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FI8

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Subject: Re: Motorized faders - touch sensitive or not?

Posted by [Dedric Terry](#) on Tue, 14 Aug 2007 17:32:24 GMT

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qlshPDkqOSE3ni5yavSd6X/Gtyo1Sr

VKdULrVzanzqwtQPUREm5qceTP0u9efU3+Gkl7xTvPO8y7wfeo94T3kj08em
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b0pflvqXM+WwXCwPKg8pDy0PKw8v/

Subject: Re: Motorized faders - touch sensitive or not?

Posted by [Rod Lincoln](#) on Tue, 14 Aug 2007 19:02:36 GMT

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3/lfpj9JLsq+w/azVZhXbhV2CXs

FvYJB4SZMB8OitqRfWlJDg3HhUeHk6mRaeFZ4czw0vCq8AfhnPAOOOC+8MHw
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VeHqMJFrkWuZa5Ory3Xldcp1ydXnesDN/XLJXCXYX5oq5QbkhcMyw3PDciNzl
3Kjc6Ny43PjchNzk3JTc1Jg1vSq3GnupRb5lv

Subject: Re: Motorized faders - touch sensitive or not?

Posted by [gene lennon](#) on Wed, 15 Aug 2007 02:04:33 GMT

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while. I must admit that PTHD system with the new controller looks nice, but for \$18k plus the computer to run it, I think the MADi running on Cubase 4 with a bunch of UAD-1 cards is a mighty nice alternative.

I may build myself a little bit heftier computer just to insure enough

horsepower when dubbing projects that already are at fairly high track counts with processors loading the system down and call it good.

I wonder if there are any mobos with PCI slots that will handle Intel quads and are compaible with UAD-1 cards.Hi Dj,

>I wonder if there are any mobos with PCI slots that will handle Intel quads

>and are compaible with UAD-1 cards.

>

No

ChrisHi Niel,

Yes But now I can make my M-Audio BX-5s sound like Adam a-7!!

Chris

"Neil" <OI0I@OIU.com> wrote:

>

>And way over-priced.

>

>I'll wait for the \$300 version to come out.

>

>Neil

>

>"James McCloskey" <excelsm@hotmail.com> wrote:

>>

>>This is way over due.

>>

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

>

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [xpam_mark](#) on Thu, 16 Aug 2007 04:40:32 GMT
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oI So here you goes, all Parissite-fans of Macle:

<http://www.themateswebsite.com>

You candownload mp3's and buy the fantastic CD too, so I ordered 3, for me and fans here in Norway:-)

Erling

On Sat, 06 Oct 2007 18:05:14 -0400, Bill L <bill@billlorentzen.com>
wrote:

>Hey what's up with Macle. He posted some brilliant music to the site
>back in the day. I thought he would have won a Grammy by now. His shit
>sounded so good I was jealous.
>
>I Googled and here is a Macle tune for those who remember him.
> http://www.garageband.com/song/reviews.html?%7Cpe1%7CS8LTM0L_dsaSnYIK2ams
>
>Now back to our regularly scheduled program: Sarah, you rock!
>
>steve the artguy wrote:
>> Sarah-
>>
>> This sounds 100% like a Saratonin tune. Like nothing else.
>>
>> Kinda lik

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Neil](#) on Thu, 16 Aug 2007 05:25:26 GMT
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t;>
>> "Sarah" <sarahjane@sarahtonin.com> wrote:
>>> . . . had it been a real emergency, etc
>>>
>>> OK, I don't normally do this, but damn it, this song is driving me crazy
>>
>>> and I need some opinions . . .
>>>
>>> I'm linking a demo of a song from the new CD projec

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [DJ](#) on Thu, 16 Aug 2007 12:35:41 GMT
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ols users were mac users. Pro Tools saw
the exact same CPU horsepower difference btw Mac & PC as we all witnessed
the last 8 years.

It's not talked about because, MAc folks are just that Mac folks.

"Gantt Kushner" <ganttmann@comcast.net> wrote:

>

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

>PTHD runs better on PC? I hadn't heard that. How about latency compensation

>when using the UAD-1 plugs in PT?

>

>Gantt

>

>>

>>Nice Job DJ!! ..But, remember PTHD run circle

Subject: Re: Motorized faders - touch sensitive or not?

