
Subject: Well this rather nice

Posted by [animix](#) on Mon, 02 Oct 2006 06:38:39 GMT

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It is=20

finally start to get to me.
> My mixes in Paris have =
always=20

sounded murky and bass heavy and lack =3D
>punch,
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> First I =
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me...ARRRRGGHHH
>
>
>I choos

Subject: Re: Well this rather nice

Posted by [John \[1\]](#) on Mon, 02 Oct 2006 11:11:37 GMT

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; like a totally different mix to me...ARRRRGGHHHso what'cha buyin'?

"John" <no@no.com> wrote in message news:4532c8b7@linux...

>

> Soon I will be selling 2 EDS cards, 1 C16, 1 Mec, 2 8 in cards, 1 8

> out

> card, 15 ft and 6ft scsi cable and 1 Paris 2 license.

>

> Let's start the bidding. I know DJ can at least use the eds cards to

> create

> a ring of latency. hehe

>

> JohnSo far I'm thinking:

 rme hdsp9652 pci interface

 3 Behringer ada8000s a/d for 24 i/os

and down the road: Mackie Control Universal

scribble strips, touch sensitive faders

With Cubase 4 so far unless you guys can come up with anything else.

"Don Nafe" <dnafe@magma.ca> wrote:

>so what'cha buyin'?

>
>"John" <no@no.com> wrote in message news:4532c8b7@linux...
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>> Soon I will be selling 2 EDS cards,

Subject: Re: Well this rather nice
Posted by [John \[1\]](#) on Mon, 02 Oct 2006 11:14:14 GMT
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>> Let's start the bidding. I know DJ can at least use the eds cards to

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>> a ring of latency. hehe
>>
>> John
>
>DJ you are gonna end up with a PT HD3 rig bussed to a Euphonix System 5.

Oops, don't tell Amy I just gave you another idea... :-)

Dedric

On 10/15/06 4:16 PM, in article 4532b30a\$1@linux, "DJ" <notachance@net.net>
wrote:

> I need to know if the Creamware scope system will allow DSP based *zero
> latency* monitoring while tracking. I need to be able to track at least 16
> inputs while playing back/monitoring at least 24 tracks without having to
> jack around with buffer settings. In short, I want the Paris low latency
> tracking options on a system capable of running native audio apps. I'm
> wondering if the Creamware DSP based hardware system can pull this off.
>
> Thanks,
>
> Deej
>
>Nothing wrong with that setup although leaving one of the most important
links in the chain to Behringer is questionable in my eyes...

and yes I'll admit that is based on my long standing dislike of anything
Behringer.

Don

"John" <

Subject: Re: Well this rather nice

Posted by [Don Nafe](#) on Mon, 02 Oct 2006 12:09:08 GMT

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k">no@no.com> wrote in message news:4532ca9d\$1@linux...

>

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>

>>> create

>>> a ring of latency. hehe

>>>

>>> John

>>

>>

>John,

Send me a private e-mail at animix@animas.net

thanks,

deej

"John" <no@no.com> wrote in message news:4532ca9d\$1@linux...

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> So far I'm thinking:

> rme hdsp9652 pci interface
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> With Cubase 4 so far unless you guys can come up with anything else.
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> "Don Nafe&q

Subject: Re: Well this rather nice
Posted by [animix](#) on Mon, 02 Oct 2006 12:20:02 GMT
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uot; <dnafe@magma.ca> wrote:

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> >> Let's start the bidding. I know DJ can at least use the eds cards to
>
> >> create
> >> a ring of latency. hehe
> >>
> >> John
> >
> >
>Cuj, try this...

Do a mix of one of your tunes with NO EQ or EFX whatsoever;
just raw tracks, balanced out more or less evenly so that you
can hear everything. Pan a little bit if you wanna, but nothing
too severe L&R unless it's a stereo track - no EQ, no 'verbs,
no dynamics - nothing. Then burn that off to a CD - if that
doesn't sound anything like the mix in your room, then it's
your room or something's funky goin' on between your rig & the
monitors... if it DOES sound like in your room, then it's the
way you're mixing stuff - choices you're making when EQ'ing adding EFX, etc.

Try it... that way you have a true starting point.

Neil

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

>
>
>

>So you are saying pull up a stereo mix of say "Who's Next" and bounce it
>in Paris then burn a CD of it..good idea..

