
Subject: Trouble Getting Paris To Run on XP
Posted by [Mike](#) on Tue, 17 Oct 2006 20:52:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

gt;<DIV>That's the last step I'll
>
> be =
>
>>> > > >taking. =20
>>> > > > and I was hoping you networkers might help me</DIV>
>>> > > ><DIV>with that. I was thinking
>
> the =
>
>>> > > >onboard LAN in=20
>>> > > >the ASUS A8R-MVPcomp #2 would do to a </DIV>
>>> > > ><DIV>onboard ASUS A7N8X-X LAN in
>
> =
>
>>> > > ><FONT face=3DArial=20
>>> > > >size=3D2>comp #3. I think a crossover cable should do =
>>> > > >since</DIV>

Subject: Re: Trouble Getting Paris To Run on XP
Posted by [Tyrone Corbett](#) on Tue, 17 Oct 2006 21:11:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> > > > <DIV>"Aaron Allen" <<A=20
>>> > > > =
>>> > > > >href=3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude>
>
> =
>
>>> > > >wrote in=20
>>> > > > message <A =
>>> > > > >href=3D"news:45549ea7@linux">news:45549ea7@linux...</DIV>
>>> > > > > <DIV>What protocol/type of interface
>
> are
>
>>=
>>
>>> > > >you using for=20
>>> > > > your networking?</DIV>
>>> > > > <DIV>AA
</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:arpegio@comcast.net">arpegio@comcast.net</A>>
>
> =
>
```

Subject: Re: Trouble Getting Paris To Run on XP
Posted by [EK Sound](#) on Tue, 17 Oct 2006 21:18:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
r />
>>> > > ><DIV><FONT face=3DArial size=3D2>I'm not on the internet with
>
> any of my
>
>>> > > =
>>> > > >music=20
>>> > > >rigs.</FONT></DIV>
>>> > > ><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>> > > ><DIV><FONT face=3DArial size=3D2>Aaron is there a speed/functionality
>
> =
>
>>> > > >issue with=20
>>> > > >this? Remember 'simple' is good for me</FONT></DIV>
>>> > > ><DIV><FONT face=3DArial size=3D2>as long as it works.</FONT></DIV>
>>> > > ><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>> > > ><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>> > > ><BLOCKQUOTE dir=3Dltr=20
>>> > > >style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:
>
> 5px; =
>
>>> > > >
```

Subject: Re: Trouble Getting Paris To Run on XP
Posted by [Kim W](#) on Wed, 18 Oct 2006 11:22:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

D3D20

> > chip Pro card with 20 In/out and Delta 66 w/4 x A-D, =3D3D
> >D-As=3D3D20
> > and one SPDIF in/out, </DIV>
> > <DIV><FONT face=3D3D3DArial=3D3D20
> > =3D3D
> >size=3D3D3D2> &nbs=3D3D
> >p; =3D3D20
> > FX-Teleport Host to comp below<FONT =
face=3D3D3DArial=3D3D20
> > size=3D3D3D2> linked by 100mbps LAN.</DIV>
> > <DIV> </DIV>
> > <DIV>Comp #3: Spare =
AMD 3000+ =3D3D
> >waiting for a=3D3D20
> > FX-Teleport Client link to Cubase comp #2</DIV>
> > <DIV><FONT face=3D3D3DArial=3D3D20
> > =3D3D
> >size=3D3D3D2> &nbs=3D3D
> >p; =3D3D20
> > via 100mbps LAN. This guy will take up the slack for the =
=3D3D
> >Cubase=3D3D20
> > rig if need be.</DIV>
> > <DIV> </DIV>

Subject: Re: Trouble Getting Paris To Run on XP
Posted by [Kim W](#) on Wed, 18 Oct 2006 11:27:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

> > <DIV>My application is =
for heavy
=3D
>use of
> =3D3D
> >Kontakt,=3D3D20
> > multiple softsynths and surely Creamware <FONT =3D
>face=3D3D3DArial=3D3D20
> > size=3D3D3D2>plugs of all sorts. </DIV>
> > <DIV>Music styles =
ranging from =3D
>rock, =3D3D
> >heavy synth,=3D3D20
> > orchestral and sometimes <FONT face=3D3D3DArial =3D
>size=3D3D3D2>in =3D3D
> >between all=3D3D20

> > of those.</DIV>
> > <DIV> </DIV>
> > <DIV>My goal is to =
have =3D
>solid/stable =3D3D
> >performance by=3D3D20
> > not abusing any one computer in the network.</DIV>
> > <DIV>Also to maintain =
an almost =3D
>=3D3D
> >unlimited amount of=3D3D20
> > close to real-time processing power <FONT =3D
>face=3D3D3DArial=3D3D20
> > size=3D3D3D2>throughout.</DIV>
> > <DIV> </DIV>
> > <DIV>I am looking into =
Windows =3D

Subject: Re: Trouble Getting Paris To Run on XP
Posted by [Mike](#) on Wed, 18 Oct 2006 12:01:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

/>
>Remote =3D3D
> >Desktop to=3D3D20
> > help with monitor/keyboard assignments.</DIV>
> > <DIV>I expect to have =
4 monitors
=3D
>and two
> =3D3D
> >
> > keyboard/mice combos with one KVM between comp 1 & =3D3D
> >2.</DIV>
> > <DIV>I'm about 2 =
monitors, a =3D
>Matrox =3D3D
> >Triple Head 2 Go=3D3D20
> > and Kontakt away before I'm all the way =
there.</DIV>
> > <DIV> </DIV>
> > <DIV>Anyone see =
anything =3D
>blatantly wrong
> =3D3D
> >with my=3D3D20
> > design? I'm still Scoping it out!</DIV>

> > <DIV>Thanks for your =
=3D3D
> >input,</DIV>
> > <DIV>Tom </DIV>
> >

Subject: Re: Trouble Getting Paris To Run on XP
Posted by [Kim](#) on Wed, 18 Oct 2006 13:04:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;BR>>Aaron,=3D3D20
>That's the last step =3D
>I'll be=3D20
> taking. and I was hoping you networkers =3D3D
>might =3D
>help=3D20
> me
>with that. I was thinking the onboard LAN in the =
ASUS=3D20
> A8R-MVPcomp #2 =3D3D
>would do to a=3D3D20
>onboard ASUS =
=3D
>A7N8X-X LAN in=3D20
> comp #3. I think a crossover cable should =3D3D
>do =3D
>since
>I'm=3D20
> not on the internet with any of my music rigs.
>
>Aaron =
is =3D
>there a=3D20
> speed/functionality issue with this? Remember =3D
>'simple'
=3D3D
>is=3D20
> good for me
>as long as it =3D
>works.
>Tom
>
> =3D20
> "Aaron Allen" <<A=3D20
> =3D
=
>href=3D3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude> =
=3D
>wrote in=3D20
> message =3D3D
>news:45549ea7@linux...
> What =3D
>protocol/type of=3D20
> interface are you using for your networking?
> =3D20
> AA
>
> "Tom Bruhl" <<A=3D20
> href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> =
wrote =3D
>in message=3D20
> =3D3D
>news:45542b13\$1@linux...
> Hey=3D20
> guys,
> I am no match for DJ when it comes to =3D
>this but=3D20
> I am pursuing a =3D3D
>controllable version of a =
monster=3D20
> set

Subject: Re: Trouble Getting Paris To Run on XP
Posted by [Aaron Allen](#) on Thu, 19 Oct 2006 05:07:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

marily for vox (I'm looking for a bit more warmth and a bit less
>brITTLE/harshness and soft knee comp) but I've read it works pretty good
as
>a DI for bass guitar too. I've read that they have some pretty top notch

>gear for the price. Any other suggestions are welcome. Thanks guys and

>gals. Wayne
>
>I want one

[http://www.collingsguitars.com/electrics-i35dlx.htm#"DJ"](http://www.collingsguitars.com/electrics-i35dlx.htm#) <nowayjose@dude.net> wrote:
>Hey Neil,
>
>Feel free to give me a call if you hit any snags with the Pulsar.

Thanks for the offer, DeeJ - I may do that... it's not
scheduled to get here until late next week, actually, so it
won't be right away that I need to take you up on it if I have
problems.

>I've been test driving mine some more today and I'm still
>liking it a lot.

What? You havent shitcanned it yet? (oh, no wait, that's
tomorrow - Sunday) :D j/k!

BTW I decided to get the Professional card (instead of the
Project card) for more DSP, and I passed on the convertors
(their A16ultra box), since I didn't want to dump too much
money into this experiment if it didn't work out. In talking to
Gary, he wasn't sure if I'd be able to sum as many channels as
I'm running, plus a couple of 'verbs, plus a few channels of
dynamics at 88.2k/24-bit with the Project card. Then I got a
lecture about using 88.2k in the first place... you know - the
whole "you can't hear it once you convert to 44.1 for CD's
anyway, and then you also get aliasing when you do, and in the
meanwhile you're using too many DSP & CPU resources" - blah,
blah, blah, yada, yada, yada... tell it to Rupert Neve & Geoff
Emerick (you know, the story Rupert tells about Geoff noticing
a "bad" channel in one of his consoles that they had just
installed... what was "bad" about it was a defective cap that
was oscillating at 30k).

Anyway, I believe I can hear a difference with those higher

sample rates - whether I'm fooling myself or not is, I suppose, a point of argument.

Now, the other thing I'll need to figure out with the Pulsar card is the whole i/o deal... if I'm going to keep the RME convertors & use them instead of getting an A16Ultra, t
