
Subject: Stuff to Trade or for sale

Posted by [neil\[1\]](#) on Fri, 30 Mar 2007 01:16:20 GMT

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```
>>> Well first time I tried I get no signal whatsoever on any
=
>>=3D
>> >>>headphone
>> >>> =3D3D
>> >>> >>>>out on
>> >>> >>>> any of the three mecs I have !!
>> >>> >>>> Is this a known bug again ??
>> >>> >>>> Thanks
>> >>> >>>> Dimitrios
>> >>> >>>>
>> >>> >>>>
>> >>> >>>>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=3D3D3DContent-Type content=3D3D3D"text/html;
>=
>>=3D3D
>> >>> >>>>charset=3D3D3Diso-8859-1">
>> >>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
>>name=3D3D3DGENERATOR>
>> >>> >>>><STYLE></STYLE>
>> >>> >>>></HEAD>
>> >>> >>>><BODY bgColor=3D3D3D#ffffff>
>> >>> >>>><DIV><FONT face=3D3D3DArial =
>>size=3D3D3D2>Dimitrios,</FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>You should only get
>=
>>the phone
>> >> =3D
>> >>>>out =3D3D
>> >>> >>>>active on the=3D3D20
>> >>> >>>>Submix A Master MEC.</FONT></DIV>
>> >>> >>>>
```

Subject: Re: Stuff to Trade or for sale

Posted by [Don Nafe](#) on Fri, 30 Mar 2007 01:22:31 GMT

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```
><DIV><FONT face=3D3D3DArial size=3D3D3D2>At least that's been
```

```

>=
>>my =3D3D
>> >>> >>>>understanding. =3D3D20
>> >>> >>>></FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>> >>> >>>><BLOCKQUOTE=3D3D20
>> >>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>>MARGIN-LEFT: =3D
>> >>>5px; =3D3D
>> >>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> >>> >>>> <DIV>"Dimitrios" <<A=3D3D20
>> >>> >>>> =3D3D
>> >>> =3D
>> =
>>>>>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet=
>>.gr</=3D
>> >>>A>>=3D3D
>> >>> >>>> wrote=3D3D20
>> >>> >>>> in message <A=3D3D20
>> >>> >>>> =3D3D
>> >>> =3D
>> =
>>>>>>>>href=3D3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</D=
>>IV><B=3D
>> >>>R>Well=3D3D
>> >>> >>>> first=3D3D20
>> >>> >>>> time I tried I get no signal whatsoever on any headphone =
>>out =3D
>> >>>on<BR>any
>> >>> >>>=3D3D
>> >>> >>>>of the=3D3D20
>> >>> >>>> three mecs I have !!<BR>Is this a known bug again=3D3D20
>> >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
>> >>> >>>><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to
>=
>>fight
>> >> =3D
>> >>>spam,
>> >>> =3D3D

```

Subject: Re: Stuff to Trade or for sale
 Posted by [Neil](#) on Fri, 30 Mar 2007 01:33:07 GMT
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```