>

>As far as treatment I have followed a ton of advice from the John Sayers
site

>as far as nulls proper speaker height and width, I have minimized comb filtering
>from my gear, I have tons of 705 a cloud also hangs on the ceiling up, I
>mean I don't expect to make Who's Next again on my gear...and I have always
>had translation issues even in big studios with other people engineering..but
>it really seems so different, I often dread checking mixes...I will give
>your idea a shot..maybe we copy bounce these files to say 16 tracks, (Carefully)
>so 8 L and 8 R....and test if it is a track count thing too.

>
>
>

>"Tom Bruhl" <

Subject: Re: Well this rather nice

Posted by [Don Nafe](#) on Mon, 02 Oct 2006 12:46:24 GMT

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target="_blank">arpeggio@comcast.net> wrote:

>>
>>

>>Cujo,

>>Are pro CDs brighter than they used to be in your newly
>>modified room? If so I'd say it's treatment, speakers and their =
>>placement.

>>

>>Try recording and mixing a pro CD 2 track (no eq) that you know with =
>>Paris.

>>Play that back on other systems. Does the same thing happen?

>>If so then there's something wrong with your digital config perhaps.

>>

>>Good luck on this one.

>>Tom

>> "Cujo" <chris@nospamapplemanstudio.com> wrote in message =
>>news:4532b8eb\$1@linux...

>>
>>

>> Ok, It is finally start to get to me.

>> My mixes in Paris have always sounded murky and bass heavy and lack =

>>punch,
>> outside my room, And they sound slamming inside the room.
>> First I got an external clock, then a UAD 1 card, then treated my =
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>>
>>
>>I choose Polesoft Lockspam to fight spam, and you?
>><http://www.polesoft.com/refer.html>
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>><HTML><HEAD>
>><META http-equiv=3DContent-Type content=3D"text/html; =
>>charset=3Diso-8859-1">
>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY bgColor=3D#ffffff>
>><DIV>Cujo,</DIV>
>><DIV>Are pro CDs brighter than they used to
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>><DIV>Try recording and mixing a pro CD 2 =

>>eq) that you know with <FONT face=3DArial =
>>size=3D2>Paris.</DIV>

>>Does the=20
>>same thing happen?</DIV>
>><DIV>If so t

Subject: Re: Well this rather nice
Posted by [Chris Lang](#) on Mon, 02 Oct 2006 16:44:20 GMT
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64;no.com" target="_blank">no@no.com> wrote in message news:4532c8b7@linux...
 >>
 >>>Soon I will be selling 2 EDS cards, 1 C16, 1 Mec, 2 8 in cards, 1
 >
 > 8
 >
 >>>out
 >>>card, 15 ft and 6ft scsi cable and 1 Paris 2 license.
 >>>
 >>>Let's start the bidding. I know DJ can at least use the eds cards to
 >
 >
 >>>create
 >>>a ring of latency. hehe
 >>>
 >>>John
 >>
 >>
 >This is a multi-part message in MIME format.

-----=_NextPart_000_0088_01C6F0A8.B5893D40
 Content-Type: text/plain;
 charset="iso-8859-1"
 Content-Transfer-Encoding: quoted-printable

You dither huh? . . .
 "Cujo" <chris@nospamapplemanstudio.com> wrote in message =
 news:4532d7e6\$1@linux...

It's really hard to describe, it has to be the room, but somewhere in =
 the
 balance of bass and treble it seems that it is pretty dang close in my =
 room
 to the reference CD's but I get to the car and I have to turn the bass =
 down
 1 and trebl up 2 clicks to get it where it felt in the house. but it =
 isn't
 only that, but in my control room, the mises sound clear, 3 =
 dimentional and
 "airy" but the CD burns sound almost hazy, like the presence area has =
 been
 compressed and almost glassy in bad way, Dirty Glassy, and somehow not =
 as
 full range. So, the EQ thing bass and treble would be =
 understandable,, but
 this mushieness freaks me out, I really wonder if it my conversion to =

16

bit, or something else, I'll try the Wavelab dither tomorrow.

my stuff still gets some nice nods critically, but it is not how I =
want it
to sound!

hey is anyone running mixes through any mic pres? Anyone here have a =
1968ME
compressor?

"Don Nafe" <dnafe@magma.ca> wrote:

>My first thought was "it's the room"

>

>May I ask the room dimensions, the approximate location of your =
speakers

and=20

>acoustic treatment?

