
Subject: Boot sequence and why it is important with RME gear

Posted by [Deej \[1\]](#) on Mon, 15 May 2006 07:45:28 GMT

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>
> > here on this NG turned me onto this one (I can't find the
> > thread as to who it was, but please step forward & take
> > credit!). It's only like 59 bucks, and it kills on drums.
> >
> > Voxengo Voxformer... Another \$59 or thereabouts killer
> > compressor that also does much more... I have no use for
> > anything else on lead vocals anymore - truly. go check it out &
> > download the demo, but if you do so, be prepared to shell out,
> > because you'll love it. This has also replaced my former
> > favorite de-esser plugin (Spitfish) for that purpose.
> >
> > Now for the Freebies:
> > BuzzMaxi2... this is a GREAT transparant peak limiter, for
> > either 2-buss peak limiting, but it also works great on kick.
> > From Buzzroom.
> >
> > Also from Buzzroom are Grancomp & Grancomp3 - in the same
> > freebie bundle they also have a "Genecom" & "Genecom 3", but
> > I find I don't use those very much). The grancomps are great
> > for guitar & bass, IMO. I find the single band is great for
> > guitar & the multi-band

Subject: Re: Boot sequence and why it is important with RME gear

Posted by [Neil](#) on Mon, 15 May 2006 14:16:39 GMT

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>
better that=20
way...</DIV>
<DIV> </DIV>
<DIV>I'll triple check again. </DIV> =
Something in Cubase=20
must be filtering note data</DIV>
<DIV>while performing.</DIV>
<DIV>Tom</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Neil" <<A =
href=3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com> wrote=20
in message <A=20
=
=

[news:448f5b93\\$1@linux](mailto:news:448f5b93$1@linux)...</DIV>
What=about=20
in the Cubase drop-down menu... midi devices, or
midi interfaces... =got=20
those all selected right?

Neil

"Tom Bruhl" <<A=20
arpeggio@comcast.net>=20
wrote:
>
>
>David,
>Yep. The monitor (speaker) =icon is=20
lit. I see input lights on the =3D
>MidiX-8=3D20
>coming =from my=20
controller. I see the data coming into Cubase and it =
=3D
>'prints'=20
but=3D20
>I can't

Subject: Re: Boot sequence and why it is important with RME gear
Posted by [EK Sound](#) on Mon, 15 May 2006 14:41:37 GMT
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on the selected=20
tracks?
>
> David.
>
> Tom Bruhl=20
wrote:
> > I can't hear my MIDI parts as I'm playing =them when=20
printing
> > in Cubase SX 2.1. I have Midi thru =On in=20
Preferences. The
> > track plays back perfectly =but never=20
can be heard as I'm playing it.
> > I am outputting data =to the=20
correct MIDI channel/port too.
> > =3D20
> => What=20
settings am I missing?
> > Tom
> =20
>=3D20
> >=3D20
> > I choose Polesoft =Lockspam to=20
fight spam, and you?
> > <A=20
=
<http://www.polesoft.com/refer.html>>http://www.polesoft.com/refer=..html
>
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Transitional//EN">
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=3D
> charset=3D3Diso-8859-1">
><META =content=3D3D"MSHTML=20
6.00.2800.1400"=20
=
name=3D3D

Subject: Re: Boot sequence and why it is important with RME gear

Posted by [Neil](#) on Mon, 15 May 2006 14:44:18 GMT

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It's fine though. Maybe the=20