>> >>> >>>>and=3D3D20

```

```

>> >>> >>>>you?<BR><A=3D3D20
>> >>> =3D
>> =
>>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
>>t.com=3D
>> >>>/refer=3D3D
>> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>> >>> >>>>
>> >>> >>>>
>> >>> >>>
>> >>> >>=3D20
>> >>> >
>> >>> >
>> >>>
>> >>>
>> >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>> >>><HTML><HEAD>
>> >>><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>> >>>charset=3D3Diso-8859-1">
>> >>><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>> >>><STYLE></STYLE>
>> >>></HEAD>
>> >>><BODY bgColor=3D3D#ffffff>
>> >>><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios are you serious?!?!
>=
>>lt =3D
>> >>>outputs the=3D20
>> >>>submix only on Cards B, C, D, E ???</FONT></DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2>I will be summing my drums and
>=
>>guitars
>> >> =3D
>> >>>from now on=3D20
>> >>>20bit out of the phones jack to my</FONT></DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2>outboard comps for sure!!!!!!
>=
>>=3D20
>> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2>I'm a dope,</FONT></DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>> >>><BLOCKQUOTE=3D20
>> >>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
>=
>>=3D
>> >>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

```


4.0=3D3D20
> =20
>>> =3D3D
> =20
=
>>>Transitional//EN" >
>>>>&a mp;lt;HTML><=
t;HEAD>
>=3D3D
> =20
>>>>>><META =3D3D20
> =20
>>> =20
http-equiv=3D3D3D3DContent-Type =
content=3D3D3D3D"text/html;=3D3D20
> =20
>>> =3D3D
> =20
=
>>>=3D3D3D
>&am p;gt;>> charset=3D3D3D3Diso-8859-1 "&=
>
>>>>< ;=3D3D
> =20
>>>;META=3D3D20
> >>> =
content=3D3D3D3D"MSHTML=20

Subject: Re: Stuff to Trade or for sale
Posted by [Neil](#) on Fri, 30 Mar 2007 15:00:26 GMT
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; >>>on mec=3D20
>>> >>> A which is the main one outputs
all submixes, the other though
>>=
>>>!
>>> =3D
>>> >>>output=3D20
>>> >>> only the related submix out so yes
you could route it to =
>>>another
>>> =3D
>>> >>>mec but on=3D20
>>> >>> same mec you would get an infinite
loop of dry and =
>>>compressed...
>>> =3D
>>> >>>because=3D20
>>> >>> the time you will bring it back on
same mec that will be again
>>=
>>>=3D
>>> >>>outputed on=3D20
>>> >>> headphones and then back again...
you get the picture =3D
>>> >>>,feedback.
Thed=3D20
>>> >>> other mecs option though will work !!
I don't know if you have
>>=
>>>=3D
>>> >>>considered=3D20
>>> >>> the other better option !!
The L and R outputs of each mec =
>>>(except
>>> >> =3D

>>> >>>for the=3D20
 >>> >>> main one) outputs ALSO the
submix out so you can take this L
 >=
 >>>and
 >>> R
 >>> >> =3D
 >>> >>>out and=3D20
 >>> >>> send it to a pair of outputs
(digital to Pulsar ??) COMPRESS
 >=
 >>>it and
 >>> >> =3D
 >>> >>>then=3D20
 >>> >>> send it back to another submix.
For latency well you know =3D
 >>> >>>faderworks ??=3D20
 >>> >>> !!
Regards,
Dimitrios

"DJ" <<A=3D20
 >>> >>> =3D
 >>> =
 >>>>>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=
 >>>=3D20
 >>> >>> wrote:
>Are you getting the same signal on all MECs or the mix
 >>=
 >>>=3D
 >>> >>>signal on=3D20
 >>> >>> MEC on
card
>A and just the submix of the MEC on card B
 =
 >>>and =3D
 >>> >>>C. If=3D20
 >>> >>> you're just getting

>those submixes on the card B & C =3D
 >>> >>>Mecs, you=3D20
 >>> >>> could route the headphone out
of
>those MECs to a pair of
 >>=
 >>>=3D
 >>> >>>input=3D20
 >>> >>> channels on another MEC (or maybe even loop
it
>back to
 =
 >>>the =3D
 >>> >>>same=3D20
 >>> >>> MEC) on a pair of record enabled channels and =
 >>>compress
it,=3D20
 >>> >>>
>etc.....I can't believe I never tried this when I had
 >>=
 >>>4 =3D
 >>> >>>MECs=3D20
 >>> >>> here..
>
>;o)
>
>"Dimitrios" <<A=3D20
 >>> >>> =3D
 >>> =
 >>>>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A=3D20
 >>>>>=3D

>>> >>> wrote=3D20
>>> >>> in message
>news:4637946e\$1@linux...
>>
>>=3D20
>>> >>> Heh...
>> Works on all mecs !!
>>=3D20
>>> >>> Dimitrios
>>
>> "Dimitrios" <<A=3D20
>>> >>> href=3D3D"mailto:

Subject: Re: Stuff to Trade or for sale
Posted by [Don Nafe](#) on Fri, 30 Mar 2007 15:12:18 GMT
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;comcast.net">arpeggio@comcast.net=3D20
>>> >>> =3D
>>> >>>wrote:
>>>>
>>>>
>>>>Dimitri=3D
>>> >>>os,
>>>>You=3D20
>>> >>> should only get the phone out active on the Submix A Master=3D20
>>> >>> MEC.
>>>>At least that's been my understanding.=3D20
>>> >>> =3D
>>> >>>=3D3D20
>>>>Tom
>>>>
>>>> =3D
>>> >>>;=3D20
>>> >>> "Dimitrios" <<A=3D20
>>> >>> =3D
>>> =
>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
>>>>>=3D
>>> >>> wrote=3D20
>>> >>> in message=3D20
>>> >>> =3D
>>> >>>=3D3D
>>>>news:46377aa5\$1@linux...
>>>>
>>>>&g=3D
>>> >>>t;>>> =3D20
>>> >>> Well first time I tried I get no signal whatsoever on any=3D20
>>> >>> headphone
=3D3D
>>>>out on
>>>> =3D
>>> >>>any of the=3D20
>>> >>> three mecs I have !!
>>>> Is this a known bug =3D
>>> >>>again=3D20
>>> >>> ??
>>>> Thanks
>>>> =3D20
>>> >>> Dimitrios
>>>>
>>>>
>>>>I =3D
>>> >>>choose=3D20
>>> >>> Polesoft Lockspam to fight spam, and=3D20
>>> >>> =3D
>>> >>>you?
>>>>http://www.polesoft.com/refer.html
>>>>=3D
>>> >>>;>
>>>><!DOCTYPE=3D20
>>> >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
>>> >>> =3D
>>> >>>Transitional//EN">
>>>><HTML><HEAD>
>=3D
>>> >>>>><META=3D20
>>> >>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
>>> >>> =3D

