
Subject: OT math and drummers...

Posted by [rick](#) on Thu, 13 Dec 2007 10:17:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

 =20

>the time is the best way to keep the swelling down along=20
with
> >ice after exercise.
> =20
>
> >I want you all to know that I've been =
looking in=20
here over the
> >last few weeks and it's great to =
feel=20
some what normal again.
> >I can't spend more =
than 30=20
minutes at a desk. The studio
> >has been =
out of=20
the question although I'm looking for a way =
to=3D20
> >rest=20
my foot on the console without falling out of my =
chair.
> =20
>I am giggling once or twice/week which is way bad for me.=20
=3D20
> >Gotta make a living. =
=3D20
> =20
>
> >My stereo amp is in the shop where I am =
sleeping=20
and exercising.
> >When it comes back I'll be =
doing some=20
big time list

Subject: Re: OT math and drummers...

Posted by [DJ](#) on Thu, 13 Dec 2007 14:35:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

p;gt;</DIV>
> =20
></DIV>It's been a =
month since my=20
last =3D
> >post. =
Reason=3D20
> =20
>being</DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2>I broke my tibia fibula just above my=20
=3D
> >ankle clean=3D20
> =20
>through</DIV>
> =20
></DIV>on 12/30. =

</DIV>
> ></DIV></FONT=20
face=3D3DArial size=3D3D2> =
</DIV>
> =20

></DIV>Got some =
titanium inserted=20
inside where
> =3D
> >the=20
marrow=3D20
> =20
>was</DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2>and screwed in in three =
=3D
> =20
>places. I spent=3D20
> >five days in =
the=20
hospital</DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2>due to a fever I was running. The =

=3D
> >pain was=3D20
> =
>incredible=20
for</DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2>the first three weeks. =
=3D
> =20
>Now I'm barely=3D20
> >taking the pain=20
meds.</DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2>They helped alot though. Toes are =

=3D
> >moving and=3D20
> =
>feeling. =20
They</DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2>tell me that's good. Ankle feels=20
=3D
> >swollen and=3D20
> >

Subject: Re: OT math and drummers...

Posted by [TCB](#) on Thu, 13 Dec 2007 16:14:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

sp; =
>tender and is=20
tough</DIV>
> =
></DIV></FONT=20
face=3D3DArial size=3D3D2>to =
move.</DIV>
> =20
></DIV>=20
</DIV>
> ></DIV></FONT =
face=3D3DArial=20
size=3D3D2>Physical therapy is in house which is =
=3D
> =20

>>>
>> =20
>>although></DIV>>
>> =20
>></DIV>> face=3D3DArial size=3D3D2>>very =
difficult. I am=20
giving it =3D
>> >>all I've =
got=3D20
>> >>to=20
get back on my ></DIV>>
>> =20
>></DIV>> face=3D3DArial size=3D3D2>>feet =
>=20
face=3D3DArial =3D
>> >>size=3D3D2>>asap. =20
So=3D20
>> >>far keeping the foot above my heart=20
all></DIV>>
>> =
>></DIV>>=20
face=3D3DArial size=3D3D2>>the time is the best way to keep the=20
=3D
>> >>sw

Subject: Re: OT math and drummers...
Posted by [Carl Amburn](#) on Thu, 13 Dec 2007 18:17:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

lt;BR>>> =20
>>you?</BR>>=3D20
>> >>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=
>=3D
>> =20
>>.html =20
=
></DIV>></BODY>></HTML>>
>> =20
>>
>> >></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_000D_01C862D1.0C49A8E0--'Mont, it's a line from a recurring SNL skit with Mike Meyers as "Dieter", the host of the fictitious show "Sprockets" (which was a takeoff of a REAL German show), in any event, here's a clip that might give you a "background" (albeit a fake background, since it's a fictitious show):

<http://youtube.com/watch?v=O8MEhIcmo7Q&feature=related>

"NOW IST DA TIME ON SCHPROKETS VHEN VE DANCE!!!"

