
Subject: message from democrats
Posted by [j-cron](#) on Wed, 08 Nov 2006 21:54:38 GMT
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Subject: Re: message from democrats
Posted by [Tony Benson](#) on Wed, 08 Nov 2006 22:32:57 GMT
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Subject: Re: message from democrats

Posted by [Colonel Panic](#) on Wed, 08 Nov 2006 22:51:45 GMT

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Subject: Re: message from democrats

Posted by [j-cron](#) on Wed, 08 Nov 2006 23:44:36 GMT

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Subject: Re: message from democrats
Posted by [DJ](#) on Thu, 09 Nov 2006 00:34:34 GMT
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Subject: Re: message from democrats
Posted by [John \[1\]](#) on Thu, 09 Nov 2006 00:43:04 GMT
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Subject: Re: message from democrats
Posted by [John \[1\]](#) on Thu, 09 Nov 2006 01:18:45 GMT
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Subject: Re: message from democrats
Posted by [j-cron](#) on Thu, 09 Nov 2006 02:10:11 GMT

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Posted by [j-cron](#) on Thu, 09 Nov 2006 02:11:20 GMT
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Subject: Re: message from democrats
Posted by [j-cron](#) on Thu, 09 Nov 2006 02:13:44 GMT
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Subject: Re: message from democrats

Posted by [Jamie K](#) on Thu, 09 Nov 2006 03:40:28 GMT

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Subject: Re: message from democrats
Posted by [DJ](#) on Thu, 09 Nov 2006 04:15:13 GMT
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Subject: Re: message from democrats
Posted by [LaMont](#) on Thu, 09 Nov 2006 04:59:43 GMT
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Subject: Re: message from democrats
Posted by [LAD](#) on Thu, 09 Nov 2006 05:07:18 GMT
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Subject: Re: message from democrats
Posted by [John \[1\]](#) on Thu, 09 Nov 2006 05:10:26 GMT
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Subject: Re: message from democrats
Posted by [LaMont](#) on Thu, 09 Nov 2006 05:14:08 GMT
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Subject: Re: message from democrats
Posted by [Neil](#) on Thu, 09 Nov 2006 06:07:38 GMT
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Subject: Re: message from democrats
Posted by [Neil](#) on Thu, 09 Nov 2006 06:12:40 GMT
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Subject: Re: message from democrats
Posted by [Dedric Terry](#) on Thu, 09 Nov 2006 16:16:07 GMT
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john@johnmacy.com> wrote in message
news:456a54c3\$1@linux...
>
> This guys gets shot in the head, you see. Amazingly, he's still =
alive.
They
> get him to the emergency room and the neurosurgeon looks at the =
Xray and
> says, "We can save this guy, but it will be a very long and =
difficult

operation.
 > It will be very risky, but I think we can do it"
 >
 > They roll the patient in for surgery and get under way. It takes =
 five
 hours
 > of stabilizing the patient just enough so that they can attempt to =
 remove
 > the bullet. The doctor finally attaches the hemostat onto the =
 shell and
 contemplates
 > removing the thing from the patient's brain. He starts to sweat =
 profusely,
 > knowing that one wrong move could turn this guy's brain into =
 oatmeal.
 Seeing
 > his state, his nurse turns to him and says, "Relax doctor. It's =
 not like
 > we are making a Steely Dan record or anything."

I choose Polesoft Lockspam to fight spam, and you?

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

-----=_NextPart_000_0018_01C71263.F55F8A50

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wrote in message <A=20
=
href=3D"news:456a6509@linux">news:456a6509@linux...</DIV>LOL!!!! <=20
;=20
Glad I didn't read this tomorrow morning while performing =
the
sacred=20
coffee ritual.

;o)

;o)

"John Macy" <<A=20
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wrote in message
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&g=
t;=20
This guys gets shot in the head, you see. Amazingly, he's still=20
alive.
They
> get him to the emergency room and the =
neurosurgeon=20
looks at the Xray and
> says, "We can save this guy, but it =
will be a=20
very long and difficult
operation.
> It will be very risky, =
but I=20
think we can do it"
>
> They roll the patient in for =
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get under way. It takes five
hours
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just enough so that they can attempt to remove
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The=20
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this guy's brain into oatmeal.
Seeing
> his state, his =
nurse turns=20
to him and says, "Relax doctor. It's not like
> we are making =
a Steely=20
Dan record or anything."

</BLOCKQUOTE>
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I choose Polesoft Lockspam to fight spam, =
and=20

you?
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-----=_NextPart_000_0018_01C71263.F55F8A50--Hi Mike,

Check this out:

http://www.ntius.com/dragon_burn.asp

States 10.1.4 as the minimum OS.

--Mark

"Mike R." <emarenot@yahoo.com> wrote:

>

>

>Not Paris related, but I can find nothing on the internet and thought maybe

>someone in this group could h

Subject: Re: message from democrats

Posted by [TCB](#) on Thu, 09 Nov 2006 16:38:47 GMT

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pam to fight spam, and you?

> <http://www.polesoft.com/refer.html>Tom, All the old plugs are the same as they've always been.

The Neve 1078 and 1081 (big versions) have the same latency with you correctly reported. Your correct on the 60933. The light versions of the Neve plugs have the same latency as all the old plugs. All the Prec. Plugs have more latency, and they're all different, with the Multiband being about twice as much.

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>

>

>For those that care,

>

>My numbers on UAD-1 ver 4.4 were:

>44K Neve 60933 =3D 557ms, 64 samples

>

>UAD-1 4.3 and before

>44K =3D most plugs 365ms, 12 samples (Pultec 3 samples)

>Tom

>

> "DJ" <nowayjose@dude.net> wrote in message news:45628cda@linux...

> Sorry Chris.I think it changed (basically doubled) in v4.4 actually.

>
> Deej
> "cujo" <chris@nospamapplemanstudio.com> wrote in message
> news:455db889\$1@linux...
> >
> >
> >
> > hey DJ, I know you guys don;t care about this in your set up,
> > But did the latency change in the newer UAD updates?
> > I think it was Tom B who was having this issue a while back.
> > C
> >
> > "Neil" <IOUOI@OI.com> wrote:
> > >
> > > "DJ" <nowayjose@dude.net> wrote:
> > >> Of course, since I had a \$100.00 credit from way back when I =
> bought
> another
> > >> card and I got the \$149.00 discount coupon because I had =
> previously
> > >> purchased the 1073, I now own both of these, otherwise I'd =
> be.....well,
> > > you know.
> > >
> > > Needing to die?
> > >
> > > :)
>
>
>
>
> 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=3DContent-Type content=3D"text/html; =
> charset=3Diso-8859-1">
> <META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
> <STYLE></STYLE>
> </HEAD>
> <BODY bgColor=3D#ffffff>
> <DIV>For those that care,</DIV>

> <DIV>My numbers on UAD-1 ver 4.4 =
> were:</DIV>

> samples</DIV>

><DIV>UAD-1 4.3 and before</DIV>
><DIV>44K =3D most plugs 365ms, 12 samples =
>(Pultec 3=20
>samples)</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>"DJ" <<A =
>href=3D"mailto:nowayjose@dude.net">nowayjose@dude.net>=20
> wrote in message <A=20
> href=3D"news:45628cda@linux">news:45628cda@linux...</DIV>Sorry =
>Chris.I think=20
> it changed (basically doubled) in v4.4 actually.

Deej
"cujo"
=
><<A=20
> =
>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>.com>=20
> wrote in message
<A=20
> =
>href=3D"news:455db889\$1@linux">news:455db889\$1@linux...
>
&g=
>t;
>
>=20
> hey DJ, I know you guys don;t care about this in your set up,
> =
>But did=20
> the latency change in the newer UAD updates?
> I think it was =

Subject: Re: message from democrats
Posted by [DJ](#) on Thu, 09 Nov 2006 17:19:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

for the correction Rod. =
It's never=20
easy is it.</DIV>
<DIV> </DIV>
<DIV>If you have a chart on all those =
latencies I'd find=20
it</DIV>
<DIV>very useful. = I still use the =
older one you=20
posted a</DIV>
<DIV>while back.</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>"Rod Lincoln" <<A=20
 =
 href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
 t;=20
 wrote in message <A=20
 =
 href=3D"news:456aeaf0\$1@linux">news:456aeaf0\$1@linux...</DIV>
Tom,=
 All=20
 the old plugs are the same as they've always been.
The Neve 1078 =
 and 1081=20
 (big versions)have the same latency wich you correctly
repared. =
 Your=20
 correct on the 60933. The light versions of the Neve plugs
have the =
 same=20
 latecny as all the old plugs. All the Prec. Plugs have =
 more
latency, and=20
 they're all different, with the Multiband being about twice
as=20
 much.

"Tom Bruhl" <<A=20
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 wrote:
>
>
>For those that care,
>
>My =
 numbers=20
 on UAD-1 ver 4.4 were:
>44K Neve 60933 =3D3D 557ms, 64=20
 samples
>
>UAD-1 4.3 and before
>44K =3D3D most =
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 12 samples (Pultec 3 samples)
>Tom
>
> "DJ" =
 <<A=20
 href=3D"mailto:nowayjose@dude.net">nowayjose@dude.net> wrote in =
 message=20
 <A =
 href=3D"news:45628cda@linux">news:45628cda@linux...
> =
 Sorry=20
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>
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 =
 href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
 ..com>=20
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> <A=20
 =
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> =
 =20
 >
> >
> >
> >
> > hey DJ, =
 I know=20
 you g

Subject: Re: message from democrats
Posted by [gene lennon](#) on Thu, 09 Nov 2006 17:24:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

you =
correctly
reported. Your correct on the 60933. The light versions of the Neve =
plugs
have the same latecny as all the old plugs. All the Prec. Plugs have =
more
latency, and they're all different, with the Multiband being about =
twice
as much.

"Tom Bruhl" <arpeggio@comcast.net> wrote:
>
>
>For those that care,
>
>My numbers on UAD-1 ver 4.4 were:
>44K Neve 60933 =3D3D 557ms, 64 samples
>
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>44K =3D3D most plugs 365ms, 12 samples (Pultec 3 samples)
>Tom
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> Deej
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> >
> >
> >
> > hey DJ, I know you guys don;t care about this in your set up,
> > But did the latency change in the newer UAD updates?
> > I think it was Tom B who was having this issue a while back.
> > C
> >
> > "Neil" <IOUOI@OI.com> wrote:
> > >
> > >"DJ" <nowayjose@dude.net> wrote:
> > >>Of course, since I had a \$100.00 credit from way back when I =
=3D
>bought
> another
> > >>card and I got the \$149.00 discount coupon because I had =3D

>previously
> > > purchased the 1073

Subject: Re: message from democrats
Posted by [gene lennon](#) on Thu, 09 Nov 2006 17:27:19 GMT
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solid; MARGIN-RIGHT: 0px">
> <DIV>"DJ" <<A =3D
>href=3D3D"mailto:

Subject: Re: message from democrats
Posted by [j-cron](#) on Thu, 09 Nov 2006 17:40:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

=
</DIV>
></DIV><FONT=20
face=3D3DArial size=3D3D2>UAD-1 4.3 and=20
before</DIV>
></DIV><FONT =
face=3D3DArial=20
size=3D3D2>44K =3D3D most plugs 365ms, 12 samples =
=3D
>(Pultec=20
=
3=3D20
>samples)</DIV> <BR

Subject: Re: message from democrats
Posted by [John \[1\]](#) on Thu, 09 Nov 2006 18:24:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

uys don;t care about this in your set up,
> > But =
did the=20
latency change in the newer UAD updates?
> > I think it =
was Tom=20
B who was having this issue a while back.
> > =
C
> =20
>
> > >"Neil" <<A=20
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href=3D"mailto:nowayjose@dude.net">nowayjose@dude.net>=20
wrote:
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credit from=20
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>bought
> another
> =
>=20

>>card and I got the \$149.00 discount coupon because I had=20
=3D
>previously
> > >>purchased the 1073, I =
now own=20
both of these, otherwise I'd =3D
>be.....well,
> =
> >you=20
know.
> > >
> > >Needing to=20
die?
> > >
> >=20
>.)
>
>
>
>
>I choose Polesoft =
Lockspam to=20
fight spam, and =
you?
>http://www.polesoft.com/refer.html =20

>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
Transitional//EN">
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http-equiv=3D3DContent-Type content=3D3D"text/html";=20
=3D
> charset=3D3Diso-8859-1">
><META =
content=3D3D"MSHTML=20
6.00.2800.1400"=20
=
name=3D3DGENERATOR>
><STYLE></STYLE>
></HEA=
D>
><BODY=20
bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial =
size=3D3D2>
>
>For=20
those that care,</DIV>
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face=3D3DArial size=3D3D2> =
</DIV>
><DIV><FONT=20
face=3D3DArial size=3D3D2>My numbers on UAD-1 ver 4.4=20
=3D
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face=3D3DArial size=3D3D2>44K Neve 60933 =3D3D 557ms,=20
=
64=3D20
>samples</DIV>
><DIV><FON=
T=20
face=3D3DArial size=3D3D2>

Subject: Re: message from democrats
Posted by [Jamie K](#) on Thu, 09 Nov 2006 18:34:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>know.
>=3D20
> =
>
>=20
>Needing to die?
>=20
=
>
>=3D20
 >>.)

</BLOCKQUOTE&=
gt;
><DIV><FONT=20
size=3D3D2>

I choose Polesoft Lockspam to fight =
spam,=20
=
=3D
>and=3D20
>you?
<A=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</A=
>=3D
>.html=20
=
</DIV></BODY&g t;</HTML>
>
>
</=
BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_001A_01C71241.BC1D00A0--And this:

<http://www.nch.com.au/switch/>

"Mike R." <emarenot@yahoo.com> wrote:

>

>

>Not Paris related, but I can find nothing on the internet and thought maybe
>someone in this group could help out.

>I've got a client whose trying to convert .wma files to .wav files and then
>burn CD's with the .wav files. Her operating system is OS X 10.3. There
>are solutions out there, but they seem to all require OS X 10.4 or greater.
>Toast might help, but I seem to need version 6.0, not the latest, and I'm
>unsure if it converts .wma to wav, though it clearly will burn CD's.

>Thanks gents.

>MR

>

>

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

><HTML><HEAD>

><META http-equiv=3DContent-Type content=3D"text/html; =
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><META content=3D"MSHTML 6.00.2800.1555" name=3DGENERATOR>

><STYLE></STYLE>

></HEAD>

><BODY bgColor=3D#ffffff>

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>clearly will burn CD's.</DIV>
><DIV>Thanks gents.</DIV>
><DIV>MR</DIV></BODY></HTML>
>
>And this too!

<http://www.easywma.com/>

"Mike R." <emarenot@yahoo.com> wrote:

>
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>someone in this group could help out.
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><DIV>Thanks gents.</DIV>
><DIV>MR</DIV></BODY></HTML>

>
>Sound Forge 8 has WMA conversion capabilities, and it comes with
CD Architect, but I don't know if they have a Mac version?

Do you happen to have any app residing on a PC that does this?
If so, what about just dumping the WMA's onto a CD-R & then
opening it on a PC & doing the rest from there?

Neil

"Mike R." <emarenot@yahoo.com> wrote:

>
>
>Not Paris related, but I can find nothing on the internet and thought maybe
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>operating=20

>to all=20

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><DIV>Thanks gents.</DIV>
><DIV>MR</DIV></BODY></HTML>
>
>hi all,

It's been a while since I posted here...I've only sporadically used my PARIS rig in the past couple years (1 card/MEC/24-8 in/out on a dedicated MAC G4 Quicksilver). Never had problems before, but today PARIS won't boot up.

I get a 'Error initializing PARIS Engine Error code -43/ffffffd5

Tried replacing config file, reinstalled PARIS on another drive, cleaned things up, etc all with the same problem. Help!Thanks Mark! This looks very promising. I could not for the life of me, find this sort of stuff. Awesome.

MR

"Mark McDermott" <mark@stateofwail.com> wrote in message news:456b57ab\$1@linux...

>
> And this too!
>
> http://www.easywma.com/
>
>
> "Mike R." <emarenot@yahoo.com> wrote:
> >
> >
> >Not Paris related, but I can find nothing on the internet and thought maybe
> >someone

Subject: Re: message from democrats
Posted by [TCB](#) on Thu, 09 Nov 2006 18:40:11 GMT
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>><DIV><FON=
T=20
face=3D3DArial=20
size=3D3D2>Tom</DIV&g t;
><DIV><FONT=20
face=3D3DArial size=3D3D2>=20
=
</DIV>
><BLOCKQUOTE=3D20
>style=3D3D"PADDING-RIGHT: =
0px;=20
PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: #000000 =
2px solid;=20
MARGIN-RIGHT: 0px">
> <DIV>"DJ" <<A=20
=3D
>href=3D3D"<A=20

=
href=3D'mailto:nowayjose@dude.net">nowayjose@dude.net>=3D20'>mailto:n=
owayjose@dude.net">nowayjose@dude.net>=3D20
>&n=
bsp;=20
wrote in message <A=3D20
> href=3D3D"<A=20
=
href=3D'news:45628cda@linux">news:45628cda@linux...</DIV>Sorry'>news:=
45628cda@linux">news:45628cda@linux>...</DIV>Sorry =

=3D
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Deej<BR& amp;gt; "cujo"
=3D
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=3D
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=
href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio
>=3D
>.com>>=3D20
> =20
wrote in message
<A=3D20
> =
=3D
>href=3D3D"<A=20
=
href=3D'news:455db889\$1@linux">news:455db889\$1@linux...
>
&=amp;=
g'>news:455db889\$1@linux">news:455db889\$1@linux>...
=
>
&g=3D
 >t;
>
&g t;=3D20 <BR=
>> =20
hey DJ, I know you guys don;t care about

Subject: Re: message from democrats
Posted by [Jamie K](#) on Thu, 09 Nov 2006 18:44:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

in this group could help out.
> >I've got a client whose trying to convert .wma files to .wav files and
then
> >burn CD's with the .wav files. Her operating system is OS X 10.3. There
> >are solutions out there, but they seem to all require OS X 10.4 or
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> >Toast might help, but I seem to need version 6.0, not the latest, and I'm
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> >Thanks gents.
> >MR
> >
> >
> ><!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">
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> > <BODY bgColor=3D#ffffff>
> > <DIV><FONT face=3DArial size=3D2>Not Paris related, but I can find =
> > nothing on the=20
> > internet and thought maybe someone in this group could help =
> > out.</FONT></DIV>
> > <DIV><FONT face=3DArial size=3D2>I've got a client whose trying to =
> > convert .wma=20
> > files to .wav files and then burn CD's with the .wav files. Her =
> > operating=20
> > system is OS X 10.3. There are solutions out there, but they seem =
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> > <DIV><FONT face=3DArial size=3D2>Thanks gents.</FONT></DIV>
> > <DIV><FONT face=3DArial size=3D2>MR</FONT></DIV></BODY></HTML>
> >
> >
> Is this the one when your Interfaces are not plgged in or MEC turned off?

```

"lucio" <yo@kingtone.com> wrote:

```

>
> hi all,
>
> It's been a while since I posted here...I've only sporadically used my PARIS
> rig in the past couple years (1 card/MEC/24-8 in/out on a dedicated MAC
> G4
> Quicksilver). Never had problems before, but today PARIS won't boot up.
>
> I get a 'Error initializing PARIS Engine Error code -43/fffffd5
>
> Tried replacing config file, reinstalled PARIS on another drive, cleaned
> things up, etc all with the same problem. Help! Hey Neil,
> Thanks for the response. This particular client only has a Mac. I have CD
> Architect, which is a great program. I thought about encouraging her to go
> for this, (if it even runs on a Mac -I'm not sure either) but wanted to try
> and find a less expensive solution for starters.
> Thanks again man.
> MR

```

"Neil" <OIUOIU@OIU.com> wrote in message news:456b57f1\$1@linux...

>
> Sound Forge 8 has WMA conversion capabilities, and it comes with
> CD Architect, but I don't know if they have a Mac version?
>
> Do you happen to have any app residing on a PC that does this?
> If so, what about just dumping the WMA's onto a CD-R & then
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>
>
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> >
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> ><META content=3D"MSHTML 6.00.2800.1555" name=3DGENERATOR>
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> ></HEAD>
> ><BODY bgColor=3D#ffffff>
> ><DIV>Not Paris related, but

Subject: Re: message from democrats
Posted by [Jamie K](#) on Thu, 09 Nov 2006 18:46:47 GMT
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> >nothing on the=20
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> ><DIV>I've got a client whose trying to =

> >convert .wma=20
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> >system is OS X 10.3. There are solutions out there, but they seem =
> >to all=20
> >require OS X 10.4 or greater. Toast might help, but I seem to need =
> >version=20
> >6.0, not the latest, and I'm unsure if it converts .wma to wav, though =
> >it=20
> >clearly will burn CD's.</DIV>
> ><DIV>Thanks gents.</DIV>
> ><DIV>MR</DIV></BODY></HTML>
> >
> >
>hmm, so let me get this straight,
Only the newer NEVE plugs changed in 4.4?
Have a list of your nudge and sample slide values?
Thank you so much.

"Tom Bruhl" <ar

Subject: Re: message from democrats
Posted by [Jamie K](#) on Thu, 09 Nov 2006 18:56:50 GMT
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pegio@comcast.net> wrote:
>
>
>Thanks for the correction Rod. It's never easy is it.
>
>If you have a chart on all those latencies I'd find it
>very useful. I still use the older one you posted a
>while back.
>Tom
>
>
> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
>news:456aeaf0\$1@linux...
>
> Tom, All the old plugs are the same as they've always been.
> The Neve 1078 and 1081 (big versions)have the same latency wich you =
>correctly
> repored. Your correct on the 60933. The light versions of the Neve =
>plugs
> have the same latecnry as all the old plugs. All the Prec. Plugs have =
>more

> latency, and they're all different, with the Multiband being about =
>twice
> as much.
>
> "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >
> >
> >For those that care,
> >
> >My numbers on UAD-1 ver 4.4 were:
> >44K Neve 60933 =3D3D 557ms, 64 samples
> >
> >UAD-1 4.3 and before
> >44K =3D3D most plugs 365ms, 12 samples (Pultec 3 samples)
> >Tom
> >
> > "DJ" <nowayjose@dude.net> wrote in message news:45628cda@linux...
> > Sorry Chris.I think it changed (basically doubled) in v4.4 =
>actually.
> >
> > DeeJ
>

Subject: Re: message from democrats
Posted by [Jamie K](#) on Thu, 09 Nov 2006 19:00:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

> "cujo" <chris@nospamapplemanstudio.com> wrote in message
> > news:455db889\$1@linux...
> > >
> > >
> > >
> > > hey DJ, I know you guys don;t care about this in your set up,
> > > But did the latency change in the newer UAD updates?
> > > I think it was Tom B who was having this issue a while back.
> > > C
> > >
> > > "Neil" <IOUOI@OI.com> wrote:
> > > >
> > > > "DJ" <nowayjose@dude.net> wrote:
> > > > > Of course, since I had a \$100.00 credit from way back when I =
>=3D
> > bought
> > another
> > > > card and I got the \$149.00 discount coupon because I had =3D
> > previously
> > > > purchased the 1073, I now own both of these, otherwise I'd =3D

```

> >be.....well,
> > >you know.
> > >
> > >>Needing to die?
> > >
> > >>:)
> >
> >
> >
> >
> >I choose Polesoft Lockspam to fight spam, and you?
> >http://www.polesoft.com/refer.html =20
> >
> ><!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>For those that =
>care,</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>My numbers on UAD-1 ver 4.4 =3D
> >were:</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>44K Neve 60933 =3D3D 557ms, =
>64=3D20
> >samples</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>UAD-1 4.3 and =
>before</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>44K =3D3D most plugs 365ms, 12 =
>samples =3D
> >(Pultec 3=3D20
> >samples)</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</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">
> > <DIV>"DJ" <<A =3D
> >href=3D3D"mailto:nowayjose@dude.net">nowayjose@dude.net</A>>=3D20
> > wrote in message <A=3D20
> > =
> >href=3D3D"news:45628cda@linux">news:45628cda@linux</A>...</DIV>Sorry =3D
> >Chris.I think=3D20

```

> > it changed (basically doubled) in v4.4 =
> actually.

Deej
"cujo"
> =3D
> ><<A=3D20
> > =3D
> =
>>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=
> dio=3D
> >.com>=3D20
> > wrote in message
<A=3D20
> > =3D
> =
>>href=3D3D"news:455db889\$1@linux">news:455db889\$1@linux...
>
&g=
> =3D
> >t;
>
>=3D20
> > hey DJ, I know you guys don;t care about this in your set up,
>
=3D
>=3D
> >But did=3D20
> > the latency change in the newer UAD updates?
> I think it was =
>=3D
> >Tom B who=3D20
> > was having this issue a while back.
> C
>
> "Neil" =3D
> ><<A=3D20
> > href=3D3D"mailto:IOUOI@OI.com">IOUOI@OI.com> wrote:
> =3D
> >>
>=3D20
> > >"DJ" <<A =3D
> >href=3D3D"mailto:nowayjose@dude.net">nowayjose@dude.net>=3D20
> > wrote:
> >>Of course, since I had a \$100.00 credit from =3D
> >way back=3D20
> > when I bought
another
> >>card and I got the \$149.00 =3D
> >discount=3D20
> > coupon because I had previously
> >>purchased the 1073, I =3D
> >now own=3D20
> > both of these, otherwise I'd be.....well,
> >you =3D
> >know.
>=3D20
> > >
> >Needing to die?
> >
>=3D20
> >>.)

</BLOCKQUOTE>
> ><DIV>

I choose Polesoft Lockspam to fight =
> spam, =3D
> >and=3D20
> >you?
<A=3D20
> =
>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
> fer=3D
> >.html </DIV></BODY></HTML>
> >
> >

```
>
>
><!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 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>

>It's never=20
>easy is it.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>If you have a chart on all those =
>latencies I'd find=20
>it</FONT></DIV>

>older one you=20
>posted a</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>while back.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Rod Lincoln" <A=20
> =
>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
>t;=20
> wrote in message <A=20
> =
>href=3D"news:456aeaf0$1@linux">news:456aeaf0$
```

Subject: Re: message from democrats
Posted by [Tony Benson](#) on Thu, 09 Nov 2006 19:28:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
>doubled) in v4.4=20
> =
>actually.<BR><BR>Deej<BR>"cujo"<BR>=3D<BR>><<A=
> =3D<BR>>href=3D3D"<A=20
> =
>href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
```

>'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=

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

> =

>href=3D'news:455db889\$1@linux">news:455db889\$1@linux...
>
&=

>g'>news:455db889\$1@linux">news:455db889\$1@linux...
=

>>
&g=3D
>t;
>
>=3D20
=

> hey DJ, I know you guys don;t care about this in your set =

>up,
>=20

>UAD=20

> updates?
> I think it was =3D
>Tom B =

> having this issue a while back.
> =

>C
>
>=20

> =

>href=3D'mailto:IOUOI@OI.com">IOUOI@OI.com</A'>mailto:IOUOI@OI.com">IOU=

>OI@OI.com</A>=20

>>"DJ"=20

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

> =

>href=3D'mailto:nowayjose@dude.net">nowayjose@dude.net>=3D20'>mailto:n=

>owayjose@dude.net">nowayjose@dude.net>=3D20
>&n=

>bsp;=20

> wrote:
> >>Of course, since I had a \$100.00 credit =

>from=20

> bought
another
> >>card and I got the =

>\$149.00=20

> previously
> >>purchased the 1073, I =3D
>now=20

>be.....well,
>=20

>>
>=20

> >Needing to die?
>=20

> =

>>
>=3D20
>>.)

