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Subject: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Deej \[4\]](#) on Mon, 19 Mar 2007 05:32:47 GMT  
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hp?lsrc=mwrss" target="\_blank"> http://www.macworld.com/weblogs/editors/2007/04/fcoverview/index.php?lsrc=mwrss

>>>>

>>> --

>>> Chris Ludwig

>>> ADK

>>> chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>

>>> www.adkproaudio.com <http://www.adkproaudio.com/>

>>> (859) 635-5762

>>They are used a LOT in larger studios. Wire size is KEY

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Sarah](#) on Mon, 19 Mar 2007 07:51:06 GMT  
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s of different size wire here. big Mogami/ little  
Mogami of various snake sizes ranging from 2 pair to 32 pair.

"DC" <dc@spammersinhell.com> wrote in message news:4623d00f\$1@linux...

>

> Bittree programmable.

>

> Use the E3 connector rather than the punchdown. You can do it all with

> their crimp tool, but we crimp and then solder. Great gear, easily

> programmable for normalling on the front panel and with the E3, easily

> changed on the back. We have had zero service calls on these.

>

> I can get you a good price once you get your part number.

>

> DC

>

>

> "DJ" <www.aarrrrggghhh!!!.com&

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Sarah](#) on Mon, 19 Mar 2007 07:58:36 GMT  
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gt; wrote:

>>As my old cheap modular (switchablenormalled/half normalled/straight thru)

>  
>>patchbays start to age, I'm thinking about getting something a bit more  
>  
>>\*pro\*. I'm looking at some o the ADC and Bittree products with punchdown  
>  
>>blocks just because I don't want to spend the next three months sucking  
>  
>>solder fumes. I could probably clip the TRS jacks off my existing snakes  
> and  
>>have these punched down in a couple of days, if it's as simple as it looks  
>  
>>to be. Then again, since these old modular PB's have lasted over 8 years  
>  
>>with only two modules going south, maybe I should stick with what  
>>works???.....nawwww.....  
>>  
>>Any problems with reliability with punch down PB's?  
>>  
>>Thanks,  
>>  
>>Deej  
>>  
>>  
>The E3 accepts most any gauge cable. The little Mogami  
console cable (2944) should probably be soldered as well  
as crimped, and you have to buy their crimper, but it's a  
great system

DC

"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:

>Cool. I'm dealing with lots of different size wire here. big Mogami/ little

>  
>  
>"DC" <

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Mon, 19 Mar 2007 08:01:05 GMT  
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need some native processing power left over.  
>>Any thoughts?  
>>Thanks for your ongoing enthusiasm for Paris!!  
>>MR  
>>

>>"Dimitrios" <musurgio@otenet.gr> wrote in message news:46226bc4\$1@linux...  
>>>  
>>> First of all I have got a new Paris look using the best on my opinion  
>>Paris  
>>> panels which make Paris look like Logic or Sequoia.  
>>> It is black oriented with nice coloured buttons.  
>>> Paris no longer limits the DX total plugin numbers to 64 because now  
you  
>>> can use a VST chainer like effectchainer (free) which loads inside dx  
>so  
>>> Paris sees only vst which has NOT the 64 upper limit.  
>>> DISABLE DX support and Paris will not crash as it did last year...  
>>> I am happy with how stable Paris is.  
>>> I change plugins while paris is in play mode open their interfaces make  
>my  
>>> changes dismiss one load another ,while Paris is still in play mode with  
>>> no crash...  
>>> Put the Paris folder in your c: root and things will go even smoother.  
>>> Paris has no latency compensation .  
>>> Your rig might have a ccouple of digital devices along with analog Paris  
>>> inputs.  
>>> If you have a drummer recording and you use not only the analog inputs  
>but  
>>> also spdif and adat for that matter you might come to latency diffrences.  
>>> You can calculate the latency that a specific ad converter gives as  
>>opposed  
>>> to paria nalog in by just recording the same sound at the same time from  
>>> these both inputs (Paris analog in and spdif /or adat) . Use a latency  
>>plugin  
>>> like the free samplelatency or use vertex and just delay the Paris  
>>"analog"  
>>> input signal by some samples until the cancel with one phase reversed.  
>>> make your notes as to know which are the perceived latencies for all  
your  
>>> gear.  
>>> Then BUY vertex dsp plugin !  
>>> Thus you will be able to put the exact latency each track has and allign  
>>> all your drumtracks and not only...  
>>> If you put a eds compressor with lookahead , see at the latency table  
>and  
>>> put on vertex that amount of latency.  
>>> ALLIGN all your tracks.  
>>> Analog sounds much better because it does not have samples latencies  
!!  
>>> Now you can group along submixes in Paris up to 32 groups with vertex  
>>again.  
>>>

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Mon, 19 Mar 2007 08:24:33 GMT  
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You can solo all your guitars which are spread along 2-3-4 and maybe more  
>>> submixes.  
>>> You can mute them too.  
>>> You can solo only the back vocals and the main vocal...  
>>> There is creamware pulsar cards that have many many adat ins and outs  
>plus  
>>> super plugins close to uad quality (including mine !!).  
>>> You can have many adat cards in Paris and EXTEND your Paris rig with these  
>>> pulsar cards (on another computer) by inserting via adat great plugins  
>or  
>>> mixing all your backing vocals (maybe 16 tracks here ?) to two inside  
>>pulsar  
>>> environnement and sent it back to two Paris tracks either live or recording  
>>> it.  
>>> The latency involved is only 19 samples !!  
>>> Yes 19 samples.  
>>> If you use special plugins like SPL transient designer inside pulsar then  
>>> you go up in latency BUT lower than 80 samples with some good plugins  
>one  
>>> after the other.  
>>> USE vertex again for that OR put a latency delay inside pulsar to make  
>a  
>>> 80 samples latent track and just move ahead Paris track one nudge !  
>>> I am in love with Paris and Creamware.  
>>> I have great plugins there like vintage compressors fantastic sounding  
>>reverbs  
>>> even 4080 DX reverb is made for Pulsar too !  
>>> Eq's that cover every taste great and FREE ones published every day at  
>>www.planetz.com/forums  
>>> Today they had a killer tubestrip !!  
>>> I have 4 adat cards.  
>>> That means 32 (well 28 cause of an adat -Paris bug) insert loops.  
>>> Thats more than enough for a dense mix.  
>>> You can of course use along paris eds effects and dx (as vst remember  
>!)  
>>> plugins.  
>>> You can do whatever and Paris will sound killer better than any cubase  
>mix  
>>> I heard !  
>>> Sorry DJ !  
>>> If anyone want my Paris exe file which has this great look (black  
>>wonderful)

>>> I can send it via personal email.  
>>> Just let me know you have a Paris 3 license because I always use the  
>>antipace  
>>> exe because I do not want any challenge codes troubles anymore !!  
>>> Although I have bought Paris 3 I may be feel ilegal but what the heck  
>we  
>>> deserve that right ?  
>>> We all have cried out for a latency compensation, we have that, better  
>>grouping,  
>>> we have that, more stable under XP, we sure have that, better looks ?,  
>we  
>>> have that too, more plugins of uad1 quality but not that much of latency  
>>> (remember 16384 samples !!!) now with creamware cards less than 80 samples  
>>> normally at 19 samples !!  
>>> Even withn that latency vertex can compensate.  
>>> VERTEX can compensate for the cards latency difference too !!  
>>> So now you can record across two submixes your drumtracks !!  
>>> Youcan now use digital input along analog inputs for phase related audio  
>>> stuff...  
>>> I hope that I convinced a couple to stay longer with Paris because I  
hate  
>>> seeing every day someone selling his entire Paris rig...  
>>> Grab one two or three Pulsar cards , man they are cheap used !, remember  
>>> what you paid for Paris back then, and intergrate them with Paris and  
>adat  
>>> and spdif and analog , whtever !!  
>>> You will have a very uptodate sound and plugz to work.  
>>> Did I mention that creamware have some fanatstic emulation of guita  
>>amplifiers  
>>> !!??  
&g

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [rick](#) on Mon, 19 Mar 2007 08:45:42 GMT

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ilto:dc@spammersinhell.com" target="\_blank">dc@spammersinhell.com> wrote in message  
news:4623d00f\$1@linux...

>>  
>> Bittree programmable.  
>>  
>> Use the E3 connector rather than the punchdown. You can do it all with  
>> their crimp tool, but we crimp and then solder. Great gear, easily  
>> programmable for normalling on the front panel and with the E3, easily  
>> changed on the back. We have had zero service calls on these.  
>>  
>> I can get you a good price once you get your part number.

>>  
>> DC  
>>  
>>  
>> "DJ" <www.aarrrrggghhh!!!.com> wrote:  
>>>As my old cheap modular (switchablenormalled/half normalled/straight thru)  
>>  
>>>patchbays start to age, I'm thinking about getting something a bit more  
>>  
>>>\*pro\*. I'm looking at some o the ADC and Bittree products with punchdown  
>>  
>>>blocks just because I don't want to spend the next three months sucking  
>>  
>>>solder fumes. I could probably clip the TRS jacks off my existing snakes  
>> and  
>>>have these punched down in a couple of days, if it's as simple as it looks  
>>  
>>>to be. Then again, since these old modular PB's have lasted over 8 years  
>>  
>>>with only two modules going south, maybe I should stick with what  
>>>works???.....nawwww.....  
>>>  
>>>Any problems with reliability with punch down PB's?  
>>>  
>>>Thanks,  
>>>  
>>>Deej  
>>>  
>>>  
>>  
>  
>The mind reels.

Chris Ludwig &

---

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [xpam\\_mark](#) on Mon, 19 Mar 2007 08:59:48 GMT  
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Audio

>>> (859) 635-5762  
>>> [www.adkproaudio.com](http://www.adkproaudio.com)  
>>> [chrisl@adkproaudio.com](mailto:chrisl@adkproaudio.com)  
>

--

Chris Ludwig

ADK Pro Audio  
(859) 635-5762  
www.adkproaudio.com  
chrisl@adkproaudio.comHi Cujo,  
Nice to see you here.

About the only thing that even made me look at the gearslutz forum was  
Justin's guest mod. I can't stand it otherwise...)

Chris

cujo wrote:

> I started a thread over on GS about this today as well, please chime in over  
> there, it may help the cause! Hey all, long time no see by the way.  
>  
>  
> Chris Ludwig <chrisl@adkproaudio.com> wrote:  
>> Hi Lamont,  
>&

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Aaron Allen](#) on Mon, 19 Mar 2007 13:55:32 GMT  
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hrisl@adkproaudio.com" target="\_blank">chrisl@adkproaudio.com>  
>www.adkproaudio.com <<http://www.adkproaudio.com/>>  
>(859) 635-5762I don't know if this article is really all that accurate. Would \_anybody\_  
be stupid enough to try to compete with Photoshop? I mean, there aren't a  
lot of applications that can be said to have launched, nurtured, and enhanced  
and entire market. That's what Photoshop is, Quark almost is, and even Apple  
hasn't seriously tried to enter either of those markets. They thought (correctly  
it turns out) they could take on Premiere with a better mousetrap and have  
a pretty good shot, and tried the same thing with Logic and it hasn't panned  
out nearly as well. But Photoshop? C'mon, that's just pissing in the wind.

TCB

"James McCloskey" <excelsm@hotmail.com> wrote:  
>  
>Chris Ludwig <chrisl@adkproaudio.com>

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [excelav](#) on Mon, 19 Mar 2007 14:44:18 GMT

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>>

>>

>Chris Ludwig <[chrisl@adkproaudio.com](mailto:chrisl@adkproaudio.com)> wrote:

>Hi James,

>Yes the new Final Cut looks awesome. Ha Adobes gonna be pissed.

>

>Chris

It looks like Adobe is about to get some other competition on another front.

Microsoft, Adobe Competition Heats Up

<http://apnews.excite.com/article/20070416/D8OHV5880.html>

>

>James McCloskey wrote:

>> Final Cut Studio2 \$1299.00 \$499.00 to upgrade.

>> <http://www.apple.com/finalcutstudio/>

>>

>> Final Cut Server \$999.00

>> <http://www.apple.com/finalcutserver/>

>>

>> <http://www.macworld.com/weblogs/editors/2007/04/fcoverview/index.php?lsrc=mwrss>

>>

>

>--

>Chris Ludwig

>ADK

>[chrisl@adkproaudio.com](mailto:chrisl@adkproaudio.com) <[mailto:](mailto:chrisl@adkproaudio.com)

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [LaMont](#) on Mon, 19 Mar 2007 16:51:07 GMT

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a>> wrote:

>>Hi James,

>>Yes the new Final Cut looks awesome. Ha Adobes gonna be pissed.

>>

>>Chris

>

>It looks like Adobe is about to get some other competition on another front.

>

>Microsoft, Adobe Competition Heats Up

>

><http://apnews.excite.com/article/20070416/D8OHV5880.html>  
>  
>>  
>>James McCloskey wrote:  
>>> Final Cut Studio2 \$1299.00 \$499.00 to upgrade.  
>>> <http://www.apple.com/finalcutstudio/>  
>>>  
>>> Final Cut Server \$999.00  
>>> <http://www.apple.com/finalcutserver/>  
>>>  
>>> <http://www.macworld.com/weblogs/editors/2007/04/fcoverview/index.php?lsrc=mwrss>  
>>>  
>>  
>>--  
>>Chris Ludwig  
>>ADK  
>>

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [rick](#) on Mon, 19 Mar 2007 18:06:46 GMT  
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Check Do not cache thumbnails

Under "Visual settings" check off "Show window contents while dragging. This is more of a usability tweak, as it will allow you to see the contents of windows on the screen as you drag them around (instead of them going blank).

Uncheck Show pop up description for folder and desktop itemsDoug, if you're using blackface adats be aware that the signal goes to tape out of phase, and then inverts back on the other side of the convertors. If you extract digitally from any blackface machine, it will be out of phase.

AA

"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote in message news:4623ac88\$1@linux...  
> Well \*\*\*\*!!!! Before I sold off my Paris rig, I rendered a bunch of audio  
> files.. These were old demos that Amy and I did back in the mid 90's. They  
> were tracked to 2" 24 track and then archived to ADAT. Later I dumped them  
> into Paris. I want to use some of the tracks for a project I am getting  
> ready to produce here. Apparently the Paris render corrupted the files.  
> They are not batching properly in Wavelab (I posted in another thread  
> about this). They are also having problems when converted with PAVWAV.  
> Something told me that if I sold off my Paris rig, something like this

> would happen. Luckily I've still got the ADATs and an old XT-20 that I  
> kept around. I'm going to have to recreate some edits that I did  
> subsequent to dumping them into Paris, but that's a piece of cake with  
> Cubase.  
> I just don't understand this kind of thing ma

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Mon, 19 Mar 2007 18:31:40 GMT  
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-----  
#Background Services

Processor scheduling should be set to background services and not Programs.  
Start > Settings > Control Panel > System > Advanced > Performance Settings  
> Advanced Tab > Background Services

#Windows defaults to write-behind caching, holding data in a memory buffer  
before writing it to disk. Disabling this function will increase your system  
performance by writing data immediately to disk.

To disable this function, right click on My Computer and choose Properties,  
or open Control Panel and select System. Select the Hardware tab and click  
the Device Manager button. Click the plus sign next to Disk Drives and select  
a drive. Choose Properties and on the Policies tab uncheck Write Cache Enabled.  
Repeat for all drives in your system.

#Visual Effects for best performance

Advanced tab: Press Settings tab under Performance Visual Effects tab: set  
to Adjust for Best Performance.

#Switch Off Desktop Background Image

Right Click Desktop > Properties > Desktop Tab > Background None

#Disable Screen Saver

Click on the Screen Saver tab, Set Screensaver to None, Press the Power button  
near the bottom

#Disable Fast User Switching

Start > Settings > Control Panel > User Accounts > Change the way users log  
on or off > Untick Use Fast User Switching

#Switch Off Power Schemes

Start > Settings > Control Panel > Power Options > Always On > Turn off monitor  
after 15 mins and set turn off hard discs to Never

#Switch Off Hibernation

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Mon, 19 Mar 2007 18:40:50 GMT  
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/>

Start > Settings > Control Panel > Power Options > Hibernate > Untick Hibernation

#Disable System Sounds

Start > Settings > Control Panel > Sounds and Audio Devices > Sounds Tab  
> Sound Scheme to None.

#Disable System Restore

Start > Settings > Control Panel> System > System Restore Tab. Tick the "Turn off System Restore on all Drives"

#Disable Automatic Updates

Switch off Automatic Updates by going to Control Panel, System, Automatic Updates and ticking the box labelled "Turn off automatic updating. I want to update my computer manually."

#Startup and Recovery Options

Right click My Computer and click on Properties > Advanced > Start Up & Recovery Settings and uncheck "Automatically Restart".

#Disable Error Reporting

Start > Settings > Control Panel > System > Advanced TAB > Error Reporting  
> Click the Disable Error Reporting box (Tick the "But Notify Me When Critical Errors Occur" if you prefer)

#Disable Remote Assistance

Start > Settings > Control Panel > System > Remote > Untick "Allow Remote Assistance Invitations to be sent from this computer"

#Disable Remote Desktop (I enable this for my convenience)

Start > Settings > Control Panel > System > Remote > Untick "Allow users to connect remotely to this computer"

#Fixed Swap File (Virtual Memory) (I set to 4092 for both)  
Sel

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Ted Gerber](#) on Mon, 19 Mar 2007 22:07:58 GMT  
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nd worked out a deal on that Neve  
5042

>so now it's mine and is a permanent fixture here. I have no complaints.  
I  
>guess that it's just that having used the Paris system for 9 years, I was  
so  
>comfortable with certain things about it that I didn't think I'd  
>miss.....like the plate reverbs. I didn't know I liked them that much.  
>Chucks modulation FX sounded great too and NoLimit???....well, it had  
>something that nothing that I have here had. I'm able to use anything I  
want  
>nowadays as a channel insert or on an aux and I can create as many busses  
as  
>I want .....and don't have to worry about not being able to patch  
>across submixes and the Paris mono delays are just wonderful in a mix. It's  
  
>easy to take a lot of things for granted I guess.  
>  
>Would I go back??...I don't think so.....not now. If I had it to do  
all  
>over again, would I sell the Paris rig and the insane digital routing matrix  
  
>that was sometimes so confusing and frustrating and full of so many  
>potential clocking disasters, but that I knew so well because I had created  
  
>it and was familiar with it's quirks???.....I don't think  
>so.....not now.  
>  
>With the Cubase rig.....I turn it on....it works.  
>  
>(yawn)  
>  
>;o)  
>  
>  
>I don't think anyone understands it, Aaron. We may learn that the shooter  
had a history of mental problems. We may learn that alcohol and/or drugs  
were involved. No, I don't understand how anyone can just randomly kill  
people. I also don't understand why idiots, psychos, drunks, or drug  
addicts need to have the right to bear this kind of arms.  
  
I think we need to seriously change the way we raise our male children.  
"When we don't let boys cry tears, some will cry bullets." - William Pollack

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Aaron Allen](#) on Tue, 20 Mar 2007 00:41:02 GMT  
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that the majority of shootings are probably male, but

>>> this  
>>> is a silly sexist thing to say - isn't it? I have no doubt that a girl  
>>> could  
>>> do a similar thing. Our society gives us example after example of this  
>>> destructive behavior with guns (what else are guns for?) and women are  
>>> no  
>>> exception to shootings or destruction.  
>>>  
>>> There is also no guaranteed way to stop this kind of violence. Sad but  
>>> true.  
>>> It is, unfortunately, one of the very high prices/possibilities that  
>>> comes  
>>> with our liberties in the US (guns, guns rights, etc..). At very  
>>> minimum,  
>>> at  
>>> least this particular person won't cause further damage.  
>>>  
>>> Here's my personal edit to your quote.... "I think we need to seriously  
>>> raise our children."  
>>>  
>>> I know you have good interests at heart Sarah - hope you don't take  
>>> offense  
>>> to my post.  
>>>  
>>> Peace be to all the VT family.  
>>>  
>>> rock on,  
>>> -Carl  
>>>  
>>>  
>>>  
>>>  
>>  
>actually the incident of violent crime is one of the leading stats,  
though the same can be said for men...drug wise.

On Wed, 18 Apr 2007 01:33:54 -0700, "Sarah" <sarahjane@sarahtonin.com>  
wrote:

>Thanks for that link . . . I definitely want to look through that when I  
>haven't just gotten off work. I worked with women in a "halfway house" for  
>recent prison releases. All of them had been in jail for drug offenses. I  
>think if we examine those rising female imprisonment stats, we'll find that  
>the vast majority are there for drugs, or drug-related malfeasance of some  
>kind, and not violent crimes.  
>  
>S  
>

>  
>"rick" <

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [Ab](#) on Tue, 20 Mar 2007 01:37:40 GMT

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or is testosterone, which a male

>>typically has 7 to 10 times as much of as a female. Testosterone levels

>>rise rapidly, sometimes drastically, with threat, anger, and competition.

>>

>>Just as girls are taught about their special hormonal differences and

>>reproductive cycles, boys should be taught about this special aspect of

>>their physiology, and the emotions it can produce. Instead of thwarting

>>their natural aggression and energy, we should teach them to channel it

>>into

>>creative, constructive activity. We should also teach them that empathy

>>and

>>compassion are not "gay," and that having brain and a heart are more

>>important than having "balls," so to speak. I bet most of the men here

>>avoided violent behavior in part when they were growing up by beating the

>>shit out of drums or guitars instead of other guys.

>>

>>Of course we need to discourage violence in all our children, but it's a

>>bigger problem among boys, and I think some special attention is needed

>>there. Does this make sense?

>>

>>Sarah

>>

>>

>>"Carl Amburn" <carlamburn@hotmail.com> wrote in message

>>news:46245d87@linux...

>>>" I think we need to seriously change the way we raise our male children.

>>>"

>>>

>>> Sarah - I realize

---

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [Paul Braun](#) on Tue, 20 Mar 2007 02:09:38 GMT

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t; at

>>>> least this particular person won't cause further damage.

>>>>

>>>> Here's my personal edit to your quote.... "I think we need to seriously

>>>> raise our children."  
>>>>  
>>>> I know you have

---

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Paul Braun](#) on Tue, 20 Mar 2007 02:13:02 GMT  
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good interests at heart Sarah - hope you don't take

>>>> offense

>>>> to my post.

>>>>

>>>> Peace be to all the VT family.

>>>>

>>>> rock on,

>>>> -Carl

>>>>

>>>>

>>>>

>>>>

>>>

>>

>Well Don, as is often is the case, you seem to be reading what I write, and translating it into something entirely different. I don't even see how your response contradicts anything I said! I said nothing against martial arts, shooting guns, or Jesus Christ for that matter. Nor did I say t

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Dedric Terry](#) on Tue, 20 Mar 2007 04:29:44 GMT  
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r />

>especially problematic when I import an audio track to use for overdubbing.

>

>I did go back to an old project in Cubase 3.0.2 and use it for a source for

>a global template and it worked on one out of three projects I was tracking

>tonight.

>

>I even uninstalled/reinstalled Cubase 4 and it did no good.

>

>The idea of migrating to Reaper is starting to appeal to me more and more. I

>think Reaper even allows inputs to be routed to multiple outputs. That would

>really be a nice situation for cues in a tracking session.

>

>Bah.....I'm tired and PO'ed. Grrrrrrrr!!!!

>  
>  
>  
>  
>  
>  
>

>I understand you very well Sarah and am with you, but I think it will  
allways be problems when a mans brain often is in the balls when women and  
weapons are involved.

"Sarah" <sarahjane@sarahtonin.com> skrev i en meddelelse  
news:4625e335@linux...

> Well Don, as is often is the case, you seem to be reading what I write,  
> and translating it into something entirely different. I don't even see  
> how your response contradicts anything I said! I said nothing against  
> martial arts, shooting guns, or Jesus Christ for that matter. Nor did I  
> say testosterone was a bad thing. Testosterone gives men a special  
> power -- I'm just advocating teaching them to use that power for good  
> rather than the evil you correctly refer to. I'm not even against  
> violence, as I think you know, if it's justified.

>

> As for "masculinity," I think definitions may vary greatly from person to  
> person, but you'll have to do some fancy talking to convince me that  
> empathy and compassion make a man less masculine. Are you saying you  
> can't be a "real man" and still express the full range of human emotions?

>

> And I never said anything about "teaching" anyone to cry. You may have  
> noticed that people of both sexes cry naturally at times -- they don't

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Tue, 20 Mar 2007 05:56:19 GMT  
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---

hat

> very

> bass playing through that very amp, just last Saturday:

>

> <http://youtube.com/watch?v=K6NKYdwhE90>

>

> which happens to showcase the one point, in two hours of performance,  
> where  
> not only the singer forgets the words, but the guitar player and I drop a  
> beat.

>

> I'm proud. And you see the shiny forehead where hair was last time you saw  
> me.

>

> (there are two other videos posted there, too, but they are from a video  
> camera and the sound and video are unaccountably about a second off.)  
>  
> -steve  
>  
> Jamie K <Meta@Dimensional.com> wrote:  
>>Sarah wrote:  
>>> Well, come on guys . . move to Portland. It'll be a nice tropical  
>>> island  
>>>  
>>>

---

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Tue, 20 Mar 2007 06:07:23 GMT  
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---

[href="mailto:Meta@Dimensional.com" target="\\_blank">Meta@Dimensional.com](mailto:Meta@Dimensional.com)> wrote:  
>>>>>> If you were closer to Colorado I'd come play violin with you!  
>>>>>>  
>>>>> yeah, and I'd play bass and sing backup!  
>>>> That would be great!  
>>>>  
>>>> Cheers,  
>>>> -Jamie  
>>>> [www.JamieKrutz.com](http://www.JamieKrutz.com)  
>>>>  
>>>>  
>>>>  
>>>>> Folks around here with long memories might remember that I tend to the  
>  
>>>>> dirt  
>>>>> cheap end of things. I now live by Craigslist. I picked up a 30 watt  
>  
>>>>> Roland  
>>>>> monitor the other day that has an xlr in as well as three channels of  
>  
>>>>> line  
>>>>> and instrument in, and the other day I had two keyboards going through  
>  
>>>>> it,  
>>>>> playing bass on one, and it sounded stunning.  
>>>>>  
>>>>> I do a duo thing with a singing guitar player, and we both have Ibanez  
>  
>>>>> amps  
>>>>> (did you even know they made them? I didn't until I went to the local  
>  
>>>>> guitar

>>>>> shop to check out cheap Fender bass amps) -- I have a bass amp and the  
>  
>>>>> other  
>>>>> guy has a guitar amp (with an xlr in) which he sings and plays  
>>>>> through.  
> I  
>>>>> have a tiny mixer which I use to put my vocals as well as bass through  
>  
>>>>> mine.  
>>>>> Everyone in a small cafe we play in says it sounds great. No monitors  
>  
>>>>> needed  
>>>>> - we just set up with the amps somewhat behind us. On the lastest of  
>  
>>>>> these  
>>>>> gigs I used my new monitor instead of the mixer, and it sounded even  
>  
>>>>> better.  
>>>>> Both these Ibanez amps were under \$200. Astounding.  
>>>>> -steve  
>>>>>  
>>>>> my little bass amp:  
>>>>> <http://www.musiciansfriend.com/product/Ibanez-SW65-65W-Bass-Amp?sku=480137&src=3SOSWXXA>  
>>>>>  
>>>>> my friend's guitar/vocal amp:  
>>>>> <http://www.zzounds.com/item--IBATA35>  
>>>>>  
>>>>> my little Roland monitor:  
>>>>>

---

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Tue, 20 Mar 2007 06:40:08 GMT  
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M30" target="\_blank"><http://www.zzounds.com/item--ROLCM30>  
>>>  
>>>

>Before you blame cubase you might want to find the cause. Isn't this how  
Jessie Jackson handled the Duke case?This is weird

I just "mixed down" an edited drum track and when I brought it into Nuendo  
with the music track I edited it too it was short by roughly 173 ms

So I brought the L&R (Drum edit mix) PAF's back into the project and  
although they lined up musically when I zoomed into the front of the tracks  
sure enough there was a space between the start of the track and "zero" on

the time line.

Rendering these tracks gave them both a zero start point and all was well with the world but man what a friggin surprise

I've never noticed this before...is this normal?

DOOnThis is a multi-part message in MIME format.

-----=\_NextPart\_000\_012E\_01C78198.BB6614F0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Don,

Yes this is normal. Paris takes about 173 ms to get=20 the wheels churning on the 2 mix. It can be a pain if your tracks start too close to zero. You did the right thing to correct it though. If you had any processing on the group out then you will have to adjust for the lookahead there too.  
Tom

"Don Nafe" <dnafe@magma.ca> wrote in message news:46261411@linux...

This is weird

I just "mixed down" an edited drum track and when I brought it into = Nuendo

with the music track I edited it too it was short by roughly 173 ms

So I brought the L&R (Drum edit mix) PAF's back into the project and although they lined up musically when I zoomed into the front of the = tracks

sure enough there was a space between the start of the track and = "zero" on the time line.

Rendering these tracks gave them both a zero start point and all was = well

with the world but man what a friggin surprise

I've never noticed this before...is this normal?

DOOn

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=\_NextPart\_000\_012E\_01C78198.BB6614F0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

---

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [Dedric Terry](#) on Tue, 20 Mar 2007 13:22:06 GMT

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---

protocols LE and DP4 do, except their opposite of  
> Paris. Their a little longer. I get files from clients that use these DAWS  
> regularly and I always have to shave a little off the front to get the  
> clicks  
> to line up with my grid.  
> Rod  
> "Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote:  
>>This is weird  
>>  
>>I just "mixed down" an edited drum track and when I brought it into Nuendo  
>>with the music track I edited it too it was short by roughly 173 ms  
>>  
>>So I brought the L&R (Drum edit mix) PAF's back into the project and  
>>although they lined up musically when I zoomed into the front of the  
>>tracks  
>>sure enough there was a space between the start of the track and "zero"  
> on  
>>the time line.  
>>  
>>Rendering these tracks gave them both a zero start point and all was well  
>>with the world but man what a friggin surprise  
>>  
>>I've never noticed this before...is this normal?  
>>  
>>DOn  
>>  
>>  
>Deej, are you still using a Multiface? If so, did you ever get  
the updated version of the PCI card, or send yours off for that  
modification? I know I mentioned this once here & once over the  
phone when we taked, but I don't recall ever hearing from you  
if you did or not.

This could be your problem... if you ARE using a Multiface,

then check your PCI card - it's got the version # etched on it in the upper right area of one of the sides - if it's anything lower than v1.7, then you need to get it modded, since there is a known issue with how it handles power supplied to it if it doesn't have this fix. Synthax will do it under warranty for like \$40 including shipping.

If this is the problem, then let me know; I have an extra card I can lend you to get you rolling until yours gets back from being fixed, and if you need two I can also pull one of the two in my PC outta there, since I don't have anything on the session front for a least a couple weeks.

Neil

"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:

>Had to call a session tonight and send everyone home. This is the first time  
>in my entire studio career that I've not been able to figure out a  
>workaround for a problem in a tracking session, but when your recorder  
>freaks, it's time to wrap. Cubase 4 has gone completely apeshit. Clicks and  
>pops, tracks playing back out of sync, suckage of fidelity.....total  
>disaster. The first thing I would normally suspect is the clocking but  
>everything shows to be synced rock solid and I can play back entire (large)  
  
>projects in Cubase 4 that were recorded in Paris and then the tracks were  
  
>imported into Cubase SX 3.0.2 with nary a click, pop or hiccup and this is  
>using the AD/DA's that I have here as insert I/O so it's not the converters  
  
>and not the clocking.  
>  
>It's creating a new project in Cubase 4 that is the problem. It is  
>especially problematic when I import an audio track to use for overdubbing.  
>  
>I did go back to an old project in Cubase 3.0.2 and use it for a source  
for  
>a global template and it worked on one out of three projects I was tracking  
  
>tonight.  
>  
>I even uninstalled/reinstalled Cubase 4 and it did no good.  
>  
>The idea of migrating to Reaper is starting to appeal to me more and more.  
I

>think Reaper even allows inputs to be routed to multiple outputs. That would

>really be a nice situation for cues in a tracking session.

>

>Bah.....I'm tired and PO'ed. Grrrrrrrr!!!!

>

>

>

>

>

>

>

>"Sarah" <sarahjane@sarahtonin.com> wrote:

>Well Don, as is often is the case, you seem to be reading what I write,  
and

>translating it into something entirely different.

You said:

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Tue, 20 Mar 2007 17:22:22 GMT

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---

t;>In reality, armed citizens do better than cops in shootouts  
>>with criminals, and no one is trying to take cops guns away...

>>

>><http://hematite.com/dragon/gcmythexplode.html#myth2>

>>

>>[http://hematite.com/dragon/gunclock\\_stats.html](http://hematite.com/dragon/gunclock_stats.html)

>>

>>People with carry permits are part of the solution, not  
>>part of the problem. And I think they are pretty smart.

>>

>>I applaud your decision to be able to defend yourself, and I  
>>wish they would authorized permits here in California...

>>

>>DC

>>

>"TCB" <nobody@ishere.com> wrote:

>

>One more thing, as I keep on saying, the people who should \_really\_ be able  
>to carry are women. Much more likely to be victims of violent crime and  
also

>less like to hurt/kill others or themselves accidentally. Oddly, most women

>I know are the most anti-gun, until I take them to the range. I've made

a

>number of converts ;-)

Oh yeah...

My teenage daughter loves shooting. Just loves it. My wife believes in owning guns, but does not want to shoot them. Oh well.

DCit's about 23ms, small but there. zoom in and check it out sometime. I'd be interested.

Rod

"Don Nafe" <dnafe@magma.ca> wrote:

>Thanks guys

>

>I've rarely had to line up pre-recorded tracks with "mixed" tracks from

>Paris (after the fact on another DAW) so I was unaware of this little

>issue....either that or completely forgot about it

>

>DOn

>

>

>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message

>news:46261afa\$1@linux...

>>

>> Yes Don, this is normal. This happens when you do a "bounce to disk" mix.

>> It has to do with how long it takes the CPU to start crunching the

>> numbers.

>> It will be different, depending on CPU speed, for everyone. It's also

>> different

>> from 16 bit to 24 bit.

>> (24 is more). You did the right thing by pulling in the segments of the

>> bounce

>> and rendering. Do that every time and you'll be good.

>> If you do a mix using the adat in and out, this won't happen.

>> I think every DAW has some timing anomalies when using bounce to disk,  
at

>> least I know CubaseSX, 4, protocols LE and DP4 do, except their opposite  
of

>> Paris. Their a little longer. I get files from clients that use these  
DAWS

>> regularly and I always have to shave a little off the front to get the

>> clicks

>> to line up with my grid.

>> Rod

>> "Don Nafe" <dnafe@magma.ca> wrote:

>>>This is weird

>>>  
>>>I just "mixed down" an edited drum track and when I brought it into Nuendo  
>>>with the music track I edited it too it was short by roughly 173 ms  
>>>  
>>>So I brought the L&R (Drum edit mix) PAF's back into the project and  
>>>although they lined up musically when I zoomed into the front of the  
>>>tracks  
>>>sure enough there was a space between the start of the track and "zero"  
>> on  
>>>the time line.  
>>>  
>>>Rendering these tracks gave them both a zero start point and all was well  
>>>with the world but man what a friggin surprise  
>>>  
>>>I've never noticed this before...is this normal?  
>>>  
>>>DOn  
>>>  
>>>  
>>  
>  
>Time to start buy'n back all that Paris stuff you sold.  
;-)  
Rod  
"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:  
>Had to call a session tonight and send everyone home. This is the first  
time  
>in my entire studio career that I've not been able to figure out a  
>workaround for a problem in a tracking session, but when your recorder  
>freaks, it's time to wrap. Cubase 4 has gone completely apeshit. Clicks  
and  
>pops, tracks playing back out of sync, suckage of fidelity.....total  
>disaster. The first thing I would normally suspect is the clocking but  
>everything shows to be synced rock solid and I can play back entire (large)  
  
>projects in Cubase 4 that were recorded in Paris and then the tracks were  
  
>imported into Cubase SX 3.0.2 with nary a click, pop or hiccup and this  
is  
>using the AD/DA's that I have here as insert I/O so it's not the converters  
  
>and not the clocking.  
>  
>It's creating a new project in Cubase 4 that is the problem. It is  
>especially problematic when I import an aud

---

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Dedric Terry](#) on Tue, 20 Mar 2007 18:25:46 GMT  
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uts. That would

> really be a nice situation for cues in a tracking session.

>

> Bah.....I'm tired and PO'ed. Grrrrrrrr!!!!

>

>

>

>

>

>

>

>This situation (and worse) is all over the Cubase 4 forum.....clicks,  
pops, crackles, system performance degrading as sessions proceed and tracks  
playing out of sync. These tracks play back with no issues in Wavelab \*and\*  
in Cubase 4 when auditioned in the audio pool. Import the track to the  
project window and it goes bonkers.

Deejfong

"John" <no@no.com> wrote in message news:4625fddc\$1@linux...

>

> Before you blame cubase you might want to find the cause. Isn't this how

> Jessie Jackson handled the Duke case?It was too good to be true, that the life now should be  
too easy for you

with a modern system. You get me worried, since I have Cubase 4 too, but  
haven't learned anything about it yet. I know I shall use something Cubase on  
a new project, when travelling to Stockholm, Sweden, in June. Now I'm finito  
here in Copenhagen with a Parisproject, travelling back to Norway on Friday,  
shall be back here in Copenhagen in about 3 weeks, traveling on holidays to  
Greece for 2 weeks and traveling to Sweden after that.

Hmmm... 2 weeks to learn about Cubase with all the problems... arghhh...

Erlili Erlo

"DJ" <www.aarrrrggghhh!!!.com> skrev i en meddelelse  
news:46263da7\$1@linux...

> This situation (and worse) is all over the Cubase 4 forum.....clicks,

> pops, crackles, system performance degrading as sessions proceed and

> tracks playing out of sync. These tracks play back with no issues in

> Wavelab \*and\* in Cubase 4 when auditioned in the audio pool. Import the

> track to the project window and it goes bonkers.

>

> Deejfong

>

>  
> "John" <no@no.com> wrote in message news:4625fddc\$1@linux...  
>>  
>> Before you blame cubase you might want to find the cause. Isn't this how  
>> Jessie Jackson handled the Duke case?  
>  
> Seriously considering an EDS, MEC and 2 x ADAT cards for a tracking rig.  
Lots of my work right now is OD's for various session musicians who are  
working with other musicians on projects all over the country. These local  
guys are touring with a potpurri of bluegrass bands and as they meet up and  
open for these various other bands, inevitably someone is working on a CD  
and they want one of the Druango guys to lay down some tracks. Some of these  
guys are getting pretty famous in that genre and I would like to be able to  
work with them. If I have to toss Cubase 4 in order to do this, I'll not  
think twice about it. I can tell you right now that Reaper has some features  
that could become indispensable. In some ways, it's so far beyond Cubase  
that it's sick. Being able to route the same track to multiple outputs is  
one of them. A great thing for a tracking session. You can feed the recorded  
and active tracks to the main monitor bus while also feeding them to the  
various mono track outputs that feed my Furman HDS16 cue system while using  
ASIO direct monitoring instead of f\*\*\*'in around with the Cubase control  
room function which requires CPU overhead. That right there is worth the  
price of admission.

I've got the MEC here already. I could patch my RME converters into these  
for tracking. Problem is, once the tracks are imported into Cubase 4 for  
mixing, the nightmare begins. Tracking to Cubase ain't all that hard to do.  
It's playing back the tracks that is the problem. Last time I looked, I was  
needing to play back tracks I recorded in order to mix them.

;o(

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message  
news:4626260e\$1@linux...

>  
> Time to start buy'n back all that Paris stuff you sold.  
> ;-)  
> Rod  
> "DJ" <www.aarrrrggghhh!!!.com> wrote:  
>> Had to call a session tonight and send everyone home. This is the first  
> time  
>> in my entire studio career that I've not been able to figure out a  
>> workaround for a problem in a tracking session, but when your recorder  
>> freaks, it's time to wrap. Cubase 4 has gone completely apeshit. Clicks  
> and  
>> pops, tracks playing back out of sync, suckage of fidelity.....total  
>> disaster. The first thing I would normally suspect is the clocking but  
>> everything shows to be synced rock solid and I can play back entire



Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [TCB](#) on Tue, 20 Mar 2007 18:38:10 GMT

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um for a reference -

there is a lot of "it doesn't work so Steinberg sucks!" style of troubleshooting there (e.g. people that absolutely refuse to dig any deeper than turning on Cubase 4 and posting about it).

Not very useful when it comes to actually solving problems and getting back to work. :-)

Do you have the media bay set to only scan when open? That could cause some headaches

I could imagine - if it is scanning all of your drives while trying to playback audio. I think the default may be to always scan. Depending on the system it might not be a problem, but it's worth a look.

If that isn't it, I would think about wiping SX 3 and C4, and start fresh with a C4-only install.

Regards,  
Dedric

"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote in message news:46263da7\$1@linux...  
> This situation (and worse) is all over the Cubase 4 forum.....clicks,  
> pops, crackles, s

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [Ted Gerber](#) on Tue, 20 Mar 2007 20:07:41 GMT

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>

;o)"Phil Aiken" <[asdf@asdf.asd](mailto:asdf@asdf.asd)> wrote:

>

>

> Does anyone have a lead as to how we might be able to dig up .ppj file  
>format documentation? Justin, the developer of Reaper, indicated that it  
>might be possible to have Reaper read Paris projects directly. T'would be  
>very cool.

Bumping this.....this would be a boon for current PARIS users, as well as ex-users who would then be able to open their projects in Reaper to archive as wav files, etc.

For current users, you could open a project you're working on, render VSTi's or delay compensated aux busses w/ UAD compressors etc. and then bring all that stuff back into PARIS. I've never used SX 4, so I can't say, but this sounds fishily like hardware not software to me. Can you try some things in other apps?

"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:

> Seriously considering an EDS, MEC and 2 x ADAT cards for a tracking rig.

> Lots of my work right now is OD's for various session musicians who are

> working with other musicians on projects all over the country. These local

> guys are touring with a potpurri of bluegrass bands and as they meet up and

> open for these various other bands, inevitably someone is working on a CD

> and they want one of the Druango guys to lay down some tracks. Some of these

> guys are getting pretty famous in that genre and I would like to be able

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [Tony Benson](#) on Tue, 20 Mar 2007 20:57:11 GMT

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ect in Cubase 3.0.2 and use it for a source

>> for

>>> a global template and it worked on one out of three projects I was

>>> tracking

>>

>>> tonight.

>>>

>>> I even uninstalled/reinstalled Cubase 4 and it did no good.

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>>> The idea of migrating to Reaper is starting to appeal to me more and more.

>> I

>>> think Reaper even allows inputs to be routed to multiple outputs. That

>>> would

>>

>>> really be a nice situation for cues in a tracking session.

>>>

>>> Bah.....I'm tired and PO'ed. Grrrrrrrr!!!!

>>>

>>>

>>>

>>>

>>&g

---

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [TCB](#) on Wed, 21 Mar 2007 21:53:26 GMT

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Do I have to reinstall all my plugins =  
or just=

move the VST folder</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>to have it happy at C:\VST =  
Plugins</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>That will be a task I'm not sure I'm =  
ready for=

(presets being lost).</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<DIV><FONT face=3DArial size=3D2>Thanks again!</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<BLOCKQUOTE=

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Dimitrios" &lt;<A=

=

href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>&gt;=  
=

wrote in message <A=

=

href=3D"news:4628de08\$1@linux">news:4628de08\$1@linux</A>...</DIV><BR>Hi=

Tom,<BR>You email continues bouncing back.<BR>I have sent you the =  
Paris exe=

but it was sent back.<BR>Let me know of a another email=

address.<BR>Regards,<BR>Dimitrios</BLOCKQUOTE>

<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
and=

you?<BR><A=

=

href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
..html</A>&nbsp;&nbsp;&nbsp;</FONT></DIV></BLOCKQUOTE ></BODY></HTML>

-----=\_NextPart\_000\_00EA\_01C7834F.ACF4AE00--i'm sure they're no more effed up as the rest  
of us...just a lot more  
money to be effed up with.

On 21 Apr 2007 03:22:44 +1000, "DC" <dc@hollywoodishell.com> wrote:

>

>What a guy huh?

>  
>Still, why did Kim release that to the public?  
>  
>yikes!  
>  
>We look up at celebrities and expect that they have these  
>sparkling and oh-so-interesting lives...  
>  
>Often the opposite is true.  
>  
>DChey, on the news here a while back they said that 10 is the new 15.  
so if she's 12 (or 11+) that's close enough...don't ya think???

On Fri, 20 Apr 2007 10:15:56 -0600, "DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)>  
wrote:

>Let's get a pool togeth

---

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Thu, 22 Mar 2007 00:19:27 GMT  
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lto:1@linux..." target="\_blank">1@linux...  
> It will be interesting to see if I can get my Steiny Houston controller to  
> interface with Reaper in HUI mode via midi. If not, I'm gonna have to snag  
> an MCU. I've been considering that anyway but I'm waiting until the new  
> Mackie USB based CUs hit the streets and the bottom falls out of the  
> prices  
> for the older (and more functional ) midi MCU's.  
>  
> ;o)  
>  
> "TCB" <[nobody@ishere.com](mailto:nobody@ishere.com)> wrote in message [news:462919a1\\$1@linux...](news:462919a1$1@linux...)  
>>  
>> Yeah, it's pretty cool. The MIDI just isn't there for me, and I'm really  
>> addicted  
>> to Live now. But for a more traditional track/edit/mix scenario I can see  
>> it being as good as anything.  
>>  
>> It also reminds me of my favorite DJ app, DJ Decks ([www.djdecks.be](http://www.djdecks.be)).  
>> Instead  
>> of paying big bucks for the NI or Stanto stuff and being locked into  
>> their  
>> hardware this will work with any ASIO card and an RIAA preamp. Cool skins  
>> are available and the developer fixes bugs in days, responds to feature

>> requests  
>> in the forums. Pretty cool.  
>>  
>> TCB  
>>  
>> "DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:  
>>>Man....this app is sweet. Works efficiently with quad cores and has  
>>>configuration options that allow UAD-1's to operate without sucking CPU  
>>  
>>>cycles. this is very major, especially when one of my main \*issues\* is  
>>>being  
>>  
>>>able to operate at low latencies with plugin FX active in a project. I'm  
>>  
>>>hoping a quad CPU will get me there. Midi / VSTi's aren't a huge issue  
>>>for  
>>  
>>>me right now and I've got a farm system I could use here to just stream  
>> the  
>>>stuff digitally if necessary. Reaper also has some kind of \*systemlink\*  
>> over  
>>>LAN situation as well.  
>>>  
>>>I'm going to be looking into Reaper \*in depth\* this weekend. I will be  
>>>paying special attention operational efficiency at low latencies with my  
>>  
>>>Opteron 185 as opposed to Cubase 4, keeping in mind that operational  
>>>efficiency of Cubase 4 would only be increased by around 40% by going to  
>> a  
>>>quad core right now as opposed to 100% (theoretically) over my existing  
>> dual  
>>>core if using Reaper. I'm sure Cubase will eventually catch up, but for  
>> now,  
>>>I'm going so far as burying the Reaper .pdf manual to CDR and taking it to  
>>  
>>>office depot to have it professionally printed up and bound.  
>>>  
>>>By the time I calculate my ink and paper costs to print this manual,  
>>>having  
>>  
>>>it done professionally ain't that much more.  
>>>  
>>>;o)  
>>>  
>>>  
>>  
>  
>

No Vista! Bad DeeJ! No biscuit! You spend night in kennel!

TCB

"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:

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>  
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>  
> <http://www.newegg.com/Product/Product.aspx?Item=3DN82E1681312> 1059  
>  
>Intel Core 2 Extreme QX6700 Kentsfield 2.66GHz 2 x 4MB L2 Cache LGA 775  
=  
>Processor (yeah...that's 10.64 GHz )-\$970.00  
>  
> <http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191> 15011  
>  
>mushkin 2GB (2 x 1GB) 240-Pin DDR2 SDRAM DDR2 800 (PC2 6400) Dual =  
>Channel Kit Desktop Memory - \$149.99  
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> <http://www.newegg.com/Product/Product.aspx?Item=3DN82E168201> 46599  
>  
>XFX PVT73GUGF3 GeForce 7600GT 256MB 128-bit GDDR3 PCI Express x16 Video  
=  
>Card-\$119.99  
>  
> <http://www.newegg.com/Product/Product.aspx?Item=3DN82E168141> 50185  
>  
>COOLMAX CP-500T EPS12V 500W Power Supply 115/230 V UL, CSA, -59.99  
>  
> <http://www.newegg.com/Product/Product.aspx?Item=3DN82E168171> 59040  
>  
>Seven Slot PCI Express to PCI-X Expansion System-\$2050.00  
>  
> <http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/>  
>Seven\_Slot\_PCI\_Express\_to\_PCIX\_Expansion\_System/17659/1  
>  
>rough total: \$3599.96  
>  
>At this point I think I would have a workable 10+ GHZ system that =  
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&

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [chuck duffy](#) on Thu, 22 Mar 2007 03:28:30 GMT  
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egg.com/Product/Product.aspx?Item=3DN82E168201 46599</A></=

>>>>FONT></P>

>>>><P><FONT face=3DArial size=3D2>XFX PVT73GUGF3 GeForce 7600GT 256MB =

>>>>128-bit GDDR3 PCI=20

>>>>Express x16 Video Card-\$119.99</FONT></P>

>>>><P><FONT face=3DArial size=3D2><A=20

>>>>href=3D"

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [TCB](#) on Thu, 22 Mar 2007 16:09:55 GMT  
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[http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven\\_Slot\\_PCI\\_Express\\_to\\_PCIX\\_Expansion\\_System/17659/1](http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven_Slot_PCI_Express_to_PCIX_Expansion_System/17659/1)

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<P><FONT face=3DArial size=3D2>Any thoughts?</FONT></P>

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<P><FONT face=3DArial size=3D2></FONT>&nbsp;</P>

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<P><FONT face=3DArial=20

size=3D2></FONT>&nbsp;</P></DIV></BLOCKQUOTE></BLOCKQUOTE ></BODY></HTML>

-----=\_NextPart\_000\_00CC\_01C78376.D1438070--I have a patch that I have yet to install, But I  
know someone who has, that  
lets OSX run natively on an AMD or Intel processor.  
It boots into either OSX or XP/Vista.

[http://torrents.thepiratebay.org/3652157/Mac\\_OS\\_X\\_10.4.8\\_\[JaS\\_AMD-Intel-SSE2-SSE3\\_with\\_PPF1\\_\\_\\_PPF2\].iso.3652157.TPB.torrent](http://torrents.thepiratebay.org/3652157/Mac_OS_X_10.4.8_[JaS_AMD-Intel-SSE2-SSE3_with_PPF1___PPF2].iso.3652157.TPB.torrent)

--

Martin Harrington

[www.lendaneer-sound.com](http://www.lendaneer-sound.com)

"DJ" <[www.aarrrrggghh!!!.com](mailto:www.aarrrrggghh!!!.com)> wrote in message news:46293b51@linux...

> Not now silly.....later when I know how evil it really is so I can

> appreciate, take full responsibility for and properly savor the grief that

> it will cause in my life when I intentionally, and with aforethought, make

> the transition.....however, from what I'm hearing, there may

> be some \*real\* advantages to Vista as far as performance of multicore

> CPU's. Win XP multicore support is more of a kludge, or so I'm hearing

> (though Vista itself may be a kludge too). The ability to run lots of RAM

> is always a good thing and if Vista is better at supporting multicore

> CPU's perhaps it would be preferable to XP-64.

>

> God forbid I should buy a Mac.

>

> ;oD

>

> "Kim" <[hidensounds@hotmail.com](mailto:hidensounds@hotmail.com)> wrote in message news:4629399a@linux...

>>

>>

>> Yeh I'm not sure why you'd want to go Vista Deej.

>>

>> That is why I posted the Linux on a laptop question the other day. If at

>> all possible my Windows career is going to stop on XP. I'll still need at

>> least one XP or 98 install for Paris, but I can run everything else on

>> Linux...

>>

>> ...audio software may be another thing, though I'm confident 2 years from

>> now we'll see movement towards Linux from mainstream audio apps also.

>> Meanwhile,

>> I imagine they will continue to support XP.

>>

>> XP support will be around a long while, as 98 was. Remember the bad press

>> Windows ME got? And 98 ended up outlasting ME because of this. Now look

>> how

>> much MORE bad press Vista has had.

>>

>> Windows days are over dude... IMHO... don't go Vista...

>>

>> Cheers,

>> Kim.

>>

>> "TCB" <nobody@ishere.com> wrote:

>>>

>>>No Vista! Bad DeeJ! No biscuit! You spend night in kennel!

>>>

>>>TCB

>>>

>>>"DJ" <www.aarrrrggghh!!!.com> wrote:

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>>>>Seven\_Slot\_PCI\_Express\_to\_PCIX\_Expansion\_System/17659/1  
>>>>  
>>>>&g

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Thu, 22 Mar 2007 16:48:37 GMT  
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br />  
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>> =
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>>>>
>>>>Any thoughts?
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>>>><!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 6.00.6000.16414" name=3DGENERATOR>
>>>><STYLE></STYLE>
>>>></HEAD>
>>>><BODY>
>>>><DIV>
>>>><P><FONT face=3DArial size=3D2>Cubase ain't 64bit yet, but will be in a
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>>>>FONT></P>
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>>>=

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [TCB](#) on Thu, 22 Mar 2007 19:55:56 GMT

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.com/Product/Product.aspx?Item=N82E16814150 185

>>

> excellent

>

>> COOLMAX CP-500T EPS12V 500W Power Supply 115/230 V UL,

>> CSA, -59.99

>>

>> <http://www.newegg.com/Product/Product.aspx?Item=N82E16817159040>

>>

>

> not good enough for the amount of stuff you got.

> Get the Thermaltake 700 watt Tough Power. Way better. The 500watts will be

> pushing to close to the edge.

>

>

>> Seven Slot PCI Express to PCI-X Expansion System-\$2050.00

>>  
>>  
>> [http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven\\_Slot\\_PCI\\_Express\\_to\\_PCIX\\_Expansion\\_System /17659/1](http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven_Slot_PCI_Express_to_PCIX_Expansion_System/17659/1)  
>>  
>  
> UAD don't recommend that unit at all. The PCI-e SBS stuff is way better.  
> <http://uaudio.com/webzine/2006/december/index5.html>  
>  
>  
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>>  
>  
> Vista 64 is the only that will address 8 gigs or more. Vista 32 is no  
> different than XP. 4 gigs.  
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> SBS is the better unit. Not the Magma crap.  
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>  
> --  
> Chris Ludwig  
> ADK  
> [chrisl@adkproaudio.com](mailto:chrisl@adkproaudio.com) <<mailto:chrisl@adkproaudio.com>>  
> [www.adkproaudio.com](http://www.adkproaudio.com) <<http://www.adkproaudio.com/>>  
> (859) 635-5762 Yep..What chris said..Old news..

"James McCloskey" <[excelsm@hotmail.com](mailto:excelsm@hotmail.com)> wrote:

>  
> <http://sonicstate.com/news/shownews.cfm?newsid=4627> He it is funny how many times what you  
declare is what you are !  
There is so much literature on interenet as how good peluso capsules sound  
as aopposed to the chines ones...etc..  
I tried the best they make and the more expensive one on a Neumann M149 taking  
out the neumann capsule to hear how it sounds.  
Man the sound was so bad !  
Thin distorted on highs no low mids at all...  
Thats why my microphones will have the M7 capsule from Neumann...  
Regards,  
Dimitrios

"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:

> They \*are\* Chinese capsules, for sure. They're just different Chinese  
> capsules and since they have the Peluso stamp of approval, they are bound  
to  
> be superior to a Geffel M7, right?. Now my mics are worth \$2000.00  
> each.....  
>  
> I accept PayPal.  
>  
> ;oD  
>  
>  
> "Dimitrios" <[musurgio@otenet.gr](mailto:musurgio@otenet.gr)> wrote in message [news:4628e981\\$1@linux...](mailto:news:4628e981$1@linux...)  
>>  
>> Hi,  
>> I tried the peluso capsules and they do not differ from the chinese...  
>> If that helps...  
>> Regards,  
>> Dimitrios

>>  
>> "DJ" <www.aarrrrggghh!!!.com> wrote:  
>>> Whenever I drop by Gearsutz, I see all kinds of raving going on about  
the  
>>  
>>> Peluso mics. My kit built MA-200's have Peluso cardioid capsules in them.  
>> I  
>>> like them, but I've never tried comparing the exact same mic with the  
>>> Marshall capsule, then swapping out the capsule for the Peluso capsule  
and  
>>  
>>> trying that.....though I guess I should, just so I can pretend to be  
  
>>> some  
>>  
>>> sort of authority on the differences in Chinese cardioid capsules.  
>>>  
>>>;o)  
>>>  
>>>  
>>>  
>>> "Graham Duncan" <graham@grahamduncan.com> wrote in message  
>>> news:4628e362\$1@linux...  
>>>> They might want to demo mics by Peluso, the cheaper new Telefunken's,  
and  
>>  
>>>> possibly Microtech Gefell. Maybe talk to <http://atlasproaudio.com/>  
or  
>>  
>>>> Mercenary to see what they'd suggest? I really recommend trying before  
>>  
>>>> buying.  
>>>>  
>>>> Regards,  
>>>>  
>>>> Graham  
>>>>  
>>>> Jamie K wrote:  
>>>>>  
>>>>> A friend is asking me about the Neumann UM57. They've used a modded  
U67  
>>  
>>>>> which they like a lot but it's out of the price range.  
>>>>>  
>>>>> If you were buying a mic for female and male vocals in a funk band,  
  
>>>>> would  
>>

>>>> you select the UM57?  
>>>>  
>>>> What else would you consider (from any manufacturer, at the price of  
>> a  
>>>> UM57 or lower)?  
>>>>  
>>>> Cheers,  
>>>> -Jamie  
>>>> www.JamieKruz.com  
>>>  
>>>  
>>  
>  
>an buy a better gun too.

On Fri, 20 Apr 2007 13:51:45 -0400, John <no@no.com> wrote:

>Money doesn't solve your problems but you can arrive at them in style !xp can use 4gb, 2gb for the app and 2 for the os, you can also use the 3 gb switch if the app supports it.

<http://msdn2.microsoft.com/en-us/library/aa366778.aspx>

<http://support.microsoft.com/kb/316739>

John

DJ wrote:

> Not really necessary until I move to 64 bit....right?  
>  
>  
> "John" <no@no.com> wrote in message news:46291091@linux...  
>> get 4gb of ram  
>  
>also, word is that quad cores will be \$250 by christmas so you might go with the cheap e6600 now and then buy 2 quads for xmas.

DJ wrote:

> Not really necessary until I move to 64 bit....right?  
>  
>  
> "John" <no@no.com> wrote in message news:46291091@linux...  
>> get 4gb of ram  
>  
>Vista 64 does 128GB Ram  
<http://msdn2.microsoft.com/en-us/library/aa366778.aspx>

DJ wrote:

> So I can use 8 GB RAM with Vista 64 while running 32 bit Cubase 4?  
> Hmmmm....I guess the same would be true of Win XP64 then,eh?  
>  
>  
> "Martin Harrington" <lendan@bigpond.net.au  
> <mailto:lendan@bigpond.net.au>> wrote in message news:462955e2@linux...  
> AFAIK Vista 64 bit will run 32 bit progs very well.  
> --  
> Martin Harrington  
> www.lendaneer-sound.com <http://www.lendaneer-sound.com>  
>  
> "DJ" <www.aarrrrggghhh!!!.com <http://www.aarrrrggghhh!!!.com>>  
> wrote in message news:4629092d@linux...  
>  
> Cubase ain't 64bit yet, but will be in a few months. I can see  
> the writing on the wall and I want to be able to go there,  
> sooooo.....  
>  
> Here's what I'm looking at:  
>  
> Intel BOXD975XBX2KR LGA 775 I

---

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Thu, 22 Mar 2007 22:53:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

>  
> All I would need is the MOBO, the CPU's and 4GB ECC DDR 400 and I'd be good.  
> I've got everything else.  
>  
>  
> "Chris Ludwig" <chrisl@adkproaudio.com> wrote in message  
> news:4629a6ce@linux...  
>> Hi DJ,  
>>  
>> Stick with XP you will waste you time for the next year with vista  
>> especially vista 64.  
>> No audio or hardware or software work any better on vista and most works  
>> worse.  
>> You got at least a year still before you should even begin to run the main  
>> studio on it.  
>> If you want to play around with it in free time then put the OS drive in  
>> the removable tray and install Vista that way. Don't do any sort of dual  
>> boot. Just do separate drives.

>>  
>>  
>>  
>> DJ wrote:  
>>> So I can use 8 GB RAM with Vista 64 while running 32 bit Cubase 4?.  
>>> Hmm....I guess the same would be true of Win XP64 then,eh?  
>> Cubase will not use 4 gigs with most sampler VSTi in vista 64. The  
>> majority of the VSTi are not Large Memory address aware and will still  
>> have the same limitations they do in XP. Cubase performs horriblay in  
>> Vista at this point and many VSTi will not install correctly. If you not  
>> doing any heavy midi work as you say. As in no large Orchestral stuff then  
>> you really will have no benefit to the more thna 4 gig stuff at this  
>> point.  
>>  
>>>  
>>> Cubase ain't 64bit yet, but will be in a few months.  
>>>  
>> I think it will be more than a few personally..:(  
>>> I can see the writing on the wall and I want to be able to go  
>>> there, soooo.....  
>>>  
>>> Here's what I'm looking at:  
>>>  
>>> Intel BOXD975XBX2KR LGA 775 Intel 975X ATX Intel Motherbo-\$249.99  
>>>  
>>> <http://www.newegg.com/Product/Product.asp?Item=N82E16813121059>  
>>>  
>> excellent motherboard  
>>  
>>> Intel Core 2 Extreme QX6700 Kentsfield 2.66GHz 2 x 4MB L2  
>>> Cache LGA 775 Processor (yeah...that's 10.64 GHz )-\$970.00  
>>>  
>>> <http://www.newegg.com/Product/Product.aspx?Item=N82E16819115011>  
>>>  
>> awesome but I would wait till summer time. Intel will doing a price drop  
>> on them. if you really want to get a system going now you might want to go  
>> for the E6600 and get the quad later. The e660 is still substantially  
>> faster than what your using now.  
>>  
>>  
>>> mushkin 2GB (2 x 1GB) 240-Pin DDR2 SDRAM DDR2 800 (PC2 6400)  
>>> Dual Channel Kit Desktop Memory - \$149.99  
>>>  
>>> <http://www.newegg.com/Product/Product.aspx?Item=N82E16820146599>  
>>>  
>> make sure it is cl4. the 800 part won't mean much if its got a high CL. Oh  
>> and I would use 2 2gig sticks. The board will take upto 8 gigs in 64. 2gig  
>> stick have come done allot in price.

>>  
>>  
>>> XFX PVT73GUGF3 GeForce 7600GT 256MB 128-bit GDDR3 PCI Express  
>>> x16 Video Card-\$119.99  
>>>  
>>> <http://www.newegg.com/Product/Product.aspx?Item=N82E16814150185>  
>>>  
>> excellent  
>>  
>>> COOLMAX CP-500T EPS12V 500W Power Supply 115/230 V UL,  
>>> CSA, -59.99  
>>>  
>>> <http://www.newegg.com/Product/Product.aspx?Item=N82E16817159040>  
>>>  
>> not good enough for the amount of stuff you got.  
>> Get the Thermaltake 700 watt Tough Power. Way better. The 500watts will be  
>> pushing to close to the edge.  
>>  
>>  
>>> Seven Slot PCI Express to PCI-X Expansion System-\$2050.00  
>>>  
>>>  
>>> [http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven\\_Slot\\_PCI\\_Express\\_to\\_PCIX\\_Expansion\\_System/17659/1](http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven_Slot_PCI_Express_to_PCIX_Expansion_System/17659/1)  
>>>  
>> UAD don't recommend that unit at all. The PCI-e SBS stuff is way better.  
>> <http://uaudio.com/webzine/2006/december/index5.html>  
>>  
>>  
>>> rough total: \$3599.96  
>>>  
>>> At this point I think I would have a workable 10+ GHZ system  
>>> that \*might\* be able to run at 1.5ms without having to worry  
>>> about ASIO direct monitoring while tracking projects that have  
>>> FX on inserts/sends and still be able to utilize my existing  
>>> PCI audio interfacing with PCIe hardware without having to  
>>> replace it with a mishmash combination of PCIe/PCI stuff and I  
>>> would be 64 bit capable when the time comes and I want to go  
>>> to Vista and run 8G of RAM on the DAW.  
>>>  
>> Vista 64 is the only that will address 8 gigs or more. Vista 32 is no  
>> different than XP. 4 gigs.  
>>  
>>> I really like the RME HDSP configuration I've got now with the  
>>> Multiface and the 2 x HDSP 9652's with 16 AD/DA's on the  
>>> ADI8-DS units and I don't really want to spend the extra \$\$ on  
>>> RME and UAD-1 PCIe hardware if I can just integrate my  
>>> existing PCI hardware with the PCIe > PCi SBS chassis. There

>>> might be a small hit to performance with the PCi>PCIe  
>>> conversion as compared to interfacing PCIe directly with the  
>>> mobo, but the new mobos don't have enough PCIe slots to allow  
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>>> expansion chassis anyway....and this will need to be 64 bit  
>>> eventually so there's a \$2k expense, no matter how you cut it.  
>>> So why upgrade PCI cards to PCIe if I can get a PCIe chassis  
>>> that will hold all my PCI cards and allow them to interface  
>>> PCIe anyway?  
>>>  
>> SBS is the better unit. Not the Magma crap.  
>>  
>>> The reason I'm tempted to make the move now (besides wanting  
>>> the horsepower) is that although the prices of the CPU's will  
>>> be coming down over the next few months, so will the price  
>>> I'll be able to get for my Magma's since they are 32 bit units  
>>> (although 2 x of them are capable of integrating the PCIe host  
>>> card so this gives them a little added value on EBay).  
>>>  
>>> Any thoughts?  
>>>  
>>>  
>>>  
>>>  
>>>  
>> --  
>> Chris Ludwig  
>> ADK  
>> [chrisl@adkproaudio.com](mailto:chrisl@adkproaudio.com) <<mailto:chrisl@adkproaudio.com>>  
>> [www.adkproaudio.com](http://www.adkproaudio.com) <<http://www.adkproaudio.com/>>  
>> (859) 635-5762  
>  
>"James McCloskey" <[excelsm@hotmail.com](mailto:excelsm@hotmail.com)> wrote:  
>  
><http://sonicstate.com/news/shownews.cfm?newsid=4627>

Big thanks on this one.

move my external FirmTek drive system from my MacBook Pro to my Mac Pro and back.

\$25,00 well spent.

GeneFWIW, I have a Peluso CK-67 capsule... I've had it in two mics; an M147, and my -149, and it sounded fine. Nothing like the stock capsules that were in there (and that was the point of me trying it), but nothing like what you're describing, either... in both cases it gave the mic a very open sound, a little bit of "scoop", and some decent, but not overly noticeable warmth.

It sounded better in the -149 than it did the -147, but then the electronics in each mic are very different from one another, but in the case of the -147 it turned the mic into a whole 'nother animal... no longer smooth & on the darkish side, but wide open & articulate.

I have heard that there has been consistency issues with Peluso capsules, so maybe you got a crap one. Someone else here (can't recall who) got two of the same kind from Peluso for a pair of mics they had and I remember them posting that one sounded great, the other was crap.

Neil

"Dimitrios" <musurgio@otenet.gr> wrote:

>

>He it is funny how many times what you declare is what you are !

>There is so much literature on interenet as how good peluso capsules sound

>as aopposed to the chines ones...etc..

>I tried the best they make and the more expensive one on a Neumann M149 taking

>out the neumann capsule to hear how it sounds.

>Man the sound was so bad !

>Thin distorted on highs no low mids at all...

>Thats why my microphones will have the M7 capsule from Neumann...

>Regards,

>Dimitrios

>

>"DJ" <www.aarrrrggghhh!!!.com> wrote:

>>They \*are\* Chinese capsules, for sure. They're just different Chinese

>>capsules and since they have the Peluso stamp of approval, they are bound

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>>each.....

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>>I accept PayPal.

>>

>>;oD

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>>

>>"Dimitrios" <musurgio@otenet.gr> wrote in message news:4628e981\$1@linux...

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>>> If that helps...