```

>>> >>>=3D3D<BR>>>> charset=3D3D3Diso-8859-1"><BR>>>><=3D
>>> >>>;META=3D20
>>> >>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20
>>> >>> =3D
>>> >>>name=3D3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>=3D
>>> >>>>>></HEAD><BR>>>>>><BODY=3D20
>>> >>> bgColor=3D3D3D#ffffff><BR>>>>>><DIV><FONT =3D
>>> >>>face=3D3D3DArial=3D20
>>> >>> =3D
>>> >>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D
>>> >>>DIV><FONT=3D20
>>> >>> face=3D3D3DArial size=3D3D3D2>You should only get the phone =
>>>out=3D20
>>> >>> =3D3D<BR>>>>>active on the=3D3D20<BR>>>>>Submix A =3D
>>> >>>Master=3D20
>>> >>> MEC.</FONT></DIV><BR>>>>>><DIV><FONT=3D20
>>> >>> face=3D3D3DArial size=3D3D3D2>At least that's been my=3D20
>>> >>> =3D3D<BR>>>>>understanding.=3D20
>>> >>> =3D
>>> >>>=3D3D20<BR>>>>>></FONT></DIV><BR>>>>><=3D
>>> >>>;DIV><FONT=3D20
>>> >>> face=3D3D3DArial=3D20
>>> >>> =3D
>>> >>>size=3D3D3D2>Tom</FONT></DIV><BR>>>>>><DIV>=3D
>>> >>><FONT=3D20
>>> >>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
>>> >>> =3D
>>> >>></DIV><BR>>>>>><BLOCKQUOTE=3D3D20<BR>>>>>>st=3D
>>> >>>yle=3D3D3D"PADDING-RIGHT:=3D20
>>> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>> >>>=3D3D<BR>>>>>>BORDER-LEFT:=3D20
>>> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>> =3D20
>>> >>> <DIV&gt

```

Subject: Re: Stuff to Trade or for sale
 Posted by [Deej \[4\]](#) on Fri, 30 Mar 2007 16:47:07 GMT
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```

t;>musuNOSPAMrgio@otenet.gr</A>>=
>>> wrote=20
>>> in message=20
>>> =
>>>=3D<BR>>>>>news:4638281d$1@linux...<BR>>>>><BR>>>>>&g=

```

```

>>>even with=20

```


>>>than card's=20

>>>on mec A=20
>>> which is the main =

>>> submixes, the other though ! output only the related submix=20

>>>could=20
>>> route it to another mec but on same mec you would get an=20

>>>compressed...=20
>>> because the time you will bring it back
>>=20

>>>again outputed=20
>>> on headphones and then back =

>>>option=20

>>>considered=20

>>>of each=20
>>> mec (except for the main one) outputs ALSO
>>=20

>>>take this L=20
>>> and R out and send it to a pair=20

>>>Pulsar ??)=20
>>> COMPRESS it and then send it back to=20

>>>latency well you=20

>>> =
>>>www.aarrrrggghhh!!!.com>>=20

>>>all MECs=20
>>> or the mix signal on MEC
>> =

>>>on card B=20
>>> and C. If you're just=20

>>>>those=20
>>> submixes on the card B & C Mecs, you could route the =
>>>headphone
>>=20

>>> >those MECs to a pair of input channels on another MEC (or maybe=20

>>>record=20

>>>

>>>never tried=20

>>> this when I had 4 =

>>> =

>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=

>>> wrote=20

>>>>>=20

>>>>>=20

>>> "Dimitrios" <<A =

>>>href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20

>>>>>Ah=20

>>>and R=20

>>> to the Mec's outputs 1 and 2 to get
a
>>=20

>>>headphones=20

>>>for=20

>>> monitoring thats why I =

>>&g

Subject: Re: Stuff to Trade or for sale

Posted by [Don Nafe](#) on Sat, 31 Mar 2007 01:12:21 GMT

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DOCTYPE=3D3D20

>> >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D3D20

>> >>> =3D3D3D

>> >>>Transitional//EN">
>>><HTML><HEAD>
>=3D3D3D

>> >>>>><META=3D3D20

```

>> >>> http-equiv=3D3D3D3DContent-Type =
content=3D3D3D3D"text/html;=3D3D20
>> >>> =3D3D
>> >>>=3D3D3D<BR>>>>> charset=3D3D3D3DDiso-8859-1"><BR>>>>><=3D3D
>> >>>;META=3D3D20
>> >>> content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D3D20
>> >>> =3D3D
>> >>>name=3D3D3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=3D3D
>> >>>>>></HEAD><BR>>>>>><BODY=3D3D20
>> >>> bgColor=3D3D3D3D#ffffff><BR>>>>><DIV><FONT =3D3D
>> >>>face=3D3D3D3DArial=3D3D20
>> >>> =3D3D
>> >>>size=3D3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D3D
>> >>>DIV><FONT=3D3D20
>> >>> face=3D3D3D3DArial size=3D3D3D3D2>You should only get the =
phone =3D
>>out=3D3D20
>> >>> =3D3D3D<BR>>>>>active on the=3D3D3D20<BR>>>>>Submix A =3D3D
>> >>>Master=3D3D20
>> >>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=3D3D20
>> >>> face=3D3D3D3DArial size=3D3D3D3D2>At least that's been =
my=3D3D20
>> >>> =3D3D3D<BR>>>>>understanding.=3D3D20
>> >>> =3D3D
>> >>>=3D3D3D20<BR>>>>></FONT></DIV><BR>>>>><=3D3D
>> >>>;DIV><FONT=3D3D20
>> >>> face=3D3D3D3DArial=3D3D20
>> >>> =3D3D
>> >>>size=3D3D3D3D2>Tom</FONT></DIV><BR>>>>><DIV>=3D3D
>> >>><FONT=3D3D20
>> >>> face=3D3D3D3DArial size=3D3D3D3D2></FONT>=3D3D20
>> >>> =3D3D
>> >>></DIV><BR>>>>><BLOCKQUOTE=3D3D3D20<BR>>>>>>st=3D3D
>> >>>yle=3D3D3D3D"PADDING-RIGHT:=3D3D20
>> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D
>> >>>=3D3D3D<BR>>>>>BORDER-LEFT:=3D3D20
>> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D3D20
>> >>> <DIV>"Dimitrios" <<A=3D3D3D20<BR>>>>> =3D3D20
>> >>> =3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20
>> >>> =3D3D
>> =3D
=
>>>>>href=3D3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.g=
r</A=3D
>>'>mai=3D3D
>> =
>>>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D3D
>> >>>t;=3D3D3D<BR>>>>>=3D3D20

```

```

>> >>> wrote=3D3D3D20<BR>>>> in message=3D3D20
>> >>> <A=3D3D3D20<BR>>>> =3D3D
>> >>>=3D3D3D<BR>>>>href=3D3D3D3D"<A=3D3D20
>> >>> =3D3D
>> =3D
=
>>>>href=3D3D3D'news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV=
><BR=3D
>>>Well=3D3D
>> =
>>>'>news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV>=3D3D
>> >>>;<BR>Well</A>=3D3D3D<BR>>>>=3D3D20
>> >>> first=3D3D3D20<BR>>>> time I tried I get no signal =3D3D
>> >>>whatsoever on=3D3D20
>> >>> any headphone out =3D3D
>> >>>on<BR>any<BR>>>>=3D3D3D<BR>>>>of=3D3D20
>> >>> the=3D3D3D20<BR>>>> three mecs I have !!<BR>Is =3D3D
>> >>>this a known=3D3D20
>> >>> bug=3D3D20
>> >>> =3D3D
>> >>>again=3D3D3D20<BR>>>>??<BR>Thanks<BR>Dimitrios</B=3D3D
>> >>>LOCKQUOTE><BR>>>>><DIV><FONT=3D3D20
>> >>> size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam to =
fight=3D3D20
>> >>> =3D3D
>> >>>spam,<BR>=3D3D3D<BR>>>>>and=3D3D3D20<BR>>>>>you?<BR>=3D3D
>> >>>;<A=3D3D3D20<BR>>>>>href=3D3D3D3D"<A=3D3D20
>> >>> =3D3D
>> =3D
=
>>>>>href=3D3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.=
com/=3D
>>refer=3D3D
>> =3D
=
>>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer<=
/A=3D
>>=3D3D
>> >>>>=3D3D3D<BR>>>>>.html</A>=3D3D20
>> >>> =3D3D
>> >>></FONT></DIV></BODY></HTML><BR>>>>><B=3D3D
>> >>>R>>>>><BR>>>>><BR>>>=3D3D20
>> >>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>> >>>
>> >>>
>> >>=3D20
>> >
>> >

```

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

Subject: Re: Stuff to Trade or for sale
Posted by [Aaron Allen](#) on Sat, 31 Mar 2007 03:15:58 GMT
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R>>>> hehe I am already on that testing route =3D
>>even with=3D20
>> the L R outputs of
=3D3D
>>>other
>>> =3D
>>than card's=3D20
>> a mecs...
>>> Regarding the headphone outs the one =3D
>>on mec A=3D20
>> which is the main =3D
>>one
=3D3D
>>>outputs
>>> all=3D20
>> submixes, the other though ! output only the related submix=3D20
>> out
so
>> =3D3D
>>>yes
>>> you =3D
>>could=3D20
>> route it to another mec but on same mec you would get an=3D20
>> =3D3D
>>>infinite
>>> loop of dry and =3D
>>compressed...=3D20
>> because the time you will bring it back
>>>=3D20
>> =3D3D
>>>on
>>> same mec that will be =3D
>>again outputed=3D20
>> on headphones and then back =3D
>>=3D3D
>>>again...
>>> =3D20
>> you get the picture ,feedback.
>>> Thed other mecs =3D
>>option=3D20
>> though will work !!
>>> I don't know if you have =3D
>>considered=3D20
>> the other better option !!
>>> The L and R outputs =3D
>>of each=3D20
>> mec (except for the main one) outputs ALSO
>>>=3D20
>> =3D3D
>>>the
>>> submix out so you can =3D
>>take this L=3D20
>> and R out and send it to a pair=3D20
>> of
=3D3D
>>>outputs
>>> (digital to =3D
>>Pulsar ??)=3D20
>> COMPRESS it and then send it back to=3D20
>> another
=3D3D
>>>submix.
>>> For =3D
>>latency well you=3D20
>> know faderworks ?? !!
>>> =3D
>>Regards,
>>> =3D20
>> Dimitrios
>>>
>>> "DJ" <<A=3D20
>> =3D