</DIV>
></DIV></FONT face=3D3DArial=20

size=3D3D2>Midi patchbay's routing is =3D
>screwy. I have=20

it=3D20
>sending output port #1=20

(controller)</DIV>
></DIV></FONT =

face=3D3DArial=20

size=3D3D2>to all 8 </FONT=20

=

face=3D3DArial=3D20
 >size=3D3D2>inputs.</DIV>=

></DIV></FONT=20

face=3D3DArial=20

=

size=3D3D2>Tom</DIV>
></BLOCKQUOTE=3D20
=

></DIV></FONT=20

0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =

#000000 2px=20

solid; MARGIN-RIGHT: 0px">
> </DIV>"EK Sound" =

<</A=20

=3D
>href=3D3D"<A=20

=

href=3D'mailto:askme@nospam.com">askme@nospam.com>=3D20'>mailto:askme=

@nospam.com">askme@nospam.com>=3D20
> =20

wrote in message </A=3D20
> href=3D3D"<A=20

=

href=3D'news:448edc1d@linux">news:448edc1d@linux...</DIV>Do'>news:448=

edc1d@linux">news:448edc1d@linux...</DIV>Do=20

you =3D
>have the=3D20
> little yellow speaker icon =

lit on the=20

selected=3D20
> =20

tracks?</BR></BR>David.</BR> & amp;gt;</BR>Tom Bruhl=20

wrote:</BR>> I can't hear my =

=3D
>MIDI=3D20
> parts as=20

I'm playing them when printing</BR>> in Cubase SX =

=3D
>2.1. I=20

have=3D20
> Midi thru On in Preferences. The</BR>> =

track=20

Subject: Re: Boot sequence and why it is important with RME gear

Posted by [gene lennon](#) on Mon, 15 May 2006 14:44:54 GMT

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plays back =3D
>perfectly but=3D20
> never can be =

heard as I'm=20
playing it.
> I am outputing data to =
=3D
>the=3D20
> =20
correct MIDI channel/port too.
>
> What =
settings am=20
=3D
>I=3D20
> missing?
> =
Tom
>=20

>
> I choose Polesoft =3D
>Lockspam=20
to=3D20
> fight spam, and you?
> =
<A=3D20
> =20
=3D
>href=3D3D"<A=20
=
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>=3D
 >.</BLOCKQUOTE>&a mp;</BODY></HTML> <=
BR>>
>
</BLOCKQUOTE></BODY></HTML >

-----=_NextPart_000_002A_01C68F34.C3B3CE10--Scott,

I am assuming that you are either playing back a track from Cubase SX into Paris or are looping a track that is being played back in Paris through Cubase. Make sure you have ASIO direct monitoring turned off in both the control panel for your audio hardware and in Cubase. If you are looping the track through cubase, you will need to have the monitoring with effects enabl

Subject: Re: Boot sequence and why it is important with RME gear

Posted by [Deej \[1\]](#) on Mon, 15 May 2006 15:38:57 GMT

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```
r />
> >but=3D3D20
> ></FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>I can't get it =
</FONT><FONT =3D3D
> >face=3D3D3DArial size=3D3D3D2>to=3D3D20
> >pass the note data back out to my Roland samplers at =3D
>all.</FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Once the track has been =
recorded
=3D
>it =3D3D
> >will play back=3D3D20
> >fine though. Maybe the </FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Midi patchbay's routing =
is =3D3D
> >screwy. I have it=3D3D20
```

> > sending output port #1 (controller)</DIV>
> ><DIV>to all 8 <FONT =3D
> >face=3D3D3DArial=3D3D20
> >size=3D3D3D2>inputs.</DIV>
> ><DIV>Tom</DIV>
> ><BLOCKQUOTE=3D3D20
> >style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px; =3D
> =3D3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"EK Sound" <<A =3D3D
> >href=3D3D3D"mailto:askme@nospam.com">askme@nospam.com=>=3D3D20
> > wrote in message <A=3D3D20
> > =
href=3D3D3D"news:448edc1d@linux">news:448edc1d@linux...</DIV>Do =3D
> >you =3D3D
> >have the=3D3D20
> > little yellow speaker icon lit on the selected=3D3D20
> > tracks?

David.

Tom Bruhl wrote:
> I can't hear =
my
=3D
> =3D3D
> >MIDI=3D3D20
> > parts as I'm playing them when printing
> in Cubase SX =3D3D
> >2.1. I have=3D3D20
> > Midi thru On in Preferences. The
> track plays back =3D3D
> >perfectly but=3D3D20
> > never can be heard as I'm playing it.
> I am outputing data =
to =3D
> =3D3D
> >the=3D3D20
> > correct MIDI channel/port too.
>
> What settings am =3D3D
> >I=3D3D20
> > missing?
> Tom
>
>
> I choose Polesoft =3D3D
> >Lockspam to=3D3D20
> > fight spam, and you?
> <A=3D3D20
> > =3D3D
> =3D

Subject: Re: Boot sequence and why it is important with RME gear
Posted by [Deej \[1\]](#) on Mon, 15 May 2006 16:08:52 GMT
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>
><DIV><FONT=3D20
> > face=3D3D3DArial size=3D3D3D2>I can't get it <FONT=3D20

> =3D3D
>face=3D3D3DArial size=3D3D3D2>to=3D3D20
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> face=3D3D3DArial size=3D3D3D2>Once the track has been recorded it =
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> </DIV>
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>
><DIV><FONT=3D20
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> =3D
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><BLOCKQUOTE=3D3D20
=3D
>>style=3D3D3D"PADDING-RIGHT:=3D20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D
>BORDER-LEFT: =
=3D
>#000000 2px=3D20
> solid; MARGIN-RIGHT: 0px">
> <DIV>"EK Sound" =3D
><<A=3D20
> =3D3D
>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:askme@nospam.com">askme@nospam.com>=3D3D20'>mailto:=
askme=3D
>@nospam.com">askme@nospam.com>=3D3D20
> =3D20
> wrote in message <A=3D3D20
> href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'news:448edc1d@linux">news:448edc1d@linux...</DIV>Do'>news:=
448=3D
>edc1d@linux">news:448edc1d@linux...</DIV>Do=3D20
> you =3D3D
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>
> I choose Polesoft =3D3D
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> to=3D3D20
> fight spam, and you?
> =3D
><A=3D3D20
> =3D20
> =3D3D
>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=

>>=3D3D
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>
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Subject: Re: Boot sequence and why it is important with RME gear

Posted by [EK Sound](#) on Mon, 15 May 2006 16:18:31 GMT

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>fer=3D3D
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> >
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><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial size=3D3D2>Neil,</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>I had to set them up myself =
since most
=3D
>of my=3D20
>hardware wasn't listed.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>The odd thing is it plays back =
=3D
>fine. I just=3D20
>can't hear the sounds while</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>I'm playing them. Maybe it's =3D
>better that=3D20
>way...</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>I'll triple check again. =3D
>Something in Cubase=3D20
>must be filtering note data</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>while performing.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
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=3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Neil" <<A =3D
>href=3D3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com</A>> wrote=3D20
> in message <A=3D20
> =3D
=
>href=3D3D"news:448f5b93$1 @linux">news:448f5b93$1 @linux</A>...</DIV><BR>W=
hat=3D
> about=3D20
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interfaces...
=3D
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> href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20
> wrote:<BR>><BR>><BR>>David,<BR>>Yep. The monitor (speaker) =3D
>icon is=3D20