>

>DOn

>

>

>"Cujo" <chris@nospamapplemanstudio.com> wrote in message=20

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>

I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>
-----=_NextPart_000_0088_01C6F0A8.B5893D40
Content-Type: text/html;

Subject: Re: Well this rather nice
Posted by [animix](#) on Tue, 03 Oct 2006 00:09:26 GMT
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> >> a mega way, then new Dynaudio BM15s then another UAD with the =
=3D
>1073.. Is
> it
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> >
> >
>
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><http://www.polesoft.com/refer.html> =20
>
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><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>You dither huh? . . =
..</DIV>
><BLOCKQUOTE=3D20
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

> <DIV>"Cujo" <<A=3D20
 > =3D
 =
 >href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=
 dio=3D
 >.com>=3D20
 > wrote in message <A=3D20
 > =3D
 =
 >href=3D3D"news:4532d7e6\$1@linux">news:4532d7e6\$1@linux...</DIV>
<=
 BR>=3D
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=3D
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> href=3D3D"mailto:dnafe@magma.ca">dnafe@magma.ca> wrote:
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>DO n
>
>
>"Cujo" <<A=3D20
> =3D
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> href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=
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>>
>>
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> href=3D3D"http://www.polesoft.com/refer.html">

/www.polesoft.com/re=" target="_blank">http://www.polesoft.com/re=fer=3D

>.html </DIV></BODY></HTML>

>

>

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<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>Cujo,</DIV>

<DIV>This is probably a different topic but =

.. .

Subject: Re: Well this rather nice

Posted by [Miguel Vigil \[1\]](#) on Tue, 03 Oct 2006 02:54:58 GMT

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> running mixes

Subject: Re: Well this rather nice
Posted by [animix](#) on Tue, 03 Oct 2006 03:58:23 GMT
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wrote in message news:45332adb@linux...

> >
> > I have completely torn down my Paris rig today so I'm committed to this.
> > I'm
> > going to find all the original boxes (or as many as I've still got) and
> > I'll
> > be selling it all once I clean up and package all of the components.
> >
> > I've been mixing a project natively today/tonight. There's definitely a
> > different sonic footprint between Cubase SX and Paris. It's as obvious
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> > sure
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> > There may be no way around this with the RME hardware without using ASIO
> > direct monitoring. the whole point of my switching DAWs is to be able to
> > just fire it up and get going at the lowest possible latency in tracking
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> >
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> > existing DAW. I do not want any more grief with mobo/hardware
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> > want and I'm tired of the struggle. I don't want another struggle so
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> > interface.....Lynx is much better IMO)
> >
> > Anyway.....your thoughts/advice and suggestions will be much
> > appreciated.
> >
> > Deej
> >
> >
> >
> >
> >
>
>Hehe, and so ends the story...

....so can I shut off the server now? ;o)

Cheers,
Kim.

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>interface.....Lynx is much better IMO)
>
>Anyway.....your thoughts/advice and suggestions will be much appreciated.
>
>Deej
>

>
>
>I would like to sell the whole enchilada. If that doesn't pan out the I'll have to piece it out.

John

"Thoemp" <thomas.britta@gmx.de> wrote:

>
>Hi John,
>
>what's the price of the 8out card?
>
>Thomas
>
>"John" <no@no.com> wrote:
>>
>>Soon I will be selling 2 EDS cards, 1 C16, 1 Mec, 2 8 in cards, 1 8
>out
>>card, 15 ft and 6ft scsi cable and 1 Paris 2 license.
>>
>>Let's start the bidding. I know DJ can at least use the eds cards to create
>>a ring of latency. hehe
>>
>>John
>Kim, hell no, just rename it Cubase ! hehe

"Kim" <hiddensounds@hotmail.com> wrote:

>
>
>Hehe, and so ends the story...
>
>...so can I shut off the server now? ;o)
>
>Cheers,
>Kim.

>
>"DJ" <notachance@net.net> wrote:

>>
>>I have completely torn down my Paris rig today so I'm committed to this.
>I'm
>>going to find all the original boxes (or as many as I've still got) and
>I'll
>>be selling it all once I clean up and package all of the components.
>>
>>I've been mixing a project natively today/tonight. There's definitely a
>>different sonic footprint between Cubase SX and Paris. It's as obvious
to

