
Subject: OT:Voice recognition

Posted by [chuck duffy](#) on Mon, 07 Aug 2006 17:15:23 GMT

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e were up there Sunday - a balmy 38

> degrees.

>

> Regards,

> Dedric

>

> On 9/12/06 9:30 AM, in article 4506d0c8\$1@linux, "Jamie K"

> <

Subject: Re: OT:Voice recognition

Posted by [rick](#) on Mon, 07 Aug 2006 18:26:43 GMT

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t; to most any other system.

>

> Gantt

>

> "Lance Reichert" <lance.rocks@nospam.verizon.net> wrote:

> >Hey Grant, I've used my JVC kaboom for mixing a few times as well. The
basss

> >is unreal, but

> >man, the mids are great for checking guitar and voice.

> >

> >Lance

> >

> >

> >"Gantt Kushner" <

Subject: Re: OT:Voice recognition

Posted by [Tony Benson](#) on Mon, 07 Aug 2006 19:12:07 GMT

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to:1@linux..." target="_blank">1@linux...

> >>

> >> Oops. I suppose it'd be good to actually type in a response!

> >>

> >> I drive my NS-10M's w/ a Bryston 4B (250 watts/side). I seldom use
them,

> >> preferring my old Tannoy SGM 10B's, but I have to admit that the
NS-10M's

> >> are great for checking the stereo image. Where the Tannoys sometimes

> seem
> >> a little hazy in the center the NS-10's are rock solid. They're good
> for
> >> checking relationships in the mix (especially vocals), but I still
love
> >> my Tannoys. My real secret weapon, however, is my JVC PC-V2 Boombox w/
> >Hyper
> >> Bass. No mix leaves without passing the boombox test at high, low and
> >very
> >> low volumes. I have another in case this one dies, but if they both
kick
> >> the bucket I may have to retire!
> >>
> >> Gantt
> >>
> >> "Gantt Kushner" <ganttmann@comcast.net> wrote:
> >> >
> >> >"DJ" <animix_spam-this-ahole_@animas.net&g

Subject: Re: OT:Voice recognition
Posted by [Tony Benson](#) on Mon, 07 Aug 2006 19:23:24 GMT
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t; wrote:
> >> >>These things seem to have some qualities relating to stereo imaging
> that
> >> >are
> >> >>very obvious. I don't think I've ever used a pair of monitors where
> the
> >> >>stereo image would seem to shift so drastically when moving even a
> >little
> >> >>bit outside the sweet spot. At the same time, when monitoring in the
> >sweet
> >> >>spot, it's very obvious where the various instruments lie in the
> >> >>soundstage.
> >> >>
> >> >>Combining these with a subwoofer is absolutely necessary in my room
> as
> >> they
> >> >>are 5' from the back wall of the CR and there is no standing wave
action
> >> >>happening in the CR to reinforce any of the LF at all.
> >> >>
> >> >>I'm enjoying learning these monitors. It's becoming more and more
> >obvious
> >> >to
> >> >>me why these have been a staple in studios for a long

> > >>time.....plus.....like 90% of everything else here,
including
> > >>me.....they're obsolete!!!!!!
> > >>
> > >>
> > >>
> > >
> >>
> >
> >
> >
>Oh shit now DeeJ is in his "I'm gonna die" mode over too many pieces of gear

My Apologies DeeJ

Don

"DC" <dc@spammersinhell.com> wrote in message news:4508037b\$1@linux...
>
> It's too late!! heh heh
>
>
>
>
>
> "DJ" <

Subject: Re: OT:Voice recognition
Posted by [Chris Latham](#) on Tue, 08 Aug 2006 06:25:12 GMT
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;linux..." target="_blank">45038db5@linux...
> That's about my take on 'em too man. In some ways, I kinda miss having
that
> overachiever stereo thang they did

Subject: Re: OT:Voice recognition
Posted by [rick](#) on Tue, 08 Aug 2006 08:24:00 GMT
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er. Jim
>>
>> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
>> >Jim,
>> >
>> >"jim drago" <jamesd@prospect.k12.or.us> wrote in message
>> >news:45076d13\$1@linux...
>> >>

Subject: Re: OT:Voice recognition
Posted by [Dubya Mark Wilson](#) on Wed, 09 Aug 2006 08:21:26 GMT
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Subject: Re: OT:Voice recognition
Posted by [Aaron Allen](#) on Wed, 09 Aug 2006 12:51:33 GMT
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Subject: Re: OT:Voice recognition
Posted by [D-unit](#) on Wed, 09 Aug 2006 19:50:36 GMT
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>=3D
>href=3D3D"<A=20
> =
>href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=

> wrote:
>>>=20
> =3D
>>>>
>>> =

> >>>>
>>> >>>>hey DJ, I=20

> finally.
>&g

Subject: Re: OT:Voice recognition
Posted by [Tony Benson](#) on Wed, 09 Aug 2006 21:01:16 GMT
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>>>>>Do you=20
> know if the latency is the same as many of the=20

> =
>or
=3D3D
>>>different
>>=
>;>=20

>doing your=20

> =
>=3D
>but
>I
>>>=3D3D
>>=
>;>still
>>>&=3D
>gt;=20

>4x100 nudge=20
> thang.
>>> >>>>I =3D
>threw=20

> =
>=3D
>track
>>I
>>>=3D3D
>&=
>gt;>>am
>>>&g=3D
>t;=20

>>>>>a=20

> >>>>
>>> >>>>Thanks oh=20

> =
>=3D
>>
>&g

Subject: Re: OT:Voice recognition
Posted by [EK Sound](#) on Wed, 09 Aug 2006 22:48:21 GMT
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; =
>=3D
></DIV>
>>><BLOCKQUOTE=3D3D20<=
>;BR>>>>>st=3D
>yle=3D3D3D"PADDING-RIGHT:=3D20
>=

> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20
> =

> #000000=20
> 2px solid; MARGIN-RIGHT: 0px">
>>>> =

> <DIV>"Rod Lincoln" <<A=3D3D20
>>>>=20

> =
>=3D
>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam=
>.kc.rr.com&a=3D
>mp;g'>mailto:rlincoln@nospam.kc.r=
>r.com">rlincoln@nospam.kc.rr.com</=3D
>A>&g=3D=
>3D
>>>>t;=3D3D20
>>>>=20

><A=3D3D20
>>>>=20

> =
>=3D
>href=3D3D'news:4508222e\$1@linux">news:4508222e\$1@linux</=
>A>...</DIV>
Disc=3D
>'>news:4508222e\$1@linux"&=
>gt;news:4508222e\$1@linux...</DIV>=3D
>;
Di=
>sc=3D3D
>>>>laimer.....those=3D3D20
&=
>gt;>&g=3D
>t;=>=20

Subject: Re: OT:Voice recognition
Posted by [Neil](#) on Wed, 09 Aug 2006 23:29:16 GMT
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t;BR>>>>> light version of the Neve plug,=20

>400ms=3D3D20
>>>>=20
> =3D
>(paris)(4x100)and
>apply =

> =
>=3D3D
>>>massive=3D3D20
>>> =
>Neve=20

>(4x100) and=20

>=3D3D
>>>in=20
> sample=3D3D20
>>> slide. =3D
>I =

> =
>=3D
>=3D3D
>>>more
>samples=3D3D2=
>0
>>>=3D
>=20

> <<A=3D3D20
>>>=20
> =
>=3D
>=3D3D
>>>href=3D3D3D"<A=3D20
>&=
>nbsp;=20
> =
>=3D
>href=3D3D'mailto:chris@nospamapplemanstudio.com">chris@nosp=
>amapplemanstudio=3D
>'>mailto:chris@nospamapplemanstudio.com">=
>;chris@nospamapplemanstudio</A=3D
>>=3D3D
>>&g=
>t;,.com>=3D3D20
>>>=20

> wrote:
>>
>>
>>hey you=20

>

> man!
>>
>>
>>"Rod=20

><<A=3D3D20
>>>=20
> =
>=3D
>=3D3D
>>>href=3D3D3D"<A=3D20
>&=
>nbsp;=20
> =
>=3D
>href=3D3D'mailto:rlincoln@nospam.kc.rr.com">

Subject: Re: OT:Voice recognition
Posted by [D-unit](#) on Thu, 10 Aug 2006 14:43:42 GMT
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mp with a tube preamp front =
end.
> I

>>want the elusive 'brown sound' distortion and super clear cleans... =
which
>
>>the amp/preamp combo is certainly capable of giving me. It's the =
cabs that
>
>>suck on my current gear (2 unmatched 2x12's) - I wish to move to one =

>>stereo
>
>>matched cab, and I'm not afraid to rewire it if that matters.
>>Many thanks in advance!
>>
>>
>><https://www.zzounds.com/item--MSHMG412A>
>>\$450.00 \$279.95
>>Angled-front version.
>>Power: 120 watts
>>Impedance: 8 ohms
>>Speakers: 4 x 12 in. Marshall/Celestion custom-designed speakers =
(30W=20
>>each)
>>Dimensions (W x H x D): 26.4 x 26.4 x 14.0 in.
>>
>>
>><http://www.zzounds.com/item--MSH1960A>
>>\$1,150.00 \$649.95
>>Angled-front version.
>>Black grille cloth
>>White piping
>>Black elephant grain vinyl
>>Speaker: 4 x 12 in. G12T-75
>>Power: 300 watt
>>Impedance: 4 or 16 ohms mono/8 ohms stereo
>>Dimensions: 760 x 830 x 360mm
>>Weight: 36.4 kg
>>
>>
>><http://www.zzounds.com/item--MSH1960AX>
>>\$1,500.00 \$1,049.00
>>Angled front
>>Vintage-circa early 70's
>>Checkered cloth
>>White piping
>>Medium size white logo
>>Black Levant vinyl
>>Gold beading on Cab
>>Speakers: 4 Celestion G12 M-25w SPKR-00016

>>Power: 100 watts
>>Impedance: 16 ohm
>>Dimensions: 760 x 830 x 360 mm
>>Weight: 37.7 kg
>>Cover: COVR-00022 optional
>>
>>
>><http://www.zzounds.com/item--MSH1960AHW>
>>\$1,800.00 \$1,200.00
>>Loaded with Celestion G12H-30 re-issue speakers.
>>To complement the 1959HW's visual and sonic maj