```


>l=3D3D20
> > missing?
> =
Tom
>=20

>
> I choose Polesoft =3D3D
> =
>Lockspam=20
to=3D3D20
> > fight spam, and you?
>=20
<A=3D3D20
> &am

Subject: Re: Boot sequence and why it is important with RME gear
Posted by [gene lennon](#) on Tue, 16 May 2006 00:48:14 GMT
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> >  
> >  
>  
>  
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><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>  
><STYLE></STYLE>  
></HEAD>  
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=3D  
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=3D  
>fine. I just=3D20  
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><DIV><FONT face=3D3DArial size=3D3D2>I'm playing them. Maybe it's =  
=3D  
>better that=3D20
```

Subject: Re: Boot sequence and why it is important with RME gear
Posted by [rick](#) on Tue, 16 May 2006 08:48:49 GMT
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```
>way...</FONT></DIV>
```

><DIV> </DIV>
><DIV>I'll triple check again. =3D
>Something in Cubase=3D20
>must be filtering note data</DIV>
><DIV>while performing.</DIV>
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><BLOCKQUOTE=3D20
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Neil" <<A =3D
>href=3D3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com> wrote=3D20
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Subject: Re: Boot sequence and why it is important with RME gear
Posted by [gene lennon](#) on Tue, 16 May 2006 15:23:42 GMT
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It will get back =
to=20
you.</DIV>
<DIV>Tom</DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Neil" <<A =
href=3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com> wrote=20
in message <A=20
=
href=3D"news:448f8144\$1 @linux">news:448f8144\$1 @linux...</DIV>
Well=

...=20

sounds like something's "weird" (yeah that's a =
technical
term) in=20

Subject: Re: Boot sequence and why it is important with RME gear
Posted by [rick](#) on Tue, 16 May 2006 15:32:23 GMT

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r />

some setting somewhere. It should loop through with
no problem. =
If you=20

can't figure it out by tomorrow, maybe I can
walk you through =
specific=20

settings on the phone tomorrow
evening. Let me know if you want =
to try=20

that - post here or e-
me directly at:

neil DOT henderson =
AT=20

sbcglobal DOT net

Neil

"Tom Bruhl" <<A=20
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net>=20
wrote:
>
>
>Neil,
>I had to set them up =
myself since=20

most of my hardware wasn't listed.
>The odd thing is it plays =
back=20

fine. I just can't hear the sounds while
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>Tom
> =
"Neil"=20
<<A href=3D"mailto:
