Subject: Young Guitar Players
Posted by John Macy on Sat, 26 Nov 2005 00:20:59 GMT
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byPtK5yXdRllbjOf51VR81kbUoqCve533iP4s3V5aLb2uBbuVYoTySO/HAr
i57zVNQLyFnKZ+d3JOc9Bn0FRadp8EHkvMhkCtkRnofrWobefWribYBFGm1j
Eg2qFPc1g3bRI6FeS10OO1eyutPvHtZj++ODuB7Hpg9Kfb

Subject: Re: Young Guitar Players
Posted by dc[4] on Sat, 26 Nov 2005 01:46:33 GMT
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3TFOxggYxmnPIGJIwWHGKnXctEe9oxzznqPWn+XvG5T7baawJ68DHJ
pCCoGPzpre4bbCDI4bj2pSAOcc46e1PTlQrnLeopGTYxyOSMZpPcPMTHy4C8
elPjk2YC9e+aazFcjPB70LyhHWh3Hcsead/J4HNOAV8suAxqshIwOG9qlVtp
+7g9gaa3E7sc3ON5pwGwcDIpU+Ze6t79KPvp0xg8mi2pL1JkAcq2MgdR6imh
gnCrt3HkGm/dbgkUoyd3cj1p2shLccT+8I7daFUFs7gR3BPQU3G7AwD9Kalr
J5uTjpkGhAyZWAmj2/Oeh2nIx71euI0GnQk7fNCkbh94jtms+P8A1r5+c+/B
H5VpXbf6BGoOSBnLDGKLjSVtTNSbZIhRyMLyf6Uw3M0jDceMcfL0qSPYrbcB
G2kktyD7VCZWYbScegpc2thcvUm

Subject: Re: Young Guitar Players
Posted by Kim on Sat, 26 Nov 2005 02:44:14 GMT
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QhSWFO+liZI6Ow8mb
Rr9pSRMqDCDkn3qzpuiQ3mmCYI5kVM7cHn6etLp8aPoGtMYfMkhtw6unVAXU
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6N/MyU26vKY4zuGK0oZXiSMqAdpyM1nodxH

Subject: Re: Young Guitar Players
Posted by Tom Bruhl on Sat, 26 Nov 2005 07:55:22 GMT
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yPdgA4z0qh0y3fFFFD3M4ik5VM+m
aY7ZG7uOlFFT0H1GSRh0DHrjNVcEP97jHSiijoMlRd4ByRkZ4p/3YyKKKRa6
E0KblxnGKVVDdeaKKXUUhBEFZW9O1WooEnjSTGxl/u96KKYnoVZVVpdrLkZJ
yODSQxZA2swG/GCc0UUIi+pJcPJA23fv+bgkcimx6rMrEEkjdjhiKKKu4LYs
m+ZnnjC7V4JBYnP51oXK7LBSTuyMjPb2ooqeg+pQngWImQZLdarxzs8uOFJG
SR1oopF7CSAg7CS3PVuTU8GniWQLvIyRyBzRRQzJuxptoUEM5XLOMZ+anXfl

WtqvlQqrBfveuf8A9VFFaIj7JUVFcxsepGeKoSykyYx/Fjmiil0KTsjV0nTo
XlV5gZVz9wnA6U9Z2aSILhVJIIHcUUVeyVityKRvLjAAHzEjPoM0glaOJWQ7
TkofcUUVLbJj3F2bo+SSM5A9KRlG1RkjIwcUUUIvoKIANwz0wM+1T7FSInbk
5oooY49CB3Pmbf4T1FNK7QcdB0FFFNCfxEoQIgcfeOealKlkK5wAAeKKKBxd
2ySIApG5HOKY7EsV7UUUEFeceW2QT+NTGPanB6gmiijbY0WqGIMfKeR1pJED
Lu6MTtzRRSiRLQ5nWMtfOpOQvAqGxJMj+ymiiud7m0NiQIFOOuR1q3EPLBI6
5A5ooq2ZSNexgF3JYQMcK7nB9K67QPB0esaxDaNdPEJM/Oqg4x7UUV2QSaOW

Subject: Re: Young Guitar Players
Posted by DC on Sat, 26 Nov 2005 20:40:10 GMT
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;nbsp; href=3D3D"<A=20
=
href=3D'mailto:nospam@not_here.dude">nospam@not_here.dude</A'>mailto:nosp=
am@not_here.dude">nospam@not_here.dude</A</A>>>=20
=3D
>wrote in=3D20
> message <A =
=3D
>href=3D3D"<A=20
=
href=3D'news:43a5b0b4$1@linux">news:43a5b0b4$1@linux</A>...</DIV>Are=3D20=
'>news:43a5b0b4$1@linux">news:43a5b0b4$1@linux</A>...</DIV&gt=
;Are=3D20</A>
> =20
you sure you have the two 'correct' EDS cards chosen for your=20
system?
=3D
>I=3D20
>
know that it =
gets sketchy=20
pinning down which one, but on my system
=3D
>I =
have=3D20
> =20
to
use card A and C and skip putting a MEC on

Subject: Re: Young Guitar Players
Posted by tonehouse on Tue, 29 Nov 2005 22:38:49 GMT
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t; > =3D
>MEC=3D20
> =20
> > #2.

AA

"Deadmeat"=20
> > <<A=3D20
> =3D
>href=3D3D"<A=20
> > =
>
>href=3D'mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&a=
> >mp;g'>mailto:scott@postmodernblues.com">scott@postmodernblues.com</=
> >A>&g</A>=3D
>t;=3D20
> =20
> > wrote in message
<A=3D20
> =
> >=3D
>href=3D3D"<A=20
> > =
> >href=3D'news:43a59445$1@linux">news:43a59445$1@linux</A>...
>
&=

> >g'>news:43a59445$1@linux">news:43a59445$1@linux</A>...
=
> >>
&g</A>=3D
>t;=20
> > Hi=3D20
> all -
> Been messing with V3 for a =
> >bit and=20
> > noticed a real=3D20
> problem.
> Testing on =
> >a 3-card=20
> > system, 2 MECs installed (on A =3D
>and=3D20
> =
> >B
>=20
> > cards), 2 ADAT and one Sync on MEC A, 1 8-input on =
> >MEC=3D20
> =20
> > B.
>
> Can record fine with MIX A, MEC A. =
> >Getting no=20
> >

Subject: Re: Young Guitar Players
Posted by Tom Bruhl on Wed, 30 Nov 2005 06:36:40 GMT
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>
In
> fact,=20
  I'd recommend the aquarium over the science museum. In the=20
  =3D
>center
> of the place is this three or four =
story (you=20
  guessed it) aquarium. =3D
>Quite
> a sight. It =
(and the=20
  science museum) have and are located on, their =
=3D
>own
> "T"=20
  stop.
> Hope this helps. May your explorations rise =
up to=20
  meet you!
> MR</BLOCKQUOTE></BODY></HTML>

------=_NextPart_000_023B_01C605BF.8C195280--This is a multi-part message in MIME format.

