wobble through (regardless of the player's steadiness).

The general feel of Samplitude to me was - great for audio, but working with midi feels like midi in an audio app, rather than a balanced mix between the two. It may work very well for you though, esp. given what you are describing about your songwriting approach, and v8.x may have significantly improved midi. I came from Logic, so I am used to a high degree of flexibility and programmability in midi.

>
> Hope you had a great Thanksgiving!
>
>
> We went here:
>
> <http://www.arnoldpalmers.net/>

Nice! Hope you had a great Thanksgiving also!

Regards,
Dedric

>
> It ROCKED and no dishes to wash.
>
> Thanks again
>
> DC
> Its a blast.....!!
<http://www.toonedin.com/movies/WhiteTrashXmas.html> Its a scam.....

I was getting ready to buy it until I read further and saw this:

"THIS AUCTION IS FOR A DEPOSIT OF 50% OF THE PURCHASE PRICE OF \$168,000,000.00 TOTAL. CUSTOM BUILD. DELIVERY IN 2007"

No way I would pay over \$100 mil for this POS.

;o)

"jef knight" <

Subject: Re: Good guitar sound on a budget??? Help!
Posted by [Don Nafe](#) on Fri, 21 Oct 2005 14:20:47 GMT
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r />
uhhh YEAH, I'll be right there. Got some cool old Altec tube gear
and a big old JBL corner-style horn loaded speaker too.

I just can't use 2 leslies and my other one is way cooler, so out
it goes.

DC This is the most ugly, uninspired and anorganized console I ever saw...
Now just reverse the above and you got something really terrific.
Congrats for your aestehitics !
Regards and Happy Thanksgiving to all you Parisians...
Dimitrios

EK Sound <spamnot.info@eksoundNO.com> wrote:

>
>Hey guys,
>
>Well, I just had to pop up a pic of this. :-) I started building this
>last month when the DM2K arrived, now I just finished assembling it.
>I still have a lot of fill 'n finish to do, but it's up and running!
>
>For those who are curious, I have detailed photos of every step. I
>will put them up on a page when time permits.
>
>Happy Thanksgiving to our southern neighbors!
>
>David.
>that's pretty cool. I've wanted a leslie since the first time I saw the
band Shooter where the gtr guy used two of them with a strat....what a
sound....just don't have the room/muscles for one....lol

DC wrote:

>jef knight <thestudio@allknightmusic.com> wrote:

>
>
>>Hey
>>
>>After checking out that road worn old leslie
>>
>>
>
>
>Actually that sat in one of the music professor's office for decades.
>
>It never went on the road, but obviously did go down the hall and
>across campus a few times. Never let college kids move your
>stuff.
>
>When he retired, the music dept. secretary calls me up and goes

>"we're gonna throw this junk out, do you want it"?
>
>uhhh YEAH, I'll be right there. Got some cool old Altec tube gear
>and a big old JBL corner-style horn loaded speaker too.
>
>I just can't use 2 leslies and my other one is way cooler, so out
>it goes.
>
>DC
>
>
>jef knight <thestudio@allknightmusic.com> wrote:
>that's pretty cool. I've wanted a leslie since the first time I saw the

>band Shooter where the gtr guy used two of them with a strat....what a
>sound....just don't have the room/muscles for one....lol

Yes.. My other one is a blonde 1952 with upgraded motors and a Renkus HF driver and a EV for the bottom. Recently a client gave me a Peavey speaker manager so I biamped it using a great old Altec stereo tube amp and a Summit mic pre as a front end for guitar. I spent hours with the crossover point, slope and EQ and I think I found the last 10%.

And you know what? I think my Yamaha UD-Stomp sounds better...

(yipes, did I say that??)

Yes folks, for that big rotary sound, the chips beat the rotors...

What a world... Oh, no, I'm melting, look what you've done!!

heh heh

DCHer comes the wonderful Chainer wrapper to the rescue.
You can use any compressor (except for the oines that introduce latency like UAD1).
Most compressors out there including the free ones I have posted are 0 latency like TC works mda and others.
Chainer has a great option , wet and dry volume !
With wet volume you hear only the sound after the vst plugin and with dry volume you hear the sound just before the vst effect.
So having dry at 99 volume you can put a vst compressor hitting really hard and just raise the wet volume until you achieve the desired effect.
While compressors use very low cpu you can use the same compressor on every drumtrack opening chainer on every drum track and have sort of what we call buss compressing.

Subject: Re: Good guitar sound on a budget??? Help!
Posted by [jef knight\[1\]](#) on Fri, 21 Oct 2005 15:01:47 GMT
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gt; > Edna

> >

> >By simply moving the audio, any automation you have will now be in the wrong place (by the amount of the move). I always start recording after the 30 sec mark... something left over from the analog and DTRS days... but it serves me well in cases like this.