Posted by [DJ](#) on Thu, 16 Aug 2007 12:37:16 GMT

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s (Sorry James) around PTHD

>on

>>a comprible mac. Letting you run your UAD (via fx wrap) if you want to.

>>

>>So, you would not have to purchase a new PC. he PC(s) you are are more than

>>enough..

>>

>My Latest PC was built using this Mobo It's a 939. I'm running a dual-core opteron . I purchased it new off ebay for \$120. I won;t buy any more boards form Newg-egg. Too many problems. But, this is a great board ..#PCI slots, PCie(s)..Sata ..Stable, but very fast..

<http://www.newegg.com/Product/Product.asp?Item=N82E16813151155&ATT=13-151-155&CMP=KNC-AdwordsFeeder>

"DJ" <animix _ at _ animas _ dot _ net> wrote:

>The Magma chassis' I'm using are both capable of using the newer Magma PCie

>host card. These cost \$300.00, but I've got a pretty good rapport with the

>folks at Magma. I'm sure they would refund me the price of the card if I

>bought one and it didn't work. I'm thinking that I might buy one of the PCie

>host cards and try one of the latest/greatest mobos. Most of them have at

>least one legacy PCI slot for the other Magma.

>

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Doug Wellington](#) on Thu, 16 Aug 2007 18:31:49 GMT
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t;>>>>Give this ini file a try. I had some initial problems - I had been editing
>>>>the ini files in notepad, and it seems to add some formatting that PARIS
>>>>doesn't like. I opened the ini in visual studio and pasted into a new
>file.
>>>> Hopefully, that will strip out any ugly formatting that is left. Worse
>>>>comes to worse, I'll just type the whole thing again.
>>>>
>>>>Let me know how it goes.
>>>>
>>>>Mike
>>>>
>>>>
>>>>erlilo <erling.lovik@lyse.net> wrote:
>>>>>Hei Mike
>>>>>
>>>>>I have the same problem in WinXP. The two others are showing up but
>>>>>not the new Paris compressor. ...In WinME, all three are showing up...
>>>>>
>>>>>...but my donation will show up for you when I again can find out how
>>>>>to use my PayPal after some years ;-)
>>>>>
>>>>>Thousand thanks for your "vintage work" here with Paris:

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Dedric Terry](#) on Thu, 16 Aug 2007 20:28:27 GMT
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gt;>>>
>>>>>>I'm really at a loss, though. I haven't had that problem at all.
>>>>>>
>>>>>>Let me know if it is just one plug or all of them.
>>>>>>
>>>>>>Mike
>>>>>>
>>>>>>
>>>>>>"PN" <pnl@nospam.com> wrote:
>>>>>>>
>>>>>>>Hi Mike,
>>>>>>>
>>>>>>>I unzipped the new plugs into c:\windows\system32\ensoniq\plugins dir.
>>>>>>>However, I'm not seeing the new FX. What am I doing wrong?
>>>>>If the Beatles had just started, this is what they'd be doing.

Suggest calliope on the 8th notes motif bits.

WMW

"Sarah" <sarahjane@sarahtonin.com> wrote in message news:4706ce6f@linux...

> . . . had it been a real emergency, etc

>

> OK, I don't normally do this, but damn it, this song is driving me

> crazy and I need some opinions . . .

>

> I'm linking a demo of a song from the new CD project. It's a weird

> little ditty and I just wanna know what people think and also if anyone

> can tell me what the hell kind of music this is. Or maybe that doesn't

> matter. Who cares about categories anyway?

>

> Remember, it's just a quick demo, so excuse the midi drums and the

> raspy scratch vocal. :)

>

> to stream:

> <http://www.sarahtonin.com/playlist/Dream%20demo.m3u>

>

> or to download

> <http://www.sarahtonin.com/music/Dream%20demo.mp3>

>

> Thanks for listening,

>

> Sarah J. Tonin

> "James McCloskey" <excelsm@hotmail.com> wrote in message

news:47065a6c\$1@linux...

>

> <http://apnews.excite.com/article/20071005/D8S30UJO4.html>

http://prosoundnewseurope.com/pdf/psne_download/2007/08/PSNE_August07_Waves.pdf I've heard a few studios have been sued by Waves for simply saying they use Waves plugins, when they don't. Waves apparently called these st

Subject: Re: Motorized faders - touch sensitive or not?