------=_NextPart_000_0258_01C605C0.39A7B630
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Scott,
In XP crazy stuff happens to most people with two ADATs
in either Mec. I had to put one in A and one in B. This might
also be one of your problems.
Tom

  "DJ" <animix_spam-this-ahole_@animas.net> wrote in message =
news:43a8dc98@linux...
  Are you running Win XP?XP/Paris doesn't really do well with more than =

one
ADAT card per MEC

"Deadmeat" <scott@postmodernblues.com> wrote in message
news:43a8b14a$1@linux...
>
> Actually, I've got 2 ADAT cards in MEC A
>
> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
> >
> >
> >That's a fact. With 3 x MECs, it's always the MEC on card #2 that =
ends =3D
> >up locking to the external clock last. the most reliable way to get =
my =3D
> >Frankenstein monster config working is to turn on my outboard =
modules =3D
> >that are interfacing digitally with Parism then turn on the =
external =3D
> >clock, then turn on the MECs, then boot the computer, then boot =
Paris, =3D
> >let it sit for about 30 - 45 seconds until everything stabilizes, =
then =3D
> >boot up my Cubase SX DAW. Any deviation from this will usually =
cause a =3D
> >digital train wreck of the whole cotton pickin' thing.
> >
> >;o)
> >
> >
> >
> >"Tom Bruhl" <arpegio@comcast.net> wrote in message =3D
> >news:43a762d3@linux...
> > Both versions of Paris forced this outer cards for Mec =
attachement.
> > I almost traded it all in because it took me a year to find the =
=3D
> >answer.
> > EMU didn't even know. I was pissed. But now I'm happy.
> > You should be too.
> >
> > Moving the Mec around isn't that big of a deal really. I don't =
think
> =3D
> >it
> > will screw anything major up. No ADAT cards in there right?
> > Tom
> >

> > "Deadmeat" <scott@postmodernblues.com> wrote in message =3D
> >news:43a6d87f$1@linux...
> >
> > Well, like I said, the system works as is (MECs on A and B)
> > with the older 2.2 software, and has been running like that
> > for a couple of years - all inputs and outputs producing
> > sound without problems. So, I know my clock is good, the
> > cards are good, the MECs and interfaces are good. I just
> > brought up V2.2 to double check, and recorded using the
> > interfaces that don't work with 3.0, so it's definatley
> > a 3.0 issue.
> >
> > When you had to have your MECs on A and C (or E), was that
> > with Version 2.2 and 3.0, or just with 3.0? I could try moving
> > the MEC to C and see if that fixes it, but I dread making any
> > changes at all to a functional (under 2.2) PARIS system.....
> >
> >
> > "Tom Bruhl" <arpegio@comcast.net> wrote:
> > >
> > >
> > >Dead,
> > >What Aaron says is true. When my system was three cards with =
two =3D
> >Mecs
> > >I had card A and C attached to the Mecs. Now with five cards =
it's
> =3D
> >A and
> > =3D3D
> > >E. =3D3D20
> > >My ASUS boards like the first and last card when using two =
Mecs.
> > >Tom
> > > "Aaron Allen" <nospam@not_here.dude> wrote in message =3D3D
> > >news:43a5b0b4$1@linux...
> > > Are you sure you have the two 'correct' EDS cards chosen for =
your
> =3D
> >=3D3D
> > >system? I=3D3D20
> > > know that it gets sketchy pinning down which one, but on my =
=3D
> >system I =3D3D
> > >have to=3D3D20
> > > use card A and C and skip putting a MEC on card B or wierd =
stuff
> =3D

> >like
> > =3D3D
> > >this=3D3D20
> > > happens (another hidden Paris 'feature'). The other thing to =
=3D
> >check is
> > =3D3D
> > >that=3D3D20
> > > you have a good wordclock BNC cable running from MEC #1 to =
MEC =3D
> >#2.
> > >
> > > AA
> > >
> > >
> > > "Deadmeat" <scott@postmodernblues.com> wrote in =
message=3D3D20
> > > news:43a59445$1@linux...
> > > >
> > > > Hi all -
> > > > Been messing with V3 for a bit and noticed a real problem.
> > > > Testing on a 3-card system, 2 MECs installed (on A and B
> > > > cards), 2 ADAT and one Sync on MEC A, 1 8-input on MEC B.
> > > >
> > > > Can record fine with MIX A, MEC A. Getting no sound at all
> > > > on any inputs for MEC B, Mix B. Tried to load V2.2, and =
all
> > > > is fine - can record on MEC B inputs all day long. When =
using
> > > > V3, see input lights on module, but have no meters in =
mixer
> > > > and no sound - MEC B syncing to WC fine - plays sound =
accross
> > > > all submixes just fine from projects recorded on V2.
> > > >
> > > > Any Thoughts?=3D3D20
> > >
> > >
> > >
> > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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> > ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
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> > >charset=3D3D3Diso-8859-1">
> > ><META content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
> > ><STYLE></STYLE>
> > ></HEAD>

> > ><BODY bgColor=3D3D3D#ffffff>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dead,</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>What Aaron says is =
true. When
> =3D
> >my =3D3D
> > >system was=3D3D20
> > >three cards with two Mecs</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>I had card A and C =
attached to
> =3D
> >the =3D3D
> > >Mecs. Now=3D3D20
> > >with five cards it's A and E. </FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>My ASUS boards like =
=3D
> ></FONT><FONT =3D3D
> > >face=3D3D3DArial=3D3D20
> > >size=3D3D3D2>the first and last card when using two =3D
> >Mecs.</FONT></DIV>
> > ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> > ><BLOCKQUOTE=3D3D20
> > >style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT: 5px;
> =3D
> >=3D3D
> > >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > > <DIV>"Aaron Allen" <<A=3D3D20
> > > =
href=3D3D3D"mailto:nospam@not_here.dude">nospam@not_here.dude</A>>
> =3D
> >=3D3D
> > >wrote in=

Subject: Re: Young Guitar Players
Posted by Neil on Wed, 30 Nov 2005 07:00:00 GMT
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Hub
>in the Prudential Center (the Pru). That's the =
highest point=20
in town.
=3D
>If you've got legs
>the church, Pru and =
Hancock=20
are 4 blocks apart. The Christian Science =3D
>Center=20
is
>close if you walk behind the Pru to get there. Harvard =
and the=20
Aquarium
=3D
>are each T stops
>which can be picked up =
on=20

Boylston St.
>
>Have fun and if you have time to visit my =
door is=20
open. I'm in=20
=
Raynham,
=3D
>MA..
>Sincerely,
>Tom

thanks, =
guys!=20
Keep 'em comin'!

Tom,

An old roommate of Bonnie's is =
expecting=20
us to visit him somewhere in Cape
Cod, so we'll be wandering around =
in the=20
rental car some. Thanks for the
invite - it's within the realm of =
the=20
possible...