David.

Edna wrote:

> "Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote in message
> news:4387eb98\$1@linux...

>

>>Are you holding Record THEN Play when you bounce?

>

>

> Yes

>

> You do

>

>>have to leave a small amount of space between the now line

>>and the start of audio... but no more than about a second.

>

>

> I see. I just selected all the tracks and nudged them up a bit and it
> worked fine.

> Thanks

>

>>David.

>>

>>Edna wrote:

>>

>>>Hey, when I bounce to disk I lose just a wee smidgeon off the start of

>

> my

>

>>>tracks. I tried moving them forward on the time line, but still the

>

> same

>

>>>result. (I have them start immediately in the Editor.) Is this a

>

> latency

>
>>>issue? Do I need to insert some silence at the beginning or rerecord
>
> the
>
>>>tracks?
>>>Thanks,
>>>Edna
>>>
>>>
>
>
>Thanks for the tip. I didnt have any automation programmed yet. Just in
the early learning stages of my first project. What I'm doing is recording
from my 8-track sequenced synth tracks, one track at a time, and then using
the drum track to align them to. Not very precise, but I haven't gotten
into the Paris MIDI yet.
Edna

"Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote in message
news:4387f211\$1@linux...

> By simply moving the audio, any automation you have will now
> be in the wrong place (by the amount of the move). I always
> start recording after the 30 sec mark... something left over
> from the analog and DTRS days... but it serves me well in
> case

Subject: Re: Good guitar sound on a budget??? Help!
Posted by [Jamie K](#) on Fri, 21 Oct 2005 15:19:12 GMT
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early learning stages of my first project. What I'm doing is
> recording
> > from my 8-track sequenced synth tracks, one track at a time, and then
> using
> > the drum track to align them to. Not very precise, but I haven't gotten
> > into the Paris MIDI yet.
> > Edna
> >
> > "Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote in message
> > news:4387f211\$1@linux...
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> > > be in the wrong place (by the amount of the move). I always
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> > > cases like this.
> > >

> > > David.

> > >

> > > Edna wrote:

> > >

> > > > "Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote in message

> > > > news:4387eb98\$1@linux...

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> > > >

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> > > >

> > > >

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> > > > worked fine.

> > > > Thanks

> > > >

> > > >>David.

> > > >>

> > > >>Edna wrote:

> > > >>

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> > > >

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rerecord

> > > >

> > > > the

> > > >

> > > >>>tracks?

> > > >>>Thanks,

> > >>>Edna
> > >>>
> > >>>
> > >
> > >
> > >
> > >
> >
> >
>
>Just plain spooky.

Tom

"Kim" <hiddensounds@hotmail.com> wrote in message news:4387bdee\$1@linux...
>
>
> ssssttrrrrrrrEWTH!! ;o)
>
> And the way he was looking around the room he looked bored already... ;o)
>
> "John Macy" <spamlessjohn@johnmacy.com> wrote:
>>
>> [http://video.google.com/videoplay?docid=-4628046460703829608 &q=racer+X](http://video.google.com/videoplay?docid=-4628046460703829608&q=racer+X)
>I just upgraded my system and am trying to remember all the things to do to
get Paris running. I have a two card system. Do I connect to the bottom card
or the next one up? Also, is there any difference running 3.0 on XP Home or
Pro?

Thanks

BarryDavid,
Looks fantasic -very clean and easy on the joints!
oh... and what's your top warp speed? :-)
MR

EK Sound <spamnot.info@eksoundNO.com> wrote:
>
>Hey guys,
>
>Well, I just had to pop up a pic of this. :-) I started building this
>last month when the DM2K arrived, now I just finished assembling it.
>I still have a lot of fill 'n finish to do, but it's up and running!
>
>For those who are curious, I have detailed photos of every step. I

>will put them up on a page when time permits.

>

>Happy Thanksgiving to our southern neighbors!

>

>David.

>Am looking at picking up a used Pro system very reasonable and nearby. Was wondering if the Pro MEC has 24 bit converters? Owner sez yes, but I have heard the old and new MECs are the same.

Thanks,

EdnaWhat kind of synth do you have? Are you using the synth as a sequencer (is it a workstation)? Do you have a MIDI interface connected to the computer?

David.

Edna wrote:

> Well then, is there a way to have Paris trigger my synth at some point after
> recording begins?

>

> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
> news:4387f91b\$1@linux...

>

>>but I haven't gotten

>>

>>>into the Paris MIDI yet.