>me
>>as the sun rising in the morning, but I'm liking what I'm getting with it
>so
>>far and I think I can achieve something similar to the Paris sound if I want
>>to by using certain kinds of processing. There will be some growing pains, but it's nice being able to just strap anything, anywhere I want.
>>
>>I'm concerned about a few things. With the RME hardware, it's going to be
>>2ms hardware latency plus another 1.5ms converter latency.....right???
I've
>>never done a cue mix with this RME hardware. I track up to 15 live mics
>>sometimes and I'm not sure how well my AMD 64 4400 x 2 system will be able
>>to handle this if I'm also playing back 15 or 20 prerecorded tracks. I'm
>>also wondering how phasey 3.5 ms is going to be (if it is 3.5ms) in a cue
>>mix if I'm sending an audio stream out of a mix with plugin monitoring
>>enabled with buffers set to 64k to my Furman headphone system. I'd like
>to
>>be able to do this. I definitely hear phasing in a mix at 3ms. I'm not sure
>>how that would translate to a performer's cue mix in tracking scenario.
>>There may be no way around this with the RME hardware without using ASIO
>>direct monitoring. the whole point of my switching DAWs is to be able to
>>just fire it up and get going at the lowest possible latency in tracking
>>sessions without worrying about jumping through a bunch of hoops. I may
>have
>>to build myself a dual/dualcore Opteron system.
>>
>>With Paris, it was just 1.5 ms conversion latency and basically inaudible.
>>that's a big deal to me in a tracking session. This is the reason I was
>>asking about the Pulsar. If it's latency is similar to that of Paris (using
>>the onboard DSP only) then I think I can use my current DAW. If I build
>an
>>Opteron rig, I think I will be able to use the PSU, RAM and HD's of my
>>existing DAW. I do not want any more grief with mobo/hardware compatibility
>>though. I'm doing this because I just can't get Paris to do everything
I
>>want and I'm tired of the struggle. I don't want another struggle so that's
>>why I'll probably stay with RME or Lynx (I hate the Totalmix
>>interface.....Lynx is much better IMO)
>>
>>Anyway.....your thoughts/advice and suggestions will be much appreciated.
>>
>>Deej
>>
>>

>>
>>
> So I take it Reaper didn't do what you wanted it to?

Another option for a DAW is SawStudio...I've been working with a demo for a while and although it's a little odd in the way it does things it's a pretty solid application and according to anecdotal info has a great sound on it's own...I've been summing through Paris so I really can't comment on it.

YMMV

Don

"DJ" <notachance@net.net> wrote in message news:45332adb@linux...

>
> I have completely torn down my Paris rig today so I'm committed to this.
> I'm
> going to find all the original boxes (or as many as I've still got) and
> I'll
> be selling it all once I clean up and package all of the components.
>
> I've been mixing a project natively today/tonight. There's definitely a
> different sonic footprint between Cubase SX and Paris. It's as obvious to
> me
> as the sun rising in the morning, but I'm liking what I'm getting with it
> so
> far and I think I can achieve something similar to the Paris sound if I
> want
> to by using certain kinds of processing. There will be some growing pains,
> but it's nice being able to just strap anything, anywhere I want.
>
> I'm concerned about a few things. With the RME hardware, it's going to be
> 2ms hardware latency plus another 1.5ms converter latency.....right???
> I've
> never done a cue mix with this RME hardware. I track up to 15 live mics
> sometimes and I'm not sure how well my AMD 64 4400 x 2 system will be able
> to handle this if I'm also playing back 15 or 20 prerecorded tracks. I'm
> also wondering how phasey 3.5 ms is going to

Subject: Re: Well this rather nice
Posted by [animix](#) on Tue, 03 Oct 2006 04:01:45 GMT
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be (if it is 3.5ms) in a cue
> mix if I'm sending an audio stream out of a mix with plugin monitoring
> enabled with buffers set to 64k to my Furman headphone system. I'd like

Subject: Re: Well this rather nice
Posted by [animix](#) on Tue, 03 Oct 2006 17:14:56 GMT
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```
=3D
> >I'll try=3D20
> > the Wavelab dither tomorrow.<BR><BR>my stuff still gets some nice =
>nods
> =3D
> >
> > critically, but it is not how I want it<BR>to sound!<BR><BR><BR>hey
=
>is
> =3D
> >anyone=3D20
> > running mixes through any mic pres? Anyone here have a=3D20
> > 1968ME<BR>compressor?<BR><BR><BR><BR><BR><BR><BR><BR>"Don Nafe" <<A
=
>=3D
> >
> > href=3D3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote:<BR>>My
=
>=3D
> >first=3D20
> > thought was "it's the room"<BR>><BR>>May I ask the room =3D
> >dimensions, the=3D20
> > approximate location of your speakers<BR>and <BR>>acoustic=3D20
> > treatment?<BR>><BR>>DOOn<BR>><BR>><BR>>"Cujo" <<A=3D20
> > =3D
> =
>>href=3D3D"mailto:chris@nospamapplemanstudio.com">chris@nospamapplemanstu=
>dio=3D
> >.com</A>>=3D20
> > wrote in message=3D20
> > <BR>>news:4532b8eb$1@linux...<BR>>><BR>>>&lt;
```

Subject: Re: Well this rather nice
Posted by [EK Sound](#) on Tue, 03 Oct 2006 17:26:39 GMT
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```
;BR>>> =3D
> >Ok, It is=3D20
> > finally start to get to me.<BR>>> My mixes in Paris have always =3D
> >sounded=3D20
> > murky and bass heavy and lack punch,<BR>>> outside my room, And =3D
> >they=3D20
> > sound slamming inside the room.<BR>>> First I got an externeal =3D
```

> >clock,=3D20
 > > then a UAD 1 card, then treated my room
in
>> a mega way, =3D
 > >then new=3D20
 > > Dynaudio BM15s then another UAD with the 1073.. Is
it
>> =3D
 > >the Paris=3D20
 > > bounce?
>> Is it the dithering in CEP? what are you guys =3D
 > >doing..I=3D20
 > > mean really it

>> sounds
>> like a totally =3D
 > >different mix=3D20
 > > to me...ARRRRGGHHH
>
></BLOCKQUOTE>
 > ><DIV>

I choose Polesoft Lockspam to fight =
 >spam, =3D
 > >and=3D20
 > >you?
<A=3D20
 > =
 >>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
 >fer=3D
 > >.html </DIV></BODY></HTML>
 > >
 > >
 >
 ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
 ><HTML><HEAD>
 ><META http-equiv=3DContent-Type content=3D"text/html; =
 >charset=3Diso-8859-1">
 ><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
 ><STYLE></STYLE>
 ></HEAD>
 ><BODY bgColor=3D#ffffff>
 ><DIV>Cujo,</DIV>
 ><DIV>This is probably a different topic but
 =
 >. =20
 >.</DIV>

Subject: Re: Well this rather nice
 Posted by [animix](#) on Tue, 03 Oct 2006 18:15:19 GMT
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>reference=20
 > CD's but I get to the car and I have to turn the=20
 >it where it=20
 >but in my=20
 > control room, the mises sound clear, 3 =3D
>dimentional =

> "airy" but the CD burns sound almost hazy, like the presence area=20

>bad way,=20

> So, the EQ thing bass and treble would be =3D
>understandable,,=20

>my=20

>I'll try=20

>some=20

> nice nods critically, but it is not how I =3D
>want =

>through any=20

> =

>compressor?
>
>
>
>
>
>
>
>&g=

> "Don Nafe" <<A =

>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20

>location=20

>>acoustic=20

> =

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

>finally start=20

> to get to me.&l

Subject: Re: Well this rather nice
Posted by [EK Sound](#) on Tue, 03 Oct 2006 18:57:44 GMT
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>sounded=20

>>>=20
> outside my room, And they sound slamming inside the =

> >> First I got an externeal clock, then a UAD 1 card, then =
>treated=20

>way, then=20
> new Dynaudio BM15s then another UAD with the =3D
>1073.. =

>it the=20
> dithering in CEP? what are you guys doing..I mean=20
> really
=3D
>it
>&

Subject: Re: Well this rather nice
Posted by [Don Nafe](#) on Tue, 03 Oct 2006 21:05:32 GMT
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>turn
>> =3D
>> >the bass=3D20
>> > down
1 and trebl up 2 clciks to get it where it felt in the =
>>house.
>> =3D
>> >but it=3D20
>> > isn't
only that, but in my control room, the mises sound clear,
> =
>>3=3D20
>> > dimentional and
"airy" but the CD burns sound almost hazy, like
> =
>>the
>> =3D
>> >
>> > presence area has been
compressed and almost glassy in bad way,
> =
>>=3D
>> >Dirty=3D20
>> > Glassy, and somehow not as
full range. So, the EQ thing bass =3D
>> >and=3D20
>> > treble would be understandable,, but
this mushieness freaks me =
>>out,
>> =3D
>> >I=3D20
>> > really wonder if it my conversion to 16
bit, or somehting else,
> =
>>=3D
>> >I'll try=3D20

>> > the Wavelab dither tomorrow.

my stuff still gets some nice =
>>nods
>> =3D
>> >
>> > criti