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>>>>some  
>>>  
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>>>>  
>>>>;o)  
>>>>  
>>>>  
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>>>>"Graham Duncan" <graham@grahamduncan.com> wrote in message  
>>>>news:4628e362\$

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs

Posted by [TCB](#) on Fri, 23 Mar 2007 14:15:55 GMT

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<http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191> 15011

>>>>>>

>>>>>>mushkin 2GB (2 x 1GB) 240-Pin DDR2 SDRAM DDR2 800 (PC2 6400) Dual =

>>>>>>Channel Kit Desktop Memory - \$149.99

>>>>>>

>>>>>> <http://www.newegg.com/Product/Product.aspx?Item=3DN82E168201> 46599

>>>>>>

>>>>>>XFX PVT73GUGF3 GeForce 7600GT 256MB 128-bit GDDR3 PCI Express x16

>>>>>>Video

>>>>>=

>>>>>>Card-\$119.99

>>>>>>

>>>>>> <http://www.newegg.com/Product/Product.aspx?Item=3DN82E168141> 50185

>>>>>>

>>>>>>COOLMAX CP-500T EPS12V 500W Power Supply 115/230 V UL, CSA, -59.99

>>>>>>

>>>>>> <http://www.newegg.com/Product/Product.aspx?Item=3DN82E168171> 59040

>>>>>>

>>>>>Seven Slot PCI Express to PCI-X Expansion System-\$2050.00  
>>>>>  
>>>>> [http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven\\_Slot\\_PCI\\_Express\\_to\\_PCIX\\_Expansion\\_System/17659/1](http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven_Slot_PCI_Express_to_PCIX_Expansion_System/17659/1)  
>>>>>  
>>>>>rough total: \$3599.96  
>>>>>  
>>>>>At this point I think I would have a workable 10+ GHZ system that =  
>>>>>\*might\* be able to run at 1.5ms without having to worry about ASIO =  
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>>>>>matter how you cut it. So why upgrade PCI cards to PCIe if I can get  
>>a  
>>>> =  
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```

>>>>>interface
>>>>=
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>>>>>
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> down
>>>>=
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>>>> =
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>>>>=
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>>>> =
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>>>>>
>>>>>>Any thoughts?
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>>>>>>
>>>>>><!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 6.00.6000.16414" name=3DGENERATOR>
>>>>>><STYLE></STYLE>
>>>>>></HEAD>
>>>>>><BODY>
>>>>>><DIV>
>>>>>><P><FONT face=3DArial size=3D2>Cubase ain't 64bit yet, but will be in
>>a
>>>>>=
>>>>>>few months.=20
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>>>>>>soooo.....</FONT></P>
>>>>>><P><FONT face=3DArial size=3D2>Here's what I'm looking at:</FONT></P>
>>>>>><P><FONT face=3DArial size=3D2>Intel BOXD975XBX2KR LGA 775 Intel 975X
>>=

```

>>>>>ATX Intel=20  
 >>>>>Motherbo-\$249.99</FONT></P>  
 >>>>><P><A=20  
 >>>>>href=3D" http://www.newegg.com/Product/Product.asp?Item=3DN82E1681312 1059"  
 >>>>>><FONT=20  
 >>>>>face=3DArial=20  
 >>>>>size=3D2> http://www.newegg.com/Product/Product.asp?Item=3DN82E1681312 1059=  
 >>>>></FONT></A></P>  
 >>>>><P><FONT face=3DArial size=3D2>Intel Core 2 Extreme QX6700 Kentsfield  
 >>=  
 >>>>>2.66GHz 2 x=20  
 >>>>>4MB L2 Cache LGA 775 Processor (yeah...that's 10.64=20  
 >>>>>GHz )-\$970.00</FONT></P>  
 >>>>><P><FONT face=3DArial size=3D2><A=20  
 >>>>>href=3D" http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191 15011=  
 >>>>>"> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191 15011</A></=  
 >>>>>>FONT></P>  
 >>>>><P><FONT face=3DArial size=3D2>mushkin 2GB (2 x 1GB) 240-Pin DDR2  
 >>>>>SDRAM  
 >>>>>=  
 >>>>>DDR2 800=20  
 >>>>>(PC2 6400) Dual Channel Kit Desktop Memory - \$149.99</FONT></P>  
 >>>>><P><FONT face=3DArial size=3D2><A=20  
 >>>>>href=3D" http://www.newegg.com/Product/Product.aspx?Item=3DN82E168201 46599=  
 >>>>>"> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168201 46599</A></=  
 >>>>>>FONT></P>  
 >>>>><P><FONT face=3DArial size=3D2>XFX PVT73GUGF3 GeForce 7600GT 256MB =  
 >>>>>128-bit GDDR3 PCI=20  
 >>>>>Express x16 Video Card-\$119.99</FONT></P>  
 >>>>><P><FONT face=3DArial size=3D2><A=20  
 >>>>>href=3D" http://www.newegg.com/Product/Product.aspx?Item=3DN82E168141 50185=  
 >>>>>"> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168141 50185</A></=  
 >>>>>>FONT></P>  
 >>>>><P><FONT face=3DArial size=3D2>COOLMAX CP-500T EPS12V 500W Power  
 >>>>>Supply  
 >>>>>=  
 >>>>>115/230 V=20  
 >>>>>UL, CSA, -59.99</FONT></P>  
 >>>>><P><FONT face=3DArial size=3D2><A=20  
 >>>>>href=3D" http://www.newegg.com/Product/Product.aspx?Item=3DN82E168171 59040=  
 >>>>>"> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168171 59040</A></=  
 >>>>>>FONT></P><FONT=20  
 >>>>>face=3DArial size=3D2>  
 >>>>><P class=3DheaderGold>Seven Slot PCI Express to PCI-X Expansion=20  
 >>>>>System-\$2050.00</P></FONT>  
 >>>>><P><FONT face=3DArial size=3D2><A=20  
 >>>>>href=3D" http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmb edded=  
 >>>>>Systems/Seven\_Slot\_PCI\_Express\_to\_PCIX\_Expansion\_System/1765 9/1 ">http://w=

>>>>> [www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven\\_Sl=ot\\_PCI\\_Express\\_to\\_PCI\\_X\\_Expansion\\_System/17659/1](http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven_Sl=ot_PCI_Express_to_PCI_X_Expansion_System/17659/1)</A></FONT>></P>

>>>>><P><FONT face=3DArial size=3D2>rough total: \$3599.96</FONT>></P>

>>>>><P><FONT face=3DArial size=3D2>At this point I think I would have a
 > =

>>>>>workable 10+ GHZ=20

>>>>>system that \*might\* be able to run at 1.5ms without having to worry
 > =

>>>>>about ASIO=20

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>>>>>=

>>>>>and=20

>>>>>still be able to utilize my existing PCI audio interfacing with PCIe

>>=

>>>>>hardware=20

>>>>>without having to replace it with a mishmash combination of PCIe/PCI

>>=

>>>>>stuff and I=20

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>>=

>>>>>and run 8G=20

>>>>>of RAM on the DAW.</FONT>></P>

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>>=

>>>>>

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---

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Dedric Terry](#) on Fri, 23 Mar 2007 16:36:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

gt;>>>>=  
>>>>>>PCIe anyway?  
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>>>of  
>>>>>=  
>>>>>>integrating the PCIe host card so this gives them a little added value  
>>>>> =  
>>>>>>on EBay).  
>>>>>>  
>>>>>>Any thoughts?  
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>>>>>>  
>>>>>><!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 6.00.6000.16414" name=3DGENERATOR>

```

>>>>>><STYLE></STYLE>
>>>>>></HEAD>
>>>>>><BODY>
>>>>>><DIV>
>>>>>><P><FONT face=3DArial size=3D2>Cubase ain't 64bit yet, but will be
in
>>>a
>>>>>=
>>>>>>few months.=20
>>>>>>I can see the writing on the wall and I want to be able to go
>>>>>>there,=20
>>>>>>soooo.....</FONT></P>
>>>>>><P><FONT face=3DArial size=3D2>Here's what I'm looking at:</FONT></P>
>>>>>><P><FONT face=3DArial size=3D2>Intel BOXD975XBX2KR LGA 775 Intel 975X
>>>=
>>>>>>ATX Intel=20
>>>>>>Motherbo-$249.99</FONT></P>
>>>>>><P><A=20
>>>>>>href=3D" http://www.newegg.com/Product/Product.asp?Item=3DN82E1681312 1059"=
>>>>>>><FONT=20
>>>>>>>face=3DArial=20
>>>>>>>size=3D2> http://www.newegg.com/Product/Product.asp?Item=3DN82E1681312 1059=
>>>>>>></FONT></A></P>
>>>>>><P><FONT face=3DArial size=3D2>Intel Core 2 Extreme QX6700 Kentsfield
>>>=
>>>>>>>2.66GHz 2 x=20
>>>>>>>4MB L2 Cache LGA 775 Processor (yeah...that's 10.64=20
>>>>>>>GHz )-$970.00</FONT></P>
>>>>>><P><FONT face=3DArial size=3D2><A=20
>>>>>>>href=3D" http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191 15011=
>>>>>>>"> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191 15011</A></=
>>>>>>>FONT></P>
>>>>>><P><FONT face=3DArial size=3D2>mushkin 2GB (2 x 1GB) 240-Pin DDR2

>>>>>>>SDRAM
>>>>>>=
>>>>>>>DDR2 800=20
>>>>>>>(PC2 6400) Dual Channel Kit Desktop Memory - $149.99</FONT></P>
>>>>>><P><FONT face=3DArial size=3D2><A=20
>>>>>>>href=3D" http://www.newegg.com/Product/Product.aspx?Item=3DN82E168201 46599=
>>>>>>>"> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168201 46599</A></=
>>>>>>>FONT></P>
>>>>>><P><FONT face=3DArial size=3D2>XFX PVT73GUGF3 GeForce 7600GT 256MB
=
>>>>>>>128-bit GDDR3 PCI=20
>>>>>>>Express x16 Video Card-$119.99</FONT></P>
>>>>>><P><FONT face=3DArial size=3D2><A=20
>>>>>>>href=3D" http://www.newegg.com/Product/Product.aspx?Item=3DN82E168141 50185=

```

>>>>>>"> <http://www.newegg.com/Product/Product.aspx?Item=3DN82E168141> 50185</A></=

>>>>>>FONT></P>

>>>>>><P><FONT face=3DArial size=3D2>COOLMAX CP-500T EPS12V 500W Power

>>>>>>Supply

>>>>>>=

>>>>>>115/230 V=20

>>>>>>UL, CSA, -59.99</FONT></P>

>>>>>><P><FONT face=3DArial size=3D2><A=20

>>>>>>href=3D" <http://www.newegg.com/Product/Product.aspx?Item=3DN82E168171> 59040=

>>>>>>"> <http://www.newegg.com/Product/Product.aspx?Item=3DN82E168171> 59040</A></=

>>>>>>FONT></P><FONT=20

>>>>>>face=3DArial size=3D2>

>>>>>><P class=3DheaderGold>Seven Slot PCI Express to PCI-X Expansion=20

>>>>>>System-\$2050.00</P></FONT>

>>>>>><P><FONT face=3DArial size=3D2><A=20

>>>>>>href=3D" [http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven\\_Slot\\_PCI\\_Express\\_to\\_PCIX\\_Expansion\\_System/17659/1](http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven_Slot_PCI_Express_to_PCIX_Expansion_System/17659/1) ">[http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven\\_Slot\\_PCI\\_Express\\_to\\_PCIX\\_Expansion\\_System/17659/1](http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/Seven_Slot_PCI_Express_to_PCIX_Expansion_System/17659/1)</A></FONT>></P>

>>>>>><P><FONT face=3DArial size=3D2>rough total: \$3599.96</FONT></P>

>>>>>><P><FONT face=3DArial size=3D2>At this point I think I would have

a

>> =

>>>>>>>workable 10+ GHZ=20

>>>>>>>system that \*might\* be able to run at 1.5ms without having to worry

>> =

>>>>>>>about ASIO=20

>>>>>>>direct monitoring while tracking projects that have FX on

>>>>>>>inserts/sends

>>>>>>=

>>>>>>>and=20

>>>>>>>still be able to utilize my existing PCI audio interfacing with PCIe

>>>=

>>>>>>>hardware=20

>>>>>>>without having to replace it with a mishmash combination of PCIe/PCI

>>>=

>>>>>>>stuff and I=20

>>>>>>>would be 64 bit capable when the time comes and I want to go to Vista

>>>=

>>>>>>>and run 8G=20

>>>>>>>of RAM on the DAW.</FONT></P>

>>>>>>><P><FONT face=3DArial size=3D2>I really like the RME HDSP

>>>>>>>configuration

>>>>>>=

>>>>>>>I've got now=20

>>>>>>>with the Multiface and the 2 x HDSP 9652's with 16 AD/DA's on the

=

>>>>>>>ADI8-DS units=20

>>>>>>and I don't really want to spend the extra \$\$ on RME and UAD-1 PCIe  
>> =  
>>>>>>hardware if=20  
>>>>>>I can just integrate my existing PCI hardware with the PCIe > PCI  
SBS  
>>>=  
>>>>>>  
>>>>>>chassis. There might be a small hit to performance with the  
>>>>>>PCI>PCIe=20  
>>>>>>conversion as compared to interfacing PCIe directly with the mobo,  
but  
>>>>> =  
>>>>>>the new=20  
>>>>>>mobos don't have enough PCIe slots to allow me to use the number of  
>> =  
>>>>>>cards I want=20  
>>>>>>to use without a PCIe expansion chassis anyway....and this will need  
>>>to  
>>>>>>=  
>>>>>>be 64=20  
>>>>>>bit eventually so there's a \$2k expense, no matter how you cut it.  
So  
>>>=  
>>>>>>why=20  
>>>>>>upgrade PCI cards to PCIe if I can get a PCIe chassis that will =  
>>>>>>hold all my=20  
>>>>>>PCI cards and allow them to interface PCIe anyway?</FONT></P>  
>>>>>><P><FONT face=3DArial size=3D2>The reason I'm tempted to make the  
move  
>>>>> =  
>>>>>>now (besides=20  
>>>>>>wanting the horsepower) is that although the prices of the CPU's =  
>>>>>>will be=20  
>>>>>>coming down over the next few months, so will the price I'll be able  
>>>to  
>>>>>>=  
>>>>>>get for=20  
>>>>>>my Magma's since they are 32 bit units (although 2 x of them are  
>>>>>>capable  
>>>>>>=  
>>>>>>of=20  
>>>>>>integrating the PCIe host card so this gives them a little added value  
>>>>> =  
>>>>>>on=20  
>>>>>>EBay).</FONT></P>  
>>>>>><P><FONT face=3DArial size=3D2>Any thoughts?</FONT></P>  
>>>>>><P><FONT face=3DArial size=3D2></FONT> </P>  
>>>>>><P><FONT face=3DArial size=3D2></FONT> </P>

>>>>>><P><FONT face=3DArial size=3D2></FONT> </P>  
>>>>>><P><FONT face=3DArial size=3D2></FONT> </P></DIV></BODY></HTML>  
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>  
>

>Keep me posted. I will have to employ a Momma sitter for me dear mum.

303-477-0047  
mileupmike@qwest.net

Regards,

El Miguel  
4501 W. 38th Avenue  
Denver, CO 80212

"DJ" <www.aarrrrggghhh!!!.com> wrote in message news:46283a62@linux...

> I'm gonna be in the area and so is Aaron Allen and so is Dedric Terry and  
> so is.....  
>  
> Jamie??, John Macy??, Mic Cross???, El???.....who else???.....  
>  
> .....and since Kim is making the effort to come all the way from  
> Australia, that means that the rest of you guys have no excuse not to make  
> it from wherever you live.  
>  
> We all need to get together for dinner. I'm not sure exactly where yet but  
> if enough of us show up we could probaly make an impression wherever we  
> end up.  
>  
> ;o)  
>  
>  
>  
>  
>  
>Oh boy!

I got a line on you, babe....

El Miguel

"Sarah" <sarahjane@sarahtonin.com> wrote in message news:46287cc2@linux...  
> Dude, that's like 1200 miles, and I'm working that day. I'll be there in  
> spirit. :)  
>  
> S  
>  
>  
> "DJ" <www.aarrrrggghhh!!!.com> wrote in message news:462862fe\$1@linux...  
>> You are coming, right? Bring your camera!  
>>  
>>  
>> "Sarah" <sarahjane@sarahtonin.com> wrote in message  
>> news:46285ab0@linux...  
>>> Oh man. Somebody better take pictures. :)  
>>>  
>>> S  
>>>  
>>>  
>>> "DJ" <www.aarrrrggghhh!!!.com> wrote in message news:46283a62@linux...  
>>>> I'm gonna be in the area and so is Aaron Allen and so is Dedric Terry  
>>>> and so is.....  
>>>>  
>>>> Jamie??, John Macy??, Mic Cross???, El???.....who else???.....  
>>>>  
>>>> .....and since Kim is making the effort to come all the way from  
>>>> Australia, that means that the rest of you guys have no excuse not to  
>>>> make it from wherever you live.  
>>>>  
>>>> We all need to get together for dinner. I'm not sure exactly where yet  
>>>> but if enough of us show up we could probaly make an impression  
>>>> wherever we end up.  
>>>>  
>>>> ;o)  
>>>>  
>>>>  
>>>>  
>>>>  
>>>>  
>>>>  
>>>  
>>>  
>>  
>>  
>  
>You had tried the KSM models on another female vocal.

They have the KSM 44 too.

Regards,

El Miguel

"Jamie K" <Meta@Dimensional.com> wrote in message news:462a37b8@linux...

>  
> Thanks again Neil, TCB, DJ, Dimitrios, and Graham! I've passed along your  
> insights!  
>  
> Cheers,  
> -Jamie  
> www.JamieKrutz.com  
>  
>  
> Graham Duncan wrote:  
>> Heh, screw it. Buy the Gefells and don't bother wondering if your  
>> cheaper stuff is almost as good. How's that? ;)  
>>  
>> GrahamWill do. Looks like Aaron and I will be showing up on Thursday.....at least  
that's what we're talking about right now.

;o)

"Miguel Vigil" <nospam@nospam.com> wrote in message news:462b7714\$1@linux...

> Keep me posted. I will have to employ a Momma sitter for me dear mum.  
>  
> 303-477-0047  
> mileupmike@qwest.net  
>  
> Regards,  
>  
> El Miguel  
> 4501 W. 38th Avenue  
> Denver, CO 80212  
>  
>  
>  
> "DJ" <www.aarrrrggghhh!!!.com> wrote in message news:46283a62@linux...  
>> I'm gonna be in the area and so is Aaron Allen and so is Dedric Terry and  
>> so is.....  
>>

>> Jamie??, John Macy??, Mic Cross???, El???.....who else???.....  
>>  
>> .....and since Kim is making the effort to come all the way from  
>> Australia, that means that the rest of you guys have no excuse not to  
>> make it from wherever you live.  
>>  
>> We all need to get together for dinner. I'm not sure exactly where yet  
>> but if enough of us show up we could probaly make an impression wherever  
>> we end up.  
>>  
>> ;o)  
>>  
>>  
>>  
>>  
>>  
>>  
>  
>Thanks Chuck, and Thad - that sounds like a good way to give them a spin  
at least for the fun of it (yeah, I'm not too fond of dual booting).

Maybe someday an iteration of linux will be an option for pro audio.

Regards,  
Dedric

On 4/22/07 8:24 AM, in article 462b7034\$1@linux, "chuck duffy" <c@c.com>  
wrote:

>  
> Dedric,  
>  
> Friends don't let friends dual boot :-) If you want to play, get Virtual  
> PC 2007 (free download) or Virtual Box (free download) and run anything you  
> want in virtual machines. The ultimate playground. I've gone through at  
> least 6 linux distros, full installs and checked em out without touching  
> one byte of the physical machine :-)  
>  
> Chuck  
>  
> "Dedric Terry" <dedric@echomg.com> wrote:  
>> Thad - have you used/are you using XGL/Compiz? I came across a video  
>> demo of it - looks like it blows away the eye candy of Vista and OSX, at  
>  
>> least from what  
>>

---

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Fri, 23 Mar 2007 16:48:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

0.

If you're interested, check my last post on the "I want to get 64bit/Vista ready" thread for some more info on the digging I've been doing on a new native DAW.

;o)Thanks Gene, I'll take a look.

BTW, glad to hear your laptop is doing great. The latest Macbook Pro is tempting...

Cheers,  
-Jamie  
[www.JamieKrutz.com](http://www.JamieKrutz.com)

Gene Lennon wrote:

> Jamie K <[Meta@Dimensional.com](mailto:Meta@Dimensional.com)> wrote:

>> Hey Gene, which FirmTek external drive system do you have and how do you

>

>> like it?

>>

>> I'm evaluating external removable HD systems for my G5.

>>

>> Cheers,

>> -Jamie

>> [www.JamieKrutz.com](http://www.JamieKrutz.com)

>>

>

> Hi Jamie.

> Check this post:

> <http://www.gearslutz.com/board/music-computers/80869-macbook-pro-fire.html>

>

> It works great for me. My laptop is smoking!

> GeneJust ran across this. Very interesting stuff.

[http://www.gamepc.com/labs/view\\_content.asp?id=o2000&page=1](http://www.gamepc.com/labs/view_content.asp?id=o2000&page=1)

In the multimedia test, Intel kicks the Opteron's collective butt

[http://www.gamepc.com/labs/view\\_content.asp?id=o2000&page=6](http://www.gamepc.com/labs/view_content.asp?id=o2000&page=6)

.....but how does this correlate to DAW functionality?

I'm wondering though if the benchmarks that would translate best for DAW use aren't more along the lines of the memory bandwidth and the Apache tests that simulate requests p/s processed, and max data transfer rate.

[http://www.gamepc.com/labs/view\\_content.asp?id=o2000&page=8](http://www.gamepc.com/labs/view_content.asp?id=o2000&page=8)

In the case of memory bandwidth, AMD has the edge and as far as requests p/s and max data transfer, they are about even.

Hmmmmmm.....enough of this...my head hurts.

..

"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote in message news:462a81da\$1@linux...

>

> I've been hanging out on the AMDZone today trying to educate myself a bit.

>

> In researching the Tyan S2915 mobo, I ran across this thread

> <http://forums.vr-zone.com/showthread.php?t=87410>

>

> and I also ran across this:

>

> <http://blogs.zdnet.com/Berlind/?p=366>

>

> What I'm wondering is if this mobo will be quad core compatible and what  
> is the most powerful CPU it will currently allow.

>

> Opterons are very confusing...there are so many of them by so many  
> different names.

>

> Lots of interesting stuff on AMDZone disputing claims by Intel of superior  
> performance. Lots of it looks credible too.

>

> If you're interested, check my last post on the "I want to get 64bit/Vista  
> ready" thread for some more info on the digging I've been doing on a new  
> native DAW.

> ;o)

>

> I think this is the kind of thing that's in store for us once Vista comes of  
age and our audio apps can support such things:

[http://www.pricerunner.com/pl/35-733473/Motherboards/Tyan-Thunder-n4250QE-\(S4985\)-Compare-Prices](http://www.pricerunner.com/pl/35-733473/Motherboards/Tyan-Thunder-n4250QE-(S4985)-Compare-Prices)

Drop 4 x Octocore CPU's in one of these and you might be able to run a few  
plugins. I wouldn't be surprised if Apple already has a 4 socket quad in the  
wings right now.

In two years we're gonna be in heaven guys (broke, but in heaven)

;o) Nah, we'll be right where we are now with plugin and track counts, except it  
will be because we'll be running out of power with 192-384k audio  
at 64 bit, and plugins that require an octo core cpu each, simply because  
nothing else sounds good enough anymore, at least until it hits the iPods.

;~)

Still, a quad octo core would be shweet. And now Thad has me psyched (albeit not overly hopeful) about a linux system on top of it all....

Dedric

"DJ" <www.aarrrrggghhh!!!.com> wrote in message news:462aa253\$1@linux...

>I think this is the kind of thing that's in store for us once Vista comes

>of age and our audio apps can support such things:

>

> [http://www.pricerunner.com/pl/35-733473/Motherboards/Tyan-Thunder-n4250QE-\(S4985\)-Compare-Prices](http://www.pricerunner.com/pl/35-733473/Motherboards/Tyan-Thunder-n4250QE-(S4985)-Compare-Prices)

>

> Drop 4 x Octocore CPU's in one of these and you might be able to run a few  
> plugins. I wouldn't be surprised if Apple already has a 4 socket quad in  
> the wings right now.

>

> In two years we're gonna be in heaven guys (broke, but in heaven)

>

> ;o)

>

>GNU/Linux moves at its own pace. It's not as fast or flashy as a commercial OS. But let's not forget who, in the end, won the race in tortoise v. hare.

TCB

"Dedric Terry" <dedric@echomg.com> wrote:

>Nah, we'll be right where we are now with plugin and track counts, except  
it

>will be because we'll be running out of power with 192-384k audio

>at 64 bit, and plugins that require an octo core cpu each, simply because

>nothing else sounds good enough anymore, at least until it hits the iPods.

>;~)

>

>Still, a quad octo core would be shweet. And now Thad has me psyched  
>(albeit not overly hopeful) about a linux system on top of it all....

>

>Dedric

>

>"DJ" <www.aarrrrggghhh!!!.com> wrote in message news:462aa253\$1@linux...

>>I think this is the kind of thing that's in store for us once Vista comes

>>of age and our audio apps can support such things:

>>

>> [http://www.pricerunner.com/pl/35-733473/Motherboards/Tyan-Thunder-n4250QE-\(S4985\)-Compare-Prices](http://www.pricerunner.com/pl/35-733473/Motherboards/Tyan-Thunder-n4250QE-(S4985)-Compare-Prices)  
>>  
>> Drop 4 x Octocore CPU's in one of these and you might be able to run a few  
>> plugins. I wouldn't be surprised if Apple already has a 4 socket quad in  
>> the wings right now.  
>>  
>> In two years we're gonna be in heaven guys (broke, but in heaven)  
>>  
>> ;o)  
>>  
>>  
>  
>I dunno. In some ways the Ubuntu I just loaded is ahead. For example, this Add/Remove programs that just searches the net and goes "Yep, here's all the free options" and lets you select one for automatic download, instead of download.com then downloading then installing... see that's thinkin'.

On the other hand, Firefox has crashed on me a couple of times, and the Add/Remove programs doesn't always want to work for me...

....but they're catching up fast.

Cheers,  
Kim.

"TCB" <nobody@ishere.com> wrote:

>  
>GNU/Linux moves at its own pace. It's not as fast or flashy as a commercial  
>OS. But let's not forget who, in the end, won the race in tortoise v. hare.  
>  
>  
>TCB  
>  
>"Dedric Terry" <dedric@echomg.com> wrote:  
>>Nah, we'll be right where we are now with plugin and track counts, except  
>it  
>>will be because we'll be running out of power with 192-384k audio  
>>at 64 bit, and plugins that require an octo core cpu each, simply because  
>  
>>nothing else sounds good enough anymore, at least until it hits the iPods.  
>  
>>;-)  
>>  
>>Still, a quad octo core would be shweet. And now Thad has me psyched  
>>(albeit not overly hopeful) about a linux system on top of it all....

>>  
>>Dedric  
>>  
>>"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote in message news:462aa253\$1@linux...  
>>>I think this is the kind of thing that's in store for us once Vista comes  
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>>>of age and our audio apps can support such things:  
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>>> [http://www.pricerunner.com/pl/35-733473/Motherboards/Tyan-Thunder-n4250QE-\(S4985\)-Compare-Prices](http://www.pricerunner.com/pl/35-733473/Motherboards/Tyan-Thunder-n4250QE-(S4985)-Compare-Prices)  
>>>  
>>> Drop 4 x Octocore CPU's in one of these and you might be able to run  
a  
>few  
>>> plugins. I wouldn't be surprised if Apple already has a 4 socket quad  
>in  
>>> the wings right now.  
>>>  
>>> In two years we're gonna be in heaven guys (broke, but in heaven)  
>>>  
>>> ;o)  
>>>  
>>>  
>>  
>>  
>My Paris notes have been updated for easier navigation. Enjoy

Thanks

<http://www.kfocus.com/paris/Dedric>,

Friends don't let friends dual boot :-). If you want to play, get Virtual PC 2007 (free download) or Virtual Box (free download) and run anything you want in virtual machines. The ultimate playground. I've gone through at least 6 linux distros, full installs and checked em out without touching one byte of the physical machine :-)

Chuck

"Dedric Terry" <[dedric@echomg.com](mailto:dedric@echomg.com)> wrote:  
>Thad - have you used/are you using XGL/Compiz? I came across a video  
>demo of it - looks like it blows away the eye candy of Vista and OSX, at  
  
>least from what  
>I saw in the video. A bit over the top for normal audio or business app  
  
>use, but I'm impressed  
>lots of cool workflow possibilities there.

>  
>If we were to get widespread audio app and driver support (and a few other  
  
>apps/tools I would be dead in the  
>water without), I would happily move to Ubuntu, but that's probably a long  
  
>way off, if ever.  
>  
>Is it possible to network an Ubuntu/linux system with Windows XP machines?  
  
>I might consider  
>dual booting my laptop just for the heck of it. I'm guessing it is, at  
  
>least on the linux end...  
>  
>Regards,  
>Dedric  
>  
>"TCB" <nobody@ishere.com> wrote in message news:462a26ac\$1@linux...  
>>  
>> OK, I'll try to be nice here. I'm hungover after a long night out with,  
  
>> well,  
>> a friend. OS X \_might\_ be the easy way to run \_Unix\_, but it has  
>> absolutely  
>> nothing to do with \_linux\_. Nothing. Nada. Zip. Zero. Not at the technical  
>> level, not at the licensing level, not at the moral level, not at the  
  
>> community  
>> level, not at the pricing level.  
>>  
>> I realize you probably don't make those distinctions, but I actually take  
>> offense at OS X being equated with linux. And I respond to DC regularly  
so  
>> I don't take offense at the drop of a hat.  
>>  
>> If you would like to take a look at actual linux, Ubuntu 7 just released,  
>> Feisty Fawn. The install CD is actually a live CD, so you can boot off  
the  
>> CD and poke around a bit if you like. Beryl is installed but not enabled  
>> by default, and if you turn it on you'll have all the eye candy you could  
>> possible want, and not be stuck with a proprietary OS.  
>>  
>> TCB  
>>  
>> "Kim" <hiddensounds@hotmail.com> wrote:  
>>>  
>>>

>>>I wouldn't think it's like you to buy a Mac... I mean, for starters  
>>>they're  
>>>reliable...  
>>>  
>>>...and secondly, there's a point of view from which you could say that  
a  
>>>Mac is "the easy way" to run Linux. ;o) And since when did you start doing  
>>>things the easy way? ;o)  
>>>  
>>>Cheers,  
>>>Kim.  
>>>  
>>>"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:  
>>>>Not now silly.....later when I know how evil it really is so I can  
>>  
>>>>appreciate, take full responsibility for and properly savor the grief  
  
>>>>that  
>>>  
>>>>it will cause in my life when I intentionally, and with aforethought,  
  
>>>>make  
>>>  
>>>>the transition.....however, from what I'm hearing, there  
may  
>>>be  
>>>>some \*real\* advantages to Vista as far as performance of multicore CPU's.  
>>>  
>>>>Win XP multicore support is more of a kludge, or so I'm hearing (though  
>>>  
>>>>Vista itself may be a kludge too). The ability to run lots of RAM is  
  
>>>>always  
>>>  
>>>>a good thing and if Vista is better at supporting multicore CPU's perhaps  
>>>it  
>>>>would be preferable to XP-64.  
>>>>  
>>>>God forbid I should buy a Mac.  
>>>>  
>>>>;oD  
>>>>  
>>>>"Kim" <[hidensounds@hotmail.com](mailto:hidensounds@hotmail.com)> wrote in message [news:4629399a@linux...](mailto:news:4629399a@linux...)  
>>>>>  
>>>>>  
>>>>> Yeh I'm not sure why you'd want to go Vista DeeJ.  
>>>>>  
>>>>> That is why I posted the Linux on a laptop question the other day.

If  
>>>at  
>>>> all possible my Windows career is going to stop on XP. I'll still need  
>>>at  
>>>> least one XP or 98 install for Paris, but I can run everything else  
on  
>>>  
>>>> Linux...  
>>>>  
>>>> ...audio software may be another thing, though I'm confident 2 years  
>> from  
>>>> now we'll s

---

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [TCB](#) on Fri, 23 Mar 2007 17:54:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I saw in the video. A bit over the top for normal audio or business app  
>  
>> use, but I'm impressed  
>> lots of cool workflow possibilities there.  
>>  
>> If we were to get widespread audio app and driver support (and a few other  
>  
>> apps/tools I would be dead in the  
>> water without), I would happily move to Ubuntu, but that's probably a long  
>  
>> way off, if ever.  
>>  
>> Is it possible to network an Ubuntu/linux system with Windows XP machines?  
>  
>> I might consider  
>> dual booting my laptop just for the heck of it. I'm guessing it is, at  
>  
>> least on the linux end...  
>>  
>> Regards,  
>> Dedric  
>>  
>> "TCB" <nobody@ishere.com> wrote in message news:462a26ac\$1@linux...  
>>>  
>>> OK, I'll try to be nice here. I'm hungover after a long night out with,  
>  
>>> well,  
>>> a friend. OS X \_might\_ be the easy way to run \_Unix\_, but it has  
>>> absolutely  
>>> nothing to do with \_linux\_. Nothing. Nada. Zip. Zero. Not at the technical

>>> level, not at the licensing level, not at the moral level, not at the  
>  
>>> community  
>>> level, not at the pricing level.  
>>>  
>>> I realize you probably don't make those distinctions, but I actually take  
>>> offense at OS X being equated with linux. And I respond to DC regularly  
> so  
>>> I don't take offense at the drop of a hat.  
>>>  
>>> If you would like to take a look at actual linux, Ubuntu 7 just released,  
>>> Feisty Fawn. The install CD is actually a live CD, so you can boot off  
> the  
>>> CD and poke around a bit if you like. Beryl is installed but not enabled  
>>> by default, and if you turn it on you'll have all the eye candy you could  
>>> possible want, and not be stuck with a proprietary OS.  
>>>  
>>> TCB  
>>>  
>>> "Kim" <hiddensounds@hotmail.com> wrote:  
>>>>  
>>>>  
>>>> I wouldn't think it's like you to buy a Mac... I mean, for starters  
>>>> they're  
>>>> reliable...  
>>>>  
>>>> ...and secondly, there's a point of view from which you could say that  
> a  
>>>> Mac is "the easy way" to run Linux. ;o) And since when did you start doing  
>>>> things the easy way? ;o)  
>>>>  
>>>> Cheers,  
>>>> Kim.  
>>>>  
>>>> "DJ" <www.aarrrrggghhh!!!.com> wrote:  
>>>>> Not now silly.....later when I know how evil it really is so I can  
>>>>  
>>>>> appreciate, take full responsibility for and properly savor the grief  
>  
>>>>> that  
>>>>>  
>>>>> it will cause in my life when I intentionally, and with aforethought,  
>  
>>>>> make  
>>>>>  
>>>>> the transition.....however, from what I'm hearing, there  
> may  
>>>>> be

>>>>> some \*real\* advantages to Vista as far as performance of multicore CPU's.  
>>>>>  
>>>>> Win XP multicore support is more of a kludge, or so I'm hearing (though  
>>>>>  
>>>>> Vista itself may be a kludge too). The ability to run lots of RAM is  
>  
>>>>> always  
>>>>>  
>>>>> a good thing and if Vista is better at supporting multicore CPU's perhaps  
>>>>> it  
>>>>> would be preferable to XP-64.  
>>>>>  
>>>>> God forbid I should buy a Mac.  
>>>>>  
>>>>> ;oD  
>>>>>  
>>>>> "Kim" <hiddensounds@hotmail.com> wrote in message news:4629399a@linux...  
>>>>>>  
>>>>>>  
>>>>>> Yeh I'm not sure why you'd want to go Vista Deej.  
>>>>>>  
>>>>>> That is why I posted the Linux on a laptop question the other day.  
> If  
>>>>> at  
>>>>>> all possible my Windows career is going to stop on XP. I'll still need  
>>>>> at  
>>>>>> least one XP or 98 install for Paris, but I can run everything else  
> on  
>>>>>  
>>>>>> Linux...  
>>>>>>  
>>>>>> ...audio software may be another thing, though I'm confident 2 years  
>>> from  
>>>>>> now we'll see movement towards Linux from mainstream audio apps also.  
>>>>>  
>>>>>> Meanwhile,  
>>>>>> I imagine they will continue to support XP.  
>>>>>>  
>>>>>> XP support will be around a long while, as 98 was. Remember the bad  
>  
>>>>>> press  
>>>>>> Windows ME got? And 98 ended up outlasting ME because of this. Now  
> look  
>>>>>  
>>>>>> how  
>>>>>> much MORE bad press Vista has had.  
>>>>>>  
>>>>>> Windows days are over dude... IMHO... don't go Vista...