=

>><http://www.aarrrrggghhh!!!.com>>=3D=20

>> wrote:
>>> >Are you getting the same signal on =3D

>>all MECs=3D20

>> or the mix signal on MEC
>>> =3D

>>=3D3D
>>>on
>>> =3D20

>> card=3D3D20
>>> >A and just the submix of the MEC =3D

>>on card B=3D20

>> and C. If you're just=3D20

>> =3D3D
>>>getting
>>>
>>> =3D

>>>those=3D20

>> submixes on the card B & C Mecs, you could route the =3D

>>headphone
>>>=3D20

>> =3D3D
>>>out
>>> =3D

>>of=3D3D20
>>> =3D20

>> >those MECs to a pair of input channels on another MEC (or =

maybe=3D20

>> even
>>> =3D3D
>>>loop
>>> =3D20

>> it=3D3D20
>>> >back to the same MEC) on a pair of =3D

>>record=3D20

>> enabled channels and =3D3D
>>>compress
>>> =3D

>>

>> it,=3D3D20
>>> >etc.....I can't believe I =3D

>>never tried=3D20

>> this when I had 4 =3D

>>MECs
=3D3D
>>>here..
>>> =3D20

>> >
>>> >;o)
>>> =3D20

>> >
>>> >"Dimitrios" <<A=3D20

>> =3D

=

>><mailto:musurgio@otenetNOSPAM.gr>=>=3D

>> wrote=3D20

>> in message=3D3D20
>>> =3D20

>> >news:4637946e\$1@linux...
>>> =3D20

>> >>
>>> >> Heh...
>>> =3D

>>>>=3D20

>> Works on all mecs !!
>>> >>=3D20

>> Dimitrios
>>> >>
>>> =3D

>>>>=3D20

>> "Dimitrios" <<A =3D

>><mailto:musurgio@otenet.gr>=>=3D20

>> wrote:
>>> >>>
>>> =3D

>>>>Ah=3D20

>> I found it !!
>>> >>>I should connect the L =3D

>>and R=3D20

>> to the Mec's outputs 1 and 2 to get
a
>>>=3D20

>> =3D3D
>>>signal
>>> >>>for the =3D
>>headphones=3D20
>> !!
>>> >>>I am just using the digital out =3D
>>for=3D20
>> monitoring thats why I =3D
>>didn't
=3D3D
>>>get
>>> =3D20
>> any
>>> >>>signal at the heaphone out=3D20
>> !
>>> >>>Thanks
>>> =3D20
>> >>>Dimitrios
>>> =3D
>>>>
>>> =3D20
>> >>>"Tom Bruhl" <<A=3D20
>> =
href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D20
>> wrote:
>>> >>>>
>>> =3D20
>> >>>>
>>> =3D20
>> >>>>Dimitrios,
>>> >>>>You =3D
>>should=3D20
>> only get the phone out active on the Submix A=3D20
>> Master
=3D3D
>>>MEC.
>>> =3D
>>&