Posted by [Graham Duncan](#) on Thu, 16 Aug 2007 22:39:40 GMT

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eir newer

plugins may be good, but a good many are quite out of their league now and hardly compare to even some freeware plugins, much less quality commercial plugins (UAD, Voxengo, Sonalis, Flux, etc).

I'm all for preventing piracy, but imho, some companies are just trying to make a point and a buck rather than actually solve anything. The phrase

"biting the hand that feeds you" comes to mind, even if it's an indirect result of trying to stop thieves.

Just my .02

On 10/7/07 12:51 PM, in article 47092c47@linux, "DJ" <animix _ at _ animas _ dot _ net> wrote:

>
> "James McCloskey" <excelsm@hotmail.com> wrote in message
> news:47065a6c\$1@linux...
>>
>> <http://apnews.excite.com/article/20071005/D8S30UJO4.html>
>
> http://prosoundnewseurope.com/pdf/psne_download/2007/08/PSNE_August07_Waves.pdf
> f
>
> I'm also using a 939 mobo (Gigabyte GA K8NS Ultra 939) running an Opteron 185. It's a little screamer. Extremely simpatico with UAD-1 cards too....probably the best 939 mobo for UAD-1 cards. It uses the NForce3 chipset and, of course, like everything else I have here, is discontinued ;).

I am actually running two ide

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Doug Wellington](#) on Fri, 17 Aug 2007 00:23:12 GMT
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ntical machines and linking them via Steiny systemlink. I did some more critical listening last night and decided that I will stay with ASIO direct monitoring after all. Even 1.5 ms latency (along with the appx 1.5 ms inherent in AD/DA conversion) is audible enough to my ears to leave a bad taste in my mouth. I'm going to wait until things sort themselves out to the point where I can run flat out at 32 sample buffer settings (which are actually using 64 samples with the RME cards). That will get me below 3ms "true" latency and that's something I can live with. Unfortunately, my Opteron 185 will choke at 32 sample buffers when track/plugin counts start climbing.

Using ASIO direct monitoring isn't a problem the way I've got things routed right now. I'm splitting off the headphone out

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Dedric Terry](#) on Fri, 17 Aug 2007 00:27:31 GMT

ings and I'm good. It's like being able to use the Cubase CR function with ASIO Direct monitoring enabled. The only limitation is not being able to monitor plugins on tracks being recorded, but that's not an issue really. I use hardware reverbs on the send/returns of each Furman HRM 16 remote mixer so each performer gets to dial in his/her own mix anyway. Sweet!

Deej

"LaMont" <jjdpro@gmail.com> wrote in message news:4708f9bf\$1@linux...

>

> My Latest PC was built using this Mobo It's a 939. I'm running a dual-core

> opteron . I purchased it new off ebay for \$120. I won;t buy any more

> boards

> form Newegg. Too many problems. But, this is a great board ..#PCI

> slots,

> PCie(s)..Sata ..Stable, but very fast..

>

> [http://www.newegg.com/Product/Product.asp?Item=N82E168131511](http://www.newegg.com/Product/Product.asp?Item=N82E16813151155&ATT=13-151-155&CMP=KNC-AdwordsFeeder)

55&ATT=13-151-155&CMP=KNC-AdwordsFeeder

>

> "DJ" <animix _ at _ animas _ dot _ net> wrote:

>>The Magma chassis' I'm using are both capable of using the newer Magma

>>PCie

>

>>host card. These cost \$300.00, but I've got a pretty good rapport with the

>

>>folks at Magma. I'm sure they would refund me the price of the card if I

>

>>bought one and it didn't work. I'm thinking that I might buy one of the

> PCie

>>host cards and try one of the latest/greatest mobos. Most of them have at

>

>>least one legacy PCI slot for the other Magma.

>>

>>

>>.

>>

>>

>>"Dedric Terry" <dterry@keyofd.net> wrote in message

>>news:C32DB982.D5B4%dterry@keyofd.net...