```

>>>>>
>>>>> Cheers,
>>>>> Kim.
>>>>>
>>>>> "TCB" <nobody@ishere.com> wrote:
>>>>>
>>>>> No Vista! Bad DeeJ! No biscuit! You spend night in kennel!
>>>>>
>>>>> TCB
>>>>>
>>>>> "DJ" <www.aarrrrggghhh!!!.com> wrote:
>>>>>
>>>>>
>>>>>> Cubase ain't 64bit yet, but will be in a few months. I can see the
> =
>>>>>> writing on the wall and I want to be able to go there, soooo.....
>>>>>>
>>>>>> Here's what I'm looking at:
>>>>>>
>>>>>> Intel BOXD975XBX2KR LGA 775 Intel 975X ATX Intel Motherbo-$249.99
>>>>>>
>>>>>> http://www.newegg.com/Product/Product.asp?Item=3DN82E1681312 1059
>>>>>>
>>>>>> Intel Core 2 Extreme QX6700 Kentsfield 2.66GHz 2 x 4MB L2 Cache LGA
>>> 775
>>>>>> =
>>>>>> Processor (yeah...that's 10.64 GHz )-$970.00
>>>>>>
>>>>>> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191 15011
>>>>>>
>>>>>> mushkin 2GB (2 x 1GB) 240-Pin DDR2 SDRAM DDR2 800 (PC2 6400) Dual
> =
>>>>>> Channel Kit Desktop Memory - $149.99
>>>>>>
>>>>>> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168201 46599
>>>>>>
>>>>>> XFX PVT73GUGF3 GeForce 7600GT 256MB 128-bit GDDR3 PCI Express x16
>
>>>>>> Video
>>>>>> =
>>>>>> Card-$119.99
>>>>>>
>>>>>> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168141 50185
>>>>>>
>>>>>> COOLMAX CP-500T EPS12V 500W Power Supply 115/230 V UL, CSA, -59.99
>>>>>>
>>>>>> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168171 59040
>>>>>>

```

>>>>>> Seven Slot PCI Express to PCI-X Expansion System-\$2050.00  
 >>>>>>  
 >>>>>> <http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystem>  
 >>>>>> s/= [Seven\\_Slot\\_PCI\\_Express\\_to\\_PCI\\_X\\_Expansion\\_System/17659/1](http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystem/Seven_Slot_PCI_Express_to_PCI_X_Expansion_System/17659/1)  
 >>>>>>  
 >>>>>> rough total: \$3599.96  
 >>>>>>  
 >>>>>> At this point I think I would have a workable 10+ GHZ system that  
 > =  
 >>>>>> \*might\* be able to run at 1.5ms without having to worry about ASIO  
 > =  
 >>>>>> direct monitoring while tracking projects that have FX on  
 >>>>>> inserts/sends  
 >>>>>> =  
 >>>>>> and still be able to utilize my existing PCI audio interfacing with  
 >>> PCIe  
 >>>>>> =  
 >>>>>> hardware without having to replace it with a mishmash combination  
 > of  
 >>>> =  
 >>>>>>> PCIe/PCI stuff and I would be 64 bit capable when the time comes and  
 >>>> I  
 >>>>>> =  
 >>>>>>> want to go to Vista and run 8G of RAM on the DAW.  
 >>>>>>>  
 >>>>>>> I really like the RME HDSP configuration I've got now with the  
 >>>>>>> Multiface  
 >>>>>>> =  
 >>>>>>> and the 2 x HDSP 9652's with 16 AD/DA's on the ADI8-DS units and I  
 >  
 >>>>>>> don't  
 >>>>>>> =  
 >>>>>>> really want to spend the extra \$\$ on RME and UAD-1 PCIe hardware if  
 >>> I  
 >>>> =  
 >>>>>>> can just integrate my existing PCI hardware with the PCIe > PCi SBS  
 >>> =  
 >>>>>>> chassis. There might be a small hit to performance with the PCi>PCIe  
 >>>> =  
 >>>>>>> conversion as compared to interfacing PCIe directly with the mobo,  
 > but  
 >>>>>>> =  
 >>>>>>> the new mobos don't have enough PCIe slots to allow me to use the  
 >  
 >>>>>>> number  
 >>>>>>> =  
 >>>>>>> of cards I want to use without a PCIe expansion chassis anyway....and

```

>>>> =
>>>>>>> this will need to be 64 bit eventually so there's a $2k expense, no
>>> =
>>>>>>> matter how you cut it. So why upgrade PCI cards to PCIe if I can get
>>>> a
>>>>>>> =
>>>>>>> PCIe chassis that will hold all my PCI cards and allow them to
>>>>>>> interface
>>>>>>> =
>>>>>>> PCIe anyway?
>>>>>>>
>>>>>>> The reason I'm tempted to make the move now (besides wanting the =
>>>>>>> horsepower) is that although the prices of the CPU's will be coming
>>> down
>>>>>>> =
>>>>>>> over the next few months, so will the price I'll be able to get for
>>> my
>>>>>>> =
>>>>>>> Magma's since they are 32 bit units (although 2 x of them are capable
>>>> of
>>>>>>> =
>>>>>>> integrating the PCIe host card so this gives them a little added value
>>>>>>> =
>>>>>>> on EBay).
>>>>>>>
>>>>>>> Any thoughts?
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>> <!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 6.00.6000.16414" name=3DGENERATOR>
>>>>>>> <STYLE></STYLE>
>>>>>>> </HEAD>
>>>>>>> <BODY>
>>>>>>> <DIV>
>>>>>>> <P><FONT face=3DArial size=3D2>Cubase ain't 64bit yet, but will be
> in
>>>> a

```

```

>>>>>> =
>>>>>> few months.=20
>>>>>> I can see the writing on the wall and I want to be able to go
>>>>>> there,=20
>>>>>> soooo.....</FONT></P>
>>>>>> <P><FONT face=3DArial size=3D2>Here's what I'm looking at:</FONT></P>
>>>>>> <P><FONT face=3DArial size=3D2>Intel BOXD975XBX2KR LGA 775 Intel 975X
>>>> =
>>>>>>> ATX Intel=20
>>>>>>> Motherbo-$249.99</FONT></P>
>>>>>>> <P><A=20
>>>>>>> href=3D" http://www.newegg.com/Product/Product.asp?Item=3DN82E1681312 105
>>>>>>> 9"=
>>>>>>>> <FONT=20
>>>>>>>> face=3DArial=20
>>>>>>>> size=3D2> http://www.newegg.com/Product/Product.asp?Item=3DN82E1681312 10
>>>>>>>> 59=
>>>>>>>> </FONT></A></P>
>>>>>>>> <P><FONT face=3DArial size=3D2>Intel Core 2 Extreme QX6700 Kentsfield
>>>> =
>>>>>>>> 2.66GHz 2 x=20
>>>>>>>> 4MB L2 Cache LGA 775 Processor (yeah...that's 10.64=20
>>>>>>>> GHz )-$970.00</FONT></P>
>>>>>>>> <P><FONT face=3DArial size=3D2><A=20
>>>>>>>> href=3D" http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191 150
>>>>>>>> 11=
>>>>>>>> "> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191 15011</A>
>>>>>>>> </=
>>>>>>>> FONT></P>
>>>>>>>> <P><FONT face=3DArial size=3D2>mushkin 2GB (2 x 1GB) 240-Pin DDR2
>
>>>>>>>> SDRAM
>>>>>>>> =
>>>>>>>> DDR2 800=20

```

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
 Posted by [Dedric Terry](#) on Fri, 23 Mar 2007 19:22:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

```

>wanting the horsepower) is that although the prices of the CPU's
=
>>>>>>>>will be=20
>>>>>>>>coming down over the next few months, so will the price I'll be able
>>>>to
>>>>>>>>=
>>>>>>>>get for=20
>>>>>>>>my Magma's since they are 32 bit units (although 2 x of them are

```

>>>>>>>capable  
>>>>>>>=  
>>>>>>>of=20  
>>>>>>>integrating the PCIe host card so this gives them a little added value  
>>>>>>> =  
>>>>>>>on=20  
>>>>>>>EBay).</FONT></P>  
>>>>>>><P><FONT face=3DArial size=3D2>Any thoughts?</FONT></P>  
>>>>>>><P><FONT face=3DArial size=3D2></FONT> </P>  
>>>>>>><P><FONT face=3DArial size=3D2></FONT> </P>  
>>>>>>><P><FONT face=3DArial size=3D2></FONT> </P>  
>>>>>>><P><FONT face=3DArial size=3D2></FONT> </P></DIV></BODY></HTML>  
>>>>>>>  
>>>>>>>  
>>>>>>>  
>>>>>>>  
>>>>>  
>>>>>  
>>>>>  
>>>>>  
>>>>  
>>>>  
>>>>  
>>>>  
>>>>

>Any performance issues using a virtual system? I know (or so I deduced from the VB user manual) Ram has to be allocated from the host, so that would be one. Is there any noticeable lag in response as the guest OS passes commands back to VB?

My laptop might need more Ram before going this route - 512M is low enough for XP as it is - I'm guessing running VB and linux on top would be pushing it.

What advantages/reasons do you have for running linux, and which flavor do you recommend most (I know that's a loaded question, and one you both have probably answered in the past, but I'm curious - I assume development is the main reason).

Thanks for the recommendations and info guys!

Regards,  
Dedric

On 4/22/07 9:01 PM, in article 462c2199\$1@linux, "TCB" <nobody@ishere.com> wrote:

 $\succ$ 

> I actually dual boot my laptop, but I recommend the Innotek Virtual Box (free

> as in beer, sorta free as in speech) highly. It's been great for me running  
> XP/Vista in Debian.  
>  
> TCB  
>  
> "chuck duffy" <c@c.com> wrote:  
>>  
>> Dedic,  
>>  
>> Friends don't let friends dual boot :-). If you want to play, get Virtual  
>> PC 2007 (free download) or Virtual Box (free download) and run anything  
> you  
>> want in virtual machines. The ultimate playground. I've gone through at  
>> least 6 linux distros, full installs and checked em out without touching  
>> one byte of the physical machine :-)  
>>  
>> Chuck  
>>LEGIT REVIEWS TESTED AMD's answer to Intel's Conroe offensive. With the  
latest price cuts of AMD CPUs, it was interesting to see whether an X2  
5600+, a sub-\$200 CPU fare with Intel's own E6300, which fits nicely into  
the same category. When testing in real world games, a surprise happened in  
S.T.A.L.K.E.R., where Intel took a beating. AMD took the lead in Doom 3 as  
well, while Quake 4 returned point for Intel. However, AMD demolished Intel  
in Serious Sam 2. Head over there and read a highly surprising review. But  
to see almost 50% faster frame rate in Serious Sam... even worse than Athlon  
64 vs. Intel Pentium 4 in Unreal Tournament 2k4.

<http://www.legitreviews.com/article/490/1/>

Now maybe things get interesting...

....but I remember Chris Ludwig was not impressed with AM2 early on.

Regards,

El Miguel

"DJ" <www.aarrrrggghhh!!!.com> wrote in message news:462a9ce7@linux...  
> Just ran across this. Very interesting stuff.  
> [http://www.gamepc.com/labs/view\\_content.asp?id=o2000&page=1](http://www.gamepc.com/labs/view_content.asp?id=o2000&page=1)  
>  
> In the multimedia test, Intel kicks the Opterons' collective butt  
> [http://www.gamepc.com/labs/view\\_content.asp?id=o2000&page=6](http://www.gamepc.com/labs/view_content.asp?id=o2000&page=6)  
> .....but how does this correlate to DAW functionality?  
>  
> I'm wondering though if the benchmarks that would translate best for DAW  
> use aren't more along the lines of the memory bandwidth and the Apache tests  
> that simulate requests p/s processed, and max data transfer rate.  
> [http://www.gamepc.com/labs/view\\_content.asp?id=o2000&page=8](http://www.gamepc.com/labs/view_content.asp?id=o2000&page=8)  
>  
> In the case of memory bandwidth, AMD has the edge and as far as requests  
> p/s and max data transfer, they are about even.  
>  
> Hmmmmmm.....enough of this...my head hurts.  
>  
> .  
>  
> "DJ" <www.aarrrrggghhh!!!.com> wrote in message news:462a81da\$1@linux...  
>>  
>> I've been hanging out on the AMDZone today trying to educate myself a  
>> bit.  
>>  
>> In researching the Tyan S2915 mobo, I ran across this thread  
>> <http://forums.vr-zone.com/showthread.php?t=87410>  
>>  
>> and I also ran across this:  
>>  
>> <http://blogs.zdnet.com/Berlind/?p=366>  
>>  
>> What I'm wondering is if this mobo will be quad core compatible and what  
>> is the most powerful CPU it will currently allow.  
>>  
>> Opterons are very confusing...there are so many of them by so many  
>> different names.  
>>  
>> Lots of interesting stuff on AMDZone disputing claims by Intel of  
>> superior performance. Lots of it looks credible too.  
>>  
>> If you're interested, check my last post on the "I want to get  
>> 64bit/Vista ready" thread for some more info on the digging I've been  
>> doing on a new native DAW.  
>> ;o)  
>>  
>>

>  
>Jeremy please pay very close attention when installing the FXsubsys  
as it installs to an extra folder, by default. This will cause Paris to  
behave screwy, so it is up to you browse to the correct folder, when  
you install it.

Regards,

El Miguel

"Jeremy Luzier" <j.luzier@comcast.net> wrote in message  
news:46259e27@linux...

> thanks AA.

>

>

> "Aaron Allen" <know-spam@not\_here.dude> wrote in message

> news:46259b03@linux...

>> www.parisfaqs.com

>>

>> about 7/8 the way down the page

>>

>> AA

>>

>>

>> "Jeremy Luzier" <j.luzier@comcast.net> wrote in message

>> news:462590f5@linux...

>> > sorry its been a long time since i have had to re-install paris.

>> >

>> > i don't remember a setup app to install the scherzo drivers or what the

>> > effects subsystem is.

>> >

>> > would you guys mind refreshing my memory.

>> >

>> > thanks.

>> >

>> >

>> > "Jeremy Luzier" <j.luzier@comcast.net> wrote in message

>> > news:4625413c@linux...

>> >> what is the effects subsystem?

>> >>

>> >>

>> >> "W. Mark Wilson" <xpam\_mark@avidrecording> wrote in message

>> >> news:462533db\$1@linux...

>> >> > Yes.

>> >> > Dubya

>> >> >

>> >> > "Jeremy Luzier" <j.luzier@comcast.net> wrote in message  
>> >> > news:462500c2@linux...  
>> >> > > has the process of installing Paris on XP been simplified into a  
>> > solid,  
>> >> > > re-produceable, step-by-step process?  
>> >> > >  
>> >> > > i am wanting to do it on an old A7N8X-e with an XP2800.  
>> >> > >  
>> >> > > best,  
>> >> > >  
>> >> > > jeremy  
>> >> > >  
>> >> > >  
>> >> > >  
>> >> >  
>> >> >  
>> >>  
>> >>  
>> >  
>> >  
>>  
>>  
>

>I think I'm going to dig into vista pretty soon. I've been to the the  
extremities of usenet geekdom over the weekend, you wouldn't believe some of  
the stuff out there....at least I didn't..... and I have learned a  
few interesting things.....one of which is that it's possible ot wreak  
havoc on Vista, rip huge chunks of bloat out of it. and optimize it for  
audio.....just my cuppa' ;o)

At the same time I may be building another computer that will be either  
based on an AMD Socket F (Tyan S2915 with a pair of Santa Rosa Opterons) or  
a dual socket Xeon, though I haven't completely ruled out a single socket  
Opteron Quad. there are a few things I'm waiting to get answers to. First on  
is whether or not the Tyan S2915 will be Barcelona compatible. The bigger  
issue is whether any of these systems, as they exist today, running win  
XP32, will give me the capability work at 664-128k buffers without ASIO  
direct monitoring while tracking up to 20 live sources and monitoring 20  
more with a fair number of plugins being monitored on the recorded tracks  
being monitored..... basically allowing me to overdub while building a mix  
and using the Cubase Control room function which currently doesn't work with  
ADM.

At the same time I will go ahead and spring for the SBS 64bit expansion  
chassis to be able to interface all of my PCI cards with the new mobo  
architecture at 64 bit. All of my audio hardware except for my Houston  
controller has 64 bit drivers available and the Houston can be interfaced in  
HUI mode via midi.

I know it's not ready for prime time so I'll have Vista running in a removable drive caddy and will have another audio drive running Win XP for my routine DAW duties until I get Vista tweaked into submission.

Probably about 30 days away barring some financial catastrophe.

I need pain.....and I know exactly where to get it.....

;o)"Dedric Terry" <dedric@echomg.com> wrote in message news:462aa514@linux...

> Nah, we'll be right where we are now with plugin and track counts, except

> it will be because we'll be running out of power with 192-384k audio

> at 64 bit, and plugins that require an octo core cpu each, simply because

> nothing else sounds good enough anymore, at least until it hits the iPods.

> ;-)

>

> Still, a quad octo core would be shweet. And now Thad has me psyched

> (albeit not overly hopeful) about a linux system on top of it....

>

>

<http://www.engadget.com/2007/03/22/tyans-40-cpu-personal-sup ercomputer-now-shipping/>

I wonder if this would run Paris

;o)It seems to have too many processors and too much RAM to run a simple toy like Paris;o)

"DJ" <www.aarrrrggghhh!!!.com> skrev i melding news:462c4461@linux...

>

> <http://www.engadget.com/2007/03/22/tyans-40-cpu-personal-sup ercomputer-now-shipping/>

>

> I wonder if this would run Paris

>

> ;o)

>You want pain? Run Paris in freeform mode with punch in looping buddy !

hehel don't understand why you would want to bother with this.

What's the advantage?

You finally have a reliable system that can do everything you

need it to, there's no DAW software out there yet that's

been "Vista-optimized", no drivers for your hardware interfaces

that happen to be Vista-only, and there's been no reports thus

far about (insert favorite DAW app here) delivering a

heretofore unheard-of 3-D holographic audio experience if you

run it on Vista... so what is this going to accomplish from a

workflow or auditory standpoint?

Neil

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>I think I'm going to dig into vista pretty soon.i teenk whenever the deeeej eees aisked byeee  
heees meeestress if he  
hwants anudder, eees halways says jes pleeeese.

On 23 Apr 2007 23:11:11 +1000, "Neil" <IOOIU@OIU.com> wrote:

>  
>I don't understand why you would want to bother with this.  
>What's the advantage?  
>You finally have a reliable system that can do everything you  
>need it to, there's no DAW software out there yet that's  
>been "Vista-optimized", no drivers for your hardware interfaces  
>that happen to be Vista-only, and there's been no reports thus  
>far about (insert favorite DAW app here) delivering a  
>heretofore unheard-of 3-D holographic audio experience if you  
>run it on Vista... so what is this going to accomplish from a  
>workflow or auditory standpoint?

>  
>Neil

>  
>  
>  
>  
>  
>"DJ" <www.aarrrrggghhh!!!.com> wrote:

>  
>>I think I'm going to dig into vista pretty soon.<http://www.papertoilet.com/>>You finally have a  
reliable system that can do everything you  
need it to<

I need it to be able to track 20 live mics while monitoring 20 recorded  
tracks that are in variousl stages of processing so that I can use the  
control room function without ASIO direct monitoring. I may be harrassing  
you by phone about the control room later this week. I'm gonna' dig a little  
deeper into the optomizations and see if I can free up a few more CPU cycles  
here and there.

As for Vista, it won't be my OS of chice for a while, I'm sure. I just need  
something to abuse.

;o)

"Neil" <IOOIU@OIU.com> wrote in message news:462cb06f\$1@linux...

>

> I don't understand why you would want to bother with this.

> What's the advantage?

> You finally have a reliable system that can do everything you

> need it to, there's no DAW software out there yet that's

> been "Vista-optimized", no drivers for your hardware interfaces

> that happen to be Vista-only, and there's been no reports thus

> far about (insert favorite DAW app here) delivering a

> heretofore unheard-of 3-D holographic audio experience if you

> run it on Vista... so what is this going to accomplish from a

> workflow or auditory standpoint?

>

> Neil

>

>

>

>

> "DJ" <www.aarrrrggghhh!!!.com> wrote:

>

>>I think I'm going to dig into vista pretty soon.Is "control room" a Cubase4 feature? If it's on anything earlier

than that, I sure don't know about it (hence it's something I never even used! Am I missing out on something cool?).

Neil

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>>You finally have a reliable system that can do everything you

>need it to<

>

>I need it to be able to track 20 live mics while monitoring 20 recorded

>tracks that are in variousl stages of processing so that I can use the

>control room function without ASIO direct monitoring. I may be harrassing

>you by phone about the control room later this week. I'm gonna' dig a little

>deeper into the optomizations and see if I can free up a few more CPU cycles

>here and there.

>

>As for Vista, it won't be my OS of chiice for a while, I'm sure. I just

need

>something to abuse.

>

>;o)

>

>

>

>"Neil" <IOOIU@OIU.com> wrote in message news:462cb06f\$1@linux...

>>

>> I don't understand why you would want to bother with this.

>> What's the advantage?

>> You finally have a reliable system that can do everything you

>> need it to, there's no DAW software out there yet that's

>> been "Vista-optimized", no drivers for your hardware interfaces

>> that happen to be Vista-only, and there's been no reports thus

>> far about (insert favorite DAW app here) delivering a

>> heretofore unheard-of 3-D holographic audio experience if you

>> run it on Vista... so what is this going to accomplish from a

>> workflow or auditory standpoint?

>>

>> Neil

>>

>>

>>

>>

>>

>> "DJ" <www.aarrrrggghhh!!!.com> wrote:

>>

>>>I think I'm going to dig into vista pretty soon.

>

>I don't do it very often any more, and now I remember why...

grrrrr

I ran two shows on Sat. In the morning was a Veterans parade. Nice folks, well organized, good parade. COOL old WWII jeeps and other restored mil vehicles. Pro DJ's from local radio, did a great job announcing. 4+ hours of hard work...

Ok, no sweat.

Now one of my beloved college faculty was retiring and asked specifically for me to run sound for the event.

I would never say no...

Soooo, one jackass after another of the "performers" shows up with their Stack-O-CD's and tells me "yeah, just play track 1 and then track 3 on disc 2, and then track 6 on disc 3 after a

30 second pause. yeah that's the ticket..."

Gee, did you know that you could put all these on ONE DAMN CD?? With pauses and everything?? But nooo, I don't say a word.

Then up comes the Dance Troupe with their iPod and sez "hey you got some RCA inputs on that there mixer?" This, of course is ten minutes before the event... Well, yeah, since the last-minute DVD request took my last set of 1/4" to RCA cables, and my stereo DI, you'll have to go into the 2-track return... ummm, no level control other than the masters, and no EQ... Fun... Tinny sounding music, and no EQ...

It gets worse, but my client is here so I will fill you in on the rest later...

DCYes. It's in Cubase 4 and Nuendo only but doesn't work in ADM mode.

<http://www.steinberg.net/999+M52087573ab0.html>

As far as it being something cool, I don't have the answer to that yet, though it looks pretty useful.

Deej

"Neil" <OIUOIU@OIU.com> wrote in message news:462cd7d5\$1@linux...

>

> Is "control room" a Cubase4 feature? If it's on anything earlier  
> than that, I sure don't know about it (hence it's something I  
> never even used! Am I missing out on something cool?).

>

> Neil

>

>It is Cubase 4 and Nuendo 3.x only. It is very cool, but as DJ noted,  
you need to run low latency if you use it for monitor mixes to talent (you  
can  
create/assign as many submixes as you have I/O to feed).

I use it for control room monitor switching/folddown, dim, mute, etc - all a  
key  
command away, but the biggest advantage is having control over your  
monitoring without  
touching the mix buss level (e.g. dim/mute when the phone rings a let a  
realtime  
bounce keep running). Nothing you can't do with hardware, but it's  
convenient to

have it all there in Cubase/Nuendo.

Dedric

"Neil" <OIUOIU@OIU.com> wrote in message news:462cd7d5\$1@linux...

>

> Is "control room" a Cubase4 feature? If it's on anything earlier  
> than that, I sure don't know about it (hence it's something I  
> never even used! Am I missing out on something cool?).

>

> Neil

>

>

> "DJ" <www.aarrrrggghhh!!!.com> wrote:

>>>You finally have a reliable system that can do everything you  
>>need it to<

>>

>>I need it to be able to track 20 live mics while monitoring 20 recorded

>

>>tracks that are in various stages of processing so that I can use the  
>>control room function without ASIO direct monitoring. I may be harrassing

>

>>you by phone about the control room later this week. I'm gonna' dig a  
>>little

>

>>deeper into the optomizations and see if I can free up a few more CPU  
>>cycles

>

>>here and there.

>>

>>As for Vista, it won't be my OS of choice for a while, I'm sure. I just  
> need

>>something to abuse.

>>

>>;o)

>>

>>

>>

>>"Neil" <IOOIU@OIU.com> wrote in message news:462cb06f\$1@linux...

>>>

>>> I don't understand why you would want to bother with this.

>>> What's the advantage?

>>> You finally have a reliable system that can do everything you

>>> need it to, there's no DAW software out there yet that's

>>> been "Vista-optimized", no drivers for your hardware

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Fri, 23 Mar 2007 19:56:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

t;  
>The core of both Ubuntu and Debian is apt, the package management system.  
When using either of those distros one doesn't even think about 'installing software.' It's what finally made me settle on Debian. RPM and the various GUIs that sit on top of it was always a hassle for me. With Debian every day I boot up my machine I open a terminal window and type 'apt-get update' and the apt-get dist-upgrade' and even though I'm using 'testing' Debian I've never had a single solitary problem.

I honestly and truly believe the biggest problem with adoption of linux is (the lack of) porn (out of the box). When a friend asks me to set up a machine I do Ubuntu and get all of the win32 codecs installed and I've never had a complaint. However, that's not exactly the kind of call to which many will answer, 'All the porn, none of the security issues!' Maybe someday someone will have the stones and do Ubuntu Porn just like Ubuntu Studio.

TCB

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

>  
>  
>I dunno. In some ways the Ubuntu I just loaded is ahead. For example, this  
>Add/Remove programs that just searches the net and goes "Yep, here's all  
>the free options" and lets you select one for automatic download, instead  
>of download.com then downloading then installing... see that's thinkin'.  
>  
>On the other hand, Firefox has crashed on me a couple of times, and the  
Add/Remove  
>programs doesn't always want to work for me...  
>  
>...but they're catching up fast.  
>  
>Cheers,  
>Kim.

>  
>"TCB" <nobody@ishere.com> wrote:

>>  
>>GNU/Linux moves at its own pace. It's not as fast or flashy as a commercial  
>>OS. But let's not forget who, in the end, won the race in tortoise v. hare.

>>  
>>  
>>TCB  
>>

>>"Dedric Terry" <dedric@echomg.com> wrote:

>>>Nah, we'll be right where we are now with plugin and track counts, except

>>it  
>>>will be because we'll be running out of power with 192-384k audio  
>>>at 64 bit, and plugins that require an octo core cpu each, simply because  
>>  
>>>nothing else sounds good enough anymore, at least until it hits the iPods.  
>>  
>>>;-)  
>>>  
>>>Still, a quad octo core would be shweet. And now Thad has me psyched  
  
>>>(albeit not overly hopeful) about a linux system on top of it all....  
>>>  
>>>Dedric  
>>>  
>>>"DJ" <[www.aarrrrggghh!!!.com](http://www.aarrrrggghh!!!.com)> wrote in message news:462aa253\$1@linux...  
>>>>I think this is the kind of thing that's in store for us once Vista comes  
>>  
>>>>of age and our audio apps can support such things:  
>>>>  
>>>> [http://www.pricerunner.com/pl/35-733473/Motherboards/Tyan-Thunder-n4250QE-\(S4985\)-Compare-Prices](http://www.pricerunner.com/pl/35-733473/Motherboards/Tyan-Thunder-n4250QE-(S4985)-Compare-Prices)  
>>>>  
>>>> Drop 4 x Octocore CPU's in one of these and you might be able to run  
>a  
>>few  
>>>> plugins. I wouldn't be surprised if Apple already has a 4 socket quad  
>>in  
>>>> the wings right now.  
>>>>  
>>>> In two years we're gonna be in heaven guys (broke, but in heaven)  
>>>>  
>>>> ;o)  
>>>>  
>>>>  
>>>  
>>>  
>>  
>>  
>DJ wrote:  
> <http://www.youtube.com/watch?v=zqfFrCUrEbY>  
>  
> ;oD  
>  
>

Loved it!

Check out Pancakes and Girls.  
<http://www.youtube.com/watch?v=KcD7-eNMsRQ&NR=1>

For some reason it made me hungry. I just want to let you know of a cool service I used recently for drum

tracks <http://www.livestudiodrums.com/>

The same guy that does Smart Loops. He did an excellent job for me. Very tasty. Excellent player. Great sounding kit. Convenient and quick turn around. And cheap!

Here is the tune he did for me.

[http://www.billlorentzen.com/html/way\\_to\\_happiness.html](http://www.billlorentzen.com/html/way_to_happiness.html)

Have fun! Bill L wrote:

> I just want to let you know of a cool service I used recently for drum

> tracks <http://www.livestudiodrums.com/>

> The same guy that does Smart Loops. He did an excellent job for me. Very  
> tasty. Excellent player. Great sounding kit. Convenient and quick turn  
> around. And cheap!

>

> Here is the tune he did for me.

> [http://www.billlorentzen.com/html/way\\_to\\_happiness.html](http://www.billlorentzen.com/html/way_to_happiness.html)

>

> Have fun!

His name is Frank Basille. Sounds great. Nice tune, nice mix.

I like your guitar tone, too - you've got that Larry Lee  
Carlton thing goin' on. Like a 335 through a MKII Boogie  
sorta-tone.

Where's the cowbell, though? I can barely hear it.

:)

Bill L <[bill@billlorentzen.com](mailto:bill@billlorentzen.com)> wrote:

> Bill L wrote:

>> I just want to let you know of a cool service I used recently for drum

>> tracks <http://www.livestudiodrums.com/>

>> The same guy that does Smart Loops. He did an excellent job for me. Very

>> tasty. Excellent player. Great sounding kit. Convenient and quick turn

>> around. And cheap!

>>

>> Here is the tune he did for me.

>> [http://www.billlorentzen.com/html/way\\_to\\_happiness.html](http://www.billlorentzen.com/html/way_to_happiness.html)

>>

>> Have fun!  
>His name is Frank Basille.Definitely did a solid job...cool tune, nice groove

Don

"Nei" <oiuOIU@OIU.com> wrote in message news:462bdb9b\$1@linux...

>

> Sounds great. Nice tune, nice mix.

>

> I like your guitar tone, too - you've got that Larrylee

> Carltoritenour thing goin' on. Like a 335 through a MkII Boogie

> sorta-tone.

>

> Where's the cowbell, though? I can barely hear it.

>

>

> :)

>

>

> Bill L <bill@billlorentzen.com> wrote:

>>Bill L wrote:

>>> I just want to let you know of a cool service I used recently for drum

>

>>> tracks <http://www.livestudiodrums.com/>

>>> The same guy that does Smart Loops. He did an excellent job for me. Very

>

>>> tasty. Excellent player. Great sounding kit. Convenient and quick turn

>

>>> around. And cheap!

>>>

>>> Here is the tune he did for me.

>>> [http://www.billlorentzen.com/html/way\\_to\\_happiness.html](http://www.billlorentzen.com/html/way_to_happiness.html)

>>>

>>> Have fun!

>>His name is Frank Basille.

>I use Brian McRae at [www.drumoverdubs.com](http://www.drumoverdubs.com)

and he is cool too....

i"Don Nafe" <dnafe@magma.ca> wrote:

>Definitely did a solid job...cool tune, nice groove

>

>Don

>

>

>"Nei" <oiuOIU@OIU.com> wrote in message news:462bdb9b\$1@linux...

>>

>> Sounds great. Nice tune, nice mix.

>>  
>> I like your guitar tone, too - you've got that Larrylee  
>> Carltoritenour thing goin' on. Like a 335 through a MkII Boogie  
>> sorta-tone.  
>>  
>> Where's the cowbell, though? I can barely hear it.  
>>  
>>  
>> :)  
>>  
>>  
>> Bill L <bill@billlorentzen.com> wrote:  
>>>Bill L wrote:  
>>>> I just want to let you know of a cool service I used recently for drum  
>>  
>>>> tracks <http://www.livestudiodrums.com/>  
>>>> The same guy that does Smart Loops. He did an excellent job for me.  
Very  
>>  
>>>> tasty. Excellent player. Great sounding kit. Convenient and quick turn  
>>  
>>>> around. And cheap!  
>>>>  
>>>> Here is the tune he did for me.  
>>>> [http://www.billlorentzen.com/html/way\\_to\\_happiness.html](http://www.billlorentzen.com/html/way_to_happiness.html)  
>>>>  
>>>> Have fun!  
>>>His name is Frank Basille.  
>>  
>  
>This is a multi-part message in MIME format.

-----=\_NextPart\_000\_040F\_01C78513.F431DD90  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Bill,  
Nice tune and performance. I like the tasty acoustic piano.  
Is that your son?  
Tom

"John Macy " <nospamjohn@johnmacy.com> wrote in message =  
news:462bec8f\$1@linux...

I use Brian McRae at [www.drumoverdubs.com](http://www.drumoverdubs.com)

and he is cool too....

i"Don Nafe" <dnafe@magma.ca> wrote:

>Definitely did a solid job...cool tune, nice groove

>

>Don

>

>

>"Nei" <oiuOIU@OIU.com> wrote in message news:462bdb9b\$1@linux...

>>

>> Sounds great. Nice tune, nice mix.

>>

>> I like your guitar tone, too - you've got that Larrylee

>> Carlitoritenour thing goin' on. Like a 335 through a MkII Boogie

>> sorta-tone.

>>

>> Where's the cowbell, though? I can barely hear it.

>>

>>

>> :)

>>

>>

>> Bill L <bill@billlorentzen.com> wrote:

>>>Bill L wrote:

>>>> I just want to let you know of a cool service I used recently for =  
drum

>>

>>>> tracks <http://www.livestudiodrums.com/>

>>>> The same guy that does Smart Loops. He did an excellent job for =  
me.

Very

>>

>>>> tasty. Excellent player. Great sounding kit. Convenient and quick =  
turn

>>

>>>> around. And cheap!

>>>>

>>>> Here is the tune he did for me.

>>>> [http://www.billlorentzen.com/html/way\\_to\\_happiness.html](http://www.billlorentzen.com/html/way_to_happiness.html)

>>>>

>>>> Have fun!

>>>His name is Frank Basille.

>>=20

>

>

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=\_NextPart\_000\_040F\_01C78513.F431DD90

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>Bill,</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>Nice tune and performance.&nbsp; I like = the tasty=20

acoustic piano.</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>Is that your son?</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</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>"John Macy " &lt;<A=20

=

href=3D"mailto:nospamjohn@johnmacy.com">nospamjohn@johnmacy.com</A>&gt; = wrote in=20

message <A=20

=

href=3D"news:462bec8f\$1@linux">news:462bec8f\$1@linux</A>...</DIV><BR><BR>= I use=20

Brian McRae at&nbsp;<A=20

href=3D"http://www.drumoverdubs.com">www.drumoverdubs.com</A><BR>and =

he is cool=20

too....<BR><BR>i"Don Nafe" &lt;<A=20

href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>&gt; =

wrote:<BR>&gt;Definitely=20

did a solid job...cool tune, nice=20

groove<BR>&gt;<BR>&gt;Don<BR>&gt;<BR>&gt; <BR>&gt;"Nei" &lt;<A=20

href=3D"mailto:oiuOIU@OIU.com">oiuOIU@OIU.com</A>&gt; wrote in message =

<A=20

=

href=3D"news:462bdb9b\$1@linux">news:462bdb9b\$1@linux</A>...<BR>&gt;&gt;<B= R>&gt;&gt;=20

Sounds great. Nice tune, nice mix.<BR>&gt;&gt;<BR>&gt;&gt; I like your =



.com> wrote in message news:462bc549@linux...

> I just want to let you know of a cool service I used recently for drum

> tracks <http://www.livestudiodrums.com/>

> The same guy that does Smart Loops. He did an excellent job for me. Very

> tasty. Excellent player. Great sounding kit. Convenient and quick turn

> around. And cheap!

>

> Here is the tune he did for me.

> [http://www.billlorentzen.com/html/way\\_to\\_happiness.html](http://www.billlorentzen.com/html/way_to_happiness.html)

>

> Have fun!Hello all...

I am in the need of a used cheap laptop for my step daughter.

I have ordered a ton of learning softwares and need a basic laptop for her

to use. I see some deals on Ebay...ie: 12gig HD intel 3, 192ram for \$207.

This should be enough for an OS and loading the software directly yo the HD.

Does anyone have any idea where to get better deals than this on used laptops?

Screen size is not a factor. Just needs large enough HD and processor and ram to handle the software.

THX

BI actually dual boot my laptop, but I recommend the Innotek Virtual Box (free as in beer, sorta free as in speech) highly. It's been great for me running XP/Vista in Debian.

TCB

"chuck duffy" <c@c.com> wrote:

>

>Dedric,

>

>Friends don't let friends dual boot :-) If you want to play, get Virtual

>PC 2007 (free download) or Virtual Box (free download) and run anything you

>want in virtual machines. The ultimate playground. I've gone through at

>least 6 linux distros, full installs and checked em out without touching

>one byte of the physical machine :-)

>

>Chuck

>

>"Dedric Terry" <dedric@echomg.com> wrote:

>>Thad - have you used/are you using XGL/Compiz? I came across a video

>>demo of it - looks like it blows away the eye candy of Vista and OSX, at

>

>>least from what

>>I saw in the video. A bit over the top for normal audio or business app

>

>>use, but I'm impressed

>>lots of cool workflow possibilities there.

>>  
>>If we were to get widespread audio app and driver support (and a few other  
>  
>>apps/tools I would be dead in the  
>>water without), I would happily move to Ubuntu, but that's probably a long  
>  
>>way off, if ever.  
>>  
>>Is it possible to network an Ubuntu/linux system with Windows XP machines?  
>  
>>I might consider  
>>dual booting my laptop just for the heck of it. I'm guessing it is, at  
>  
>>least on the linux end...  
>>  
>>Regards,  
>>Dedric  
>>  
>>"TCB" <nobody@ishere.com> wrote in message news:462a26ac\$1@linux...  
>>>  
>>> OK, I'll try to be nice here. I'm hungover after a long night out with,  
>  
>>> well,  
>>> a friend. OS X \_might\_ be the easy way to run \_Unix\_, but it has  
>>> absolutely  
>>> nothing to do with \_linux\_. Nothing. Nada. Zip. Zero. Not at the technical  
>>> level, not at the licensing level, not at the moral level, not at the  
>  
>>> community  
>>> level, not at the pricing level.  
>>>  
>>> I realize you probably don't make those distinctions, but I actually  
take  
>>> offense at OS X being equated with linux. And I respond to DC regularly  
>so  
>>> I don't take offense at the drop of a hat.  
>>>  
>>> If you would like to take a look at actual linux, Ubuntu 7 just released,  
>>> Feisty Fawn. The install CD is actually a live CD, so you can boot off  
>the  
>>> CD and poke around a bit if you like. Beryl is installed but not enabled  
>>> by default, and if you turn it on you'll have all the eye candy you could  
>>> possible want, and not be stuck with a proprietary OS.  
>>>  
>>> TCB  
>>>  
>>> "Kim" <hiddensounds@hotmail.com> wrote:  
>>>>

>>>>

>>>>I wouldn't think it's like you to buy a Mac... I mean, for starters

>>>>they're

>>>>reliable...

>>>>

>>>>...and secondly, there's a point of view from which you could say that

>a

>>>>Mac is "the easy way" to run Linux. ;o) And since when did you start doing

>>>>things the easy way? ;o)

>>>>

>>>>Cheers,

>>>>Kim.

>>>>

>>>>"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:

>>>>>Not now silly.....later when I know how evil it really is so I can

>>>>

>>>>>appreciate, take full responsibility for and properly savor the grief

>

>>>>>that

>>>>

>>>>>it will cause in my life when I intentionally, and with aforethought,

>

>>>>>make

>>>>

>>>>>the transition.....however, from what I'm hearing, there

>may

>>>>>be

>>>>>some \*real\* advantages to Vista as far as performance of multicore CPU's.

>>>>

>>>>>Win XP multicore support is more of a kludge, or so I'm hearing (though

>>>>

>>>>>Vista itself may be a kludge too). The ability to run lots of RAM is

>

>>>>>always

>>>>

>>>>>a good thing and if Vista is better at supporting multicore CPU's perhaps

>>>>>it

>>>>>would be preferable to XP-64.

>>>>>

>>>>>God forbid I should buy a Mac.

>>>>>

>>>>>;oD

>>>>>

>>>>>"Kim" <[hidensounds@hotmail.com](mailto:hidensounds@hotmail.com)> wrote in message [news:4629399a@linux...](mailto:news:4629399a@linux...)

>>>>>>

>>>>>>

>>>>> Yeh I'm not sure why you'd want to go Vista DeeJ.  
>>>>>  
>>>>> That is why I posted the Linux on a laptop question the other day.  
>If  
>>>>at  
>>>>> all possible my Windows career is going to stop on XP. I'll still  
need  
>>>>at  
>>>>> least one XP or 98 install for Paris, but I can run everything else  
>on  
>>>>  
>>>>> Linux...  
>>>>>  
>>>>> ...audio software may be another thing, though I'm confident 2 years  
>>> from  
>>>>> now we'll see movement towards Linux from mainstream audio apps also.  
>>>>  
>>>>> Meanwhile,  
>>>>> I imagine they will continue to support XP.  
>>>>>  
>>>>> XP support will be around a long while, as 98 was. Remember the bad  
>  
>>>>> press  
>>>>> Windows ME got? And 98 ended up outlasting ME because of this. Now  
>look  
>>>>  
>>>>> how  
>>>>> much MORE bad press Vista has had.  
>>>>>  
>>>>> Windows days are over dude... IMHO... don't go Vista...  
>>>>>  
>>>>> Cheers,  
>>>>> Kim.  
>>>>>  
>>>>> "TCB" <nobody@ishere.com> wrote:  
>>>>>>  
>>>>>>No Vista! Bad DeeJ! No biscuit! You spend night in kennel!  
>>>>>>  
>>>>>>TCB  
>>>>>>  
>>>>>>"DJ" <www.aarrrrggghhh!!!.com> wrote:  
>>>>>>>  
>>>>>>>  
>>>>>>>Cubase ain't 64bit yet, but will be in a few months. I can see the  
>=  
>>>>>>>writing on the wall and I want to be able to go there, soooo.....  
>>>>>>>  
>>>>>>>Here's what I'm looking at:

```

>>>>>>>
>>>>>>>Intel BOXD975XBX2KR LGA 775 Intel 975X ATX Intel Motherbo-$249.99
>>>>>>>
>>>>>>> http://www.newegg.com/Product/Product.asp?Item=3DN82E1681312 1059
>>>>>>>
>>>>>>>Intel Core 2 Extreme QX6700 Kentsfield 2.66GHz 2 x 4MB L2 Cache LGA
>>> 775
>>>>>>>=
>>>>>>>Processor (yeah...that's 10.64 GHz )-$970.00
>>>>>>>
>>>>>>> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191 15011
>>>>>>>
>>>>>>>mushkin 2GB (2 x 1GB) 240-Pin DDR2 SDRAM DDR2 800 (PC2 6400) Dual
>=
>>>>>>>Channel Kit Desktop Memory - $149.99
>>>>>>>
>>>>>>> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168201 46599
>>>>>>>
>>>>>>>XFX PVT73GUGF3 GeForce 7600GT 256MB 128-bit GDDR3 PCI Express x16
>
>>>>>>>Video
>>>>>>>=
>>>>>>>Card-$119.99
>>>>>>>
>>>>>>> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168141 50185
>>>>>>>
>>>>>>>COOLMAX CP-500T EPS12V 500W Power Supply 115/230 V UL, CSA, -59.99
>>>>>>>
>>>>>>> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168171 59040
>>>>>>>
>>>>>>>Seven Slot PCI Express to PCI-X Expansion System-$2050.00
>>>>>>>
>>>>>>> http://www.globalspec.com/FeaturedProducts/Detail/GEFanucEmbeddedSystems/=
>>>>>>>Seven_Slot_PCI_Express_to_PCIX_Expansion_System/17659/1
>>>>>>>
>>>>>>>rough total: $3599.96
>>>>>>>
>>>>>>>At this point I think I would have a workable 10+ GHZ system that
>=
>>>>>>>*might* be able to run at 1.5ms without having to worry about ASIO
>=
>>>>>>>direct monitoring while tracking projects that have FX on
>>>>>>>inserts/sends
>>>>>>>=
>>>>>>>and still be able to utilize my existing PCI audio interfacing with
>>> PCIe
>>>>>>>=
>>>>>>>hardware without having to replace it with a mishmash combination

```

>of  
 >>>>=  
 >>>>>>>PCIe/PCI stuff and I would be 64 bit capable when the time comes  
 and  
 >>>>I  
 >>>>>> =  
 >>>>>>>want to go to Vista and run 8G of RAM on the DAW.  
 >>>>>>>  
 >>>>>>>I really like the RME HDSP configuration I've got now with the  
 >>>>>>>Multiface  
 >>>>>>>=  
 >>>>>>>and the 2 x HDSP 9652's with 16 AD/DA's on the ADI8-DS units and  
 I  
 >  
 >>>>>>>don't  
 >>>>>>>=  
 >>>>>>>really want to spend the extra \$\$ on RME and UAD-1 PCIe hardware  
 if  
 >>> I  
 >>>>=  
 >>>>>>>can just integrate my existing PCI hardware with the PCIe > PCi SBS  
 >>> =  
 >>>>>>>chassis. There might be a small hit to performance with the PCi>PCIe  
 >>>>=  
 >>>>>>>conversion as compared to interfacing PCIe directly with the mobo,  
 >but  
 >>>>>> =  
 >>>>>>>the new mobos don't have enough PCIe slots to allow me to use the  
 >  
 >>>>>>>number  
 >>>>>>>=  
 >>>>>>>of cards I want to use without a PCIe expansion chassis anyway....and  
 >>>>=  
 >>>>>>>this will need to be 64 bit eventually so there's a \$2k expense,  
 no  
 >>> =  
 >>>>>>>matter how you cut it. So why upgrade PCI cards to PCIe if I can  
 get  
 >>>>a  
 >>>>>> =  
 >>>>>>>PCIe chassis that will hold all my PCI cards and allow them to  
 >>>>>>>interface  
 >>>>>>>=  
 >>>>>>>PCIe anyway?  
 >>>>>>>  
 >>>>>>>The reason I'm tempted to make the move now (besides wanting the  
 =  
 >>>>>>>horsepower) is that although the prices of the CPU's will be coming

```

>>> down
>>>>>=
>>>>>>>over the next few months, so will the price I'll be able to get for
>>> my
>>>>> =
>>>>>>>Magma's since they are 32 bit units (although 2 x of them are capable
>>>>of
>>>>>>=
>>>>>>>integrating the PCIe host card so this gives them a little added
value
>>>>> =
>>>>>>>on EBay).
>>>>>>>
>>>>>>>Any thoughts?
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
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>>>>>>>charset=3Diso-8859-1">
>>>>>>><META content=3D"MSHTML 6.00.6000.16414" name=3DGENERATOR>
>>>>>>><STYLE></STYLE>
>>>>>>></HEAD>
>>>>>>><BODY>
>>>>>>><DIV>
>>>>>>><P><FONT face=3DArial size=3D2>Cubase ain't 64bit yet, but will be
>in
>>>>a
>>>>>>=
>>>>>>>few months.=20
>>>>>>>I can see the writing on the wall and I want to be able to go
>>>>>>>there,=20
>>>>>>>s0000.....</FONT></P>
>>>>>>><P><FONT face=3DArial size=3D2>Here's what I'm looking at:</FONT></P>
>>>>>>><P><FONT face=3DArial size=3D2>Intel BOXD975XBX2KR LGA 775 Intel
975X
>>>>=
>>>>>>>ATX Intel=20
>>>>>>>Motherbo-$249.99</FONT></P>
>>>>>>><P><A=20

```

>>>>>>>href=3D" http://www.newegg.com/Product/Product.asp?Item=3DN82E1681312 1059"=  
>>>>>>><FONT=20  
>>>>>>>face=3DArial=20  
>>>>>>>size=3D2> http://www.newegg.com/Product/Product.asp?Item=3DN82E1681312  
1059=  
>>>>>>></FONT></A></P>  
>>>>>>><P><FONT face=3DArial size=3D2>Intel Core 2 Extreme QX6700 Kentsfield  
>>>>=  
>>>>>>>2.66GHz 2 x=20  
>>>>>>>4MB L2 Cache LGA 775 Processor (yeah...that's 10.64=20  
>>>>>>>GHz )-\$970.00</FONT></P>  
>>>>>>><P><FONT face=3DArial size=3D2><A=20  
>>>>>>>href=3D" http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191 15011=  
>>>>>>>"> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168191 15011</A></=  
>>>>>>>FONT></P>  
>>>>>>><P><FONT face=3DArial size=3D2>mushkin 2GB (2 x 1GB) 240-Pin DDR2  
>  
>>>>>>>SDRAM  
>>>>>>>=  
>>>>>>>DDR2 800=20  
>>>>>>>(PC2 6400) Dual Channel Kit Desktop Memory - \$149.99</FONT></P>  
>>>>>>><P><FONT face=3DArial size=3D2><A=20  
>>>>>>>href=3D" http://www.newegg.com/Product/Product.aspx?Item=3DN82E168201 46599=  
>>>>>>>"> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168201 46599</A></=  
>>>>>>>FONT></P>  
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>>>>>>>href=3D" http://www.newegg.com/Product/Product.aspx?Item=3DN82E168141 50185=  
>>>>>>>"> http://www.newegg.com/Product/Product.aspx?Item=3DN82E168141 50185</A></=  
>>>>>>>FONT></P>  
>>>>>>><P><FONT face=3DArial size=3D2>COOLMAX CP-500T EPS12V 500W Power  
  
>>>>>>>Supply  
>>>>>>>=  
>>>>>>>115/230 V=20  
>>>>>>>UL, CSA, -59.99</FONT></P>  
>>>>>>><P><FONT face=3DArial size=3D2><A=20  
>>>>>>>href=3D"

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Dedric Terry](#) on Fri, 23 Mar 2007 20:52:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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<BLOCKQUOTE=20  
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
<DIV>"DJ" &lt;<A=20  
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href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>&gt; =  
wrote=20  
in message <A=20  
=  
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candy=20  
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<BR>punching=20  
in and out at will. I can definitely live with 1.5ms =  
latency.<BR><BR>The=20  
Cubase 4 CPU meter is bouncing along at approximately 50% =  
usage.<BR><BR>I=20  
haven't configured the Control room mode for tracking just yet, but =  
unless=20



that is being sent to the rest of the studio via analog and see if I can =  
create some kind of macro to switch all all track outputs to the main =  
monitor bus in the CR when everyone comes trooping in from the tracking =  
area to listen in the CR.

A bit more mousing around, but it's preferable to hearing latency in the =  
cans. I won't be able to monitor with FX on pre recorded tracks, but =  
this is just a fact of life with native systems I guess and isn't a deal =  
killer. Looks like even the most powerful DAWs will be subject to at =  
least 0.7 ms + 1.5 ms latency and I can clearly hear this.=20

Maybe my ears are just too friggin' sensitive and this teeny bit of =  
latency wouldn't bother someone else. It sure bugs me though. I'll get =  
Amy on the mic later on today and give this a go at 64k buffers (1.5ms). =  
Her hearing is twice as sensitive as mine. If it doesn't bother her, =  
then it likely won't bother anyone else....(but me)

;o)

"Brandon" <a@a.com> wrote in message news:462d1367@linux...  
so what are you using in place of the raptors?  
I am running 2 10k rpm sata drives...1 OS and 1 audio.  
I am running a 2.2gig AMD with 2gig ram. DDR400.  
I am recording at 192k buffer and get clicks and pops when using VST =  
realtime effects while tracking.  
Cubase SX3.

--=20  
Thanks,

Brandon=20  
"Tom Bruhl" <arpeggio@comcast.net> wrote in message =  
news:462d101f@linux...  
Deej,  
I've got that Silicon SATA on my Paris rig and it blows. Chris L. =  
suggested the same.  
I have had much better luck with standard ide.

I'm glad you're not bailing so quickly!  
Tom

"DJ" <www.aarrrrggghhh!!!.com> wrote in message =  
news:462d0cdc\$1@linux...  
Well, from all of my previous posts, it's pretty obvious that I've =  
been=20

struggling with some issues with my system being able to track =  
lots of live=20  
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with ASIO=20  
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I've been doing some tweaking here this morning aand I just turned =  
off that=20  
evil \*\*\*\*in SIL SATA raid controller in the BIOS and pulled my =  
Raptors off=20  
the mobo.

Something rather shocking has happened.

I am currently playing back a 12 track project with Drumagog and =  
various=20  
UAD-1 plugins instantiated (not a huge load, but enough to =  
accomplish some=20  
ear candy which is all what I need here during dub sessions before =  
the real=20  
mixing begins) while recording 20 live inputs at 64k buffers =  
(1.5ms),=20  
punching in and out at will. I can definitely live with 1.5ms =  
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The Cubase 4 CPU meter is bouncing along at approximately 50% =  
usage.

I haven't configured the Control room mode for tracking just yet, =  
but unless=20  
creating a few busses is a substantial CPU hit, I may be able to =  
accomplish=20  
what I need here with what I've got right now.....of =  
course, this=20  
will require me not to spend \$2000.00 on a computer upgrade and =  
that's never=20  
good.

;o)=20

I choose Polesoft Lockspam to fight spam, and you?  
<http://www.polesoft.com/refer.html>  
-----=\_NextPart\_000\_011E\_01C785B5.9660CE90  
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<META content=3D"MSHTML 6.00.6000.16414" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>I'm just using a standard ATA 133 IDE =
drive. Plenty=20
of mojo for moderate track counts. </FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>I've testing the *usability* of working =
at 32k=20
buffers, 64k buffers and 128k buffers here this morning. I don't have =
the=20
horsepower to record and play back tracks simultaneously at 32k buffers =
(0.7=20
ms). I did test recording a single track at&nbsp;0.7 ms &nbsp;</DIV>
any tracks=20
playing back and I can do it, but it sounds a teeny bit phasey to me. =
Not a show=20
stopper but definitely a difference when compared to using ASIO direct=20
monitoring. I can play back 12&nbsp; tracks and record 20&nbsp;tracks =
with up to=20
around 25% of the DSP usage of my UAD-1's on the recorded tracks without =

problems and the Cubase DSP meter is around 70% (this is sorta' nervous=20
territory where you don't want to be mousing around too much). Disable =
the UAD-1=20
and it drops down to between 50-60%. The audible phasing at 64k (1.5ms =
latency)=20
is about as noticable as it is at 32k buffers (0.7ms latency). What is=20
disturbing to me is that I'm hearing audible phasing at all at 32k =
buffers. Even=20
if I had a monster system that was able to stand up on it's hind legs =
and bark=20
at 0.7ms latency, I would be hearing audible phasing. I'm sure this is =
because=20
I'm not just hearing the latency that the buffer creates, I'm also =
hearing=20
another 1.5 ms latency that is created by the AD/DA conversion. =
</FONT><FONT=20
face=3DArial size=3D2>ASIO direct monitoring is much more equivalent to =
Paris=20
latency (zero audible) because all you're getting is the appx 1.5 ms of =
```

the=20  
AD/DA conversion. Once it exceeds that, I can hear it.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>After all this crap I've gone through, =  
I think may=20  
just get myself another Furman HRM-16 mixer for my desktop so I can =  
monitor the=20  
cue mix that is being sent to the rest of the studio via analog and see =  
if I can=20  
create some kind of macro to switch all&nbsp;all track outputs to the =  
main=20  
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<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>;o</FONT></DIV>  
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<BLOCKQUOTE dir=3Dltr=20  
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BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
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<DIV><FONT face=3DArial></FONT>&nbsp;</DIV>

<DIV><BR>-- <BR>Thanks,</DIV>

<DIV>&nbsp;</DIV>

<DIV>Brandon </DIV>

<BLOCKQUOTE dir=3Dltr=20  
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Tom Bruhl" &lt;<A=20  
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<BR>good.<BR><BR>;o)=20  
<BR><BR></BLOCKQUOTE>  
<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight =  
spam, and=20  
you?<BR><A=20  
=  
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
..html</A>&nbsp;&nbsp;&nbsp;</FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=  
</HTML>

-----=\_NextPart\_000\_011E\_01C785B5.9660CE90--Deej, after spending four hours with Vista (I couldn't pry it off easily, not even with linux, grrrr) it makes Windows ME look like effin FreeBSD 6.2. It's worse than the first version of OS X and worse the 7.5.2. It's way, way worse than the first Fedora Core release. It's a complete and total disaster. I feel bad letting my friend have the damn thing but I can't find drivers for the RAID controller. The fact that Feisty (easiest to install linux distro ever, and the installer will include Win32 codecs and configure your proprietary video card drivers = porn on linux out of the box) is coming out at the same time as this pile of shit might really be a watershed moment for the linux

desktop.

<http://www.theinquirer.net/default.aspx?article=39087>

I don't agree with all of that but it ain't too far off. For the love of  
Odin stay away from this DeeJ

"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:

>Hehehe!!!!!!.....I can't wait to grope it's nether regions.

>

>"TCB" <[nobody@ishere.com](mailto:nobody@ishere.com)> wrote in message [news:462d0017\\$1@linux...](mailto:news:462d0017$1@linux...)

>>

>> OK, just because you've been talking about this, I did not immediately

>> rip

>> vista off of one of the Dells we got. We, of course, have a site license

>> for XP but aren't a big enough client to get Dell to quit charging us

for

>> pre-installed operating systems.

>>

>> Maybe it's tweakable, maybe it can be made to behave, but James, you

>> grossly

>> insult your preferred operating system by saying Vista is a copy of OS

X.

>> OS X, for all its irritating, bubble bedecked eye candy dancing window

>> nonsense

>> is actually a pretty decent operating system. Vista takes all of that

>> irritating

>> goopy eye candy and somehow manages to graft that ineffable 'WE'RE

>> MICROSOFT,

>> THE COMPANY THAT STRIVES FOR THE LEAST COMMON DENOMINATOR--IN  
EVERYTHING

>> WE DO!' scream onto it. It's hideous, nauseating. I don't know what I'm

>> going

>> to do when I'm inevitably forced to deal with it as my audio platform.

>>

>

>Hehehe!!!!!!.....I can't wait to start deconstructing it.

>

>;o)

>

>Deej, I just don't get how you're hearing ANY latency at all,  
unless you have "ZLM" (zero-latency monitoring) unchecked in  
Totalmix.

I agree, even a little bit of latency bugs the crap out of me if I'm tracking... where exactly is your monitor feed coming from? IMO, you shouldn't hear any latency whatsoever - unless I'm completely misunderstanding your setup (which is, let's face it, quite possible).

Neil

"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:

>  
>  
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>but definitely a difference when compared to using ASIO direct =  
>monitoring. I can play back 12 tracks and record 20 tracks with up to =  
>around 25% of the DSP usage of my UAD-1's on the recorded tracks without  
=  
>problems and the Cubase DSP meter is around 70% (this is sorta' nervous  
=  
>territory where you don't want to be mousing around too much). Disable =  
>the UAD-1 and it drops down to between 50-60%. The audible phasing at =  
>64k (1.5ms latency) is about as noticable as it is at 32k buffers (0.7ms  
=  
>latency). What is disturbing to me is that I'm hearing audible phasing =  
>at all at 32k buffers. Even if I had a monster system that was able to =  
>stand up on it's hind legs and bark at 0.7ms latency, I would be hearing  
=  
>audible phasing. I'm sure this is because I'm not just hearing the =  
>latency that the buffer creates, I'm also hearing another 1.5 ms latency  
=  
>that is created by the AD/DA conversion. ASIO direct monitoring is much  
=  
>more equivalent to Paris latency (zero audible) because all you're =  
>getting is the appx 1.5 ms of the AD/DA conversion. Once it exceeds =  
>that, I can hear it.  
>  
>After all this crap I've gone through, I think may just get myself =

>another Furman HRM-16 mixer for my desktop so I can monitor the cue mix  
 =  
 >that is being sent to the rest of the studio via analog and see if I can  
 =  
 >create some kind of macro to switch all all track outputs to the main =  
 >monitor bus in the CR when everyone comes trooping in from the tracking  
 =  
 >area to listen in the CR.  
 >  
 >A bit more mousing around, but it's preferable to hearing latency in the  
 =  
 >cans. I won't be able to monitor with FX on pre recorded tracks, but =  
 >this is just a fact of life with native systems I guess and isn't a deal  
 =  
 >killer. Looks like even the most powerful DAWs will be subject to at =  
 >least 0.7 ms + 1.5 ms latency and I can clearly hear this.=20  
 >  
 >Maybe my ears are just too friggin' sensitive and this teeny bit of =  
 >latency wouldn't bother someone else. It sure bugs me though. I'll get =  
 >Amy on the mic later on today and give this a go at 64k buffers (1.5ms).  
 =  
 >Her hearing is twice as sensitive as mine. If it doesn't bother her, =  
 >then it likely won't bother anyone else....(but me)  
 >  
 >;o)  
 >  
 >  
 >"Brandon" <a@a.com> wrote in message news:462d1367@linux...  
 > so what are you using in place of the raptors?  
 > I am running 2 10k rpm sata drives...1 OS and 1 audio.  
 > I am running a 2.2gig AMD with 2gig ram. DDR400.  
 > I am recording at 192k buffer and get clicks and pops when using VST =  
 >realtime effects while tracking.  
 > Cubase SX3.  
 >  
 >  
 > --=20  
 > Thanks,  
 >  
 > Brandon=20  
 > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =  
 >news:462d101f@linux...  
 > Deej,  
 > I've got that Silicon SATA on my Paris rig and it blows. Chris L. =  
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 > I have had much better luck with standard ide.  
 >  
 > I'm glad you're not bailing so quickly!

> Tom  
 >  
 >  
 > "DJ" <www.aarrrrggghh!!!.com> wrote in message =  
 >news:462d0cdc\$1@linux...  
 > Well, from all of my previous posts, it's pretty obvious that I've  
 =  
 >been=20  
 > struggling with some issues with my system being able to track =  
 >lots of live=20  
 > inputs while monitoring previously recorded ones at low latency =  
 >with ASIO=20  
 > direct monitoring turned off.  
 >  
 > I've been doing some tweaking here this morning aand I just turned  
 =  
 >off that=20  
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 >Raptors off=20  
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 > I am currently playing back a 12 track project with Drumagog and =  
 >various=20  
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 >course, this=20  
 > will require me not to spend \$2000.00 on a computer upgrade and =  
 >that's never=20  
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>  
> ;o)=20  
>  
>  
>  
>  
> I choose Polesoft Lockspam to fight spam, and you?  
> http://www.polesoft.com/refer.html  
>  
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
><HTML><HEAD>  
><META http-equiv=3DContent-Type content=3D"text/html; =  
>charset=3Diso-8859-1">  
><META content=3D"MSHTML 6.00.6000.16414" name=3DGENERATOR>  
><STYLE></STYLE>  
></HEAD>  
><BODY bgColor=3D#ffffff>  
><DIV><FONT face=3DArial size=3D2>I'm just using a standard ATA 133 IDE =  
>drive. Plenty=20  
>of mojo for moderate track counts. </FONT></DIV>  
  
><DIV><FONT face=3DArial size=3D2>I've testing the \*usability\* of working  
>=  
>at 32k=20  
>buffers, 64k buffers and 128k buffers here this morning. I don't have =  
>the=20  
>horsepower to record and play back tracks simultaneously at 32k buffers  
>=  
>(0.7=20  
  
>any tracks=20  
>playing back and I can do it, but it sounds a teeny bit phasey to me. =  
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>stopper but definitely a difference when compared to using ASIO direct=20  
  
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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Fri, 23 Mar 2007 20:53:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well, yeah, since  
> the last-minute DVD request took my last set of 1/4" to RCA  
> cables, and my stereo DI, you'll have to go into the 2-track  
> return... ummm, no level control other than the masters, and  
> no EQ... Fun... Tinny sounding music, and no EQ...

>  
> It gets worse, but my client is here so I will fill you in on the rest  
> later...  
>  
> DC  
>  
>  
>Ok, so the first "performer" gets on stage and turns one of the  
mains around so they can hear better...

grrr thanks for that!

Oh, and some hack wrote a "song" that was supposed to be funny  
in the Italian opera style, about the retiree's life story...

Not funny. Excruciatingly bad. I would have paid Simon Cowell  
to sit where they could have seen him...

They "performers" brought a kiddie keyboard with them that has  
no line outs... So we pop into the cans output and finally get  
the awful reverb turned off, and it is still much like Schroeder  
from Peanuts' little piano... Very thin and toy-sounding

Sooo, while one of the opera singers was performing, (ever work  
with opera singers?) another one comes up and orders me to  
"bring the piano up"... I ignore him. He says it again, and I  
send him away with "please let me do my job" and a good glare  
or two... I do the mix, you sing... see how nice that works?

Then one of the dancers is changing and lays the top of her  
suitcase on the power cord, that I carefully taped in place...  
Eventually it sags enough to take the system down while the MC  
is talking. I run back and put it back in, and ask her (nicely)  
to please be extra careful, and she glares at me...

ohhh, and here's the worst part. Some helpful soul who I knew  
years ago decides to help me tape cables down. I look at his  
tape, and I see he is using my gaffer tape.. Oh well, there goes  
13 bucks as he reels it off covering every inch of cable.. Except...  
it's NOT my gaffer tape, it is a roll of painters blue masking  
the exact same shade as my blue gaffer tape. We discover this  
as we are tearing down. Turns out the painter's tape releases  
nicely from painted surfaces and sticks like friggin' SUPER GLUE  
to Canare audio cable. It takes an extra 45 minutes to get the  
tape off the cable, and even then, it left most of the adhesive  
and a good portion of the backing on the cable.

So last night, I discover that the nice citrus-based goo-remover

stuff doesn't budge this sh\*t and I end up out in the studio for an hour, with the big fan on, and a rag and a can of lacquer thinner. I was still dizzy this morning...

Now all I have to do is return all the gear to the office and put the studio back together...

I HATE live sound...

DC>

> I HATE live sound...

>

> DC

>

Yeah.....but at the end of the day, you're still the guy in charge of the \*suck\* button.

;o)don,

so what are you really upset about???really???

On 24 Apr 2007 04:04:32 +1000, "DC" <dc@spammersinthewedges.com> wrote:

>

>Ok, so the first "performer" gets on stage and turns one of the  
>mains around so they can hear better...

>

>grrr thanks for that!

>

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>

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>

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>  
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>the studio back together...  
>  
>I HATE live sound...  
>  
>DCOK, just because you've been talking about this, I did \_not\_ immediately rip  
vista off of one of the Dells we got. We, of course, have a site license  
for XP but aren't a big enough client to get Dell to quit charging us for  
pre-installed operating systems.

Maybe it's tweakable, maybe it can be made to behave, but James, you grossly  
insult your preferred operating system by saying Vista is a copy of OS X.  
OS X, for all its irritating, bubble bedecked eye candy dancing window nonsense  
is actually a pretty decent operating system. Vista takes all of that irritating  
goopy eye candy and somehow manages to graft that ineffable 'WE'RE MICROSOFT,  
THE COMPANY THAT STRIVES FOR THE LEAST COMMON DENOMINATOR--IN  
EVERYTHING  
WE DO!' scream onto it. It's hideous, nauseating. I don't know what I'm going  
to do when I'm inevitably forced to deal with it as my audio platform.

