
Subject: rendering EDS ?

Posted by [John \[1\]](#) on Fri, 30 Dec 2005 23:05:53 GMT

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r />

>>>>>> desired..

>>>>>>

>>>>>> A Quad PowerMac with extra RAM and HD, MOTU Digital Performer, a MOTU

>>>>>> Firewire i/o box or two and some third party plugins...even a 24 moving

>>&

Subject: Re: rendering EDS ?

Posted by [Martin Harrington](#) on Fri, 30 Dec 2005 23:33:17 GMT

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;>> hey Dedric, a friend of mine has upgrade to Sonar5 and we can hear the

>>> difference

>>> form version 4. Version 4 sound was very balnd , vanillia if you will.

>>> version

>>> 5 mix summing sounds very wide, with more dept than version 4..So, they

>> did

>>> soemthing.

>>>

>>> Note: That's what I think Nuendos/SX weak point. in theory,their 32bit

>>> floating

>>> point mixer/summing bus was to allow for more audio options up and down

>> the

>>> audio bandwidth, but, things(mixes) start to fall apart at a certain
point.

>

Subject: Re: rendering EDS ?

Posted by [Don Nafe](#) on Fri, 30 Dec 2005 23:55:30 GMT

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t;>>> <http://www.arbitermt.co.uk/nuendo/products/idcontroller.htm>

>>>>>

>>>>> A bit pricey, but definitely specific to the application and with a
moose

>>>>> of a DAW running the software and DSP, a nice rack of Myteks or Lavry's

>>> for

>>>>> tracking and patching external processors, and a decent summing box,

>> I

>>> might

>>>>> be convinced to jump ship.

>>>>>
>>>>> ;o)
>>>>>
>>>>>
>>>>>
>>>>> "LaMont " <jjdpro@ameritech.net> wrote:
>>>>>>
>>>>>> "Productivity is a matter of finding a system that does what you need
>>> what
>>>>>> I need may not be what you need and that could be the root of this
>>>>>> discussion)."
>>>>>>
>>>>>> Agreed.. :)
>>>>>> But, the rest of your post illustrates m