</BLOCKQUOTE&=

>gt;
><DIV><FONT=20

> size=3D3D2>

I choose Polesoft Lockspam to fight =

>spam,=20

> =

>=3D
>and=3D20
>you?
<A=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</A=
>>=3D<BR>>.html</A>=20
> =
></FONT></DIV></BODY></HTML><BR>><BR>><BR></=
>BLOCKQUOTE></BODY></HTML>
>
>Nothing changed. The newer Neve (1081 and 60933) weren't available before
4.4. The Neve 1078 was on 4.3. It's the same as always..which is more latency
than the "normal" UAD plugs. I'm at another studio right now (twiddling my
thumbs, I did all my tracks last night in paris, and brought files in.) so
I don't have access to the list, but I'll try to get it posted when I get
home.
Rod
"Cujo" <chris@nospamapplemanstudio.com> wrote:
>
>
>hmm, so let me get this straight,
>Only the newer NEVE plugs changed in 4.4?
>Have a list of your nudge and sample slide values?
>Thank you so much.
>
>
>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>
>>
>>Thanks for the correction Rod. It's never easy is it.
>>
>>If you have a chart on all those latencies I'd find it
>>very useful. I still use the older one you posted a
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>>Tom
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>>
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>> The Neve 1078 and 1081 (big versions)have the same latency wich you =
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>> repored. Your correct on the 60933. The light versions of the Neve =
>>plugs
>> have the same latecny as all the old plugs. All the Prec. Plugs have
=
>>more
>> latency, and they're all different, with the Multiband being about =
>>twice
>> as much.

```

>>
>> "Tom Bruhl" <arpegio@comcast.net> wrote:
>>

Subject: Re: message from democrats
Posted by [John \[1\]](#) on Thu, 09 Nov 2006 20:01:55 GMT
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linux" target="_blank">1@linux...</DIV>
Tom,=
> All=20
> the old plugs are the same as they've always been.
The Neve 1078 =
>and 1081=20
> (big versions)have the same latency wich you correctly
reporred. =
>Your=20
> correct on the 60933. The light versions of the Neve plugs
have the
=
>same=20
> latecny as all the old plugs. All the Prec. Plugs have =
>more
latency, and=20
> they're all different, with the Multiband being about twice
as=20
> much.

"Tom Bruhl" <<A=20
> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net>=20
> wrote:
>
>
>For those that care,
>
>My =
>numbers=20
> on UAD-1 ver 4.4 were:
>44K Neve 60933 =3D3D 557ms, 64=20
> samples
>
>UAD-1 4.3 and before
>44K =3D3D most =
>plugs 365ms,=20

><<A=20
> href=3D"mailto:nowayjose@dude.net">nowayjose@dude.net> wrote in =
>message=20
> <A =

>Sorry=20
> Chris.I think it changed (basically doubled) in v4.4=20

> =
>href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>.com>=20

> =

>=20

>I know=20

>did the=20

>was Tom=20

>>=20

> href=3D"mailto:nowayjose@dude.net">nowayjose@dude.net=20

>credit from=20

>>=20

> >>card and I got the \$149.00 discount coupon because I had=20

>now own=20

>> >you=20

> >.)
>
>
>
>
>I choose Polesoft =

>Lockspam to=20

> fight spam, and =

>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20

> Transitional//EN">
><HTML><HEAD>
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> =3D
>charset=3D3Diso-8859-1">
><META =

>content=3D3D"MSHTML=20

> 6.00.2800.1400"=20

> =

>name=3D3DGENERATOR>
><STYLE></STYLE>
></HEA=

>D>
><BODY=20

> bgColor=3D3D#ffffff>
><DIV><FONT f

Subject: Re: message from democrats

Posted by [Jamie K](#) on Thu, 09 Nov 2006 20:15:59 GMT

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;/A>&a=

mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

A>&g=3D
>>t;=3D20
>> =20

wrote in message <A=3D20
>> =

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

=

href=3D'news:456aeaf0\$1@linux">news:456aeaf0\$1@linux...</DIV>
Tom'=

>news:456aeaf0\$1@linux">news:456aeaf0\$1@linux>...</DIV>>=

Tom,=3D
>=20
 All=3D20
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>>and =
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latency,=20
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>> they're all different, with the Multiband =
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>> much.

Tom =
 Bruhl"=20
 <<A=3D20
>> href=3D3D"<A=20
 =
 href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D20'>mailto=
 :arpeggio@comcast.net">arpeggio@comcast.net<A>>=3D20
&g=
 t;> =20
 wrote:
>
>&a mp;
>For those that=20
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&My =
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>>numbers=3D20
>>=20
 on UAD-1 ver 4.4 were:
>&44K Neve 60933 =3D3D3D 557ms,=20
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>& samples

&U AD-1 4.3 =
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 =3D
><A=3D20
>& href=3D3D"<A=20
 =
 href=3D'mailto:nowayjose@dude.net">nowayjose@dude.netmailto:nowayjos=
 e@dude.net">nowayjose@dude.net<A>>=20
 wrote in =3D
>&message=3D20
>& <A=20
 =3D
>&href=3D3D"<A=20
 =
 href=3D'news:45628cda@linux">news:45628cda@linux...
'news:45628cda=
 @linux">news:45628cda@linux<A>>...
>=20
 =3D
>&Sorry=3D20
>& Chris.I think it changed =
 (basically=20
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>& =
 actually.

&=20
 DeeJ
>&"cujo" <<A=3D20
>&=20
 =3D
>&href=3D3D"<A=20
 =
 href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
 '>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=

>=3D
>.com>=3D20
> =20
wrote in message
> <A=3D20
> =20
=3D
>>href=3D3D"<A=20
=
href=3D'news:455db889\$1@linux">news:455db889\$1@linux...
'news:455d=
b889\$1@linux">news:455db889\$1@linux>...<BR>>=20
=3D
>>=3D20
>> >
>> =
>
>>=20
>
>> > hey DJ, =3D
>>I =
know=3D20
> you=20
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> > But=20
=3D
>>did the=3D20
>> latency change in the =
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updates?
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Tom=3D20
> B who was having this issue a while=20
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> > =3D
>>C
>> =
=3D20
>> =20
>
>> > "Neil" <A=3D20
>> =
href=3D3D"<A=20
=
href=3D'mailto:IOUOI@OI.com">IOUOI@OI.com'mailto:IOUOI@OI.com">IOU=
OI@OI.com>=20
wrote:
> =3D
>>=3D20
>> =
>
>>=20
> >"DJ" <A=3D20
>> href=3D3D"<A=20
=
href=3D'mailto:nowayjose@dude.net">nowayjose@dude.net>=3D20'>mailto:n=
owayjose@dude.net">

Subject: Re: message from democrats
Posted by [LaMont](#) on Thu, 09 Nov 2006 20:20:38 GMT
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>
>> >
>> >For those that care,
>> >
>> >My numbers on UAD-1 ver 4.4 were:
>> >44K Neve 60933 =3D3D 557ms, 64 samples
>> >
>> >UAD-1 4.3 and before
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>> > >
>> > >
>> > >
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>> > >
>> > > "

Subject: Re: message from democrats
Posted by [John \[1\]](#) on Thu, 09 Nov 2006 20:27:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Neil" <IOUOI@OI.com> wrote:

>> > > >
>> > > >"DJ" <nowayjose@dude.net> wrote:
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>> >
>> >
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>> ><!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=#ffffff>
>> <DIV><FONT face=Arial size=2>For those that =
>>care,</FONT></DIV>
>> <DIV><FONT face=Arial size=2></FONT> </DIV>
>> <DIV><FONT face=Arial size=2>My numbers on UAD-1 ver 4.4 =3D
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>> <DIV><FONT face=Arial size=2>44K Neve 60933 =3D 557ms, =
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>> <BLOCKQUOTE=3D20
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>>=3D
>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"DJ" <<A =3D
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>> > =3D
>> =
>> >href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=
>>dio=3D
>> >.com</A>>=3D20
>> > wrote in message<BR><A=3D20
>> > =3D
>> =
>> >href=3D"news:455db889$1@linux">news:455db889$1@linux</A>...<BR>><BR>&g=
>>=3D
>> >t;<BR>><BR>>=3D20
>> > hey DJ, I know you guys don;t care about this in your set up,<BR>>
>=

```

```

>>=3D
>> >But did=3D20
>> > the latency change in the newer UAD updates?<BR>> I think it was =
>>=3D
>> >Tom B who=3D20
>> > was having this issue a while back.<BR>> C<BR>><BR>> "Neil" =3D
>> ><<A=3D20
>> > href=3D3D"mailto:IOUOI@OI.com">IOUOI@OI.com</A>> wrote:<BR>> =3D
>> >><BR>>=3D20
>> > >"DJ" <<A =3D
>> >href=3D3D"mailto:nowayjose@dude.net">nowayjose@dude.net</A>>=3D20
>> > wrote:<BR>> >>Of course, since I had a $100.00 credit from =3D
>> >way back=3D20
>> > when I bought<BR>another<BR>> >>card and I got the $149.00 =3D
>> >discount=3D20
>> > coupon because I had previously<BR>> >>purchased the 1073, I =3D
>> >now own=3D20
>> > both of these, otherwise I'd be.....well,<BR>> >you =3D
>> >know.<BR>>=3D20
>> > ><BR>> >Needing to die?<BR>> ><BR>>=3D20
>> >>.)<BR><BR></BLOCKQUOTE>
>> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>spam, =3D
>> >and=3D20
>> >you?<BR><A=3D20
>> =
>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>>fer=3D
>> >.html</A> </FONT></DIV></BODY></HTML>
>> >
>> >
>>
>>
>><!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 6.00.2800.1400" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY bgColor=3D#ffffff>

>>It's never=20
>>easy is it.</FONT></DIV>

>><DIV><FONT face=3DArial size=3D2>If you have a chart on all those =
>>latencies I'd find=20
>>it</FONT></DIV>

```

>>older one you=20
>>posted a</DIV>
>><DIV>while back.</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>"Rod Lincoln" <<A=20
>> =
>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
>>t;=20
>> wrote in message <A=20
>> =
>>href=3D"news:456aeaf0\$1@linux">news:456aeaf0\$1@linux...</DIV>
Tom,=
>> All=20
>> the old plugs are the same as they've always been.
The Neve 1078 =
>>and 1081=20
>> (big versions)have the same latency wich you correctly
repared. =
>>Your=20
>> correct on the 60933. The light versions of the Neve plugs
have the
>=
>>same=20
>> latecny as all the old plugs. All the Prec. Plugs have =
>>more
latency, and=20
>> they're all different, with the Multiband being about twice
as=20
>> much.

"Tom Bruhl" <<A=20
>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net=>=20
>> wrote:
>
>
>For those that care,
>
>My =
>>numbers=20
>> on UAD-1 ver 4.4 were:
>44K Neve 60933 =3D3D 557ms, 64=20
>> samples
>
>UAD-1 4.3 and before
>44K =3D3D most =
>>plugs 365ms,=20

>><<A=20
>> href=3D"mailto:nowayjose@dude.net">nowayjose@dude.net> wrote in =

Subject: Re: message from democrats
Posted by [steve the artguy](#) on Thu, 09 Nov 2006 20:32:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>message=20
>> <A =

>>Sorry=20
>> Chris.I think it changed (basically doubled) in v4.4=20

>> =
>>href=3D"mailto:

Subject: Re: message from democrats
Posted by [John \[1\]](#) on Thu, 09 Nov 2006 20:50:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

o.com" target="_blank">chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>>.com>=20

>> =

>>=20

>>I know=20

>>did the=20

>>was Tom=20

>>>=20

>> href=3D"mailto:nowayjose@dude.net">nowayjose@dude.net>=20

>>credit from=20

>>>=20

>> >>card and I got the \$149.00 discount coupon because I had=20

>>now own=20

>>> >you=20

>> >.)
>
>
>
>
>I choose Polesoft =
>>Lockspam to=20
>> fight spam, and =

>>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>> Transitional//EN">
><HTML><HEA

Subject: Re: message from democrats

Posted by [steve the artguy](#) on Thu, 09 Nov 2006 20:57:53 GMT

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

```
D><BR>><META=20
>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>> =3D<BR>> charset=3D3Diso-8859-1"><BR>><META =
>> content=3D3D"MSHTML=20
>> 6.00.2800.1400"=20
>> =
>> name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=
>> D><BR>><BODY=20
>> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial =
>> size=3D3D2>For=20
>> those that care,</FONT></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2></FONT> =
>></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>My numbers on UAD-1 ver 4.4=20
>> =3D<BR>>were:</FONT></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>44K Neve 60933 =3D3D 557ms,=20
>> =
>> 64=3D20<BR>>samples</FONT></DIV><BR>><DIV><FON=
>> T=20
>> face=3D3DArial size=3D3D2></FONT> =
>></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>UAD-1 4.3 and=20
>> before</FONT></DIV><BR>><DIV><FONT =
>> face=3D3DArial=20
>> size=3D3D2>44K =3D3D most plugs 365ms, 12 samples =
>> =3D<BR>>(Pultec=20
>> =
>> 3=3D20<BR>>samples)</FONT></DIV><BR>><DIV><FON=
>> T=20
>> face=3D3DArial=20
>> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2></FONT>=20
>> =
>></DIV><BR>><BLOCKQUOTE=3D20<BR>>style=3D3D"PADDING-RIGHT: =
>> 0px;=20
>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>> 2px solid;=20

>> =3D<BR>>href=3D3D"<A=20
>> =
>> href=3D'mailto:nowayjose@dude.net">nowayjose@dude.net</A>>=3D20'>mailto:n=
>> owayjose@dude.net">nowayjose@dude.net</A>>=3D20</A><BR>>&n=
>> bsp;=20

>> =
```

>>href=3D'news:45628cda@linux">news:45628cda@linux...</DIV>Sorry'>news:=
>>45628cda@linux">news:45628cda@linux...</DIV>Sorry =
>>

>>doubled) in v4.4=20
>> =
>>actually.

Deej
"cujo"
=3D
><<A=

>> =3D
>href=3D3D"<A=20
>> =
>>href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
>>'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=

>>=3D
>href=3D3D"<A=20
>> =
>>href=3D'news:455db889\$1@linux">news:455db889\$1@linux...
>
&=
>>g'>news:455db889\$1@linux">news:455db889\$1@linux...
=
>>>
&g=3D
>t;
>
>=3D20
=

>> hey DJ, I know you guys don;t care about this in your set =
>>up,
>=20

>>UAD=20
>> updates?
> I think it was =3D
>Tom B =

>> having this issue a while back.
> =
>>C
>
>=20

>> =
>>href=3D'mailto:IOUOI@OI.com">IOUOI@OI.com'>mailto:IOUOI@OI.com">IOU=
>>OI@OI.com</A>>=20

>>>"DJ"=20
>> <<A =3D
>href=3D3D"<A=20
>> =
>>href=3D'mailto:nowayjose@dude.net">nowayjose@dude.net>=3D20'>mailto:n=
>>owayjose@dude.net">nowayjose@dude.net>=3D20
>&n=
>>bsp;=20
>> wrote:
> >>Of course, since I had a \$100.00 credit =
>>from=20

>> bought
another
> >>card and I got the =
>>\$149.00=20

>> previously
> >>purchased the 1073, I =3D
>now=20

>>be.....well,
>=20

```
>>><BR>>=20
>> >Needing to die?<BR>>=20
>> =
>>><BR>>=3D20<BR>>>.)<BR><BR></BLOCKQUOTE&=
>>gt;<BR>><DIV><FONT=20
>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>spam,=20
>> =
>>=3D<BR>>and=3D20<BR>>you?<BR><A=3D20<BR>>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<BR>>.html</A>=20
>> =
>></FONT></DIV></BODY></HTML><BR>><BR>><BR></=
>>BLOCKQUOTE></BODY></HTML>
>>
>>the power is on and i also checked all cables. i tried it w/ the MEC off as
a test and the same thing came up - i'm going to open the box and reseal
the card, to see if that does anything.
```

"Cujo" <chris@nospamapplemanstudio.com> wrote:

```
>
>
>Is this the one when your Interfaces are not plgged in or MEC turned off?
>
>
>"lucio" <yo@kingtone.com> wrote:
>>
>>hi all,
>>
>>It's been a while since I posted here...I've only sporadically used my
PARIS
>>rig in the past couple years (1 card/MEC/24-8 in/out on a dedicated MAC
>>G4
>>Quicksilver). Never had problems before, but today PARIS won't boot up.
>>
>>I get a 'Error initializing PARIS Engine Error code -43/fffffd5
>>
>>Tried replacing config file, reinstalled PARIS on another drive, cleaned
>>things up, etc all with the same problem. Help!This is a multi-part message in MIME format.
```

```
-----=_NextPart_000_0061_01C712F6.CF26CDB0
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
```

Rod,
That is very cool of you.
Tom

"Rod Lincoln" <rlincoln@nosam.kc.rr.com> wrote in message =
news:456c8250\$1@linux...

Nothing changed. The newer Neve (1081 and 60933) weren't available =
before

4.4. The Neve 1078 was on 4.3. It's the same as always..which is more =
latency

than the "normal" UAD plugs. I'm at another studio right now =
(twiddling my

thumbs, I did all my tracks last night in paris, and brought files =
in.) so

I don't have access to the list, but I'll try to get it posted when I =
get

home.

Rod

"Cujo" <chris@nospamapplemanstudio.com> wrote:

>

>

>hmm, so let me get this straight,

>Only the newer NEVE plugs changed in 4.4?

>Have a list of your nudge and sample slide values?

>Thank you so much.

>

>

>"Tom Bruhl" <arpeggio@comcast.net> wrote:

>>

>>

>>Thanks for the correction Rod. It's never easy is it.

>>

>>If you have a chart on all those latencies I'd find it

>>very useful. I still use the older one you posted a

>>while back.

>>Tom

>>

>>

>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D

>>news:456aeaf0\$1@linux...

>>

>> Tom, All the old plugs are the same as they've always been.

>> The Neve 1078 and 1081 (big versions) have the same latency wich =
you =3D

>>correctly

>> repored. Your correct on the 60933. The light versions of the Neve =
=3D

>>plugs
>> have the same latency as all the old plugs. All the Prec. Plugs =
have
=3D
>>more
>> latency, and they're all different, with the Multiband being about =
=3D
>>twice
>> as much.
>>
>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>> >
>> >
>> >For those that care,
>> >
>> >My numbers on UAD-1 ver 4.4 were:
>> >44K Neve 60933 =3D3D3D 557ms, 64 samples
>> >
>> >UAD-1 4.3 and before
>> >44K =3D3D3D most plugs 365ms, 12 samples (Pultec 3 samples)
>> >Tom
>> >
>> > "DJ" <nowayjose@dude.net> wrote in message =
news:45628cda@linux...
>> > Sorry Chris.I think it changed (basically doubled) in v4.4 =3D
>>actually.
>> >
>> > Deej
>> > "cujo" <chris@nospamapplemanstudio.com> wrote in message
>> > news:455db889\$1@linux...
>> > >
>> > >
>> > >
>> > > hey DJ, I know you guys don;t care about this in your set up,
>> > > But did the latency change in the newer UAD updates?
>> > > I think it was Tom B who was having this issue a while back.
>> > > C
>> > >
>> > > "Neil" <IOUOI@OI.com> wrote:
>> > > >
>> > > >"DJ" <nowayjose@dude.net> wrote:
>> > > >>Of course, since I had a \$100.00 credit from way back when =
I =3D
>>=3D3D3D
>> >bought
>> > another
>> > >>card and I got the \$149.00 discount coupon because I had =
=3D3D3D

```

>> >previously
>> > >>purchased the 1073, I now own both of these, otherwise I'd =
=3D3D
>> >be.....well,
>> > >>you know.
>> > >>
>> > >>Needing to die?
>> > >>
>> > >>:)
>> >
>> >
>> >
>> >
>> >I choose Polesoft Lockspam to fight spam, and you?
>> >http://www.polesoft.com/refer.html =3D20
>> >
>> ><!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>For those that =3D
>>>care,</FONT></DIV>
>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>My numbers on UAD-1 ver =
4.4 =3D3D
>> >were:</FONT></DIV>
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557ms, =3D
>>>64=3D3D20
>> >samples</FONT></DIV>
>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>UAD-1 4.3 and =3D
>>>before</FONT></DIV>
>> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>44K =3D3D3D most plugs =
365ms, 12
=3D
>>>samples =3D3D
>> >(Pultec 3=3D3D20
>> >samples)</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: =

```

```

5px;
=3D
>>=3D3D
>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"DJ" <<A =3D3D
>> =
>href=3D3D3D"mailto:nowayjose@dude.net">nowayjose@dude.net</A>>=3D3D20
>> > wrote in message <A=3D3D20
>> > =3D
=
>>href=3D3D3D"news:45628cda@linux">news:45628cda@linux</A>...</DIV>Sorry =
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>>actually.<BR><BR>Deej<BR>"cujo"
>> =3D3D
>> ><<A=3D3D20
>> > =3D3D
>> =3D
=
>>>href=3D3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplema=
nstu=3D
>>dio=3D3D
>> >.com</A>>=3D3D20
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>> > =3D3D
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=
>>>href=3D3D3D"news:455db889$1@linux">news:455db889$1@linux</A>...<BR>><B=
R>&g=3D
>>=3D3D
>> >t;<BR>><BR>>=3D3D20
>> > hey DJ, I know you guys don;t care about this in your set =
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>=3D
>>=3D3D
>> >But did=3D3D20
>> > the latency change in the newer UAD updates?<BR>> I think it =
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>>=3D3D
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```

```

>> =
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>> > ><BR>> >Needing to die?<BR>> ><BR>=
>> >>.)<BR><BR></BLOCKQUOTE>
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fight =
>>spam, =
>> >and=
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>> =
=
>>>href="http://www.polesoft.com/refer.html">http://www.polesoft.co=
m/re=
>>fer=
>> >.html</A> </FONT></DIV></BODY></HTML>
>> >
>> >
>>
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>><HTML><HEAD>
>><META http-equiv=Content-Type content="text/html; =
>>charset=Diso-8859-1">
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>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
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in =3D
 >>message=3D20
 >> <A =3D
 >>href=3D3D"news:45628cda@linux">news:45628cda@linux...
> =3D
 >>Sorry=3D20
 >> Chris.I think it changed (basically doubled) in v4.4=3D20
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 >>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanst=udio=3D
 >>.com>=3D20
 >> wrote in message
> <A=3D20
 >> =3D
 >>href=3D3D"news:455db889\$1@linux">news:455db889\$1@linux...
> =
 =3D
 >>=3D20
 >> >
> >
> >
> > hey DJ, =3D
 >>I know=3D20
 >> you guys don;t care about this in your set up,
> > But =3D
 >>did the=3D20
 >> latency change in the newer UAD updates?
> > I think it =3D
 >>was Tom=3D20
 >> B who was having this issue a while back.
> > =3D
 >>C
> =3D20
 >> >
> > "Neil" <<A=3D20
 >> href=3D3D"mailto:IOUOI@OI.com">IOUOI@OI.com> wrote:
> =3D
 >>>=3D20
 >> >
> > >"DJ" <<A=3D20
 >> href=3D3D"mailto:nowayjose@dude.net">nowayjose@dude.net>=3D20
 >> wrote:
> > >>Of course, since I had a \$100.00 =3D
 >>credit from=3D20
 >> way back when I =3D3D
>bought
> another
> =3D
 >>>=3D20
 >> >>card and I got the \$149.00 discount coupon because I had=3D20
 >> =3D3D
>previously
> > >>purchased the 1073, I =3D
 >>now own=3D20
 >> both of these, otherwise I'd =3D3D
>be.....well,
> =3D
 >>> >you=3D20
 >> know.
> > >
> > >Needing to=3D20
 >> die?
> > >
> >=3D20
 >> >.)
>
>
>
>
>
>I choose Polesoft =3D
 >>Lockspam to=3D20
 >> fight spam, and =3D
 >>you?
>http://www.polesoft.com/refer.html =3D20
 >>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
 >> Transitional//EN">
><HTML><HEAD>
><META=3D20
 >> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20

```

>> =3D3D<BR>> charset=3D3D3Diso-8859-1"><BR>><META =3D
>> content=3D3D3D"MSHTML=3D20
>> 6.00.2800.1400"=3D20
>> =3D
>> name=3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D
>> D><BR>><BODY=3D20
>> bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial =3D
>> size=3D3D3D2>For=3D20
>> those that care,</FONT></DIV><BR>><DIV><FONT=3D20
>> face=3D3D3DArial size=3D3D3D2></FONT> =3D
>></DIV><BR>><DIV><FONT=3D20
>> face=3D3D3DArial size=3D3D3D2>My numbers on UAD-1 ver 4.4=3D20
>> =3D3D<BR>>were:</FONT></DIV><BR>><DIV><FONT=3D20
>> face=3D3D3DArial size=3D3D3D2>44K Neve 60933 =3D3D3D 557ms,=3D20
>> =3D
>> 64=3D3D20<BR>>samples</FONT></DIV><BR>><DIV><FON=3D
>> T=3D20
>> face=3D3D3DArial size=3D3D3D2></FONT> =3D
>></DIV><BR>><DIV><FONT=3D20
>> face=3D3D3DArial size=3D3D3D2>UAD-1 4.3 and=3D20
>> before</FONT></DIV><BR>><DIV><FONT =3D
>> face=3D3D3DArial=3D20
>> size=3D3D3D2>44K =3D3D3D most plugs 365ms, 12 samples =3D
>> =3D3D<BR>>(Pultec=3D20
>> =3D
>> 3=3D3D20<BR>>samples)</FONT></DIV><BR>><DIV><FON=3D
>> T=3D20
>> face=3D3D3DArial=3D20
>> size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
>> =3D
>></DIV><BR>><BLOCKQUOTE=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: =3D
>> 0px;=3D20
>> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: =
#000000 =3D
>> 2px solid;=3D20
>> MARGIN-RIGHT: 0px"><BR>> <DIV>"DJ" <<A=3D20
>> =3D3D<BR>>href=3D3D3D"<A=3D20
>> =3D
=
>> href=3D3D'mailto:nowayjose@dude.net">nowayjose@dude.net</A>>=3D3D20'>ma=
ilto:n=3D
>> owayjose@dude.net">nowayjose@dude.net</A>>=3D3D20</A><BR>>&n=3D
>> bsp;=3D20
>> wrote in message <A=3D3D20<BR>> href=3D3D3D"<A=3D20
>> =3D
=
>> href=3D3D'news:45628cda@linux">news:45628cda@linux</A>...</DIV>Sorry'>n=

```

ews:3D
 >>45628cda@linux">news:45628cda@linux...</DIV>Sorry 3D
 >>
 >> 3D3D
>Chris.I think3D3D20
> it changed (basically 3D
 >>doubled) in v4.43D20
 >> 3D
 >>actually.

Deej
"cujo"
3D3D
><<A=3D
 >>3D3D20
> 3D20
 >> 3D3D
>href=3D3D3D"<A=3D20
 >> 3D
 =
 >>href=3D3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanst=
 udio=3D
 =
 >>'>mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio</A=3D=

 >>>3D3D
>.com>3D3D20
> 3D20
 >> wrote in message
<A=3D3D20
> 3D
 >>3D3D
>href=3D3D3D"<A=3D20
 >> 3D
 =
 >>href=3D3D'news:455db889\$1@linux">news:455db889\$1@linux...
>
&=
 3D
 >>g'>news:455db889\$1@linux">news:455db889\$1@linux...
=3D
 >>>
&g=3D3D
>t;
>
>=3D3D20
=3D
 >>>> 3D20
 >> hey DJ, I know you guys don;t care about this in your set 3D
 >>up,
>=3D20
 >> 3D3D
>But did3D3D20
> the latency change in the newer 3D
 >>UAD=3D20
 >> updates?
> I think it was 3D3D
>Tom B 3D
 >>who=3D3D20
> was=3D20
 >> having this issue a while back.
> 3D
 >>C
>
>=3D20
 >> "Neil" 3D3D
><<A=3D3D20
> href=3D3D3D"<A=3D20
 >> 3D
 =
 >>href=3D3D'mailto:IOUOI@OI.com">IOUOI@OI.com</A'>mailto:IOUOI@OI.com">IO=
 U=3D
 >>OI@OI.com</A>>=3D20
 >> wrote:
> 3D3D
>>
>=3D3D20
> 3D
 >>>"DJ"=3D20
 >> <<A 3D3D
>href=3D3D3D"<A=3D20
 >> 3D
 =
 >>href=3D3D'mailto:nowayjose@dude.net">nowayjose@dude.net>=3D3D20'>ma=
 ilto:n=3D
 >>owayjose@dude.net">nowayjose@dude.net>=3D3D20
>&n=3D

```

>> bsp;=3D20
>> wrote:<BR>> >>Of course, since I had a $100.00 credit =3D
>>from=3D20
>> =3D3D<BR>>way back=3D3D20<BR>> when I=3D20
>> bought<BR>another<BR>> >>card and I got the =3D
>>$149.00=3D20
>> =3D3D<BR>>discount=3D3D20<BR>> coupon because I had=3D20
>> previously<BR>> >>purchased the 1073, I =3D3D<BR>>now=3D20
>> own=3D3D20<BR>> both of these, otherwise I'd =3D
>>be.....well,<BR>>=3D20
>> >you =3D3D<BR>>know.<BR>>=3D3D20<BR>> =3D
>>><BR>>=3D20
>> >Needing to die?<BR>>=3D20
>> =3D
>>><BR>>=3D3D20<BR>>>.)<BR><BR></BLOCKQUOTE&=3D
>>gt;<BR>><DIV><FONT=3D20
>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight =3D
>>spam,=3D20
>> =3D
>>=3D3D<BR>>and=3D3D20<BR>>you?<BR><A=3D3D20<BR>>href=3D3D3D "<A=3D20
>> =3D
=
>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/r=
efer=3D
=
>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=

>>>=3D3D<BR>>.html</A>=3D20
>> =3D
>></FONT></DIV></BODY></HTML><BR>><BR>><BR></=3D
>>BLOCKQUOTE></BODY></HTML>
>>
>>

```

-----=_NextPart_000_0061_01C712F6.CF26CDB0

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 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Rod,</FONT></DIV>

```

<DIV>That is very cool of you.</DIV>
 <DIV>Tom</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>"Rod Lincoln" <<A=20
 =
 href=3D"mailto:rlincoln@nosam.kc.rr.com">rlincoln@nosam.kc.rr.com>=
 wrote=20
 in message <A=20
 =
 href=3D"news:456c8250\$1@linux">news:456c8250\$1@linux...</DIV>
Noth=
 ing=20
 changed. The newer Neve (1081 and 60933) weren't available =
 before
4.4. The=20
 Neve 1078 was on 4.3. It's the same as always..which is more =
 latency
than=20
 the "normal" UAD plugs. I'm at another studio right now =
 (twiddling=20
 my
thumbs, I did all my tracks last night in paris, and brought =
 files in.)=20
 so
I don't have access to the list, but I'll try to get it posted =
 when I=20
 get
 home.
Rod
"Cujo" <<A=20
 =
 href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
 ..com>=20
 wrote:
>
>
>hmm, so let me get this =
 straight,
>
>Only=20
 the newer NEVE plugs changed in 4.4?
>Have a list of your nudge =
 and=20
 sample slide values?
>Thank you so =
 much.
>
>
>"Tom=20
 Bruhl" <<A =
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 wrote:
>>
>>
>>Thanks for the correction =
 Rod. =20
 It's never easy is it.
>>
>>If you have a chart on =
 all those=20
 latencies I'd find it
>>very useful. I still use the =
 older one=20
 you posted a
>>while=20
 back.
>>Tom
>>
>>
>> "Rod =
 Lincoln"=20
 <<A=20
 =
 href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=

t;=20
wrote in message=20
=3D
>>news:456aeaf0\$1@linux...
>>
>> =
Tom, All=20
the old plugs are the same as they've always been.
>> =
The Neve=20
1078 and 1081 (big versions)have the same latency wich you=20
=3D
>>correctly
>> repored. Your correct on =
the 60933.=20
The light versions of the Neve =3D
>>plugs
>> =
have the=20
same latecny as all the old plugs. All the Prec. Plugs=20
have
=3D
>>more
>> latency, and they're all =

different, with the Multiband being about =
=3D
>>twice
>> =20
as much.
>>
>> "Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
wrote:
>> >
>> >
>> =
>For=20
those that care,
>> >
>> >My =
numbers on=20
UAD-1 ver 4.4 were:
>> >44K Neve 60933 =3D3D3D =
557ms, 64=20
samples
>> >
>> >UAD-1 4.3 and=20
before
>> >44K =3D3D3D most plugs 365ms, 12 samples =
(Pultec 3=20
samples)
>> >Tom
>> =
>
>> =20
> "DJ" <<A=20
href=3D"mailto:nowayjose@dude.net">nowayjose@dude.net> wrote in =
message=20
<A =
href=3D"news:45628cda@linux">news:45628cda@linux...
>> =
=20
> Sorry Chris.I think it changed (basically doubled) in v4.4=20
=3D
>>actually.
>> >
>> =
> =20
Deej
>> > "cujo" <<A=20
=
href=3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstudio=
..com>=20
wrote in message
>> > <A=20
=
href=3D"news:455db889\$1@linux">news:455db889\$1@linux...
>>&n=
bsp;=20
> >
>> > >
>> =
> =20

>
>> >> >> hey DJ, I know you guys don;t =
care=20
about this in your set up,
>> >> >> But did =
the=20
latency change in the newer UAD updates?
>> >> >> =
>> I=20
think it was Tom B who was having this issue a while =
back.
>> >>=20
>> >> C
>> >> >>
>> >>=20
>> >> "Neil" <A =
href=3D"mailto:IOUOI@OI.com">IOUOI@OI.com>>=20
wrote:
>> >> >> >>
>> >>=20
>> >>"DJ" <A=20
href=3D"mailto:nowayjose@dude.net">nowayjose@dude.net>>=20
wrote:
>> >> >> >>>>Of course, since I =
had a=20
\$100.00 credit from way back when I =
=3D
>>=3D3D
>> >>=20
>>bought
>> >> >> another
>> >>=20
>> >>>>card and I got the \$149.00 discount coupon because I had=20
=3D3D
>> >>previously
>> >> >>=20
>>>>purchased the 1073, I now own both of these, otherwise I'd=20
=3D3D
>> >>be.....well,
>> >> >>=20
>>=20
>>you know.
>> >> >> >>
>> >>=20

>> >> >>Needing to die?
>> >> >>=20
>>
>> >> >> >>:
>> >>=20
>>
>> >>
>> >>
>> >>=20
>>
>> >>I choose Polesoft Lockspam to fight spam, =
and=20
you?
>> >>http://www.polesoft.com/refer.html =20
=3D20
>> >>
>> >><!--DOCTYPE HTML =
PUBLIC=20
"-//W3C//DTD HTML 4.0 Transitional//EN">>> >>=20
>><!--HTML>><!--HEAD>>
>> >><!--META=20
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
>> >>=20
>>charset=3D3D3Diso-8859-1">>> >><!--META=20
content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>>> >>=20
>><!--STYLE>><!--/STYLE>>
>> >>=20
>><!--/HEAD>>
>> >><!--BODY=20
bgColor=3D3D3D#ffffff>>> >><!--DIV>><!--FONT=20
face=3D3D3DArial size=3D3D3D2>>>>For those that=20

 >>care,</DIV>
>> =20
 ></DIV> =
 </DIV>
>> ></DIV></FONT =
 face=3D3D3DArial=20
 size=3D3D3D2>My numbers on UAD-1 ver 4.4 =3D3D
>> =20
 >were:</DIV>
>> =
 ></DIV></FONT=20
 face=3D3D3DArial size=3D3D3D2>44K Neve 60933 =3D3D3D 557ms,=20
 =3D
>>64=3D3D20
>> =20
 >samples</DIV>
>> =
 ></DIV></FONT=20
 face=3D3D3DArial size=3D3D3D2> =
 </DIV>
>> =20
 ></DIV>UAD-1 4.3 and =
 =3D
 >>before</DIV>
>> =20
 ></DIV>44K =3D3D3D =
 most plugs=20
 365ms, 12
=3D
>>samples =3D3D
>> =
 >(Pultec=20
 3=3D3D20
>> =20
 >samples)</DIV>
>> =20
 ></DIV></FONT face=3D3D3DArial=20
 size=3D3D3D2>Tom</DIV>&
>> =20
 ></DIV> =
 </DIV>
>> =
 ></BLOCKQUOTE=3D3D20
>> =20
 >style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:=20
 5px;
=3D
>>=3D3D
>> >BORDER-LEFT: =
 #000000 2px solid;=20
 MARGIN-RIGHT: 0px">
>> > </DIV>"DJ" =
 <<A=20
 =3D3D
>> >href=3D3D3D"<A=20
 =
 href=3D'mailto:nowayjose@dude.net">nowayjose@dude.net>=3D3D20'>mailto=
 :nowayjose@dude.net">nowayjose@dude.net>=3D3D20
>=20
 > wrote in message <A=3D3D20
>> > =20
 =3D
>>href=3D3D3D"<A=20
 =
 href=3D'news:45628cda@linux">news:45628cda@linux...</DIV>Sorry'>news:=
 45628cda@linux">news:45628cda@linux...</DIV>Sorry =
 =3D3D
>> >Chris.I think=3D3D20
>> =
 > it=20
 changed (basically doubled) in v4.4=20

=
=3D
 >>actually.

 ;Deej
 "cujo"
>&=
gt; =20
=3D3D
> ><<A=3D3D20
> &=
> =20
=3D3D
> =3D
>>href=3D3D3D"<A=20
=
href=3D'mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu'>m=
ailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=3D<B=
R>>&dio=3D3D
> =20
>.com>=3D3D20
> > wrote in=20
message
<A=3D3D20
> > =
=3D3D
> =20
=3D
>>href=3D3D3D"<A=20
=
href=3D'news:455db889\$1@linux">news:455db889\$1@linux...
>
&=
g'>news:455db889\$1@linux">news:455db889\$1@linux...
=
>
&g=3D
>&=3D3D
> =20
>t;

&g t;=3D3D20
> > =
hey DJ, I=20
know you guys don;t care about this in your set=20
up,
>=3D
>=3D3D
> =
>But=20
did=3D3D20
> > the latency change in the =
newer UAD=20
updates?
> I think it was =
=3D
>=3D3D
> =20
>Tom B who=3D3D20
> > was having this =
issue a while=20
back.
> C

> "Neil" =
=3D3D
> =20
><<A=3D3D20
> > href=3D3D3D"<A=20
=
href=3D'mailto:IOUOI@OI.com">IOUOI@OI.commailto:IOUOI@OI.com">IOU=
OI@OI.com>=20
wrote:
> =3D3D
> =20
>
>=3D3D20
> > >"DJ" =
<<A=20
=3D3D
> >href=3D3D3D"<A=20
=
href=3D'mailto:nowayjose@dude.net">nowayjose@dude.net=3D3D20'>mailto=
:nowayjose@dude.net">nowayjose@dude.net>=3D3D20
&g=
t; =20
> wrote:
> >>Of course, since I had a =
\$100.00=20
credit from =3D3D
> >way =
back=3D3D20
> =20
> when I bought
another
> >>card =

and I got=20
the \$149.00 =3D3D
> =
>discount=3D3D20
> =20
> coupon because I had previously
> =
>>purchased the=20
1073, I =3D3D
> >now own=3D3D20
> =
> =20
both of these, otherwise I'd be.....well,
> >you=20
=3D3D
> =
>know.
>=3D3D20
> =20
> >
> >Needing to die?
>=20
>
>=3D3D20
> =20
>>)

<BLOCKQUOTE>
> =20
><DIV>

I choose =
Polesoft=20
Lockspam to fight =3D
>spam, =3D3D
> =20
>and=3D3D20
> =
>you?
<A=3D3D20
> =20
=3D
>>href=3D3D3D"<A=20
=
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re'>h=
ttp://www.polesoft.com/refer.html">http://www.polesoft.com/re=3D<B=
R>>fer=3D3D
> =20
>.html=20
</DIV></BODY></HTML>
> =20
>
> =
>
>>
>>
>><!DOCTYPE=20
HTML PUBLIC "-//W3C//DTD HTML 4.0=20
=
Transitional//EN">
>><HTML><HEAD>
>><=
META=20
http-equiv=3D3DContent-Type content=3D3D"text/html;=20
=3D
>>charset=3D3Diso-8859-1">
><META =
content=3D3D"MSHTML=20
6.00.2800.1400"=20
=
name=3D3DGENERATOR>
>><STYLE></STYLE>
>>=
</HEAD>
>><BODY=20
bgColor=3D3D#ffffff>
>><DIV><FONT face=3D3DArial=20
size=3D3D2>Thanks for the correction Rod. =3D
>>It's=20
never=3D20
>>easy is=20
it.</DIV>
>><DIV><FONT =
face=3D3DArial=20
size=3D3D2> =
</DIV>
>><DIV><FONT=20
face=3D3DArial size=3D3D2>If you have a chart on all those=20
=3D
>>latencies I'd=20
=

find=3D20
>&it</DIV>
></DIV><=

t;FONT=20

face=3D3DArial size=3D3D2>very useful. I still use the =

=3D
>&older one=20

you=3D20
>&posted=20

a</DIV>
></DIV><FONT =

face=3D3DArial=20

size=3D3D2>while=20

back.</DIV>
></DIV><FONT =

face=3D3DArial=20

=

size=3D3D2>Tom</DIV> t;
></DIV><FONT=

=20

face=3D3DArial size=3D3D2>=20

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

size=3D3D2>=20

=

</DIV>
></DIV>
></DIV><BLOCKQUOTE=3D20
>&style=3D3D"PADDING=

-RIGHT:=20

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

#000000=20

2px solid; MARGIN-RIGHT: 0px">
> </DIV>"Rod =

Lincoln"=20

<<A=3D20
> =3D
>&href=3D3D"<A=20

=

href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com<

Subject: Re: message from democrats
Posted by [TCB](#) on Thu, 09 Nov 2006 21:31:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

ref="mailto:nowayjose@dude.net"

target="_blank">nowayjose@dude.net>=3D20
>&g=

t; =20

wrote:
>& > >>Of course, since I had a \$100.00=20

=3D
>&credit from=3D20
> way back when I=20

=3D3D
>&bought
& > another
>=20

=3D
>&=3D20
> >>card and I got the =

\$149.00=20

discount coupon because I had=3D20
> =20

=3D3D
>&previously
& &gt; > >>purchased the =

1073, I=20

=3D
>&now own=3D20
> both of these, otherwise =

I'd=20

=3D3D
>&be.....well,
& > =3D
>&=20

>you=3D20
> know.
>& > =

>
>& >=20

>Needing to=3D20
>> die?
> > =
 >
>=20
 >=3D20
>> =20
 =
 >)
>
&g t;
>
>&l t;BR>&=
 >l=20
 choose Polesoft =3D
>>Lockspam to=3D20
>> =
 fight spam, and=20
 =3D
>>you?
>http://www.polesoft.com/refer.html=20
 =3D20
>>
>
>< !DOCTYPE HTML =
 PUBLIC=20
 "-//W3C//DTD HTML 4.0=3D20
>> =20
 =
 Transitional//EN" >
><HTML>&l t;HEAD>
>=
 <META=3D20
>> =20
 http-equiv=3D3D3DContent-Type =
 content=3D3D3D"text/html";=3D20
>> =20
 =3D3D
>>charset=3D3D3Diso-8859-1">
><META =
 =3D
>>content=3D3D3D"MSHTML=3D20
>> =20
 6.00.2800.1400"=3D20
>> =20
 =
 =3D
 >>name=3D3D3DGENERATOR>
&g t;><STYLE></ST=
 YLE>
></HEA=3D
 >>D>
><B ODY=3D=
 20
>> =20
 bgColor=3D3D3D#ffffff>
>& lt;DIV><FONT =
 face=3D3D3DArial=20
 =3D
>>size=3D3D3D2>&For=3D20
>> those that=20
 =
 care,</DIV><BR& ;>><DIV><FONT=3D20
&=
 >> =20
 face=3D3D3DArial size=3D3D3D2>=20
 =
 =3D
 >></DIV>
&g t;<DIV><FONT=3D20
>=
 > =20
 face=3D3D3DArial size=3D3D3D2>&My numbers on UAD-1 ver =
 4.4=3D20
>> =20
 =
 =3D3D
>were:&am p;</DIV>
><DIV&g t=
 ;<FONT=3D20
>> =20
 face=3D3D3DArial size=3D3D3D2>&44K Neve 60933 =3D3D3D =
 557ms,=3D20
>> =20
 =
 =3D
 >>64=3D3D20
>samples&a mp;</DIV><=

><DIV><FON=3D
>>T=3D20
>> =20
 face=3D3D3DArial size=3D3D3D2>=20
 =
 =3D
 >></DIV>
&g t;<DIV><FONT=3D20
>=

>=20
face=3D3D3DArial size=3D3D3D2>UAD-1 4.3 and=3D20
>>=20
before>>/DIV>>>BR&am p>>></DIV>>>FONT=20
=3D
>>face=3D3D3DArial=3D20
>>=20
size=3D3D3D2>44K =3D3D3D most=20
plugs 365ms, 12 samples=20
=3D
>>=3D3D
>>(Pultec=3D20
>>=20
=
=3D
 >>>=3D3D20
>>samples)&a mp;>>/DIV>>>=
>>></DIV>>>FON=3D
>>T=3D20
>>=20
face=3D3D3DArial=3D20
>>=20
=
size=3D3D3D2>Tom>>/DIV&mp >>>BR>>></DIV>>>=
FONT=3D20
>>=20
face=3D3D3DArial size=3D3D3D2>>=3D20
>>=20
=
=3D
 >>></DIV>>>BR>>>g t;</BLOCKQUOTE=3D3D20
>>=
style=3D3D3D"PADDING-RIGHT:=20
=3D
>>0px;=3D20
>>PADDING-LEFT: 5px; =
MARGIN-LEFT: 5px;=20
=3D3D
>>BORDER-LEFT: #000000 =3D
>>2px=20
solid;=3D20
>>MARGIN-RIGHT: 0px">>>BR>>>=20
&a

Subject: Re: message from democrats

Posted by [gene Lennon\[3\]](#) on Thu, 09 Nov 2006 21:42:51 GMT

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mp;</DIV>>"DJ" <<<A=3D20
>>=20
=3D3D
>>href=3D3D3D"<<<A=3D20
>>=20
=
=3D
>>href=3D3D'mailto:nowayjose@dude.net">>nowayjose@dude.net=
>>=3D3D20'>>mailto:n=3D
>>owayjose@dude.net">>no=
wayjose@dude.net >>=3D3D20>>B R>>>&n=3D
=>>>=3D20
>>=20
wrote in message <<<A=3D3D20
>>=20
href=3D3D3D"<<<A=3D20
>>=20
=
=3D
>>href=3D3D'news:4

Subject: Re: message from democrats

Posted by [TCB](#) on Thu, 09 Nov 2006 22:00:39 GMT

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5628cda@linux">>news:45628cda@linux=

A>...</DIV>Sorry'>>news:=3D
>>45628cda@linux">>news=
:45628cda@linux ...</DIV>Sorry</A& >=20
=3D
>>
>> =3D3D
>>Chris.I=20
think=3D3D20
>> it changed (basically =
=3D
>>doubled) in=20
v4.4=3D20
>> =20
=
=3D
 >>actually.

 ;Deej
 "cujo"
=
;=3D3D
><<A=3D
>>=3D3D20
>>=20
=3D20
>> =
=3D3D
>>href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:chris@nospamapplemanstudio.com">>chris@=
nospamapplemanstudio=3D
>>'>>mailto:chris@nospamapplemanstudio=
..com">>chris@nospamapplemanstudio</A=3D
>>>=3D3D
=
t;>.com>=3D3D20<BR& >>=20
=3D20
>> wrote in =
message
<A=3D3D20
& >>=20
=
=3D
>>=3D3D
>>href=3D3D3D "<A=3D20
>> =
;=20
=
=3D
>>href=3D3D'news:455db889\$1@linux">>news:455db889\$1@linux&=
lt;/A>...
>
 & >=3D
>>g'>>news:455db8=
89\$1@linux">>news:455db889\$1@linux...
=3D
>>=
;>
& >=3D3D
>>t;
>< <BR&a

Subject: Re: message from democrats
Posted by [Jim\[3\]](#) on Thu, 09 Nov 2006 22:05:25 GMT
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mp;=
 gt;>=3D3D20
>>>=20
 =3D20
>> hey DJ, I know you guys don;t care about this =
 in your=20
 set =3D
>>up,
>=3D20
>> =
 =3D3D
>>But=20
 did=3D3D20
>& the latency change in the newer=20
 =3D
>&UAD=3D20
>& updates?
>& I =
 think it was=20
 =3D3D
>&Tom B =3D
>&who=3D3D20
>&=20
 was=3D20
>& having this issue a while =
 back.
>&=20
 =3D
 >>C
>&
 ;>=3D20
>& =
 "Neil"=20
 =3D3D
>&<A=3D3D20& lt;BR>>&=20
 href=3D3D3D"<A=3D20
>&:>& =20

=
=3D
>>href=3D3D'mailto:IOUOI@OI.com">IOUOI@OI.com</A'>m=
ailto:IOUOI@OI.com">>IOU=3D
>>OI@OI.com</A>>=
;=3D20
>> =20
wrote:
> =
=3D3D
>>
&am p;gt;=3D3D20
>=20
=3D
>>"DJ"=3D20
>> <<A=20
=3D3D
>href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:nowayjose@dude.net">nowayjose@dude.net=
>=3D3D20'>mailto:n=3D
>>owayjose@dude.net">no=
wayjose@dude.net >=3D3D20<B R>>&n=3D <BR=
>>>bsp;=3D20
>> =20
wrote:
> >>Of course, since I had a \$100.00 credit=20
=3D
>>from=3D20
>> =3D3D
>way=20
back=3D3D20
> when I=3D20
>> =20
bought
>another
> >>card and I got the=20
=3D
>>\$149.00=3D20
>> =20
=3D3D
>discount=3D3D20<BR& ;gt;> coupon because I=20
had=3D20
>> previously
> >>purchased =
the 1073,=20
I =3D3D
>now=3D20
>> =
own=3D3D20
> both of=20
these, otherwise I'd=20
=3D
>>be.....well,
>=3D20
>> =
>you=20
=3D3D
>know.
&g t;=3D3D20
>=20
=3D
>>
>=3D20
>> >>Needing =
to=20
die?
>=3D20
>> =20
=
=3D
 >>
>=3D3D20&am p;lt;BR>>>)
<=
;BR></BLOCKQUOTE&=3D
 >>>
><DIV& ;gt;<=
;FONT=3D20
>> =20
size=3D3D3D2>
<

Subject: Re: message from democrats
Posted by [j-cron](#) on Thu, 09 Nov 2006 22:13:06 GMT
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gt; wrote:
>
> Sample Slide Tables 3.0 44.1
>For As7333 and Windows xp 16 bit
>
>44.1 version 3.0 windows xp
>Bounce panned center, raise vol up 2.9 for accurate level

>Bounce panned h

Subject: Re: message from democrats
Posted by [TCB](#) on Thu, 09 Nov 2006 22:19:56 GMT
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BR>I choose Polesoft Lockspam to =
fight=20
=3D
>spam,=3D20
> =20
=
=3D
 >>=3D3D
>and=3D3D20&am p;lt;BR>>you?
&=
lt;A=3D3D20
>href=3D3D3D"<A=3D20
> =20
=
=3D
>href=3D3D'http://www.polesoft.com/refer.html">http://ww=
w.polesoft.com/refer=3D
>'>http://www.polesoft.com/refer.htm=
l">http://www.polesoft.com/refer</A=3D
>>=3D3D
g=
t;>.html=3D20
> =20
=
=3D
 >></DIV>&am p;lt;/BODY></HTML><BR&=
gt;>
>
&
>BLOCKQUOTE></BOD=
Y></HTML>
>
>
</BLOCKQUOTE></BODY></HTML>=

-----=_NextPart_000_0061_01C712F6.CF26CDB0--Reseating is a one possibility. You can also
reseat the daughterboard but
if it was the daughterboard I think you'd get a different message.

"lucio" <yo@kingtone.com> wrote:

>
>the power is on and i also checked all cables. i tried it w/ the MEC off
as
>a test and the same thing came up - i'm going to open the box and reseal
>the card, to see if that does anything.

>
>"Cujo" <chris@nospamapplemanstudio.com> wrote:

>>
>>
>>Is this the one when your Interfaces are not plgged in or MEC turned off?

>>
>>
>>"lucio" <yo@kingtone.com> wrote:

>>>
>>>hi all,
>>>
>>>It's been a while since I posted here...I've only sporadically used my
>PARIS

>>>rig in the past couple years (1 card/MEC/24-8 in/out on a dedicated MAC
>>G4
>>>Quicksilver). Never had problems before, but today PARIS won't boot up.
>>>
>>>I get a 'Error initializing PARIS Engine Error code -43/ffffffd5
>>>
>>>Tried replacing config file, reinstalled PARIS on another drive, cleaned
>>>things up, etc all with the same problem. Help!
>I've been mousing my pans or a long time because my C-16's weren't in my
sweet spot. That has now changed. It's been years since I've used the C-16
for much of anything other than grabbing faders now anf then. I notice that
the pan controls of the C-16 are only allowing incremental moves of 5 points
(90.....<20<15<10<5<0>5>10>15>20>.....90)

Is there a key combo that will alllow me to rotate this control on the C-16
using single points?

Thanks,

Deejaanother thing to try:

My original paris card developed a case of worn contacts, and got a similar
(though I can't say if it was exactly the same) message.

I resilvered the worn contacts with a silver contact pen from Radio Shack
and it has worked fine ever since.

-steve

"John" <no@no.com> wrote:

>

>Reseating is a one possibility. You can also reseal the daughterboard but
>if it was the daughterboard I think you'd get a different message.

>

>

>"Lucio" <yo@kingtone.com> wrote:

>>

>>the power is on and i also checked all cables. i tried it w/ the MEC off

>as

>>a test and the same thing came up - i'm going to open the box and reseal

>>the card, to see if that does anything.

>>

>>"Cujo" <chris@nospamapplemanstudio.com> wrote:

>>>

>>>

>>>Is this the one when your Interfaces are not plgged in or MEC turned off?

>>>

>>>

>>>"lucio" <yo@kingtone.com> wrote:
>>>>
>>>>hi all,
>>>>
>>>>It's been a while since I posted here...I've only sporadically used my
>>PARIS
>>>>rig in the past couple years (1 card/MEC/24-8 in/out on a dedicated MAC
>>>G4
>>>>Quicksilver). Never had problems before, but today PARIS won't boot up.
>>>>
>>>>I get a 'Error initializing PARIS Engine Error code -43/ffffffd5
>>>>
>>>>Tried replacing config file, reinstalled PARIS on another drive, cleaned
>>>>things up, etc all with the same problem. Help!
>>
>On Wed, 22 Nov 2006 20:57:32 -0500, "j to the c r o n"
<fu@hydrorecords.com> wrote:

>very creative in my opinion.... never seen anything quite like it.
>

I saw part - sounded totally like she was singing to a track. Vocals
were too clear, too precise, too much like they were sung into a LDC
studio mic and not the handheld RF jobbie she was using. And again,
all that movement and no extra breathiness.

But she does understand stage presence.

Subject: Re: message from democrats
Posted by [steve the artguy](#) on Thu, 09 Nov 2006 23:39:47 GMT
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w/.004 lookahead,
>Back 3ms and forward 56 s
>
>Back 3ms and forward 10 s
>
>
>DAVE BROWN
>Dynamics Processor Back 2ms
>Multiband Limiter Back 4ms
>Mastering Limiter Back 2ms and forward 16 samples Hard knee

>
>DRUMAGOG
>14. Drumagog 3ms back and 43 samples forward (with 3.3 latency in tracking

>window)

>15. Drumagog (recorded files)3ms back and 25 samples forward

>

>Sample Slide Tables 3.0 44.1

For As7333 and Windows xp 16 bit

44.1 version 3.0 windows xp

Bounce panned center, raise vol up 2.9 for accurate level

Bounce panned hard left or Right, down 0.1 for accurate level

1ms=80 samples

Note: all latencies assume the use of FXPansion 3.3 Other versions or brands will most likely yeild different results

(for wrapped plugs like the UAD) I know the older version of expansion had a little lower latency, but had an annoying bogus error screen everytime I used it. Also, I find it easier to hit the "100" nudge button only, instead of a combo nudge, like Tom uses..so my sample slide numbers will be a bit different.

1. UAD (1176, LA2A, Dream verb, Plate verb, Fairchild, channel strip, Nigel, Neve 1078 light, 1081 light, 33609 light)

Nudge back 400ms (4x100) add 1536 on sample slide

4.UAD Prec Limiter back 400 ms add 1472 ss

5.Prec Multiband back 800 add 4096 ss

7.Copying track and adding EDS dyn. (or just adding Dyn.) 1ms back and 78 samples

forward{{ EDS Dyn. adds 2 samples latency}}not really a big deal.

8.EDS Dyn (track copy or just insert) w/.001 lookahead 1ms back and 33 samples

forward (You might have to click the lookahead to 0 and back to 1)

9.EDS Dyn (track copy or insert) w/.002 lookahead, Back 2ms and forward 67 samples.....other lookaheads w/.003 lookahead, Back 2ms and forward 21 samples

w/.004 lookahead,

Back 3ms and forward 56 s

w/.005 lookahead,

Back 3ms and forward 10 s

DAVE BROWN

Dynamics Processor Back 2ms

Multiband Limiter Back 4ms

Mastering Limiter Back 2ms and forward 16 samples Hard knee

DRUMAGOG

14. Drumagog 3ms back and 43 samples forward (with 3.3 latency in tracking window)

15. Drumagog (recorded files) 3ms back and 25 samples forward Never. Ever. not in this lifetime.

I'd rather watch a colonoscopy...

DCI'm blowing off cobwebs, but perhaps try control, or alt ?

AA

"DJ" <

Subject: Re: message from democrats

Posted by [TCB](#) on Thu, 09 Nov 2006 23:49:55 GMT

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=>"mailto:nowayjose@dude.net" target="_blank">nowayjose@dude.net> wrote in message news:456cf2ed@linux...

> I've been mousing my pans or a long time because my C-16's weren't in my
> sweet spot. That has now changed. It's been years since I've used the C-16
> for much of anything other than grabbing faders now anf then. I notice
> that the pan controls of the C-16 are only allowing incremental moves of 5
> points (90.....<20<15<10<5<0>5>10>15>20>.....90)

>
> Is there a key combo that will alllow me to rotate this control on the
> C-16 using single points?

>
> Thanks,

>
> Deej

>
>This is a multi-part message in MIME format.

-----=_NextPart_000_0061_01C7135F.98F6CB00

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Paul,

We're very 'matter of fact' huh ? ! ? !

Tom

"Paul Braun" <cygnus_nospam@ctgonline.org> wrote in message =
news:c81qm2drlj9f8hcud42205av6p0oebmvbv@4ax.com...

On Sun, 26 Nov 2006 04:25:22 -0500, "Tom Bruhl" <arpeggio@comcast.net>
wrote:

>I'm gonna keep looking and that's final.

>TB

>

I'm with you.

It's healthy, and that's that.

pab

I choose Polesoft Lockspam to fight spam, and you?

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

-----=_NextPart_000_0061_01C7135F.98F6CB00

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 6.00.2800.1400" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>Paul,</DIV>

<DIV> </DIV>

<DIV>We're very 'matter of fact' huh ? ! ?=20
!</DIV>

<DIV> </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>"Paul Braun" <<A=20

[illegible]

-----=_NextPart_000_0070_01C71360.9D16E520--no, the daughter card is the small card attached to the main eds card.

do yo have the eds1000 or the eds1000+ (that's the one with the daughter card attached)?

On 29 Nov 2006 15:44:02 +1000, "lucio" <yo@kingtone.com> wrote:

>

>I reseated the 1000 card in the PCI slot and now i'm getting a similar 'Engine
>Failure' message but with different error code numbers - alternating between
>2/2 and 7/7...turning off the MEC brings up the same message.

>

>Is the daughterboard in the MEC? Is there anything in there that could come
>loose?

>

>thanks

>

>"John" <no@no.com> wrote:

>>

>>Reseating is a one possibility. You can also reseat the daughterboard but
>>if it was the daughterboard I think you'd get a different message.

>>

>>

>>"lucio" <yo@kingtone.com> wrote:

>>>

>>>the power is on and i also checked all cables. i tried it w/ the MEC off

>>as

>>>a test and the same thing came up - i'm going to open the box and reseat

>>>the card, to see if that does anything.

>>>

>>>"Cujo" <chris@nospamapplemanstudio.com> wrote:

>>>>

>>>>

>>>>Is this the one when your Interfaces are not plgged in or MEC turned off?

>>>>

>>>>

>>>>"lucio" <yo@kingtone.com> wrote:

>>>>>

>>>>>hi all,

>>>>>

>>>>>It's been a while since I posted here...I've only sporadically used my

>>>>PARIS

>>>>>rig in the past couple years (1 card/MEC/24-8 in/out on a dedicated MAC

>>>>G4

>>>>>Quicksilver). Never had problems before, but today PARIS won't boot up.

>>>>>
>>>>>I get a 'Error initializing PARIS Engine Error code -43/ffffffd5
>>>>>
>>>>>Tried replacing config file, reinstalled PARIS on another drive, cleaned
>>>>>things up, etc all with the same problem. Help!
>>>
>>first try a simple pencil eraser to clean up the contacts.

"lucio" <yo@kingtone.com> wrote:

>
>thanks - i'll try the silvering thing on the 1000 card.
>
>"steve the artguy" <artguy@somethingorother.net> wrote:
>>
>>another thing to try:
>>
>>My original paris card developed a case of worn contacts, and got a similar
>>(though I can't say if it was exactly the same) message.
>>
>>I resilvered the worn contacts with a silver contact pen from Radio Shack
>>and it has worked fine ever since.
>>
>>-steve
>>
>>"John" <no@no.com> wrote:
>>>
>>>Reseating is a one possibility. You can also reseal the daughterboard
>but
>>>if it was the daughterboard I think you'd get a different message.
>>>
>>>
>>>"lucio" <

Subject: Re: message from democrats

Posted by [Jamie K](#) on Fri, 10 Nov 2006 06:29:57 GMT

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><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>"Paul Braun" <<A=20

> =

>href=3D"mailto:cygnus_nospam@ctgonline.org">cygnus_nospam@ctgonline.org</=

>A>>=20
> wrote in message <A=20
> =
>href=3D"news:c81qm2drlj9f8hcud42205av6p0oebmvbv@4ax.com">news:c81qm2drlj9=
>f8hcud42205av6p0oebmvbv@4ax.com...</DIV>On=20
> Sun, 26 Nov 2006 04:25:22 -0500, "Tom Bruhl" <<A=20
> =
>href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>
wrote:=
>

>I'm=20

>with=20
> you.

It's healthy, and that's that.

pab</BLOCKQUOTE>
><DIV>

I choose Polesoft Lockspam to fight spam, =
>and=20
>you?
<A=20
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

>
>Mike, I'll bet you can do it - I think for the VST synth count
you're looking for you may have to go ahead & RAM up to 2 gigs,
but if you're going to be working at 44.1k or 48k, I'm betting
you should have no problems. My Native rig is slower than the
one you're going to build & I can get into the 40's in terms of
track counts, and at 88.2k, to boot, and I routinely use three
verbs (Usually I'll have a room verb for drums, some other kind
of reverb for other instruments, and yet another - usually a
Plate - for vocals, plus most of the time another group for a
delay.

Now, depending on what other EFX/plugin's I'm using on
individual tracks, I may have to start "Freezing" some tracks
in order to be able to keep the buffer settings at such levels
that I can maintain low latency (if it gets down to this,
usually I'll freeze the kick, snare & bass, and sometimes the
rhythm guitars - most of the time, once I get whatever
compression plugin applied to those, it's pretty much "set it
and forget it" for me, anyway... plus if you need to "unfreeze"
them it only takes a moment, and then to re-freeze it, just a
couple of mere moments more).

Regarding your VSTi's - while I don't have a ton of experience
using them (I have a few, just don't use them much), I
understand that if you're using a lot of sample-based VSTi's
you may be better off going with a third hard drive for
streaming those samples (1x system drive, 1x audio drive, and
1x drive just for the VSTi samples); so you may want to do some
homework on that to see if that's indeed the most-recommended
type of setup.

Neil

"Mike R." <emarenot@yahoo.com> wrote:

>
>
>While I'm definately going to continue to use Paris for tracking and mixing,
>I've been thinking more and more about getting some sort of in the box
>solution for writing. I'm thinking about building a computer around an
>Athlon 64 4000 and some sort of mobo with an FSB around 1000mhz (I can't
>believe that sort of speed on the FSB -blows me away everytime I think about
>it..) I'd like to be able to run about five to six synths, three verbs on
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>sends, and of course several comp plugs and eq's etc on the various
>channels. I'm wondering if anyone has a similar set up and what sort of
>track counts folks are getting.

>
>
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Rod

"Aaron Allen" <know-spam@not_here.dude> wrote:

>I'm blowing off cobwebs, but perhaps try control, or alt ?

>AA

>

>"DJ" <nowayjose@dude.net> wrote in message news:456cf2ed@linux...

>> I've been mousing my pans or a long time because my C-16's weren't in my

>> sweet spot. That has now changed. It's been years since I've used the C-16

>> for much of anything other than grabbing faders now and then. I notice

>> that the pan controls of the C-16 are only allowing incremental moves of 5

>> points (90.....<20<15<10<5<0>5>10>15>20>.....90)

>>

>> Is there a key combo that will allow me to rotate this control on the

>> C-16 using single points?

>>

>> Thanks,

>>

>> Deej

>>

>>

>

>Both..Really.. Both dual core processors will have your Cubase rig running like a Cheetah

"rich" <studiodog_99@yahoo.com> wrote:

>

>I'm in the process of updating a Cubase SX 3 system I use in addition to my

> Paris system. I've been using Cubase on a laptop as a portable system but

>need more power and am willing to go to a desktop. Which processor is preferred

>at the moment AMD or Intel - I have also seen Via (I think that was the name).

> If anyone can give me an idea of what speed chip (what setup they are using
>- memory - processor) and an est. track count with a few verbs and compressors
>it would help me greatly. I'm looking to get 32 or so - any and all suggestions
>are welcomed. Thanks in advance!!! I was going to give track counts, but after re-thinking what
I was going to post,
I think there things to consider.

1) Doing both, composing and recording /mixing, I feel should done on 2 machines..

2) Having said, you can do both on a fast PC/Mac setup. However, to get optimum performance, you have to make some choices.

-Compose (midi Sequence) your song first with VSTis
-Then Either freeze or render those tracks audio tracks.
-You really want to do the above first, because when you start tracking live instruments or vocals and adding fxs(plugins) depending on your track count, your PC will start to slow down..

That's why I like the 2 PC/Mac approach. 1 for Instruments, & 1 for Audio recording and mixing..

"Mike R." <emarenot@yahoo.com> wrote:

>

>

>While I'm definitely going to continue to use Paris for tracking and mixing,
>I've been thinking more and more about getting some sort of in the box
>solution for writing. I'm thinking about building a computer around an
>Athlon 64 4000 and some sort of mobo with an FSB around 1000mhz (I can't
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>I just checked the manual. In "Pro" mode, the button that is used to record
enable tracks in *standard* mode is called *fine* and this will allow it. Of
course, I don't use "Pro" mode. Maybe I should. anyone got a "Pro"
overlay?.or should I get one of those cute little Smurf Blue C-16's?

Did Pro mode ever work correctly? Seems I recall some *features* that were
less than great, but since I never used it.....

;o)

"Rod Lincoln" <rlincoln@nospam.kc.r.com> wrote in message

Subject: Re: message from democrats
Posted by [DJ](#) on Fri, 10 Nov 2006 08:41:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

r />
>> Rod
>> "Aaron Allen" <know-spam@not_here.dude> wrote:
>>>I'm blowing off cobwebs, but perhaps try control, or alt ?
>>>AA
>>>
>>>"DJ" <nowayjose@dude.net> wrote in message news:456cf2ed@linux...
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>>
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 >>>>
 >>>> Is there a key combo that will allow me to rotate this control on the
 >>
 >>>> C-16 using single points?
 >>>>
 >>>> Thanks,
 >>>>
 >>>> DeeJ
 >>>>
 >>>>
 >>>
 >>>
 >>
 >
 >

Sooooo...have you actually gotten Paris to run on a Dual Core AMD?? I'd be
 VERY interested if you have. If it's still a "hopeful" scenario, I'll be
 watching you posts. Lead the way DR. Frankenstein.
 ;-)
 Rod

"DJ" <nowayjose@dude.net> wrote:

>Yes. I just set my system to C-16 Pro mode and tried it. It works. Now, if

>something doesn't catch on fire.....

>

>Those were cool latency charts you did BTW. Lots of work and much

>appreciated. I'm going to be getting my new 13 slot Magma in here later
 this

>week and will be loading my Pulsar cards in it, then setting up a parallel

>rig running Win XP on a dual core AMD CPU with a Gigabyte GA-K8NS Ultra
 939

>mobo, the 4 x EDS cards in the 7 x slot Magma, the 4 x UAD-1 cards (in the

>13 slot Magma that they currently occupy) and possibly an RME HDSP card
 in

>this rig so just in case Chuck's mystery project comes up with a way to

>interface Cubase SX with Paris via ASIO, I'll be ready. The IRQ dance should

>be an interesting one, but since Paris and UAD-1 cards will share, it might

>be possible. In the meantime, I'll be using the parallel rig for VSTi's.

>

>;o)

>

>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message

>news:456dc3dd\$1@linux...

>>

>> I never used it either, so I don't know.

>> Rod

>> "DJ" <nowayjose@dude.net> wrote:

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>>>

>>>;o)

>>>

>>>

>>>"Rod Lincoln" <rlincoln@nospam.kc.r.com> wrote in message

>>>news:456db378\$1@linux...

>>>>

>>>> I don't think there is a way to have finer control using the C-16.

>>>> Rod

>>>> "Aaron Allen" <know-spam@not_here.dude> wrote:

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>>>>> my

>>>>>> sweet spot. That has now changed. It's been years since I've used

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>>>>> C-16

>>>>>> for much of anything other than grabbing faders now anf then. I notice

news:456dd652\$1@linux...

>

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> ;-)

> Rod

>

>

>

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>>

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>>

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>>>>>>> notice
>>>>>>>
>>>>>>> that the pan controls of the C-16 are only allowing incremental
>>>>>>>>

Subject: Re: message from democrats
Posted by [Jamie K](#) on Fri, 10 Nov 2006 10:02:10 GMT
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alt ?
>>>>>>>AA
>>>>>>>
>>>>>>>"DJ" <nowayjose@dude.net> wrote in message news:456cf2ed@linux...
>>>>>>>> I've been mousing my pans or a long time because my C-16's weren't
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```
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>>>>>>  
>>>>>> Thanks,  
>>>>>>  
>>>>>> DeeJ  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>  
>>>>  
>>>>  
>>>  
>>>  
>>>  
>>>  
>>
```

>HI Rich,

The current Intel Core 2 Duo based system is the way to go now. The AMD x2 series are good if you are on a budget. The AMD Am2 based series do not perform any better than the X2 in the DAW world and have quite a few chip set compatibility issues.

A Intel e6600 CPU will perform better than any AMD cpu up to the Dual Cpu dual core opteron 265 series.

Most all of the current name brand 975 chip set based motherboard already or will be soon supporting the new Quad-Core Core Duo CPUs.

If want to go for something that will be have a excellent upgrade path then the Intel Core 2 Duo setup is the way to go. If you are on a budget then the AMD X2 would be best.

Chris

rich wrote:

> I'm in the process of updating a Cubase SX 3 system I use in addition to my
> Paris system. I've been using Cubase on a laptop as a portable system but
> need more power and am willing to go to a desktop. Which processor is preferred
> at the moment AMD or Intel - I have also seem Via (I think that was the name).
> If anyone can give me an idea of what speed chip (what setup they are using
> - memory - processor) and an est. track count with a few verbs and compressors
> it would help me greatly. I'm looking to get 32 or so - any and all sugestions
> are welcomed. Thanks in advance!!

--

Chris Ludwig

ADK Pro Audio

(859) 635-5762

www.adkproaudio.com

chrisl@adkproaudio.com Sorry to keep starting new threads on this topic. My internet access was down for a while there.

Following the advice of several folks here, in an attempt to get each PCI slot its own IRQ, I have some data and a question.

I have PnP O/S disabled. I found the following info, in two sections, in my BIOS:

1. a list of these IRQs, with the choice of "PCI device" or "reserved for legacy ISA devices": 3,4,5,7,9,10,11,14,15.

2. PCI slot 1/5 IRQ preference

PCI slot 2 IRQ preference

PCI slot 3 IRQ preference, all with the choice of "Auto" or the option to assign an IRQ #.

What next?Hi Dedric,

The Core2 based system seems to be the lowest latency setup from what I've seen and tested so far.

The Quad core that I'm using in the home system atm is letting me run projects at the lowest latency of my Fireface 800 which is 48k buffer.

I haven't been able to get any demo project or project that I've done to choke at that latency. I had to redo our in house Cubase/Nuendo benchmark just to push the damn thing. The 3 UAD cards don't really like the latency that low. They seem more stable at 128 and higher lol.

There is performance hits on the Xeons at the low latencies but at least with the quad core Xeons the extra horse power makes up for it.

The Core 2 Quad runs circles around any Dual-Core Opterons I've tested.

Here is the bench mark we use currently. It's based on the same methodology of the infamous Blofelds test but with out sound card performance issues. I haven't tried this on many machine other than the Opterons, Xeons and quads so not even sure what results there will be on pre-Core 2 Duo system or a AMD X2/AM2 system. I just finished it

Haven't had a chance to right all the instructions out yet. Basically load the project at 1024 buffer load as many magneto plug ins as you you can then save the project under a new name. Adding 1024 to the name will help keep track of the versions. Reload the project to confirm that you can run that number of plug ins. make note of the number. Close the program then reopen the default project and repeat the test for each latency setting.

If you have any problem or suggestion for the test let me know so I can fine tune it if needed.

http://www.adkproaudio.com/downloads/set_me_free_benchmark.zip

Thanks Chris

Dedric Terry wrote:

> setup at low latency all the time for commercial spots, sound design,
> etc. I also have a full orchestral template that will run easily on
> this system.
>

> problems as well.
>
> If you are building, consider an Intel core duo, dual core duo (xeon),
> or if you have the budget, and quad core system. The Intel core duos

> but there seem to be diminishing returns on dual quad cores.
>

> Regards,
> Dedric
>

> On 11/29/06 9:52 AM, in article 456d8e00@linux, "Mike R."

> <emarenot@yahoo.com> wrote:

>

> While I'm definately going to continue to use Paris for tracking and
> mixing, I've been thinking more and more about getting some sort of
> in the box solution for writing. I'm thinking about building a
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> counts folks are getting.

>

>

--

Chris Ludwig

ADK Pro Audio

(859) 635-5762

www.adkproaudio.com

chrisl@adkproaudio.com On 29 Nov 2006 16:55:32 +1000, "DC"

<dc@spammersinkabbalah.com> wrote:

>

>Never. Ever. not in this lifetime.

>

>I'd rather watch a colonoscopy...

>

>DC

Let's make this clear - I only saw what I saw because my wife, who's a fan, was watching part of it as I was drifting off to sleep. I was not driving the remote control.

pabHi Chris,

I'll run it tomorrow and let you know the results. I'm sure my X2 will give paltry results next to the quad and probably fall well short of the core duo as well. ;-)

I'm holding out for a dual quad core at some point, but a dual core-duo is also tempting.

Regards,
Dedric

On 11/29/06 3:33 PM, in article 456e0841@linux, "Chris Ludwig"

<chrisl@adkproaudio.com> wrote:

> Hi Dedric,
> The Core2 based system seems to be the lowest latency setup from what
> I've seen and tested so far.
> The Quad core that I'm using in the home system atm is letting me run
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> http://www.adkproaudio.com/downloads/set_me_free_benchmark.zip
>
>
> Thanks Chris
>
>
>
>
> Dedric Terry wrote:
>> I can't speak for an Athlon 64/4000, but on my X2 4400 I run a similar
>> setup at low latency all the time for commercial spots, sound design,
>> etc. I also have a full orchestral template that will run easily on
>> this system.

>>
>> I've also run some projects of 50-100 tracks with plugins without
>> problems as well.
>>
>> If you are building, consider an Intel core duo, dual core duo (xeon),
>> or if you have the budget, and quad core system. The Intel core duos
>> are slightly better performers than AMD chips at the moment - at least
>> from specs I'm seeing from DAW builders. A quad core is the fastest,
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>> about five to six synths, three verbs on fx sends, and of course
>> several comp plugs and eq's etc on the various channels. I'm
>> wondering if anyone has a similar set up and what sort of track
>> counts folks are getting.
>>
>>Some newer computer printers will print to clear plastic sheets for overhead
projectors. Check out your printers to see if they will work. There is
a C-16 Pro templet on the Paris FAQ site. Maybe you could print, die cut,
and glue down with contact cement or Velcro it. Or, you know, just use duct
tape;)

What would really be good, is the clear material they use for those non adhesive
window stickers. If non of that works, you could just use a P-Touch printer
with black tape instead.

James

"DJ" <nowayjose@dude.net> wrote:
>KINKO's!!!?????.....dude, in order to do something like this
>areound here I have to huitch up the team, gather the sherpas and fight
the
>ravenous wolves to get across the mountain passes to the tar pits, then
dig
>and oil well myself by hand, refine the petroleum into clear plastic and

>then go out and find a lightning strike somewhere so I can statrt a fire

and
>burn some wood to create charcoal, then I have to knap a blade out of flint,

>fashion a spear and go hunt down an elk or something so that I can mix it's

>blood with the charcoal in order o create indelible ink.....and

>then.....uhhhh....well.....maybe they could do this at Office
>Depot..There is actually have one of those here. I haven't seen a Kinkos
in
>years.
>
>;o)
>
>
>"Neil" <OIUOIU@OIU.com> wrote in message news:456de2a4\$1@linux...
>>
>> Try a Kinko's near you - they might be able to copy it onto an
>> adhesive-backed clear thingy.
>>
>> Neil
>>
>>
>> "DJ" <nowayjose@dude.net> wrote:
>>>Hey!!!!.
>>>
>>>Thanks Aaron. Now HTF do I stick this thing to the top of my C-16? Is

>>>there
>>
>>>some kind of translucent paper with an adhesive backing? I guess I could
>> try
>>>to figure something like this out using labels or something.
>>>
>>>Appreciated.
>>>
>>>;o)
>>>
>>>Deej
>>>
>>>"Aaron Allen" <know-spam@not_here.dude> wrote in message
>>>news:456dd443@linux...
>>>>
>>>> "DJ" <nowayjose@dude.net> wrote in message news:456dbc80@linux...
>>>>>I just checked the manual. In "Pro" mode, the button that is used to
>>>>>rec

Subject: Re: message from democrats
Posted by [DJ](#) on Fri, 10 Nov 2006 15:42:57 GMT
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---=_linux456e3890--I was walking home from the hot springs last night and saw one about that size crossing the road about 50 yards in front of me. I'm not kidding in the least. He was trailed by 5 or 6 cows. It's the end of hunting season here and the big, smart ones have survived by hanging out in the suburbs. We've

got about 4 acres of pasture behind the house here and this valley is one of the largest elk wintering grounds in the US. They usually inhabit the big meadows and the golf course across the road from us next to the Animas river during the day (which makes the groundskeepers absolutely nuts) but after the sun goes down they sometimes cross the highway, jump the fence and hang out with our horses at night and they are just as big as the horses.

;o)

"Gene Lennon" <glennon@NOspammyrealbox.com> wrote in message news:456e3890\$1@linux...

>

> "DJ" <nowayjose@dude.net> wrote:

>>KINKO's!!!?????.....dude, in order to do something like this

>>areound here I have to huitch up the team, gather the sherpas and fight
> the

>>ravenous wolves to get across the mountain passes to the tar pits, then
> dig

>>and oil well myself by hand, refine the petroleum into clear plastic and
>

>>then go out and find a lightning strike somewhere so I can statrt a fire
> and

>>burn some wood to create charcoal, then I have to knap a blade out of
>>flint,

>

>>fashion a spear and go hunt down an elk or something so that I can mix
>>it's

>

>>blood with the charcoal in order o create indelible ink.....and
>

>>then.....uhhhh....well.....maybe they could do this at Office

>>Depot..There is actually have one of those here. I haven't seen a Kinkos
> in

>>years.

>>

>

> Wow! That's unbelievable. I didn't know you had elk out there.

> ;o)

> Gene

>

>I ran across a 13 slot Magma chassis offered by a post house in NYC on the FS section of the DUC at an *extremely* good price. I expected it to have the 80 pin flat cable. It just got here. It's one of the newer ones with the round cable!!! This is the one that is compatible with the Magma PCIe adapter. I wasn't expecting this but it certainly adds some flexibility to my system down the road as suddenly I've got a situation here that would allow EDS or any other PCI card to be potentially compatible with newer PCIe based mobo's. This could also be a biggie for the Pulsar cards since the

consensus of opinion is that .due to PCI bandwidth limitations, only 3 x Pulsar cards can be used in a system.

Hmmmm.....my 3 Pulsars will be loaded into this chassis tonight. I'm hoping this will give me a bit more in the way of DSP use since the unorthodox cable I've been using may be limiting my DSP availability. Later down the road, I'll likely be getting into a newer Intel core duo system and I'll snag one of the PCIe adapters and have a PCIe compatible Magma.

Cool.Paul Braun <cygnus_nospam@ctgonline.org> wrote:

>On 29 Nov 2006 16:55:32 +1000, "DC" <dc@spammersinkabbalah.com> wrote:

>

>>

>>Never. Ever. not in this lifetime.

>>

>>I'd rather watch a colonoscopy...

>>

>>DC

>

>Let's make this clear - I only saw what I saw because my wife, who's a

>fan, was watching part of it as I was drifting off to sleep. I was

>not driving the remote control.

>

>pab

You gave up the remote? I'll bet your one of those wimpy guys that gives up the map and asks for directions too!

JamesOn 30 Nov 2006 14:57:11 +1000, "James McCloskey" <excelsm@hotmail.com> wrote:

>

>Paul Braun <cygnus_nospam@ctgonline.org> wrote:

>>On 29 Nov 2006 16:55:32 +1000, "DC" <dc@spammersinkabbalah.com> wrote:

>>

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>>>Never. Ever. not in this lifetime.

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>>

>>Let's make this clear - I only saw what I saw because my wife, who's a

>>fan, was watching part of it as I was drifting off to sleep. I was

>>not driving the remote control.

>>

>>pab

>

>You gave up the remote? I'll bet your one of those wimpy guys that gives
>up the map and asks for directions too!
>
>James

Nah. Let the laptop GPS software/receiver puck do that. It's my job
to ignore the little voice and just keep driving.

pabYou know, it just can't do any harm, right!

Rich

"Don Nafe" <dnafe@magma.ca> wrote in message news:45686368@linux...

> I'm feeling healthier already

>

>

>Alrighty then. The mobo is an ASUS A8V-Dlx. I've got 4 x UAD-1 cards in 13
slot Magma #1 with the host card in mobo PCI #4 with the UAD-1 cards in
Magma PCI slots #1, 5, 8 and 12. All 4 x UAD-1 cards are sharing IRQ 19 and
no other device is sharing IRQ 19. the host card for 13 slot Magma #2 is in
mobo PCI #3 and the 3 x Pulsar cards are in Magma PCI slots #1, 5 and 11 and
they are all sharing IRQ 18 and not sharing with any other device. Also,
there are some more wacked out possibilities with this system since in this
2nd chassis, PCI slot #10 is on IRQ 17 and so is mobo PCI slot #2 and this
IRQ is only shared with the LAN card which can be disabled so, in theory,
could be used for another Pulsar in the Magma or a PCI Firewire
card.....sorta' thinking Duende here, I imagine that my PCI bus
would likely scream for mercy.....but who knows???.....this
definitely needs to be explored at some point

;o)

"DJ" <nowayjose@dude.net> wrote in message news:456e5104\$1@linux...

>I ran across a 13 slot Magma chassis offered by a post house in NYC on the

>FS section of the DUC at an *extremely* good price. I expected it to have

>the 80 pin flat cable. It just got here. It's one of the newer ones with

>the round cable!!! This is the one that is compatible with the Magma PCIe

>adapter. I wasn't expecting this but it certainly adds some flexibility to

&

Subject: Re: message from democrats

Posted by [Jamie K](#) on Fri, 10 Nov 2006 17:27:14 GMT

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as you have to start

>>>> depending on it for a living, and you're forced to polish turds

>>>> in genres you may despise in order to put food on the table...

>>>> THAT, my friend, is WORK!<

>>>>

>>>> That's why drugs were invented Neil.

>>>>

>>>> ;o)

>>>>

>>>>

>>>> "Neil" <OIUOIU@OIU.com> wrote in message news:456f3fc5\$1@linux...

>>>> >

>>>> > Is \$30 an hour what you'd have to charge to be competitive in

>>>> > your area? What if you charged \$60 - could you get away with

>>>> > that?

>>>> >

>>>> > M-F wake-up till 6 or 7pm, you'll get little to no "music"

>>>> > business because most of the musicians you'll be dealing with

>>>> > have regular jobs anyway, so maybe you could do some electronics

>>>> > work during those hours or try to get some commercial audio biz

>>>> > therein (if there's any decent amount of that being done in your

>>>> > area).

>>>> >

>>>> > After normal "work hours" & weekends are when you'd get the bulk

>>>> > of your music recording work:

>>>> >

>>>> > Sat & Sun, sell it as a day-long "lockout" for \$500 for ten

>>>> > hours, \$60 an hour additional after that per day. That's a grand

>>>> > per week for the weekends, then sell your weeknights as straight

>>>> > hourly time at \$50 or \$60 per hour, but don't plan on counting

>>>> > on more than a couple nights a week being booked - at least not

>>>> > at first until you get pretty well-established.

>>>> >

>>>> > Here's the thing though... what might now be a "passion" will

>>>> > ultimately become "work" as well - as soon as you have to start

>>>> > depending on it for a living, and you're forced to polish turds

>>>> > in genres you may despise in order to put food on the table...

>>>> > THAT, my friend, is WORK!

>>>> >

>>>> > Neil

>>>> >

>>>> >

>>>> >

>>>> > "Brandon" <a@a.com> wrote:

>>>> >>

>>>> >>

>>>> >>Ok,

>>>> >>

>>>> >>So I am trying to decide what type of business to open.

>>>> >>I was considering opening my studio to the public as an option.

>>>> >>How much would you guys estimate a small project studio could bring

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 >>>> >>So probably \$3000 net.
 >>>> >>Do you all agree?
 >>>> >>I love music and would love to do this, but it seems like a lot of
 > work
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 >>>> >>for not much gain.
 >>>> >>Also, I don't have confidence in having my studio booked 160 hours
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 >>>> >>I guess I know the answer, but I just hate choosing something other
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 >>>> >>my passion to=20
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 >>>> >>My other possible option is to open an electronics manufacturing =
 >>>> >>business out of my garage.
 >>>> >>There is a lot more potential for profit, but I have been doing it
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 >>>> >>15 years.
 >>>> >>It is not my passion. It is work.
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 >>>> >>Anyway..
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 >>>> >>--=20
 >>>> >>Thanks,
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 >>>> >>
 >>>> >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
 >>>> >><HTML><HEAD>
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 >>>> >>charset=3Diso-8859-1">
 >>>> >><META content=3D"MSHTML 6.00.2800.1476" name=3DGENERATOR>

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>>>> >><STYLE></STYLE>
>>>> >></HEAD>
>>>> >><BODY bgColor=3D#ffffff>
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>>>> >><DIV><FONT face=3DArial>Brandon</FONT></DIV></BODY></HTML>
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>Allimsayin' is something like this: If Flashpoint stays very busy at \$50 an hour, and Lone Wolf stays jam-fucking-packed at \$30 an hour, then there's probably room for someone else to get SOME business at also \$50 an hour. Start out part-time, produce the best product he can & provide a nice creative vibe, and see what happens.

Neil

"DJ" <nowayjose@dude.net> wrote:

>Neil,
>

>I'm not trying to discourage anyone, but he's up against some stiff
>competition. In order to charge \$50.00 per hour, he's going to need to be

>able to offer something along these lines:
>

><http://www.flashpointrecording.com/>
>

>I know the owner of this studio and it's been there forever.very well
>established and stays busy. I think \$50.00 is the going rate there, but

it's
>been a while since I talked to them.
>
>Austin is a tough town but if Brandon can hang in there and deliver a
>superior product and the buzz gets around, well, who knows.
>
>Regards,
>
>Deej
>
>
>"Neil" <OIUOIU@OIU.com> wrote in message news:456fa5fc\$1@linux...
>>
>> Then fuck it, Brandon... \$30 an hour isn't worth your time -
>> charge \$50 and put "Lone Woof" out of business... give better
>> service, a better vibe, more satisfied customers, and start
>> doing it part-time in your spare time so you don't have to
>> worry about putting food on the table with that as your sole
>> income... word will get around; that is if you're up to the
>> challenge and CAN do a better job then the uninspired Newmanner-
>> equipped guys at "that other place".
>>
>> Seriously. Set a new standard.
>>
>> Neil
>>
>>
>> "DJ" <nowayjose@dude.net> wrote:
>>>Brandon,
>>>
>>>You're in a really tough market there. I've got a good friend in Austin
>> who
>>>been engineering/producing records there for 25 years. He's got an
>>>extremely
>>
>>>loyal client base, charges \$70.00 and is booked almost constantly, but

>>>it's
>>
>>>a rare situation.
>>>
>>>Deej
>>>
>>>
>>>"Brandon" <a@a.com> wrote in message news:456f4bac\$1@linux...
>>>>I understand about it becoming work and killing the passion.
>>>> I can see myself not wanting to record my own stuff because I have been
>>>> couped up in there so long.

>>>> I think \$30 is all could charge in Austin.
 >>>> There is a well known studio..LoneWolf which is part of ZZTops outfit.
 >>>> They charge \$30/hr.
 >>>> The place is a dump with no inspiration, but they have tons of expensive
 >>>> outboard gear and they are running
 >>>> the best DAW ever!!! Pro Tools!!
 >>>> Plus they have those expensive Newmanner microphones..you know.
 >>>> I can't see musicians around here taking my studio over the name
 >>>> associated
 >>>> with that place.
 >>>> Even if the service and end product is comparable.
 >>>>
 >>>> --
 >>>> Thanks,
 >>>>
 >>>> Brandon
 >>>>
 >>>>
 >>>> "DJ" <nowayjose@dude.net> wrote in message news:456f49bf@linux...
 >>>>> >.....as soon as you have to start
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 >>>>> THAT, my friend, is WORK!<
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 >>>>> That's why drugs were invented Neil.
 >>>>>
 >>>>> ;o)
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 >>>>>
 >>>>> "Neil" <OIUOIU@OIU.com> wrote in message news:456f3fc5\$1@linux...
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 >>>>> > Is \$30 an hour what you'd have to charge to be competitive in
 >>>>> > your area? What if you charged \$60 - could you get away with
 >>>>> > that?
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 >>>>> > M-F wake-up till 6 or 7pm, you'll get little to no "music"
 >>>>> > business because most of the musicians you'll be dealing with
 >>>>> > have regular jobs anyway, so maybe you could do some electronics
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 >>>>> > After normal "work hours" & weekends are when you'd get the bulk
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 >>>>> > Sat & Sun, sell it as a day-long "lockout" for \$500 for ten
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 >>>>> > "Brandon" <a@a.com> wrote:
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>

>Gantt-Man... that all sucks verily. Start thinking about incorporating Cubase.. either for

Subject: Re: message from democrats

Posted by [DJ](#) on Fri, 10 Nov 2006 17:36:16 GMT

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'd pay if they booked it by the hour.

>>For example, if your normal rate is \$60 a hour, you might price
>>a ten-hour block at \$500. Some places sell 12-hour blocks, as
>>well or instead) you can structure it any way you want. It's
>>also known as a "day rate" Google a few studios & see if you
>>can find some that list their rates on their website (some do,
>>some don't) to get an idea. Some studios consider their day rate
>>a complete "lockout" for as many hours as you want to go, but
>>those are the also (sometimes) the ones that have more than one
>>engineer they can schedule in, so a session might start at 10
>>in the morning & go 'til 2 or 3am, but since you're just one
>>guy, you have to determine if you want to hang that long (I've
>>done PLENTY of those when I worked in a studio, sometimes for
>>weeks on end when there's a big project!).

>>

>>There is no "common" scheduling for this sort of thing - it's
>>pretty much what you can fit the client in for, based on what
>>kind of start time they want. If they want to book two ten-hour
>>blocks over a weekend, one starting at 10am on Saturday &
>>the other starting at Noon on Sunday, and that works for your
>>schedule, then there you have it.

>>

>>Brandon, here's what I would suggest... and I know virtually
>>nothing about the recording scene in your market, so I could be
>>wrong, but I'm guessing that most of the bands & musicians
>>that you're going to be able to bring in when you're just
>>starting out are going to be part-time musicians with a day
>>job, students with a little bit of extra money (either theirs
>>or Dad's), and that sort of thing... E.J. will not be coming by
>>right away, in other words :) and don't forget the
>>occasional Mom who thinks her daughter has "just the BEST voice
>>you've ever heard!" & wants to do just one song. I'm gonna
>>venture a guess & say that most of the bands in this

>>classification aren't going to be doing a full CD at their
>>point of evolution, so what if you offer packages geared around
>>a 3 to 4 song demo and another single-song package? Something
>>like this, perhaps:

>>

>>WEEKEND DEMO PACKAGE:

>>3 to 4-song demo... allows for up to 20 hours of recording &
>>mixdown (Two 10-hour blocks, one on Saturday, one on Sunday;
>>start times are flexible based on agreed-to scheduling at time
>>of contract). Package includes:

>>* Set-up on Friday evening (up to four hours) at no charge.

>>* Complete Recording & Mixdown of up to four songs.

>>* Audio CD containing the final mixes for each band member (up
>> to six band members).

>>* Full backup & archiving of raw tracks, as well as all mixes.

>>Total Value of package = \$1,500

>>Special Package Price = \$1,000

>>

>>SINGLE SONG PACKAGE:

>>Allows for up to five hours of recording and mixdown of singer,
>>plus one to two accompanying instruments (Client to provide
>>instruments/musicians. "Karaoke" tracks may also be used for
>>accompaniment - in this case, these must also be provided by
>>the client) Scheduling based on availability of time. Package
>>includes:

>>* One hour of set-up time at no charge.

>>* Complete Recording & Mixdown of one song.

>>* Three (3) Audio CD's containing the final mix of the song.

>>* Full backup & archiving of raw tracks, as well as the final
>> mix.

>>Total Value of package = \$400

>>Special Package Price = \$300

>>

>>NOTES: Time in excess of the above-mentioned package blocks
>>will be billed at our standard rate of \$60 per hour. Additional
>>CD's are available at the price of 5 for \$15. 50% deposit
>>required at time of booking, with the remaining 50% to be paid
>>at any time prior to the completion of the mixdowns. No
>>recorded product may leave the studio until payment in full is
>>received.

>>

>>Packaging it this way means you're not just selling "time",
>>you're selling the end result... which is what they're looking
>>for anyway. The single-song package works out to a lower hourly
>>rate, because you're not recording a full band's worth of
>>instruments - it would be one those "knock it out in a
>>weeknight" kinda things for the stage mom who wants a CD of
>>their kid singing "Somewhere Over the Rainbow" or for the

>>person who has written "one great song" and wants to bring
>>their acoustic guitar in & record him playing & singing - that
>>sorta thing.
>>
>>Whaddyu think?
>>
>>Neil
>>
>>
>>
>>"Brandon" <A@A.com> wrote:
>>>
>>>Ok...I am considering doing what Niel suggested an selling blocks
>>>of time in my studio on the weekends.
>>>What is the common industry practice regarding block buys?
>>>How do block rates work?
>>>What are the rules surrounding block rates?
>>>What is the common scheduled hours for block buys?Saturday 7AM-7PM and
>Sunday
>>>7AM-7PM???
>>>What if the customer only ends up using 1 day and 1/2. Is it a use or
loose
>>>deal?
>>>
>>>Thaks,
>>>Brandon
>>
>Hey Dedric,
How do you use a separate PC for full screen video, and how are they sync'd,
(sync)?
Interesting
--
Martin Harrington
www.lendaneer-sound.com

"Dedric Terry" <dterry@keyofd.net> wrote in message
news:C196FF25.5D82%dterry@keyofd.net...
> On 12/2/06 9:14 AM, in article 4571a3d1@linux, "Jamie K"
> <Meta@Dimensional.com> wrote:
>
>> Dedric Terry wrote:
>>> Hey Jamie,
>>>
>>> You and the other Mac users know we PC users just give you a hard time
>>> because your comps have fruit on them. ;-)
>>
>> Jealousy is such an ugly thing. I'll send you a banana sticker. ;^)
>>

>
> Excellent! Although a vegetable would be great... I think Broccoli would
> make a great computer logo. ;-)
>
>> Over the years Mac critics, me among them, have argued that Macs are
>> more expensive. Too expensive. And I had other, technical, criticisms of
>> previous generations of Macs.
>>
>> However, more recently the value proposition has improved, and OSX is a
>> huge step forward for Apple.
>>
>> Although the old perceptions have inertia, the reality, from my current
>> experience, is much better.
>
> You are exactly right here - price vs. performance was once a significant
> difference, but the new Intel Macs are right in line with comparable off
> the
> shelf PCs. Of course one can still save \$200-\$400 building a PC vs. the
> same config in a Mac, but not buying off-the-shelf. I tend to defend PCs
> to
> some degree, but the new Macs are very nice.
>>
>> My G5 is fast enough that I don't need other computers slaved for FX or
>> instrument plugins. That makes things much simpler. The G5 can also
>> address enough HD space that I don't need another server or, for that
>> matter, a network. It has enough RAM (currently 2.5GB, can address up to
>> 8GB) to do a reasonable amount of multitasking.
>>
> For me the multiple systems are needed for orchestral libraries, and PC or
> Mac, that's pretty much standard for composing (there are guys in LA I've
> talked with using even larger rigs).
>
> With hundreds of articulations required for a score, there isn't a single
> box that I could use to run a full complement. And what I could load into
> a
> current PC/Mac will usually only account for about 30 seconds of scoring
> in
> one style/tempo.
>
> I am guessing that with 64G of Ram in a quad quad core or dual octo core
> we
> might get closer to moving large scale orchestration to only one or two
> systems, but the low latency capabilities in the dual quads aren't scaling
> as expected yet. But even then we'll probably just be using 24/96k sample
> libraries to continue the networking requirements. It really isn't any
> different than running outboard samplers/synths. Not quite as convenient
> as
> running everything in one system, but also not as bad as it sounds

> (actually
> quite liberating to know that the percussion section will always be
> there -
> no dropped timpani rolls during French horn crescendos :-)
>
> Then if I add in other cpu/ram/disk streaming intensive VSTi's, full
> screen
> DV resolution video playback, the faster/more the better - I already have
> an
> extra PC is dedicated to full screen video (not unlike using a VCube or
> deck
> really).
>
> Regards,
> Dedric
>
>> It's really convenient to do it all on one fast, capable box in the
>> studio. Less bailing wire, duct tape and magic incantations needed to
>> hold it all together. :^)
>>
>> Almost no administration time needed.
>>
>>
>>> BTW - speaking of intense animation, probably old news, but there's an
>>> HD
>>> video online from Animusic - I like some of their other work better, but
>>> fun
>>> all the same:
>>> <http://www.apple.com/quicktime/guide/hd/animusic2dvd.html>
>>
>> Clever stuff. I saw another one of those a while back that also
>> impressed me.
>>
>> Cheers,
>> -Jamie
>> www.JamieKrutz.com
>>
>>
> I got me a 6 space rack, 2 BAE312 I love, 2 OSA L3's I don't.
I was talking to Jens Eisen about building a Sowter (Helios style) module.
He says he can do it but it would be a double wide.

The shadow hills stuff makes me wonder if they spent more on the Bakelite
fashion than the insides.

The A designs p1 has me interested too.

TC <tc@spammetodeathyoubastards.org> wrote:

>I know,

>

>I was also thinking that you might have to get yourself a Lunchbox or you will die..!

>

>Cheers,

>

>TC

>

>DJ wrote:

>> This is the easiest way to get in trouble that I can think of short of

>> buying into a NEVE Prism rack.

>>

>> ;o)Cuj, what are the L3's... are those their "Mutant" pre's?

neil

"Cujo" <chris@nospamapplemanstudio.com> wrote:

>

>

>I gots me a 6 space rack, 2 BAE312 I love, 2 OSA L3's I dont.

>I was talking to Jens Eisen about building a Sowter (Helios style) module.

>He says he can do it but it would be a double wide.

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>

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>>Cheers,

>>

>>TC

>>

>>DJ wrote:

>>> This is the easiest way to get in trouble that I can think of short of

>

>>> buying into a NEVE Prism rack.

>>>

>>> ;o)>Goal is that any application that supports vst plugs can virtually route
>audio to any other application that supports vst plugs, <

OK. You've got my attention

;o)

"alex plasko" <alex.plasko@snet.net> wrote in message news:4571ef2c@linux...

> thanks chuck. great way to keep tabs on development

> "chuck duffy" <c@c.com> wrote in message news:4571e946\$1@linux...

>>

>> If you want to follow the insanity of my virtual audio routing oddesy I

>> offer

>> up the following link...

>>

>> noise.youchill.com

>>

>> Thanks

>> Chuck

>

>What would happen is that I would be on a crusade to fill it up.\$4k doesn't
seem like so much when you do it \$550.00 at a pop.

;o)

"TC" <tc@spammetodeathyoubastards.org> wrote in message

news:4571e00e@linux...

>I know,

>

> I was also thinking that you might have to get yourself a Lunchbox or you

> will die..!

>

> Cheers,

>

> TC

>

> DJ wrote:

>> This is the easiest way to get in trouble that I can think of short of

>> buying into a NEVE Prism rack.

>>

>> ;o) [http://cgi.ebay.com/AMS-NEVE-CAPRICORN-DIGITAL-MIXING-CONSOL
E_W0QQitemZ260059005197QQihZ016QQcategoryZ23785QQrdZ1QQcmdZV_iewItem](http://cgi.ebay.com/AMS-NEVE-CAPRICORN-DIGITAL-MIXING-CONSOL_E_W0QQitemZ260059005197QQihZ016QQcategoryZ23785QQrdZ1QQcmdZV_iewItem)

;o)Nope, The "big daddies"

I don't recommend these pres at all. I was involved in a nasty scam involving
OSA and a former employee,

It is a long story, but even if the others sound great, after dealing with them, I;d go elsewhere.

That dude as Eisen is pretty cool. If I could I'd send him my L3s for a pair of his.

But really over at GS the P1 seems to get the love, that said I may be getting a pair of 512's

The Shadow hills buzz seems to have stopped now that they are out and about.

"Neil" <IUOIU@OIU.com> wrote:

>

>Cuj, what are the L3's... are those their "Mutant" pre's?

>

>neil

>

>"Cujo" <chris@nospamapplemanstudio.com> wrote:

>>

>>

>>I gots me a 6 space rack, 2 BAE312 I love, 2 OSA L3's I dont.

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>>

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>>>

>>>DJ wrote:

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of
 >>
 >>>> buying into a NEVE Prism rack.
 >>>>
 >>>> ;o)
 >Ok guys now that we are on the topic of 500 series pre's I'll let you in on my problem. I got me a 400.00 Gift Certificate to Mercenary Audio from my wife and I can't decide what to buy!
 I was leaning on a Purple MC77 or a distressor or a 1968 ME for mix bus.
 Or I could get a pair of 512's or a Tab V78!

But now I am also considering a pair of Josephehson C42's but of course there is the Gefell M900 which may be great on AG.

I know you don;t know what all my gear, but what out of this list would you want?
 Is the UAD 1176 close enough that I don't need the MC77?

A D12 or D20 is still in my future too.OK, so my system ***WAS*** rock-solid stable with the RME cards until either:

a.) DeeJ jinxed it by talking about how unstable his system was with RME hardware vs' the Pulsar stuff, my system heard about it, got jealous for new hardware too, and started purposely fucking up so I'd buy it a new present too (LOL).

b.) When I installed the Pulsar ASIO drivers, then de-installed them, something went wrong on the de-install & maybe that driver's still interfering with things somehow (but I can't find it, so I kinda doubt this is the case).

c.) When I recently reconfigured my setup, I had to get some new BNC cables for my Word Clock since the other ones were too short. I have a feeling it has something to with this, rather than the other two possibilities.

- 1.) The cables are all 12 feet long... not too long according to the Lucid wesbite (I have a Genx6-96) where they recommend no longer than 15 feet.
- 2.) The cables are RG58A... I believe this is 50-Ohm... would that make a difference & cause jitter from hell?
- 3.) I never bothered terminating the Multifaces before, and never had a problem... should I be terminating the outputs? Could the longer cables be making a difference in whether I should be terminating the WC-outs on the RME's?

'preciate any help

NeilNeil,

First things first. Pick up your clock and move it close enough to your Multiface units to try the old cables. If you're good with them then there's your problem. I've lived in clocking hell long enough to know that one funky cable can drive you nuts..unless,of course, you want to be up all night and then try this as a last resort.

;o)

"Nil" <OIUOI@OIU.com> wrote in message news:45723a96\$1@linux...

>

> OK, so my system ***WAS*** rock-solid stable with the RME cards

> until either:

>

> a.) DeeJ jinxed it by talking about how unstable his system was
> with RME hardware vs' the Pulsar stuff, my system heard about
> it, got jealous for new hardware too, and started purposely
> fucking up so I'd buy it a new present too (LOL).

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> them, something went wrong on the de-install & maybe that
> driver's still interfering with things somehow (but I can't
> find it, so I kinda doubt this is the case).

>

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> new BNC cables for my Word Clock since the other ones were too
> short. I have a feeling it has something to with this, rather
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> should be terminating the WC-outs on the RME's?

>

> 'preciate any help

>

> NeilMuhahahahah!!!!.....no matter what you buy, you will need two of them.
Personally, I think you should get something with Cranesong splashed across
it.or maybe Fearn.

suffer dude.....you've entered Mercenary territory and there's too much
to choose from.

;o)

"Cujo" <chris@applemanstudio.com> wrote in message news:45723891\$1@linux...

>

>

> Ok guys now that we are on the topic of 500 series pre's I'll let you in
> on my problem. I got me a 400.00 Gift Certificate to Mercenary Audio from
> my wife and I can't decide what to buy!

> I was leaning on a Purple MC77 or a distressor or a 1968 ME for mix bus.

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>

> But now I am also considering a pair of Josephehson C42's but of course

> there

> is the Gefell M900 which may be great on AG.

>

> I know you don;t know what all my gear, but what out of this list would

> you

> want?

> Is the UAD 1176 close enough that I don't need the MC77?

>

> A D12 or D20 is still in my future too.Yeah, Drew T over there is a close bud I've known for 20
years. Great customer

service. You are right though someone suggested an E22, That I'd need 2

of for sure. DJ do you compress to Paris?

"DJ" <nowayjose@dude.net> wrote:

>Muhahahahah!!!!!!.....no matter what you buy, you will need two of them.

>Personally, I think you should get something with Cranesong splashed across

>it.or maybe Fearn.

>

>suffer dude.....you've entered Mercenary territory and there's too much

>to choose from.

>

>;o)

>

>

>"Cujo" <chris@applemanstudio.com> wrote in message news:45723891\$1@linux...

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>> want?
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>>
>> A D12 or D20 is still in my future too.
>
>Hi Martin,

I'm running Nuendo on the main system and Cubase 4 on the second. I have them linked via VST System Link (SPDIF). SL is more accurate than MTC, locks faster, and chases jog/scrub better. The video/Cubase 4 PC runs a full screen MJpeg window, in Cubase 4, using Quicktime (17" Samsung LCD). I convert the original Final Cut file in Vegas as MJpeg .mov, DV 720x480, progressive, best quality, etc.

MJpeg seems to work best for native PC playback in general as I can cut down to 75-80% of the original's size and still have acceptable quality (slightly less clarity than the original, but no blocking or color degradation issues as with some other codecs).

I don't have anything else running on this system when syncing video, mainly for client playback, otherwise it's a waste of Cubase 4 :-). This machine is slightly slow for this (Athlon XP 1900 with ATA100 drives), so it skips a frame every now and then, but maintains sync (though I'm still looking to eliminate the skipping completely in other ways).

Sys Link with Cubase 4 and Nuendo 3 really works quite well. It's a temporary solution for video, but a faster PC with SATA II Drives would probably be perfectly fine.

Regards,
Dedric

On 12/2/06 4:18 PM, in article 45720768\$1@linux, "Martin Harrington" <lendan@bigpond.net.au> wrote:

> Hey Dedric,

> How do you use a separate PC for full screen video, and how are they sync'd,
> (sync)?
> InterestingWell, I will try this, but ideally I need the 12-ft cables
regardless, so I'm wondering if the 50-ohm ones (vs. the 75-
ohms that I've seen most WC cables made up of) are what's
causing the problem - or at least COULD be what's causing it.

Neil

"DJ" <nowayjose@dude.net> wrote:

>Neil,

>

>First things first. Pick up your clock and move it close enough to your

>Multiface units to try the old cables. If you're good with them then there's

>your problem. I've lived in clocking hell long enough to know that one funky

>cable can drive you nuts..unless,of course, you want to be up all night
and

>then try this as a last resort.

>

>;o)

>

>"Nil" <OIUOI@OIU.com> wrote in message news:45723a96\$1@linux...

>>

>> OK, so my system ***WAS*** rock-solid stable with the RME cards

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>> fucking up so I'd buy it a new present too (LOL).

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>> them, something went wrong on the de-install & maybe that
>> driver's still interfering with things somehow (but I can't
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>> new BNC cables for my Word Clock since the other ones were too
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>> than the other two possibilities.

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>> 2.) The cables are RG58A... I believe this is 50-Ohm... would
>> that make a difference & cause jitter from hell?
>> 3.) I never bothered terminating the Multifaces before, and
>> never had a problem... should I be terminating the outputs?
>> Could the longer cables be making a difference in whether I
>> should be terminating the WC-outs on the RME's?
>>
>> 'preciate any help
>>
>> Neil
>
>Hey Dedric, what is your cpu configuration (dual or single) and speed?
How much RAM do you have?

It sounds like your setup is more RAM starved for sample space, and shouldn't necessarily be CPU starved for processing. Can you set the disk streaming for more efficient RAM usage?

Large libraries shouldn't need to be in RAM all at once. I run the NI stuff you listed and a bunch of other Audio Unit plugins, including some pretty large sample sets, and it's no prob here. Granted I don't run the EW stuff and if you're right about EW, I'm glad I don't.

I have 2.5 GB RAM at present and it's been enough so far for some fairly large arrangements. Other than the sample-based plugs, some AUs are synths that depend more on CPU power than RAM and they run fine in large projects as well, with the G5 muscle. Plus live instrument tracks and copious FX plugins, no sweat, one box.

What's with 8 PCs recommended to run the EW plugs? If it's just samples, that's way overkill for CPU power, assuming they're talking about current boxes.

If it's RAM limitations, then A) sample libraries shouldn't have to run completely in RAM, and B) current machines have a lot of RAM support available to buffer samples - for example 16GB on current MacPro boxes, which should be plenty o' RAM for sample buffering.

If it's an HD i/o speed bottleneck for streaming samples, how about adding more SATA cards/drives?

I also wonder about the use of 300 tracks. A real orchestra doesn't have 300 sections. It doesn't even have 300 individual players.

Are you using 300 tracks on your stuff? I'm not. Shoot me if I do, the music would get lost in the overproduction.

Maybe the folks you talked to are just trying to save time preloading a

lot of plugins they won't necessarily use, that's a choice I guess. But it'd be quicker and waste less resources to work out the arrangement with fewer plugins (but still plenty). And then add what's needed to refine, if anything. I'm not going to fault them for using outboard samplers, that just shows they've been around a while, have a lot invested in that setup, and it works for them. But anyone starting now wouldn't likely go that route.

BTW, GPO switches articulations/sample sets on the fly and runs very efficiently. Big ensembles, small footprint.

Sorry to hear about the trumpet player at your wedding, are you sure it wasn't an EW plugin? ;^) I'm really looking forward to hearing your demo piece!

Cheers,
-Jamie
www.JamieKrutz.com

PS. You're right about laptops, next laptop I get I'll evaluate for using the plugins at live shows. It should be as fast or faster than my G5, although with less RAM expansion and HD flexibility.

Dedric Terry wrote:

> "Jamie K" <Meta@Dimensional.com> wrote in message news:4571cb6a@linux...
>>> With hundreds of articulations required for a score, there isn't a single
>>> box that I could use to run a full complement. And what I could load into
>>> a
>>> current PC/Mac will usually only account for about 30 seconds of scoring
>>> in
>>> one style/tempo.
>> Wow, really? I need to hear one of your scores. Clearly we're having
>> different experiences. What libraries do you use?
>
> I'm using East West's Quantum Leap Symphonic XP library at the moment: 38G
> total. For some things
> I then add Symphonic Choirs at 35G (just one section (e.g. sopranos) uses
> most of my free Ram).
> Then factor in Stormdrum, Kontakt 2, Absynth, and

Subject: Re: message from democrats
Posted by [DJ](#) on Fri, 10 Nov 2006 18:18:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

a Pulsar Luna
>with the ADAT plate and the mix matrix I'm using is massive...48 ASIO outs,

>STDM 4896 mixer, 8 x ASIO outputs, 40 DI outs to ADAT outputs and another 16
>ADAT I/O configured to work with the RME ADI4 DD and 4 x Paris stereo aux
>busses. I've got a few compressors and eq's on individual channels as well.
>this works for me and looks promising for future experimentations using the
>Scope system as a summing environment rather than Paris. Like you, this was
>my ultimate goal, but it's something I'm going to have to take slowly as I
>learn the system. There's a lot to learn. It's much like Paris in many ways.
>I'm still loving what it does here.
>
>Regards,
>
>Deej
>
> it's still functioning like a champ.
>
>Anyway, I've got 21 DSP's between my 3 x cards here and life is even better
>than it was before I got this 2nd Magma but I'll chime in here and agree
>with you that more DSP is a good thing with this system, especially if
>you're just going with one card.
>
>Deej
>Being downtown in the middle of it all isn't hurting this place either.
I think I will do both maybe studio just on weekend buyouts or something.
It would be very difficult to schedule two completely different businesses
like
these together during a work week.

--

Thanks,

Brandon

"Neil" <OIUOIU@IOU.com> wrote in message news:456fbaa9\$1@linux...

>
> Allimsayin' is something like this: If Flashpoint stays very
> busy at \$50 an hour, and Lone Wolf stays jam-fucking-packed at
> \$30 an hour, then there's probably room for someone else to get
> SOME business at also \$50 an hour. Start out part-time, produce
> the best product he can & provide a nice creative vibe, and see
> what happens.
>
> Neil
>
>
> "DJ" <nowayjose@dude.net> wrote:

> >Neil,
> >
> >I'm not trying to discourage anyone, but he's up against some stiff
> >competition. In order to charge \$50.00 per hour, he's going to need to be
>
> >able to offer something along these lines:
> >
> ><http://www.flashpointrecording.com/>
> >
> >I know the owner of this studio and it's been there forever.very well
> >established and stays busy. I think \$50.00 is the going rate there, but
> >it's
> >been a while since I talked to them.
> >
> >Austin is a tough town but if Brandon can hang in there and deliver a
> >superior product and the buzz gets around, well, who knows.
> >
> >Regards,
> >
> >Deej
> >
> >
> >"Neil" <OIUOIU@OIU.com> wrote in message news:456fa5fc\$1@linux...
> >>
> >> Then fuck it, Brandon... \$30 an hour isn't worth your time -
> >> charge \$50 and put "Lone Woof" out of business... give better
> >> service, a better vibe, more satisfied customers, and start
> >> doing it part-time in your spare time so you don't have to
> >> worry about putting food on the table with that as your sole
> >> income... word will get around; that is if you're up to the
> >> challenge and CAN do a better job then the uninspired Newmanner-
> >> equipped guys at "that other place".
> >>
> >> Seriously. Set a new standard.
> >>
> >> Neil
> >>
> >>
> >> "DJ" <nowayjose@dude.net> wrote:
> >>>Brandon,
> >>>
> >>>You're in a really tough market there. I've got a good friend in Austin
> >> who
> >>>been engineering/producing records there for 25 years. He's got an
> >>>extremely
> >>
> >>>loyal client base, charges \$70.00 and is booked almost constantly, but
>

> >>>it's
> >>
> >>>a rare situation.
> >>>
> >>>Deej
> >>>
> >>>
> >>>"Brandon" <a@a.com> wrote in message news:456f4bac\$1@linux...
> >>>>I understand about it becoming work and killing the passion.
> >>>> I can see myself not wanting to record my own stuff because I have
been
> >>>> couped up in there so long.
> >>>> I think \$30 is all could charge in Austin.
> >>>> There is a well known studio..LoneWolf which is part of ZZTops
outfit.
> >>>> They charge \$30/hr.
> >>>> The place is a dump with no inspiration, but they have tons of
expensive
> >>>> outboard gear and they are running
> >>>> the best DAW ever!!! Pro Tools!!
> >>>> Plus they have those expensive Newmanner microphones..you know.
> >>>> I can't see musicians around here taking my studio over the name
> >>>> associated
> >>>> with that place.
> >>>> Even if the service and end product is comparable.
> >>>>
> >>>> --
> >>>> Thanks,
> >>>>
> >>>> Brandon
> >>>>
> >>>>
> >>>> "DJ" <nowayjose@dude.net> wrote in message news:456f49bf@linux...
> >>>>> >.....as soon as you have to start
> >>>>> depending on it for a living, and you're forced to polish turds
> >>>>> in genres you may despise in order to put food on the table...
> >>>>> THAT, my friend, is WORK!<
> >>>>>
> >>>>> That's why drugs were invented Neil.
> >>>>>
> >>>>> ;o)
> >>>>>
> >>>>>
> >>>>> "Neil" <OIUOIU@OIU.com> wrote in message news:456f3fc5\$1@linux...
> >>>>> >
> >>>>> > Is \$30 an hour what you'd have to charge to be competitive in
> >>>>> > your area? What if you charged \$60 - could you get away with
> >>>>> > that?

> >>>> >
> >>>> > M-F wake-up till 6 or 7pm, you'll get little to no "music"
> >>>> > business because most of the musicians you'll be dealing with
> >>>> > have regular jobs anyway, so maybe you could do some electronics
> >>>> > work during those hours or try to get some commercial audio biz
> >>>> > therein (if there's any decent amount of that being done in your
> >>>> > area).
> >>>> >
> >>>> > After normal "work hours" & weekends are when you'd get the bulk
> >>>> > of your music recording work:
> >>>> >
> >>>> > Sat & Sun, sell it as a day-long "lockout" for \$500 for ten
> >>>> > hours, \$60 an hour additional after that per day. That's a grand
> >>>> > per week for the weekends, then sell your weeknights as straight
> >>>> > hourly time at \$50 or \$60 per hour, but don't plan on counting
> >>>> > on more than a couple nights a week being booked - at least not
> >>>> > at first until you get pretty well-established.
> >>>> >
> >>>> > Here's the thing though... what might now be a "passion" will
> >>>> > ultimately become "work" as well - as soon as you have to start
> >>>> > depending on it for a living, and you're forced to polish turds
> >>>> > in genres you may despise in order to put food on the table...
> >>>> > THAT, my friend, is WORK!
> >>>> >
> >>>> > Neil
> >>>> >
> >>>> >
> >>>> >
> >>>> > "Brandon" <a@a.com> wrote:
> >>>> >>
> >>>> >>
> >>>> >>Ok,
> >>>> >>
> >>>> >>So I am trying to decide what type of business to open.
> >>>> >>I was considering opening my studio to the public as an option.
> >>>> >>How much would you guys estimate a small project studio could
bring
> >> in
> >>>> >>=
> >>>> >>monthly?
> >>>> >>I figured best scenario would be that it would be booked at least
>
> >>>> >>five
> >>
> >>>> >>=
> >>>> >>days a week
> >>>> >>in 8 hour blocks.(160hrs/month) At \$30/hr that is \$4800/month
minus

> > =
 > >>>> >>expenses and taxes.
 > >>>> >>So probably \$3000 net.
 > >>>> >>Do you all agree?
 > >>>> >>I love music and would love to do this, but it seems like a lot of
 > >> work
 > >>>> > =
 > >>>> >>for not much gain.
 > >>>> >>Also, I don't have confidence in having my studio booked 160 hours
 > >> a =
 > >>>> >>month.
 > >>>> >>
 > >>>> >>I guess I know the answer, but I just hate choosing something
 other
 > >>
 > >>>> >>than
 > >>>> > =
 > >>>> >>my passion to=20
 > >>>> >>be my first business.
 > >>>> >>
 > >>>> >>My other possible option is to open an electronics manufacturing
 > =
 > >>>> >>business out of my garage.
 > >>>> >>There is a lot more potential for profit, but I have been doing it
 > >> for
 > >>>> >>=
 > >>>> >>15 years.
 > >>>> >>It is not my passion. It is work.
 > >>>> >>
 > >>>> >>Anyway..
 > >>>> >>
 > >>>> >>--=20
 > >>>> >>Thanks,
 > >>>> >>
 > >>>> >>Brandon
 > >>>> >>
 > >>>> >><!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 6.00.2800.1476" name=3DGENERATOR>
 > >>>> >><STYLE></STYLE>
 > >>>> >></HEAD>
 > >>>> >><BODY bgColor=3D#ffffff>
 > >>>> >><DIV>Ok,</DIV>
 > >>>> >><DIV> </DIV>
 > >>>> >><DIV>So I am trying to decide what type of
 > >>>> >>business

> >>

> >>>> >>=

> >>>> >>to=20

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> >>>> >><DIV></DIV>

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```

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> >>>>> >>
> >>>>> >
> >>>>>
> >>>>>
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> >>>
> >>>
> >>
> >>
> >>
> >
> >
> >
>Paul Braun <cygnus_nospam@ctgonline.org> wrote:
>On 29 Nov 2006 16:55:32 +1000, "DC" <dc@spammersinkabbalah.com> wrote:
>
>>
>>Never. Ever. not in this lifetime.
>>
>>I'd rather watch a colonoscopy...
>>
>>DC
>
>Let's make this clear - I only saw what I saw because my wife, who's a
>fan, was watching part of it as I was drifting off to sleep. I was
>not driving the remote control.

```

I didn't see much of the NBC airing, but I caught part of this again on Bravo last night, and it wasn't bad at all! I saw maybe five songs total, and one that I would have to say for sure wasn't lip-sync'ed (I say this because she started out talking to the audience, and then when she started singing, there was no perceptible difference in her voice, plus you could tell she got a little short of breath in a couple of places) was "La Isla Bonita", and I found that interesting because that was the one

that had the most energetic dancing in it out of bunch that I saw. The other songs I saw had less strenuous dancing & there was more processing on her voice in those - so whomever made the lip-sync comment, I couldn't really tell in those other songs.

I thought it was good! She did a nice job, and some of the dance moves were interesting - not just a lot of bump & grind & skipping around like she used to do when I'd see her videos (live cuts or otherwise) on MTV back in the day when they still played music on that channel lol.

I'll give the girl props... she's in great shape for her age, her voice sounded really good, & disciplined (whether she recorded some of it prior or not), and there was a lot going on visually - very different than your typical rock show with "light symphonies" & pyro (you know what I'm talking about, right? the kind of light shows where they feel they have to accentuate every note with the lights ALL CONCERT LONG).

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>> or if you have the budget, and quad core system. The Intel core duos

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>> Regards,

>> Dedric

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>

>--

>Chris Ludwig

>

>ADK Pro Audio

>(859) 635-5762

>www.adkproaudio.com

>chrisl@adkproaudio.com
Lamont - Chris and ADK build native DAWs as a business. As far as I know

they don't sell ProTools or Soundscape, but Chris can speak for himself. I
for one appreciate his participation, contribution and advice in PC
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If you prefer dsp based, that's great. I can't see how upgrading a PC or
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that will have to be upgraded at some point, in some form (e.g. a new
version of PT software comes out, a new conversion tool update, etc).

And if you want to run Giga, NI softsynths, etc...same thing.

And fwiw, we were advising Mike R. on what options are out there now, not talking about updating our PCs once a month.

Best of luck!

Dedric

On 12/1/06 8:49 AM, in article 457040f5\$1@linux, "LaMont"
<jjdpro@ameritech.net> wrote:

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Subject: Re: message from democrats
Posted by [Tony Benson](#) on Fri, 10 Nov 2006 18:41:01 GMT
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>

--

Chris Ludwig

ADK Pro Audio

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chrisl@adkproaudio.com Hey LaMont, the NI stuff (and my other 3rd party Audio Unit plugins, Zebra, GPO, Ivory, Cameleon, etc.) already run great on my dual 2.5GHZ G5.

Tons of tracks, no prob.

When I next upgrade the studio Mac it will be for animation/graphics production reasons. The upcoming 8 core Mac Pro would be good for that.

I'm also tempted by the new core 2 duo Mac laptops, they're about as fast as my dual G5 which is amazing for a laptop. But I'll probably hold out for a laptop that can hold more than 3GB RAM.

I'm in no rush, my dual G5 works great. I'm having fun with the new NI updates.

Cheers,

-Jamie

www.JamieKrutz.com

LaMont wrote:

> "PS. Native Instruments Komplete 4 just arrived, finally."

>

> Hey Jamie, you'll need or want that new Mac Pro core dual to run all those
> "sweet" Native Instruments Vstis :)
>
> But, you are right. You should only upgrade if there is a real need.
>
> Jamie K <Meta@Dimensional.com> wrote:
>> The native DAW upgrade path on the OSX Mac goes like this:
>>
>> 1) Upgrade your software as available, if you feel it's worthwhile.
>>
>> 2) There is no 2.
>>
>> That's it. If you feel the need to tinker with hardware go work on your
>
>> car. ;^)
>>
>> Granted, you can upgrade the Mac hardware any time you feel you need to.
>
>> I've only done that once in the last six or so years, from a dual 1GHZ
>> G4 PowerMac to a dual 2.5 GHZ G5 PowerMac, just to increase plugin
>> counts without needing to freeze tracks. My current box, several years
>> old, is still plenty fast enough to do heavy audio recording duties for
>
>> years to come.
>>
>> Cheers,
>> -Jamie
>> www.JamieKrutz.com
>>
>> PS. Native Instruments Komplete 4 just arrived, finally.
>>
>>
>>
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>> LaMont wrote:
>>> Dedic, I think you mis interpreted my post. Ilove what Chris and the
> guys
>>> do. My post was about just reading about various trials and tribulations
>>> and the cost factor of being on DAW upgrade path, which I was very much
> apart
>>> of the trend :) I was just recently(Jan 06)that I've taken this pro-DSP
> based
>>> (for me) position.
>>>
>>> As a person who has (1 Paris PC, 2-NativeNeundo PCs, 1 Giga PC, 1 VSTi
> PC)I
>>> pretty much quality as a PC -DAW gear slut. But, I recognized that after

>>> my last mega (Dual-Dual-core Opteron setup), that I was spending a lot
> of
>>> money for a solution that frankly, i could've purchased a HD1 or maybe
> an
>>> HD2..But, that's just me.. I prefer DSP based systems than Native.
>>>
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>>> I too build DAWS-in my neck of the woods(Michgan) for studios,
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Posted by [TCB](#) on Fri, 10 Nov 2006 19:10:39 GMT
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>I posted this a while back--I think you may have been gone for the Thanksgiving holiday... :)

Lamont,

You mentioned in the Pulsar thread:

"My XP /Paris rig is so stable, and with the URS and Waves SSL plugins..
It's
mixing dream for ITBB mixing.."

Would you mind posting your setup, computerswise especially, but also Paris hardware. I really don't want to jump through as many hoops as the multi computer thing. I am getting fantastic results as is with paris, especially using lots of analog inserts and external verbs. I just want to increase my horsepower and go to the SSL plugs etc. Sounds like you are doing what I want to do.

I use 3 mecs with 8 analog inserts per mec (8in/8out cards) with a huge rack of outboard. A couple of ADAT cards for returning the verbs like the KSP8, spdif i/os for verbs on various cards, and IF2's for multing via analog verb sends across submixes etc.

I have one UAD card and usually get a sound I like and just render it.

I want to go to a 4 mec setup, with more plugin horsepower. Like I said, I love my setup, and it brings me all the work I can handle.

My inquiring mind wants to know... :) 'preciate it...I'm going to give the Pulsar thing one more shot, but with a lower-end card (the Project Card - the \$750-ish one, plus a Sync Plate so I can get it to properly do 88.2k); I certainly didn't need all the DSP (and subsequent additional expense) of the big card if I couldn't use it for summing AND plugins at the same time, so I'm going to try the Project Card & use it JUST for summing... we'll see how that goes. I'll post a clip of the same section of that one song I did summing comparison files for already, so now we'll all have comparisons of an identical mix summed in:

- a.) Straight Native 2-buss, ITB
- b.) Native "Stems" Mix
- c.) Mixed in Native, Summed in Paris

d.) Mixed in Native, Summed in Pulsar
e.) Maybe also a "Stemmed in Native, Summed in Paris" version,
as well.

It'll probably be a week or so before the card gets here & I
have a chance to get it installed and up & running...

....the search for the grail continues LOL

Neil

rick <parnell68@hotmail.com> wrote:

>you belong on the show heros. good to hear it's coming together for
>you.

>

>On Thu, 30 Nov 2006 14:21:45 -0700, "DJ" <nowayjose@dude.net> wrote:

>

>>

>>"Neil" <OIUOIU@OIU.com> wrote in message news:456eea10\$1@linux...

>>>

>>> OK, so you guys know that I sent back the Pulsar Pro card... it
>>> was not able to do what I was hoping it would do; but since
>>> DeeJ is raving about his Pulsar gear so much, I thought I would
>>> consider one more option - what if I used it JUST for summing?
>>> That would still give me a single-PC one-box solution, and
>>> I certainly wouldn't need the big (\$1,400+) card for that,
>>> would I?

>>>

>>> So I e-mailed Gary (the guy that DeeJ & I both got our cards
>>> from) and asked him: "What if I used it for summing ONLY, no
>>> EFX... how many channels would the 'Home' card allow me to sum
>>> at 88.2k?" He answered back that it would most likely NOT be
>>> able to sum the 40+ tracks that I would be needing for the
>>> bigger projects - I would need the Project card (the \$750-ish
>>> one) to do this, even if I were using it for summing only, no
>>> EFX.

>>>

>>> Which means that even if you're working at lower sample
>>> rates than I, and you are thinking about doing big projects
>>> with this stuff, the "Home" card will likely not have the DSP
>>> balls to sum a lot of tracks and do more than a couple EFX even
>>> at 44.1 or 48k (remember, with the "Pro" card, I got the white
>>> flag of DSP surrender summing 40 or so tracks and after
>>> inserting only 3 EFX, and that sucker has 14 DSP chips on
>>> it!!!). So anyway - just an FYI so that you don't waste your
>>> time & \$\$\$ on a smaller card than you really need if you're

>>> thinking about going this route.
>>>
>>> Neil
>>
>>Hi Neil,
>>
>>Sorry this didn't suit your needs. My whole concept of this was quite a bit
>>different from yours I think I've been burning in my system on the new Magma
>>today and now that the STDM cable length has been reduced drastically and I
>>configured the system to where the card with the *least* DSP was the first

>>card in the system, the available DSP resource allocation has stabilized and
>>has increased pretty dramatically. Like any system, tweaking and
>>experimentation pays off. My system has 2 x Pulsar II's and a Pulsar Luna

>>with the ADAT plate and the mix matrix I'm using is massive...48 ASIO outs,

>>STDM 4896 mixer, 8 x ASIO outputs, 40 DI outs to ADAT outputs and another 16
>>ADAT I/O configured to work with the RME ADI4 DD and 4 x Paris stereo aux

>>busses. I've got a few compressors and eq's on individual channels as well.

>>this works for me and looks promising for future experimentations using the
>>Scope system as a summing environment rather than Paris. Like you, this was
>>my ultimate goal, but it's something I'm going to have to take slowly as I
>>learn the system. There's a lot to learn. It's much like Paris in many ways.
>>I'm still loving what it does here.
>>
>>Regards,
>>
>>Deej
>>
>> it's still functioning like a champ.
>>
>>Anyway, I've got 21 DSP's between my 3 x cards here and life is even better

>>than it was before I got this 2nd Magma but I'll chime in here and agree

>>with you that more DSP is a good thing with this system, especially if

>>you're just going with one card.

>>

>>Deej

>>

>Hey Neil,

No, I was not only talking about Pro-Tools. But a little perspective. There are still alot (read more) Pro-Tool Mix3 setups than HD setups. So, you don;t have to upgrade the various Digi setups if you wan to..

I was talking about PAris, Pro Tools, Soundscape..Radar.

P.S.

I personally would not for over the money for the Creamware stuff for summing.

The truth of the matter toimprover your ITB summing, just get a decent analog or digital mixer(Mackie..Yamaha 01x 02r,). Most of the current summing boxes are nothing more than the forementioed mixers without the faders.. Electronic Musician did a summing shoot-out this year and the results were astounding.: needless to say , that a mackie VLZ summed just as good as most of the 5k summing boxes. So that should tell you something and it should tell you that by add a better mixer to sum than the DAW is all that's needed..

I use a Soundcraft Ghost console to sum for now, and yesit even improves Paris stereo imaging. For Neundo and Pro Tools, it takes it to another level.

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Subject: Re: message from democrats
Posted by [Jamie K](#) on Fri, 10 Nov 2006 19:39:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

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>Although I'd rather wish they would do the mixers in a rack mount form
>with out the automation and faders just the routing/ summing and effects

>type parts.
>
>Actually really wish that dead-end things like the UAD and TC power
>core and various firewire DSP would stop dicking around and just write
>native plug-ins. I really think they are just using the hardware as
>giant dongles now. I'd rather have a tiny USB one.
>
>I'd rather see these DSP people put the effects on the external
>converters or purely digital I/O like MADI. Then be able to add DSP
>chips to the boxes to be able ti add more processing power to the units.
>But I don't see that happening see that happening soon.
>
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few
I'll be at SP1a. I've never put SP2 on my paris rig, never had a reason to
and things like firewall and DEP made me nervous.

I already have it back up and running with the required 3 displays, 2 EDS
cards, SBS 7 slot and a few PCI cards (USB, 1394, NIC, etc...). I want to
keep this build simple and to the point and put the UAD/VSTi thing of on
another machine so I'm more concerned about stability than things taking
away CPU time (xp1900+, Asus A7s333). The heavy lifting for virtuals will be
on the other box, yet to be built. Probably will also use a crossover cable
to feed tracks back and forth as necessary. Machine will not ever touch
internet.

I wanted to poll the group on one thing:
Has anyone found a reason that they -should- install Service Pack 2 to Paris
for?

AAHey Lamont - I probably did misinterpret. I don't disagree about the

advantages of hybrid/dsp at all.

I think most everyone on this board knows the pros and cons both ways, and most all of us have quite a bit of experience building systems (except Mac users perhaps ;-). After all, part of the admission fee here is that you be a bit of a DAW/gear slut. ;-)

Even Mac users have to admit it gets expensive buying a new Mac every 3 years or so just to gain more power to run VSTi's and plugins that demand it (depending on the user's requirements of course). However, that is no different with dsp rigs.

You end up adding \$5000 Accel cards to an HD rig to add more power, unless you start with HD3 and never need more than that.

So the costs are actually relative. You don't save money by going with ProTools or Soundscape or Fairlight, you just spend it in a different way, and once you add in the cost of comparable plugins in TDM format, you do spend more, no way around it really. It's a matter of going with what works best and makes you more productive and profitable.

As Chris pointed out in another post, native is most common in the pro realm for composing and sound design (which is most of what I do, along with audio post - hence my interest in Fairlight).

I also agree with him that dedicated dsp plugin cards are getting a bit long in the tooth.

Imho, it's time for Fairlight to get out of their closed market mindset and release CC-1 as a standalone generic dsp engine for DAWs, plugins, etc (or more likely, time for other developers to get on board with it - could be in the works already from the way it sounds....). Or perhaps Clearspeed will eventually have some DAW applications.

The goal for dsp/hybrid I prefer is a more open platform so we can begin to merge our preferences in native and dsp into a truly expandable environment - more flexibility and upgradeability with that approach - better longterm investment, imho.

Regards,
Dedric

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>>>> If you have any problem or suggestion for the test let me know so I can
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>>>>
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>>>> counts folks are getting.
>>>>
>>>>
>>>>
>>>> --
>>>> Chris Ludwig
>>>>
>>>> ADK Pro Audio
>>>> (859) 635-5762
>>>> www.adkproaudio.com
>>>> chrisl@adkproaudio.com
>>>>
>>>>
>Hi Aaron,
If you are going to be using it strictly as a Paris rig then you won't
need SP2. You may need to install Direct X 9.0c depending on the plug
ins you are using though.

Chris

Aaron Allen wrote:

> I'm blowing out my rig here and installing everything new. In the next few
> I'll be at SP1a. I've never put SP2 on my paris rig, never had a reason to
> and things like firewall and DEP made me nervous.
>
> I already have it back up and running with the required 3 displays, 2 EDS
> cards, SBS 7 slot and a few PCI cards (USB, 1394, NIC, etc...). I want to
> keep this build simple and to the point and put the UAD/VSTi thing of on
> another machine so I'm more concerned about stability than things taking
> away CPU time (xp1900+, Asus A7s333). The heavy lifting for virtuals will be
> on the other box, yet to be built. Probably will also use a crossover cable
> to feed tracks back and forth as necessary. Machine will not ever touch
> internet.
>
> I wanted to poll the group on one thing:
> Has anyone found a reason that they -should- install Service Pack 2 to Paris
> for?
>
> AA
>

>

--

Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.comHey Dedric,

OK, I had to look it up:

My dual 2.5GHZ G5 cost about \$1200 additional in 2004 after selling my previous dual 1GHZ G4. I can't say that's all that expensive for the jump in processing power, especially considering the many things the system gets used for here.

I think DeeJ has me beat in having higher computer costs, and probably most everyone else here, too, who has been building machines and replacing them over and over in the last few years. And that's not even counting the time it takes to build them and debug the problems we hear about.

Meanwhile the trusty G5 still does all the tracks and AU/FX plugins I need. In fact it's gotten better with the periodic Logic updates, OSX updates and updates from plugin vendors, the system has gotten more solid and capable over time.

So I don't need to buy another computer for audio. Priceless. :^)

Any further studio computer upgrading here will be due to graphics/animation/video production. Although the G5 is doing reasonably well in those areas, too (was one reason I got it), so there's no big rush to upgrade.

I agree that it's a matter of going with what works best for whatever you do. And also, what you value in the process.

Cheers,
-Jamie
www.JamieKrutz.com

Dedric Terry wrote:

- > Hey Lamont - I probably did misinterpret. I don't disagree about the
- > advantages of hybrid/dsp at all.
- > I think most everyone on this board knows the pros and cons both ways, and
- > most all of us have quite a bit of experience building

> systems (except Mac users perhaps ;-). After all, part of the admission fee
> here is that you be a bit of a DAW/gear slut. ;-)
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> Even Mac users have to admit it gets expensive buying a new Mac every 3
> years or so just to gain more power to
> run VSTi's and plugins that demand it (depending on the user's requirements
> of course). However, that is no different with dsp rigs.
> You end up adding \$5000 Accel cards to an HD rig to add more power, unless
> you start with HD3 and never need more than that.
> So the costs are actually relative. You don't save money by going with
> ProTools or Soundscape or Fairlight, you just spend it in a different way,
> and once you add in the cost of comparable plugins in TDM format, you do
> spend more, no way around it really. It's a matter of going with
> what works best and makes you more productive and profitable.
>
> As Chris pointed out in another post, native is most common in the pro realm
> for composing and sound design (which is most
> of what I do, along with audio post - hence my interest in Fairlight).
>
> I also agree with him that dedicated dsp plugin cards are getting a bit long
> in the tooth.
> Imho, it's time for Fairlight to get out of their closed market mindset and
> release CC-1 as a standalone generic dsp engine
> for DAWs, plugins, etc (or more likely, time for other developers to get on
> board with it - could be in the
> works already from the way it sounds....). Or perhaps Clearspeed will
> eventually have some DAW applications.
>
> The goal for dsp/hybrid I prefer is a more open platform so we can begin to
> merge our preferences in native and dsp into
> a truly expandable environment - more flexibility and upgradeability with
> that approach - better longterm investment, imho.
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> Regards,
> Dedic
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> "LaMont" <jjdpro@ameritech.net> wrote in message news:45704a29\$1@linux...
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>> do. My post was about just reading about various trials and tribulations
>> and the cost factor of being on DAW upgrade path, which I was very much
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>> (for me) position.
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>> my last mega (Dual-Dual-core Opteron setup), that I was spending a lot of
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>>> Mac is more expensive than upgrading a dsp DAW a la ProTools, Soundscape,
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>>> version of PT software comes out, a new conversion tool update, etc).
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>>> And if you want to run Giga, NI softsynths, etc...same thing.
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>>> And fwiw, we were advising Mike R. on what options are out there now, not
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>>> Best of luck!
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Subject: Re: message from democrats
Posted by [Jamie K](#) on Fri, 10 Nov 2006 19:52:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

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>>>>>>> ADK Pro Audio
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>>Don't have it, but here's what I'd try in your spot.

First and foremost, read the documents and see if there is any reference to not working with older wrapper, and/or contact UAD support and let them know what you need to do and get their opinions.

Create a ghost image of your current installs.

Leave your current wrapper as is except pull out any pointers to the UAD stuff. Remove the UAD software.

Create a new folder on your C:\ drive and name it UADVST or something similar.

Reinstall the newest UAD version/reg codes as necessary, only make sure that it points to new VST folder.

Wrap the UAD with the new wrapper.

The old VST's are still wrapped with the old wrapper, which I'm assuming since your on paris to be version 3.3, yes?

Rescan the configs making sure the directories are pointing at the right folders to scan for plugs.

Keep in mind that I've never done this and this is just my first impression of how to tackle trying to get the 2 wrappers to play nice together.

AA

"Gary Flanigan" <gary_flanigan@ce9.uscourts.gov> wrote in message news:4571a37b\$1@linux...

>

> I'm referring to the one which now comes with 4.5. Does this wrapper work

> only for the UAD plugs, as I would expect? And can it coexist with the

> "regular"

> VST wrapper for other plugs?

>

> ThanksOn 12/2/06 9:14 AM, in article 4571a3d1@linux, "Jamie K"

<Meta@Dimensional.com> wrote:

> Dedric Terry wrote:

>> Hey Jamie,

>>

>> You and the other Mac users know we PC users just give you a hard time

>> because your comps have fruit on them. ;-)

>

> Jealousy is such an ugly thing. I'll send you a banana sticker. ;^)
>

Excellent! Although a vegetable would be great... I think Broccoli would make a great computer logo. ;-)

> Over the years Mac critics, me among them, have argued that Macs are
> more expensive. Too expensive. And I had other, technical, criticisms of
> previous generations of Macs.
>
> However, more recently the value proposition has improved, and OSX is a
> huge step forward for Apple.
>
> Although the old perceptions have inertia, the reality, from my current
> experience, is much better.

You are exactly right here - price vs. performance was once a significant difference, but the new Intel Macs are right in line with comparable off the shelf PCs. Of course one can still save \$200-\$400 building a PC vs. the same config in a Mac, but not buying off-the-shelf. I tend to defend PCs to some degree, but the new Macs are very nice.

>
> My G5 is fast enough that I don't need other computers slaved for FX or
> instrument plugins. That makes things much simpler. The G5 can also
> address enough HD space that I don't need another server or, for that
> matter, a network. It has enough RAM (currently 2.5GB, can address up to
> 8GB) to do a reasonable amount of multitasking.

>
For me the multiple systems are needed for orchestral libraries, and PC or Mac, that's pretty much standard for composing (there are guys in LA I've talked with using even larger rigs).

With hundreds of articulations required for a score, there isn't a single box that I could use to run a full complement. And what I could load into a current PC/Mac will usually only account for about 30 seconds of scoring in one style/tempo.

I am guessing that with 64G of Ram in a quad quad core or dual octo core we might get closer to moving large scale orchestration to only one or two systems, but the low latency capabilities in the dual quads aren't scaling as expected yet. But even then we'll probably just be using 24/96k sample libraries to continue the networking requirements. It really isn't any different than running outboard samplers/synths. Not quite as convenient as running everything in one system, but also not as bad as it sounds (actually quite liberating to know that the percussion section will always be there - no dropped timpani rolls during French horn crescendos :-)

Then if I add in other cpu/ram/disk streaming intensive VSTi's, full screen

DV resolution video playback, the faster/more the better - I already have an extra PC is dedicated to full screen video (not unlike using a VCube or deck really).

Regards,
Dedric

> It's really convenient to do it all on one fast, capable box in the
> studio. Less bailing wire, duct tape and magic incantations needed to
> hold it all together. :^)
>
> Almost no administration time needed.
>
>
>> BTW - speaking of intense animation, probably old news, but there's an HD
>> video online from Animusic - I like some of their other work better, but fun
>> all the same:
>> <http://www.apple.com/quicktime/guide/hd/animusic2dvd.html>
>
> Clever stuff. I saw another one of those a while back that also
> impressed me.
>
> Cheers,
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> www.JamieKrutz.com
>
>awesome link

"John" <no@no.com> wrote in message [news:4571947a\\$1@linux...](mailto:news:4571947a$1@linux...)

>
> hehe,
>
> <http://www.media-post.net/coolpcmods.php> figure that they will be good to have in the
collection, plus the 500
series offers quite a few pieces from different companies. I like that the
512's are a bit faster, I think that will be a good addition for certain
situations.

Now with the lunchbox, it will be like trying to fill up a mec with i/o cards again..

Cheers,

TC

Neil wrote:

> TC <tc@spammetodeathyoubastards.org> wrote:

>> For sure, that way you eliminate any chance of phase problems ;-)
>>
>> I ended up getting a Lunchbox and two API 512C's instead.
>>
>> I think the 500 approach will be a bit more versatile, and it's quite a
> bit cheaper.
>
> I've liked API's for guitars sometimes... they're pretty fast
> pre's, although I haven't used the 500-series. My only bitch
> about them is that they tend to have a very "broad" attack,
> which can sometimes give you too hard of an edge - like
> anything else, it depends on what yer using 'em for, though.
>
> Neil
>
>You can do whatever you want in terms of pricing... the idea
is that you're simply giving the client a discount for the
block of time vs. what they'd pay if they booked it by the hour.
For example, if your normal rate is \$60 a hour, you might price
a ten-hour block at \$500. Some places sell 12-hour blocks, as
well or instead) you can structure it any way you want. It's
also known as a "day rate" Google a few studios & see if you
can find some that list their rates on their website (some do,
some don't) to get an idea. Some studios consider their day rate
a complete "lockout" for as many hours as you want to go, but
those are the also (sometimes) the ones that have more than one
engineer they can schedule in, so a session might start at 10
in the morning & go 'til 2 or 3am, but since you're just one
guy, you have to determine if you want to hang that long (I've
done PLENTY of those when I worked in a studio, sometimes for
weeks on end when there's a big project!).

There is no "common" scheduling for this sort of thing - it's
pretty much what you can fit the client in for, based on what
kind of start time they want. If they want to book two ten-hour
blocks over a weekend, one starting at 10am on Saturday &
the other starting at Noon on Sunday, and that works for your
schedule, then there you have it.

Brandon, here's what I would suggest... and I know virtually
nothing about the recording scene in your market, so I could be
wrong, but I'm guessing that most of the bands & musicians
that you're going to be able to bring in when you're just
starting out are going to be part-time musicians with a day
job, students with a little bit of extra money (either theirs
or Dad's), and that sort of thing... E.J. will not be coming by
right away, in other words :) and don't forget the
occasional Mom who thinks her daughter has "just the BEST voice

you've ever heard!" & wants to do just one song. I'm gonna venture a guess & say that most of the bands in this classification aren't going to be doing a full CD at their point of evolution, so what if you offer packages geared around a 3 to 4 song demo and another single-song package? Something like this, perhaps:

WEEKEND DEMO PACKAGE:

3 to 4-song demo... allows for up to 20 hours of recording & mixdown (Two 10-hour blocks, one on Saturday, one on Sunday; start times are flexible based on agreed-to scheduling at time of contract). Package includes:

- * Set-up on Friday evening (up to four hours) at no charge.
- * Complete Recording & Mixdown of up to four songs.
- * Audio CD containing the final mixes for each band member (up to six band members).
- * Full backup & archiving of raw tracks, as well as all mixes.

Total Value of package = \$1,500

Special Package Price = \$1,000

SINGLE SONG PACKAGE:

Allows for up to five hours of recording and mixdown of singer, plus one to two accompanying instruments (Client to provide instruments/musicians. "Karaoke" tracks may also be used for accompaniment - in this case, these must also be provided by the client) Scheduling based on availability of time. Package includes:

- * One hour of set-up time at no charge.
- * Complete Recording & Mixdown of one song.
- * Three (3) Audio CD's containing the final mix of the song.
- * Full backup & archiving of raw tracks, as well as the final mix.

Total Value of package = \$400

Special Package Price = \$300

NOTES: Time in excess of the above-mentioned package blocks will be billed at our standard rate of \$60 per hour. Additional CD's are available at the price of 5 for \$15. 50% deposit required at time of booking, with the remaining 50% to be paid at any time prior to the completion of the mixdowns. No recorded product may leave the studio until payment in full is received.

Packaging it this way means you're not just selling "time", you're selling the end result... which is what they're looking for anyway. The single-song package works out to a lower hourly rate, because you're not recording a full band's worth of instruments - it would be one those "knock it out in a

weeknight" kinda things for the stage mom who wants a CD of their kid singing "Somewhere Over the Rainbow" or for the person who has written "one great song" and wants to bring their acoustic guitar in & record him playing & singing - that sorta thing.

Whaddya think?

Neil

"Brandon" <A@A.com> wrote:

>

>Ok...I am considering doing what Niel suggested an selling blocks
>of time in my studio on the weekends.

>What is the common industry practice regarding block buys?

>How do block rates work?

>What are the rules surrounding block rates?

>What is the common scheduled hours for block buys?Saturday 7AM-7PM and Sunday
>7AM-7PM???

>What if the customer only ends up using 1 day and 1/2. Is it a use or loose
>deal?

>

>Thaks,

>BrandonOh sweet..

More tasty items for the Lunchbox..

[http://www.vintageking.com/20-Hottest-Sellers_2/Shadow-Hills -Mono-GAMA-Mic-Pre](http://www.vintageking.com/20-Hottest-Sellers_2/Shadow-Hills-Mono-GAMA-Mic-Pre)

Cheers,

TCOn 12/2/06 9:31 AM, in article 45719c34\$1@linux, "LaMont"
<jjdpro@ameritech.net> wrote:

>

> They recently interviewd the UAD guys and the big question was put to them:
> 'Why not add more power to the card'?

>

> UAD: answer was : Because they could not find a "cost-effective "Dsp that
> would not raise the price of the card???

UA is a very small company. This is the same necessity of survival that has locked Digidesign into using Motorola dsps that are far from cutting edge.

It's very expensive to change course completely with d

Subject: Re: message from democrats
Posted by [Tony Benson](#) on Fri, 10 Nov 2006 20:57:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

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Apple. I think the towers
are slick. The push pull drive trays rock. They have made it so easy to
add memory also.

James

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

>

>well today, I went down to my local Comp USA to try out a Mac pro. They
rep

>showed me a Mac Pro (quad) Dual -Dual core Intel..

>It came with:

>-250 Sata-300mb

>-a good selection of I/O

>-optical audio i.o..Nice (more on this later)

>-DVD/RW.

>-Space to add 4 more drives..

>

>They had it running apple's boot-camp, so I was able to boot into Win Xp
>pro.

>

>Verdict:

>I am very impressed with this unit. The speed and efficiency that it ran

>Win-Xp pro was as smooth and fast as I ever seen.

>

>The Apple rep : explained to me the me that the on-board audio (via the
optical

>i/os) were capable of of 24/94 bit sample rate with a very respectable latency

>via the use of Audio units drivers. And the S/N rating ranks the on-board

>audio interface right up there with best of them. I played a few songs from

>a cd I brought to test. The mac Pro had a decent pair of M-audio monitors.

>Man, the audio was professional. The only need that I can see someone needed

>another audio interface is to add I/o..And it stands, if you only need 2

>inputs, then the on-board sound interface will more than suffice.

>

>On the Os-x side of things, I have to say that I've never, read NEVER :)

>seen Os-X run this fast!!! :) On previous macs, Os-x always felt a bit
like

>"a Cheetah stuck in the quick sand"..

>

>Now, on these intel -multi-core cpus, this is just wan t the Dr needed.

Smooth

>and blazing fast.

>hey did not have Logic Audio loaded, but ehy had Final-cut pro, so I ran

>it thru it's paces and load up 30 or so wav files from Soundrac pro... Smooth,

>with video, plus I was on Saffari dancing on the internet..

>Impressed indeed..

>

>Now, for the Cherry on top: All this power for \$2499.00..Yep..
>Now, those of you who has dabbled into building your DAW, you know how much
>building a Dual-Dual core Opteron 285(and above) can be..let me just say..
>It'll cost more than the this Mac..
>
>Summary:
>Apple is finally figured it out. hey have a Machine hat can out gun he best
>PCs/Workstations available, and they can run both OS_X and Win Xp/pro..
>For me, a former Logic Audio user who swore when Apple closed it's door
on
>the Windows platform, that I'd never buy another apple machine nore product..
>Well, let's just say, "Let the healing begin"..
>I can now have my Logic Audio (Albeit, cost way too much IIMHO)..hey, let's
>face it, it's not as cool or as powerful as Cubase 4, butIt still have that
>"one of a kind" midi sequencer that's "Tighter" than my beloved MPC..
>And, i can re-boot into windows to run Nue

Subject: Re: message from democrats
Posted by [Tony Benson](#) on Fri, 10 Nov 2006 21:10:30 GMT
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ndo, Cubase, V-Stack, or even,
>shall I say Paris(via, a Magma PCI/E -PCI) expander..
>
>So, skys the limit for all new Mac Pro studios.
>Rumor from the Apple rep: Look for a native version of OS-X to run on any
>PC.??????Humm..
>
>Now, things are really heating up..
>The Mac Pro Will be my next DAW purchase for 2007..
>dj.....what kind of problems did you hear about with the houston? my
houston works great with cubase 4
"DJ" <nowayjose@dude.net> wrote in message news:45747e41\$1@linux...
> What I like about ACID is that I can just insert a loop and paint it
> across as many bars as I want and manipulate it to death quickly and
> easily. What I don't like about what I'm hearing about Cubase 4 is that it
> doesn't have DX support (and I do use a few old DX plugins that I want to
> keep using). My Cubase>Paris scenario is *exactly* as I want it right now
> and since I don't record to Cubase and I'm comfortable with it's v3
> interface, the new CR (and other) upgrade features don't really give me
> anything I really need as far as I can see.....plus, I've heard of
> problems with Cubase 4 and the Houston controller and I don't need another
> hardware interfacing headache.
>
> The ACID Pro 6.0 demo is downloading now. It's fully functional for 30
> days (except you can't render to MP3-not an issue for me) and supports
> Rewire, ASIO and rudimentary video support. The upgrade price is \$199.00

> if I decide I want it.same as Cubase SX 3x > Cubase 4.
>
> Looks pretty cool.
>
> We'll see.
>
> ;o)
>
>
> "Dedric Terry" <dedric@echomg.com> wrote in message
> news:45747b9a\$1@linux...
>> Hi DJ,
>>
>> I don't use Acid - what are you looking to do that SX3 didn't?
>>
>> I don't know how much is new in the looping area, but C4 and N3 both
>> support Rex and Acid
>> loops - automatically matched to tempo. Of course for extending loops
>> you don't have a single
>> loop object feature as with Live/Acid, but rather duplicate, repeat, or
>> fill loop (set your loop points
>> for a section, select a loop object (1 bar drum loop, whatever), and
>> "fill loop" will repeat that object
>> for each measure or set of measures over the range. Of course all of
>> this is much faster if
>> you just assign keycommands. Then there are hitpoints, etc to do much of
>> what Rex files do.
>>
>> Of course you also have Play Order Tracks to alter your arrangement in as
>> many ways you might like.
>>
>> Regards,
>> Dedric
>>
>> "DJ" <nowayjose@dude.net> wrote in message news:45747206@linux...
>>> I'm getting soem requests for radio ads here. One thing I've always
>>> loved about ACID is that it's so easy to paint up a generic soundtrack.
>>> I've got ACIOD V4.0 here and I'm getting ready to load it up and go to
>>> work but I've been thinking of upgrading to Cubase 4 and I hear it has a
>>> much improved way of dealing with loops than SX3 did.
>>> Has anyone tried this? I'd love to be able to *paint audio* in Cubase
>>> but I'm not really crazy about having to deal with a bunch of
>>> workarounds to get it to function in a similar way o ACID. I just want
>>> it to work.
>>>
>>> Does it?
>>>
>>> Thanks,

>>>
>>> Deej
>>>
>>>
>>
>>
>

>This is a multi-part message in MIME format.

-----=_NextPart_000_0021_01C717C2.9C71DAB0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

just think, you could get a quadruple bypass and your system will still =
be running when you get home!

"Tom Bruhl" <arpegio@comcast.net> wrote in message =
news:45747e2c@linux...

Stay with us Deej. We need our elders to maintain our
extended Paris family.

Glad you're feeling better.
Tom

"DJ" <nowayjose@dude.net> wrote in message news:457475f8@linux...

"rick" <parnell68@hotmail.com> wrote in message=20
news:r7s8n2psomflsvg9uul6g2t2n7vu9ebfna@4ax.com...
> is this anything like your trip to the dessert without water =
trick?

> if you ever have any doubts about your age go to a college town =
bar
> and see how you do on the "can i buy you a drink" reality test.

I've already been referred to as *sir* by enough young nubile in =
this=20
college town to know better.

glad
> you're not dead...HEY WAIT....is there something you forgot to buy =
cu
> you're effing to old to remember??? OOOH OOOH...you took viagra =
and
> there's just not enough blood to sustain both brains???

Hmmmmm...well.....I haven't reached the Viagra plateau yet but =
this is=20

something to think about. I mean, how could sex be any fun if you're =
unconscious?

>

> i'll wait til after your nap for the answer.

Well, right now I'm oh hold to Sony product support and the =
background music=20

has me feeling like I'm floating in an ocean full of humpback whales =
on=20

Ambien

(yawn)

;o)

>

>

> On Mon, 4 Dec 2006 10:23:55 -0700, "DJ" <nowayjose@dude.net> =
wrote:

>

>>Sitting at home watching Kiing Kong on HBO Saturday night.. I was =
taking a

>>break from dinking around with creating some drum parts with using =
my Korg

>>PadKontrol and BFD (a match made in heaven) and I'm happily =
munching on=20

>>some

>>popcorn, watching the part where the guys are tossed to the bottom =
of the

>>chasmreally cool stuff wherein giant bugs and =
godawful

>>sabretoothed worms are eating these guys alive when all of a =
sudden I get

>>this wierd sensation in my throat. SHIT!!!! (thinks I), I'm =
starting to

>>catch a cold. I've got this raw, uncomfortable sensation in my =
throat and

>>I'm starting to cough.....then this tightness starts in my =
throat and

>>them more coughing, and more coughing.....and now my lungs are =
starting

>>to fill up with fluid and within about 3 minutes my throat is =
starting to

>>swell and I feel like I'm drowning.....soooooo.....wife unit =
bundles me=20

>>into

>>car for mad dash to new hospital which is about 20 minutes out of =
town as

>>opposed to perfectly working old hospital that we have had here =
for years
>>which is in the middle of town and close to everything and
>>everyone.....soooooo anyway we get to the ER, and, as =
opposed=20
>>to
>>the other poor schmucks sitting there in varying degrees of pain =
and
>>distress, I'm immediately admitted ahead of everyone else as I =
guess they
>>haven't encountered too many blue people that day. Well, after =
being=20
>>poked,
>>prodded, hooked up to heart monitors, stress tests, Albuterol =
treatments=20
>>and
>>who knows what all else, they still don't know what caused this. =
My heart=20
>>is
>>fine (which, I'm told, is a good thing) but I have a hiatal =
hernia,
>>cholesterol levels are a bit high and some other levels could use =
some
>>improvement so I'm going to have to alter my lifestyle modus =
operandii a
>>bit...'cause I'm 56 and no longer invincible. Actually, I haven't =
been
>>invincible since I was 40, I just didn't know =
it.....but
>>it's sorta scary that one minute I could be my old perfectly =
functioning
>>self and the next, I could be turning blue. Perhaps I didn't have =
enough
>>coffee Saturday morning? Well, I'm home now and the Cubase project =
I was
>>working on Saturday night hasn't crashed (something that would =
have been
>>impossible with those damned RME cards) so I guess the Pulsar =
cards are,
>>indeed, extremely stable and I can take some comfort in the fact =
that at
>>least something was learned this whole wierd 36 hours.
>>Maybe I need to reload my drivers?
>>;o)
>>
>=20

I choose Polesoft Lockspam to fight spam, and you?

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

-----=_NextPart_000_0021_01C717C2.9C71DAB0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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

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charset=3Diso-8859-1">

<META content=3D"MSHTML 6.00.5730.11" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>just think, you could get a quadruple =
bypass and=20

your system will still be running when you get home!</DIV>

<BLOCKQUOTE dir=3Dltr=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Tom Bruhl" <A=20

href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> wrote =
in message=20

news:45747e2c@linux...</DIV>

<DIV>Stay with us DeeJ. We need our =
elders to=20

maintain our</DIV>

<DIV>extended Paris family.</DIV>

<DIV> </DIV>

<DIV>Glad you're feeling =
better.</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>"DJ" <A =

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wrote in message <A=20

=

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<A=20

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wrote in=20

message
<A=20
=
href=3D"news:r7s8n2psomflsvg9uul6g2t2n7vu9ebfna@4ax.com">news:r7s8n2psomf=
lsvg9uul6g2t2n7vu9ebfna@4ax.com...
>=20
is this anything like your trip to the dessert without water =
trick?
>=20
if you ever have any doubts about your age go to a college town =
bar
>=20
and see how you do on the "can i buy you a drink" reality =
test.

I've=20
already been referred to as *sir* by enough young nubile in this=20

college town to know better.

glad
> you're not =
dead...HEY=20
WAIT....is there something you forgot to buy cu
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just=20
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about. I mean, how could sex be any fun if you're=20

unconscious?
>
> i'll wait til after your nap for =
the=20
answer.

Well, right now I'm oh hold to Sony product support =
and the=20
background music
has me feeling like I'm floating in an ocean =
full of=20
humpback whales on=20

Ambien

(yawn)

;o)
>
>
> On Mon, =
4 Dec=20
2006 10:23:55 -0700, "DJ" <<A=20
href=3D"mailto:nowayjose@dude.net">nowayjose@dude.net>=20
wrote:
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Saturday night.. I was taking a
>>break from dinking around =
with=20
creating some drum parts with using my Korg
>>PadKontrol =
and BFD (a=20
match made in heaven) and I'm happily munching on=20

>>some
>>popcorn, watching the part where the =
guys are=20
tossed to the bottom of the
>>chasmreally =
cool stuff=20
wherein giant bugs and godawful
>>sabretoothed worms are =
eating=20
these guys alive when all of a sudden I get
>>this wierd =
sensation=20

in my throat. SHIT!!!! (thinks I), I'm starting to
>>catch =
a cold.=20
I've got this raw, uncomfortable sensation in my throat =
and>>I'm=20
starting to cough.....then this tightness starts in my throat=20
and>>them more coughing, and more coughing.....and now =
my lungs=20
are starting>>to fill up with fluid and within about 3 =
minutes my=20
throat is starting to>>swell and I feel like I'm=20
drowning.....soooooo.....wife unit bundles me=20
>>into>>car for mad dash to new hospital which =
is about=20
20 minutes out of town as>>opposed to perfectly working =
old=20
hospital that we have had here for years>>which is in the =
middle=20
of town and close to everything=20
and>>everyone.....soooooo anyway we get to the =
ER,=20
and, as opposed >>to>>the other poor schmucks =
sitting=20
there in varying degrees of pain and>>distress, I'm =
immediately=20
admitted ahead of everyone else as I guess they>>haven't=20
encountered too many blue people that day. Well, after being=20
>>poked,>>prodded, hooked up to heart monitors, =
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tests, Albuterol treatments >>and>>who knows =
what all=20
else, they still don't know what caused this. My heart=20
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but I have=20
a hiatal hernia,>>cholesterol levels are a bit high and =
some other=20
levels could use some>>improvement so I'm going to have to =
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my lifestyle modus operandii a>>bit...'cause I'm 56 and no =
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was 40, I=20
just didn't know it.....but>>it's sorta =
scary=20
that one minute I could be my old perfectly =
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drivers?
>;o)
>
>

</BLOCKQUOTE>
<DIV>

I choose Polesoft Lockspam to fight spam, =
and=20
you?
<A=20
=
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html </DIV></BLOCKQUOTE ></BODY></HTML>

-----=_NextPart_000_0021_01C717C2.9C71DAB0--It's supposed to, but I don't intend on doing a
lot of upgrading with it for
a while. The quad core prices are ugly and I don't see them nose diving any
time soon.

TCB

Chris Ludwig <chrisl@adkproaudio.com> wrote:

>make sure your motherboard will support the quad core.

>

>

>

>TCB wrote:

>> Single dual core.

>>

>> "Lamont" <jjdpro@ameritech.net> wrote:

>>> Will your new machine be have 2 x core duals or just a single dual core..

>>>

>>>

>>> "TCB" <nobody@ishere.com> wrote:

>>>> Since under the hood the new Apple boxes essentially _are_ PCs, they'll

>>> run

>>>> pretty much any flavor of X86 *NIX out there. So did the IBM based Apple

>>>> boxes. In fact, I was soundly mocked for posting info here about how
the

>>>> BSD based OS X went belly up under high multi-thread load when compared
>>> to

>>>> a linux install on the same PPC hardware. After further review, the
same

>>>> thing happens on other BSD boxes regardless of CPU, and FreeBSD (my
personal

>>>> fave BSD) more than most. All that mach kernel stuff methinks. Which is

>>> why

>>>> after a brief flirtation with BSD I'm back in Debian land where I belong.

>>>>

>>>>

>>>> I'm having a new DAW machine built for me (!) in the \$1500 range with a

>>> Core

>>>> Duo and Intel chipset. I still think \$2500 is a sucker's price point, it

>>>> might be competing will with similar generic X86 hardware, but like \$500

>>>> gamer video cards I'm unwilling to spend and extra 30% for 10% more performance.

>>>> I decided I don't have the time to build machines anymore, as the parts

>>> for

>>>> my file server have been sitting at my desk for about a month now. So I'm

>>>> paying a small premium (I'll figure out exactly how much) to have it put

>>>> together for me. I'll report back on what I find, but rest assured the

>> first

>>>> thing I'll be doing is putting a real enterprise class operating system

>>>> on it instead of all of that XP/VISTA/OS X.FurryKitty junk. But, alas,

>> it'll

>>>> be XP for audio.

>>>>

>>>> TCB

>>>>

>>>> "LaMont" <jjdpro@ameritech.net> wrote:

>>>>> Hey Chris.

>>>>>

>>>>> Realteks have come a long long way. But, you are right about the PC side

>>>>> of things (multi choices on the Mobo..

>>>>>

>>>>> But, PC's can only run Windows for music..and (yes Thad) Linux.

>>>>> The Mac Pros can run OS-X and Win Xp pro). So, they the PC as far as versatility..

>>>>> :)

>>>>>

>>>>>

>>>>>

>>>>>

>>>>>

>>>>> Chris Ludwig <chrisl@adkproaudio.com> wrote:

>>>>>> HI Lamont,

>>>>>
>>>>> Ah yes but unlike the already existing PC dual dual-core xeon and
now
>>>>> soon quad core you will have PCI, PCI-X and PCI-e so you won't have
to
>>>>> replace and or buy tons of extra gear just to make music.
>>>>> The on board sound they use is the same as on almost all Xeon
>>>>> motherboards. It's a Realtek.
>>>>>
>>>>> :)
>>>>>
>>>>> Chris
>>>>>
>>>>>
>>>>> Lamont wrote:
>>>>>
>>>>>> well today, I went down to my local Comp USA to try out a Mac pro.
They
>>>>> rep
>>>>>> showed me a Mac Pro (quad) Dual -Dual core Intel..
>>>>>> It came with:
>>>>>> -250 Sata-300mb
>>>>>> -a good selection of I/O
>>>>>> -optical audio i.o..Nice (more on this later)
>>>>>> -DVD/RW.
>>>>>> -Space to add 4 more drives..
>>>>>>
>>>>>> They had it running apple's boot-camp, so I was able to boot into
Win
>>>> Xp
>>>>>> pro.
>>>>>>
>>>>>> Verdict:
>>>>>> I am very impressed with this unit. The speed and efficiency that
it
>>> ran
>>>>>> Win-Xp pro was as smooth and fast as I ever seen.
>>>>>>
>>>>>> The Apple rep : explained to me the me that the on-board audio (via
>> the
>>>>> optical
>>>>>> i/os) were capable of of 24/94 bit sample rate with a very respectable
>>>>> latency
>>>>>> via the use of Audio units drivers. And the S/N rating ranks the
on-board
>>>>>> audio interface right up there with best of them. I played a few
songs
>>>>> from

>>>>>> a cd I brought to test. The mac Pro had a decent pair of M-audio monitors.
>>>>>> Man, the audio was professional. The only need that I can see someone
>>>> needed
>>>>>> another audio interface is to add I/o..And it stands, if you only need
>>>>> 2
>>>>>> inputs, then the on-board sound interface will more than suffice.
>>>>>>
>>>>>> On the Os-x side of things, I have to say that I've never, read NEVER
>>>> :)
>>>>>> seen Os-X run this fast!!! :) On previous macs, Os-x always felt
a
>> bit
>>>>> like
>>>>>> "a Cheetah stuck in the quick sand"..
>>>>>>
>>>>>> Now, on these intel -multi-core cpus, this is just what the Doc needed.
>>>>> Smooth
>>>>>> and blazing fast.
>>>>>> hey did not have Logic Audio loaded, but eh had Final-cut pro, so
I
>>> ran
>>>>>> it thru it's paces and load up 30 or so wav files from Soundrac pro...
>>>>> Smooth,
>>>>>> with video, plus I was on Safari dancing on the internet..
>>>>>> Impressed indeed..
>>>>>>
>>>>>> Now, for the Cherry on top: All this power for \$2499.00..Yep..
>>>>>> Now, those of you who has dabbled into building your DAW, you know
how
>>>>> much
>>>>>> building a Dual-Dual core Opteron 285(and above) can be..let me just
>>> say..
>>>>>> It'll cost more than the this Mac..
>>>>>>
>>>>>> Summary:
>>>>>> Apple is finally figured it out. hey have a Machine that can out gun
he
>>>> best
>>>>>> PCs/Workstations available, and they can run both OS_X and Win Xp/pro.
>>>>>> For me, a former Logic Audio user who swore when Apple closed it's
door
>>>>> on
>>>>>> the Windows platform, that I'd never buy another apple machine more
>>> product..
>>>>>> Well, let's just say, "Let the healing begin"..
>>>>>> I can now have my Logic Audio (Albeit, cost way too much IMHO)..hey,

Subject: Re: message from democrats
Posted by [Jamie K](#) on Fri, 10 Nov 2006 22:04:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

didn't find it there either). Now I can do the same
> thing outside the editor window, & crossfade it, but what I'm
> wondering is if there's a way to do this INSIDE the editor
> window at a higher level of zoom (thinking that if there is, it
> might be more accurate to do this at two zero-line crossover
> sample points (in & out), and then not have to crossfade
> the "paste". So, is there a way to do this?
>
> Just trying to get an idea of what kind of editing can be done
> inside the window, as opposed to "outside".
>
> Neil
>
> a bit
>Emu 1616M will work also - I use one for portable recording with Cubase SX
and have had no problems...

"Don Nafe" <dnafe@magma.ca> wrote:

>Hi All
>
>I'm looking for an inexpensive way to get adat and/or optical inputs into
a
>laptop...new or used
>
>any suggestions
>
><http://www.tcelectronic.com/Konnekt24D>

Havent tried it, but it looks promising. It can also be used as a standalone
effects
unit. Street price is \$399 I think? MOTU has a unit with the similar spec
without
effects. <http://www.motu.com/products/motuaudio/ultralite/>

respect
Nappy

"Don Nafe" <dnafe@magma.ca> wrote:

>Hi All
>
>I'm looking for an inexpensive way to get adat and/or optical inputs into
a
>laptop...new or used

>
>any suggestions
>
>"Mark McCurdy" <gmmccurdy@hotmail.com> wrote:
>
>http://www.celemony.com/cms/index.php?id=products_plugin
>
>(Watch the video demo).
>
>

Can the VST version be used in Paris?

Thanks

JamesIf there isn't a way inside Cubase to do these kind of things, there will always be a way outside.

I have always fixed things like this with old CoolEditPro or new Adobe Audition ver.1.5 or 2. If you have one of these programs, I don't think you'll have problems when "clickcleaning" tracks or other noisy problems.

Erling

"Neil" <IUOIU@OIU.com> skrev i melding news:4576d02e\$1@linux...

>
> Lamont & Deej...
>
> You guys had been raving about editing in Cubase, and so now I
> have a question... by the way, Lamont, yes, I know all about
> that "right-click on an audio file" stuff you had mentioned in
> another thread - I use it all the time for crossfading punches
> & that sort of thing, but guess I never really thought of most
> of that kind of stuff as "editing".
>
> Anyway - I have a vocal track (not mine, or I would just simply
> re-do that section) that has two barely-audible "clicks" a
> couple of seconds apart... I don't know if these are electrical
> (i.e.: something that came from the signal chain) or mouth
> artifacts... it's a very soft piece, one of those piano & vocal-
> only things, and so I can't really hide it with anything. The
> clicks are so quiet that I didn't even notice them until I was
> editing some breaths in between punches & had the volume up
> quite loud to hear the crossfades on the breaths; but now that
> I've heard it, it's one of those things that bugs the crap
> outta me!
>
> So I opened up the editor window & tried to find the clicks,
> but I couldn't... there are no spikes above the amplitude of
> the waveform or anything like that (like I said, they're very

> quiet - below the overall level of the track, but still
> audible), so what I tried to do was copy a slightly earlier
> section of the waveform in the editor window & get it to paste
> over the "click" - couldn't figure out how to do that (and I
> RTFM and didn't find it there either). Now I can do the same
> thing outside the editor window, & crossfade it, but what I'm
> wondering is if there's a way to do this INSIDE the editor
> window at a higher level of zoom (thinking that if there is, it
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> the "paste". So, is there a way to do this?
>
> Just trying to get an idea of what kind of editing can be done
> inside the window, as opposed to "outside".
>
> Neil
>
> a bit
>No, I CAN do it inside Cubase... I'm just wondering if there's a
better way to do it INSIDE the wave editor window, as opposed to
outside it (IOW, just grabbing an adjacent portion of the
waveform & pasting it over the "click").

Neil

"erlilo" <erlilo@nospamonline.no> wrote:

>If there isn't a way inside Cubase to do these kind of things, there will

>always be a way outside.

>I have always fixed things like this with old CoolEditPro or new Adobe

>Audition ver.1.5 or 2. If you have one of these programs, I don't think

>you'll have problems when "clickcleaning" tracks or other noisy problems.

>

>Erling

>

>"Neil" <IUOIU@OIU.com> skrev i melding news:4576d02e\$1@linux...

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>> Lamont & Deej...

>>

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>> the "paste". So, is there a way to do this?
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>> Just trying to get an idea of what kind of editing can be done
>> inside the window, as opposed to "outside".
>>
>> Neil
>>
>> a bit
>>
>
>Neil,

Open the file in the wave editor in Cubase. If you scrub through the file using the scrub tool you may be able to find the click. They don't appear as sharp spikes all the time. Often it's a short 2-3 cycle triangular, or saw wave looking section of the existing sinusoidal wave with a much lower amplitude - in a smooth passage, it's apparent because some of the sides of the click on the existing wave will be almost vertical. You have to zoom pretty far in, but not all the way, or you will mistake it for normal modulation.

Once you find it, just use the pencil tool to flatten it out and your click

should be gone (you don't have to be Rembrandt to draw this well enough to work - just an approximation of evening it out works fine). This does take a little experimenting to find the clicks, either by playing it through in the sample editor and stopping when you hear it or scrubbing (often harder to hear clicks when scrubbing at half speed). Let me know if you find it. If not, I might be able to post a jpeg shot of a click so you'll have a better idea what you are looking for. Don't try to fix it with crossfades or cuts, unless it is between words, phrases or separated syllables (in which case a standard edit is easier than a pencil edit).

Regards,
Dedric

"Neil" <IUOIU@OIU.com> wrote in message news:4576d02e\$1@linux...

>
> Lamont & Deej...
>
> You guys had been raving about editing in Cubase, and so now I
> have a question... by the way, Lamont, yes, I know all about
> that "right-click on an audio file" stuff you had mentioned in
> another thread - I use it all the time for crossfading punches
> & that sort of thing, but guess I never really thought of most
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> couple of seconds apart... I don't know if these are electrical
> (i.e.: something that came from the signal chain) or mouth
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> only things, and so I can't really hide it with anything. The
> clicks are so quiet that I didn't even notice them until I was
> editing some breaths in between punches & had the volume up
> quite loud to hear the crossfades on the breaths; but now that
> I've heard it, it's one of those things that bugs the crap
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> the waveform or anything like that (like I said, they're very
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> audible), so what I tried to do was copy a slightly earlier
> section of the waveform in the editor window & get it to paste
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> thing outside the editor window, & crossfade it, but what I'm
> wondering is if there's a way to do this INSIDE the editor
> window at a higher level of zoom (thinking that if there is, it

> might be more accurate to do this at two zero-line crossover
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> the "paste". So, is there a way to do this?
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> Just trying to get an idea of what kind of editing can be done
> inside the window, as opposed to "outside".
>
> Neil
>
> a bit
>I'd be using it in Cubase 4. :)

"James McCloskey" <excelsm@hotmail.com> wrote in message
news:4576e27e\$1@linux...

>
> "Mark McCurdy" <gmmccurdy@hotmail.com> wrote:
>>
>>http://www.celemony.com/cms/index.php?id=products_plugin
>>
>>(Watch the video demo).
>>
>>
>
> Can the VST version be used in Paris?
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> Thanks
> JamesHey Don,

A friend is thinking of picking up one of those small Orange Class A amps.
I think you posted you got one. Could you write up a quick opinion/recommendation/warning
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TCBI'm interested, too. They also have a deal that if you have a receipt for
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>> Thanks
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>Hi Neil,

All you have to do is snip a section of the adjacent audio, copy it and then paste it over the offensive little part. also, if appropriate, just highlight the area and right click on it, go to the menu of tols and create silence there or attenuate the noise by -xdB. You could also copy it over itself and phase invert it.

Deej

"Neil" <OIUOIU@OIU.com> wrote in message news:4576e903\$1@linux...
>
> No, I CAN do it inside Cubase... I'm just wondering if there's a
> better way to do it INSIDE the wave editor window, as opposed to
> outside it (IOW, just grabbing an adjacent portion of the
> waveform & pasting it over the "click").
>
> Neil
>
>
> "erlilo" <erlilo@nospamonline.no> wrote:
>>If there isn't a way inside Cubase to do these kind of things, there will
>
>>allways be a way outside.
>>I have allways fixed things like this with old CoolEditPro or new Adobe
>
>>Audition ver.1.5 or 2. If you have one of these programs, I don't think
>
>>you'll have problems when "clickcleaning" tracks or other noisy problems.
>>
>>Erling
>>
>>"Neil" <IUOIU@OIU.com> skrev i melding news:4576d02e\$1@linux...
>>>
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>>>
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>>> that "right-click on an audio file" stuff you had mentioned in
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> Can the VST version be used in Paris?
>
> Thanks
> James

--

Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.com Been trying the demo in Cubase 4 so far it works great.
Very easy to use compared to the other ones I've tried.

Mark McCurdy wrote:
> I'd be using it in Cubase 4. :)
>
>
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> "James McCloskey" <excelsm@hotmail.com> wrote in message
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>
>

--

Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com

chrisl@adkproaudio.comDeej, exactly, but can you do this in the Wave Editor window?
I can do this outside the window, but not inside it... should I
be able to do it inside as well?

BTW, the phase-flip or silence thing won't work in this instance, as the two clicks are within a sung note (which is also why Dedric's idea of pencil-drawing down the waveform won't work either, because all that would do is decrease the amplitude of that portion of the note, along with the click, since the click is actually softer than the prevailing amplitude of the note itself).

Neil

"DJ" <nowayjose@dude.net> wrote:

>Hi Neil,

>

>All you have to do is snip a section of the adjacent audio, copy it and then

>paste it over the offensive little part. also, if appropriate, just

>highlight the area and right click on it, go to the menu of tools and create

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>itself and phase invert it.

>

>Deej

>

>

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>>>> Neil
>>>>
>>>> a bit

>>>>

>>>

>>>

>>

>

>"John Macy" <spamlessjohn@johnmacy.com> wrote:

>

>I'm interested, too. They also have a deal that if you have a receipt for
>a copy of AutoTune, they will give you \$100 off the normal \$299 price--you
>just have to scan and email them the receipt...

KEWL!

Neil

<Wondering if he still has his receipt for Auto-Tune!!!!>

:DReseated the cable that was spitting out the green hue and now all is
normal.

this is a nice card..so far.

;o)

"DJ" <nowayjose@dude.net> wrote in message news:4576425e\$1@linux...

> Loaded it up, installed the drivers and it's working great excpet for the
> fact that monitor head #4 seems to be defective, showing a preponderance
> of green which does not respond to any adjustment. I'm going to contact
> tech support tomorrow and see if I can find a fix because I'd like to keep
> this card in my cubase DAW. It's IRQ situation isn't ideal since it's
> spanning 17 and 18 and tow of my Pulsar cards are on those same IRQ's, but
> so far I'm not having any problems with this. I'm playing back 40 tracks
> in cubase Sx with no lockups. IRQ sharing makes me nervous though. This
> was an EBay purchase (\$135.00) so if I can't get a fix for head #3 I think
> I'll be returning it and looking around for another one because I like it.
> I hate to recommend anything like this because IRQ sharing is such a wild
> card, but having 4 x displays on 1 x AGP card seems stable so far and very
> responsive, IRQ sharing or not.

>

> Deej

>

>Hi Neil,

There is a bit of an issue with the STDM cable length I have here so one of
the cards is in a slot that uses IRQ 17 for now. I'll be building another
cable in the future with about another inch of lead to the 3rd card in the
Magma and then all of them will be on IRQ 18. right now this causes some
flex in the PCB's of two of the cards I don't want to stress them.

;o)

Deej

"Neil" <IUOIU@OIU.com> wrote in message news:4576ca02\$1@linux...

>

> Hey Deej - why don't you set all your Pulsar cards for the same

> IRQ #? If you're going to have a conflict, may as well have

> like items operating off same-brand drivers be the ones in

> conflict (as opposed to a soundcard in conflict with a video

> card, etc).

>

> Also, Gary B. had mentioned that most computers have way more

> USB port drivers than they need, sometimes up to like 8 of 'em

> (although mine doesn't have that many), and that often you can

> disable a couple of these (you would do so in the Control Panel

> Device Manager) to free up more stand-alone IRQ's for the

> Pulsar cards. Easy to undo, too, if you try this & find that

> you indeed need to enable all the ones you've got.

>

> BTW, I expect my Pulsar Project Card to arrive today - once I

> get it installed & rolling, I'll have another summing comparison

> for y'all to check out. If this doesn't work (and I plan to

> use it in a STRICTLY summing capacity) then that'll be the end

> of my experimentation with Pulsar.

>

> Neil

>

>

> "DJ" <nowayjose@dude.net> wrote:

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>

>>having 4 x displays on 1 x AGP card seems stable so far and very
>>responsive,
>
>>IRQ sharing or not.
>>
>>Deej
>>
>>
>Don is at the dentist getting a root canal.this
morning.....pray for Don (or sacrifice a chicken.etc.)

;o)

"TCB" <nobody@ishere.com> wrote in message news:4576ee0f\$1@linux...

>
> Hey Don,
>
> A friend is thinking of picking up one of those small Orange Class A amps.
> I think you posted you got one. Could you write up a quick
> opinion/recommendation/warning
> for me? I'll pass it on to him.
>
> TCBHi Thad,

Torry here (TC), I'm the guy who bought your RME stuff from you a couple years back..

That was me who bought the Orange Tiny Terror (I almost typed "Tiny Tim" :-), unless Don did also.

I bought this on site after trying it in the store, but it was one of those "wow" moments, I was not shopping for amps at the time.

It sounds fabulous. Warm, big, smooth. We a/b'd it with a larger Orange head (can't remember the model) through a Mesa 4x12, and it sounded noticeable fatter than it's larger sibling.

Tons of gain, but not ugly, harmonics and overtones come through nicely. It reminds me a bit of an older modded Fender Reverb that we once rented for the studio.

The cleans are nice. It probably won't match a AC30 for that, but still very usable.

Plus Side:

3 knobs, easy as pie to get a great sound.
It's the size of a small lunch box or camcorder case.
Carrying bag.
7 or 15 watt output.

Price is excellent
It's quite a bit louder than you would expect

Down Side:

It's a single channel. (I bought two of them for gigging with an ABY switch).
Might be hard to get at this point (I bought the only one that came in and ordered the 2nd one).

At one point I was going to get a Zvex Nano for the studio, but running this in 7watt mode gives me more options,
plus I can actually gig with it. I'm very happy.

Cheers,

TC

At the price

TCB wrote:

> Hey Don,

>

> A friend is thinking of picking up one of those small Orange Class A amps.

> I think you posted you got one. Could you write up a quick opinion/recommendation/warning
> for me? I'll pass it on to him.

>

> TCBdarn!

how "not too old" is too old

:~)

DOn

"Chris Ludwig" <chrisl@adkproaudio.com> wrote in message
news:4576f404\$1@linux...

> No too old of a VST version.

>

>

> James McCloskey wrote:

>> "Mark McCurdy" <gmmccurdy@hotmail.com> wrote:

>>> http://www.celemony.com/cms/index.php?id=products_plugin
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>>
>> Thanks
>> James
>
> --
> Chris Ludwig
>
> ADK Pro Audio
> (859) 635-5762
> www.adkproaudio.com
>

Subject: Re: message from democrats
Posted by [DC](#) on Sat, 11 Nov 2006 01:50:23 GMT
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ne 6 guitar with 24 frets, which it has for the upper strings. No feedback problems. Can't tap on the body of the guitar for percussion but otherwise a gem.

Haven't played the 300 acoustic (not to be confused with the 300 electric) but if it sounds anything like the 700 acoustic it's worth checking out. No alt tuning and just a single (but variable) guitar model, it would probably do fine for straight acoustic guitar stuff. Has reverb and a tuner which are not available on the 700. They also have a nylon string version of the 300 acoustic.

Cheers,
-Jamie
www.JamieKrutz.com

Aaron Allen wrote:
> Wondering if these make the cool giggin' guitar they appear to be (looking
> at starting a 2 man ac gtr act).
>
> Anyone got one/use one/played one/heard one?
>
>
> Mucho Gracias
> AA

>
>"Aaron Allen" <know-spam@not_here.dude> wrote in message
news:4578fe97@linux...
>
> Wondering if these make the cool giggin' guitar they appear to be (looking
> at starting a 2

Subject: Re: message from democrats
Posted by [Jamie K](#) on Sat, 11 Nov 2006 02:55:42 GMT
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However, my first impressions of all Variax (electric) guitars I put my hands on was that they felt cheap. I'd be willing to pay big bucks for the Variax guts in a decent guitar, though.

For the record, I use their flagship modelling amp (Vetta II) and am constantly amazed at all it can do. All I'm missing now is a Variax-like input into it... but I just know that no matter how flexible the Variax might be, if it feels like junk compared to my main axe, it won't get played and will just gather dust.

DanAh, I thought Aaron was asking about the electric. My bad.

Tony

"Jamie K" <Meta@Dimensional.com> wrote in message news:4579a864\$1@linux...
>
> The Variax 700 acoustic (not to be confused with the 700 electric, Line 6
> has a confusing model numbering system) has been great for solo gigs.
> Sounds very good through the PA, better than the Ovation I previously used
> for that. I've gotten good use out of the alternate tuning features and
> multiple guitar models. Appreciate the on-board compressor. It's the only
> Line 6 guitar with 24 frets, which it has for the upper strings. No
> feedback problems. Can't tap on the body of the guitar for percussion but
> otherwise a gem.
>
> Haven't played the 300 acoustic (not to be confused with the 300 electric)
> but if it sounds anything like the 700 acoustic it's worth checking out.
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> probably do fine for straight acoustic guitar stuff. Has reverb and a
> tuner which are not available on the 700. They also have a nylon string
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>
> Cheers,

> -Jamie
> www.JamieKrutz.com
>
>
> Aaron Allen wrote:
>> Wondering if these make the cool giggin' guitar they appear to be
>> (looking at starting a 2 man ac gtr act).
>>
>> Anyone got one/use one/played one/heard one?
>>
>>
>> Mucho Gracias
>> AAI know what you mean with the electrics, I've played the 300 and 700
electrics and they are not top-end instruments. Workable and decent
sounding, though, and amazingly flexible.

I went with the 700 electric for a better build, feel and look, but I'll
bet the 600 is OK for a more stratish setup. The 300s (electrics) I've
played have varied widely in fit and finish, some much better than others.

The 700 Acoustics I've played have had good feel, best of the bunch, and
the few I tried were pretty consistent. My first one had an immediate
electronic problem, the replacement has been dependable. You should try
that model. Haven't played the 300 Acoustics but if they're made in the
same place as the 700 acoustic they may be fin

Subject: Re: message from democrats
Posted by [TCB](#) on Sat, 11 Nov 2006 20:37:04 GMT
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It's sadly amusing to see that Creamware's way of doing things hasn't
changed at all sense I dealt with them years ago. Some of the user
responses you all got are are hilarious in their denial of facts.
Any of the effects available could be coded and ran in a current native
system. Creamware, TC and UAD types do not want to do it for the simple
reason people could easily steal the software. The big thing that the
Creamware DSP cards offer which same goes for Pro Tools is the ability
to do it very low latencies so as to make is seem real time. The UAD
and TCs don't even offer this and actually quite the opposite. In native
systems you can't run the latencies to their lowest settings when using
these plug ins.

I have a feeling that the reason the does not do 88.2k is because of
hardware limitations. It may be that the clocks they use on their cards
which are fairly old right now may not have had the ability to support
the 88.2k clock. People as fair as I've seen didn't really start trying
to use 88.2k till the past 2/3 years but 96k has been around a couple

more years so has been more commonly available on digital clocks.

Chris

DJ wrote:

```
><evil grin>
>
>"Neil" <IUOIU@OIU.com> wrote in message news:457c65bb$1@linux...
>
>
>>"Don Nafe" <dnafe@magma.ca> wrote:
>>
>>
>>>I guess the big question is are you taking an unacceptable sonic hit a
>>>44.1
>>>
>>>
>>>vs 88.2 and does the summing using the Pulsar offset the sonic hit you
>>>take
>>>
>>>
>>>(if in fact you do)
>>>
>>>If the answer is no...dump them ASAP
>>>
>>>
>>Do you mean if the answer is "yes", dump them ASAP? Or do you
>>mean if the answer is "no" I should dump using 88.2k ASAP?
>>
>>Frankly I don't know if using the Pulsar for summing would make
>>up for the sonic hit I would take at 44.1k - I can use Paris
>>for summing right now & NOT have to take the hit to
>>downconvert, though I have to go out through several Analog
>>submixes to do this. My idea with the Pulsar was
>>essentially: "What if I can sum in the digital domain via DSP;
>>and if so, would that sound better than what I can do right
>>now?" At this point I still can't find out, however, due to the
>>inability of the Pulsar stuff to work at 88.2k.
>>
>>If you want to see the minor shitstorm that DeeJ & I started
>>over on the Pulsar forum over this issue, go here:
>>
>>http://www.planetz.com/phpBB2/viewtopic.php?t=20885
>>
>>
>>Neil
```

>>
>>
>
>
>
>

--

Chris Ludwig

ADK

chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>

www.adkproaudio.com <http://www.adkproaudio.com/>

(859) 635-5762It would certainly make a lot of us sad..

--

Martin Harrington

www.lendaneer-sound.com

"Uptown Jimmy" <johnson314@bellsouth.net> wrote in message
news:457c9e3a\$1@linux...

> Then you, my friend, do not live in the South. Them's fightin' words

> around

> here.

>

> Don't die, DeeJ. It would make me sad.

>

> Jimmy

>

>

> "DJ" <nowayjose@dude.net> wrote

>

> I'm one of the few

>> people I know who can immediately tell the difference between Coke and

>> Pepsi.

>>

>> ;o)

>

>That's OK Chris. It will give me an excuse to figure out a workaround. I'm
thinking that by building another DAW and putting my RME cards in it,
slaving it to WC at 88.2, then slaving the Pulsar system timeline to ADAT

S

Subject: Re: message from democrats

Posted by [dc\[3\]](#) on Sat, 11 Nov 2006 23:51:40 GMT

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/>

>>> "Jeff hoover" <jkhoover@excite.com> wrote in message

```

>>> news:457bccef$1@linux...
>>>> Jan,
>>>>
>>>> Mac or PC? Don't about the MAc side, but PC side you could be stepping
>>>> into some goo because of IRQ conflicts. Got around having problems
>>>> with this by using a Magma case. Went from 3 to 4 cards a month ago.
>>>> Hasn't had a hitch.
>>>>
>>>> Just be ready to know your motherboard REALLY WELL!!!
>>>>
>>>> Hoov
>>>>
>>>>
>>>>
>>>> J.S. wrote:
>>>>> Hey there,
>>>>> I have just recently found my way back to this NG ... good to know
>>>>> that you guys are still going strong.
>>>>> I have a quick quetions for you guys: I am playing with the idea of
>>>>> adding another card to my system --- simply for track count ... no
>>>>> I/O. I was cerious how many of you guys have played around with that
>>>>> kind of a step. I remember that adding a second card to my first was a
>>>>> simple thing, but adding the third card took a while in terms of
>>>>> system stability. It seems everytime I have built a system, adding the
>>>>> third card makes things much harder to get stable.
>>>>> What are your experiences with a forth card? I have a 650 watt Power
>>>>> supply, so I think I am ok with that. I am just wondering whether card
>>>>> 4 is really a matter of adding a PCI expansion and just having to
>>>>> spend the money, or if I can still slip by with this one more edition.
>>>>> I just can't afford a lot of downtime, since things are pretty busy.
>>>>> Thanks,
>>>>> Jan
>>>
>>>
>>
>>
>
>"alex plasko" <alex.plasko@snet.net> wrote:
>less quantization errors. when you downsample to 44.1 it being 1/2 , instead

>of 96/44.1. same thing with 48/44.1.plus he gets the nyquist frequency
well
>into doggy ear range recording at 88.2

```

That's a myth. Sample rate converters upsample to a common rate and then downsample to the choosen one while also filtering. Yes, as long as the slots don't share IRQs.

John

"Uptown Jimmy" <johnson314@bellsouth.net> wrote:
>I'm a little confused here.
>
>I should choose, say, IRQs 3, 5 and 7 and assign them to "legacy device"
in
>the 1st section, then assign my PCI slots to those IRQs in the 2nd section?
>
>Jimmy
>
>
>"John" <no@no.com> wrote in message news:456ecae6\$1@linux...
>>
>> You have three cards right? Do you have three slots that don't share
IRQs
>> with other devices? If you do have a slot that shares with something
like
>> a sound card you can turn off that device in the bios. Then set bios
to
>> legacy devices and put a different IRQ on each on of your EDS card slots.
>>
>> John
>>
>> "uptown jimmy" <johnson314@bellsouth.net> wrote:
>> >
>> >Sorry to keep starting new threads on this topic. My internet access
was
>> down
>> >for a while there.
>> >
>> >Following the advice of several folks here, in an attempt to get each
PCI
>> >slot its own IRQ, I have some data and a question.
>> >I have PnP O/S disabled. I found the following info, in two sections,in
>> my
>> >BIOS:
>> >
>> >1. a list of these IRQs, with the choice of "PCI device" or "reserved
for
>> >legacy ISA devices": 3,4,5,7,9,10,11,14,15.
>> >
>> >2. PCI slot 1/5 IRQ preference
>> > PCI slot 2 IRQ preference
>> > PCI slot 3 IRQ preference, all with the choice of "Auto" or the option
>> >to assign an IRQ #.
>> >