-steve

>
> "Mike =
R."=20
<<A href=3D"mailto:emarenot@yahoo.copm">emarenot@yahoo.copm</A>> =
wrote in=20
message =3D
>news:43a8aed6$1@linux...
>
> Hey=20
STA,
> If you're going to be in the city proper, you =
really=20
shouldn't need a
=3D
>car.
>   Their version =
of a=20
subway (the "T") is pretty inexpensive, and for=20
a
=3D
>visitor,
> a gas to ride. Definately =
check out=20
Fanuel Hall (spelling is off =
I'm
=3D
>sure).
>   I'd=20
second Bill's recommendation on the Christian SM globe, its =
=3D
>pretty=20
cool.
>   The Museum of Fine Art is wonderful, as is =
the=20
Isabella Stewart =3D
>Gardiner
> art museum (google =
for more=20
info). As I recall, they moved the =
=3D
>villa/museum
> =20
from Italy. The science museum is also a nifty experie

Subject: Re: Young Guitar Players
Posted by erlilo on Wed, 30 Nov 2005 07:33:24 GMT
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Mecs</FONT></DIV>
><DIV><FONT =3D
> >face=3D3D3DArial=3D20
> > size=3D3D3D2>I had card A and C attached to the =
=3D3D
>Mecs.=3D20
> > Now=3D3D20
>with five cards it's A and E.=3D20
> > </FONT></DIV>
><DIV><FONT face=3D3D3DArial=3D20
> > size=3D3D3D2>My ASUS boards like </FONT><FONT=3D20

> > =3D3D
>face=3D3D3DArial=3D3D20
>size=3D3D3D2>the first =
and =3D
> >last card when=3D20
> > using two Mecs.</FONT></DIV>
><DIV><FONT=3D20
> > face=3D3D3DArial=3D20
> > =3D
> >size=3D3D3D2>Tom</FONT></DIV>
><BLOCKQUOTE=3D3D20
=3D
> >>style=3D3D3D"PADDING-RIGHT:=3D20
> > 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D3D
>BORDER-LEFT: =3D
> >#000000 2px=3D20
> > solid; MARGIN-RIGHT: 0px">
> <DIV>"Aaron Allen" =3D
> >
> > <<A=3D3D20
> href=3D3D3D"<A=3D20
> > =3D
>
=
>href=3D3D'mailto:nospam@not_here.dude">nospam@not_here.dude</A'>mailto:n=
osp=3D
> >am@not_here.dude">nospam@not_here.dude</A</A>>>=3D20
> > =3D3D
>wrote in=3D3D20
> message <A =3D
> >=3D3D
>href=3D3D3D"<A=3D20
> > =3D
>
=
>href=3D3D'news:43a5b0b4$1@linux">news:43a5b0b4$1@linux</A>...</DIV>Are=3D=
3D20=3D
> >'>news:43a5b0b4$1@linux">news:43a5b0b4$1@linux</A>...</DIV>=3D
> >;Are=3D3D20</A>
> =3D20
> > you sure you have the two 'correct' EDS cards chosen for =
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>
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>I =3D
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> =3D20
> > to
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> >wierd=3D20
> > =3D3D
>stuff like=3D3D20
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happens =3D
> >(another hidden=3D20
> > Paris 'feature'). The other thing to
=3D3D
>check =3D
> >is=3D3D20
> =3D20
> > that
you have a good wordclock BNC cable running from MEC =
=3D
> >#1 to=3D20
&

Subject: Re: Young Guitar Players
Posted by Jamie K on Wed, 30 Nov 2005 14:04:26 GMT
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o be one of your =
problems.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></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>"DJ" <<A=20
=
href=3D"mailto:animix_spam-this-ahole_@animas.net">animix_spam-this-ahole=
_@animas.net</A>>=20
wrote in message <A=20
href=3D"news:43a8dc98@linux">news:43a8dc98@linux</A>...</DIV>Are you =
running Win=20
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ADAT card per =

MEC

"Deadmeat" <<A=20
=
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Actually, I've got 2 ADAT cards in MEC A
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> "DJ" <<A=20
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wrote:
> >
> >
> >That's a fact. With 3 x =
MECs,=20
it's always the MEC on card #2 that ends =3D
> >up locking to =
the=20
external clock last. the most reliable way to get my =3D
>=20
>Frankenstein monster config working is to turn on my outboard =
modules=20
=3D
> >that are interfacing digitally with Parism then turn =
on the=20
external =3D
> >clock, then turn on the MECs, then boot the =
computer,=20
then boot Paris, =3D
> >let it sit for about 30 - 45 seconds =
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> >boot up my Cubase SX DAW. =
Any=20
deviation from this will usually cause a =3D
> >digital train =
wreck of=20

the whole cotton pickin' thing.
> >
> >;o)
>=20
>
> >
> >
> >"Tom Bruhl" <<A=20
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>> wrote =
in message=20
=3D
> >news:43a762d3@linux...
> > Both =
versions of Paris=20
forced this outer cards for Mec attachement.
> > I =
almost=20
traded it all in because it took me a year to find the =3D
>=20
>answer.
> > EMU didn't even know. I was =
pissed. =20
But now I'm happy.
> > You should be too.
> =
>
>=20
> Moving the Mec around isn't that big of a deal =
really. I=20
don't think
> =3D
> >it
> > will screw =
anything=20
major up. No ADAT cards in there

Subject: Re: Young Guitar Players
Posted by erlilo on Wed, 30 Nov 2005 15:45:46 GMT
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right?
> > =
Tom
>=20
>
> >   "Deadmeat" <<A=20
=
href=3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&g=
t;=20
wrote in message =3D
> >news:43a6d87f$1@linux...
> =
>
>=20
>   Well, like I said, the system works as is (MECs =
on A=20
and B)
> >   with the older 2.2 software, and =
has=20
been running like that
> >   for a couple of =
years -=20
all inputs and outputs producing
> >   sound =
without=20
problems. So, I know my clock is good, the
> =
>   =20
cards are good, the MECs and interfaces are good. I just
>=20
>   brought up V2.2 to double check, and recorded =
using=20
the
> >   interfaces that don't work with =
3.0, so=20
it's definatley
> >   a 3.0 issue.
>=20

>
> >   When you had to have your MECs on =
A and C=20
(or E), was that
> >   with Version 2.2 and =
3.0, or=20
just with 3.0? I could try moving
> >   the =
MEC to C=20
and see if that fixes it, but I dread making any
>=20
>   changes at all to a functional (under 2.2) =
PARIS=20
system.....
> >
> >
> >   =
"Tom=20
Bruhl" <<A =
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
wrote:
> >   >
> =
>   =20
>
> >   >Dead,
> =
>   =20
>What Aaron says is true. When my system was three cards with =
two=20
=3D
> >Mecs
> >   >I had card A =
and C=20
attached to the Mecs. Now with five cards it's
> =
=3D
> >A=20
and
> >   =3D3D
> =
>   >E.=20
=3D3D20
> >   >My ASUS boards like the =
first and=20
last card when using two Mecs.
> >   =
>Tom
>=20
>   > "Aaron Allen" <<A=20
href=3D"mailto:nospam@not_here.dude">nospam@not_here.dude</A>> =
wrote in=20
message =3D3D
> >   =20
>news:43a5b0b4$1@linux...
> >   > =
Are you=20
sure you have the two 'correct' EDS cards chosen for your
> =
=3D
>=20
>=3D3D
> >   >system? I=3D3D20
>=20
>   > know that it gets sketchy pinning =
down which=20
one, but on my =3D
> >system I =3D3D
> =
>   =20
>have to=3D3D20
> >   > use card =
A and C=20
and skip putting a MEC on card B or wierd stuff
> =3D
>=20
>like
> >   =3D3D
> =
>   =20
>this=3D3D20
> >   &am

>   =20
> that
you have a good wordclock BNC cable running =
from MEC=20
#1
> =3D
> >to =3D3D
> >   =20
>MEC=3D3D20
> >   > =20
#2.

AA
& amp;lt;BR>
 "Deadmeat"=20
<<A=3D3D20
> >   > =
=3D3D
>=20
>   =3D
>
>>href=3D3D3D"<A=20
=
href=3D'mailto:scott@postmodernblues.com">scott@postmodernblues.com</A'>m=
ailto:scott@postmodernblues.com">scott@postmodernblues.com</A</A>=3D=

>=20
>>&g=3D3D
> >   =
>t;=3D3D20
>=20
>   > wrote in message=20

<A=3D3D20
> >   > =
=3D3D
>=20
>   =3D
>
>>href=3D3D3D"<A=20
=
href=3D'news:43a59445$1@linux">news:43a59445$1@linux</A>...
>
&=
g'>news:43a59445$1@linux">news:43a59445$1@linux</A>...
=
>
&g</A>=3D
>=20
>=3D3D
> >   >t; Hi=3D3D20
>=20
>   > all -
> Been messing =
with V3 for=20
a bit and noticed a real=3D3D20
> >   =
> =20
problem.
> Testing on a 3-card system, 2 MECs installed =
(on=20
A
> =3D
> >=3D3D
> >   =20
>and=3D3D20
> >   > =
B
> cards),=20
2 ADAT and one Sync on MEC A, 1 8-input on =3D
> =
>MEC=3D3D20
>=20
>   > B.
>
> Can =
record=20
fine with MIX A, MEC A. Getting no sound
> =3D
> =
>=3D3D
>=20
>   >at=3D3D20
> >   =
> =20
all
> on any inputs for MEC B, Mix B. Tried to load V2.2,=20
=3D
> >and=3D3D20
> >   > =20
all
> is fine - can record on MEC B inputs all day long. =

=3D
>=20
>When=3D3D20
> >   > =
using
>=20
V3, see input lights on module, but have no meters =3D
>=20
>in=3D3D20
> >   > =
mixer
> and=20
no sound - MEC B syncing to WC fine - plays =3D
> =
>sound=3D3D20
>=20
>   > accross
> all submixes =
just fine=20
from projects recorded =3D
> >on=3D3D20
> =
>   =20
> V2.
>
> Any Thoughts?=20
=

</BLOCKQUOTE& gt;</BODY></HTML>
>=
=20
>   >
> >   =
>
>=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 =
content=3D3D"MSHTML=20
6.00.2800.1106" name=3D3DGENERATOR>
>=20
><STYLE></STYLE>
> ></HEAD>
> =
><BODY=20
bgColor=3D3D#ffffff>
> ><DIV><FONT face=3D3DArial =

size=3D3D2>That's a fact. With 3 x MECs, it's =3D
> =
>always the=20
MEC=3D20
> >on card #2 that ends up locking to the external =
clock last.=20
the most =3D
> >reliable=3D20
> >way to get my =
Frankenstein=20
monster config working is to turn on my =3D
> =
>outboard=3D20
>=20
>modules that are interfacing digitally with Parism then turn =
on=3D20
>=20
>the external clock, then turn on the MECs, then boot the computer, =

=3D
> >then=3D20
> >boot Paris, let it sit for about =
30 - 45=20
seconds until everything =3D
> >stabilizes,=3D20
> =
>then boot up=20
my Cubase SX DAW. Any deviation from this will usually =3D
> =
>cause=20

a=3D20
> >digital train wreck of the whole cotton pickin'=20
thing.</FONT></DIV>
> ><DIV><FONT =
face=3D3DArial=20
size=3D3D2></FONT> </DIV>
> =
><DIV><FONT=20
face=3D3DArial size=3D3D2>;o)</FONT></DIV&g t;
> =
>

Subject: Re: Young Guitar Players
Posted by Jamie K on Wed, 30 Nov 2005 16:49:25 GMT
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>
Transitional//EN">
> >   =20
><HTML><HEAD>
> >   =
><META=20
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =3D3D
>=20
>   >charset=3D3D3Diso-8859-1">
>=20
>   ><META content=3D3D3D"MSHTML =
6.00.2800.1400"=20
name=3D3D3DGENERATOR>
> >   =20
><STYLE></STYLE>
> >   =20
></HEAD>
> >   ><BODY=20
bgColor=3D3D3D#ffffff>
> >   =
><DIV><FONT=20
face=3D3D3DArial =
size=3D3D3D2>Dead,</FONT></DIV&a mp;gt;
>=20
>   ><DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>What Aaron says is true. When
> =3D
> =
>my=20
=3D3D
> >   >system was=3D3D20
>=20
>   >three cards with two=20
Mecs</FONT></DIV>
> >   =20
><DIV><FONT face=3D3D3DArial size=3D3D3D2>I had card A =
and C=20
attached to
> =3D
> >the =3D3D
> =
>   =20
>Mecs. Now=3D3D20
> >   >with five =
cards it's A=20
and E. </FONT></DIV>
> >   =20
><DIV><FONT face=3D3D3DArial size=3D3D3D2>My ASUS =
boards like=20
=3D
> ></FONT><FONT =3D3D
> =
>   =20
>face=3D3D3DArial=3D3D20
> >   =
>size=3D3D3D2>the=20
first and last card when using two =3D
>=20

>Mecs.</FONT></DIV>
> >   =20
><DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>Tom</FONT></DIV&amp ;gt;
> =
>   =20
><BLOCKQUOTE=3D3D20
> >   =20
>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:=20
5px;
> =3D
> >=3D3D
> >   =
>BORDER-LEFT:=20
#000000 2px solid; MARGIN-RIGHT: 0px">
> =
>   =20
> <DIV>"Aaron Allen" <<A=3D3D20
>=20
>   > href=3D3D3D"<A=20
=
href=3D'mailto:nospam@not_here.dude">nospam@not_here.dude</A'>mailto:nosp=
am@not_here.dude">nospam@not_here.dude</A</A>>>
>=20
=3D
> >=3D3D
> >   >wrote =
in=3D3D20
>=20
>   > message <A =3D3D
>=20
>   =3D
>
>>href=3D3D3D"<A=20
=
href=3D'news:43a5b0b4$1@linux">news:43a5b0b4$1@linux</A>...</DIV>Are=3D3D=
'>news:43a5b0b4$1@linux">news:43a5b0b4$1@linux</A>...</DIV&gt=
;Are=3D3D</A>=3D
>=20
>20
> >   > you sure you have the =
two=20
'correct' EDS cards chosen for your =3D
> >system?
>=20
>   =3D3D
> >   =
>I=3D3D20
>=20
>   >
know that it gets sketchy =
pinning=20
down which one, but on my =3D
> >system
> =
>   =20
=3D3D
> >   >I have=3D3D20
>=20
>   > to
use card A and C and =
skip=20
putting a MEC on card B or wierd
> =3D
> >=3D3D
> =