lol

"LaMont" <jjdpro@gmail.com> wrote:
>

>????
>
>"Sarah" <sarahjane@sarahtonin.com> wrote:
>>"Your antics grow tiresome. Now is the time when we dance. You want to
>
>>touch my monkey?"
>>
>>Dieter
>>
>>
>>"LaMont" <jjdpro@gmail.com> wrote in message news:479f79eb\$1@linux...
>>>
>>> http://www.sonicstate.com/news/shownews.cfm?newsid=6044
>>>
>>> P.s. Notice that Euphonix MC behind the the Steinberg Engineer.Wow!!
That
>>> thing is massive.
>>
>>
>Pretty psyched, just plunked down the jack for a quad core, 2gb 800 ram, and
sata drive. I'm going to recycle one of my old cases. I'm planning on rigging
up Reaper. (Paris is going no where.) I'm hoping this will allow for a totally
ITB solution. I'll definately report on the track and vsti/vst counts once
I get it built and some projects rolling. It will really streamline my workflow,
well more like workdribble, but it should be a really sweet dribble :-)
Thanks all for the input and help on this. I can't wait to uncork the soda
buzz, and lego the thing together. Hmmm... overclocking...
MRDon't mess with overclocking... not worth it in terms of stress
& potential instability on your system, and you really
shouldn't need it these days - i'm running gazillions of tracks
at very heinous parameters (88.2k/24-bit) with lots of plugins
and yeah sometimes I have to freeze some tracks with certain
CPU-intensive plugins inserted, but i don't need to overclock
on an off-the-shelf Gateway dualcore (OS-Optimized, for a
dedicated DAW platform, of course), running CubaseSX.

Subject: Re: OT math and drummers...
Posted by [Rod Lincoln](#) on Thu, 13 Dec 2007 18:56:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;>> =
><DIV><FONT=20
face=3D3DArial size=3D3D2>I am gigging once <FONT =
=3D
>> >face=3D3DArial =
size=3D3D2>or=3D20
>> =20

>twice/week which is way bad for me. =20
</DIV>
>> ><DIV><FONT=20
face=3D3DArial size=3D3D2>Gotta make a living. =
=3D
>> =20
></DIV>
>> ><DIV>=20
</DIV>
>> ><DIV><FONT =
face=3D3DArial=20
size=3D3D2>My stereo amp is in the shop where I =
am
>> =20
=3D
>> >sleeping=3D20
>> >and=20
exercising.</DIV>
>> =20
><DIV>When it comes =
back I'll be=20
doing some =3D
>> >big time=3D20
>> =

>listening.</DIV>
>> =20
><DIV>=20
</DIV>
>> ><DIV>
>> =20
><DIV>Any tips from =
friends here=20
would be =3D
>> >great =
regarding=3D20
>> =20
>healing</DIV>
>> =20
><DIV><F

Subject: Re: OT math and drummers...
Posted by [PN](#) on Thu, 13 Dec 2007 20:54:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

e except for
>>>>>>>> one little synth part near the front that I'll either automate
>>>>>>>> some EQ just for those couple of measures, or do a slight level
>>>>>>>> boost there. I can hear the bass & drums pretty full & strong
>>>>>>>> through 3 systems I've heard it on (DAW monitors, home stereo,
>>>>>>>> and car), so I'm not really sure how to interpret your, umm...
>>>>>>>> interpretation! lol
>>>>>>>>
>>>>>>>> Neil
>>>>>>>>
>>>>>>>>
>>>>>>>> Bill L <bill@billlorentzen.com> wrote:
>>>>>>>> Nice drumming and playing! Fun song. Who is the singer?
>>>>>>>> Neil, I know you didn't ask, but I'm gonna give you a couple cents
>>>> worth
>>>>>>>> of mix critique, because I like the song and you have been helpful
>>>> with
>>>>>>>> my mixes in the past: I wanted to hear a lot less of the synthy/organe

>>>>>>>> pads and less wash of guitars. They kind of washed out the power
>>of
>>>>>>>> everything else. The guitar comping was almost indistinguishable
>>from
>>>>>>>> the synths in many places. Maybe pronounced panning (synths left,
>>>>>>>> guitars right?) and more pointy EQ would clear up the middle a
>bit
>>>> too
>>>>>>>> so the drums and bass can push through. Also, on the drums I'm
>hearing
>>>>>>>> mostly top end on my Mackie HR 824s - I'm not feeling low end
punch
>>>> from
>>>>>>>> the kick drum and pop from the snare.
>>>>>>>> Anywho, it's a great tune - thanks for sharing.
>>>>>>>>
>>>>>>>> Neil wrote:
>>>>>>>> Most of you have heard this song in various permutations, but
>>>>>>>> now, FINALLY, i think i can call it "DONE!"
>>>>>>>>
>>>>>>>> Ladies & gentlemen, our very own Rod Lincoln on drums...
>>>>>>>> you REALLY do have to check this out - he threw down
>>>>>>>> a totally 100% ass-kickin' performance! Especially from the
>>>>>>>> midpoint solo sections onward.
>>>>>>>>
>>>>>>>> [http://saqqararecords.com/MiscAudio/Istanbul-3rdRough-RLinco InDrums.mp3](http://saqqararecords.com/MiscAudio/Istanbul-3rdRough-RLinco%20InDrums.mp3)
>>>>>>>>
>>>>>>>>
>>>>
>>
>I just doubled my amount (20) of synth hardware modules this week... bring
it, lol ~!

AA

"Neil" <OIUOI@OUI.com> wrote in message news:47a02474\$

Subject: Re: OT math and drummers...
Posted by [Don Nafe](#) on Fri, 14 Dec 2007 00:04:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

lego the thing together. Hmmmm... overclocking...
>>MR
>Ohhhhhh... I seeeeeeeeeeee
) :) :)
"Neil" <OIUOI@OIU.com> wrote:

>
>'Mont, it's a line from a recurring SNL skit with Mike Meyers
>as "Dieter", the host of the fi

Subject: Re: OT math and drummers...
Posted by [AlexPlasko](#) on Fri, 14 Dec 2007 00:46:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

it (there's a problem with
laptops
>and GRUB in the 64 bit distro and I don't want to learn a new bootloader.
>
>
>Still, the free stuff is getting pretty slick these days. Not good for content
>creators, esp on the audio side (video and 3D design are _way_ ahead on
free
>software platforms), but for just a general surf and mail OS I'll take Debian
>or Ubuntu over OS X or Vista or XP any day.
>
>TCB
>
>Jamie K <Meta@Dimensional.com> wrote:
>>
>>Excellent! Thanks for the report, Thad.
>>
>&g

Subject: Re: OT math and drummers...
Posted by [EK Sound](#) on Fri, 14 Dec 2007 01:40:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;Cheers,
>> -Jamie
>> www.JamieKrutz.com
>>
>>
>>TCB wrote:
>>> OK, Ubuntu 7.1 on a Dell 1720. Had to change drive from AHCI mode to
ATA
>(same
>>> for XP/Vista or load drivers at startup) and it didn't catch my on board
>>> audio card. Everything else worked off the hop.
>>>
>>> I'm still a Debian guy, so I'm ripping it off and putting Debian 64 bit
>on

>>> it anyway, but this is the first distro I've ever put on that was _easier_
>>> than an XP install. Most impressive.
>>>
>>> TCB
>a painful yet smart move. i had to go to the hospital a few weeks ago
with a tampon shoved up my nose...and a 5 hour nose bleed that
wouldn't stop until the public humiliation was com

Subject: Re: OT math and drummers...
Posted by [Rod Lincoln](#) on Fri, 14 Dec 2007 03:58:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

e=3DArial size=3D2>ice after exercise.</DIV>
> > > ><DIV> </DIV>
> > > ><DIV>I want you all to know that I've been =
> > > >looking in=20
> > > >here over the</DIV>
> > > ><DIV>last few weeks and it's great to feel =
> > > >some what=20
> > > >normal again.</DIV>
> > > ><DIV>I can't spend more than 30 minutes at a
> > > >=
> > > >desk. =20
> > > >The studio</DIV>
> > > ><DIV>has been out of the question although =
> > > >I'm looking=20
> > > >for a way to </DIV>
> > >

Subject: Re: OT math and drummers...
Posted by [IOOIU](#) on Fri, 14 Dec 2007 05:51:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

;>>>comp
>>>
>>>>on the side to stream VSTi's in real time, recording them as audio =
and
>I'd
>>>
>>>>probably be just as happy....of course, then I lose recall (sigh)
>>>>
>>>>There really is no perfect world these days for what I want to=20
>>>>do.....I
>>>
>>>>guess there really never has been, has there?

```
>>>>
>>>>;o}
>>>>
>>>>
>>>=20
>>
>>
>
```

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_00E9_01C864CC.8A18B480

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2900.2180" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Neil,</FONT></DIV>
<DIV><FONT
```