>>> DJ - I

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Paul Artola](#) on Fri, 17 Aug 2007 02:41:54 GMT

in hindsight (not being able to use but 2), I might have
>>> looked at something else. Imho, if you aren't all PCIe at this point,
>
>>> it's
>>> a bit of a crap shoot trying to get a great board. The Asus boards do
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>>> seem
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>>> The P5W is running well for guys with firewire audio (FF800) and 2
>>> UAD-1s.
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>>> dragging the timeline in the Nuendo arrange window during playback), but
>>> it's inconsistent and hasn't been a showstopper (I have a PCIe XFX
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>>> I also haven't upgraded BIOS, but it's a later rev anyway.
>>>
>>> Regards,
>>> Dedric
>>>
>>> On 10/6/07 9:13 PM, in article 47085053\$1@linux, "DJ" <animix _ at _
>>> animas
>>> _ dot _ net> wrote:
>>>
>>>> Hmmm...thanks Dedric. there are lots of nightmare reviews of the mobo
> on
>>>> NewEgg. Seems pretty buggy with mixed results of having a bios upgrade
>
>>>> solve
>>>> the problems. that said, the bugginess seems to be RAID related and
> I'm
>>>> not
>>>> using RAID arrays so it might be worth a shot.
>>>>
>>>> I've got everything here to build one except the CPU, mobo and
>>>> RAM.....oh.oops...I'm gonna need a compatible dual head PCIe vid card
>
>>>> too.
>>>>
&g

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [gene lennon](#) on Fri, 17 Aug 2007 03:09:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
t;>>> .
>>>>
>>>> "Dedric Terry" <dterry@keyofd.net> wrote in message
>>>> news:C32DA82F.D5A6%dterry@keyofd.net...
>>>>> The Asus P5W DH Deluxe has 3 PCI (though you can only use 2 due to IRQ
>>>>> sharing), and 3 PCIe, and is quad core compatible, if you only need
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>>>>>
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>>>>> <chrisl@adkproaudio.com> wrote:
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>>>>>>> Intel
>>>>>>> quads
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>>>>>>> No
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>>
>>
>i've been married for 34 years but i'm still willing to let your voice
have it's way with me. you are soooo many reminders of the past and
future.
```

thanks

On Fri, 5 Oct 2007 19:28:40 -0600, "DJ" <animix _ at _ animas _ dot _ net> wrote:

>
>"Sarah" <sarahjane@sarahtonin.com> wrote in message news:4706ce6f@linux...
>> . . . had it been a real emergency, etc
>>
>> OK, I don't normally do this, but damn it, this song is driving me
>> crazy and I need some opinions . . .
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>> I'm linking a demo of a song from the new CD project. It's a weird
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>> can tell me what the hell kind of music this is. Or maybe that doesn't
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>> Remember, it's just a quick demo, so excuse the midi drums and the
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>>
>> Thanks for listening,
>>
>> Sarah J. Tonin
>
>
>Sarah,
>
>Your voice reminds me so much of Grace Slick sometimes. I like the song and
>the mix/production.....it sounds somewhat "broadway musical'ish" to
>me.....perhaps it could be Rogers & Sarastein.
>
>Put me on the list for a copy of the CD.
>
>;o)
>Deej
>Sweet.. Like I said before, adding a mixer in Mative mix, solves alot of
issues.

"DJ" <animix _ at _ animas _ dot _ net> wrote:

>I'm also using a 939 mobo (Gigabyte GA K8NS Ultra 939) running an Opteron

>185. It's a little screamer. Extremely simpatico with UAD-1 cards
>too....probably the best 939 mobo for UAD-1 cards. It uses the NForce3
>chipset and, of course, like everything else I have here, is discontinued

>:).

>

>I am actually running two identical machines and linking them via Steiny

>systemlink. I did some more critical listening last night and decided that I

>will stay with ASIO direct monitoring after all. Even 1.5 ms latency (along

>with the appx 1.5 ms inherent in AD/DA conversion) is audible enough to my

>ears to leave a bad taste in my mouth. I'm going to wait until things sort

>themselves out to the point where I can run flat out at 32 sample buffer

>settings (which are actually using 64 samples with the RME cards). That will

>get me below 3ms "true" latency and that's something I can live with.

>Unfortunately, my Opteron 185 will choke at 32 sample buffers when

>track/plugin counts start climbing.

>

>Using ASIO direct monitoring isn't a problem the way I've got things routed

>right now. I'm splitting off the headphone output of the MADI card to a

>Mackie 1402 and distributing this to the stereo main input of my Furman HDS

>16 unit using the ALT 3/4 settings of the mackie. this way everyone who is

>tracking on the 4 x remote mixers can have a feed of the main mix plus a 1:1

>of all tracks being recorded. the 1402 is sending the main outs to a pair of

>CR monitors and the CR headphones. It's pretty bulletproof while tracking

>now. No latency at all to mess with. All I do is drop the recorded tracks to

>to folder tracks which allows me to quickly switch them off the

>monitor/record settings and I'm good. It's like being able to use the Cubase

>CR function with ASIO Direct monitoring enabled. The only limitation is not

>being able to monitor plugins on tracks being recorded, but that's not an

>issue really. I use hardware reverbs on the send/returns of each Furman HRM

>16 remote mixer so each performer gets to dial in his/her own mix anyway.

>Sweet!
>
>Deej
>
>"LaMont" <jjdpro@gmail.com> wrote in message news:4708f9bf\$1@linux...
>>
>> My Latest PC was built using this Mobo It's a 939. I'm running a dual-core
>> opteron . I purchased it new off ebay for \$120. I won;t buy any more
>> boards
>> form Newg-egg. Too many problems. But, this is a great board ..#PCI
>> slots,
>> PCie(s)..Sata ..Stable, but very fast..
>>
>> <http://www.newegg.com/Product/Product.asp?Item=N82E16813151155&ATT=13-151-155&CMP=KNC-AdwordsFeeder>
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>>>"Dedric Terry" <dterry@keyofd.net> wrote in message
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>>>> DJ - I won't guarantee great success with it. There were few options
>> with
>>>> 3
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>>>>>>>
>>>>>>>
>>>>>>> No
>>>>>>>
>>>>>>> Chris
>>>>>>>
>>>>>>>
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>>
>>
>
>

>I agree with you 100 percent Dedric. Most potential customers make their personal studio decision when they see a given plugin in action. That's how I ended up buying Waves plugs back in 1999.

This is just plain stupid of Waves.

Dedric Terry <dterry@keyofd.net> wrote:

>I've heard a few studios have been sued by Waves for simple saying they use
>Waves plugins, when they don't. Waves apparently called these studios
>pretending to be potential clients, and asked if they used Waves plugins
>(leading the studio to believe they would lose the client if they didn't).

>The studios said yes thinking they would just prove their services were good
>enough without Waves plugins (i.e. typical clients throwing out brand names
>without having a clue). Then if the studio didn't have Waves plugins up and
>running when the Waves "employee" came in, they got sued for pirating Waves
>brand to promote their studios. In one case (a studio that got sued), the
>studio did have a legal copy of Waves plugins, but they weren't in use or
>installed.
>
>Imho, Waves needs to throw in the towel. They are grasping for straws to
>make money off of lawsuits and poor attempts at glossing over their WUP
>policy. Their reputation is already bad, and getting worse. I know a lot of
>studios that have dropped them completely, as have I. Some of their newer
>plugins may be good, but a good many are quite out of their league now and
>hardly compare to even some freeware plugins, much less quality commercial
>plugins (UAD, Voxengo, Sonalis, Flux, etc).
>
>I'm all for preventing piracy, but imho, some companies are just trying to
>make a point and a buck rather than actually solve anything. The phrase
>"biting the hand that feeds you" comes to mind, even if it's an indirect
>result of trying to stop thieves.
>
>Just my .02
>
>On 10/7/07 12:51 PM, in article 47092c47@linux, "DJ" <animix _ at _ animas
_>
>dot _ net> wrote:
>
>>
>> "James McCloskey" <excelsm@hotmail.com> wrote in message
>> news:47065a6c\$1@linux...
>>>
>>> <http://apnews.excite.com/article/20071005/D8S30UJO4.html>
>>
>> http://prosoundnewseurope.com/pdf/psne_download/2007/08/PSNE_August07_Waves.pdf
>> f
>>
>>
>And I'm such a naive little Mac Dude that I've been laboring under the delusion
that PT was more stable and powerful on a Mac.

So, is the future of Pro Audio going to be on a PC?

Gantt

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

>

>It True Gannt.. Back in 2001, when Microsoft bail Avid out debt, MS gave Avid

>some of their in-house talent for the sole purpose of making Pro Tools world-class >on a PC.

>

>Also, when Apple introduced Final Cut Pro, and started taking marketing share >from Avid and the looming rumor of Apple partnering or purchaing on the >DAW makers app, Avid/Digi told all of their 'Mac-only' plugin partners that >they had to get their plugins over on the PC platform...Why??

>

>I heard that after the Final cut pro success and then Emagic purchase, that >Avid/Digi were worried that Apple would either cripple or stop supporting >any other MAC DAW on their new Machines.

>

>So, back to MS..Microsoft poured a lot of money into digi. WHat came out >it was : 1) Stable WDM drivers, RTAS.. 2)Avid pro whatever for PC..

>

>It's said that MS owns up to 49 percent of Avid. MS wanted to be in the Pro

>Audio/Media Business without appearing to be in the lead position , due to

>all of the anti-trust lawsuits being waged against them. But, make no mistakes..\$Microsoft's >money is what fueled Pro Tools market position. And, if you notice Avid today,

>they are using MS's business model..Which is to agresivly aquire competiotrs >that offer technologies that they did not:

>

>-M-Audio-World class PC Pro-audio driver makers.

>-Wizoo-World Class VSti/plugin makers

>-Abelton- World clas eleastic audio engine.

>

>Gannt all anyone has to do to see the performance difference btw a Mac and

>PC running Pro Tools is to Purchase a copy of M-powered pro tools, compare >it to M-Powered or LE on a mac.

>

>Next, see who many plugins can you open up..Big difference. But.Mac only >folks when they witness this, are shocked beyond belife.. Because they have >been told that teh Mac is soo superior to a PC.

>

>So, yes, Pro Tools HD on a killer PC is way faster than any Mac. Due to the

>Code beign more PC friendlier than OS-X.

>

>

>It's just that more long time Pro Tools users were mac users. Pro Tools saw

>the exact same CPU horsepower difference btw Mac & PC as we all witnessed
>the last 8 years.
>
>It's not talked about because, MAc folks are just that Mac folks.
>
>
>
>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>
>>"LaMont" <jjdpro@gmail.com> wrote:
>>PTHD runs better on PC? I hadn't heard that. How about latency compensation
>>when using the UAD-1 plugs in PT?
>>
>>Gantt
>>
>>>
>>>Nice Job DJ!! ..But, remember PTHD run circles (Sorry James) around PTHD
>>on
>>>a comprible mac. Letting you run your UAD (via fx wrap) if you want to.
>>>
>>>So, you would not have to purchase a new PC. he PC(s) you are are more
>than
>>>enough..
>>>
>>
>For those who knew I was gone. :o)

And I had a wonderful trip. I may post pics later..."Kim" <hiddensounds@hotmail.com> wrote in message news:4709ad6f\$1@linux...

>
> For those who knew I was gone. :o)
>
> And I had a wonderful trip. I may post pics later...

Welcome home mate.

;o)"LaMont" <jjdpro@gmail.com> wrote in message news:47099193\$1@linux...
>
> Sweet.. Like I said before, adding a mixer in Mative mix, solves alot of
> issues.
>
>

Yep! Mixers will never be obsolete. There's always some need for a signal router/merger/splitter.We've been good while you were gone.....except for Rick.

"Kim" <hiddensounds@hotmail.com> wrote in message news:4709ad6f\$1@linux...

>
> For those who knew I was gone. :o)
>
> And I had a wonderful trip. I may post pics later..."erlilo" <erling.lovik@lyse.net> wrote in message
news:nh6hg391pcf6mb6gugg0b6sfere3kso59@4ax.com...
> The only thing I'm missing from AMS-Neve is AMS's reverb unit from the
> early eighties. The best ever I have worked with.
>
> Erling

You mean the AMS R16? AMS/AMS = two different companies altogether, FYI.

Neil

"DJ" <animix _ at _ animas _ dot _ net> wrote:
>
>"erlilo" <erling.lovik@lyse.net> wrote in message
>news:nh6hg391pcf6mb6gugg0b6sfere3kso59@4ax.com...
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>You mean the AMS R16?
>
>Dedric, or any other Cubase MIDI geeks out there, I need some
help with this.

OK so for the first time I decided to try a project using
nothing but VSTi's, so I loaded up DHF2, set up a GM Drum map,
and started programming a few measures. Fine.

Next I loaded in a softsynth & started programming a few bars
there, but I couldn't get it to sync with the drums. I had
latency set at .7 Msec, so that shouldn't have been the
problem, but even when I manually moved/quantized stuff it
still was off a bit. SO, I turned off the drum mapping on the
DHF channel & lo & behold the quantization on the drum mapped
editor vs the non-drum-mapped editor was off! Next, even when I
manually edited the (now) non-drum-mapped drum rack to the
right quantization points, it wasn't syncing right - IOW the
beat was off a bit here & there.

I had the tempo track activated & everything, so I dunno what

could be the problem. Normally I program everything on my
Fantom & import the MIDI files into SX in SMF-1 format &
everything syncs up perfectly... any ideas WTF might be going
on or if I'm doing anything wrong????

NeilWhile you were gone the Paris NG computer rebooted itself and when it
came back up, it spit out the secret to life and the universe...

It's gone now though...

DC

where'd you go??

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

>

>For those who knew I was gone. :o)

>

>And I had a wonderful trip. I may post pics later...Man, what a nice complement! I didn't know
you had such a romantic
heart...

No wonder you've been married for 34 years...

DC

rick <parnell68@hotmail.com> wrote:

>i've been married for 34 years but i'm still willing to let your voice

>have it's way with me. you are soooo many reminders of the past and
>future.

>

>thanks

>

>

>On Fri, 5 Oct 2007 19:28:40 -0600, "DJ" <animix _ at _ animas _ dot _
>net> wrote:

>

>>

>>"Sarah" <sarahjane@sarahtonin.com> wrote in message news:4706ce6f@linux...

>>> . . . had it been a real emergency, etc

>>>

>>> OK, I don't normally do this, but damn it, this song is driving me

>>> crazy and I need some opinions . . .

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>>> I'm linking a demo of a song from the new CD project. It's a weird
>>> little ditty and I just wanna know what people think and also if anyone
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>>Put me on the list for a copy of the CD.
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>"DC" <dc@spammersinhell.com> wrote:
>While you were gone the Paris NG computer rebooted itself and when it
>came back up, it spit out the secret to life and the universe...

I think I know which moment that was. I was under the shade of a tree doing a painting and smoking a peace pipe when suddenly the truth of everything appeared before me and I was one with the universe. I telepathically beamed my vision to multiple locations (including this server of course) before receiving a sudden pang of pain which seemed to have a psychic relationship to the words "Memory Exception Error in block FFE3 2B1A" at which point I suddenly found myself falling off my chair, narrowly avoiding painting my nose green in the process.

>It's gone now though...

Yes, it has. ;o)

>where'd you go??

Northern NSW. In particular Byron Bay, among other, err, similar places.
;o)

Cheers,
Kim.

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

>>

>>For those who knew I was gone. :o)

>>

>>And I had a wonderful trip. I may post pics later...

>Neil,

About the only thing I can think of is you may have emulated midi ports active instead of the direct midi ports. Check under devices/midi and see what in/out ports are active - you shouldn't have "Emulated..." ports in use.

In early versions of SX, you had to move an ignoreportfilter file into the main Cubase directory to shut off emulated ports, but it was setup that way automatically in later versions.

What midi interface are you using?

Dedric