TCB

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>I think I'm going to dig into vista pretty soon. I've been to the the  
>extremities of usenet geekdom over the weekend, you wouldn't believe some  
of  
>the stuff out there....at least I didn't..... and I have learned  
a  
>few interesting things.....one of which is that it's possible ot wreak  
  
>havoc on Vista, rip huge chunks of bloat out of it. and optimize it for  
  
>audio.....just my cuppa' ;o)  
>  
>At the same time I may be building another computer that will be either  
  
>based on an AMD Socket F (Tyan S2915 with a pair of Santa Rosa Opterons)  
or  
>a dual socket Xeon, though I haven't completely ruled out a single socket  
  
>Opteron Quad. there are a few things I'm waiting to get answers to. First  
on  
>is whether or not the Tyan S2915 will be Barcelona compatible. The bigger  
  
>issue is whether any of these systems, as they exist today, running win  
  
>XP32, will give me the capability work at 664-128k buffers without ASIO  
  
>direct monitoring while tracking up to 20 live sources and monitoring 20  
  
>more with a fair number of plugins being monitored on the recorded tracks  
  
>being monitored..... basically allowing me to overdub while building a  
mix  
>and using the Cubase Control room function which currently doesn't work  
with  
>ADM.  
>  
>At the same time I will go ahead and spring for the SBS 64bit expansion  
  
>chassis to be able to interface all of my PCI cards with the new mobo  
>architecture at 64 bit. All of my audio hardware except for my Houston  
  
>controller has 64 bit drivers available and the Houston can be interfaced  
in  
>HUI mode via midi.  
>  
>I know it's not ready for prime time so I'll have Vista running in a  
>removable drive caddy and will have another audio drive running Win XP for

W

L

S

;C



>>> I've been hanging out on the AMDZone today trying to educate myself a  
>>> bit.  
>>>  
>>> In researching the Tyan S2915 mobo, I ran across this thread  
>>> <http://forums.vr-zone.com/showthread.php?t=87410>  
>>>  
>>> and I also ran across this:  
>>>  
>>> <http://blogs.zdnet.com/Berlind/?p=366>  
>>>  
>>> What I'm wondering is if this mobo will be quad core compatible and what  
>>> is the most powerful CPU it will currently allow.  
>>>  
>>> Opterons are very confusing...there are so many of them by so many  
>>> different names.  
>>>  
>>> Lots of interesting stuff on AMDZone disputing claims by Intel of  
>>> superior performance. Lots of it looks credible too.  
>>>  
>>> If you're interested, check my last post on the "I want to get  
>>> 64bit/Vista ready" thread for some more info on the digging I've been  
>>> doing on a new native DAW.  
>>> ;o)  
>>>  
>>>  
>>  
>>  
>  
>Hehehe!!!!!!.....I can't wait to grope it's nether regions.

"TCB" <nobody@ishere.com> wrote in message news:462d0017\$1@linux...

>  
> OK, just because you've been talking about this, I did not immediately  
> rip  
> vista off of one of the Dells we got. We, of course, have a site license  
> for XP but aren't a big enough client to get Dell to quit charging us for  
> pre-installed operating systems.  
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> Maybe it's tweakable, maybe it can be made to behave, but James, you  
> grossly  
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> OS X, for all its irritating, bubble bedecked eye candy dancing window  
> nonsense  
> is actually a pretty decent operating system. Vista takes all of that  
> irritating  
> goopy eye candy and somehow manages to graft that ineffable 'WE'RE  
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EVERYTHING

> WE DO!' scream onto it. It's hideous, nauseating. I don't know what I'm  
> going  
> to do when I'm inevitably forced to deal with it as my audio platform.  
>

Hehehe!!!!!!.....I can't wait to start deconstructing it.

;o)rick <parnell68@hotmail.com> wrote:

>don,

>

>so what are you really upset about???really???

I fell much better now!

DCEK Sound <askme@nospam.com> wrote:

>That sounds like EVERY street festival I have ever done... ;-)

>

>I have had people show up with mini-discs with no player saying "you  
>can play these, right?"

Oh yeah, and if you cannot, they are really offended...

Amazing.

DCWell, from all of my previous posts, it's pretty obvious that I've been struggling with some issues with my system being able to track lots of live inputs while monitoring previously recorded ones at low latency with ASIO direct monitoring turned off.

I've been doing some tweaking here this morning and I just turned off that evil \*\*\*\*'in SIL SATA raid controller in the BIOS and pulled my Raptors off the mobo.

Something rather shocking has happened.

I am currently playing back a 12 track project with Drumagog and various UAD-1 plugins instantiated (not a huge load, but enough to accomplish some ear candy which is all what I need here during dub sessions before the real mixing begins) while recording 20 live inputs at 64k buffers (1.5ms), punching in and out at will. I can definitely live with 1.5ms latency.

The Cubase 4 CPU meter is bouncing along at approximately 50% usage.

I haven't configured the Control room mode for tracking just yet, but unless creating a few busses is a substantial CPU hit, I may be able to accomplish

what I need here with what I've got right now.....of course, this will require me not to spend \$2000.00 on a computer upgrade and that's never good.

;o)This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0064\_01C785BF.C8CDD990

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Deej,

I've got that Silicon SATA on my Paris rig and it blows. Chris L. = suggested the same.

I have had much better luck with standard ide.

I'm glad you're not bailing so quickly!

Tom

"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote in message = news:462d0cdc\$1@linux...

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I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=\_NextPart\_000\_0064\_01C785BF.C8CDD990

Content-Type: text/html;

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<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Deej,</FONT></DIV>
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<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"DJ" &lt;<A=20
```

=  
href=3D"http://www.aarrrrgggghh!!!.com">www.aarrrrgggghh!!!.com</A>&gt; =  
wrote in=20  
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-----= NextPart 000 0064 01C785BF.C8CDD990--This is a multi-part message in MIME format.

-----=\_NextPart\_000\_016D\_01C785B9.66A7B7A0

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Jamie K](#) on Fri, 23 Mar 2007 21:15:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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 >  
 >Deej, I just don't get how you're hearing ANY latency at all,  
 unless you have "ZLM" (zero-latency monitoring) unchecked in  
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I agree, even a little bit of latency bugs the crap out of me if  
 I'm tracking... where exactly is your monitor feed coming from?  
 IMO, you shouldn't hear any latency whatsoever - unless I'm  
 completely misunderstanding your setup (which is, let's face it,  
 quite possible).

Neil

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David.

DJ wrote:

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Dedric Terry](#) on Fri, 23 Mar 2007 21:23:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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> <http://www.polesoft.com/refer.html>Neil,

I have apparently been going at this native thing with some preconceptions about ASIO direct monitoring that aren't at all accurate. I haven't been doing much in the way of tracking (lots of mixing) so I guess that's understandable. I was under the impression that I would not be able to monitor previously recorded tracks with plugins inserted on the channels or sends while tracking unless I disabled ASIO direct monitoring. Obviously this is not the case. I just set my project to 512k buffers. It has 12 tracks already recorded. I enabled ASIO direct monitoring and inserted 9

UAD-1 plugins on various of the pre recorded tracks. I also installed one of my outboard reverbs as a send on a few of them. I have them all (including the outboard reverb) outputting to an analog pair that I'm sending to my Furman HDS-16 system. At the same time, I've got 20 more audio tracks recording. Since I have ADM there is no audible latency but the astounding thing about it is that I'm also hearing all of the prerecorded tracks that are being processed by the UAD-1 plugins during playback. The processing is working and it is very obvious, and there is no latency. I didn't think this was possible to do. My Cubase DSP meter is at about 10%. Hell, man, I could record 20 tracks and play back 50 or 60 with no problem. Is this normal or some kind of happy accident/bug? I shouldn't be able to hear plugins on prerecorded tracks with ADM enabled, should I?

At this point, the only inconvenience with a tracking session is having to mouse all of the tracks to the main monitor bus if I want to hear them through my DAC-1. Well, during tracking, I don't necessarily need to use my DAC-1 so I have an easy workaround bypass this to a pair of the RME outs and split them off to the HDS-16 and my NHT PVC simultaneously.

Hell man.....this is great!

"Neil" <OIUOIU@OIU.com> wrote in message news:462d2549\$1@linux...

>

> DeeJ, I just don't get how you're hearing ANY latency at all,  
> unless you have "ZLM" (zero-latency monitoring) unchecked in  
> Totalmix.

>

> I agree, even a little bit of latency bugs the crap out of me if  
> I'm tracking... where exactly is your monitor feed coming from?  
> IMO, you shouldn't hear any latency whatsoever - unless I'm  
> completely misunderstanding your setup (which is, let's face it,  
> quite possible).

>

> Neil

>

> "DJ" <www.aarrrrggghhh!!!.com> wrote:

>>

>>

>>I'm just using a standard ATA 133 IDE drive. Plenty of mojo for moderate

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>>track counts.=20

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>>I've testing the \*usability\* of working at 32k buffers, 64k buffers and

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>><BODY bgColor=3D#ffffff>  
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>Stuff that is already recorded is no problem... you could set the  
buffers to 1056 and everything would be cool. It's the "monitor what  
you are currently recording" thing where latency is an issue. If you

have a way to monitor the recording signal using direct monitoring (the input is usually routed to the same # output... 1 to 1, 2 to 2 etc.) then you are good to go. If you are trying to monitor input 1 to output 7 for instance, or a \*mix\* of several inputs to one output, the delay will be noticeable. This is really noticable if you try to monitor a stereo and mono track to one pair of outputs, as a stereo signal has twice the latency of a mono one.

David.

DJ wrote:

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Neil](#) on Fri, 23 Mar 2007 21:54:57 GMT

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Posted by [Dedric Terry](#) on Fri, 23 Mar 2007 22:57:06 GMT

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>>>> the=20
>>>> horsepower to record and play back tracks simultaneously at 32k buffers
>>>
>>>=
>>>
>>>>(0.7=20
>>>> ms). I did test recording a single track at 0.7 ms without =
>>>> any tracks=20
>>>> playing back and I can do it, but it sounds a teeny bit phasey to me. =
>>>> Not a show=20
>>>> stopper but definitely a difference when compared to using ASIO
>>>> direct=20
>>>> monitoring. I can play back 12 tracks and record 20 tracks =
>>>> with up to=20
>>>> around 25% of the DSP usage of my UAD-1's on the recorded tracks without
>>>
>>>=
>>>
>>>> problems and the Cubase DSP meter is around 70% (this is sorta'
>>>> nervous=20

```

>>>>territory where you don't want to be mousing around too much). Disable =  
>>>>the UAD-1=20  
>>>>and it drops down to between 50-60%. The audible phasing at 64k (1.5ms =  
>>>>latency)=20  
>>>>is about as noticable as it is at 32k buffers (0.7ms latency). What  
>>>>is=20  
>>>>disturbing to me is that I'm hearing audible phasing at all at 32k =  
>>>>buffers. Even=20  
>>>>if I had a monster system that was able to stand up on it's hind legs =  
>>>>and bark=20  
>>>>at 0.7ms latency, I would be hearing audible phasing. I'm sure this is =  
>>>>because=20  
>>>>I'm not just hearing the latency that the buffer creates, I'm also =  
>>>>hearing=20  
>>>>another 1.5 ms latency that is created by the AD/DA conversion. =  
>>>></FONT><FONT=20  
>>>>face=3DArial size=3D2>ASIO direct monitoring is much more equivalent to  
>>>>  
>>>>=  
>>>>  
>>>>Paris=20  
>>>>latency (zero audible) because all you're getting is the appx 1.5 ms of  
>>>>  
>>>>=  
>>>>  
>>>>the=20  
>>>>AD/DA conversion. Once it exceeds that, I can hear it.</FONT></DIV>  
>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
>>>><DIV><FONT face=3DArial size=3D2>After all this crap I've gone through,  
>>>>  
>>>>=  
>>>>  
>>>>I think may=20  
>>>>just get myself another Furman HRM-16 mixer for my desktop so I can =  
>>>>monitor the=20  
>>>>cue mix that is being sent to the rest of the studio via analog and see  
>>>>  
>>>>=  
>>>>  
>>>>if I can=20  
>>>>create some kind of macro to switch all all track outputs to the =  
>>>>main=20  
>>>>monitor bus in the CR when everyone comes trooping in from the tracking  
>>>>  
>>>>=  
>>>>  
>>>>area to=20  
>>>>listen in the CR.</FONT></DIV>

```

>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>><DIV><FONT face=3DArial size=3D2>A bit more mousing around, but it's =
>>>>preferable to=20
>>>>hearing latency in the cans. I won't be able to monitor with FX on pre =
>>>>recorded=20
>>>>tracks, but this is just a fact of life with native systems I guess and
>>>
>>>=
>>>
>>>>isn't a=20
>>>>deal killer. Looks like even the most powerful DAWs will be subject =
>>>>to at=20
>>>>least 0.7 ms + 1.5 ms latency and I can clearly hear this. </FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>><DIV><FONT face=3DArial size=3D2>Maybe my ears are just too friggin' =
>>>>sensitive and=20
>>>>this teeny bit of latency wouldn't bother someone else. It sure bugs me
>>>
>>>=
>>>
>>>>though.=20
>>>>I'll get Amy on the mic later on today and give this a go at 64k buffers
>>>
>>>=
>>>
>>>>(1.5ms). Her hearing is twice as sensitive as mine. If it doesn't bother
>>>
>>>=
>>>
>>>>her,=20
>>>>then it likely won't bother anyone else....(but me)</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>><DIV><FONT face=3DArial size=3D2>;o)</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>><DIV> </DIV>
>>>><DIV>"Brandon" <<A href=3D"mailto:a@a.com">a@a.com</A>> wrote in =
>>>>message <A=20
>>>>href=3D"news:462d1367@linux">news:462d1367@linux</A>...</DIV>
>>>><BLOCKQUOTE dir=3Dltr=20
>>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> <DIV><FONT face=3DArial>so what are you using in place of the=20
>>>> raptors?</FONT></DIV>
>>>> <DIV><FONT face=3DArial>I am running 2 10k rpm sata drives...1 OS and
>>>
>>>=
>>>
>>>>1=20

```

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>>>> audio.</FONT></DIV>
>>>> <DIV><FONT face=3DArial>I am running a 2.2gig AMD with 2gig ram.=20
>>>> DDR400.</FONT></DIV>
>>>> <DIV><FONT face=3DArial>I am recording at 192k buffer and get clicks =
>>>>and pops=20
>>>> when using VST realtime effects while tracking.</FONT></DIV>
>>>> <DIV><FONT face=3DArial>Cubase SX3.</FONT></DIV>
>>>> <DIV><FONT face=3DArial></FONT> </DIV>
>>>> <DIV><BR>-- <BR>Thanks,</DIV>
>>>> <DIV> </DIV>
>>>> <DIV>Brandon </DIV>
>>>> <BLOCKQUOTE dir=3Dltr=20
>>>> style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> <DIV>"Tom Bruhl" <<A=20
>>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =
>>>>wrote in=20
>>>> message <A =
>>>>href=3D"news:462d101f@linux">news:462d101f@linux</A>...</DIV>
>>>> <DIV><FONT face=3DArial size=3D2>Deej,</FONT></DIV>
>>>> <DIV><FONT face=3DArial size=3D2>I've got that Silicon SATA on my =
>>>>Paris rig and=20
>>>> it blows. Chris L. suggested the same.</FONT></DIV>
>>>> <DIV><FONT face=3DArial size=3D2>I have had much better luck with =
>>>></FONT><FONT=20
>>>> face=3DArial size=3D2>standard ide.</FONT></DIV>
>>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>> <DIV><FONT face=3DArial size=3D2>I'm glad you're not bailing so=20
>>>> quickly!</FONT></DIV>
>>>> <DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>> <DIV><FONT face=3DArial size=3D2></FONT> </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"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=20
>>>> wrote in message <A=20
>>>> =
>>>>href=3D"news:462d0cdc$1@linux">news:462d0cdc$1@linux</A>...</DIV>Well, =
>>>>from=20
>>>> all of my previous posts, it's pretty obvious that I've been=20
>>>> <BR>struggling with some issues with my system being able to track
>>>
>>>=
>>>
>>>>lots of=20

```

```

>>>> live <BR>inputs while monitoring previously recorded ones at low =
>>>>latency=20
>>>> with ASIO <BR>direct monitoring turned off.<BR><BR>I've been doing
>>>
>>>=
>>>
>>>>some=20
>>>> tweaking here this morning aand I just turned off that <BR>evil =
>>>>****'in=20
>>>> SIL SATA raid controller in the BIOS and pulled my Raptors off =
>>>><BR>the=20
>>>> mobo.<BR><BR>Something rather shocking has happened.<BR><BR>I am =
>>>>currently=20
>>>> playing back a 12 track project with Drumagog and various =
>>>><BR>UAD-1=20
>>>> plugins instantiated (not a huge load, but enough to accomplish =
>>>>some=20
>>>> <BR>ear candy which is all what I need here during dub sessions =
>>>>before the=20
>>>> real <BR>mixing begins) while recording 20 live inputs at 64k =
>>>>buffers=20
>>>> (1.5ms), <BR>punching in and out at will. I can definitely live =
>>>>with 1.5ms=20
>>>> latency.<BR><BR>The Cubase 4 CPU meter is bouncing along at =
>>>>approximately=20
>>>> 50% usage.<BR><BR>I haven't configured the Control room mode for =
>>>>tracking=20
>>>> just yet, but unless <BR>creating a few busses is a substantial =
>>>>CPU hit, I=20
>>>> may be able to accomplish <BR>what I need here with what I've got
>>>
>>>=
>>>
>>>>right=20
>>>> now.....of course, this <BR>will require me not to spend
>>>
>>>=
>>>
>>>> $2000.00 on a computer upgrade and that's never =
>>>><BR>good.<BR><BR>;o)=20
>>>> <BR><BR></BLOCKQUOTE>
>>>> <DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>>>spam, and=20
>>>> you?<BR><A=20
>>>> =
>>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>.html</A> </FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=
>>>></HTML>

```

>>>>

>>>>

>>I am getting 5.7ms latency with 192k buffer.

I can definately hear it, but it isn't a show stopper for me.

I could use the zero latency from CueMix, but then I wouldnt get to use plugs in live monitoring mode.

I was thinking I could route the zero latency send from quemix out to another PC with Cubase running as a live monitoring/plug and back out mixed into an external mixer table and sent to the cans. This should be under 5.7ms latency...you think?

b

Graham Duncan <[graham@grahamduncan.com](mailto:graham@grahamduncan.com)> wrote:

>DJ,

>

>Are you somehow listening to the inputs through Cubase AND through

>Totalmix? That would indeed cause some annoying sounds... You want to

>listen to one or the other, not both. :) I could be wrong...

>

>Honestly, I'd humbly suggest that you get a cheap but decent analog

>board that gets a mult from your preamps or D/As that you can use for

>cue sends. Then it won't matter what the latency is... it's always zero

>for the talent! You could probably go without a mixer and set this up

>with a patchbay to go into your Furmans without a mixer at all.

>

>Good luck!

>

>GrahamThe latency of the two systems would be additive.. unless you could run at 1.5mSec on each system, you would be in worse shape....

David.

brandon wrote:

> I am getting 5.7ms latency with 192k buffer.

> I can definately hear it, but it isn't a show stopper for me.

> I could use the zero latency from CueMix, but then I wouldnt get

> to use plugs in live monitoring mode.

> I was thinking I could route the zero latency send from quemix out to another

> PC with Cubase running as a live monitoring/plug and back out mixed into  
> an external mixer table and sent to the cans. This should be under 5.7ms  
> latency...you think?  
>  
> b  
>  
>  
>  
>  
>  
>  
>  
>  
> Graham Duncan <graham@grahamduncan.com> wrote:  
>  
>>DJ,  
>>  
>>Are you somehow listening to the inputs through Cubase AND through  
>>Totalmix? That would indeed cause some annoying sounds... You want to  
>  
>  
>>listen to one or the other, not both. :) I could be wrong...  
>>  
>>Honestly, I'd humbly suggest that you get a cheap but decent analog  
>>board that gets a mult from your preamps or D/As that you can use for  
>>cue sends. Then it won't matter what the latency is... it's always zero  
>  
>  
>>for the talent! You could probably go without a mixer and set this up  
>>with a patchbay to go into your Furmans without a mixer at all.  
>>  
>>Good luck!  
>>  
>>Graham  
>  
>Spot on. I do use an Ibanez 335 style guitar (I love it). I think that  
was the Vox Tonelab direct into an Old School Audio pre, but live I run  
it into a Boogie. I actually get the Larry Carlton thing a lot. Could do  
worse.

I used a digital cowbell (as advertised on TV by The Original Artists),  
and it was really loud on the original mix, but my cowbell demo license  
expired and the sound just disappeared from the track. It was  
heartbreaking, but what could I do. Those digital cowbells are big bucks.

Nei wrote:

> Sounds great. Nice tune, nice mix.  
>  
> I like your guitar tone, too - you've got that Larrylee

> Carlitoritenour thing goin' on. Like a 335 through a MkII Boogie  
> sorta-tone.  
>  
> Where's the cowbell, though? I can barely hear it.  
>  
>  
> :)  
>  
>  
> Bill L <bill@billlorentzen.com> wrote:  
>> Bill L wrote:  
>>> I just want to let you know of a cool service I used recently for drum  
>  
>>> tracks <http://www.livestudiodrums.com/>  
>>> The same guy that does Smart Loops. He did an excellent job for me. Very  
>  
>>> tasty. Excellent player. Great sounding kit. Convenient and quick turn  
>  
>>> around. And cheap!  
>>>  
>>> Here is the tune he did for me.  
>>> [http://www.billlorentzen.com/html/way\\_to\\_happiness.html](http://www.billlorentzen.com/html/way_to_happiness.html)  
>>>  
>>> Have fun!  
>> His name is Frank Basille.  
>Thanks for all the compliments. I really was just trying to let you all  
know about Live Studio Drums, but encouraging words are always welcome!

By the way that was Samplitude, a bunch of UAD1 plugs and the pads are a  
really cool VSTi called Albino.

Bill L

Bill L wrote:

> I just want to let you know of a cool service I used recently for drum  
> tracks <http://www.livestudiodrums.com/>  
> The same guy that does Smart Loops. He did an excellent job for me. Very  
> tasty. Excellent player. Great sounding kit. Convenient and quick turn  
> around. And cheap!  
>  
> Here is the tune he did for me.  
> [http://www.billlorentzen.com/html/way\\_to\\_happiness.html](http://www.billlorentzen.com/html/way_to_happiness.html)  
>  
> Have fun!! I have to preface by saying I have never been a big Michael Moore movie  
fan, but he has hit the mark this time:

<http://www.youtube.com/watch?v=dSZ9YTnSkLc>

DJ mentioned the original school shooting at the college in Texas back in the '60s. That guy was part of a psych drug experiment on the campus and was high on amphetamines. It was hushed up at the time because it was part of his medical records.

Bill L <http://www.markertek.com/Product.asp?baseItem=COL%2DLS3&cat=AUDIOEQUIP&subcat=AUDINT&prodClass=AUDCONV&mfg=Coleman+Audio&search=0&off=>

Looks like this, and an insert cable from one of the headphone output of the HRM-16 mixer to a pair of the inputs on the back of this thing would allow me to switch to monitoring what is being played back from the tracking busses through my control room monitors with the push of a button. I'm not sure about the levels that would be output from the headphone amp though. I have tried it and it's got enough gain to drive the PVC cleanly. I guess I'd better look into this a bit further when I'm not so tired. It's been a long day. I don't want to fry something by mismatching voltage/ impedance between the headphone output and an input to a power amp driving my monitors..

L/R input of the PVC. Furthermore, it's gonna have to boost the voltage to "DJ" <[www.aarrrrggghhh!!!.com](mailto:www.aarrrrggghhh!!!.com)> wrote in message news:462d5945@linux...  
> OK then.. I was wondering why I was not having any \*issues\* with this. I  
> have all mono inputs routed 1:1 to outs and the outs are feeding the mono  
> or stereo L/R inputs of the HDS-16 with the prerecorded tracks routed to  
> an analog pair of RME outs being sent to the main mix bus of the HDS-16.  
> It looks like the Furman HDS-16 is a great thing for this particular  
> situation. I was hoping to make it obsolete (and subsequently sell it off)  
> by using the Cubase 4 CR function, but the latency just isn't acceptable.  
> For tracking sessions I will use one of the HDS-16 mixers in the CR and  
> route one of the headphone outs to one of my PVC's which are outputting to  
> a pair of studio monitors. This will save much of the mousing around  
> during tracking sessions and when I get ready for critical listening  
> during a mix, I can just bus the recorded tracks as needed, monitoring off  
> my mains which are digitally routed to the  
> DAC-1.....QED!!!..errrr.....sorta'.  
>  
> Thanks,  
> ;o)  
>  
>  
> "EK Sound" <[askme@nospam.com](mailto:askme@nospam.com)> wrote in message news:462d2e60@linux...  
>> Stuff that is already recorded is no problem... you could set the buffers  
>> to 1056 and everything would be cool. It's the "monitor what you are  
>> currently recording" thing where latency is an issue. If you have a way  
>> to monitor the recording signal using direct monitoring (the input is  
>> usually routed to the same # output... 1 to 1, 2 to 2 etc.) then you are

>> good to go. If you are trying to monitor input 1 to output 7 for  
>> instance, or a \*mix\* of several inputs to one output, the delay will be  
>> noticeable. This is really noticable if you try to monitor a stereo and  
>> mono track to one pair of outputs, as a stereo signal has twice the  
>> latency of a mono one.  
>>  
>> David.  
>>  
>> DJ wrote:  
>>> Neil,  
>>>  
>>> I have apparently been going at this native thing with some  
>>> preconceptions about ASIO direct monitoring that aren't at all accurate.  
>>> I haven't been doing much in the way of tracking (lots of mixing) so I  
>>> guess that's understandable. I was under the impression that I would not  
>>> be able to monitor previously recorded tracks with plugins inserted on  
>>> the channels or sends while tracking unless I disabled ASIO direct  
>>> monitoring. Obviously this is not the case. I just set my project to  
>>> 512k buffers. It has 12 tracks already recorded. I enabled ASIO direct  
>>> monitoring and inserted 9 UAD-1 plugins on various of the pre recorded  
>>> tracks. I also installed one of my outboard reverbs as a send on a few  
>>> of them. I have them all (including the outboard reverb) outputting to an  
>>> analog pair that I'm sending to my Furman HDS-16 system. At the same  
>>> time, I've got 20 more audio tracks recording. Since I have ADM there is  
>>> no audible latency but the astounding thing about it is that I'm also  
>>> hearing all of the prerecorded tracks that are being processed by the  
>>> UAD-1 plugins during playback. The processing is working and it is very  
>>> obvious, and there is no latency. I didn't think this was possible to  
>>> do. My Cubase DSP meter is at about 10%. Hell, man, I could record 20  
>>> tracks and play back 50 or 60 with no problem. Is this normal or some  
>>> kind of happy accident/bug? I shouldn't be able to hear plugins on  
>>> prerecorded tracks with ADM enabled, should I?  
>>>  
>>> At this point, the only inconvenience with a tracking session is having  
>>> to mouse all of the tracks to the main monitor bus if I want to hear  
>>> them through my DAC-1. Well, during tracking, I don't necessarily need  
>>> to use my DAC-1 so I have an easy workaround bypass this to a pair of  
>>> the RME outs and split them off to the HDS-16 and my NHT PVC  
>>> simultaneously.  
>>>  
>>> Hell man.....this is great!  
>>>  
>>>  
>>>  
>>>  
>>> "Neil" <OIUOIU@OIU.com> wrote in message news:462d2549\$1@linux...  
>>>  
>>>>Deej, I just don't get how you're hearing ANY latency at all,

>>>>unless you have "ZLM" (zero-latency monitoring) unchecked in  
>>>>Totalmix.  
>>>>  
>>>>I agree, even a little bit of latency bugs the crap out of me if  
>>>>I'm tracking... where exactly is your monitor feed coming from?  
>>>>IMO, you shouldn't hear any latency whatsoever - unless I'm  
>>>>completely misunderstanding your setup (which is, let's face it,  
>>>>quite possible).  
>>>>  
>>>>Neil  
>>>>  
>>>>"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:  
>>>>  
>>>>>  
>>>>>I'm just using a standard ATA 133 IDE drive. Plenty of mojo for  
>>>>>moderate  
>>>>  
>>>>=  
>>>>  
>>>>>track counts.=20  
>>>>>  
>>>>>I've testing the \*usability\* of working at 32k buffers, 64k buffers and  
>>>>  
>>>>=  
>>>>  
>>>>>128k buffers here this morning. I don't have the horsepower to record =  
>>>>>and play back tracks simultaneously at 32k buffers (0.7 ms). I did test  
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>>>>=  
>>>>  
>>>>>recording a single track at 0.7 ms without any tracks playing back and  
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>>>>  
>>>>>I can do it, but it sounds a teeny bit phasey to me. Not a show stopper  
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>>>>>=  
>>>>>around 25% of the DSP usage of my UAD-1's on the recorded tracks  
>>>>>without  
>>>>  
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>>>>  
>>>>>problems and the Cubase DSP meter is around 70% (this is sorta' nervous  
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>>>>=  
>>>>>the UAD-1 and it drops down to between 50-60%. The audible phasing at =  
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>>>>=  
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>>>>>at all at 32k buffers. Even if I had a monster system that was able to  
>>>>=  
>>>>>stand up on it's hind legs and bark at 0.7ms latency, I would be  
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>>>>>latency that the buffer creates, I'm also hearing another 1.5 ms  
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>>>>>that is created by the AD/DA conversion. ASIO direct monitoring is much  
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>>>>>more equivalent to Paris latency (zero audible) because all you're =  
>>>>>getting is the appx 1.5 ms of the AD/DA conversion. Once it exceeds =  
>>>>>that, I can hear it.  
>>>>>  
>>>>>After all this crap I've gone through, I think may just get myself =  
>>>>>another Furman HRM-16 mixer for my desktop so I can monitor the cue mix  
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>>>>>can  
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>>>>=  
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>>>>>the  
>>>>>  
>>>>>=  
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>>>>>deal  
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>>>>>least 0.7 ms + 1.5 ms latency and I can clearly hear this.=20  
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>>>>>latency wouldn't bother someone else. It sure bugs me though. I'll get  
>>>>>=  
>>>>>Amy on the mic later on today and give this a go at 64k buffers  
>>>>>(1.5ms).  
>>>>>  
>>>>>=  
>>>>>  
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>>>>>then it likely won't bother anyone else....(but me)  
>>>>>  
>>>>>;o)  
>>>>>  
>>>>>  
>>>>>"Brandon" <a@a.com> wrote in message news:462d1367@linux...  
>>>>> so what are you using in place of the raptors?  
>>>>> I am running 2 10k rpm sata drives...1 OS and 1 audio.  
>>>>> I am running a 2.2gig AMD with 2gig ram. DDR400.  
>>>>> I am recording at 192k buffer and get clicks and pops when using VST =  
>>>>>realtime effects while tracking.  
>>>>> Cubase SX3.  
>>>>>  
>>>>>  
>>>>> --=20  
>>>>> Thanks,  
>>>>>  
>>>>> Brandon=20  
>>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =  
>>>>>news:462d101f@linux..

---

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Fri, 23 Mar 2007 23:08:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ring and inserted 9

> UAD-1 plugins on various of the pre recorded tracks. I also installed one of  
> my outboard reverbs as a send on a few of them. I have them all (including  
> the outboard reverb) outputting to an analog pair that I'm sending to my  
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> DAC-1 so I have an easy workaround bypass this to a pair of the RME outs and  
> split them off to the HDS-16 and my NHT PVC simultaneously.

>

> Hell man.....this is great!

>

>

>

>

> "Neil" <OIUOIU@OIU.com> wrote in message news:462d2549\$1@linux...

>

>>Deej, I just don't get how you're hearing ANY latency at all,  
>>unless you have "ZLM" (zero-latency monitoring) unchecked in  
>>Totalmix.

>>

>>I agree, even a little bit of latency bugs the crap out of me if  
>>I'm tracking... where exactly is your monitor feed coming from?  
>>IMO, you shouldn't hear any latency whatsoever - unless I'm  
>>completely misunderstanding your setup (which is, let's face it,  
>>quite possible).

>>

>>Neil

>>

>>"DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:

>>

>>>

>>>I'm just using a standard ATA 133 IDE drive. Plenty of mojo for moderate

>>

>>=

>>  
>>>track counts.=20  
>>>  
>>>I've testing the \*usability\* of working at 32k buffers, 64k buffers and  
>>  
>>=  
>>  
>>>128k buffers here this morning. I don't have the horsepower to record =  
>>>and play back tracks simultaneously at 32k buffers (0.7 ms). I did test  
>>  
>>=  
>>  
>>>recording a single track at 0.7 ms without any tracks playing back and  
>>  
>>=  
>>  
>>>I can do it, but it sounds a teeny bit phasey to me. Not a show stopper  
>>  
>>=  
>>  
>>>but definitely a difference when compared to using ASIO direct =  
>>>monitoring. I can play back 12 tracks and record 20 tracks with up to =  
>>>around 25% of the DSP usage of my UAD-1's on the recorded tracks without  
>>  
>>=  
>>  
>>>problems and the Cubase DSP meter is around 70% (this is sorta' nervous  
>>  
>>=  
>>  
>>>territory where you don't want to be mousing around too much). Disable =  
>>>the UAD-1 and it drops down to between 50-60%. The audible phasing at =  
>>>64k (1.5ms latency) is about as noticable as it is at 32k buffers (0.7ms  
>>  
>>=  
>>  
>>>latency). What is disturbing to me is that I'm hearing audible phasing =  
>>>at all at 32k buffers. Even if I had a monster system that was able to =  
>>>stand up on it's hind legs and bark at 0.7ms latency, I would be hearing  
>>  
>>=  
>>  
>>>audible phasing. I'm sure this is because I'm not just hearing the =  
>>>latency that the buffer creates, I'm also hearing another 1.5 ms latency  
>>  
>>=  
>>  
>>>that is created by the AD/DA conversion. ASIO direct monitoring is much

>>  
>>=  
>>  
>>>more equivalent to Paris latency (zero audible) because all you're =  
>>>getting is the appx 1.5 ms of the AD/DA conversion. Once it exceeds =  
>>>that, I can hear it.  
>>>  
>>>After all this crap I've gone through, I think may just get myself =  
>>>another Furman HRM-16 mixer for my desktop so I can monitor the cue mix  
>>  
>>=  
>>  
>>>that is being sent to the rest of the studio via analog and see if I can  
>>  
>>=  
>>  
>>>create some kind of macro to switch all all track outputs to the main =  
>>>monitor bus in the CR when everyone comes trooping in from the tracking  
>>  
>>=  
>>  
>>>area to listen in the CR.  
>>>  
>>>A bit more mousing around, but it's preferable to hearing latency in the  
>>  
>>=  
>>  
>>>cans. I won't be able to monitor with FX on pre recorded tracks, but =  
>>>this is just a fact of life with native systems I guess and isn't a deal  
>>  
>>=  
>>  
>>>killer. Looks like even the most powerful DAWs will be subject to at =  
>>>least 0.7 ms + 1.5 ms latency and I can clearly hear this.=20  
>>>  
>>>Maybe my ears are just too friggin' sensitive and this teeny bit of =  
>>>latency wouldn't bother someone else. It sure bugs me though. I'll get =  
>>>Amy on the mic later on today and give this a go at 64k buffers (1.5ms).  
>>  
>>=  
>>  
>>>Her hearing is twice as sensitive as mine. If it doesn't bother her, =  
>>>then it likely won't bother anyone else....(but me)  
>>>  
>>>;o)  
>>>  
>>>  
>>>"Brandon" <a@a.com> wrote in message news:462d1367@linux...

>>> so what are you using in place of the raptors?  
>>> I am running 2 10k rpm sata drives...1 OS and 1 audio.  
>>> I am running a 2.2gig AMD with 2gig ram. DDR400.  
>>> I am recording at 192k buffer and get clicks and pops when using VST =  
>>>realtime effects while tracking.  
>>> Cubase SX3.  
>>>  
>>>  
>>> --=20  
>>> Thanks,  
>>>  
>>> Brandon=20  
>>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =  
>>>news:462d101f@linux...  
>>> DeeJ,  
>>> I've got that Silicon SATA on my Paris rig and it blows. Chris L. =  
>>>suggested the same.  
>>> I have had much better luck with standard ide.  
>>>  
>>> I'm glad you're not bailing so quickly!  
>>> Tom  
>>>  
>>>  
>>> "DJ" <www.aarrrrggghhh!!!.com> wrote in message =  
>>>news:462d0cdc\$1@linux...  
>>> Well, from all of my previous posts, it's pretty obvious that I've  
>>  
>>=  
>>  
>>>been=20  
>>> struggling with some issues with my system being able to track =  
>>>lots of live=20  
>>> inputs while monitoring previously recorded ones at low latency =  
>>>with ASIO=20  
>>> direct monitoring turned off.  
>>>  
>>> I've been doing some tweaking here this morning aand I just turned  
>>  
>>=  
>>  
>>>off that=20  
>>> evil \*\*\*\*'in SIL SATA raid controller in the BIOS and pulled my =  
>>>Raptors off=20  
>>> the mobo.  
>>>  
>>> Something rather shocking has happened.  
>>>  
>>> I am currently playing back a 12 track project with Drumagog and =