>   >stuff like=3D3D20
> =
>   =20
> this
happens (another hidden Paris 'feature'). =
The other=20
=3D
> >thing to
> &

Subject: Re: Young Guitar Players
Posted by DC on Wed, 30 Nov 2005 21:22:56 GMT
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t; >   =
=3D
>
>href=3D3D"<A=20
=
href=3D'mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&a=
mp;g'>mailto:scott@postmodernblues.com">scott@postmodernblues.com</=

Subject: Re: Young Guitar Players
Posted by Jamie K on Wed, 30 Nov 2005 23:47:32 GMT
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mp;gt;gets sketchy=3D20
>=20
>   pinning down which one, but on my=20
system
=3D3D
>I =3D
> =
>have=3D3D20
>=20
=3D20
> >   to
use card A and C and =
skip=20
putting a MEC on card B or =3D
> >wierd=3D20
>=20
>   =3D3D
>stuff =
like=3D3D20
> this=20

happens =3D
> >(another hidden=3D20
>=20
>   Paris 'feature'). The other thing=20
to
=3D3D
>check =3D
> =
>is=3D3D20
>=20
=3D20
> >   that
you have a good =
wordclock=20
BNC cable running from MEC =3D
> >#1 to=3D20
>=20
>   =3D3D
>MEC=3D3D20
& amp;gt; =
=3D20
>=20
>   =20
=
#2.

AA
& amp;lt;BR>
 "Deadmeat"=3D20<BR=
>>=20
>   <<A=3D3D20
>=20
=3D3D
>href=3D3D3D"<A=3D20
> =
>   =20
=
=3D
>
>href=3D3D'mailto:scott@postmodernblues.com">scott@p=
ostmodernblues.com</A>&a=3D
>=20
=
>mp;g'>mailto:scott@postmodernblues.com">scott@postmodernblues.c=
om</=3D
>=20
>A>&g</A>=3D3D
>t;=3D3D20
> =
=3D20
>=20
>   wrote in message =

<A=3D3D20
> =20
=3D
> >=3D3D
>href=3D3D3D"<A=3D20
>=20

>   =3D
>=20
=
>href=3D3D'news:43a59445$1@linux">news:43a59445$1@linux</A>..=
..
>
&=3D
>=20
=
>g'>news:43a59445$1@linux">news:43a59445$1@linux</A>...&lt=
;BR>=3D
>=20
>>
&g</A&g t;=3D3D
>t;=3D20
>=20
>   Hi=3D3D20
> all -
> =
Been messing=20
with V3 for a =3D
> >bit and=3D20
> =
>   noticed=20
a real=3D3D20
> problem.
> Testing on =
=3D
> >a=20
3-card=3D20
> >   system, 2 MECs installed =
(on A=20
=3D3D
>and=3D3D20
& amp;gt; =3D
>=20
>B
>=3D20
> >   cards), 2 ADAT =
and one=20
Sync on MEC A, 1 8-input on =3D
> >MEC=3D3D20
> =
=3D20
>=20
>   B.
>
> Can record fine =
with MIX=20
A, MEC A. =3D
> >Getting no=3D20
> =
>   sound=20
=3D3D
>at=3D3D20
&a mp;gt; all
> on any =
=3D
>=20
>inputs for MEC=3D20
> >   B, Mix B. Tried =
to load=20
V2.2, and=3D3D20
> =3D
> >all
> is=20
fine=3D20
> >   - can record on MEC B inputs =
all day=20
long. When=3D3D20
> =3D20
> >   =20
using
> V3, see input lights on module, but have no =
=3D
>=20
>meters=3D20
> >   in=3D3D20
> =

mixer
> and no sound - MEC B =3D
> >syncing to=20
WC=3D20
> >   fine - plays =
sound=3D3D20
>=20
accross
> all =3D
> >submixes just=3D20
>=20
>   fine from projects recorded =
on=3D3D20
>=20
=3D20
> >   V2.
>
> =
Any=20
Thoughts?=3D20
> >   =3D
>=20
=
>

</BLOCKQU OTE></BODY></HTML>&lt ;=

BR>>=3D
>=20
=
>
>
< /BLOCKQUOTE></BLOCKQUOTE></BO=
DY></HTML>
>=20
>
> >
>

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

------=_NextPart_000_0258_01C605C0.39A7B630--Yep, Rob, you can find a bazillion old Roland drum machines for
cheap in lot of places... I think there's still a 505 at a
music store around here that i could pick up for you for not
much dough if you needed it.

Or, If you need a MIDI-generated timing track with kick & snare
(for example) on the evens & odds, I can do one of those for
you in a heartbeat & just e-mail it to you in whatever tempo &
lengths you needed. You could trigger whatever sound module you
wanted to off of something like that.

Neil

"cujo" <chris@nospamapplemanstudio.com> wrote:
>
>
>
>I have been using this one for years
>It;s a snap..or a snap/clap...or a 909..
>
>Just select the export all measures..and it gives you a 1 measure block
perfect
>to past into the grid in paris.
>
>Takes one second to do..and it sounds pretty decent
>
>
>http://www.threechords.com/hammerhead/
>
>"Rob Arsenault" <mani2@nbnet.nb.ca> wrote:
>>I was just wondering if any of you use / know of some kind of drum beat
>>generator I could use instead of a click. I run Cakewalk Pro 9 on a second
>>PC synced to Paris via SMPTE. I then send a midi note from Cakewalk

---

Subject: Re: Young Guitar Players
Posted by Tom Bruhl on Thu, 01 Dec 2005 08:00:23 GMT
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Or perhaps the other way around... the newer cards
>>>>

>>>>are
>>>>
>>>>>forced on IRQs that Paris don't like. I am not that technical with
all
>>>>
>>>>that...
>>>>
>>>>>but in layman's terms, that is my understanding. I bought the G-450
back
>>>>>in 99 or 2000 when everyone on here said it is the easiest to work with...
>>>>>for compatibility. Stuck with it since and I have had ZERO issues.
>>>>>
>>>>>I am sure some of the newer ones will work just fine... but that may

>>>>>depend
>>>>>on your motherboard, what other cards are plugged in and sometimes,
which
>>>>>card is in which slot. If you have the time, patience, money and
>>>>>virtuoso...
>>>>>good luck in finding compatibility... then again... to elimimate that..
>>>>
>>>>find
>>>>
>>>>>a cheap G-450! Lastly, as I said I have multiple computers and I am
at
>>>>
>>>>work
>>>>
>>>>>and can't remember model numbers, but personally, I don't see that much
>>>>
>>>>of
>>>>
>>>>>a difference in a G-450 -vs- some of the newer ones. I don't use DVI,
>>
>> but
>>
>>>>>I have, and I don't see a big difference there either. Of course, at
>>
>> my
>>
>>>>>age, I am about blind... lol
>>>>>
>>>>>"Aaron Allen" <nospam@not_here.dude> wrote:
>>>>>
>>>>>>First thing I think of is that I would have to buy 3 new DVI flat panels
>>>>>
>>>>>to
>>>>>

>>>>>>go with 3 DVI outs... not cheap. PCI-E is going to force this change
>>
>> on
>>
>>>>>ppl
>>>>>
>>>>>>sooner or later anyway, but - In DJ's case at least - the problem comes
>>>>>
>>>>>in
>>>>>
>>>>>>the amount of usable PCI slots and video heads. By sticking to the

>>>>>>agp/pci
>>>>>
>>>>>>duo of Matrox 450, he loses no usable PCI slots and gets 4 head outputs
>>>>>
>>>>>>without taking more than one IRQ.
>>>>>>On a single or even dual head video system, I couldn't see keeping
those
>>>>>
>>>>>old
>>>>>
>>>>>>units - especially knowing that with the Matrox drivers they are somewhat
>>>>>
>>>>>>evil with resource hogging.
>>>>>>AA
>>>>>>
>>>>>>
>>>>>>"TCB" <nobody@ishere.com> wrote in message news:43a81dae$1@linux...
>>>>>>
>>>>>>>I've been reading this NG on and off again for a few weeks and am
>>>>>>>wondering
>>>>>>>something. Why do all of you guys use those clunky old Matrox cards?
>>>>
>>>>There
>>>>
>>>>>>>must be some reason or another, but one of the first rules of stable
>>>>
>>>>>>>computing
>>>>>>>is never mix hardware and software from vastly different eras. Don't
>>>>
>>>>put
>>>>
>>>>>>>your brand new 8X AGP Super Gamer Qautro nVidia card on a 1999 mobo
>>>>>>>running
>>>>>>>WinME. Don't run Netscape 4.2 on Server 2003 SP2. Yes, it's a PITA
>>
>> to

>>
>>>>>>>upgrade,
>>>>>>>but dual DVI nVidia cards to run on nVidia chipsets are no longer

>>>>>>>horribly
>>>>>>>expensive and it seems people here are giving up a lot of time and
>>
>>
>>>>>>>effort
>>>>>>>to use a (let's admit pretty crappy) old video card.
>>>>>>>
>>>>>>>Obviously, this same argument could be used to suggest dropping PARIS
>>>>>
>>>>>>>itself,
>>>>>>>but at least PARIS adds some distinct value with its sonics. I don't
>>>>
>>>>think
>>>>
>>>>>>>Matrox pixels look any better.
>>>>>>>
>>>>>>>Just wondering . . .
>>>>>>>
>>>>>>>TCB
>>>>>>
>>>>>>
>>>
>>You see? Great minds think alike.

EK Sound <spamnot.info@eksoundNO.com> wrote:
>We have several of the FX5200's and they work great. One in the Paris
>machine right now actually.
>
>David.
>
>TCB wrote:
>
>> Hey Aaron,
>>
>> I tend to use the GeForce FX 5200 series, though they are getting a little
>> long in the tooth themselves. They have solid 2D performance and horrible
>> 3D performance for a gamer, they're cheap, and they're cool enough some
don't
>> even have a cooling fan--just a heat sink. For example
>>
>> http://www.newegg.com/Product/Product.asp?Item=N82E168141211 86
>>
>> would be a good idea. If you look around there are also dual DVI/dual
VGA

>> cards though one of each tends to be the default.
>>
>> I tend to use nVidia chipsets with nVidia cards. I usually do NOT use
the
>> nView desktop management stuff. I probably could but it seems to add very
>> little for what I do and offer another chance for things to go wrong.

>>
>> TCB
>>
>> "Aaron Allen" <nospam@not_here.dude> wrote:
>>
>>>You have a valid point in that they are a bit tricky and you don't want
>>
>> to
>>
>>>do what you 'should' do on the drivers level. However, they 'are' certified
>>
>>
>>>windows drivers.. and that's the way to go. Use the XP built in certified
>>
>>
>>>drivers and don't load the matrox (and in DJ's case, the AGP via VXD/DLL)
>>
>>
>>>and everything is cool. I've had two die on me already and so I'm down
to
>>
>> my
>>
>>>last G450 now. I am very interested in what you think are the best available
>>
>>
>>>dual head AGP/PCI combos to get 4 VGA outputs with these days. VERY
>>>interested because I know the day is coming and I don't want to shell
the
>>
>>
>>>$$$$ for the colorgraphics stuff.
>>>AA
>>>
>>>
>>>"tcb" <nobody@ishere.com> wrote in message news:43a84f70$1@linux...
>>>
>>>>But these two posts, combined with DJ's experience, sort of confirm what
>>
>> I
>>

>>>>was saying. The 450's are not in any way problem free or certified or
>>
>>
>>>>anything.
>>>>In fact, if DJ loads the AGP drivers for his mobo (a rather logical thing)
>>>>the Matrox won't work. And if he loads the freaking Matrox drivers (an
>>
>>
>>>>even
>>>>more logical thing) it won't work. I'd say that's a long ways from
>>>>compatibility.
>>>>I've done quad setups with nVidia chipset boards and nVidia vido cards
>>
>> (on
>>
>>>>AGP, one PCI) and trust me they were a lot easier than what it sounds
>>
>> like
>>
>>>>DJ went through.
>>>>
>>>>Of course, they're your computers, your life, and none of my business.
>>
>> But
>>
>>>>when I hear someone having setup and IRQ problems with a Matrox 450 it's
>>>>sort of like hearing someone having problems with the first SoundBlaster
>>>>Live! card. "Hey, My SB Live is making my new Athlon X2 crash." "Wow,
>>
>> you
>>
>>>>mean it actually boots? Lucky you!"
>>>>
>>>>TCB
>>>>
>>>>"Ed" <askme@email.com> wrote:
>>>>
>>>>>Actually, I think Aaron hit it on the head... the G-450 is already
>>>>>confirmed
>>>>>by various systems, motherboards, etc. that it works well with these

>>>>>setups,
>>>>>along with Paris. Since I have built and own quite a few different
>>>>>systems,
>>>>>I can tell you that some of the newer, NVIDIA-type power video cards
LOVE
>>>>>to screw with IRQs. Or perhaps the other way around... the newer cards
>>>>

>>>>are
>>>>
>>>>>forced on IRQs that Paris don't like. I am not that technical with
all
>>>>
>>>>that...
>>>>
>>>>>but in layman's terms, that is my understanding. I bought the G-450
back
>>>>>in 99 or 2000 when everyone on here said it is the easiest to work with...
>>>>>for compatibility. Stuck with it since and I have had ZERO issues.
>>>>>
>>>>>I am sure some of the newer ones will work just fine... but that may

>>>>>depend
>>>>>on your motherboard, what other cards are plugged in and sometimes,
which
>>>>>card is in which slot. If you have the time, patience, money and
>>>>>virtuoso...
>>>>>good luck in finding compatibility... then again... to elimimate that..
>>>>
>>>>find
>>>>
>>>>>a cheap G-450! Lastly, as I said I have multiple computers and I am
at
>>>>
>>>>work
>>>>
>>>>>and can't remember model numbers, but personally, I don't see that much
>>>>
>>>>of
>>>>
>>>>>a difference in a G-450 -vs- some of the newer ones. I don't use DVI,
>>
>> but
>>
>>>>>I have, and I don't see a big difference there either. Of course, at
>>
>> my
>>
>>>>>age, I am about blind... lol
>>>>>
>>>>>"Aaron Allen" <nospam@not_here.dude> wrote:
>>>>>
>>>>>>First thing I think of is that I would have to buy 3 new DVI flat panels
>>>>>
>>>>>to
>>>>>

>>>>>>go with 3 DVI outs... not cheap. PCI-E is going to force this change
>>
>> on
>>
>>>>>ppl
>>>>>
>>>>>>sooner or later anyway, but - In DJ's case at least - the problem comes
>>>>>
>>>>>in
>>>>>
>>>>>>the amount of usable PCI slots and video heads. By sticking to the

>>>>>>agp/pci
>>>>>
>>>>>>duo of Matrox 450, he loses no usable PCI slots and gets 4 head outputs
>>>>>
>>>>>>without taking more than one IRQ.
>>>>>>On a single or even dual head video system, I couldn't see keeping
those
>>>>>
>>>>>old
>>>>>
>>>>>>units - especially knowing that with the Matrox drivers they are somewhat
>>>>>
>>>>>>evil with resource hogging.
>>>>>>AA
>>>>>>
>>>>>>
>>>>>>"TCB" <nobody@ishere.com> wrote in message news:43a81dae$1@linux...
>>>>>>
>>>>>>>I've been reading this NG on and off again for a few weeks and am
>>>>>>>wondering
>>>>>>>something. Why do all of you guys use those clunky old Matrox cards?
>>>>
>>>>There
>>>>
>>>>>>>must be some reason or another, but one of the first rules of stable
>>>>
>>>>>>>computing
>>>>>>>is never mix hardware and software from vastly different eras. Don't
>>>>
>>>>put
>>>>
>>>>>>>your brand new 8X AGP Super Gamer Qautro nVidia card on a 1999 mobo
>>>>>>>running
>>>>>>>WinME. Don't run Netscape 4.2 on Server 2003 SP2. Yes, it's a PITA
>>
>> to

>>
>>>>>>>upgrade,
>>>>>>>but dual DVI nVidia cards to run on nVidia chipsets are no longer

>>>>>>>horribly
>>>>>>>expensive and it seems people here are giving up a lot of time and
>>
>>
>>>>>>>effort
>>>>>>>to use a (let's admit pretty crappy) old video card.
>>>>>>>
>>>>>>>Obviously, this same argument could be used to suggest dropping PARIS
>>>>>
>>>>>>>itself,
>>>>>>>but at least PARIS adds some distinct value with its sonics. I don't
>>>>
>>>>think
>>>>
>>>>>>>Matrox pixels look any better.
>>>>>>>
>>>>>>>Just wondering . . .
>>>>>>>
>>>>>>>TCB
>>>>>>
>>>>>>
>>>
>>Hey all,

I've been looking for a new audio interface, as my Aardvark Q10 has no continuing
driver support. I'm kind of out of the loop these days, but a friend suggested
that since I'm a SX boy and Yamaha is pimping SX as the best software for
use with mLan products, that the 01X might be a good idea.

http://www.zzounds.com/item--YAM01X

Any experiences, good or bad? I don't think I'd be using the mixer much,
it would mostly just be an audio interface and a remote control device.

Thanks,

TCBThe nice thing about hammerhead is you can do 505 type simple kick snare
beats, but it outputs that neatly edited bar already perfect size for paris

"Neil" <OIUOIU@OIU.com> wrote:
>
>Yep, Rob, you can find a bazillion old Roland drum machines for
>cheap in lot of places... I think there's still a 505 at a
>music store around here that i could pick up for you for not

>much dough if you needed it.
>
>Or, If you need a MIDI-generated timing track with kick & snare
>(for example) on the evens & odds, I can do one of those for
>you in a heartbeat & just e-mail it to you in whatever tempo &
>lengths you needed. You could trigger whatever sound module you
>wanted to off of something like that.
>
>Neil
>
>"cujo" <chris@nospamapplemanstudio.com> wrote:
>>
>>
>>
>>I have been using this one for years
>>It;s a snap..or a snap/clap...or a 909..
>>
>>Just select the export all measures..and it gives you a 1 measure block
>perfect
>>to past into the grid in paris.
>>
>>Takes one second to do..and it sounds pretty decent
>>
>>
>>http://www.threechords.com/hammerhead/
>>
>>"Rob Arsenault" <mani2@nbnet.nb.ca> wrote:
>>>I was just wondering if any of you use / know of some kind of drum beat
>>>generator I could use instead of a click. I run Cakewalk Pro 9 on a second
>>>PC synced to Paris via SMPTE. I then send a midi note from Cakewalk to
>a
>>D4
>>>drum module and use that as my click sound back into Paris. Is there an
>>app
>>>I could use that could sync to time code where I could chose the beat,
>tempo
>>>and just start trackin, no F__in around...!! Then, with the same timecode,
>>I
>>>could go back to Cakewalk if need be, punch in the same tempo and work
>on
>>>midi tracks/sequences, etc.
>>>
>>>Thanks much and Happy Holidays from the great white north.
>>>
>>>Rob A
>>>
>>>
>>>

>>>
>>>
>>>
>Hey RZ, I want to do this for my ME too, a lot less back and forth of test
CD's this way. I have heard from Neil I think that Wavelab essentials does
this well too. I need to pick it up.

"RZ" <pearlmusic@sbcglobal.net> wrote:
>I have been using Sound Forge for years and would highly recommend it,
>especially for CD Mastering because version 8.0 comes with CD Architect
>which is probably the best redbook CD program.
>
>I use Waves plug-ins, but with mixes I 've done myself the only plug-in
>needed is the L1 to raise the level up and dither down to 16 bit. I use
the
>PAF to WAV converter to prep my files for Sound Forge.
>
>The last record I did, I used these tools to make a reference master for
the
>car before having the actual mastering done at The Mastering Lab in
>Hollywood. The engineer (who has a couple grammys) wanted to listen to
my
>master as a target and he thought it was pretty good.
>
>RZ
>
>"Bill Lorentzen" <bill@lorentzen.ws> wrote in message news:43a88583@linux...
>> If you are looking for a good mastering limiter, the UAD Precision Limiter
>> is the best I have heard.
>>
>> Bill
>>
>> "Pete Ruthenburg" <ruthenburg@sbcglobal.net> wrote in message
>> news:43a84d7b$1@linux...
>> >
>> > SO I've got a piano jazz trio project I'm going to try and
>> > master.Just want some advice on what is being used to master.
>> >
>> > Are some of you doing it in PARIS or do I need to buy Wavelab?
>> >
>> > Thinking of trying some of the UAD precision stuff too.
>> > Probably a good project for me to get into the mastering thing
>> > since it shouldn't require alot since its a jaaz thing.
>> > I also recorded it so I know the material.
>> >
>> > Thanks,

>> > Pete
>>
>>
>
>Thad, I shopped for a new audio setup about 1 1/2 yrs ago, and here was what
I went through...

The O1X looked nice, but the small faders were a deal breaker for me. Also,
there was no fader expansion pack at the time (not sure about today). I
didn't get a chance to hear it or play with it.

I bought the Tascam 1884 and had some major issues with it. The driver barely
worked (which I here is much better now) and the converters weren't stellar.
The implementation as a mackie control in Cubase was also poor. Finally,
the lack of true scribble strips were a deal breaker. I tried the on screen
"vitual strips" and couldn't get used to them.

I wound up taking it back and getting a Emu 1820M and Mackie control. I
am starting to sound like a broken record with all my 1820M pimping, but
it is that good. Stellar converters/clock, and stellar mic pres. If I had
anything bad to say about it, it would be the mixer/router interface takes
a little getting use to, and the FX are mostly utilitarian (with a few nice
surprises). Also, you can upgrade it to Emulator X soft synth for $100,
which might be manditory given your background ;-)

-Chris

"TCB" <nobody@ishere.com> wrote:
>
>Hey all,
>
>I've been looking for a new audio interface, as my Aardvark Q10 has no continuing
>driver support. I'm kind of out of the loop these days, but a friend suggested
>that since I'm a SX boy and Yamaha is pimping SX as the best software for
>use with mLan products, that the 01X might be a good idea.
>
>http://www.zzounds.com/item--YAM01X
>
>Any experiences, good or bad? I don't think I'd be using the mixer much,
>it would mostly just be an audio interface and a remote control device.

>
>Thanks,
>
>TCBIt seems to be more of that kind of stuff out there but as said, Yamaha and
SX are going hand in hand in these days. But I think all three is using the
Mackie protocol, just to be compatible with most of the audio software out
there.

http://www.m-audio.com/products/en_us/ProjectMixIO-main.html

http://www.mackie.com/products/mcu/index.html

Erling

"TCB" <

Subject: Re: Young Guitar Players
Posted by Kim on Thu, 01 Dec 2005 08:16:57 GMT
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ow up there - including anything that's been clipped.
>
> Neil
>
>
> "Aaron Allen" <nospam@not_here.dude> wrote:
>>Yeah. Cut out a huge section and see if the hard drive light slows/stops
>
>>activity.
>>AA
>>
>>
>>"John" <no@no.com> wrote in message news:43a894e1@linux...
>>> But is there any way to test it?
>>> John
>>>
>>> EK Sound wrote:
>>>> AFAIK, mutes do not stop the file from being streamed, but edits do.
>>>>
>>>> David.
>>>>
>>>> John wrote:
>>>>
>>>>> see i'm assuming it does NOT stop. I'm betting that both shortened
>
>>>>> objects and mutes play stream the entire segment I just am not sure
> how
>>>>> to test. Hmm, how to test this. Brains anyone ?
>>>>>
>>>>> rick wrote:
>>>>>
>>>>>> i guess you could run a cpu usage check and see what happens but i
>>>>>> would assume that the audio streaming would stop when the file stops

>>>>>> playing. as far as the mutes go, i would think that it would be
>>>>>> likened to a midi on/off command in that data is sent only during the
>>>>>> onset of either command.
>>>>>>
>>>>>> On Mon, 19 Dec 2005 20:26:21 -0500, John <no@no.com> wrote:
>>>>>>
>>>>>>
>>>>>>> Does an object that has been trimmed still stream the entire object?
>
>>>>>>> Like if I take a 5 minute object and trim it to 5 seconds will it
>
>>>>>>> still be streaming from hard drive the whole time?
>>>>>>>
>>>>>>> Also, do automated mutes continue streaming from disk?   I'm betting
>
>>>>>>> they both stream and need to be rendered to fix it.
>>>>>>>
>>>>>>> Is there a way to verify this?
>>>>>>>
>>>>>>>
>>>>>>> Oh, I tried compact and as reported, it did nothing. Oh well.
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>
>>
>EK Sound <spamnot.info@eksoundNO.com> wrote:
>We have several of the FX5200's and they work great. One in the Paris
>machine right now actually.
>
>David.
>
>TCB wrote:
>
>> Hey Aaron,
>>
>> I tend to use the GeForce FX 5200 series, though they are getting a little
>> long in the tooth themselves. They have solid 2D performance and horrible
>> 3D performance for a gamer, they're cheap, and they're cool enough some
don't
>> even have a cooling fan--just a heat sink. For example
>>
>> http://www.newegg.com/Product/Product.asp?Item=N82E168141211 86
>>
>> would be a good idea. If you look around there are also dual DVI/dual
VGA
>> cards though one of each tends to be the default.

>>
>> I tend to use nVidia chipsets with nVidia cards. I usually do NOT use
the
>> nView desktop management stuff. I probably could but it seems to add very
>> little for what I do and offer another chance for things to go wrong.

>>
>> TCB
>>
>> "Aaron Allen" <nospam@not_here.dude> wrote:
>>
>>>You have a valid point in that they are a bit tricky and you don't want
>>
>> to
>>
>>>do what you 'should' do on the drivers level. However, they 'are' certified
>>
>>
>>>windows drivers.. and that's the way to go. Use the XP built in certified
>>
>>
>>>drivers and don't load the matrox (and in DJ's case, the AGP via VXD/DLL)
>>
>>
>>>and everything is cool. I've had two die on me already and so I'm down
to
>>
>> my
>>
>>>last G450 now. I am very interested in what you think are the best available
>>
>>
>>>dual head AGP/PCI combos to get 4 VGA outputs with these days. VERY
>>>interested because I know the day is coming and I don't want to shell
the
>>
>>
>>>$$$$ for the colorgraphics stuff.
>>>AA
>>>
>>>
>>>"tcb" <nobody@ishere.com> wrote in message news:43a84f70$1@linux...
>>>
>>>>But these two posts, combined with DJ's experience, sort of confirm what
>>
>> I
>>
>>>>was saying. The 450's are not in any way problem free or certified or

>>
>>
>>>>anything.
>>>>In fact, if DJ loads the AGP drivers for his mobo (a rather logical thing)
>>>>the Matrox won't work. And if he loads the freaking Matrox drivers (an
>>
>>
>>>>even
>>>>more logical thing) it won't work. I'd say that's a long ways from
>>>>compatibility.
>>>>I've done quad setups with nVidia chipset boards and nVidia vido cards
>>
>> (on
>>
>>>>AGP, one PCI) and trust me they were a lot easier than what it sounds
>>
>> like
>>
>>>>DJ went through.
>>>>
>>>>Of course, they're your computers, your life, and none of my business.
>>
>> But
>>
>>>>when I hear someone having setup and IRQ problems with a Matrox 450 it's
>>>>sort of like hearing someone having problems with the first SoundBlaster
>>>>Live! card. "Hey, My SB Live is making my new Athlon X2 crash." "Wow,
>>
>> you
>>
>>>>mean it actually boots? Lucky you!"
>>>>
>>>>TCB
>>>>
>>>>"Ed" <askme@email.com> wrote:
>>>>
>>>>>Actually, I think Aaron hit it on the head... the G-450 is already
>>>>>confirmed
>>>>>by various systems, motherboards, etc. that it works well with these

>>>>>setups,
>>>>>along with Paris. Since I have built and own quite a few different
>>>>>systems,
>>>>>I can tell you that some of the newer, NVIDIA-type power video cards
LOVE
>>>>>to screw with IRQs.