>>

>>Paris midi isn't available until you move into v3.0 (IIRC) and it is
>>somewhat nightmarish. When the time comes to get Paris happening with

>

> midi,

>

>>it's best to use a second machine with a sequencer like Cubase and an RME
>>HDSP series sound card slaved to a Paris ADAT module, though there are

>

> other

>

>>solutions also.

>>

>>Deej

>>

>>"Edna" <edna@texomaonline.com> wrote in message news:4387f7a8@linux...

>>

>>>Thanks for the tip. I didnt have any automation programmed yet. Just

>

> in

>

>>>the early learning stages of my first project. What I'm doing is

>>

>>recording
>>

Subject: Re: Good guitar sound on a budget??? Help!
Posted by [excelav](#) on Fri, 21 Oct 2005 15:53:52 GMT
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>>>>>
>>>>>
>>>>>I see. I just selected all the tracks and nudged them up a bit and
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 >>>>>>Thanks,
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 >>>>>>
 >>>>>>
 >>>>>
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 >>>>>
 >>>>>
 >>>
 >>
 >
 >All the 442/MEC "on board" I/O's are 20 bit only (main and monitor connections). The accessory analog I/O cards for the MEC *are* 24 bit. Color makes no difference here, they are all the same.

David.

Edna wrote:

> Am looking at picking up a used Pro system very reasonable and nearby. Was
 > wondering if the Pro MEC has 24 bit converters? Owner sez yes, but I have
 > heard the old and new MECs are the same.
 > Thanks,
 > Edna
 >
 >Thanks Dave, that's what I thought. Well, maybe I can use this to negotiate
 a little better deal. :-]

"EK Sound" <spamnot.info@eksoundNO.com> wrote in message
 news:43888ace@linux...

> All the 442/MEC "on board" I/O's are 20 bit only (main and monitor
 > connections). The accessory analog I/O cards for the MEC *are* 24
 > bit. Color makes no difference here, they are all the same.

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 > David.

>
 > Edna wrote:

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 Was
 > > wondering if the Pro MEC has 24 bit converters? Owner sez yes, but I
 have
 > > heard the old and new MECs are the same.
 > > Thanks,

> > Edna

> >

> > It's a Roland JV 1000 workstation with an 8-track sequencer. I haven't hooked up an interface, just recording sequenced material from its line out into the MEC. I do have an old MIDI interface card I have never used and not sure will work with XP I can try.

"EK Sound" <spamnot.info@eksoundNO.com> wrote in message
news:43888a2a@linux...

> What kind of synth do you have? Are you using the synth as a
> sequencer (is it a workstation)? Do you have a MIDI interface
> connected to the computer?
>

Subject: Re: Good guitar sound on a budget??? Help!

Posted by [excelav](#) on Fri, 21 Oct 2005 16:28:32 GMT

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;

> David.

>

> Edna wrote:

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> >> HDSP series sound card slaved to a Paris ADAT module, though there are

> >

> > other

> >

> >> solutions also.

> >>

> >>> Deej

> >>
> >>"Edna" <edna@texomaonline.com> wrote in message news:4387f7a8@linux...
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> >>>Thanks for the tip. I didnt have any automation programmed yet. Just
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> >>>>>Yes
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> >>>>>
> >>>>>
> >&g

Subject: Re: Good guitar sound on a budget??? Help!

Posted by [DC](#) on Fri, 21 Oct 2005 18:35:15 GMT

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dna

>>>>>

>>>>>"Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote in message

>>>>>news:4387f211\$1@linux...

>>>>>

>>>>>

>>>>>>By simply moving the audio, any automation you have will now

>>>>>>be in the wrong place (by the amount of the move). I always

>>>>>>start recording after the 30 sec mark... something left over

>>>>>

>>>>>>from the analog and DTRS days... but it serves me well in

>>>>>

>>>>>cases like this.
>>>>>
>>>>>David.
>>>>>
>>>>>Edna wrote:
>>>>>
>>>>>
>>>>>
>>>>>>"Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote in message
>>>>>>news:4387eb98\$1@linux...
>>>>>>
>>>>>>
>>>>>>
>>>>>>>Are you holding Record THEN Play when you bounce?
>>>>>>
>>>>>>
>>>>>>>Yes
>>>>>>
>>>>>>>You do
>>>>>>
>>>>>>
>>>>>>
>>>>>>>have to leave a small amount of space between the now line
>>>>>>>and the start of audio... but no more than about a second.
>>>>>>
>>>>>>
>>>>>>>I see. I just selected all the tracks and nudged them up a bit and
>>>
>>>it
>>>
>>>
>>>>>>>worked fine.
>>>>>>>Thanks
>>>>>>
>>>>>>
>>>>>>
>>>>>>>David.
>>>>>>>
>>>>>>>Edna wrote:
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>Hey, when I bounce to disk I lose just a wee smidgeon off the start
>>>>
>>>>of
>>>>
>>>>
>>>>>>>my

>>>>>>
 >>>>>>
 >>>>>>
 >>>>>>>tracks. I tried moving them forward on the time line, but still
 >>>
 >>>the
 >>>
 >>>
 >>>>>>same
 >>>>>>
 >>>>>>
 >>>>>>>result. (I have them start immediately in the Editor.) Is this a
 >>>>>>
 >>>>>>>latency
 >>>>>>
 >>>>>>
 >>>>>>>issue? Do I need to insert some silence at the beginning or
 >>>
 >>>rerecord
 >>>
 >>>
 >>>>>>>the
 >>>>>>
 >>>>>>
 >>>>>>
 >>>>>>>tracks?
 >>>>>>>Thanks,
 >>>>>>>Edna
 >>>>>>>
 >>>>>>>
 >>>>>>
 >>>>>>
 >>>>>>
 >>>
 >
 >The 4 ins and outs on the master section of the mec are 20 bit
 on both the black face and the "Pro" blue face. The 8 in or 8 out modules
 that you can add are 24 bit, both black and blue.
 Rod
 "Edna" <edna@texomaonline.com> wrote:
 >Am looking at picking up a used Pro system very reasonable and nearby.
 Was
 >wondering if the Pro MEC has 24 bit converters? Owner s

Subject: Re: Good guitar sound on a budget??? Help!
Posted by [Deej \[1\]](#) on Sat, 22 Oct 2005 01:40:01 GMT
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t;>>>>>Thanks
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>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>David.
>>>>>>>>>>>
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>>>>>>>>>>>
>>>>>>>>>>>
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```

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>>>>>>>>>>issue? Do I need to insert some silence at the beginning or
>>>>>>>
>>>>>>>rerecord
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>>>>>>>
>>>>>>>>>the
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>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>tracks?
>>>>>>>>>>>Thanks,
>>>>>>>>>>>Edna
>>>>>>>>>>>
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>>>
>
>The spdif I/O on the MEC are 24 bit whereas on the IF 442 they are 20 bit.

```

"Edna" <edna@texomaonline.com> wrote in message news:43888e9e@linux...