```

>>>various=20
>>>  UAD-1 plugins instantiated (not a huge load, but enough to =
>>>accomplish some=20
>>>  ear candy which is all what I need here during dub sessions before
>>
>>=
>>
>>>the real=20
>>>  mixing begins) while recording 20 live inputs at 64k buffers =
>>>(1.5ms),=20
>>>  punching in and out at will. I can definitely live with 1.5ms =
>>>latency.
>>>
>>>  The Cubase 4 CPU meter is bouncing along at approximately 50% =
>>>usage.
>>>
>>>  I haven't configured the Control room mode for tracking just yet,
>>
>>=
>>
>>>but unless=20
>>>  creating a few busses is a substantial CPU hit, I may be able to =
>>>accomplish=20
>>>  what I need here with what I've got right now.....of =
>>>course, this=20
>>>  will require me not to spend $2000.00 on a computer upgrade and =
>>>that's never=20
>>>  good.
>>>
>>>  ;o)=20
>>>
>>>
>>>
>>>  I choose Polesoft Lockspam to fight spam, and you?
>>>  http://www.polesoft.com/refer.html
>>>
>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>><HTML><HEAD>
>>><META http-equiv=3DContent-Type content=3D"text/html; =
>>>charset=3Diso-8859-1">
>>><META content=3D"MSHTML 6.00.6000.16414" name=3DGENERATOR>
>>><STYLE></STYLE>
>>></HEAD>
>>><BODY bgColor=3D#ffffff>
>>><DIV><FONT face=3DArial size=3D2>I'm just using a standard ATA 133 IDE =
>>>drive. Plenty=20
>>>of mojo for moderate track counts. </FONT></DIV>

```

```

>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>I've testing the *usability* of working
>>
>>=
>>
>>>at 32k=20
>>>buffers, 64k buffers and 128k buffers here this morning. I don't have =
>>>the=20
>>>horsepower to record and play back tracks simultaneously at 32k buffers
>>
>>=
>>
>>>(0.7=20
>>>ms). I did test recording a single track at 0.7 ms without =
>>>any tracks=20
>>>playing back and I can do it, but it sounds a teeny bit phasey to me. =
>>>Not a show=20
>>>stopper but definitely a difference when compared to using ASIO direct=20
>>>monitoring. I can play back 12 tracks and record 20 tracks =
>>>with up to=20
>>>around 25% of the DSP usage of my UAD-1's on the recorded tracks without
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>>=
>>
>>>problems and the Cubase DSP meter is around 70% (this is sorta' nervous=20
>>>territory where you don't want to be mousing around too much). Disable =
>>>the UAD-1=20
>>>and it drops down to between 50-60%. The audible phasing at 64k (1.5ms =
>>>latency)=20
>>>is about as noticable as it is at 32k buffers (0.7ms latency). What is=20
>>>disturbing to me is that I'm hearing audible phasing at all at 32k =
>>>buffers. Even=20
>>>if I had a monster system that was able to stand up on it's hind legs =
>>>and bark=20
>>>at 0.7ms latency, I would be hearing audible phasing. I'm sure this is =
>>>because=20
>>>I'm not just hearing the latency that the buffer creates, I'm also =
>>>hearing=20
>>>another 1.5 ms latency that is created by the AD/DA conversion. =
>>></FONT><FONT=20
>>>face=3DArial size=3D2>ASIO direct monitoring is much more equivalent to
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>>=
>>
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>>>latency (zero audible) because all you're getting is the appx 1.5 ms of
>>
>>=

```

>>

>>>the=20

>>>AD/DA conversion. Once it exceeds that, I can hear it.</FONT></DIV>

>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>

>>><DIV><FONT face=3DArial size=3D2>After all this crap I've gone through,

>>

>>=

>>

>>>I think may=20

>>>just get myself another Furman HRM-16 mixer for my desktop so I can =

>>>monitor the=20

>>>cue mix that is being sent to the rest of the studio via analog and see

>>

>>=

>>

>>>if I can=20

>>>create some kind of macro to switch all all track outputs to the =

>>>main=20

>>>monitor bus in the CR when everyone comes trooping in from the tracking

>>

>>=

>>

>>>area to=20

>>>listen in the CR.</FONT></DIV>

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>>><DIV><FONT face=3DArial size=3D2>A bit more mousing around, but it's =

>>>preferable to=20

>>>hearing latency in the cans. I won't be able to monitor with FX on pre =

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>>>tracks, but this is just a fact of life with native systems I guess and

>>

>>=

>>

>>>isn't a=20

>>>deal killer. Looks like even the most powerful DAWs will be subject =

>>>to at=20

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>>>this teeny bit of latency wouldn't bother someone else. It sure bugs me

>>

>>=

>>

>>>though.=20

>>>I'll get Amy on the mic later on today and give this a go at 64k buffers

>>

>>=

```

>>
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>>>her,=20
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>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>;o</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV> </DIV>
>>><DIV>"Brandon" <<A href=3D"mailto:a@a.com">a@a.com</A>> wrote in =
>>>message <A=20
>>>href=3D"news:462d1367@linux">news:462d1367@linux</A>...</DIV>
>>><BLOCKQUOTE dir=3Dltr=20
>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> <DIV><FONT face=3DArial>so what are you using in place of the=20
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>>>1=20
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>>> <DIV><FONT face=3DArial>Cubase SX3.</FONT></DIV>
>>> <DIV><FONT face=3DArial></FONT> </DIV>
>>> <DIV><BR>-- <BR>Thanks,</DIV>
>>> <DIV> </DIV>
>>> <DIV>Brandon </DIV>
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>>> style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
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>>> <DIV>"Tom Bruhl" <<A=20
>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =
>>>wrote in=20
>>> message <A =
>>>href=3D"news:462d101f@linux">news:462d101f@linux</A>...</DIV>
>>> <DIV><FONT face=3DArial size=3D2>Deej,</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2>I've got that Silicon SATA on my =
>>>Paris rig and=20
>>> it blows. Chris L. suggested the same.</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2>I have had much better luck with =

```

```

>>></FONT><FONT=20
>>> face=3DArial size=3D2>standard ide.</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>> <DIV><FONT face=3DArial size=3D2>I'm glad you're not bailing so=20
>>> quickly!</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>> <DIV><FONT face=3DArial size=3D2></FONT> </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"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=20
>>> wrote in message <A=20
>>> =
>>>href=3D"news:462d0cdc$1@linux">news:462d0cdc$1@linux</A>...</DIV>Well, =
>>>from=20
>>> all of my previous posts, it's pretty obvious that I've been=20
>>> <BR>struggling with some issues with my system being able to track
>>
>>=
>>
>>>lots of=20
>>> live <BR>inputs while monitoring previously recorded ones at low =
>>>latency=20
>>> with ASIO <BR>direct monitoring turned off.<BR><BR>I've been doing
>>
>>=
>>
>>>some=20
>>> tweaking here this morning aand I just turned off that <BR>evil =
>>>****'in=20
>>> SIL SATA raid controller in the BIOS and pulled my Raptors off =
>>><BR>the=20
>>> mobo.<BR><BR>Something rather shocking has happened.<BR><BR>I am =
>>>currently=20
>>> playing back a 12 track project with Drumagog and various =
>>><BR>UAD-1=20
>>> plugins instantiated (not a huge load, but enough to accomplish =
>>>some=20
>>> <BR>ear candy which is all what I need here during dub sessions =
>>>before the=20
>>> real <BR>mixing begins) while recording 20 live inputs at 64k =
>>>buffers=20
>>> (1.5ms), <BR>punching in and out at will. I can definitely live =
>>>with 1.5ms=20
>>> latency.<BR><BR>The Cubase 4 CPU meter is bouncing along at =

```

```

>>>approximately=20
>>> 50% usage.<BR><BR>I haven't configured the Control room mode for =
>>>tracking=20
>>> just yet, but unless <BR>creating a few busses is a substantial =
>>>CPU hit, I=20
>>> may be able to accomplish <BR>what I need here with what I've got
>>
>>=
>>
>>>right=20
>>> now.....of course, this <BR>will require me not to spend
>>
>>=
>>
>>> $2000.00 on a computer upgrade and that's never =
>>><BR>good.<BR><BR>;o)=20
>>> <BR><BR></BLOCKQUOTE>
>>> <DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>>spam, and=20
>>> you?<BR><A=20
>>> =
>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>.html</A> </FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=
>>></HTML>
>>>
>>>
>
>Just wait til you try to send pop mail through an older router. Tim
Conway could do a cross country jog faster!!!

```

:~)

(Don't worry, there's a fix but annoying OTB and as of a month ago not acknowledged by Microsoft).

Hoov

TCB wrote:

```

> Deej, after spending four hours with Vista (I couldn't pry it off easily,
> not even with linux, grrrr) it makes Windows ME look like effin FreeBSD 6.2.
> It's worse than the first version of OS X and worse the 7.5.2. It's way,
> way worse than the first Fedora Core release. It's a complete and total disaster.
> I feel bad letting my friend have the damn thing but I can't find drivers
> for the RAID controller. The fact that Feisty (easiest to install linux distro
> ever, and the installer will include Win32 codecs and configure your proprietary
> video card drivers = porn on linux out of the box) is coming out at the same
> time as this pile of shit might really be a watershed moment for the linux
> desktop.

```

>  
> <http://www.theinquirer.net/default.aspx?article=39087>  
>  
> I don't agree with all of that but it ain't too far off. For the love of  
> Odin stay away from this DeeJ  
>  
> "DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:  
>  
>>Hehehe!!!!!!.....I can't wait to grope it's nether regions.  
>>  
>>"TCB" <[nobody@ishere.com](mailto:nobody@ishere.com)> wrote in message [news:462d0017\\$1@linux...](mailto:news:462d0017$1@linux...)  
>>  
>>>OK, just because you've been talking about this, I did \_not\_ immediately  
>  
>  
>>>rip  
>>>vista off of one of the Dells we got. We, of course, have a site license  
>>>for XP but aren't a big enough client to get Dell to quit charging us  
>  
> for  
>  
>>>pre-installed operating systems.  
>>>  
>>>Maybe it's tweakable, maybe it can be made to behave, but James, you  
>>>grossly  
>>>insult your preferred operating system by saying Vista is a copy of OS  
>  
> X.  
>  
>>>OS X, for all its irritating, bubble bedecked eye candy dancing window  
>  
>  
>>>nonsense  
>>>is actually a pretty decent operating system. Vista takes all of that  
>  
>  
>>>irritating  
>>>goopy eye candy and somehow manages to graft that ineffable 'WE'RE  
>>>MICROSOFT,  
>>>THE COMPANY THAT STRIVES FOR THE LEAST COMMON DENOMINATOR--IN  
EVERYTHING  
>>>'WE DO!' scream onto it. It's hideous, nauseating. I don't know what I'm  
>  
>  
>>>going  
>>>to do when I'm inevitably forced to deal with it as my audio platform.  
>>>  
>>

>>Hehehe!!!!!!.....I can't wait to start deconstructing it.  
>>  
>>;o)  
>>  
>>  
>  
>It's hideous, nauseating. I don't know what I'm going  
> to do when I'm inevitably forced to deal with it as my audio platform.

TweakUI it no doubt. The ole' rip 'n' strip.  
AA

"TCB" <nobody@ishere.com> wrote in message news:462d0017\$1@linux...  
>  
> OK, just because you've been talking about this, I did \_not\_ immediately  
> rip  
> vista off of one of the Dells we got. We, of course, have a site license  
> for XP but aren't a big enough client to get Dell to quit charging us for  
> pre-installed operating systems.  
>  
> Maybe it's tweakable, maybe it can be made to behave, but James, you  
> grossly  
> insult your preferred operating system by saying Vista is a copy of OS X.  
> OS X, for all its irritating, bubble bedecked eye candy dancing window  
> nonsense  
> is actually a pretty decent operating system. Vista takes all of that  
> irritating  
> goopy eye candy and somehow manages to graft that ineffable 'WE'RE  
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> THE COMPANY THAT STRIVES FOR THE LEAST COMMON DENOMINATOR--IN  
EVERYTHING  
> WE DO!' scream onto it. It's hideous, nauseating. I don't know what I'm  
> going  
> to do when I'm inevitably forced to deal with it as my audio platform.  
>  
> TCB  
>  
> "DJ" <www.aarrrrggghhh!!!.com> wrote:  
>>I think I'm going to dig into vista pretty soon. I've been to the the  
>>extremities of usenet geekdom over the weekend, you wouldn't believe some  
> of  
>>the stuff out there....at least I didn't..... and I have learned  
> a  
>>few interesting things.....one of which is that it's possible ot wreak  
>  
>>havoc on Vista, rip huge chunks of bloat out of it. and optimize it for

>  
>>audio.....just my cuppa' ;o)  
>>  
>>At the same time I may be building another computer that will be either  
>  
>>based on an AMD Socket F (Tyan S2915 with a pair of Santa Rosa Opterons)  
> or  
>>a dual socket Xeon, though I haven't completely ruled out a single socket  
>  
>>Opteron Quad. there are a few things I'm waiting to get answers to. First  
> on  
>>is whether or not the Tyan S2915 will be Barcelona compatible. The bigger  
>  
>>issue is whether any of these systems, as they exist today, running win  
>  
>>XP32, will give me the capability work at 664-128k buffers without ASIO  
>  
>>direct monitoring while tracking up to 20 live sources and monitoring 20  
>  
>>more with a fair number of plugins being monitored on the recorded tracks  
>  
>>being monitored..... basically allowing me to overdub while building a  
> mix  
>>and using the Cubase Control room function which currently doesn't work  
> with  
>>ADM.  
>>  
>>At the same time I will go ahead and spring for the SBS 64bit expansion  
>  
>>chassis to be able to interface all of my PCI cards with the new mobo  
>>architecture at 64 bit. All of my audio hardware except for my Houston  
>  
>>controller has 64 bit drivers available and the Houston can be interfaced  
> in  
>>HUI mode via midi.  
>>  
>>I know it's not ready for prime time so I'll have Vista running in a  
>>removable drive caddy and will have another audio drive running Win XP for  
>  
>>my routine DAW duties until I get Vista tweaked into submission.  
>>  
>>Probably about 30 days away barring some financial catastrophe.  
>>  
>>I need pain.....and I know exactly where to get it.....  
>>  
>>;o)  
>>  
>>

>>  
>>  
>>  
>>  
>DJ,

Are you somehow listening to the inputs through Cubase AND through Totalmix? That would indeed cause some annoying sounds... You want to listen to one or the other, not both. :) I could be wrong...

Honestly, I'd humbly suggest that you get a cheap but decent analog board that gets a mult from your preamps or D/As that you can use for cue sends. Then it won't matter what the latency is... it's always zero for the talent! You could probably go without a mixer and set this up with a patchbay to go into your Furmans without a mixer at all.

Good luck!

GrahamOK then.. I was wondering why I was not having any \*issues\* with this. I have all mono inputs routed 1:1 to outs and the outs are feeding the mono or stereo L/R inputs of the HDS-16 with the prerecorded tracks routed to an analog pair of RME outs being sent to the main mix bus of the HDS-16. It looks like the Furman HDS-16 is a great thing for this particular situation. I was hoping to make it obsolete (and subsequently sell it off) by using the Cubase 4 CR function, but the latency just isn't acceptable. For tracking sessions I will use one of the HDS-16 mixers in the CR and route one of the headphone outs to one of my PVC's which are outputting to a pair of studio monitors. This will save much of the mousing around during tracking sessions and when I get ready for critical listening during a mix, I can just bus the recorded tracks as needed, monitoring off my mains which are digitally routed to the DAC-1.....QED!!!!errrr.....sorta'.

Thanks,  
;o)

"EK Sound" <askme@nospam.com> wrote in message news:462d2e60@linux...  
> Stuff that is already recorded is no problem... you could set the buffers  
> to 1056 and everything would be cool. It's the "monitor what you are  
> currently recording" thing where latency is an issue. If you have a way  
> to monitor the recording signal using direct monitoring (the input is  
> usually routed to the same # output... 1 to 1, 2 to 2 etc.) then you are  
> good to go. If you are trying to monitor input 1 to output 7 for  
> instance, or a \*mix\* of several inputs to one output, the delay will be  
> noticeable. This is really noticable if you try to monitor a stereo and  
> mono track to one pair of outputs, as a stereo signal has twice the  
> latency of a mono one.  
>

> David.  
>  
> DJ wrote:  
>> Neil,  
>>  
>> I have apparently been going at this native thing with some  
>> preconceptions about ASIO direct monitoring that aren't at all accurate.  
>> I haven't been doing much in the way of tracking (lots of mixing) so I  
>> guess that's understandable. I was under the impression that I would not  
>> be able to monitor previously recorded tracks with plugins inserted on  
>> the channels or sends while tracking unless I disabled ASIO direct  
>> monitoring. Obviously this is not the case. I just set my project to 512k  
>> buffers. It has 12 tracks already recorded. I enabled ASIO direct  
>> monitoring and inserted 9 UAD-1 plugins on various of the pre recorded  
>> tracks. I also installed one of my outboard reverbs as a send on a few of  
>> them. I have them all (including the outboard reverb) outputting to an  
>> analog pair that I'm sending to my Furman HDS-16 system. At the same  
>> time, I've got 20 more audio tracks recording. Since I have ADM there is  
>> no audible latency but the astounding thing about it is that I'm also  
>> hearing all of the prerecorded tracks that are being processed by the  
>> UAD-1 plugins during playback. The processing is working and it is very  
>> obvious, and there is no latency. I didn't think this was possible to do.  
>> My Cubase DSP meter is at about 10%. Hell, man, I could record 20 tracks  
>> and play back 50 or 60 with no problem. Is this normal or some kind of  
>> happy accident/bug? I shouldn't be able to hear plugins on prerecorded  
>> tracks with ADM enabled, should I?  
>>  
>> At this point, the only inconvenience with a tracking session is having  
>> to mouse all of the tracks to the main monitor bus if I want to hear them  
>> through my DAC-1. Well, during tracking, I don't necessarily need to use  
>> my DAC-1 so I have an easy workaround bypass this to a pair of the RME  
>> outs and split them off to the HDS-16 and my NHT PVC simultaneously.  
>>  
>> Hell man.....this is great!  
>>  
>>  
>>  
>>  
>> "Neil" <OIUOIU@OIU.com> wrote in message news:462d2549\$1@linux...  
>>  
>>>Deej, I just don't get how you're hearing ANY latency at all,  
>>>unless you have "ZLM" (zero-latency monitoring) unchecked in  
>>>Totalmix.  
>>>  
>>>I agree, even a little bit of latency bugs the crap out of me if  
>>>I'm tracking... where exactly is your monitor feed coming from?  
>>>IMO, you shouldn't hear any latency whatsoever - unless I'm  
>>>completely misunderstanding your setup (which is, let's face it,

>>>quite possible).

>>>

&g

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [Jamie K](#) on Fri, 23 Mar 2007 23:50:18 GMT

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

---

inux</A>...</DIV>

>>>>><BLOCKQUOTE dir=3Dltr=20

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

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

>>>>><DIV><FONT face=3DArial>so what are you using in place of the=20

>>>>>raptors?</FONT></DIV>

>>>>><DIV><FONT face=3DArial>I am running 2 10k rpm sata drives...1 OS and

>>>>>

>>>>>=

>>>>>

>>>>>

>>>>>1=20

>>>>>audio.</FONT></DIV>

>>>>><DIV><FONT face=3DArial>I am running a 2.2gig AMD with 2gig ram.=20

>>>>>DDR400.</FONT></DIV>

>>>>><DIV><FONT face=3DArial>I am recording at 192k buffer and get clicks =

>>>>>and pops=20

>>>>>when using VST realtime effects while tracking.</FONT></DIV>

>>>>><DIV><FONT face=3DArial>Cubase SX3.</FONT></DIV>

>>>>><DIV><FONT face=3DArial></FONT> </DIV>

>>>>><DIV><BR>-- <BR>Thanks,</DIV>

>>>>><DIV> </DIV>

>>>>><DIV>Brandon </DIV>

>>>>><BLOCKQUOTE dir=3Dltr=20

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

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

>>>>> <DIV>"Tom Bruhl" <<A=20

>>>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =

>>>>>wrote in=20

>>>>> message <A =

>>>>>href=3D"news:462d101f@linux">news:462d101f@linux</A>...</DIV>

>>>>> <DIV><FONT face=3DArial size=3D2>Deej,</FONT></DIV>

>>>>> <DIV><FONT face=3DArial size=3D2>I've got that Silicon SATA on my =

>>>>>Paris rig and=20

>>>>> it blows. Chris L. suggested the same.</FONT></DIV>

>>>>> <DIV><FONT face=3DArial size=3D2>I have had much better luck with =

>>>>></FONT><FONT=20

>>>>> face=3DArial size=3D2>standard ide.</FONT></DIV>

>>>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>

```

>>>>> <DIV><FONT face=3DArial size=3D2>I'm glad you're not bailing so=20
>>>>> quickly!</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>>> <DIV><FONT face=3DArial size=3D2></FONT> </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"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>=20
>>>>> wrote in message <A=20
>>>>> =
>>>>>href=3D"news:462d0cdc$1@linux">news:462d0cdc$1@linux</A>...</DIV>Well,
>>>>>=
>>>>>from=20
>>>>> all of my previous posts, it's pretty obvious that I've been=20
>>>>> <BR>struggling with some issues with my system being able to track
>>>>>
>>>>>=
>>>>>
>>>>>
>>>>>lots of=20
>>>>> live <BR>inputs while monitoring previously recorded ones at low =
>>>>>latency=20
>>>>> with ASIO <BR>direct monitoring turned off.<BR><BR>I've been doing
>>>>>
>>>>>=
>>>>>
>>>>>
>>>>>>some=20
>>>>> tweaking here this morning aand I just turned off that <BR>evil =
>>>>>>****in=20
>>>>> SIL SATA raid controller in the BIOS and pulled my Raptors off =
>>>>><BR>the=20
>>>>> mobo.<BR><BR>Something rather shocking has happened.<BR><BR>I am =
>>>>>currently=20
>>>>> playing back a 12 track project with Drumagog and various =
>>>>><BR>UAD-1=20
>>>>> plugins instantiated (not a huge load, but enough to accomplish =
>>>>>some=20
>>>>> <BR>ear candy which is all what I need here during dub sessions =
>>>>>before the=20
>>>>> real <BR>mixing begins) while recording 20 live inputs at 64k =
>>>>>buffers=20
>>>>> (1.5ms), <BR>punching in and out at will. I can definitely live =
>>>>>with 1.5ms=20
>>>>> latency.<BR><BR>The Cubase 4 CPU meter is bouncing along at =

```

>>>>>approximately=20  
>>>>> 50% usage.<BR><BR>I haven't configured the Control room mode for =  
>>>>>tracking=20  
>>>>> just yet, but unless <BR>creating a few busses is a substantial =  
>>>>>CPU hit, I=20  
>>>>> may be able to accomplish <BR>what I need here with what I've got  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>right=20  
>>>>> now.....of course, this <BR>will require me not to spend  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>> \$2000.00 on a computer upgrade and that's never =  
>>>>><BR>good.<BR><BR>;o)=20  
>>>>> <BR><BR></BLOCKQUOTE>  
>>>>> <DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight =  
>>>>>spam, and=20  
>>>>> you?<BR><A=20  
>>>>> =  
>>>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
>>>>>.html</A> </FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=  
>>>>></HTML>  
>>>>>  
>>>>>  
>  
>well.....I'm not exactly one for the better living through chemistry  
lifestyle myself, but Charles Whitman also had quite a brain tumor on top of  
the anphetamines. My ex roommate in Austin, a guy named Richard Patrick, was  
right next to a guy who got shot that day. They were both about 1/4 mile  
away from the tower on the main mall at UT.

"Bill L" <bill@billlorentzen.com> wrote in message news:462d720f@linux...  
>I have to preface by saying I have never been a big Michael Moore movie  
>fan, but he has hit the mark this time:  
>  
> <http://www.youtube.com/watch?v=dSZ9YTnSkLc>  
>  
> DJ mentioned the original school shooting at the college in Texas back in  
> the '60s. That guy was part of a psych drug experiment on the campus and  
> was high on amphetamines. It was hushed up at the time because it was part  
> of his medical records.  
>

> Bill LI think it's cute!!!.....in a warty sorta' way.  
> ;o)

"Dave(EK Sound)" <audioguy\_editout\_@shaw.ca> wrote in message  
news:462d73f6@linux...

> Oh come on now!!! You could build that thing for \$20! Get a single space  
> blank panel and build one using 4PDT switches... You can rack it that way  
> and it would look better than a "desk wart".

>

> David.

>

> DJ wrote:

>

>> [http://www.markertek.com/Product.asp?baseItem=COL%2DLS3&  
cat=AUDIOEQUIP&subcat=AUDINT&prodClass=AUDCONV&m  
fg=Coleman+Audio&search=0&off=](http://www.markertek.com/Product.asp?baseItem=COL%2DLS3&cat=AUDIOEQUIP&subcat=AUDINT&prodClass=AUDCONV&mfg=Coleman+Audio&search=0&off=)

>>

>> Looks like this, and an insert cable from one of the headphone output of  
>> the HRM-16 mixer to a pair of the inputs on the back of this thing would  
>> allow me to switch to monitoring what is being played back from the  
>> tracking busses through my control room monitors with the push of a  
>> button. I'm not sure about the levels that would be output from the  
>> headphone amp though. I have tried it and it's got enough gain to drive  
>> the PVC cleanly. I guess I'd better look into this a bit further when  
>> I'm not so tired. It's been a long day. I don't want to fry something by  
>> mismatching voltage/ impedance between the headphone output and an input  
>> to a power amp driving my monitors..

>>

>>

>> L/R input of the PVC. Furthermore, it's gonna have to boost the voltage  
>> to

>> "DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote in message news:462d5945@linux...

>>

>>>OK then.. I was wondering why I was not having any \*issues\* with this. I  
>>>have all mono inputs routed 1:1 to outs and the outs are feeding the mono  
>>>or stereo L/R inputs of the HDS-16 with the prerecorded tracks routed to  
>>>an analog pair of RME outs being sent to the main mix bus of the HDS-16.  
>>>It looks like the Furman HDS-16 is a great thing for this particular  
>>>situation. I was hoping to make it obsolete (and subsequently sell it  
>>>off) by using the Cubase 4 CR function, but the latency just isn't  
>>>acceptable. For tracking sessions I will use one of the HDS-16 mixers in  
>>>the CR and route one of the headphone outs to one of my PVC's which are  
>>>outputting to a pair of studio monitors. This will save much of the  
>>>mousing around during tracking sessions and when I get ready for critical  
>>>listening during a mix, I can just bus the recorded tracks as needed,  
>>>monitoring off my mains which are digitally routed to the  
>>>DAC-1.....QED!!!..errrr.....sorta'.

>>>

>>>Thanks,  
>>>;o)  
>>>  
>>>  
>>>"EK Sound" <askme@nospam.com> wrote in message news:462d2e60@linux...  
>>>  
>>>>Stuff that is already recorded is no problem... you could set the  
>>>>buffers to 1056 and everything would be cool. It's the "monitor what you  
>>>>are currently recording" thing where latency is an issue. If you have a  
>>>>way to monitor the recording signal using direct monitoring (the input  
>>>>is usually routed to the same # output... 1 to 1, 2 to 2 etc.) then you  
>>>>are good to go. If you are trying to monitor input 1 to output 7 for  
>>>>instance, or a \*mix\* of several inputs to one output, the delay will be  
>>>>noticeable. This is really noticable if you try to monitor a stereo and  
>>>>mono track to one pair of outputs, as a stereo signal has twice the  
>>>>latency of a mono one.  
>>>>  
>>>>David.  
>>>>  
>>>>DJ wrote:  
>>>>  
>>>>>Neil,  
>>>>>  
>>>>>I have apparently been going at this native thing with some  
>>>>>preconceptions about ASIO direct monitoring that aren't at all  
>>>>>accurate. I haven't been doing much in the way of tracking (lots of  
>>>>>mixing) so I guess that's understandable. I was under the impression  
>>>>>that I would not be able to monitor previously recorded tracks with  
>>>>>plugins inserted on the channels or sends while tracking unless I  
>>>>>disabled ASIO direct monitoring. Obviously this is not the case. I just  
>>>>>set my project to 512k buffers. It has 12 tracks already recorded. I  
>>>>>enabled ASIO direct monitoring and inserted 9 UAD-1 plugins on various  
>>>>>of the pre recorded tracks. I also installed one of my outboard reverbs  
>>>>>as a send on a few of them. I have them all (including the outboard  
>>>>>reverb) outputting to an analog pair that I'm sending to my Furman  
>>>>>HDS-16 system. At the same time, I've got 20 more audio tracks  
>>>>>recording. Since I have ADM there is no audible latency but the  
>>>>>astounding thing about it is that I'm also hearing all of the  
>>>>>prerecorded tracks that are being processed by the UAD-1 plugins during  
>>>>>playback. The processing is working and it is very obvious, and there  
>>>>>is no latency. I didn't think this was possible to do. My Cubase DSP  
>>>>>meter is at about 10%. Hell, man, I could record 20 tracks and play  
>>>>>back 50 or 60 with no problem. Is this normal or some kind of happy  
>>>>>accident/bug? I shouldn't be able to hear plugins on prerecorded tracks  
>>>>>with ADM enabled, should I?  
>>>>>  
>>>>>At this point, the only inconvenience with a tracking session is having  
>>>>>to mouse all of the tracks to the main monitor bus if I want to hear

>>>>>them through my DAC-1. Well, during tracking, I don't necessarily need  
>>>>>to use my DAC-1 so I have an easy workaround bypass this to a pair of  
>>>>>the RME outs and split them off to the HDS-16 and my NHT PVC  
>>>>>simultaneously.

>>>>>

>>>>>Hell man.....this is great!

>>>>>

>>>>>

>>>>>

>>>>>

>>>>>"Neil" <OIUOIU@OIU.com> wrote in message news:462d2549\$1@linux...

>>>>>

>>>>>

>>>>>>Deej, I just don't get how you're hearing ANY latency at all,  
>>>>>>unless you have "ZLM" (zero-latency monitoring) unchecked in  
>>>>>>Totalmix.

>>>>>>

>>>>>>I agree, even a little bit of latency bugs the crap out of me if  
>>>>>>I'm tracking... where exactly is your monitor feed coming from?  
>>>>>>IMO, you shouldn't hear any latency whatsoever - unless I'm  
>>>>>>completely misunderstanding your setup (which is, let's face it,  
>>>>>>quite possible).

>>>>>>

>>>>>>Neil

>>>>>>

>>>>>>"DJ" <www.aarrrrggghhh!!!.com> wrote:

>>>>>>

>>>>>>

>>>>>>>I'm just using a standard ATA 133 IDE drive. Plenty of mojo for  
>>>>>>>moderate

>>>>>>>

>>>>>>>=

>>>>>>>

>>>>>>>

>>>>>>>>track counts.=20

>>>>>>>>

>>>>>>>>>I've testing the \*usability\* of working at 32k buffers, 64k buffers  
>>>>>>>>>and

>>>>>>>>>

>>>>>>>>>=

>>>>>>>>>

>>>>>>>>>

>>>>>>>>>>128k buffers here this morning. I don't have the horsepower to record

>>>>>>>>>>=

>>>>>>>>>>and play back tracks simultaneously at 32k buffers (0.7 ms). I did

>>>>>>>>>>test

>>>>>>>>>>

>>>>>>>>>>=

>>>>>  
>>>>>  
>>>>>>recording a single track at 0.7 ms without any tracks playing back  
>>>>>>and  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>>I can do it, but it sounds a teeny bit phasey to me. Not a show  
>>>>>>stopper  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>>but definitely a difference when compared to using ASIO direct =  
>>>>>>monitoring. I can play back 12 tracks and record 20 tracks with up  
>>>>>>to =  
>>>>>>around 25% of the DSP usage of my UAD-1's on the recorded tracks  
>>>>>>without  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>>problems and the Cubase DSP meter is around 70% (this is sorta'  
>>>>>>nervous  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>>territory where you don't want to be mousing around too much).  
>>>>>>Disable =  
>>>>>>the UAD-1 and it drops down to between 50-60%. The audible phasing at  
>>>>>>=  
>>>>>>64k (1.5ms latency) is about as noticable as it is at 32k buffers  
>>>>>>(0.7ms  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>>latency). What is disturbing to me is that I'm hearing audible  
>>>>>>phasing =  
>>>>>>at all at 32k buffers. Even if I had a monster system that was able  
>>>>>>to =  
>>>>>>stand up on it's hind legs and bark at 0.7ms latency, I would be  
>>>>>>hearing  
>>>>>  
>>>>>=  
>>>>>

>>>>>>  
>>>>>>>audible phasing. I'm sure this is because I'm not just hearing the =  
>>>>>>>latency that the buffer creates, I'm also hearing another 1.5 ms  
>>>>>>>latency  
>>>>>>  
>>>>>>=  
>>>>>>  
>>>>>>  
>>>>>>>that is created by the AD/DA conversion. ASIO direct monitoring is  
>>>>>>>much  
>>>>>>  
>>>>>>=  
>>>>>>  
>>>>>>  
>>>>>>>more equivalent to Paris latency (zero audible) because all you're =  
>>>>>>>getting is the appx 1.5 ms of the AD/DA conversion. Once it exceeds =  
>>>>>>>that, I can hear it.  
>>>>>>>  
>>>>>>>After all this crap I've gone through, I think may just get myself =  
>>>>>>>another Furman HRM-16 mixer for my desktop so I can monitor the cue  
>>>>>>>mix  
>>>>>>  
>>>>>>=  
>>>>>>  
>>>>>>  
>>>>>>>that is being sent to the rest of the studio via analog and see if I  
>>>>>>>can  
>>>>>>  
>>>>>>=  
>>>>>>  
>>>>>>  
>>>>>>>create some kind of macro to switch all all track outputs to the main  
>>>>>>>=  
>>>>>>>monitor bus in the CR when everyone comes trooping in from the  
>>>>>>>tracking  
>>>>>>  
>>>>>>=  
>>>>>>  
>>>>>>  
>>>>>>>area to listen in the CR.  
>>>>>>>  
>>>>>>>A bit more mousing around, but it's preferable to hearing latency in  
>>>>>>>the  
>>>>>>  
>>>>>>=  
>>>>>>  
>>>>>>  
>>>>>>>cans. I won't be able to monitor with FX on pre recorded tracks, but