Subject: Re: Stuff to Trade or for sale
Posted by [Don Nafe](#) on Sat, 31 Mar 2007 13:07:24 GMT
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gt; come I never tried=3D20
>> it?</DIV>
>>><DIV><FONT =3D
>>face=3D3D3DArial=3D20
>> size=3D3D3D2> =3D
>></DIV>
>>><DIV><FONT=3D20
>> face=3D3D3DArial size=3D3D3D2>I'm a=3D20
>> dope,</DIV>
>>><DIV><FONT =3D
>>face=3D3D3DArial=3D20
>> =3D
>>size=3D3D3D2>Tom</DIV>
>>><DIV><=3D
>>FONT=3D20
>> face=3D3D3DArial size=3D3D3D2>=3D20
>> </DIV>
>>><DIV><FONT face=3D3D3DArial=3D20
>> size=3D3D3D2>=3D20
>> =3D
>></DIV>
>>><BLOCKQUOTE=3D3D20
>>>style=3D3D3D=3D
>>"PADDING-RIGHT:=3D20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>=3D3D
>>>BORDER-LEFT:=3D20
>> #000000 2px solid; MARGIN-RIGHT: 0px">
>>> =3D20
>> <DIV>"Dimitrios" <<A=3D3D20
>>> =3D20
>> =3D3D
>>>href=3D3D3D"<A=3D20

```

>> =3D
=
>>href=3D3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'=
>mai=3D
>>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>&g=3D
>>t;=3D3D<BR>>>>=3D20
>> wrote=3D3D20<BR>>>> in message =3D
>><A=3D3D20<BR>>>> =3D20
>> =3D3D<BR>>>>href=3D3D3D"<A=3D20
>> =3D
=
>>href=3D3D'news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR>=
Hi=3D3D=3D
>>20">news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV&=3D
>>gt;<BR>Hi=3D3D20</A><BR>>>> =3D20
>> DJ,<BR>hehe I am already on that testing route even with the L R =
=3D
>>
>> =3D3D<BR>>>>outputs of=3D3D20<BR>>>> =3D
>>other<BR>than=3D20
>> card's a mecs...<BR>Regarding the headphone outs the =3D
>>one<BR>>>=3D20
>> =3D3D<BR>>>>on mec=3D3D20<BR>>>> A which is the =3D
>>main one=3D20
>> outputs<BR>all submixes, the other though=3D20
>> !<BR>=3D3D<BR>>>>output=3D3D20<BR>>>> only the =3D
>>related submix=3D20
>> out so yes<BR>you could route it to =3D
>>another<BR>=3D3D<BR>>>>mec but=3D20
>> on=3D3D20<BR>>>> same mec you would get an =3D
>>infinite<BR>loop=3D20
>> of dry and =3D
>>compressed...<BR>=3D3D<BR>>>>because=3D3D20<BR>>>> =3D20
>> the time you will bring it back on<BR>same mec that will be =3D
>>again=3D20
>> =3D3D<BR>>>>outputed on=3D3D20<BR>>>> headphones =3D
>>and then back=3D20
>> again...<BR>you get the picture=3D20
>> =3D3D<BR>>>>,feedback.<BR>Thed=3D3D20<BR>>>> =3D
>>other mecs=3D20
>> option though will work !!<BR>I don't know if you have=3D20
>> =3D3D<BR>>>>considered=3D3D20<BR>>>> the other =3D
>>better option=3D20
>> !!<BR>The L and R outputs of each mec (except<BR>>>=3D20
>> =3D3D<BR>>>>for the=3D3D20<BR>>>> main one) =3D
>>outputs ALSO=3D20
>> the<BR>submix out so you can take this L and<BR>R<BR>>>=3D20
>> =3D3D<BR>>>>out and=3D3D20<BR>>>> send it to a =3D

```


>>pair of=3D20
 >> outputs
(digital to Pulsar ??) COMPRESS it and
>>=3D20
 >> =3D3D
>>>then=3D3D20
>>> send it back to =3D
 >>another=3D20
 >> submix.
For latency well you know =3D
 >>=3D3D
>>>faderworks=3D20
 >> ??=3D3D20
>>> =3D20
 >> !!
Regards,
Dimitrios

"DJ"=3D20
 >> <<A=3D3D20
>>> =3D3D
>>>href=3D3D3D"<A=3D20
 >> =3D
 =
 >>href=3D3D'http://www.aarrrrgggghhh!!!.com">www.aarrrrgggghhh!!!.com>=3D=
 3D20=3D
 >>'>http://www.aarrrrgggghhh!!!.com">www.aarrrrgggghhh!!!.com>=3D
 >>;=3D3D20
>>> =3D20
 >> wrote:
>Are you getting the same signal on all MECs or the =3D
 >>mix=3D20
 >> =3D3D
>>>signal on=3D3D20
>>> MEC =3D
 >>on
card=3D20
 >>
>A and just the submix of the MEC on card B and=3D20
 >> =3D3D
>>>C. If=3D3D20
>>> you're just=3D20
 >> getting

>those submixes on the card B & C=3D20
 >> =3D3D
>>>Mecs, you=3D3D20
>>> could route =3D
 >>the headphone=3D20
 >> out
of
>those MECs to a pair of=3D20
 >> =3D3D
>>>input=3D3D20
>>> channels on =3D
 >>another MEC (or=3D20
 >> maybe even loop
it
>back to the=3D20
 >> =3D3D
>>>same=3D3D20
>>> MEC) on a pair of =3D
 >>record=3D20
 >> enabled channels and compress
it,=3D3D20
>>> =3D20
 >>
>etc.....I can't believe I never tried this when I =3D
 >>had 4=3D20
 >> =3D3D
>>>MECs=3D3D20
>>> =3D20
 >> =3D
 >>here..
>
>;o)
>
>"Dimitri=3D
 >>os"=3D20
 >> <<A=3D3D20
>>> =3D3D
>>>href=3D3D3D"<A=3D20
 >> =3D
 =
 >>href=3D3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A'=
 >mai=3D
 >>lto:
