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Subject: Perfect Pitch - Can you learn it?

Posted by [Kim](#) on Sat, 06 May 2006 03:35:44 GMT

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does? I'd love to save the time.

>>

>> DC

>>

>

>

>I choose Polesoft Lockspam to fight spam, and you?

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

>

>Also, for those of you not completely married to PARIS Pulsar has a 'VST mode' where the effects can be used directly in apps that support VST plug-ins.

In this case all of the latency compensation is done by the host app and the f/x and instruments can be dropped in like any other VST effect. That's what has \_me\_ looking at Pulsar--all those yummy John Bowen synths running in Live.

TCB

"Dimitrios" <[musurgio@otenet.gr](mailto:musurgio@otenet.gr)> wrote:

>

>Dear Parisians...

>I will try to answer as much as I can...

>

>First of course there is full support under XP win98/Me etc...

>

>Latency with asio drivers is as low as 1.5 ms so Cubase SX or other app can

>run along Pulsar.

>I use Cubase to run vsti instruments use 32bit Asio driver devices inside

>Pulsar , you can have up to 64 !!! yes 64 asio 32bit floating devices inside

>pulsar then use Pulsar mixers ,and what mixers !! like Sony Oxford, use mixer's

>inserts to use dsp plugins and then route to Paris.

>

>Routing from Paris adat out inside Pulsar is 7,5 sample going in 4 samples

>the pulsar mixer and another 7,5 sample from adat pulsar out to adat Paris >in.

>so 19 samples for normal pulsar routing from Paris and back again to Paris.

>Some plugins like SPL Transient designer (yes SPL has made the

---

Subject: Re: Perfect Pitch - Can you learn it?

Posted by [Deej \[1\]](#) on Sat, 06 May 2006 03:43:40 GMT

are mixers or can I call it's plugins and  
=  
>>softsynths up  
>>directly in Cubase? Probably have to use Pulsars patchbay to get to =  
>>Cubase right?  
>>  
>>One Pro card would allow about how many voices of softsynths. =20  
>>How about a few nice reverbs and 2 or three nice comps with that?  
>>  
>>Any crazy workarounds to make this proposed system with Pulsar work =  
>>(like DJs w/RME)?  
>>  
>>What do you use for sequencing?  
>>  
>>Is Creamware a company that'll be around for a while? Are they as large  
>=  
>>as Steinberg or RME?  
>>I'm worried about the EMU syndrome here.  
>>  
>>  
>>A close friend of mine is employed here in Massachusetts by Analog =  
>>Devices in R&D.  
>>He speaks very highly of the Sharc chips.  
>>  
>>You can probably tell I don't want to learn another mixer/software =  
>>program. I'd prefer  
>>Pulsar to interact with Cubase like a UAD-1 card with softsynths. =  
>>Pulsars' hardware  
>>looks tough to beat for the cost.=20  
>>  
>>I'm seriously interested and also wondering about the used market for =  
>>Pulsar hardware.  
>>Thanks for this post and I'll be paying very close attention for your =  
>>response.  
>>Tom=20  
>>  
>> "Dimitrios" <musurgio@otenet.gr> wrote in message =  
>>news:44788b63\$1@linux...  
>>  
>> Hi,  
>> Pulsar as I posted before is an exceptional dsp system.  
>> Except for the best synths around (Moogs,Prophets,etc) it is a hell of  
>=  
>>a  
>> PROCESSING ENVIRONEMENT  
>> Now a new company has produced new plugz for these beasts.  
>> Hold your breath=20

>> SSL9000  
>> Neve1084  
>> Pultec  
>> API 550  
>> RMX-16 (AMS reverb !!!)  
>> and an exceptional mastering dynamic EQ that hard to believe what it  
=  
>>can  
>> do to your mixes.  
>> Only pros could have access to beats like these !  
>>  
>> Also BSS dynamic 4 channel eq/dynamics emulator also announced.  
>> Still with me ?  
>>  
>> WHAT IS THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!  
>> Imagine something around 60-70 \$ each main plugi

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Martin Harrington](#) on Sat, 06 May 2006 04:04:44 GMT  
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V>  
>><DIV><FONT face=3DArial size=3D2>Can I continue to use Cubase SX with a  
>=  
>>Pulsar Pro=20  
>>card in the same box</FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2>and eliminate the RME =  
>>card?</FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
>><DIV><FONT face=3DArial size=3D2>If so will this buy me the software =  
>>power to run=20  
>>Pulsar plugins in Cubase (internally)</FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2>and route in/out to Paris via ADAT in  
=  
>>sync? =20  
>></FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
>><DIV><FONT face=3DArial size=3D2>Process Paris tracks with plugins in =  
>>realtime while=20  
>>sending softsynths to Paris also?</FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
>><DIV><FONT face=3DArial size=3D2>Can I still use Cubase's MIDI =  
>>to it's fullest=20  
>>including it's softsynths and return everything to</FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2>Paris? </FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
>><DIV><FONT face=3DArial size=3D2>Latency equaling 1.5ms for Pulsar =

>>softsynths and 0=20  
>>for Pulsar plugins right? Close to the same </FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2>for Cubase and it's third party=20  
>>softsynths?</FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
>><DIV><FONT face=3DArial size=3D2>Do I need to run Pulsar software mixers  
>=  
>>or can I=20  
>>call it's plugins and softsynths up</FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2>directly in Cubase? Probably have =  
>>to use=20  
>>Pulsars patchbay to get to Cubase right?</FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
>><DIV><FONT face=3DArial size=3D2>One Pro card would allow about how many  
>=  
>>voices of=20

---

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Kim](#) on Sat, 06 May 2006 04:15:15 GMT  
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;> as I mentioned.<BR>The same card can be configured for a synth =  
>>recording=20  
>> platforma...<BR><BR>I am happy to say more if I see anyone=20  
>> interested...<BR><BR>Regards,<BR>Dimitrios<BR></BLOCKQUOTE >  
>><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
>>and=20  
>>you?<BR><A=20  
>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
>>.html</A> </FONT></DIV></BODY></HTML>  
>>  
>>  
>..... dooohhh.....

"DC" <dc@spammersinhell.org> wrote in message news:4479c674\$1@linux...  
>  
> And of COURSE it's PC only...  
>  
> Why even ask, why even hope??  
>  
> ggrrrrRRRRR #%^&\*\*\*\$@@\$\$%!!!!  
>  
>  
> DC  
>  
>

>  
>  
> "Aaron Allen" <nospam@not\_here.dude> wrote:  
>>Yes, it does work pre EDS effects.  
>>AA  
>>  
>>  
>>"DC" <dc@spammersinhell.com> wrote in message news:44794b0b\$1@linux...  
>>>  
>>> "Aaron Allen" <nospam@not\_here.dude> wrote:  
>>>  
>>>>DC, this can be achieved SO much faster using the Matt Craig Paris VST  
> EQ,  
>>>  
>>>>and in real timeif you want to adjust your bands. Have you tried the VST  
>>>  
>>>>Paris EQ for this application yet?  
>>>>It doth rock much.  
>>>  
>>>  
>>> Unless it works before the compressor in the signal chain, it won't  
>>> come close. Do you know if it does? I'd love to save the time.  
>>>  
>>> DC  
>>>  
>>  
>>  
>>I choose Polesoft Lockspam to fight spam, and you?  
>><http://www.polesoft.com/refer.html>  
>>  
>>  
>> have to use 4x (gack!) separate units of the Hosa CDL-313 boxes to  
> convert the AES feeds to S/PDIF.  
>

The CDL 313 boxes are 16 bit. I've got a couple of them here and they work very well, but if you want 24 bit word length you would need to go with 2 x M-Audio C03 boxes per device (one for each spdif in and one for each spdif out-they are not bidirectional like the Hosa CDL 313) and now you're talking 8 x M-Audio C03 units plus the Alesis box. So for a 24 bit signal path you're talking 8 x \$199.00 plus the Alexix box.....  
soooooo..... for \$2000.00 or thereabouts, this is possible. I do stuff like this all the time to entertain the people here so the idea really appeals to me, but believe me, Chris Ludwigs idea is really the way to go.

Welcome to the party, BTW. Nice to se

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Subject: Re: Perfect Pitch - Can you learn it?

Posted by [Aaron Allen](#) on Sat, 06 May 2006 04:15:42 GMT

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news:44788b63\$1@linux</A>...</DIV><BR>Hi,<=  
>>BR>Pulsar=20  
>> as I posted before is an exceptional dsp system.<BR>Except for the =  
>>best synths=20  
>> around (Moogs,Prophets,etc) it is a hell of a<BR>PROCESSING=20  
>> ENVIRONEMENT<BR>Now a new company has produced new plugz for these=20  
>> beasts.<BR>Hold your breath <BR>SSL9000<BR>Neve1084<BR>Pultec<BR>API=20  
>> 550<BR>RMX-16 (AMS reverb !!!)<BR>and an exceptional mastering dynamic  
>=  
>>EQ that=20  
>> hard to believe what it can<BR>do to your mixes.<BR>Only pros could =  
>>have=20  
>> access to beats like these !<BR><BR>Also BSS dynamic 4 channel=20  
>> eq/dynamics emulator also announced.<BR>Still with me =  
>>?<BR><BR>WHAT IS=20  
>> THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!<BR>Imagine =  
>>something=20  
>> around 60-70 \$ each main plugin and a bundle with get them<BR>all like  
>=  
>>500 \$=20  
>> or something,prices yet to be anounced.<BR><BR>I have tried most =  
>>plugins out=20  
>> there , believe me these new ones are dream<BR>come true for =  
>>me...<BR><BR>Note=20  
>> that already there is Vinco (1176 comp emulation).<BR><BR>Tons of free  
>=  
>>  
>> ones.<BR><BR>I would not scream so loud so many times but PaRIS users  
>=  
>>with=20  
>> adat in/outs<BR>are "oblidged" to take this route.<BR>Ok UAD1 are =  
>>already=20  
>> there but a Pulsar card with 6 dsps and all main plugins<BR>cost used  
>=  
>>around=20  
>> 400-500-600 \$<BR>So with normal classic option you will have 16 adat  
=  
>>ins and=20  
>> outs plus a spdif<BR>in and out plus 2 analog 24/96 in and out plus =  
>>two (32)=20  
>> midi ins/outs<BR><BR>Now consider the above new plugins buy addon and  
>=  
>>for=20  
>> around 1000 \$-1100\$<BR>you will have a tremendous resource of =  
>>fantastic=20

>> sounding plugins.<BR>If you here their pultec or NEve 1084 eq you will  
>=  
>>stop=20  
>> using the nice Paris<BR>eq...<BR><BR>Well you would need at least one  
>=  
>>mec and=20  
>> one adat card or best two mecs two<BR>adat cards , or one mec two adat  
>=  
>>cards=20  
>> under Me (win98)<BR><BR>Now if you would want to add more adat =  
>>ins/outs to=20  
>> your system like DJ wants<BR>(me too) you can buy another two Pulsar  
=  
>>cards=20  
>> (your plugins are already bought)<BR>which leads to another 1000 \$ to  
>=  
>>have=20  
>> full three pulsar cards with 18 dsp<BR>chips !!! and be happy as I=20  
>> am...<BR><BR>well there is the "Kingsize" option.<BR>there are also =  
>>super=20  
>> Pulsar cards out there each having 15 dsp chips !!!<BR>In outs are the  
>=  
>>same,=20  
>> each card can be bought for around 900\$-1000-1100\$<BR>used and with =  
>>three=20  
>> cards you can have 45 dsps !!!!!<BR>Ok back to reality...<BR><BR>One  
>=  
>>Pulsar=20  
>> card with 6 dsps is adequate for mixing a song and using some<BR>great  
>=  
>>plugins=20  
>

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Kim](#) on Sat, 06 May 2006 04:22:11 GMT  
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e a new  
face.....errrr....well.....you know.

;o)

Deej

"Mech" <mech@diespamm3ch.com> wrote in message news:44795e92\$1@linux...  
>

> Hi Guys!  
>  
> Greetings from a new Paris owner (yeah, there are a few of us out here),  
>  
> and apologies in advance if this sounds a little newbie-ish, but I wasn't  
>  
> able to find exactly the answer I was looking for in the archives.  
>  
> I'm currently architecting the way in which Paris is going to fit into my  
> studio.  
> One of the things that occurred to me, is that I've got all these digital  
> rack  
> effects with S/PDIF interfaces I never use. Since Paris only has a single  
>  
> S/PDIF interface, I was trying to figure out how to use multiple devices  
> at  
> the same time.  
>  
> I hit upon this particular brainstorm, and was wondering if you guys could  
> sanity check me here:  
>  
> I was lucky enough to snag a MEC with an ADAT interface, and was  
considering  
> using that for 4 discrete stereo effect auxes to those S/PDIF  
> devices. So far, the best way I can figure to do this is to use an Alesis  
>  
> AI-4 to convert the 8 channels of ADAT I/O to 8 channels of AES. Then,  
I'd  
>  
> have to use 4x (gack!) separate units of the Hosa CDL-313 boxes to  
> convert the AES feeds to S/PDIF.  
>  
> This "solution" would entail 5 separate widgets for a total cost of ~\$550  
>  
> (not including all the cables either). Ugh, a little messy!  
>  
> Can anybody think of a simpler and/or cheaper solution to accomplish this?  
> Or am I better off just forgetting about the S/PDIF option on these  
> rack effects and simply using conventional D/A/D conversion through  
> some of the extra audio jacks?  
>  
> TIA!!!!  
>  
> --m.  
> Is the Paris EQ plug still available?  
Thanks, Edna

"Aaron Allen" <nospam@not\_here.dude> wrote in message



news:447948de\$1@linux...

>

> > I'm going to skip over a million details and just say that the secret

> > is bouncing each stereo freq band with EQ only and then the next

> > set etc until all are done. Then you bring the bands back to the

> > editor, shut off the EQ and start working on your comp settings.

> > (yes you have to do 4 passes to just create the files to do this!)

>

> DC, this can be achieved SO much faster using the Matt Craig Paris VST EQ,

> and in real time if you want to adjust your bands. Have you tried the VST

> Paris EQ for this application yet?

> It doth rock much.

>

> AA

>

>

>

> "DC" <dc@spammersinhell.com> wrote in message news:44793f10\$1@linux...

> >

> > Ok, here's the short version. I've been working on this most of the

> > day and am about to turn in, so this is very incomplete.

> >

> > It is a version of Sakis' band-split technique where you use 4 stereo

> > bands and 8 channels and 8 compressors.

> >

> > I'm going to skip over a million details and just say that the secret

> > is bouncing each stereo freq band with EQ only and then the next

> > set etc until all are done. Then you bring the bands back to the

> > editor, shut off the EQ and start working on your comp settings.

> > (yes you have to do 4 passes to just create the files to do this!)

> >

> > It is complicated, time-consuming, and a general PITA.

> >

> > HOWEVER, if you pay attention and are patient, the results are

> > friggin' fabulous.

> >

> > Sweet, huge and detailed. Just amazing really.

> >

> > There is much more to say. Later. BTW, you must leave some

> > headroom in your mixes to get the most out of this (but the

> > mastering guys have been saying that for years). This technique

> > works so beautifully with slamming the Paris mix buss that it seems

> > like it was designed to do this. Somewhere SSC is grinning...

> >

> > Paris for mastering. wadda concept.

> >

> > DC

> >

> > DC  
> >  
> >  
> >>Rob Arsenault" <mani2@nbnet.nb.ca> wrote:  
> >>>Yes DC, please do share...!!  
> >>>  
> >>>  
> >>>"DC" <dc@spammersinhell.com> wrote in message news:4477dc50\$1@linux...  
> >>>>  
> >>>> Hey all,  
> >>>>  
> >>>> I am discovering some \*amazing\* stuff trying a multiband  
> >>>> split/compressor in Paris. THANK YOU to Sakis a

---

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Tom Bruhl](#) on Sat, 06 May 2006 04:28:55 GMT  
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n't have the time to  
troubleshoot it so I can't send you PM, but if you want to try the ADL-600  
unit I've got here on demo, give me a call. I'll almost guarantee that it  
will blow your socks off. I can box it up and UPS it to you on Tuesday. It  
should be there by Friday (I sent it to a friend in Midland and it was there  
in 3 days UPS ground.

Morgan was/is selling these at a very competitivbe price so the price would  
be around the same for this as for the NEVE, I think, and if you are looking  
for something like this, you really \*need\* to hear this thing. No \*\*\*\* man.  
I'll stake what meagre reputation I may have here on this. To say it's \*high  
end\* is an understatement.

Call me if you're seriously interested in something like this and want a  
test drive.....970-375-7081

Deej

"Neil" <OIUOIU@OIU.com> wrote in message news:44794f05\$1@linux...  
>  
> So far have used this on two tracks by the same male  
> vocalist... one was a soft vocal track using my "Claytor-67"  
> tube mic, and as I said in a previous post, I was thoroughly  
> unimpressed & immediately went back to the Chandler TG2 for  
> that application. Tonight I had a chance to try it on a harder-  
> edged vocal track with a TLM-103, and it worked out pretty good  
> for that. The previous mic pre we'd been using for this was the  
> Focusrite ISA 428 on the ISA 110 impedance setting, and the  
> Portico definitely imparted a slightly thicker or richer, and

> also a little bit smoother, quality to the track, but I  
> wouldn't call it a "warm"-sounding pre, necessarily. I liked  
> the "silk" setting - not sure what that circuit's all about,  
> but it worked for this application, and imparted a little bit  
> of color to what I'd consider to otherwise be a fairly dry-  
> sounding preamp.  
>  
> I am tending to think that the Focusrite is a much faster preamp  
> than the Portico, because some rasp inherent in this guy's  
> voice was reduced (in a positive way) with the Neve, whereas  
> with the ISA it was VERY apparent, and in fact, I'd say it was  
> even emphasized (this was one of the things that guy liked  
> about the 428, actually, until he'd heard the takes a few times  
> & started "not" liking the emphasized rasp so much. The Portico  
> let some of this through, but it definitely had a smoothing  
> effect on it.  
>  
> So in my first good use of the Portico, I'd say my first  
> impressions are that it's:  
>  
> \* Pretty clean, with little coloration  
> \* Almost drab with the "silk" button disengaged  
> \* Pretty Smooth  
> \* Seems to have no shortage of headroom  
> \* Is definitely what I'd call a "soft" sounding pre  
> \* Has the potential for some "air" - I could hear it wanting to  
> try & throw some stuff around up there, so maybe with a  
> different mic, it would be more effective for this. Like  
> maybe Dee's Stephen Paul U-87, or my modded M-147 (going to  
> try this mic next).  
>  
> Overall, I was hoping for more coloration & character, I guess,  
> but I think I could definitely find some uses for it,  
> regardless of that. So I'm right now I guess you could say I'm  
> in the "not blown away, but not disappointed" category with  
> regard to this pre. lol  
>  
> Judging from using it with a -103, I think it would sound great  
> for overheads with this mic, and if you have a u-87, I have a  
> feeling it might take away some of the "honk" & add some air to  
> that one. I have a feeling it might be too smooth for a lot of  
> rock or metal guitar, but not having tried it on that yet, this  
> is just speculation based on what I heard tonight.  
>  
> Bottom line - If you're expecting a classic "Neve" sound, this  
> ain't it... there's no wooliness in the lower mids, it's  
> not "mushy" or "creamy", and it's MUCH quieter & cleaner, IMO.  
>

> It sounds familiar to something else I've used before, but I  
> can't put a finger on it... it's the type of "smoothness"  
> quality it has that makes me say this; it's reminiscent of  
> something, but I can't figure out what just yet.  
>  
> Anyway, there it is so far.  
>  
> NeilThis is a multi-part message in MIME format.

-----=\_NextPart\_000\_0039\_01C68257.FA692C00  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Thad,  
That sounds like a routing mechanism that is easier to deal with to me. =  
So you  
think the Pulsar mixer can be omitted from the Paris-Cubase Loop using =  
'VST mode'?  
Insert the Pulsar softsynths/plugins as VSTs in Cubase? Will Pulsar =  
still be doing the  
number crunching onboard? Must be.

Otherwise from what I gather, Pulsar would be a submix withing Cubase =  
which would be a=20  
submix within Paris.

I have to read more about Pulsar's implementation. Any good links guys?  
Tom

"TCB" <nobody@ishere.com> wrote in message news:4479cdc4\$1@linux...

Also, for those of you not completely married to PARIS Pulsar has a =  
'VST mode'  
where the effects can be used directly in apps that support VST =  
plug-ins.  
In this case all of the latency compensation is done by the host app =  
and  
the f/x and instruments can be dropped in like any other VST effect. =  
That's  
what has \_me\_ looking at Pulsar--all those yummy John Bowen synths =  
running  
in Live.=20

TCB

"Dimitrios" <musurgio@otenet.gr> wrote:  
>  
>Dear Parisians...  
>I will try to answer as much as I can...  
>  
>First of course there is full support under XP win98/Me etc...  
>  
>Latency with asio drivers is as low as 1.5 ms so Cubase SX or other =  
app  
can  
>run along Pulsar.  
>I use Cubase to run vsti instruments use 32bit Asio driver devices =  
inside  
>Pulsar , you can have up to 64 !!! yes 64 asio 32bit floating devices =  
inside  
>pulsar then use Pulsar mixers ,and what mixers !! like Sony Oxford, =  
use  
mixer's  
>inserts to use dsp plugins and then route to Paris.  
>  
>Routing from Paris adat out inside Pulsar is 7,5 sample going in 4 =  
samples  
>the pulsar mixer and another 7,5 sample from adat pulsar out to adat =  
Paris  
>in.  
>so 19 samples for normal pulsar routing from Paris and back again to =  
Paris.  
>Some plugins like SPL Transient designer (yes SPL has made the =  
algorithm  
>for Pulsar !!, it rocks , I have both the hardware and the pulsar one =  
and  
>they sound about the same !!, this has 39 samples latency.  
>What I normally do is when routing from Paris to pulsar via adat I =  
use some  
>fixed pluigins like Vinco (1176 ) compressor, SPL transient designer =  
and  
>then a small free millidelay plugin to delay further for exactly a =  
total  
>of 80 samples !!  
>yOU KNOW WHY RIGHT ?, TO NUDGE THE TRACK INSIDE pARIS 1 ms back.  
>Anyway the delay is very minimal the normal 19-20 samples does need =  
any  
>nudging...  
>  
>Regarding ADAT sync YES there is a addon card that gets wordclock in =  
out  
>and adat sync.  
>

>  
>I would wholeheartly suggest Pulsar for your rig to use SX native =  
plugins  
>routing back and forth from/to Paris.  
>Pulsar according to my oppinion ,at least, is superior to RME cards.  
>The dsp environnement is the most sophisticated from anything out =  
there,  
and  
>the loving factor, like in pARIS ,IS HUGE !!  
>You will be addicted and you would not won't go back...  
>There is continuing support for drivers , they have WDM drivers along =  
with  
>asio drivers and you can have wdm drivewrs along with asio drivers !!  
>  
>These new plugins -emulators are a word class s

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Kim](#) on Sat, 06 May 2006 04:35:34 GMT  
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---

tuff.  
>I am in love with these new babies along with the older ones already =  
there.  
>There are many develoipers for Pulsar , NOTE that Timeworks plugins =  
have  
>been ported to Pulsar too !!  
>You can have Timeworks 4080 reverrb ! TimeworksX compressor and many =  
otehr  
>from them for Pulsar.  
>  
>So here is the minimal standard scenario for Pulsar-Paris:  
>  
>You already Have Paris and one Mec with at least one adat card, right =  
?  
>you get Pulsar 6 dsp card -classic option which has 16 adat ins/outs =  
one  
>spdif in/out and two midi in/outs with studio/effects plugin pack =  
that has  
>Vincos (1176) Graphic eq, mPSYQ (BBE sonic maximizer) Mastereverb Pro =  
and  
>other great plugins as standard.  
>  
>If you use ADAT sync you get the sync addon card.  
>  
>The you are st to begin your great adventure.  
>The benefits are tremendous , you will have these great dsp =  
plugins/routing

>plus Cubase SX native routing from Paris to Pulsar to SX back to =  
 Pulsar  
 and  
 >back again to Paris.  
 >Isn't that a great trip ?  
 >regards,  
 >Dimitrios  
 >  
 >  
 >  
 >"Tom Bruhl" <arpeggio@comcast.net> wrote:  
 >>  
 >>  
 >>Dimitrios,  
 >>Scope pro looks quite impressive! I have a few questions.  
 >>I am on the brink of investing in a killer Cubase rig (dual cores =  
 etc.)  
 >=3D  
 >>which will  
 >>probably include an RME card for 16 channels of ADAT and Midi =  
 in/out.  
 >>  
 >> OR  
 >>  
 >>Can I continue to use Cubase SX with a Pulsar Pro card in the same =  
 box  
 >>and eliminate the RME card?  
 >>  
 >>If so will this buy me the software power to run Pulsar plugins in =  
 =3D  
 >>Cubase (internally)  
 >>and route in/out to Paris via ADAT in sync? =3D20  
 >>  
 >>Process Paris tracks with plugins in realtime while sending =  
 softsynths  
 =3D  
 >>to Paris also?  
 >>  
 >>Can I still use Cubase's MIDI to it's fullest including it's =  
 softsynths  
 >=3D  
 >>and return everything to  
 >>Paris? =3D20  
 >>  
 >>Latency equaling 1.5ms for Pulsar softsynths and 0 for Pulsar =  
 plugins =3D  
 >>right? Close to the same=3D20  
 >>for Cubase and it's third party softsynths?

>>  
>>Do I need to run Pulsar software mixers or can I call it's plugins =  
and  
=3D  
>>softsynths up  
>>directly in Cubase? Probably have to use Pulsars patchbay to get to =  
=3D  
>>Cubase right?  
>>  
>>One Pro card would allow about how many voices of softsynths. =3D20  
>>How about a few nice reverbs and 2 or three nice comps with that?  
>>  
>>Any crazy workarounds to make this proposed system with Pulsar work =  
=3D  
>>(like DJs w/RME)?  
>>  
>>What do you use for sequencing?  
>>  
>>Is Creamware a company that'll be around for a while? Are they as =  
large  
>=3D  
>>as Steinberg or RME?  
>>I'm worried about the EMU syndrome here.  
>>  
>>  
>>A close friend of mine is employed here in Massachusetts by Analog =  
=3D  
>>Devices in R&D.  
>>He speaks very highly of the Sharc chips.  
>>  
>>You can probably tell I don't want to learn another mixer/software =  
=3D  
>>program. I'd prefer  
>>Pulsar to interact with Cubase like a UAD-1 card with softsynths. =  
=3D  
>>Pulsars' hardware  
>>looks tough to beat for the cost.=3D20  
>>  
>>I'm seriously interested and also wondering about the used market =  
for =3D  
>>Pulsar hardware.  
>>Thanks for this post and I'll be paying very close attention for =  
your =3D  
>>response.  
>>Tom=3D20  
>>  
>> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D  
>>news:44788b63\$1@linux...



>>  
>> Hi,  
>> Pulsar as I posted before is an exceptional dsp system.  
>> Except for the best synths around (Moogs,Prophets,etc) it is a =  
hell of  
>=3D  
>>a  
>> PROCESSING ENVIRONEMENT  
>> Now a new company has produced new plugz for these beasts.  
>> Hold your breath=3D20  
>> SSL9000  
>> Neve1084  
>> Pultec  
>> API 550  
>> RMX-16 (AMS reverb !!!)  
>> and an exceptional mastering dynamic EQ that hard to believe what =  
it  
=3D  
>>can  
>> do to your mixes.  
>> Only pros could have access to beats like these !  
>>  
>> Also BSS dynamic 4 channel eq/dymanics emulator also announced.  
>> Still with me ?  
>>  
>> WHAT IS THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!  
>> Imagine something around 60-70 \$ each main plugin and a bundle =  
with =3D  
>>get them  
>> all like 500 \$ or something,prices yet to be anounced.  
>>  
>> I have tried most plugins out there , believe me these new ones =  
are =3D  
>>dream  
>> come true for me...  
>>  
>> Note that already there is Vinco (1176 comp emulation).  
>>  
>> Tons of free ones.  
>>  
>> I would not scream so loud so many times but PaRIS users with adat =  
=3D  
>>in/outs  
>> are "oblidged" to take this route.  
>> Ok UAD1 are already there but a Pulsar card with 6 dsps and all =  
main  
=3D  
>>plugins

>> cost used around 400-500-600 \$

>> So with normal classic option you will have 16 adat ins and outs =  
plus  
>=3D  
>>a spdif  
>> in and out plus 2 analog 24/96 in and out plus two (32) midi =  
ins/outs  
>>  
>> Now consider the above new plugins buy addon and for around 1000 =  
=3D  
>>\$-1100\$  
>> you will have a tremendous resource of fantastic sounding plugins.  
>> If you here their pultec or NEve 1084 eq you will stop using the =  
nice  
>=3D  
>>Paris  
>> eq...  
>>  
>> Well you would need at least one mec and one adat card or best two =  
=3D  
>>mecs two  
>> adat cards , or one mec two adat cards under Me (win98)  
>>  
>> Now if you would want to add more adat ins/outs to your system =  
like DJ  
>=3D  
>>wants  
>> (me too) you can buy another two Pulsar cards (your plugins are =  
=3D  
>>already bought)  
>> which leads to another 1000 \$ to have full three pulsar cards with =  
18  
>=3D  
>>dsp  
>> chips !!! and be happy as I am...  
>>  
>> well there is the "Kingsize" option.  
>> there are also super Pulsar cards out there each having 15 dsp =  
chips  
=3D  
>>!!!  
>> In outs are the same, each card can be bought for around =3D  
>>900\$-1000-1100\$  
>> used and with three cards you can have 45 dsps !!!!!!!  
>> Ok back to reality...  
>>  
>> One Pulsar card with 6 dsps is adequate for mixing a song and =  
using =3D

>>some  
>> great plugins as I mentioned.  
>> The same card can be configured for a synth recording platforma...  
>>  
>> I am happy to say more if I see anyone interested...  
>>  
>> Regards,  
>> Dimitrios  
>>  
>>  
>>  
>>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>Dimitrios,</FONT></DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2>Scope pro looks quite =  
impressive! =3D  
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>>few questions.</FONT></DIV>  
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>><DIV><FONT face=3D3DArial=3D20  
>>size=3D3D2> &nbs=3D  
>>p; =3D  
>>; =3D  
>> =3D20  
>>OR</FONT></DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
>><DIV><

---

Subject: Re: Perfect Pitch - Can you learn it?

FONT face=3D3DArial size=3D3D2>Can I continue to use Cubase SX =  
with a

>=3D

>>Pulsar Pro=3D20

>>card in the same box</FONT></DIV>

>><DIV><FONT face=3D3DArial size=3D3D2>and eliminate the RME =3D

>>card?</FONT></DIV>

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

>><DIV><FONT face=3D3DArial size=3D3D2>If so will this buy me the =

software =3D

>>power to run=3D20

>>Pulsar plugins in Cubase (internally)</FONT></DIV>

>><DIV><FONT face=3D3DArial size=3D3D2>and route in/out to Paris via =

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=3D

>>sync? =3D20

>></FONT></DIV>

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>><DIV><FONT face=3D3DArial size=3D3D2>Paris? </FONT></DIV>

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>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2>What do you use for =3D  
>>sequencing?</FONT></DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
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>>around for a=3D20  
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>><DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2>A close friend of mine is =  
employed here  
>=3D  
>>in=3D20  
>>Massachusetts by Analog Devices in R&D.</FONT></DIV>  
>><DIV><FONT face=3D3DArial size=3D3D2>He speaks very highly of the =  
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be paying  
>=3D  
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>><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>"Dimitrios" <<A=3D20  
>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote =  
in =3D  
>>message=3D20  
>> <A=3D20  
>> =3D  
=  
>>href=3D3D"news:44788b63\$1@linux">news:44788b63\$1@linux</A>...</DIV><BR>=  
Hi,<=3D  
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<BR>SSL9000<BR>Neve1084<BR>Pultec<BR>API=3D20  
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dynamic  
>=3D  
>>EQ that=3D20  
>> hard to believe what it can<BR>do to your mixes.<BR>Only pros =  
could =3D  
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channel=3D20  
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>>?<BR><BR>WHAT IS=3D20  
>> THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!<BR>Imagine =  
=3D  
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like  
>=3D  
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>> or something,prices yet to be anounced.<BR><BR>I have tried most =  
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>=3D  
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=3D  
>>already=3D20  
>> there but a Pulsar card with 6 dsps and all main plugins<BR>cost =  
used  
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>>around=3D20  
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adat  
=3D  
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plus =3D  
>>two (32)=3D20  
>> midi ins/outs<BR><BR>Now consider the above new plugins buy addon =  
and  
>=3D  
>>for=3D20  
>> around 1000 \$-1100\$<BR>you will have a tremendous resource of =3D  
>>fantastic=3D20  
>> sounding plugins.<BR>If you here their pultec or NEve 1084 eq you =  
will  
>=3D  
>>stop=3D20  
>> using the nice Paris<BR>eq...<BR><BR>Well you would need at least =  
one  
>=3D

>>mec and=3D20  
>> one adat card or best two mecs two<BR>adat cards , or one mec two =  
adat  
>=3D  
>>cards=3D20  
>> under Me (win98)<BR><BR>Now if you would want to add more adat =3D  
>>ins/outs to=3D20  
>> your system like DJ wants<BR>(me too) you can buy another two =  
Pulsar  
=3D  
>>cards=3D20  
>> (your plugins are already bought)<BR>which leads to another 1000 \$ =  
to  
>=3D  
>>have=3D20  
>> full three pulsar cards with 18 dsp<BR>chips !!! and be happy as =  
l=3D20  
>> am...<BR><BR>well there is the "Kingsize" option.<BR>there are =  
also =3D  
>>super=3D20  
>> Pulsar cards out there each having 15 dsp chips !!!<BR>In outs are =  
the  
>=3D  
>>same,=3D20  
>> each card can be bought for around 900\$-1000-1100\$<BR>used and =  
with =3D  
>>three=3D20  
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>=3D  
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some<BR>great  
>=3D  
>>plugins=3D20  
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>>recording=3D20  
>> platforma...<BR><BR>I am happy to say more if I see anyone=3D20  
>> interested...<BR><BR>Regards,<BR>Dimitrios<BR></BLOCKQUOTE >  
>><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
spam, =3D  
>>and=3D20  
>>you?<BR><A=3D20  
=  
>&

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Deej \[1\]](#) on Sat, 06 May 2006 04:54:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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sp; Will Pulsar still be doing the</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>number crunching onboard?&nbsp; Must=20  
be.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>Otherwise from what I gather, Pulsar =  
would be a=20  
submix withing Cubase which would be a </FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>submix within Paris.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>I have to read more about Pulsar's=20  
implementation.&nbsp; Any good links guys?</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<BLOCKQUOTE=20  
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
  <DIV>"TCB" &lt;<A =  
href=3D"mailto:nobody@ishere.com">nobody@ishere.com</A>&gt;=20  
  wrote in message <A=20  
  =  
href=3D"news:4479cdc4\$1@linux">news:4479cdc4\$1@linux</A>...</DIV><BR>Also=  
, for=20  
  those of you not completely married to PARIS Pulsar has a 'VST =  
mode'<BR>where=20  
  the effects can be used directly in apps that support VST =  
plug-ins.<BR>In this=20  
  case all of the latency compensation is done by the host app =  
and<BR>the f/x=20  
  and instruments can be dropped in like any other VST effect. =  
That's<BR>what=20  
  has \_me\_ looking at Pulsar--all those yummy John Bowen synths =  
running<BR>in=20  
  Live. <BR><BR>TCB<BR><BR>"Dimitrios" &lt;<A=20  
  href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt;=20  
  wrote:<BR>&gt;<BR>&gt;Dear Parisians...<BR>&gt;I will try to answer as =  
much as=20  
  I can...<BR>&gt;<BR>&gt;First of course there is full support under XP =  
  
  win98/Me etc...<BR>&gt;<BR>&gt;Latency with asio drivers is as low as =  
1.5 ms=20  
  so Cubase SX or other app<BR>can<BR>&gt;run along Pulsar.<BR>&gt;I use =  
Cubase=20  
  to run vsti instruments use 32bit Asio driver devices =

inside<BR>&gt;Pulsar ,=20  
you can have up to 64 !!! yes 64 asio 32bit floating devices=20  
inside<BR>&gt;pulsar then use Pulsar mixers ,and what mixers !! like =  
Sony=20  
Oxford, use<BR>mixer's<BR>&gt;inserts to use dsp plugins and then =  
route to=20  
Paris.<BR>&gt;<BR>&gt;Routing from Paris adat out inside Pulsar is 7,5 =  
sample=20  
going in 4 samples<BR>&gt;the pulsar mixer and another 7,5 sample from =  
adat=20  
pulsar out to adat Paris<BR>&gt;in.<BR>&gt;so 19 samples for normal =  
pulsar=20  
routing from Paris and back again to Paris.<BR>&gt;Some plugins like =  
SPL=20  
Transient designer (yes SPL has made the algorithm<BR>&gt;for Pulsar =  
!!, it=20  
rocks , I have both the hardware and the pulsar one and<BR>&gt;they =  
sound=20  
about the same !!, this has 39 samples latency.<BR>&gt;What I normally =  
do is=20  
when routing from Paris to pulsar via adat I use some<BR>&gt;fixed =  
pluigins=20  
like Vinco (1176 ) compressor, SPL transient designer and<BR>&gt;then =  
a small=20  
free millidelay plugin to delay further for exactly a total<BR>&gt;of =  
80=20  
samples !!<BR>&gt;YOU KNOW WHY RIGHT ?, TO NUDGE THE TRACK INSIDE =  
pARIS 1 ms=20  
back.<BR>&gt;Anyway the delay is very minimal the normal 19-20 =  
samples&nbsp;=20  
does need any<BR>&gt;nudging...<BR>&gt;<BR>&gt;Regarding ADAT sync YES =  
there=20  
is a addon card that gets wordclock in out<BR>&gt;and adat=20  
sync.<BR>&gt;<BR>&gt;<BR>&gt;I would wholeheartly suggest Pulsar for =  
your rig=20  
to use SX native plugins<BR>&gt;routing back and forth from/to=20  
Paris.<BR>&gt;Pulsar according to my oppinion ,at least, is superior =  
to RME=20  
cards.<BR>&gt;The dsp environnement is the most sophisticated from =  
anything out=20  
there,<BR>&gt;<BR>&gt;the loving factor, like in pARIS ,IS HUGE =  
!!<BR>&gt;<BR>&gt;You=20  
will be addicted and you would not won't go back...<BR>&gt;There is =  
continuing=20  
support for drivers , they have WDM drivers along with<BR>&gt;asio =  
drivers and=20  
you can have wdm drivewrs along with asio drivers =  
!!<BR>&gt;<BR>&gt;These new=20



card in the same box<BR>&gt;and eliminate the RME=20  
card?<BR>&gt;&gt;<BR>&gt;&gt;If so will this buy me the software power =  
to run=20  
Pulsar plugins in =3D<BR>&gt;&gt;Cubase (internally)<BR>&gt;&gt;and =  
route in/out=20  
to Paris via ADAT in sync? =3D20<BR>&gt;&gt;<BR>&gt;&gt;Process Paris =  
tracks=20  
with plugins in realtime while sending softsynths<BR>=3D<BR>&gt;&gt;to =  
Paris=20  
also?<BR>&gt;&gt;<BR>&gt;&gt;Can I still use Cubase's MIDI to it's =  
fullest=20  
including it's softsynths<BR>&gt;=3D<BR>&gt;&gt;and return everything=20  
to<BR>&gt;&gt;Paris? =3D20<BR>&gt;&gt;<BR>&gt;&gt;Latency equaling =  
1.5ms for=20  
Pulsar softsynths and 0 for Pulsar plugins =3D<BR>&gt;&gt;right?&nbsp; =  
Close to=20  
the same=3D20<BR>&gt;&gt;for Cubase and it's third party=20  
softsynths?<BR>&gt;&gt;<BR>&gt;&gt;Do I need to run Pulsar software =  
mixers or=20  
can I call it's plugins and<BR>=3D<BR>&gt;&gt;softsynths =  
up<BR>&gt;&gt;directly=20  
in Cubase?&nbsp; Probably have to use Pulsars patchbay to get to=20  
=3D<BR>&gt;&gt;Cubase right?<BR>&gt;&gt;<BR>&gt;&gt;One Pro card would =  
allow=20  
about how many voices of softsynths. =3D20<BR>&gt;&gt;How about a few =  
nice=20  
reverbs and 2 or three nice comps with =  
that?<BR>&gt;&gt;<BR>&gt;&gt;Any crazy=20  
workarounds to make this proposed system with Pulsar work =  
=3D<BR>&gt;&gt;(like=20  
DJs w/RME)?<BR>&gt;&gt;<BR>&gt;&gt;What do you use for=20  
sequencing?<BR>&gt;&gt;<BR>&gt;&gt;Is Creamware a company that'll be =  
around=20  
for a while?&nbsp; Are they as large<BR>&gt;=3D<BR>&gt;&gt;as =  
Steinberg or=20  
RME?<BR>&gt;&gt;I'm worried about the EMU syndrome=20  
here.<BR>&gt;&gt;<BR>&gt;&gt;<BR>&gt;&gt;A close friend of mine is =  
employed=20  
here in Massachusetts by Analog =3D<BR>&gt;&gt;Devices in =  
R&D.<BR>&gt;&gt;He=20  
speaks very highly of the Sharc chips.<BR>&gt;&gt;<BR>&gt;&gt;You can =  
probably=20  
tell I don't want to learn another mixer/software =  
=3D<BR>&gt;&gt;program.&nbsp;=20  
I'd prefer<BR>&gt;&gt;Pulsar to interact with Cubase like a UAD-1 card =  
with=20  
softsynths.&nbsp; =3D<BR>&gt;&gt;Pulsars' hardware<BR>&gt;&gt;looks =  
tough to=20

beat for the cost.  
>>>I'm seriously =  
interested and also=  
wondering about the used market for =  
hardware.<br>>>Thanks for this post and I'll be paying very =  
close=  
attention for your=  
=  
=<br>>>response.<br>>>Tom=<br>>><br>>> =  
;=  
"Dimitrios" <A =  
href="mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=  
wrote in message=  
=<br>>>news:44788b63\$1@linux...<br>>><br>>> =  
Hi,<br>>>  Pulsar as I posted before is an exceptional dsp=  
system.<br>>>  Except for the best synths around=  
(Moogs,Prophets,etc) it is a hell =  
of<br>>>=<br>>>a<br>>> =  
PROCESSING ENVIRONEMENT<br>>>  Now a new company has =  
produced n

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Chris Latham](#) on Sat, 06 May 2006 05:00:02 GMT  
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gt;href="http://www.polesoft.com/refer.html">http

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Aaron Allen](#) on Sat, 06 May 2006 05:18:25 GMT  
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ew=  
plugz for these beasts.<br>>>  Hold your=  
breath=<br>>>  SSL9000<br>>> =  
Neve1084<br>>>  Pultec<br>>>  API =  
550<br>>> =  
RMX-16 (AMS reverb !!!)<br>>>  and an exceptional mastering =  
dynamic=  
EQ that hard to believe what =  
it<br>=<br>>>can<br>>>  do to=  
your mixes.<br>>>  Only pros could have access to beats =  
like these=  
!<br>>><br>>>  Also BSS dynamic 4 channel =  
eq/dymanics =&br/>emulator also announced.<br>>>  Still with me=  
?<br>>><br>>>  WHAT IS THE MOST INTERESTING THE =

PRICES WILL=20

BE LOW BALLERS !!<BR>&gt;&nbsp; Imagine something around 60-70 \$ =  
each main=20

plugin and a bundle with =3D<BR>&gt;&get them<BR>&gt;&nbsp; all =  
like 500=20

\$ or something, prices yet to be =

announced.<BR>&gt;&<BR>&gt;&nbsp; I have=20

tried most plugins out there , believe me these new ones are=20

=3D<BR>&gt;&dream<BR>&gt;&nbsp; come true for=20

me...<BR>&gt;&<BR>&gt;&nbsp; Note that already there is Vinco =

(1176=20

comp emulation).<BR>&gt;&<BR>&gt;&nbsp; Tons of free=20

ones.<BR>&gt;&<BR>&gt;&nbsp; I would not scream so loud so many =

times=20

but PaRIS users with adat =3D<BR>&gt;&in/outs<BR>&gt;&nbsp; are =

"oblidged" to take this route.<BR>&gt;&nbsp; Ok UAD1 are already =  
there but=20

a Pulsar card with 6 dsps and all=20

main<BR>=3D<BR>&gt;&plugins<BR>&gt;&nbsp; cost used around =  
400-500-600=20

\$<BR>&gt;&nbsp; So with normal classic option you will have 16 =  
adat ins=20

and outs plus<BR>&gt;=3D<BR>&gt;&a spdif<BR>&gt;&nbsp; in and =  
out plus 2=20

analog 24/96 in and out plus two (32) midi=20

ins/outs<BR>&gt;&<BR>&gt;&nbsp; Now consider the above new =  
plugins buy=20

addon and for around 1000 =3D<BR>&gt;&\$-1100\$<BR>&gt;&nbsp; you =  
will have=20

a tremendous resource of fantastic sounding plugins.<BR>&gt;&nbsp; =  
If you=20

here their pultec or NEve 1084 eq you will stop using the=20

nice<BR>&gt;=3D<BR>&gt;&Paris<BR>&gt;&nbsp;=20

eq...<BR>&gt;&<BR>&gt;&nbsp; Well you would need at least one =  
mec and=20

one adat card or best two =3D<BR>&gt;&mecs two<BR>&gt;&nbsp; =  
adat cards ,=20

or one mec two adat cards under Me =

(win98)<BR>&gt;&<BR>&gt;&nbsp; Now=20

if you would want to add more adat ins/outs to your system like=20

DJ<BR>&gt;=3D<BR>&gt;&wants<BR>&gt;&nbsp; (me too) you can buy =  
another=20

two Pulsar cards (your plugins are =3D<BR>&gt;&already=20

bought)<BR>&gt;&&nbsp; which leads to another 1000 \$ to have full =  
three=20

pulsar cards with 18<BR>&gt;=3D<BR>&gt;&dsp<BR>&gt;&nbsp; chips =  
!!! and=20



be happy as I am...<BR>&gt;<BR>&gt;&nbsp; well there is the =  
 "Kingsize"=20  
 option.<BR>&gt;&nbsp; there are also super Pulsar cards out there =  
 each=20  
 having 15 dsp chips<BR>=3D<BR>&gt;!!!<BR>&gt;&nbsp; In outs =  
 are the=20  
 same, each card can be bought for around=20  
 =3D<BR>&gt;900\$-1000-1100\$<BR>&gt;&nbsp; used and with three =  
 cards you=20  
 can have 45 dsps !!!!!!!<BR>&gt;&nbsp; Ok back to=20  
 reality...<BR>&gt;<BR>&gt;&nbsp; One Pulsar card with 6 dsps =  
 is=20  
 adequate for mixing a song and using =  
 =3D<BR>&gt;some<BR>&gt;&nbsp; great=20  
 plugins as I mentioned.<BR>&gt;&nbsp; The same card can be =  
 configured for=20  
 a synth recording platforma...<BR>&gt;<BR>&gt;&nbsp; I am =  
 happy to say=20  
 more if I see anyone interested...<BR>&gt;<BR>&gt;&nbsp;=20  
 Regards,<BR>&gt;&nbsp;=20  
 Dimitrios<BR>&gt;<BR>&gt;<BR>&gt; <BR>&gt;I choose =  
 Polesoft=20  
 Lockspam to fight spam, and=20  
 you?<BR>&gt;http://www.polesoft.com/refer.html&nbsp;&nbsp;=20  
 <BR>&gt;<BR>&gt;&lt;!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =  
 =  
 Transitional//EN"&gt;<BR>&gt;&lt;HTML&gt;&lt;HEAD&gt; <BR>&gt;&lt;=
 META=20  
 http-equiv=3D3DContent-Type content=3D3D"text/html";=20  
 =3D<BR>&gt; charset=3D3Diso-8859-1"&gt;<BR>&gt;&lt;META =  
 content=3D3D"MSHTML=20  
 6.00.2800.1400"=20  
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 name=3D3DGENERATOR&gt;<BR>&gt;&lt;STYLE&gt;&lt;/STYLE&gt; <BR>&gt;=
 &lt;/HEAD&gt;<BR>&gt;&lt;BODY=20  
 bgColor=3D3D#ffffff&gt;<BR>&gt;&lt;DIV&gt;&lt;FONT face=3D3DArial=20  
 =  
 size=3D3D2&gt;Dimitrios,&lt;/FONT&gt;&lt;/DI V&gt; <BR>&gt;&lt;DIV&gt;&=
 lt;FONT=20  
 face=3D3DArial size=3D3D2&gt;Scope pro looks quite impressive!&nbsp;=20  
 =3D<BR>&gt;I have a=3D20<BR>&gt;few=20  
 question

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Subject: Re: Perfect Pitch - Can you learn it?  
 Posted by [Kim](#) on Sat, 06 May 2006 05:24:42 GMT





=3D20<BR>&gt;&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&lt;/DIV&gt;&lt;/FONT=  
 =20  
 face=3D3DArial size=3D3D2&gt;&lt;/FONT&gt;=20  
 &lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT face=3D3DArial =  
 size=3D3D2&gt;Process=20  
 Paris tracks with plugins in =3D<BR>&gt;realtime =  
 while=3D20<BR>&gt;&gt;sending=20  
 softsynths to Paris=20  
 also?&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT =  
 face=3D3DArial=20  
 size=3D3D2&gt;&lt;/FONT&gt; =  
 &lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT=20  
 face=3D3DArial size=3D3D2&gt;Can I still use Cubase's MIDI =  
 =3D<BR>&gt;&gt;to it's=20  
 fullest=3D20<BR>&gt;&gt;including it's softsynths and return =  
 everything=20  
 to&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT =  
 face=3D3DArial=20  
 size=3D3D2&gt;Paris?&nbsp;=20  
 &lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT =  
 face=3D3DArial=20  
 size=3D3D2&gt;&lt;/FONT&gt; =  
 &lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT=20  
 face=3D3DArial size=3D3D2&gt;Latency equaling 1.5ms for Pulsar=20  
 =3D<BR>&gt;&gt;softsynths and 0=3D20<BR>&gt;&gt;for Pulsar plugins =  
 right?&nbsp;=20  
 Close to the same =  
 &lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&lt;/DIV&gt;&lt;/FONT=20  
 face=3D3DArial size=3D3D2&gt;for Cubase and it's third=20  
 =  
 party=3D20<BR> &gt;&gt;softsynths?&lt;/FONT&gt;&lt;/DIV &gt; <BR>&gt;&lt;/=

many<BR>&gt;=3D<BR>&gt;&gt;voices =  
 of=3D20<BR>&gt;&gt;&lt;/FONT&gt;&lt;/FONT=20  
 face=3D3DArial size=3D3D2&gt;&gt;softsynths.&nbsp;=20  
 &lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT =  
 face=3D3DArial=20  
 size=3D3D2&gt;&gt;How about a few nice reverbs and 2 =  
 or<BR>=3D<BR>&gt;&gt;three=20  
 nice=3D20<BR>&gt;&gt;comps with=20  
 that?&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT =  
 face=3D3DArial=20  
 size=3D3D2&gt;&gt;&lt;/FONT&gt; =  
 &lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT=20  
 face=3D3DArial size=3D3D2&gt;&gt;Any crazy workarounds to make this=20  
 =3D<BR>&gt;&gt;proposed=3D20<BR>&gt;&gt;system with Pulsar work (like =  
 DJs=20  
 w/RME)?&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT =  
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 size=3D3D2&gt;&gt;&lt;/FONT&gt; =  
 &lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT=20  
 face=3D3DArial size=3D3D2&gt;&gt;What do you use for=20  
 =  
 =3D<BR> &gt;&gt;sequencing?&lt;/FONT&gt;&lt;/DIV &gt; <BR>&gt;&gt;&lt;/DIV&gt;=  
 &lt;/FONT=20  
 face=3D3DArial size=3D3D2&gt;&gt;&lt;/FONT&gt;=20  
 &lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT face=3D3DArial =  
 size=3D3D2&gt;&gt;ls=20  
 Creamware a company that'll be =3D<BR>&gt;&gt;around for=20  
 a=3D20<BR>&gt;&gt;while?&nbsp;Are they as large as Steinberg or=20  
 =  
 =3D<BR> &gt;&gt;RME?&lt;/FONT&gt;&lt;/DIV&gt; ; <BR>&gt;&gt;&lt;/DIV&gt;&lt;/FO=  
 NT=20  
 face=3D3DArial size=3D3D2&gt;&gt;I'm worried about the EMU=20  
 =  
 syndrome=3D20<BR> &gt;&gt;here.&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&gt;&lt;/DI=  
 V&gt;&lt;/FONT=20  
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 &lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt; <BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT=20  
 face=3D3DArial size=3D3D2&gt;&gt;&lt;/FONT&gt;=2

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Subject: Re: Perfect Pitch - Can you learn it?  
 Posted by [Tom Bruhl](#) on Sat, 06 May 2006 05:41:39 GMT  
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0  
 &lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT face=3D3DArial =  
 size=3D3D2&gt;&gt;A close=20  
 friend of mine is employed=20



@otenet.gr">musurgio@otenet.gr</A>>=20  
 wrote in =3D<BR>>>message=3D20<BR>>>&nbsp; =  
 <A=3D20<BR>>>&nbsp;=20  
 =3D<BR>>>href=3D3D"<A=20  
 =  
 href=3D'news:44788b63\$1@linux">news:44788b63\$1@linux</A>...</DIV><BR>Hi'>=  
 news:44788b63\$1@linux">>news:44788b63\$1@linux</A>>...</DIV>>=<BR>>Hi</A>,<BR>>Pulsar=3D20 <BR>>&nbsp;=20  
 as I posted before is an exceptional dsp system.<BR>>Except for =  
 the=20  
 =3D<BR>>>best synths=3D20<BR>>>&nbsp; around =  
 (Moogs,Prophets,etc) it=20  
 is a hell of a<BR>>PROCESSING=3D20<BR>>>&nbsp;=20  
 ENVIRONEMENT<BR>>Now a new company has produced new plugz for=20  
 these=3D20<BR>>>&nbsp; beasts.<BR>>Hold your breath=20  
 =  
 <BR>>SSL9000<BR>>Neve1084<BR>>Pultec<BR>>API=3D20 <BR>=<BR>>&nbsp;=20  
 550<BR>>RMX-16 (AMS reverb !!!)<BR>>and an exceptional =  
 mastering=20  
 dynamic<BR>>=3D<BR>>>EQ that=3D20<BR>>>&nbsp; hard to =  
 believe what=20  
 it can<BR>>do to your mixes.<BR>>Only pros could=20  
 =3D<BR>>>have=3D20<BR>>>&nbsp; access to beats like these=20  
 !<BR>><BR>>Also BSS dynamic 4 channel=3D20<BR>>>&nbsp; =  
 eq/dynamics&nbsp; emulator also announced.<BR>>Still with me=20  
 =3D<BR>>>?<BR>><BR>>WHAT IS=3D20<BR>>>&nbsp; THE =  
 MOST=20  
 INTERESTING THE PRICES WILL BE LOW BALLERS !!<BR>>Imagine=20  
 =3D<BR>>>something=3D20<BR>>>&nbsp; around 60-70 \$ each =  
 main plugin=20  
 and a bundle with get them<BR>>all like<BR>>=3D<BR>>>500 =  
 \$=3D20<BR>>>&nbsp; or something,prices yet to be=20  
 anounced.<BR>><BR>>I have tried most =3D<BR>>>plugins=20  
 out=3D20<BR>>>&nbsp; there , believe me these new ones are=20  
 dream<BR>>come true for=20  
 =3D<BR>> >>me...<BR>><BR>>Not e=3D20 <BR>>>&nbsp; =  
 that already=20  
 there is Vinco (1176 comp emulation).<BR>><BR>>Tons of=20  
 free<BR>>=3D<BR>>><BR>>>&nbsp; =  
 ones.<BR>><BR>>I would=20  
 not scream so loud so many times but PaRIS=20  
 users<BR>>=3D<BR>>>with=3D20<BR>>>&nbsp; adat =  
 in/outs<BR>>are=20  
 "oblidged" to take this route.<BR>>Ok UAD1 are=20  
 =3D<BR>>>already=3D20<BR>>>&nbsp; there but a Pulsar card =

with 6 dsps=20  
and all main plugins&lt;BR>cost=20  
used<BR>&gt;=3D<BR>&gt;&gt;around=3D20<BR>&gt;&gt; 400-500-600 =  
\$&lt;BR>&gt;So=20  
with normal classic option you will have 16 adat<BR>=3D<BR>&gt;&gt;ins =  
  
and=3D20<BR>&gt;&gt; outs plus a spdif&lt;BR>&gt;in and out plus =  
2 analog=20  
24/96 in and out plus =3D<BR>&gt;&gt;two (32)=3D20<BR>&gt;&gt; =  
midi=20  
ins/outs&lt;BR>&gt;&lt;BR>&gt;Now consider the above new plugins buy =  
addon=20  
and<BR>&gt;=3D<BR>&gt;&gt;for=3D20<BR>&gt;&gt; around 1000=20  
\$-1100&lt;BR>&gt;you will have a tremendous resource of=20  
=3D<BR>&gt;&gt;fantastic=3D20<BR>&gt;&gt; sounding =  
plugins.&lt;BR>&gt;If you=20  
here their pultec or NEve 1084 eq you=20  
will<BR>&gt;=3D<BR>&gt;&gt;stop=3D20<BR>&gt;&gt; using the nice=20  
Paris&lt;BR>&gt;eq...&lt;BR>&gt;&lt;BR>&gt;&Well you would need at least=20  
one<BR>&gt;=3D<BR>&gt;&gt;mec and=3D20<BR>&gt;&gt; one adat card =  
or best two=20  
mecs two&lt;BR>&gt;adat cards , or one mec two=20  
adat<BR>&gt;=3D<BR>&gt;&gt;cards=3D20<BR>&gt;&gt; under Me=20  
(win98)&lt;BR>&gt;&lt;BR>&gt;Now if you would want to add more adat=20  
=3D<BR>&gt;&gt;ins/outs to=3D20<BR>&gt;&gt; your system like DJ=20  
wants&lt;BR>&gt;(me too) you can buy another two=20  
Pulsar<BR>=3D<BR>&gt;&gt;cards=3D20<BR>&gt;&gt; (your plugins =  
are already=20  
bought)&lt;BR>&gt;which leads to another 1000 \$=20  
to<BR>&gt;=3D<BR>&gt;&gt;have=3D20<BR>&gt;&gt; full three pulsar =  
cards with=20  
18 dsp&lt;BR>&gt;chips !!! and be happy as I=3D20<BR>&gt;&gt;=20  
am...&lt;BR>&gt;&lt;BR>&gt;well there is the "Kingsize" =  
option.&lt;BR>&gt;there=20  
are also =3D<BR>&gt;&gt;super=3D20<BR>&gt;&gt; Pulsar cards out =  
there each=20  
having 15 dsp chips !!!&lt;BR>&gt;In outs are=20  
the<BR>&gt;=3D<BR>&gt;&gt;same,=3D20<BR>&gt;&gt; each card can =  
be bought for=20  
around 900\$-1000-1100\$&lt;BR>&gt;used and with=20  
=3D<BR>&gt;&gt;three=3D20<BR>&gt;&gt; cards you can have 45 dsps =  
  
!!!!!!&lt;BR>&gt;Ok back to=20  
=  
reality...&lt;BR>&gt;&lt;BR>&gt;One<BR>&gt;=3D <BR>&gt;&gt;Pulsar=3D20<BR>&gt;&gt;g=  
t;&gt;&gt;=20  
card with 6 dsps is adequate for mixing a song and using=20  
=  
=



>Tom  
 >  
 >  
 >  
 > "TCB" <nobody@ishere.com> wrote in message news:4479cdc4\$1@linux...  
 >  
 > Also, for those of you not completely married to PARIS Pulsar has a =  
 >'VST mode'  
 > where the effects can be used directly in apps that support VST =  
 >plug-ins.  
 > In this case all of the latency compensation is done by the host app =  
 >and  
 > the f/x and instruments can be dropped in like any other VST effect. =  
 >That's  
 > what has \_me\_ looking at Pulsar--all those yummy John Bowen synths =  
 >running  
 > in Live.=20  
 >  
 > TCB  
 >  
 > "Dimitrios" <musurgio@otenet.gr> wrote:  
 > >  
 > >Dear Parisians...  
 > >I will try to answer as much as I can...  
 > >  
 > >First of course there is full support under XP win98/Me etc...  
 > >  
 > >Latency with asio drivers is as low as 1.5 ms so Cubase SX or other =  
 >app  
 > can  
 > >run along Pulsar.  
 > >I use Cubase to run vsti instruments use 32bit Asio driver devices =  
 >inside  
 > >Pulsar , you can have up to 64 !!! yes 64 asio 32bit floating devices  
 >=  
 >inside  
 > >pulsar then use Pulsar mixers ,and what mixers !! like Sony Oxford, =  
 >use  
 > mixer's  
 > >inserts to use dsp plugins and then route to Paris.  
 > >  
 > >Routing from Paris adat out inside Pulsar is 7,5 sample going in 4 =  
 >samples  
 > >the pulsar mixer and another 7,5 sample from adat pulsar out to adat  
 >=  
 >Paris  
 > >in.  
 > >so 19 samples for normal pulsar routing from Paris and back again to



=

>Paris.

> >Some plugins like SPL Transient designer (yes SPL has made the =

>algorithm

> >for Pulsar !!, it rocks , I have both the hardware and the pulsar one

=

>and

> >they sound about the same !!, this has 39 samples latency.

> >What I normally do is when routing from Paris to pulsar via adat I =

>use some

> >fixed plugins like Vinco (1176 ) compressor, SPL transient designer

=

>and

> >then a small free milldelay plugin to delay further for exactly a =

>total

> >of 80 samples !!

> >YOU KNOW WHY RIGHT ? , TO NUDGE THE TRACK INSIDE pARIS 1 ms back.

> >Anyway the delay is very minimal the normal 19-20 samples does need

=

>any

> >nudging...

> >

> >Regarding ADAT sync YES there is a addon card that gets wordclock in

=

>out

> >and adat sync.

> >

> >

> >I would wholeheartly suggest Pulsar for your rig to use SX native =

>plugins

> >routing back and forth from/to Paris.

> >Pulsar according to my oppinion ,at least, is superior to RME cards.

> >The dsp environnement is the most sophisticated from anything out =

>there,

> and

> >the loving factor, like in pARIS ,IS HUGE !!

> >You will be addicted and you would not won't go back...

> >There is continuing support for drivers , they have WDM drivers along

=

>with

> >asio drivers and you can have wdm drivewrs along with asio drivers !!

> >

> >These new plugins -emulators are a word class stuff.

> >I am in love with these new babies along with the older ones already

=

>there.

> >There are many develoipers for Pulsar , NOTE that Timeworks plugins =

>have



> >been ported to Pulsar too !!  
 > >You can have Timeworks 4080 reverrb ! TimeworksX compressor and many  
 =  
 >otehr  
 > >from them for Pulsar.  
 > >  
 > >So here is the minimal standard scenario for Pulsar-Paris:  
 > >  
 > >You already Have Paris and one Mec with at least one adat card, right  
 =  
 >?  
 > >you get Pulsar 6 dsp card -classic option which has 16 adat ins/outs  
 =  
 >one  
 > >spdif in/out and two midi in/outs with studio/effects plugin pack =  
 >that has  
 > >Vinc (1176) Graphic eq, mPSYQ (BBE sonic maximizer) Mastereverb Pro  
 =  
 >and  
 > >other great plugins as standard.  
 > >  
 > >If you use ADAT sync you get the sync addon card.  
 > >  
 > >The you are st to begin your great adventure.  
 > >The benefits are tremendous , you will have these great dsp =  
 >plugins/routing  
 > >plus Cubase SX native routing from Paris to Pulsar to SX back to =  
 >Pulsar  
 > and  
 > >back again to Paris.  
 > >Isn't that a great trip ?  
 > >regards,  
 > >Dimitrios  
 > >  
 > >  
 > >  
 > >  
 > >"Tom Bruhl" <arpeggio@comcast.net> wrote:  
 > >>  
 > >>  
 > >>Dimitrios,  
 > >>Scope pro looks quite impressive! I have a few questions.  
 > >>I am on the brink of investing in a killer Cubase rig (dual cores =  
 >etc.)  
 > >=3D  
 > >>which will  
 > >>probably include an RME card for 16 channels of ADAT and Midi =  
 >in/out.  
 > >>

> >> OR

> >>

> >>Can I continue to use Cubase SX with a Pulsar Pro card in the same =

>box

> >>and eliminate the RME card?

> >>

> >>If so will this buy me the software power to run Pulsar plugins in =

>=3D

> >>Cubase (internally)

> >>and route in/out to Paris via ADAT in sync? =3D20

> >>

> >>Process Paris tracks with plugins in realtime while sending =

>softsynths

> =3D

> >>to Paris also?

> >>

> >>Can I still use Cubase's MIDI to it's fullest including it's =

>softsynths

> =3D

> >>and return everything to

> >>Paris? =3D20

> >>

> >>Latency equaling 1.5ms for Pulsar softsynths and 0 for Pulsar =

>plugins =3D

> >>right? Close to the same=3D20

> >>for Cubase and it's third party softsynths?

> >>

> >>Do I need to run Pulsar software mixers or can I call it's plugins =

>and

> =3D

> >>softsynths up

> >>directly in Cubase? Probably have to use Pulsars patchbay to get to

=

>=3D

> >>Cubase right?

> >>

> >>One Pro card would allow about how many voices of softsynths. =3D20

> >>How about a few nice reverbs and 2 or three nice comps with that?

> >>

> >>Any crazy workarounds to make this proposed system with Pulsar work

=

>=3D

> >>(like DJs w/RME)?

> >>

> >>What do you use for sequencing?

> >>

> >>Is Creamware a company that'll be around for a while? Are they as =

>large

> >=3D  
 > >>as Steinberg or RME?  
 > >>I'm worried about the EMU syndrome here.  
 > >>  
 > >>  
 > >>A close friend of mine is employed here in Massachusetts by Analog =  
 >=3D  
 > >>Devices in R&D.  
 > >>He speaks very highly of the Sharc chips.  
 > >>  
 > >>You can probably tell I don't want to learn another mixer/software =  
 >=3D  
 > >>program. I'd prefer  
 > >>Pulsar to interact with Cubase like a UAD-1 card with softsynths. =  
 >=3D  
 > >>Pulsars' hardware  
 > >>looks tough to beat for the cost.=3D20  
 > >>  
 > >>I'm seriously interested and also wondering about the used market =  
 >for =3D  
 > >>Pulsar hardware.  
 > >>Thanks for this post and I'll be paying very close attention for =  
 >your =3D  
 > >>response.  
 > >>Tom=3D20  
 > >>  
 > >> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D  
 > >>news:44788b63\$1@linux...  
 > >>  
 > >> Hi,  
 > >> Pulsar as I posted before is an exceptional dsp system.  
 > >> Except for the best synths around (Moogs,Prophets,etc) it is a =  
 >hell of  
 > >=3D  
 > >>a  
 > >> PROCESSING ENVIRONEMENT  
 > >> Now a new company has produced new plugz for these beasts.  
 > >> Hold your breath=3D20  
 > >> SSL9000  
 > >> Neve1084  
 > >> Pultec  
 > >> API 550  
 > >> RMX-16 (AMS reverb !!!)  
 > >> and an exceptional mastering dynamic EQ that hard to believe what  
 >=  
 >it  
 > =3D  
 > >>can

> >> do to your mixes.  
 > >> Only pros could have access to beats like these !  
 > >>  
 > >> Also BSS dynamic 4 channel eq/dynamics emulator also announced.  
 > >> Still with me ?  
 > >>  
 > >> WHAT IS THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!  
 > >> Imagine something around 60-70 \$ each main plugin and a bundle =  
 >with =3D  
 > >>get them  
 > >> all like 500 \$ or something,prices yet to be announced.  
 > >>  
 > >> I have tried most plugins out there , believe me these new ones =  
 >are =3D  
 > >>dream  
 > >> come true for me...  
 > >>  
 > >> Note that already there is Vinco (1176 comp emulation).  
 > >>  
 > >> Tons of free ones.  
 > >>  
 > >> I would not scream so loud so many times but PaRIS users with adat  
 =  
 >=3D  
 > >>in/outs  
 > >> are "obliged" to take this route.  
 > >> Ok UAD1 are already there but a Pulsar card with 6 dsps and all =  
 >main  
 > =3D  
 > >>plugins  
 > >> cost used around 400-500-600 \$  
 > >> So with normal classic option you will have 16 adat ins and outs =  
 >plus  
 > >=3D  
 > >>a spdif  
 > >> in and out plus 2 analog 24/96 in and out plus two (32) midi =  
 >ins/outs  
 > >>  
 > >> Now consider the above new plugins buy addon and for around 1000 =  
 >=3D  
 > >>\$-1100\$  
 > >> you will have a tremendous resource of fantastic sounding plugins.  
 > >> If you here their pultec or NEve 1084 eq you will stop using the =  
 >nice  
 > >=3D  
 > >>Paris  
 > >> eq...  
 > >>

> >> Well you would need at least one mec and one adat card or best two  
 =  
 >=3D  
 > >>mecs two  
 > >> adat cards , or one mec two adat cards under Me (win98)  
 > >>  
 > >> Now if you would want to add more adat ins/outs to your system =  
 >like DJ  
 > >=3D  
 > >>wants  
 > >> (me too) you can buy another two Pulsar cards (your plugins are =  
 >=3D  
 > >>already bought)  
 > >> which leads to another 1000 \$ to have full three pulsar cards with  
 =  
 >18  
 > >=3D  
 > >>dsp  
 > >> chips !!! and be happy as I am...  
 > >>  
 > >> well there is the "Kingsize" option.  
 > >> there are also super Pulsar cards out there each having 15 dsp =  
 >chips  
 > =3D  
 > >>!!!  
 > >> In outs are the same, each card can be bought for around =3D  
 > >>900\$-1000-1100\$  
 > >> used and with three cards you can have 45 dsps !!!!!!!  
 > >> Ok back to reality...  
 > >>  
 > >> One Pulsar card with 6 dsps is adequate for mixing a song and =  
 >using =3D  
 > >>some  
 > >> great plugins as I mentioned.  
 > >> The same card can be configured for a synth recording platforma...  
 > >>  
 > >> I am happy to say more if I see anyone interested...  
 > >>  
 > >> Regards,  
 > >> Dimitrios  
 > >>  
 > >>  
 > >>  
 > >>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>Dimitrios,</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>Scope pro looks quite =
>impressive! =3D
> >>I have a=3D20
> >>few questions.</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>I am on the brink of investing
=
>in a =3D
> >>killer Cubase=3D20
> >>rig (dual cores etc.) which will</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>probably include an RME card =
>for 16 =3D
> >>channels of=3D20
> >>ADAT and Midi in/out.</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >><DIV><FONT face=3D3DArial=3D20
> >>size=3D3D2>      &nbs=3D
> >>p;      =3D
> >>;      =3D
> >> =3D20
> >>OR</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>Can I continue to use Cubase SX
=
>with a
> >=3D
> >>Pulsar Pro=3D20
> >>card in the same box</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>and eliminate the RME =3D
> >>card?</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>If so will this buy me the =
>software =3D
> >>power to run=3D20
> >>Pulsar plugins in Cubase (internally)</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>and route in/out to Paris via =
>ADAT in
> =3D
> >>sync? =3D20
> >></FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>Process Paris tracks with =

```

>plugins in =3D

> >>realtime while=3D20

> >>sending softsynths to Paris also?</FONT></DIV>

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

> >><DIV><FONT face=3D3DArial size=3D3D2>Can I still use Cubase's MIDI =

>=3D

> >>to it's fullest=3D20

> >>including it's softsynths and return everything to</FONT></DIV>

> >><DIV><FONT face=3D3DArial size=3D3D2>Paris? </FONT></DIV>

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

> >><DIV><FONT face=3D3DArial size=3D3D2>Latency equaling 1.5ms for =

>Pulsar =3D

> >>softsynths and 0=3D20

> >>for Pulsar plugins right? Close to the same </FONT></DIV>

> >><DIV><FONT face=3D3DArial size=3D3D2>for Cubase and it's third =

>party=3D20

> >>softsynths?</FONT></DIV>

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

> >><DIV><FONT face=3D3DArial size=3D3D2>Do I need to run Pulsar =

>software mixers

> >=3D

> >>or can I=3D20

> >>call it's plugins and softsynths up</FONT></DIV>

> >><DIV><FONT face=3D3DArial size=3D3D2>directly in Cubase? Probably =

>have =3D

> >>to use=3D20

> >>Pulsars patchbay to get to Cubase right?</FONT></DIV>

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

> >><DIV><FONT face=3D3DArial size=3D3D2>One Pro card would allow about

=

>how many

> >=3D

> >>voices of=3D20

> >></FONT><FONT face=3D3DArial size=3D3D2>softsynths. </FONT></DIV>

> >><DIV><FONT face=3D3DArial size=3D3D2>How about a few nice reverbs =

>and 2 or

> =3D

> >>three nice=3D20

> >>comps with that?</FONT></DIV>

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

> >><DIV><FONT face=3D3DArial size=3D3D2>Any crazy workarounds to make =

>this =3D

> >>proposed=3D20

> >>system with Pulsar work (like DJs w/RME)?</FONT></DIV>

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

> >><DIV><FONT face=3D3DArial size=3D3D2>What do you use for =3D

> >>sequencing?</FONT></DIV>

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

> >><DIV><FONT face=3D3DArial size=3D3D2>Is Creamware a company that'll  
=  
>be =3D  
> >>around for a=3D20  
> >>while? Are they as large as Steinberg or =3D  
> >>RME?</FONT></DIV>  
> >><DIV><FONT face=3D3DArial size=3D3D2>I'm worried about the EMU =  
>syndrome=3D20  
> >>here.</FONT></DIV>  
> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
> >><DIV>  
> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
> >><DIV><FONT face=3D3DArial size=3D3D2>A close friend of mine is =  
>employed here  
> >=3D  
> >>in=3D20  
> >>Massachusetts by Analog Devices in R&D.</FONT></DIV>  
> >><DIV><FONT face=3D3DArial size=3D3D2>He speaks very highly of the =  
>Sharc=3D20  
> >>chips.</FONT></DIV>  
> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV></DIV>  
> >><DIV><FONT face=3D3DArial size=3D3D2>You can probably tell I don't =  
>want to  
> =3D  
> >>learn another=3D20  
> >>mixer/software program. I'd prefer</FONT></DIV>  
> >><DIV><FONT face=3D3DArial size=3D3D2>Pulsar to interact with Cubase  
=  
>like =3D  
> >>a UAD-1=3D20  
> >>card with softsynths. Pulsars' hardware</FONT></DIV>  
> >><DIV><FONT face=3D3DArial size=3D3D2>looks tough to beat for =  
>the=3D20  
> >>cost. </FONT></DIV>  
> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
> >><DIV><FONT face=3D3DArial size=3D3D2>I'm seriously interested and =  
>also =3D  
> >>wondering about=3D20  
> >>the used market for Pulsar hardware.</FONT></DIV>  
> >><DIV><FONT f

---

---

Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [steve the artguy](#) on Sat, 06 May 2006 06:30:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ace=3D3DArial size=3D3D2>Thanks for this post and I'll =  
>be paying



```

> >=3D
> >>very close=3D20
> >>attention for your response.</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>"Dimitrios" <<A=3D20
> >> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote
=
>in =3D
> >>message=3D20
> >> <A=3D20
> >> =3D
> =
>>>href=3D3D"news:44788b63$1@linux">news:44788b63$1@linux</A>...</DIV><BR>=
>Hi,<=3D
> >>BR>Pulsar=3D20
> >> as I posted before is an exceptional dsp system.<BR>Except for the
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>=3D
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> >> ENVIRONEMENT<BR>Now a new company has produced new plugz for =
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> >> beasts.<BR>Hold your breath =
><BR>SSL9000<BR>Neve1084<BR>Pultec<BR>API=3D20
> >> 550<BR>RMX-16 (AMS reverb !!!)<BR>and an exceptional mastering =
>dynamic
> >=3D
> >>EQ that=3D20
> >> hard to believe what it can<BR>do to your mixes.<BR>Only pros =
>could =3D
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>channel=3D20
> >> eq/dymanics emulator also announced.<BR>Still with me =3D
> >>?<BR><BR>WHAT IS=3D20
> >> THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!<BR>Imagine
=
>=3D
> >>>something=3D20
> >> around 60-70 $ each main plugin and a bundle with get them<BR>all
=
>like

```

> >=3D  
 > >>500 \$=3D20  
 > >> or something,prices yet to be anounced.<BR><BR>I have tried most =  
 >=3D  
 > >>plugins out=3D20  
 > >> there , believe me these new ones are dream<BR>come true for =3D  
 > >>me...<BR><BR>Note=3D20  
 > >> that already there is Vinco (1176 comp emulation).<BR><BR>Tons of  
 =  
 >free  
 > >=3D  
 > >>  
 > >> ones.<BR><BR>I would not scream so loud so many times but PaRIS =  
 >users  
 > >=3D  
 > >>with=3D20  
 > >> adat in/outs<BR>are "oblidged" to take this route.<BR>Ok UAD1 are  
 =  
 >=3D  
 > >>already=3D20  
 > >> there but a Pulsar card with 6 dsps and all main plugins<BR>cost =  
 >used  
 > >=3D  
 > >>around=3D20  
 > >> 400-500-600 \$<BR>So with normal classic option you will have 16 =  
 >adat  
 > =3D  
 > >>ins and=3D20  
 > >> outs plus a spdif<BR>in and out plus 2 analog 24/96 in and out =  
 >plus =3D  
 > >>two (32)=3D20  
 > >> midi ins/outs<BR><BR>Now consider the above new plugins buy addon  
 =  
 >and  
 > >=3D  
 > >>for=3D20  
 > >> around 1000 \$-1100\$<BR>you will have a tremendous resource of =3D  
 > >>fantastic=3D20  
 > >> sounding plugins.<BR>If you here their pultec or NEve 1084 eq you  
 =  
 >will  
 > >=3D  
 > >>stop=3D20  
 > >> using the nice Paris<BR>eq...<BR><BR>Well you would need at least  
 =  
 >one  
 > >=3D  
 > >>mec and=3D20

> >> one adat card or best two mecs two<BR>adat cards , or one mec two  
 =  
 >adat  
 > >=3D  
 > >>cards=3D20  
 > >> under Me (win98)<BR><BR>Now if you would want to add more adat =3D  
 > >>ins/outs to=3D20  
 > >> your system like DJ wants<BR>(me too) you can buy another two =  
 >Pulsar  
 > =3D  
 > >>cards=3D20  
 > >> (your plugins are already bought)<BR>which leads to another 1000 \$  
 =  
 >to  
 > >=3D  
 > >>have=3D20  
 > >> full three pulsar cards with 18 dsp<BR>chips !!! and be happy as =  
 >I=3D20  
 > >> am...<BR><BR>well there is the "Kingsize" option.<BR>there are =  
 >also =3D  
 > >>super=3D20  
 > >> Pulsar cards out there each having 15 dsp chips !!!<BR>In outs are  
 =  
 >the  
 > >=3D  
 > >>same,=3D20  
 > >> each card can be bought for around 900\$-1000-1100\$<BR>used and =  
 >with =3D  
 > >>three=3D20  
 > >> cards you can have 45 dsps !!!!!!!<BR>Ok back to =  
 >reality...<BR><BR>One  
 > >=3D  
 > >>Pulsar=3D20  
 > >> card with 6 dsps is adequate for mixing a song and using =  
 >some<BR>great  
 > >=3D  
 > >>plugins=3D20  
 > >> as I mentioned.<BR>The same card can be configured for a synth =3D  
 > >>recording=3D20  
 > >> platforma...<BR><BR>I am happy to say more if I see anyone=3D20  
 > >> interested...<BR><BR>Regards,<BR>Dimitrios<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/r=  
 >efer=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>
><DIV><FONT face=3DArial size=3D2>Thad,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>That sounds like a routing mechanism =
>that is easier=20
>to deal with to me. So you</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>think the Pulsar mixer can be omitted =
>from the=20
>Paris-Cubase Loop using 'VST mode'?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Insert the Pulsar =
>softsynths/plugins as VSTs=20
>in Cubase? Will Pulsar still be doing the</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>number crunching onboard? Must=20
>be.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>Otherwise from what I gather, Pulsar =
>would be a=20
>submix withing Cubase which would be a </FONT></DIV>
><DIV><FONT face=3DArial size=3D2>submix within Paris.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>I have to read more about Pulsar's=20
>implementation. Any good links guys?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"TCB" <<A =
>href=3D"mailto:nobody@ishere.com">nobody@ishere.com</A>>=20
> wrote in message <A=20
> =
>href=3D"news:4479cdc4$1@linux">news:4479cdc4$1@linux</A>...</DIV><BR>Also=
>, for=20
> those of you not completely married to PARIS Pulsar has a 'VST =

```

>mode'<BR>where=20  
 > the effects can be used directly in apps that support VST =  
 >plug-ins.<BR>In this=20  
 > case all of the latency compensation is done by the host app =  
 >and<BR>the f/x=20  
 > and instruments can be dropped in like any other VST effect. =  
 >That's<BR>what=20  
 > has \_me\_ looking at Pulsar--all those yummy John Bowen synths =  
 >running<BR>in=20  
 > Live. <BR><BR>TCB<BR><BR>"Dimitrios" <<A=20  
 > href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=20  
 > wrote:<BR>><BR>>Dear Parisians...<BR>>I will try to answer as =  
 >much as=20  
 > I can...<BR>><BR>>First of course there is full support under XP =  
 >  
 > win98/Me etc...<BR>><BR>>Latency with asio drivers is as low as =  
 >1.5 ms=20  
 > so Cubase SX or other app<BR>can<BR>>run along Pulsar.<BR>>I use =  
 >Cubase=20  
 > to run vsti instruments use 32bit Asio driver devices =  
 >inside<BR>>Pulsar ,=20  
 > you can have up to 64 !!! yes 64 asio 32bit floating devices=20  
 > inside<BR>>pulsar then use Pulsar mixers ,and what mixers !! like =  
 >Sony=20  
 > Oxford, use<BR>mixer's<BR>>inserts to use dsp plugins and then =  
 >route to=20  
 > Paris.<BR>><BR>>Routing from Paris adat out inside Pulsar is 7,5 =  
 >sample=20  
 > going in 4 samples<BR>>the pulsar mixer and another 7,5 sample from =  
 >adat=20  
 > pulsar out to adat Paris<BR>>in.<BR>>so 19 samples for normal =  
 >pulsar=20  
 > routing from Paris and back again to Paris.<BR>>Some plugins like =  
 >SPL=20  
 > Transient designer (yes SPL has made the algorithm<BR>>for Pulsar =  
 >!!, it=20  
 > rocks , I have both the hardware and the pulsar one and<BR>>they =  
 >sound=20  
 > about the same !!, this has 39 samples latency.<BR>>What I normally =  
 >do is=20  
 > when routing from Paris to pulsar via adat I use some<BR>>fixed =  
 >pluigins=20  
 > like Vinco (1176 ) compressor, SPL transient designer and<BR>>then =  
 >a small=20  
 > free milldelay plugin to delay further for exactly a total<BR>>of =  
 >80=20  
 > samples !!<BR>>yOU KNOW WHY RIGHT ?, TO NUDGE THE TRACK INSIDE =  
 >pARIS 1 ms=20

> back.<BR>>Anyway the delay is very minimal the normal 19-20 =  
>samples =20  
> does need any<BR>>nudging...<BR>><BR>>Regarding ADAT sync YES =  
>there=20  
> is a addon card that gets wordclock in out<BR>>and adat=20  
> sync.<BR>><BR>><BR>>I would wholeheartly suggest Pulsar for =  
>your rig=20  
> to use SX native plugins<BR>>routing back and forth from/to=20  
> Paris.<BR>>Pulsar according to my oppinion ,at least, is superior =  
>to RME=20  
> cards.<BR>>The dsp environement is the most sophisticated from =  
>anything out=20  
> there,<BR>and<BR>>the loving factor, like in pARIS ,IS HUGE =  
>!!<BR>>You=20  
> will be addicted and you would not won't go back...<BR>>There is =  
>continuing=20  
> support for drivers , they have WDM drivers along with<BR>>asio =  
>drivers and=20  
> you can have wdm drivewrs along with asio drivers =  
>!!<BR>><BR>>These new=20  
> plugins -emulators are a word class stuff.<BR>>I am in love with =  
>these new=20  
> babies along with the older ones already there.<BR>>There are many=20  
> develoipers for Pulsar , NOTE that Timeworks plugins have<BR>>been =  
>ported=20  
> to Pulsar too !!<BR>>You can have Timeworks 4080 reverrb ! =  
>TimeworksX=20  
> compressor and many otehr<BR>>from them for =  
>Pulsar.<BR>><BR>>So here=20  
> is the minimal standard scenario for Pulsar-Paris:<BR>><BR>>You =  
>already=20  
> Have Paris and one Mec with at least one adat card, right ?<BR>>you =  
>get=20  
> Pulsar 6 dsp card -classic option which has 16 adat ins/outs =  
>one<BR>>spdif=20  
> in/out and two midi in/outs with studio/effects plugin pack that=20  
> has<BR>>Vinco (1176) Graphic eq, mPSYQ (BBE sonic maximizer) =  
>Ma

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Subject: Re: Perfect Pitch - Can you learn it?

Posted by [steve the artguy](#) on Sat, 06 May 2006 06:41:51 GMT

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stereverb=20

> Pro and<BR>>other great plugins as standard.<BR>><BR>>If you =  
>use ADAT=20  
> sync you get the sync addon card.<BR>><BR>>The you are st to =

>begin your=20  
 > great adventure.<BR>>The benefits are tremendous , you will have =  
 >these=20  
 > great dsp plugins/routing<BR>>plus Cubase SX native routing from =  
 >Paris to=20  
 > Pulsar to SX back to Pulsar<BR>and<BR>>back again to =  
 >Paris.<BR>>Isn't=20  
 > that a great trip=20  
 > ?<BR>>regards,<BR>>Dimitrios<BR>><BR>><BR>><BR>>"Tom =  
 >Bruhl"=20  
 > <<A href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =  
 >  
 > wrote:<BR>>><BR>>><BR>>>Dimitrios,<BR>>>Scope =  
 >pro=20  
 > looks quite impressive! I have a few questions.<BR>>>I am =  
 >on the=20  
 > brink of investing in a killer Cubase rig (dual cores=20  
 > etc.)<BR>>=3D<BR>>>which will<BR>>>probably include an =  
 >RME card=20  
 > for 16 channels of ADAT and Midi=20  
 > =  
 >in/out.<BR>>><BR>>> =  
 > &=  
 >nbsp; &n=  
 >bsp; =20  
 > OR<BR>>><BR>>>Can I continue to use Cubase SX with a =  
 >Pulsar Pro=20  
 > card in the same box<BR>>>and eliminate the RME=20  
 > card?<BR>>><BR>>>If so will this buy me the software power =  
 >to run=20  
 > Pulsar plugins in

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Subject: Re: Perfect Pitch - Can you learn it?  
 Posted by [erlilo](#) on Sat, 06 May 2006 07:13:50 GMT  
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chbay to get to Cubase=20  
 > right?</FONT></DIV><BR>>><DIV><FONT =  
 >face=3D3DArial=20  
 > size=3D3D2></FONT> =  
 ></DIV><BR>>><DIV><FONT=20  
 > face=3D3DArial size=3D3D2>One Pro card would allow about how=20  
 > many<BR>>=3D<BR>>>voices =  
 >of=3D20<BR>>></FONT><FONT=20  
 > face=3D3DArial size=3D3D2>softsynths. =20  
 > </FONT></DIV><BR>>><DIV><FONT =  
 >face=3D3DArial=20

> size=3D3D2>How about a few nice reverbs and 2 =  
>or<BR>=3D<BR>>>three=20  
> nice=3D20<BR>>>comps with=20  
> that?</FONT></DIV><BR>>><DIV><FONT =  
>face=3D3DArial=20  
> siz

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Kim](#) on Sat, 06 May 2006 07:35:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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>  
>DC  
>  
>  
>  
>  
>  
>"Aaron Allen" <nospam@not\_here.dude> wrote:  
>>Yes, it does work pre EDS effects.  
>>AA  
>>  
>>  
>>"DC" <dc@spammersinhell.com> wrote in message news:44794b0b\$1@linux...  
>>>  
>>> "Aaron Allen" <nospam@not\_here.dude> wrote:  
>>>  
>>>>DC, this can be achieved SO much faster using the Matt Craig Paris VST  
>EQ,  
>>>  
>>>>and in real timeif you want to adjust your bands. Have you tried the  
VST  
>>>  
>>>>Paris EQ for this application yet?  
>>>>It doth rock much.  
>>>  
>>>  
>>> Unless it works before the compressor in the signal chain, it won't  
>>> come close. Do you know if it does? I'd love to save the time.  
>>>  
>>> DC  
>>>  
>>  
>>  
>>I choose Polesoft Lockspam to fight spam, and you?  
>><http://www.polesoft.com/refer.html>  
>>  
>>



>I don't see how it could work any other way for \*VST\* plugins (especially high latency stuff like SIR and UAD), unless the Pulsar mixer/control panel had it's own plugin delay compensation that was powered by it's own DSP chips, thus eliminating the need for the Cubase host for PDC. If it had this I would be all over Pulsar so fast it would spin the planet backwards in time. Imagine

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Subject: Re: Perfect Pitch - Can you learn it?What is it???

Posted by [tonehouse](#) on Sat, 06 May 2006 15:33:42 GMT

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gt; > including it's softsynths<BR>>=3D<BR>>>and return everything=20  
> > to<BR>>>Paris? =3D20<BR>>><BR>>>Latency equaling =  
> >1.5ms for=20  
> > Pulsar softsynths and 0 for Pulsar plugins =3D<BR>>>right? =  
> >Close to=20  
> > the same=3D20<BR>>>for Cubase and it's third party=20  
> > softsynths?<BR>>><BR>>>Do I need to run Pulsar software =  
> >mixers or=20  
> > can I call it's plugins and<BR>=3D<BR>>>softsynths =  
> >up<BR>>>directly=20  
> > in Cubase? Probably have to use Pulsars patchbay to get to=20  
> > =3D<BR>>>Cubase right?<BR>>><BR>>>One Pro card would =  
> >allow=20  
> > about how many voices of softsynths. =3D20<BR>>>How about a few =  
> >nice=20  
> > reverbs and 2 or three nice comps with =  
> >that?<BR>>><BR>>>Any crazy=20  
> > workarounds to make this proposed system with Pulsar work =  
> >=3D<BR>>>(like=20  
> > DJs w/RME)?<BR>>><BR>>>What do you use for=20  
> > sequencing?<BR>>><BR>>>Is Creamware a company that'll be =  
> >around=20  
> > for a while? Are they as large<BR>>=3D<BR>>>as =  
> >Steinberg or=20  
> > RME?<BR>>>I'm worried about the EMU syndrome=20  
> > here.<BR>>><BR>>><BR>>>A close friend of mine is =  
> >employed=20  
> > here in Massachusetts by Analog =3D<BR>>>Devices in =  
> >R&D.<BR>>>He=20  
> > speaks very highly of the Sharc chips.<BR>>><BR>>>You can =  
> >probably=20  
> > tell I don't want to learn another mixer/software =  
> >=3D<BR>>>program. =20  
> > I'd prefer<BR>>>Pulsar to interact with Cubase like a UAD-1 card =  
> >with=20  
> > softsynths. =3D<BR>>>Pulsars' hardware<BR>>>looks =

> > tough to=20  
> > beat for the cost.=3D20<BR>>><BR>>>I'm seriously =  
> > interested and also=20  
> > wondering about the used market for =3D<BR>>>Pulsar=20  
> > hardware.<BR>>>Thanks for this post and I'll be paying very =  
> > close=20  
> > attention for your=20  
> > =  
> >=3D<BR>>>response.<BR>>>Tom=3D20<BR>>><BR>>> =  
> >;=20  
> > "Dimitrios" <<A =  
> >href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20  
> > wrote in message=20  
> > =3D<BR>>>news:44788b63\$

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Don Nafe](#) on Sat, 06 May 2006 17:04:36 GMT  
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---

ce=3D3DArial size=3D3D2>Latency equaling 1.5ms for Pulsar=20  
> > =3D<BR>>>softsynths and 0=3D20<BR>>>for Pulsar plugins =  
> >right? =20  
> > Close to the same =  
> ></FONT></DIV><BR>>><DIV><FONT=20  
> > face=3D3DArial size=3D3D2>for Cubase and it's third=20  
> > =  
> >party=3D20<BR>>>softsynths?</FONT></DIV><BR>>><=20  
> >;DIV><FONT=20  
> > face=3D3DArial size=3D3D2></FONT>=20  
> > </DIV><BR>>><DIV><FONT face=3D3DArial =  
> >size=3D3D2>Do I need=20  
> > to run Pulsar software mixers<BR>>=3D<BR>>>or can =  
> >I=3D20<BR>>>call=20  
> > it's plugins and softsynths=20  
> > up</FONT></DIV><BR>>><DIV><FONT =  
> >face=3D3DArial=20  
> > size=3D3D2>directly in Cubase? Probably have =  
> >=3D<BR>>>to=20  
> > use=3D20<BR>>>Pulsars patchbay to get to Cubase=20  
> > right?</FONT></DIV><BR>>><DIV><FONT =  
> >face=3D3DArial=20  
> > size=3D3D2></FONT> =  
> ></DIV><BR>>><DIV><FONT=20  
> > face=3D3DArial size=3D3D2>One Pro card would allow about how=20  
> > many<BR>>=3D<BR>>>voices =  
> >of=3D20<BR>>></FONT><FONT=20  
> > face=3D3DArial size=3D3D2>softsynths. =20

> > </FONT></DIV><BR>>><DIV><FONT =  
> >face=3D3DArial=20  
> > size=3D3D2>How about a few nice reverbs and 2 =  
> >or<BR>=3D<BR>>>three=20  
> > nice=3D20<BR>>>comps with=20  
> > that?</FONT></DIV><BR>>><DIV><FONT =  
> >face=3D3DArial=20  
> > size=3D3D2></FONT> =  
> ></DIV><BR>>><DIV><FONT=20  
> > face=3D3DArial size=3D3D2>Any crazy workarounds to make this=20  
> > =3D<BR>>>proposed=3D20<BR>>>system with Pulsar work (like =  
> >DJs=20  
> > w/RME)?</FONT></DIV><BR>>><DIV><FONT =  
> >face=3D3DArial=20  
> > size=3D3D2></FONT> =  
> ></DIV><BR>>><DIV><FONT=20  
> > face=3D3DArial size=3D3D2>What do you use for=20  
> > =  
> >=3D<BR>>>sequencing?</FONT></DIV><BR>>><DIV>=  
> >;<FONT=20  
> > face=3D3DArial size=3D3D2></FONT>=20  
> > </DIV><BR>>><DIV><FONT face=3D3DArial =  
> >size=3D3D2>Is=20  
> > Creamware a company that'll

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Aaron Allen](#) on Sat, 06 May 2006 18:18:22 GMT  
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ut=20  
> to Paris via ADAT in sync? =3D20<BR>>><BR>>>Process Paris =  
>tracks=20  
> with plugins in realtime while sending softsynths<BR>=3D<BR>>>to =  
>Paris=20  
> also?<BR>>><BR>>>Can I still use Cubase's MIDI to it's =  
>fullest=20  
> including it's softsynths<BR>>=3D<BR>>>and return everything=20  
> to<BR>>>Paris? =3D20<BR>>><BR>>>Latency equaling =  
>1.5ms for=20  
  
>Close to=20  
> the same=3D20<BR>>>for Cubase and it's third party=20  
> softsynths?<BR>>><BR>>>Do I need to run Pulsar software =  
>mixers or=20  
> can I call it's plugins and<BR>=3D<BR>>>softsynths =  
>up<BR>>>directly=20

> =3D<BR>>>Cubase right?<BR>>><BR>>>One Pro card would =  
>allow=20  
> about how many voices of softsynths. =3D20<BR>>>How about a few =  
>nice=20  
> reverbs and 2 or three nice comps with =  
>that?<BR>>><BR>>>Any crazy=20  
> workarounds to make this proposed system with Pulsar work =  
>=3D<BR>>>(like=20  
> DJs w/RME)?<BR>>><BR>>>What do you use for=20  
> sequencing?<BR>>><BR>>>Is Creamware a company that'll be =  
>around=20

>Steinberg or=20  
> RME?<BR>>>I'm worried about the EMU syndrome=20  
> here.<BR>>><BR>>><BR>>>A close friend of mine is =  
>employed=20  
> here in Massachusetts by Analog =3D<BR>>>Devices in =  
>R&D.<BR>>>He=20  
> speaks very highly of the Sharc chips.<BR>>><BR>>>You can =  
>probably=20  
> tell I don't want to learn another mixer/software =

> I'd prefer<BR>>>Pulsar to interact with Cubase like a UAD-1 card =  
>with=20

>tough to=20  
> beat for the cost.=3D20<BR>>><BR>>>I'm seriously =  
>interested and also=20  
> wondering about the used market for =3D<BR>>>Pulsar=20  
> hardware.<BR>>>Thanks for this post and I'll be paying very =  
>close=20  
> attention for your=20  
> =

>;=20  
> "Dimitrios" <<A =  
>href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20  
> wrote in message=20

> (Moogs,Prophets,etc) it is a hell =

>produced new=20

>dynamic=20

> EQ that hard to believe what =

>like these=20

>PRICES WILL=20

>each main=20

>like 500=20

> \$ or something,prices yet to be =

> tried most plugins out there , believe me these new ones are=20

>(1176=20

>times=20

>

>there but=20

> a Pulsar card with 6 dsps and all=20

>400-500-600=20

>adat ins=20

>out plus 2=20

> analog 24/96 in and out plus two (32) midi=20

>plugins buy=20

>will have=20

>If you=20

> here their pultec or NEve 1084 eq you will stop using the=20

>mec and=20

>adat cards ,=20  
 > or one mec two adat cards under Me =  
  
 > if you would want to add more adat ins/outs to your system like=20  
  
 >another=20  
 > two Pulsar cards (your plugins are =3D<BR>>>already=20  
  
 >three=20  
  
 >!!! and=20  
  
 >"Kingsize "=20  
  
 >each=20  
  
 >are the=20  
 > same, each card can be bought for around=20  
  
 >cards you=20  
  
  
 >is=20  
 > adequate for mixing a song and using =  
  
  
 >configured for=20  
  
 >happy to say=20  
  
  
 > Dimitrios<BR>>><BR>>><BR>>><BR>>>I choose =  
 >Polesoft=20  
 > Lockspam to fight spam, and=20  
  
 > <BR>>><BR>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =  
 >  
 > =  
 >Transitional//EN"><BR>>><HTML><HEAD><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>>>=  
 ></HEAD><BR>>><BODY=20  
 > bgColor=3D3D#ffffff><BR>>><DIV><FONT face=3D3DArial=20

> =  
>size=3D3D2>Dimitrios,</FONT></DIV><BR>>><DIV>&=  
>It;FONT=20  
  
> =3D<BR>>>I have a=3D20<BR>>>few=20  
> questions.</FONT></DIV><BR>>><DIV><FONT=20  
> face=3D3DArial size=3D3D2>I am on the brink of investing in a=20  
> =3D<BR>>>killer Cubase=3D20<BR>>>rig (dual cores etc.) =  
>which=20  
> will</FONT></DIV><BR>>><DIV><FONT =  
>face=3D3DArial=20  
> size=3D3D2>probably include an RME card for 16 =  
>=3D<BR>>>channels=20  
> of=3D20<BR>>>ADAT and Midi=20  
> in/out.</FONT></DIV><BR>>><DIV><FONT =  
>face=3D3DArial=20  
> size=3D3D2></FONT> =  
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>=3D20<BR>>>OR</FONT></DIV><BR>>><DIV><FO=  
>NT=20  
> face=3D3DArial size=3D3D2></FO

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Bill Lorentzen](#) on Sat, 06 May 2006 18:18:58 GMT  
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NT>=20  
> </DIV><BR>>><DIV><FONT face=3D3DArial =  
>size=3D3D2>Can I=20  
> continue to use Cubase SX with a<BR>>=3D<BR>>>Pulsar=20  
> Pro=3D20<BR>>>card in the same=20  
> box</FONT></DIV><BR>>><DIV><FONT =  
>face=3D3DArial=20  
> size=3D3D2>and eliminate the RME=20  
> =  
>=3D<BR>>>card?</FONT></DIV><BR>>><DIV><F=

>ONT=20  
 > face=3D3DArial size=3D3D2></FONT>=20  
 > </DIV><BR>>><DIV><FONT face=3D3DArial =  
 >size=3D3D2>If so=20  
 > will this buy me the software =3D<BR>>>power to =  
 >run=3D20<BR>>>Pulsar=20  
 > plugins in Cubase=20  
 > (internally)</FONT></DIV><BR>>><DIV><FONT=20  
 > face=3D3DArial size=3D3D2>and route in/out to Paris via ADAT=20  
 > in<BR>=3D<BR>>>sync?=20  
 > =  
 >=3D20<BR>>></FONT></DIV><BR>>><DIV><FONT=  
 >=20  
 > face=3D3DArial size=3D3D2></FONT>=20  
 > </DIV><BR>>><DIV><FONT face=3D3DArial =  
 >size=3D3D2>Process=20  
 > Paris tracks with plugins in =3D<BR>>>realtime =  
 >while=3D20<BR>>>sending=20  
 > softsynths to Paris=20  
 > also?</FONT></DIV><BR>>><DIV><FONT =  
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 ></DIV><BR>>><DIV><FONT=20  
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 >;DIV><FONT=20  
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> up</FONT></DIV><BR>>><DIV><FONT =  
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>=3D<BR>>>to=20  
> use=3D20<BR>>>Pulsars patchbay to get to Cubase=20  
> right?</FONT></DIV><BR>>><DIV><FONT =  
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> size=3D3D2></FONT> =  
></DIV><BR>>><DIV><FONT=20  
> face=3D3DArial size=3D3D2>One Pro card would allow about how=20  
> many<BR>>=3D<BR>>>voices =  
>of=3D20<BR>>></FONT><FONT=20  
  
> </FONT></DIV><BR>>><DIV><FONT =  
>face=3D3DArial=20  
> size=3D3D2>How about a few nice reverbs and 2 =  
>or<B

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Kim](#) on Sat, 06 May 2006 23:40:41 GMT  
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---

e.com" target="\_blank">edna@texomaonline.com> wrote:  
>>>Is the Paris EQ plug still available?  
>>>Thanks, Edna  
>>>  
>>>"Aaron Allen" <nospam@not\_here.dude> wrote in message  
>>>news:447948de\$1@linux...  
>>>>  
>>>> > I'm going to skip over a million details and just say that the secret  
>>>> > is bouncing each stereo freq band with EQ only and then the next  
>>>> > set etc until all are done. Then you bring the bands back to the  
>>>> > editor, shut off the EQ and start working on your comp settings.  
>>>> > (yes you have to do 4 passes to just create the files to do this!)  
>>>>  
>>>> DC, this can be achieved SO much faster using the Matt Craig Paris VST  
>>EQ,  
>>>> and in real timeif you want to adjust your bands. Have you tried the  
>VST  
>>>> Paris EQ for this application yet?  
>>>> It doth rock much.  
>>>>  
>>>> AA  
>>>>  
>>>>  
>>>>

>>>> "DC" <dc@spammersinhell.com> wrote in message news:44793f10\$1@linux...  
>>>> >  
>>>> > Ok, here's the short version. I've been working on this most of the  
>>>> > day and am about to turn in, so this is very incomplete.  
>>>> >  
>>>> > It is a version of Sakis' band-split technique where you use 4 stereo  
>>>> > bands and 8 channels and 8 compressors.  
>>>> >  
>>>> > I'm going to skip over a million details and just say that the secret  
>>>> > is bouncing each stereo freq band with EQ only and then the next  
>>>> > set etc until all are done. Then you bring the bands back to the  
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>>>> > It is complicated, time-consuming, and a general PITA.  
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>>>> > HOWEVER, if you pay attention and are patient, the results are  
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>>>> > Sweet, huge and detailed. Just amazing really.  
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>>>> > headroom in your mixes to get the most out of this (but the  
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>>>> > works so beautifully with slamming the Paris mix buss that it seems  
>>>> > like it was designed to do this. Somewhere SSC is grinning...  
>>>> >  
>>>> > Paris for mastering. wadda concept.  
>>>> >  
>>>> > DC  
>>>> >  
>>>> > DC  
>>>> >  
>>>> >  
>>>> >>Rob Arsenault" <mani2@nbnet.nb.ca> wrote:  
>>>> >>>Yes DC, please do share...!!  
>>>> >>>  
>>>> >>>  
>>>> >>>"DC" <dc@spammersinhell.com> wrote in message news:4477dc50\$1@linux...  
>>>> >>>>  
>>>> >>>> Hey all,  
>>>> >>>>  
>>>> >>>> I am discovering some \*amazing\* stuff trying a multiband  
>>>> >>>> split/compressor in Paris. THANK YOU to Sakis and DeeJ for the  
>>>> >>>> help with this.  
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>>>> >>>> As soon as I get this live disc out the door I will post the details.  
>>>> >>>>  
>>>> >>>> Paris lives!  
>>>> >>>>  
>>>> >>>> DC  
>>>> >>>>  
>>>> >>>  
>>>> >>>  
>>>> >>>  
>>>> >>  
>>>> >  
>>>>  
>>>>  
>>>> I choose Polesoft Lockspam to fight spam, and you?  
>>>> <http://www.polesoft.com/refer.html>  
>>>>  
>>>>  
>>>  
>>>  
>>  
>>  
>Dang... Sounds like what I need.

No mac version....

rats

DC

"chuck duffy" <cxsd@c.com> wrote:

>  
>Hi Don,  
>  
>The vst eq bit cancels with the paris eq when phase inverted.  
>  
>I forced Brian T to try it when he was unconvinced.  
>  
>I know that everyone is dubious, but matt worked 24 hours a day for months  
>to ensure that he could perfectly emulate the paris eq.  
>  
>I am familiar with the "pretty colored and non-linear" comment about this  
>plug, as I read and responded to it way back when on whatever vst forum  
it  
>was posted in.  
>  
>  
>I know this won't help anyones perception, but when I hear people wondering

>how to capture the paris special sauce - this plug is it.  
>  
>CHuck  
>  
>"DC" <dc@spammersinheck.com> wrote:  
>>  
>>As I understand it, that EQ was pretty colored and non-linear.  
>>What I need is simple, clean, accurate band splits. The Paris EQ  
>>does this nicely, but the whole process is tedious to say the least.  
>>  
>>Sounds great though.  
>>  
>>DC  
>>  
>>  
>>"RiverLake Farms" <edna@texomaonline.com> wrote:  
>>>Is the Paris EQ plug still available?  
>>>Thanks, Edna  
>>>  
>>>"Aaron Allen" <nospam@not\_here.dude> wrote in message  
>>>news:447948de\$1@linux...  
>>>>  
>>>> > I'm going to skip over a million details and just say that the secret  
>>>> > is bouncing each stereo freq band with EQ only and then the next  
>>>> > set etc until all are done. Then you bring the bands back to the  
>>>> > editor, shut off the EQ and start working on your comp settings.  
>>>> > (yes you have to do 4 passes to just create the files to do this!)  
>>>>  
>>>> DC, this can be achieved SO much faster using the Matt Craig Paris VST  
>>EQ,  
>>>> and in real time if you want to adjust your bands. Have you tried the  
>VST  
>>>> Paris EQ for this application yet?  
>>>> It doth rock much.  
>>>>  
>>>> AA  
>>>>  
>>>>  
>>>>  
>>>> "DC" <dc@spammersinhell.com> wrote in message news:44793f10\$1@linux...  
>>>> >  
>>>> > Ok, here's the short version. I've been working on this most of the  
>>>> > day and am about to turn in, so this is very incomplete.  
>>>> >  
>>>> > It is a version of Sakis' band-split technique where you use 4 stereo  
>>>> > bands and 8 channels and 8 compressors.  
>>>> >  
>>>> > I'm going to skip over a million details and just say that the secret

>>>> > is bouncing each stereo freq band with EQ only and then the next  
 >>>> > set etc until all are done. Then you bring the bands back to the  
 >>>> > editor, shut off the EQ and start working on your comp settings.  
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>>>> I choose Polesoft Lockspam to fight spam, and you?  
>>>> <http://www.polesoft.com/refer.html>  
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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Martin Harrington](#) on Sun, 07 May 2006 05:49:22 GMT  
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Subject: Re: Perfect Pitch - Can you learn it?

Posted by [Deej \[1\]](#) on Sun, 07 May 2006 05:53:53 GMT

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O9ZftV2qznBWViUCcdOmBg07+2rZUkJnRio+VYiTk/iBipPHfw5uPAd89nql  
eC6+V1iYrv2MMqSFyOg5wepxgVzFvYQ3bgl0uFPznbnHp6VmgyqQ51K6OitQ  
q06ns6kPe7X1NEaiZlJnYS5/gYtgH1wP880/TRaXc8cHlxR5wjSSTEYJIGav  
eHvhR4j8aXRt/Dmny6tMFLmGMqsiqDgsQTgAEjnP8Qqv4m+Gmv8AhDT1vdWt  
UtlWmaBQ0qli653DAJ6EYzWc6sJtQc1f5XNFDEQTqOi+WO+9vvPr/wCF934U  
8leHYlotX0eZvOAle8BLxjG7jqRmvIW31GGL4j69Nb7J4XuZmiK42vmUbT9D  
kGuBpUkaNgysVYdxXj4LKFgp1aiqOTqdz2Mx4leYww9J0VGNJ9Huu2xsa9cl  
7+6LnDGRmAVsgE88Y/D8qx9+SSw3E0sjM5DO24nnOc96bXvQjyqx8lXre2m5  
LYKKKKs5gAyQM49zVlbBnB2yRtj+6Sf6VW

---

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Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Kim](#) on Sun, 07 May 2006 08:07:02 GMT

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href="mailto:animix\_spam-this-ahole\_@animas.net"  
target="\_blank">animix\_spam-this-ahole\_@animas.net> wrote:  
>>>Well, I've been having some major freezeups in Cubase. I thought it might  
>>be  
>>>clock cables of unequal length. I was using a Behringer AES>Spdif format  
>>>converter on my quantec, interfacing digitally with one of my RME cards.  
>>I  
>>>just pulled the Quantec off the format converter and plugged the AES I/O  
>>>into my Mytek AD/DA and am now interfacing the Quantec via analog with  
>>>Paris. No crashes in Cubase in over 2 hours. I was getting a lockup about  
>>>once every 45 minutes.  
>>>  
>>>.....and that's my last piece of Behringer gear.  
>>>  
>>>;o)  
>>>  
>>>  
>>  
>

I choose Polesoft Lockspam to fight spam, and you?  
<http://www.polesoft.com/refer.html>Looks bitchin'

No Mac OS9 version....

dang

DC

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

>

>"DC" <dc@spammersonmars.com> wrote:

>>If there is a native plug that would help here I would LOVE to use it

>>and save all this work making the band-split tracks. Let me know.

>

>

>Ozone.

>

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

>

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

-----=\_NextPart\_000\_009C\_01C6843F.575BFC10

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Ok, you asked for it..... PC mastering technique in Paris:

Take your 2 track L/R master final mix file. Put the Left mix file on =  
Channels 1,3,5 and 7. Pan hard left. Put the Right mix file on Channels =  
2,4,6 and 8. Pan hard right. Using the Paris VST EQ, split the files =  
into different bands. 1/2 will be lo pass, 3/4 will be low mid band, 5/6 =  
will be hi mid band, 7/8 will be hi pass. Freq will vary depending on =  
taste and what you're going for and program material. Use your ears, =  
nobody can hand you that in text and be completely accurate. Start with =  
the Sakis Frequencies... Lo 20-90hz. Lo-Mid 90-540 Hi-Mid 540-6Khz Hi =  
6-20Khz. Compress each 'set' of channels (1/2, 3/4, 5/6, 7/8) with =  
either the Paris Compressor or with a good sounding native POST Paris =  
VST EQ. The placement is absolutely critical. Tie all faders together =  
using Groupi

---

Subject: Re: Perfect Pitch - Can you learn it?

Posted by [Martin Harrington](#) on Sun, 07 May 2006 08:36:57 GMT

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ng on the mixer. Do not for ANY reason split these waves =  
into another editor unless you're ready to fight phase and time delay =  
demons between submixes. Also, be sure you have everything selected with =  
the time lock tool when you do this - same reason about phase/time.=20

Now, the thing is, you can adjust the Gain/EQ mojo separately for each =  
band, you can compress with different ratios, thresholds.. whatever =  
suits the material, all in Paris. If you use the Paris compressor, be =

sure to match each pair of tracks' settings (1=3D2, 3=3D4, 5=3D6, =  
7=3D8). Ditto on the eq bands, they must match, period.=20

Now then, for more secret sauce beyond the Eq/Gain trick.. put one more =  
compressor on the global but do NOT compress with it. Threshold all the =  
way up, ratio all the way down. Instead, use the gain output to beat the =  
snot out of the signal hitting the global bus, but ... and this is also =  
super important... keep the global fader at -0.3 or -0.5 dB or you'll =  
blister the ^&\*#&\$ out of the cheapo wal mart digital converters that =  
your stuff will eventually have to suffer.=20

Be careful in all this, you have SO much gain shaping you can turn the =  
wav into a baby ruth in the repro guy's editor... and no one wants to =  
find a baby ruth floating in their pool of music. Don't smash it so much =  
that it only takes 5 bits to play it back faithfully. Again, use your =  
ears man.. pop and aggressive tunes will take more abuse than say, a =  
ballad or classical. This is part of the 'program material dependant' =  
thing I mentioned earlier. Don't treat a jazz standard like a Pantera =  
tune, for example.=20

Essentially you are creating a Waves multiband compressor, only you're =  
using Paris to do it and it sounds.. well, .. better IMO. YMMV. If you =  
plan to do this a lot, do your self a huge favor and create your own =  
template PPJ you can just time lock drag the 'files' to and be on your =  
way.=20

For you Mac mastering gurus, just replace the Paris VST EQ with a good =  
sounding phase coherent EQ capable of lo pass, band pass and hi pass. =  
Sorry, there is no equal that I'm aware of to the gain trick in the =  
Paris VST EQ, but you do have the option of using the actual Paris EQ =  
Gain in it's place post eq/compression for each group of channels.

If anyone needs the Paris VST EQ, I suspect Doug Wellington has it =  
posted on his page.

Doug, you still out there man?

AA,=20

semi kinda not really a mastering dude guy

-----=  
-----

"John" <no@no.com> wrote in message news:447cb558\$1@linux...

>=20

> So what's this trick mastering technique?

>=20

> "Aaron Allen" <nospam@not\_here.dude> wrote:

>>Word. I'd be willing to bet that this VST plug is somewhere in Tank's =  
Steiny

>=20

>>arsenal in regular use. Matt did an amazing job of recreating the =  
Paris  
>=20  
>>channel Eq/Gain mojo.  
>>AA  
>>  
>>"chuck duffy" <cxsd@c.com> wrote in message news:447b8639\$1@linux...  
>>>  
>>> Hi Don,  
>>>  
>>> The vst eq bit cancels with the paris eq when phase inverted.  
>>>  
>>> I forced Brian T to try it when he was unconvinced.  
>>>  
>>> I know that everyone is dubious, but matt worked 24 hours a day for =  
months  
>>> to ensure that he could perfectly emulate the paris eq.  
>>>  
>>> I am familiar with the "pretty colored and non-linear" comment about =  
this  
>>> plug, as I read and responded to it way back when on whatever vst =  
forum  
> it  
>>> was posted in.  
>>>  
>>>  
>>> I know this won't help anyones perception, but when I hear people=20  
>>> wondering  
>>> how to capture the paris special sauce - this plug is it.  
>>>  
>>> CHuck  
>>>  
>>> "DC" <dc@spammersinheck.com> wrote:  
>>>>  
>>>>As I understand it, that EQ was pretty colored and non-linear.  
>>>>What I need is simple, clean, accurate band splits. The Paris EQ  
>>>>does this nicely, but the whole process is tedious to say the least.  
>>>>  
>>>>Sounds great though.  
>>>>  
>>>>DC  
>>>>  
>>>>  
>>>>"RiverLake Farms" <edna@texomaonline.com> wrote:  
>>>>>Is the Paris EQ plug still available?  
>>>>>Thanks, Edna  
>>>>>  
>>>>>"Aaron Allen" <nospam@not\_here.dude> wrote in message

>>>>>news:447948de\$1@linux...

>>>>>>

>>>>>> > I'm going to skip over a million details and just say that the =  
secret

>>>>>> > is bouncing each stereo freq band with EQ only and then the =  
next

>>>>>> > set etc until all are done. Then you bring the bands back t

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Subject: Re: Perfect Pitch - Can you learn it?

Posted by [Kateeba](#) on Sun, 07 May 2006 12:53:46 GMT

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o =

this!)

>>>>>> >

>>>>>> > It is complicated, time-consuming, and a general PITA.

>>>>>> >

>>>>>> > HOWEVER, if you pay attention and are patient, the results are

>>>>>> > friggin' fabulous.

>>>>>> >

>>>>>> > Sweet, huge and detailed. Just amazing really.

>>>>>> >

>>>>>> > There is much more to say. Later. BTW, you must leave some

>>>>>> > headroom in your mixes to get the most out of this (but the

>>>>>> > mastering guys have been saying that for years). This technique

>>>>>> > works so beautifully with slamming the Paris mix buss that it =

seems

>>>>>> > like it was designed to do this. Somewhere SSC is grinning...

>>>>>> >

>>>>>> > Paris for mastering. wadda concept.

>>>>>> >

>>>>>> > DC

>>>>>> >

>>>>>> > DC

>>>>>> >

>>>>>> >

>>>>>> >>Rob Arsenault" <mani2@nbnet.nb.ca> wrote:

>>>>>> >>>Yes DC, please do share....!!

>>>>>> >>>

>>>>>> >>>

>>>>>> >>>"DC" <dc@spammersinhell.com> wrote in message=20

>>>>>> >>>news:4477dc50\$1@linux...

>>>>>> >>>>

>>>>>> >>>> Hey all,

>>>>>> >>>>

>>>>>> >>>> I am discovering some \*amazing\* stuff trying a multiband

>>>>>> >>>> split/compressor in Paris. THANK YOU to Sakis and DeeJ for =

the  
>>>>> >>>> help with this.  
>>>>> >>>>  
>>>>> >>>> More to follow, but I am getting results, on very familiar=20  
>>>>> >>>> material  
>>>>> >>>> that are just making me grin from ear to ear...  
>>>>> >>>>  
>>>>> >>>> As soon as I get this live disc out the door I will post the =

>>>>> >>>> details.  
>>>>> >>>>  
>>>>> >>>> Paris lives!  
>>>>> >>>>  
>>>>> >>>> DC  
>>>>> >>>>  
>>>>> >>>  
>>>>> >>>  
>>>>> >>  
>>>>> >  
>>>>>  
>>>>>  
>>>>> I choose Polesoft Lockspam to fight spam, and you?  
&g

---

---

Subject: Re: Perfect Pitch - Can you learn it?  
Posted by [Kim](#) on Sun, 07 May 2006 22:55:32 GMT  
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---

64;spammersinhell.com> wrote in message=20  
>>>>>>> >>>news:4477dc50\$1@linux...  
>>>>>>> >>>>  
>>>>>>> >>>> Hey all,  
>>>>>>> >>>>  
>>>>>>> >>>> I am discovering some \*amazing\* stuff trying a multiband  
>>>>>>> >>>> split/compressor in Paris. THANK YOU to Sakis and DeeJ for  
>=  
>>the  
>>>>>>> >>>> help with this.  
>>>>>>> >>>>  
>>>>>>> >>>> More to follow, but I am getting results, on very familiar=20  
>>>>>>> >>>> material  
>>>>>>> >>>> that are just making me grin from ear to ear...  
>>>>>>> >>>>  
>>>>>>> >>>> As soon as I get this live disc out the door I will post the  
>=  
>>  
>>>>>>> >>>> details.

```

>>>>>>> >>>>
>>>>>>> >>>> Paris lives!
>>>>>>> >>>>
>>>>>>> >>>> DC
>>>>>>> >>>>
>>>>>>> >>>
>>>>>>> >>>
>>>>>>> >>
>>>>>>> >
>>>>>>>
>>>>>>>
>>>>>>> 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=3DContent-Type content=3D"text/html; =
>>charset=3Diso-8859-1">
>><META content=3D"MSHTML 6.00.5296.0" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY>
>><DIV><FONT face=3DArial size=3D2><EM>Ok, you asked for it..... PC =
>>mastering=20
>>technique in Paris:</EM></FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2><STRONG>Take your 2 track L/R master =
>>final mix=20
>>file. Put the Left mix file on Channels 1,3,5 and 7. Pan hard left. =
>>Put the=20
>>Right mix file on Channels 2,4,6 and 8. Pan hard right. Using the Paris
>=
>>VST EQ,=20
>>split the files into different bands. 1/2 will be lo pass, 3/4 will be
=
>>low mid=20
>>band, 5/6 will be hi mid band, 7/8 will be hi pass. Freq will vary =
>>depending on=20
>>taste and what you're going for and program material. Use your ears, =

```

>>nobody can=20  
>>hand you that in text and be completely accurate. Start with the Sakis=20  
>>Frequencies... Lo 20-90hz. Lo-Mid 90-540 Hi-Mid =  
>>540-6Khz Hi=20  
>>6-20Khz. Compress each 'set' of channels (1/2, 3/4, 5/6, 7/8) with =  
>>either the=20  
>>Paris Compressor or with a good sounding native POST Paris VST EQ. The  
=  
>>placement=20  
>>is absolutely critical. Tie all faders together using Grouping on the =  
>>mixer. Do=20  
>>not for ANY reason split these waves into another editor unless you're  
=  
>>ready to=20  
>>fight phase and time delay demons between submixes. Also, be sure you =  
>>have=20  
>>everything selected with the time lock tool when you do this - same =  
>>reason about=20  
>>phase/time. </STRONG></FONT></DIV>  
>><DIV><FONT face=3DArial size=3D2><STRONG></STRONG></FONT> </DIV>  
>><DIV><FONT face=3DArial size=3D2><STRONG>Now, the thing is, you can =  
>>adjust the=20  
>>Gain/EQ mojo separately for each band, you can compress with different  
=  
>>ratios,=20  
>>thresholds.. whatever suits the material, all in Paris. If you use the  
=  
>>Paris=20  
>>compressor, be sure to match each pair of tracks' settings (1=3D2,

---