```

>>>>>>=
>>>>>>>this is just a fact of life with native systems I guess and isn't a
>>>>>>>deal
>>>>>>
>>>>>>=
>>>>>>
>>>>>>
>>>>>>>killer. Looks like even the most powerful DAWs will be subject to at
>>>>>>>=
>>>>>>>least 0.7 ms + 1.5 ms latency and I can clearly hear this.=20
>>>>>>>
>>>>>>>Maybe my ears are just too friggin' sensitive and this teeny bit of =
>>>>>>>latency wouldn't bother someone else. It sure bugs me though. I'll
>>>>>>>get =
>>>>>>>Amy on the mic later on today and give this a go at 64k buffers
>>>>>>>(1.5ms).
>>>>>>>
>>>>>>>=
>>>>>>>
>>>>>>>
>>>>>>>Her hearing is twice as sensitive as mine. If it doesn't bother her,
>>>>>>>=
>>>>>>>>then it likely won't bother anyone else....(but me)
>>>>>>>
>>>>>>>;0)
>>>>>>>
>>>>>>>
>>>>>>>"Brandon" <a@a.com> wrote in message news:462d1367@linux...
>>>>>>>so what are you using in place of the raptors?
>>>>>>>I am running 2 10k rpm sata drives...1 OS and 1 audio.
>>>>>>>I am running a 2.2gig AMD with 2gig ram. DDR400.
>>>>>>>I am recording at 192k buffer and get clicks and pops when using VST
>>>>>>>=
>>>>>>>realtime effects while tracking.
>>>>>>>Cubase SX3.
>>>>>>>
>>>>>>>
>>>>>>>--=20
>>>>>>>Thanks,
>>>>>>>
>>>>>>>Brandon=20
>>>>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =
>>>>>>>news:462d101f@linux...
>>>>>>> DeeJ,
>>>>>>> I've got that Silicon SATA on my Paris rig and it blows. Chris L. =
>>>>>>>suggested the same.
>>>>>>> I have had much better luck with standard ide.
>>>>>>>

```

>>>>>> I'm glad you're not bailing so quickly!  
 >>>>>> Tom  
 >>>>>>  
 >>>>>>  
 >>>>>> "DJ" <www.aarrrrggghhh!!!.com> wrote in message =  
 >>>>>>news:462d0cdc\$1@linux...  
 >>>>>> Well, from all of my previous posts, it's pretty obvious that  
 >>>>>> I've  
 >>>>>>  
 >>>>>>=  
 >>>>>>  
 >>>>>>  
 >>>>>>>been=20  
 >>>>>> struggling with some issues with my system being able to track =  
 >>>>>>>lots of live=20  
 >>>>>> inputs while monitoring previously recorded ones at low latency =  
 >>>>>>>with ASIO=20  
 >>>>>> direct monitoring turned off.  
 >>>>>>  
 >>>>>> I've been doing some tweaking here this morning aand I just  
 >>>>>>> turned  
 >>>>>>  
 >>>>>>=  
 >>>>>>  
 >>>>>>  
 >>>>>>>off that=20  
 >>>>>> evil \*\*\*\*in SIL SATA raid controller in the BIOS and pulled my =  
 >>>>>>>Raptors off=20  
 >>>>>> the mobo.  
 >>>>>>  
 >>>>>> Something rather shocking has happened.  
 >>>>>>  
 >>>>>> I am currently playing back a 12 track project with Drumagog and  
 >>>>>> =  
 >>>>>>>various=20  
 >>>>>> UAD-1 plugins instantiated (not a huge load, but enough to =  
 >>>>>>>accomplish some=20  
 >>>>>> ear candy which is all what I need here during dub sessions  
 >>>>>>> before  
 >>>>>>  
 >>>>>>=  
 >>>>>>  
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 >>>>>>>the real=20  
 >>>>>> mixing begins) while recording 20 live inputs at 64k buffers =  
 >>>>>>>(1.5ms),=20  
 >>>>>> punching in and out at will. I can definitely live with 1.5ms =  
 >>>>>>>latency.

```

>>>>>>
>>>>>> The Cubase 4 CPU meter is bouncing along at approximately 50% =
>>>>>>usage.
>>>>>>
>>>>>> I haven't configured the Control room mode for tracking just yet,
>>>>>>
>>>>>>=
>>>>>>
>>>>>>
>>>>>>>but unless=20
>>>>>> creating a few busses is a substantial CPU hit, I may be able to
>>>>>> =
>>>>>>>accomplish=20
>>>>>> what I need here with what I've got right now.....of =
>>>>>>>course, this=20
>>>>>> will require me not to spend $2000.00 on a computer upgrade and =
>>>>>>>that's never=20
>>>>>> good.
>>>>>>
>>>>>> ;o)=20
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>> I choose Polesoft Lockspam to fight spam, and you?
>>>>>> http://www.polesoft.com/refer.html
>>>>>>
>>>>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>>>><HTML><HEAD>
>>>>>><META http-equiv=3DContent-Type content=3D"text/html; =
>>>>>>>charset=3Diso-8859-1">
>>>>>><META content=3D"MSHTML 6.00.6000.16414" name=3DGENERATOR>
>>>>>><STYLE></STYLE>
>>>>>></HEAD>
>>>>>><BODY bgColor=3D#ffffff>
>>>>>><DIV><FONT face=3DArial size=3D2>I'm just using a standard ATA 133
>>>>>>>IDE =
>>>>>>>drive. Plenty=20
>>>>>>>of mojo for moderate track counts. </FONT></DIV>
>>>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>>>><DIV><FONT face=3DArial size=3D2>I've testing the *usability* of
>>>>>>>working
>>>>>>
>>>>>>=
>>>>>>
>>>>>>
>>>>>>>at 32k=20
>>>>>>>buffers, 64k buffers and 128k buffers here this morning. I don't have

```

>>>>>>=  
>>>>>>the=20  
>>>>>>horsepower to record and play back tracks simultaneously at 32k  
>>>>>>buffers  
>>>>>>  
>>>>>>=  
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&gt

---

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [DC](#) on Sat, 24 Mar 2007 00:14:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

>>>>usage.  
>>>>>  
>>>>> I haven't configured the Control room mode for tracking just yet,  
>>>>>  
>>>>>=  
>>>>>  
>>>>>but unless=20

---

---

Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [excelav](#) on Sat, 24 Mar 2007 00:25:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

```

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>>>>>
>>>>> ;o)=20
>>>>>
>>>>>
>>>>>
>>>>>
>>>>> I choose Polesoft Lockspam to fight spam, and you?
>>>>> http://www.polesoft.com/refer.html
>>>>>
>>>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>>><HTML><HEAD>
>>>>><META http-equiv=3DContent-Type content=3D"text/html; =
>>>>>charset=3Diso-8859-1">
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>>>>>
>>>>>(0.7=20
>>>>>ms). I did test recording a single track at 0.7 ms without =
>>>>>any tracks=20
>>>>>playing back and I can do it, but it sounds a teeny bit phasey to me. =
>>>>>Not a show=20
>>>>>stopper but definitely a difference when compared to using ASIO

```

>>>>>direct=20  
 >>>>>monitoring. I can play back 12 tracks and record 20 tracks =  
 >>>>>with up to=20  
 >>>>>around 25% of the DSP usage of my UAD-1's on the recorded tracks  
 >>>>>without  
 >>>>  
 >>>>=  
 >>>>  
 >>>>>problems and the Cubase DSP meter is around 70% (this is sorta'  
 >>>>>nervous=20  
 >>>>>territory where you don't want to be mousing around too much). Disable  
 >>>>>=  
 >>>>>the UAD-1=20  
 >>>>>and it drops down to between 50-60%. The audible phasing at 64k (1.5ms  
 >>>>>=  
 >>>>>latency)=20  
 >>>>>is about as noticable as it is at 32k buffers (0.7ms latency). What  
 >>>>>is=20  
 >>>>>disturbing to me is that I'm hearing audible phasing at all at 32k =  
 >>>>>buffers. Even=20  
 >>>>>if I had a monster system that was able to stand up on it's hind legs =  
 >>>>>and bark=20  
 >>>>>at 0.7ms latency, I would be hearing audible phasing. I'm sure this is  
 >>>>>=  
 >>>>>because=20  
 >>>>>I'm not just hearing the latency that the buffer creates, I'm also =  
 >>>>>hearing=20  
 >>>>>another 1.5 ms latency that is created by the AD/DA conversion. =  
 >>>>></FONT><FONT=20  
 >>>>>face=3DArial size=3D2>ASIO direct monitoring is much more equivalent to  
 >>>>  
 >>>>=  
 >>>>  
 >>>>>Paris=20  
 >>>>>latency (zero audible) because all you're getting is the appx 1.5 ms of  
 >>>>  
 >>>>=  
 >>>>  
 >>>>>the=20  
 >>>>>AD/DA conversion. Once it exceeds that, I can hear it.</FONT></DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2>After all this crap I've gone through,  
 >>>>  
 >>>>=  
 >>>>  
 >>>>>I think may=20  
 >>>>>just get myself another Furman HRM-16 mixer for my desktop so I can =  
 >>>>>monitor the=20

>>>>>cue mix that is being sent to the rest of the studio via analog and see  
 >>>>  
 >>>>=  
 >>>>  
 >>>>>if I can=20  
 >>>>>create some kind of macro to switch all all track outputs to the =  
 >>>>>main=20  
 >>>>>monitor bus in the CR when everyone comes trooping in from the tracking  
 >>>>  
 >>>>=  
 >>>>  
 >>>>>area to=20  
 >>>>>listen in the CR.</FONT></DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2>A bit more mousing around, but it's =  
 >>>>>preferable to=20  
 >>>>>hearing latency in the cans. I won't be able to monitor with FX on pre  
 >>>>>=  
 >>>>>recorded=20  
 >>>>>tracks, but this is just a fact of life with native systems I guess and  
 >>>>  
 >>>>=  
 >>>>  
 >>>>>isn't a=20  
 >>>>>deal killer. Looks like even the most powerful DAWs will be subject =  
 >>>>>to at=20  
 >>>>>least 0.7 ms + 1.5 ms latency and I can clearly hear this.  
 >>>>></FONT></DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2>Maybe my ears are just too friggin' =  
 >>>>>sensitive and=20  
 >>>>>this teeny bit of latency wouldn't bother someone else. It sure bugs me  
 >>>>  
 >>>>=  
 >>>>  
 >>>>>though.=20  
 >>>>>I'll get Amy on the mic later on today and give this a go at 64k  
 >>>>>buffers  
 >>>>  
 >>>>=  
 >>>>  
 >>>>>(1.5ms). Her hearing is twice as sensitive as mine. If it doesn't  
 >>>>>bother  
 >>>>  
 >>>>=  
 >>>>  
 >>>>>her,=20  
 >>>>>then it likely won't bother anyone else....(but me)</FONT></DIV>

```

>>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>>><DIV><FONT face=3DArial size=3D2>;o</FONT></DIV>
>>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>>><DIV> </DIV>
>>>>><DIV>"Brandon" <<A href=3D"mailto:a@a.com">a@a.com</A>> wrote in =
>>>>>message <A=20
>>>>>href=3D"news:462d1367@linux">news:462d1367@linux</A>...</DIV>
>>>>><BLOCKQUOTE dir=3Dltr=20
>>>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>>> <DIV><FONT face=3DArial>so what are you using in place of the=20
>>>>>raptors?</FONT></DIV>
>>>>> <DIV><FONT face=3DArial>I am running 2 10k rpm sata drives...1 OS and
>>>>>
>>>>>=
>>>>>
>>>>>1=20
>>>>> audio.</FONT></DIV>
>>>>> <DIV><FONT face=3DArial>I am running a 2.2gig AMD with 2gig ram.=20
>>>>>DDR400.</FONT></DIV>
>>>>> <DIV><FONT face=3DArial>I am recording at 192k buffer and get clicks =
>>>>>and pops=20
>>>>> when using VST realtime effects while tracking.</FONT></DIV>
>>>>> <DIV><FONT face=3DArial>Cubase SX3.</FONT></DIV>
>>>>> <DIV><FONT face=3DArial></FONT> </DIV>
>>>>> <DIV><BR>-- <BR>Thanks,</DIV>
>>>>> <DIV> </DIV>
>>>>> <DIV>Brandon </DIV>
>>>>> <BLOCKQUOTE dir=3Dltr=20
>>>>> style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>>> <DIV>"Tom Bruhl" <<A=20
>>>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =
>>>>>wrote in=20
>>>>> message <A =
>>>>>href=3D"news:462d101f@linux">news:462d101f@linux</A>...</DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>Deej,</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>I've got that Silicon SATA on my =
>>>>>Paris rig and=20
>>>>> it blows. Chris L. suggested the same.</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>I have had much better luck with =
>>>>></FONT><FONT=20
>>>>> face=3DArial size=3D2>standard ide.</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>I'm glad you're not bailing so=20
>>>>> quickly!</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>

```

```

>>>>> <DIV><FONT face=3DArial size=3D2></FONT> </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"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=20
>>>>> wrote in message <A=20
>>>>> =
>>>>>href=3D"news:462d0cdc$1@linux">news:462d0cdc$1@linux</A>...</DIV>Well,
>>>>>=
>>>>>from=20
>>>>> all of my previous posts, it's pretty obvious that I've been=20
>>>>> <BR>struggling with some issues with my system being able to track
>>>>>
>>>>>=
>>>>>
>>>>>lots of=20
>>>>> live <BR>inputs while monitoring previously recorded ones at low =
>>>>>latency=20
>>>>> with ASIO <BR>direct monitoring turned off.<BR><BR>I've been doing
>>>>>
>>>>>=
>>>>>
>>>>>some=20
>>>>> tweaking here this morning aand I just turned off that <BR>evil =
>>>>>****'in=20
>>>>> SIL SATA raid controller in the BIOS and pulled my Raptors off =
>>>>><BR>the=20
>>>>> mobo.<BR><BR>Something rather shocking has happened.<BR><BR>I am =
>>>>>currently=20
>>>>> playing back a 12 track project with Drumagog and various =
>>>>><BR>UAD-1=20
>>>>> plugins instantiated (not a huge load, but enough to accomplish =
>>>>>some=20
>>>>> <BR>ear candy which is all what I need here during dub sessions =
>>>>>before the=20
>>>>> real <BR>mixing begins) while recording 20 live inputs at 64k =
>>>>>buffers=20
>>>>> (1.5ms), <BR>punching in and out at will. I can definitely live =
>>>>>with 1.5ms=20
>>>>> latency.<BR><BR>The Cubase 4 CPU meter is bouncing along at =
>>>>>approximately=20
>>>>> 50% usage.<BR><BR>I haven't configured the Control room mode for =
>>>>>tracking=20
>>>>> just yet, but unless <BR>creating a few busses is a substantial =
>>>>>CPU hit, I=20
>>>>> may be able to accomplish <BR>what I need here with what I've got

```

```

>>>>
>>>>=
>>>>
>>>>>right=20
>>>>> now.....of course, this <BR>will require me not to spend
>>>>
>>>>=
>>>>
>>>>> $2000.00 on a computer upgrade and that's never =
>>>>><BR>good.<BR><BR>;o)=20
>>>>> <BR><BR></BLOCKQUOTE>
>>>>> <DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>>>>spam, and=20
>>>>> you?<BR><A=20
>>>>> =
>>>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>>.html</A> </FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=
>>>>></HTML>
>>>>>
>>>>>
>>>
>heheheh!!!!!! go for it Brandon!!!! LOL!!!!!!.....The more
computers you get involved in your studio, the easier things
get.....(uhhhhhh.....but then again.....I've been known to lie ;o)

```

"Dave(EK Sound)" <audioguy\_editout\_@shaw.ca> wrote in message  
news:462d6a63\$1@linux...

```

> The latency of the two systems would be additive.. unless you could run at
> 1.5mSec on each system, you would be in worse shape....
>
> David.
>
> brandon wrote:
>> I am getting 5.7ms latency with 192k buffer.
>> I can definately hear it, but it isn't a show stopper for me.
>> I could use the zero latency from CueMix, but then I wouldnt get to use
>> plugs in live monitoring mode.
>> I was thinking I could route the zero latency send from quemix out to
>> another
>> PC with Cubase running as a live monitoring/plugin and back out mixed into
>> an external mixer table and sent to the cans. This should be under 5.7ms
>> latency...you think?
>>
>> b
>>
>>
>>

```

>>  
>>  
>>  
>>  
>> Graham Duncan <graham@grahamduncan.com> wrote:  
>>  
>>>DJ,  
>>>  
>>>Are you somehow listening to the inputs through Cubase AND through  
>>>Totalmix? That would indeed cause some annoying sounds... You want to  
>>  
>>  
>>>listen to one or the other, not both. :) I could be wrong...  
>>>  
>>>Honestly, I'd humbly suggest that you get a cheap but decent analog board  
>>>that gets a mult from your preamps or D/As that you can use for cue  
>>>sends. Then it won't matter what the latency is... it's always zero  
>>  
>>  
>>>for the talent! You could probably go without a mixer and set this up  
>>>with a patchbay to go into your Furmans without a mixer at all.  
>>>  
>>>Good luck!  
>>>  
>>>Graham  
>>Oh come on now!!! You could build that thing for \$20! Get a  
single space blank panel and build one using 4PDT  
switches... You can rack it that way and it would look  
better than a "desk wart".

David.

DJ wrote:

> <http://www.markertek.com/Product.asp?baseItem=COL%2DLS3&cat=AUDIOEQUIP&subcat=AUDINT&prodClass=AUDCONV&mfg=Coleman+Audio&search=0&off=>  
>  
> Looks like this, and an insert cable from one of the headphone output of the  
> HRM-16 mixer to a pair of the inputs on the back of this thing would allow  
> me to switch to monitoring what is being played back from the tracking  
> busses through my control room monitors with the push of a button. I'm not  
> sure about the levels that would be output from the headphone amp though. I  
> have tried it and it's got enough gain to drive the PVC cleanly. I guess  
> I'd better look into this a bit further when I'm not so tired. It's been a  
> long day. I don't want to fry something by mismatching voltage/ impedance  
> between the headphone output and an input to a power amp driving my  
> monitors..

>  
>  
> L/R input of the PVC. Furthermore, it's gonna have to boost the voltage to  
> "DJ" <www.aarrrrggghh!!!.com> wrote in message news:462d5945@linux...  
>  
>>OK then.. I was wondering why I was not having any \*issues\* with this. I  
>>have all mono inputs routed 1:1 to outs and the outs are feeding the mono  
>>or stereo L/R inputs of the HDS-16 with the prerecorded tracks routed to  
>>an analog pair of RME outs being sent to the main mix bus of the HDS-16.  
>>It looks like the Furman HDS-16 is a great thing for this particular  
>>situation. I was hoping to make it obsolete (and subsequently sell it off)  
>>by using the Cubase 4 CR function, but the latency just isn't acceptable.  
>>For tracking sessions I will use one of the HDS-16 mixers in the CR and  
>>route one of the headphone outs to one of my PVC's which are outputting to  
>>a pair of studio monitors. This will save much of the mousing around  
>>during tracking sessions and when I get ready for critical listening  
>>during a mix, I can just bus the recorded tracks as needed, monitoring off  
>>my mains which are digitally routed to the  
>>DAC-1.....QED!!!...errrr.....sorta'.  
>>  
>>Thanks,  
>>;o)  
>>  
>>  
>>"EK Sound" <askme@nospam.com> wrote in message news:462d2e60@linux...  
>>  
>>>Stuff that is already recorded is no problem... you could set the buffers  
>>>to 1056 and everything would be cool. It's the "monitor what you are  
>>>currently recording" thing where latency is an issue. If you have a way  
>>>to monitor the recording signal using direct monitoring (the input is  
>>>usually routed to the same # output... 1 to 1, 2 to 2 etc.) then you are  
>>>good to go. If you are trying to monitor input 1 to output 7 for  
>>>instance, or a \*mix\* of several inputs to one output, the delay will be  
>>>noticeable. This is really noticable if you try to monitor a stereo and  
>>>mono track to one pair of outputs, as a stereo signal has twice the  
>>>latency of a mono one.  
>>>  
>>>David.  
>>>  
>>>DJ wrote:  
>>>  
>>>>Neil,  
>>>>  
>>>>I have apparently been going at this native thing with some  
>>>>preconceptions about ASIO direct monitoring that aren't at all accurate.  
>>>>I haven't been doing much in the way of tracking (lots of mixing) so I  
>>>>guess that's understandable. I was under the impression that I would not  
>>>>be able to monitor previously recorded tracks with plugins inserted on

>>>>the channels or sends while tracking unless I disabled ASIO direct  
>>>>monitoring. Obviously this is not the case. I just set my project to  
>>>>512k buffers. It has 12 tracks already recorded. I enabled ASIO direct  
>>>>monitoring and inserted 9 UAD-1 plugins on various of the pre recorded  
>>>>tracks. I also installed one of my outboard reverbs as a send on a few  
>>>>of them. I have them all (including the outboard reverb) outputting to an  
>>>>analog pair that I'm sending to my Furman HDS-16 system. At the same  
>>>>time, I've got 20 more audio tracks recording. Since I have ADM there is  
>>>>no audible latency but the astounding thing about it is that I'm also  
>>>>hearing all of the prerecorded tracks that are being processed by the  
>>>>UAD-1 plugins during playback. The processing is working and it is very  
>>>>obvious, and there is no latency. I didn't think this was possible to  
>>>>do. My Cubase DSP meter is at about 10%. Hell, man, I could record 20  
>>>>tracks and play back 50 or 60 with no problem. Is this normal or some  
>>>>kind of happy accident/bug? I shouldn't be able to hear plugins on  
>>>>prerecorded tracks with ADM enabled, should I?  
>>>>  
>>>>At this point, the only inconvenience with a tracking session is having  
>>>>to mouse all of the tracks to the main monitor bus if I want to hear  
>>>>them through my DAC-1. Well, during tracking, I don't necessarily need  
>>>>to use my DAC-1 so I have an easy workaround bypass this to a pair of  
>>>>the RME outs and split them off to the HDS-16 and my NHT PVC  
>>>>simultaneously.  
>>>>  
>>>>Hell man.....this is great!  
>>>>  
>>>>  
>>>>  
>>>>  
>>>>"Neil" <OIUOIU@OIU.com> wrote in message news:462d2549\$1@linux...  
>>>>  
>>>>  
>>>>>Deej, I just don't get how you're hearing ANY latency at all,  
>>>>>unless you have "ZLM" (zero-latency monitoring) unchecked in  
>>>>>Totalmix.  
>>>>>  
>>>>>I agree, even a little bit of latency bugs the crap out of me if  
>>>>>I'm tracking... where exactly is your monitor feed coming from?  
>>>>>IMO, you shouldn't hear any latency whatsoever - unless I'm  
>>>>>completely misunderstanding your setup (which is, let's face it,  
>>>>>quite possible).  
>>>>>  
>>>>>Neil  
>>>>>  
>>>>>"DJ" <www.aarrrrggghhh!!!.com> wrote:  
>>>>>  
>>>>>  
>>>>>>I'm just using a standard ATA 133 IDE drive. Plenty of mojo for

>>>>>moderate  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>track counts.=20  
>>>>>  
>>>>>I've testing the \*usability\* of working at 32k buffers, 64k buffers and  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>128k buffers here this morning. I don't have the horsepower to record =  
>>>>>and play back tracks simultaneously at 32k buffers (0.7 ms). I did test  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>recording a single track at 0.7 ms without any tracks playing back and  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>I can do it, but it sounds a teeny bit phasey to me. Not a show stopper  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>but definitely a difference when compared to using ASIO direct =  
>>>>>monitoring. I can play back 12 tracks and record 20 tracks with up to  
>>>>>=  
>>>>>around 25% of the DSP usage of my UAD-1's on the recorded tracks  
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>>>>>  
>>>>>=  
>>>>>  
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>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>territory where you don't want to be mousing around too much). Disable  
>>>>>=  
>>>>>the UAD-1 and it drops down to between 50-60%. The audible phasing at =  
>>>>>64k (1.5ms latency) is about as noticable as it is at 32k buffers  
>>>>>(0.7ms  
>>>>>

>>>>=  
 >>>>  
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 >>>>>=  
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 >>>>>=  
 >>>>>stand up on it's hind legs and bark at 0.7ms latency, I would be  
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 >>>>  
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 >>>>>getting is the appx 1.5 ms of the AD/DA conversion. Once it exceeds =  
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 >>>>>After all this crap I've gone through, I think may just get myself =  
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 >>>>>  
 >>>>>=  
 >>>>>  
 >>>>>  
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 >>>>>then it likely won't bother anyone else....(but me)  
 >>>>>  
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 >>>>>"Brandon" <a@a.com> wrote in message news:462d1367@linux...  
 >>>>>so what are you using in place of the raptors?  
 >>>>>I am running 2 10k rpm sata drives...1 OS and 1 audio.  
 >>>>>I am running a 2.2gig AMD with 2gig ram. DDR400.  
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>>>>> I've got that Silicon SATA on my Paris rig and it blows. Chris L. =  
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 >>>>> Well, from all of my previous posts, it's pretty obvious that I've  
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 >>>>>=  
 >>>>>  
 >>>>>  
 >>>>>been=20  
 >>>>> struggling with some issues with my system being able to track =  
 >>>>>lots of live=20  
 >>>>> inputs while monitoring previously recorded ones at low latency =  
 >>>>>with ASIO=20  
 >>>>> direct monitoring turned off.  
 >>>>>  
 >>>>> I've been doing some tweaking here this morning aand I just turned  
 >>>>>  
 >>>>>=  
 >>>>>  
 >>>>>  
 >>>>>off that=20  
 >>>>> evil \*\*\*\*'in SIL SATA raid controller in the BIOS and pulled my =  
 >>>>>Raptors off=20  
 >>>>> the mobo.  
 >>>>>  
 >>>>> Something rather shocking has happened.  
 >>>>>  
 >>>>> I am currently playing back a 12 track project with Drumagog and =  
 >>>>>various=20  
 >>>>> UAD-1 plugins instantiated (not a huge load, but enough to =  
 >>>>>accomplish some=20  
 >>>>> ear candy which is all what I need here during dub sessions before  
 >>>>>  
 >>>>>=  
 >>>>>  
 >>>>>  
 >>>>>the real=20  
 >>>>> mixing begins) while recording 20 live inputs at 64k buffers =  
 >>>>>(1.5ms),=20  
 >>>>> punching in and out at will. I can definitely live with 1.5ms =  
 >>>>>latency.

```

>>>>>
>>>>> The Cubase 4 CPU meter is bouncing along at approximately 50% =
>>>>>usage.
>>>>>
>>>>> I haven't configured the Control room mode for tracking just yet,
>>>>>
>>>>>=
>>>>>
>>>>>
>>>>>but unless=20
>>>>> creating a few busses is a substantial CPU hit, I may be able to =
>>>>>accomplish=20
>>>>> what I need here with what I've got right now.....of =
>>>>>course, this=20
>>>>> will require me not to spend $2000.00 on a computer upgrade and =
>>>>>that's never=20
>>>>> good.
>>>>>
>>>>> ;o)=20
>>>>>
>>>>>
>>>>>
>>>>>
>>>>> I choose Polesoft Lockspam to fight spam, and you?
>>>>> http://www.polesoft.com/refer.html
>>>>>
>>>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>>><HTML><HEAD>
>>>>><META http-equiv=3DContent-Type content=3D"text/html; =
>>>>>charset=3Diso-8859-1">
>>>>><META content=3D"MSHTML 6.00.6000.16414" name=3DGENERATOR>
>>>>><STYLE></STYLE>
>>>>></HEAD>
>>>>><BODY bgColor=3D#ffffff>
>>>>><DIV><FONT face=3DArial size=3D2>I'm just using a standard ATA 133 IDE
>>>>>=
>>>>>drive. Plenty=20
>>>>>of mojo for moderate track counts. </FONT></DIV>
>>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>>><DIV><FONT face=3DArial size=3D2>I've testing the *usability* of
>>>>>working
>>>>>
>>>>>=
>>>>>
>>>>>
>>>>>at 32k=20
>>>>>buffers, 64k buffers and 128k buffers here this morning. I don't have =
>>>>>the=20

```

>>>>>horsepower to record and play back tracks simultaneously at 32k buffers  
 >>>>>  
 >>>>>=  
 >>>>>  
 >>>>>  
 >>>>>(0.7=20  
 >>>>>ms). I did test recording a single track at 0.7 ms without =  
 >>>>>any tracks=20  
 >>>>>playing back and I can do it, but it sounds a teeny bit phasey to me. =  
 >>>>>Not a show=20  
 >>>>>stopper but definitely a difference when compared to using ASIO  
 >>>>>direct=20  
 >>>>>monitoring. I can play back 12 tracks and record 20 tracks =  
 >>>>>with up to=20  
 >>>>>around 25% of the DSP usage of my UAD-1's on the recorded tracks  
 >>>>>without  
 >>>>>  
 >>>>>=  
 >>>>>  
 >>>>>  
 >>>>>problems and the Cubase DSP meter is around 70% (this is sorta'  
 >>>>>nervous=20  
 >>>>>territory where you don't want to be mousing around too much). Disable  
 >>>>>=  
 >>>>>the UAD-1=20  
 >>>>>and it drops down to between 50-60%. The audible phasing at 64k (1.5ms  
 >>>>>=  
 >>>>>latency)=20  
 >>>>>is about as noticable as it is at 32k buffers (0.7ms latency). What  
 >>>>>is=20  
 >>>>>disturbing to me is that I'm hearing audible phasing at all at 32k =  
 >>>>>buffers. Even=20  
 >>>>>if I had a monster system that was able to stand up on it's hind legs =  
 >>>>>and bark=20  
 >>>>>at 0.7ms latency, I would be hearing audible phasing. I'm sure this is  
 >>>>>=  
 >>>>>because=20  
 >>>>>I'm not just hearing the latency that the buffer creates, I'm also =  
 >>>>>hearing=20  
 >>>>>another 1.5 ms latency that is created by the AD/DA conversion. =  
 >>>>></FONT><FONT=20  
 >>>>>face=3DArial size=3D2>ASIO direct monitoring is much more equivalent to  
 >>>>>  
 >>>>>=  
 >>>>>  
 >>>>>  
 >>>>>Paris=20  
 >>>>>latency (zero audible) because all you're getting is the appx 1.5 ms of

>>>>>  
 >>>>>=  
 >>>>>  
 >>>>>  
 >>>>>the=20  
 >>>>>AD/DA conversion. Once it exceeds that, I can hear it.</FONT></DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2>After all this crap I've gone through,  
 >>>>>  
 >>>>>=  
 >>>>>  
 >>>>>  
 >>>>>I think may=20  
 >>>>>just get myself another Furman HRM-16 mixer for my desktop so I can =  
 >>>>>monitor the=20  
 >>>>>cue mix that is being sent to the rest of the studio via analog and see  
 >>>>>  
 >>>>>=  
 >>>>>  
 >>>>>  
 >>>>>if I can=20  
 >>>>>create some kind of macro to switch all all track outputs to the =  
 >>>>>main=20  
 >>>>>monitor bus in the CR when everyone comes trooping in from the tracking  
 >>>>>  
 >>>>>=  
 >>>>>  
 >>>>>  
 >>>>>area to=20  
 >>>>>listen in the CR.</FONT></DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2>A bit more mousing around, but it's =  
 >>>>>preferable to=20  
 >>>>>hearing latency in the cans. I won't be able to monitor with FX on pre  
 >>>>>=  
 >>>>>recorded=20  
 >>>>>tracks, but this is just a fact of life with native systems I guess and  
 >>>>>  
 >>>>>=  
 >>>>>  
 >>>>>  
 >>>>>isn't a=20  
 >>>>>deal killer. Looks like even the most powerful DAWs will be subject =  
 >>>>>to at=20  
 >>>>>least 0.7 ms + 1.5 ms latency and I can clearly hear this.  
 >>>>></FONT></DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
 >>>>><DIV><FONT face=3DArial size=3D2>Maybe my ears are just too friggin' =

>>>>>sensitive and=20  
>>>>>this teeny bit of latency wouldn't bother someone else. It sure bugs me  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>though.=20  
>>>>>I'll get Amy on the mic later on today and give this a go at 64k  
>>>>>buffers  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>(1.5ms). Her hearing is twice as sensitive as mine. If it doesn't  
>>>>>bother  
>>>>>  
>>>>>=  
>>>>>  
>>>>>  
>>>>>her,=20  
>>>>>then it likely won't bother anyone else....(but me)</FONT></DIV>  
>>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
>>>>><DIV><FONT face=3DArial size=3D2>;o)</FONT></DIV>  
>>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
>>>>>&g

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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [audioguy\\_editout\\_](#) on Sat, 24 Mar 2007 01:25:31 GMT  
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>>>>>>latency)=20  
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Subject: Re: OK.....I've gotta' hand it to Steve Jobs  
Posted by [dc\[3\]](#) on Sat, 24 Mar 2007 05:01:36 GMT  
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&

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