```

> Thanks Dave, that's what I thought. Well, maybe I can use this to
negotiate
> a little better deal. :-]
>
> "EK Sound" <spamnot.info@eksoundNO.com> wrote in message
> news:43888ace@linux...
> > All the 442/MEC "on board" I/O's are 20 bit only (main and monitor
> > connections). The accessory analog I/O cards for the MEC *are* 24
> > bit. Color makes no difference here, they are all the same.

```

> >
> > David.
> >
> > Edna wrote:
> >
> > > Am looking at picking up a used Pro system very reasonable and
nearby.
> Was
> > > wondering if the Pro MEC has 24 bit converters? Owner sez yes, but I
> have
> > > heard the old and new MECs are the same.
> > > Thanks,
> > > Edna
> > >
> > >
>
> On both MECs I assume? Well, maybe this is what the seller was referring
to. So, I could use other a/d converters like the RME to get 24 bits and
get into Paris with the spdif I/O?

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:4388a172\$1@linux...
> The spdif I/O on the MEC are 24 bit whereas on the IF 442 they are 20 bit.
>
> "Edna" <edna@texomaonline.com> wrote in message news:43888e9e@linux...
> > Thanks Dave, that's what I thought. Well, maybe I can use this to
> negotiate
> > a little better deal. :-]
> >
> > "EK Sound" <spamnot.info@eksoundNO.com> wrote in message
> > news:43888ace@linux...
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Subject: Re: Good guitar sound on a budget??? Help!
Posted by [dc\[4\]](#) on Sat, 22 Oct 2005 02:36:01 GMT
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(main and monitor
> > > connections). The accessory analog I/O cards for the MEC *are* 24
> > > bit. Color makes no difference here, they are all the same.
> > >
> > > David.
> > >
> > > Edna wrote:
> > >
> > > > Am looking at picking up a used Pro system very reasonable and
> > nearby.

> > Was
> > > wondering if the Pro MEC has 24 bit converters? Owner sez yes, but
I
> > have
> > > heard the old and new MECs are the same.
> > > Thanks,
> > > Edna
> > >
> > >
> >
> >
>
> Right. Just checked my MIDI card: its ISA and I don't think my new fangled
mobo (ABIT IC7-G) has one. Well, I guess I can try the sound card port.

"EK Sound" <spamnot.info@eksoundNO.com> wrote in message
news:4388a151\$1@linux...

> I don't think that would work... but I have never tried it. Also, I
> would recommend adding two bars of click to the beginning of your
> sequence prior to transferring. This will allow Paris time to lock and
> start recording.

>
> David.

>
> Edna wrote:

>
> > So, I need to study the punch chapter in the manual, along with the sync
> > Paris chapter. Could I also arm Paris, press and hold the record button
and

> > then press the play button on the synth to start Paris recording?

> >
> > "EK Sound" <spamnot.info@eksoundNO.com> wrote in message
> > news:43889a1f\$1@linux...

> >
> > > It would start Paris playing. Once Paris is rolling you would have to
> > > either punch in manually, or use the autopunch markers to establish an
> > > in/out point.

> >
> > > David.

> >
> > > Edna wrote:

> >
> >
> > > Will do. My onboard soundcard also has a midi port(game port) - I have

> >
> > this
> >
> > > disabled since it was sharing an IRQ with Paris. Anyway, your're

saying

> >>>that I can clock Paris with the synth midi time code. Does this also

> >

> > start

> >

> >>>Paris playing or recording at the same time as I play the synth tracks?

> >>>

> >>>"EK Sound" <spamnot.info@eksoundNO.com> wrote in message

> >>>news:438891e1@linux...

> >>>

> >>>

> >>>>Check to see if the JV is capable of sending MIDI timecode when its

> >>>>sequence is playing. If it does, and you have a MIDI interface

> >>>>connected to the Paris computer, you should be able to get Paris to

> >>>>chase MTC so you can record multiple passes in sync. Even a simple

> >>>>computer MIDI I/O *should* work fine for this application.

> >>>>

> >>>>David.

> >>>>

> >>>>Edna wrote:

> >>>>

> >>>>

> >>>>

> >>>>>It's a Roland JV 1000 workstation with an 8-track sequencer. I

haven't

> >>>>>hooked up an interface, just recording sequenced material from its

line

> >>>

> >>>out

> >>>

> >>>

> >>>>>into the MEC. I do have an old MIDI interface card I have never used

> >>>

> >>>and

> >>>

> >>>

> >>>>>not sure will work with XP I can try.

> >>>>>

> >>>>>"EK Sound" <spamnot.info@eksoundNO.com> wrote in message

> >>>>>news:43888a2a@linux...

> >>>>>

> >>>>>

> >>>>>

> >>>>>>What kind of synth do you have? Are you using the synth as a

> >>>>>>sequencer (is it a workstation)? Do you have a MIDI interface

> >>>>>>connected to the computer?

> >>>>>>

> >>>>>>David.

> >>>>>
> >>>>>Edna wrote:
> >>>>>
> >>>>>
> >>>>>
> >>>>>>Well then, is there a way to have Paris trigger my synth at some
> >
> > point
> >
> >>>>>after
> >>>>>
> >>>>>
> >>>>>
> >>>>>>recording begins?
> >>>>>>
> >>>>>>"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
> >>>>>>news:4387f91b\$1@linux...
> >>>>>>
> >>>>>>
> >>>>>>
> >>>>>>
> >>>>>>>but I haven't gotten
> >>>>>>>
> >>>>>>>
> >>>>>>>
> >>>>>>>
> >>>>>>>>into the Paris MIDI yet.
> >>>>>>>
> >>>>>>>>Paris midi isn't available until you move into v3.0 (IIRC) and it
is
> >>>>>>>>somewhat nightmarish. When the time comes to get Paris happening
> >
> > with
> >
> >>>>>>>midi,
> >>>>>>>
> >>>>>>>
> >>>>>>>
> >>>>>>>
> >>>>>>>>it's best to use a second machine with a sequencer like Cubase and
> >
> > an
> >
> >>>>>RM

Subject: Re: Good guitar sound on a budget??? Help!

E

> >>>>>

> >>>>>

> >>>>>

> >>>>>>>HDSP series sound card slaved to a Paris ADAT module, though there

> >

> > are

> >

> >>>>>>>other

> >>>>>>>

> >>>>>>>

> >>>>>>>

> >>>>>>>

> >>>>>>>solutions also.

> >>>>>>>

> >>>>>>>Deej

> >>>>>>>

> >>>>>>>"Edna" <edna@texomaonline.com> wrote in message

> >

> > news:4387f7a8@linux...

> >

> >>>>>>>

> >>>>>>>

> >>>>>>>>Thanks for the tip. I didnt have any automation programmed yet.

> >>>

> >>>Just

> >>>

> >>>

> >>>>>>>in

> >>>>>>>

> >>>>>>>

> >>>>>>>

> >>>>>>>

> >>>>>>>>the early learning stages of my first project. What I'm doing is

> >>>>>>>>

> >>>>>>>>recording

> >>>>>>>>

> >>>>>>>>>from my 8-track sequenced synth tracks, one track at a time, and

> >

> > then

> >

> >>>>>>>>>using

> >>>>>>>>>

> >>>>>>>>>

> >>>>>>>>>

> >>>>>>>>>

> >>>>>>>the drum track to align them to. Not very precise, but I haven't
> >>>>>
> >>>>>gotten
> >>>>>
> >>>>>
> >>>>>
> >>>>>>>into the Paris MIDI yet.
> >>>>>>>Edna
> >>>>>>>
> >>>>>>>"Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote in message
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> >>>>>>>
> >>>>>>>
> >>>>>>>
> >>>>>>>
> >>>>>>>>By simply moving the audio, any automation you have will now
> >>>>>>>>be in the wrong place (by the amount of the move). I always
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> >>>>>>>>
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> >>>>>>>>>
> >>>>>>>>>
> >>>>>>>>>
> >>>>>>>>>
> >>>>>>>>>>>Are you holding Record THEN Play when you bounce?
> >>>>>>>>>>>
> >>>>>>>>>>>
> >>>>>>>>>>>Yes
> >>>>>>>>>>>
> >>>>>>>>>>>You do
> >>>>>>>>>>>
> >>>>>>>>>>>

> >

> > For whatever it's worth, I cut about 90% of my sessions in 16 bit--it sounds fantastic, especially for the punchy stuff. If it's real quiet acoustic stuff I go to the 24 bit. My mastering guy in Nashville (Randy LeRoy at Final Stage) agrees, and says it sounds as good or better than most 24 bit stuff.

"Edna" <edna@texomaonline.com> wrote:

> Am looking at picking up a used Pro system very reasonable and nearby.

Was

> wondering if the Pro MEC has 24 bit converters? Owner sez yes, but I have

> heard the old and new MECs are the same.

> Thanks,

> Edna

>

> Well, it turns out that its 2 switches with a stereo cable short to ground type, one for punching and the other for recording. So I can get away from the noisy computer to do a vocal track.

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message news:43815a12\$1@linux...

> Heh.....heh.....heh.....<evil grin>

>

> "Edna" <edna@texomaonline.com> wrote in message news:43810909@linux...

> > With all the idiosyncrasies in Paris, it may explode! :-)

> >

> > "DJ" <animix_spam-this-ahole_@animas.net> wrote in message

> > news:4380d718\$1@linux...

> > > Yeh.....what could possibly happen?

> > >

> > > ;o)

> > >

> > > "Edna" <edna@texomaonline.com> wrote in message news:4380984f@linux...

> > > > Thanks, thats what my Roland is, so I'll try it and see what happens.

> > > > Edna

> > > > "Aaron Allen" <nospam@not_here.dude> wrote in message

> > > > news:43804c2e@linux...

> > > > > Single pole momentary if I remember correctly. I haven't used one > in

> > > > > years

> > > > > though, so perhaps another user will support or correct me?

> > > > > AA

> > > > >

> > > > >

> > > > > "Edna" <edna@texomaonline.com> wrote in message

```
> > > > Regarding the footswitch for Paris mentioned in the manual, is  
> this  
> > > just  
> > > > a  
> > > > > simple make-break single pole toggle type?  
> > > > > Thanks,  
> > > > > Edna  
> > > > >  
> > > > >  
> > > >  
> > > >  
> > > >  
> > > >  
> > > >  
> > >  
> > >  
> > >  
> >  
> >  
>
```

"John Macy" <spamlessjohn@johnmacy.com> wrote in message news:4388a711\$1@linux...

- > For whatever it's worth, I cut about 90% of my sessions
- > in 16 bit--it sounds fantastic, especially for the punchy
- > stuff. If it's real quiet acoustic stuff I go to the 24
- > bit. My mastering guy in Nashville (Randy LeRoy at Final Stage)
- > agrees, and says it sounds as good or better than most 24 bit stuff.

 $\succ$

> "Edna" <edna@texomaonline.com> wrote:

> Was

> >heard the old and new MECs are the same.

> >Edna

> >

This file can then be mastered, dithered and put to CD.

Page 31 of 40 ---- Generated from The PARIS Forums

24 bit. Even using the on-board A/D, you will get 24 bit files with 20 bits of resolution... still better than 16.

Personally, I track everything at 16 also with very good results. Why waste the drive space if it's not needed.

Alternately, as you suggested, an outboard A/D can be SPDIF'd into Paris for full 24 bit rez recording.

David.

Edna wrote:

> Hmmm, interesting. Do you do a lot of fx processing at 16 bit also?
>
> "John Macy" <spamlessjohn@johnmacy.com> wrote in message
> news:4388a711\$1@linux...
>
>>For whatever it's worth, I cut about 90% of my sessions
>>in 16 bit--it sounds fantastic, especially for the punchy
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>>
>>
>>
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>
> have
>
>>>heard the old and new MECs are the same.
>>>Thanks,
>>>Edna
>>>
>>>
>>
>
>I use a fair amount of plugins--UAD card for a lot,
but plenty of Paris compressors and eqs, with some
Waves stuff. All my verb stuff is external (KSP 8 and
others). I assume that is what you asked :)

"Edna" <edna@texomaonline.com> wrote:

>Hmmm, interesting. Do you do a lot of fx processing at 16 bit also?

>

>&q

Subject: Re: Good guitar sound on a budget??? Help!

Posted by [Neil](#) on Sat, 22 Oct 2005 14:30:07 GMT

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EEjpWgl5cpMJUuZlkByHEhBB+tUm0Q1cvya1qcsflya hdOh7PKWH61I
Nc1IAAXJ2qcgGNCPyxzVczFZGfHf3Mc3mCUbvdcD07UjX8zQmJmUIZDJwnOT jlz6cdKgZ3Oj
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9J4f5NTYIlfGTmucWxkc/LBvVieV5xUM2joaAt5l9NuLcxOrM6Fcg9Buz/MV lxWbKQWI+IOx
PNZ3HLYBj/E3sK6HSYTDPOm0r/o8vB/3DRYV0S6YP+JXqn/Xov8A6MSoLTw+ L2JpY5sEDJGK
aVwk7GLaWbNqKW4YbjOsQJ6fexULA/ch3t3JH1qC+xO0WEJkKhtVi5WD7U3l A+VjgAnr+NRq
PQr4j8v7jFvXdj+IU8MONorUyPQfD5zpuqHuYk/9GLVImO45k4zGkZULwQow Px71fQnqZMum
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grNmqlqDkVm3z7roJ2Rf1P8AkUB1KlI3Q0iysv30/GrXemSitP0H1p

Subject: Re: Good guitar sound on a budget??? Help!

Posted by [excelav](#) on Sat, 22 Oct 2005 20:40:27 GMT

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uLC

7jvrSeJWZoVfEMh+YxNvUfMOnGRkHBI5rALjoAetVF8yu0aNW0vcicE4PPIx 14rIPGQObTPX
5/8A2WqM5HU/BS0W5fV85+XycAd/v/4V63DYBV29cH6cV8pj5fv5L0/JH0mB /gR+f5kTWRTa
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YSEHqcyjI49RXZR+3Ds9PSyf+ZyVNVCFda/e0fO/iDTE0/xLrENrCyWNtdyw J94hQGwoLHvj
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cDDElhgA+66PrEfg/wCHV5oN1a3t/cSadeRi4sLfdbjL7MmeQpENpcAhnUgs BySM/LymI XqQ
j7zbb06aWs/PS/ofSci9hTqN20tr63un53t01R5z8SPg1pfxMvtMvtS8Z2nh aSLT7e2+yXaw
ySAJGoDEicLyADwSOeprc8H/ALLvhrrw5Hp13F8W9Du2iMhEIEAZs7OwuSR90 du/tXtwxkpXT
hb+vQ8GphoRtad/69T02whl8KfEh9b09ZfE8t3cO8lppZhL2+STg75Vzjpxz XB/tXX8vxB+K
82o2VpdafLp2pZmsNThNvdIBdNKx2HggLIOQcZBAzWqxtofvINK+/Qn6oub3 Jp6LTqcR4l8f
29j8RvEdrYanbXkN/wD6Upt5IOMExsrYP3g6HI7blz1ryXxhbLrd15t35cdv GCzFuEUDkkk9
vqa7aFVKhGzvocVWles76HFabpt98VNYhXT4Jre0s45pCrp5rIAuXIOBnoEG MkAjrzWbdeCj
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Subject: Re: Good guitar sound on a budget??? Help!

Posted by [Cujjo](#) on Sat, 22 Oct 2005 23:16:02 GMT

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Subject: Re: Good guitar sound on a budget??? Help!

Posted by [Jamie K](#) on Sat, 22 Oct 2005 23:39:39 GMT

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3/4XI5/8

Subject: Re: Good guitar sound on a budget??? Help!

Posted by [cujo](#) on Sun, 23 Oct 2005 13:29:58 GMT

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but I

>>>

>>>have

>>>

>>>

>>>>>heard the old and new MECs are the same.

>>>>>Thanks,

>>>>>Edna

>>>>>

>>>>>

>>>>

>>>

>

>"Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote:
>
>Simple...
>
>;-)
>
>David.
>

Yuck, all horns. Might as well use an old Community Light and Sound rig.Or a Laviathan rig... ;-)

David

gene lennon wrote:

> "Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote:
>
>>Simple...
>>
>>;-)
>>
>>David.
>>
>
>

> Yuck, all horns. Might as well use an old Community Light and Sound rig.OK, I think I have it straight now. Thanks guys for clearing this up.

Edna

"John" <no@no.com> wrote in message news:4389c63e@linux...

> It's common to record in Paris in 16 or 24 bit, 16 is fine for rock and
> roll and then master in 24 bit. The 24 bit is supposed to preserve more
> dynamics and keep your noise floor low.
>

> Edna wrote:

> > So then there wouldn't be much advantage to processing 24bit files over
> > 16bit, i.e., relative to the amount of processing you intend to do?

> >

> > "EK Sound" <spamnot.info@eksoundNO.com> wrote in message
> > news:4388ade6\$1@linux...

> >

> >>While the tracks themselves are 16 bit, all porocessing is done at
> >>full internal resolution. Then, when you bounce to disc, set the
> >>project bit depth to 24 and you will get a full 24 bits for your mix.
> >> This file can then be mastered, dithered and put to CD.

> >>

> >>If you are doing more open, airy type music, you may want to track at
> >>24 bit. Even using the on-board A/D, you will get 24 bit files with
> >>20 bits of resolution... still better than 16.

> >>
> >>Personally, I track everything at 16 also with very good results. Why
> >>waste the drive space if it's not needed.
> >>
> >>Alternately, as you suggested, an outboard A/D can be SPDIF'd into
> >>Paris for full 24 bit rez recording.
> >>
> >>David.
> >>
> >>Edna wrote:
> >>
> >>
> >>>Hmmm, interesting. Do you do a lot of fx processing at 16 bit also?
> >>>
> >>>"John Macy" <spamlessjohn@johnmacy.com> wrote in message
> >>>news:4388a711\$1@linux...
> >>>
> >>>
> >>>>For whatever it's worth, I cut about 90% of my sessions
> >>>>in 16 bit--it sounds fantastic, especially for the punchy
> >>>>stuff. If it's real quiet acoustic stuff I go to the 24
> >>>>bit. My mastering guy in Nashville (Randy LeRoy at Final Stage)
> >>>>agrees, and says it sounds as good or better than most 24 bit stuff.
> >>>>
> >>>>
> >>>>
> >>>>"Edna" <edna@texomaonline.com> wrote:
> >>>>
> >>>>
> >>>>>Am looking at picking up a used Pro system very reasonable and
nearby.
> >>>>
> >>>>Was
> >>>>
> >>>>
> >>>>>wondering if the Pro MEC has 24 bit converters? Owner sez yes, but I
> >>>
> >>>have
> >>>
> >>>
> >>>>>heard the old and new MECs are the same.
> >>>>>Thanks,
> >>>>>Edna
> >>>>>
> >>>>>
> >>>>
> >>>
> >
> >

> >gene lennon wrote:
> "Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote:
>
>>Simple...
>>
>>;-)
>>
>>David.
>>
>
>
> Yuck, all horns. Might as well use an old Community Light and Sound rig.

With Community speakers, that's all in one box...just overdrive the speakers (easy to do) and the overdrive warning lights will come on :-).

-Michele Hobbs"Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote:
>Or a Laviathan rig... ;-)

>
>David
>

Many, many, many, many, many, many, many, many, many years ago I did FOH work including quite a few gigs with all CLS rigs. Leviathans, LMFs (round not rectangular) and a variety of HF horns from Community.

I have great stories about some of these gigs, like Hot Tuna at The Academy Of Music on 14th St, NYC.

Not for public forums!

Gene
P.S.

then it's all good--bits at that point don't matter to me :)

"Edna" <edna@texomaonline.com> wrote:

>What I was getting at was that if you do a lot of file processing, wouldn't
>this also be a time to use 24 bits to advantage?

>
>"John Macy" <spamlessjohn@johnmacy.com> wrote in message
>news:4388affc\$1@linux...
>>

>> I use a fair amount of plugins--UAD card for a lot,
>> but plenty of Paris compressors and eqs, with some
>> Waves stuff. All my verb stuff is external (KSP 8 and
>> others). I assume that is what you asked :)

>>
>>
>> "Edna" <edna@texomaonline.com> wrote:
>> >Hmm