On 10/7/07 11:02 PM, in article 4709b9cd\$1@linux, "Neil" <OIUOIU@OIU.com> wrote:

>

> Dedric, or any other Cubase MIDI geeks out there, I need some
> help with this.

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> OK so for the first time I decided to try a project using
> nothing but VSTi's, so I loaded up DHF2, set up a GM Drum map,
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> Fantom & import the MIDI files into SX in SMF-1 format &
> everything syncs up perfectly... any ideas WTF might be going
> on or if I'm doing anything wrong????
>
> NeilSorry about that. Yes, I mean AMS R16. It seems my head is being too
old to get the fingers to remember correctly;-)
I owned the combination in the early eighties. Two boxes, one with all
kind of delays and harmonizings, the other with all kind of reverbs.
One of the boxes get the digital power from the other with a thin
cable.

Erling

On Sun, 7 Oct 2007 22:28:36 -0600, "DJ" <animix _ at _ animas _ dot _
net> wrote:

>
>"erlilo" <erling.lovik@lyse.net> wrote in message
>news:nh6hg391pcf6mb6gugg0b6sfere3kso59@4ax.com...
>> The only thing I'm missing from AMD-Neve is AMD's reverb unit from the
>> early eighties. The best ever I have worked with.
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>> Erling
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>
>You mean the AMS R16?
>i'd be so much less without her...

thanks

On 8 Oct 2007 15:14:17 +1000, "DC" <dc@spammersinhell.com> wrote:

>
>Man, what a nice complement! I didn't know you had such a romantic
>heart...
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>No wonder you've been married for 34 years...

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>rick <parnell68@hotmail.com> wrote:
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>
>>>> raspy scratch vocal. :)
>>>>
>>>> to stream:
>>>> <http://www.sarahtonin.com/playlist/Dream%20demo.m3u>
>>>>
>>>> or to download
>>>> <http://www.sarahtonin.com/music/Dream%20demo.mp3>
>>>>
>>>> Thanks for listening,
>>>>
>>>> Sarah J. Tonin
>>>
>>>
>>>Sarah,
>>>

>>>Your voice reminds me so much of Grace Slick sometimes. I like the song
>and
>>>the mix/production.....it sounds somewhat "broadway musical'ish" to
>>>me.....perhaps it could be Rogers & Sarastein.
>>>
>>>Put me on the list for a copy of the CD.
>>>
>>>;o)
>>>Deej
>>>
>>even a dead horse can get bruised emotionally...sniff sniff...

welcome back kim.

On Sun, 7 Oct 2007 22:26:06 -0600, "DJ" <animix _ at _ animas _ dot _
net> wrote:

>We've been good while you were gone.....except for Rick.
>
>"Kim" <hiddensounds@hotmail.com> wrote in message news:4709ad6f\$1@linux...
>>
>> For those who knew I was gone. :o)
>>
>> And I had a wonderful trip. I may post pics later...
>No..Of course not..I was just explaining that Pro Tools HD,LE,M-Powered run
flawlessly on a PC as well as a Mac. But, up until the current crop of mac
(Intels), the PC ran circles around the Mac running Pro Tools (Any version)..Now,
it's a wash.

As for Mac version being more stable. Nope. The Mac verison will crash on
Pro Tools just as often as the PC version. My personal experiences have been
that Pro Tools on OS9 was very stable..Not so with OSX. Iwould say that PT
on Win XP is more stable than OS-X and more robust.

"Gantt Kushner" <ganttmann@comcast.net> wrote:

>
>And I'm such a naive little Mac Dude that I've been laboring under the delusion
>that PT was more stable and powerful on a Mac.
>
>So, is the future of Pro Audio going to be on a PC?
>
>Gantt
>
>"LaMont" <jjdpro@gmail.com> wrote:
>>
>>It True Gantt.. Back in 2001, when Microsoft bail Avid out debt, MS gave

>Avid
>>some of their in-house talent for the sole purpose of making Pro Tools world-class
>>on a PC.
>>
>>Also, when Apple introduced Final Cut Pro, and started taking marketing share
>>from Avid and the looming rumor of Apple partnering or purchasing on the
>>DAW makers app, Avid/Digi told all of their 'Mac-only' plugin partners that
>>they had to get their plugins over on the PC platform...Why??
>>
>>I heard that after the Final cut pro success and then Emagic purchase, that
>>Avid/Digi were worried that Apple would either cripple or stop supporting
>>any other MAC DAW on their new Machines.
>>
>>So, back to MS..Microsoft poured a lot of money into digi. What came out
>>it was : 1) Stable WDM drivers, RTAS.. 2)Avid pro whatever for PC..
>>
>>It's said that MS owns up to 49 percent of Avid. MS wanted to be in the
>Pro
>>Audio/Media Business without appearing to be in the lead position , due
>to
>>all of the anti-trust lawsuits being waged against them. But, make no mistakes..\$Microsoft's
>>money is what fueled Pro Tools market position. And, if you notice Avid
>today,
>>they are using MS's business model..Which is to aggressively acquire competitors
>>that offer technologies that they did not:
>>
>>-M-Audio-World class PC Pro-audio driver makers.
>>-Wizoo-World Class VSti/plugin makers
>>-Abelton- World class elastic audio engine.
>>
>>Gantt all anyone has to do to see the performance difference btw a Mac
and
>>PC running Pro Tools is to Purchase a copy of M-powered pro tools, compare
>>it to M-Powered or LE on a mac.
>>
>>Next, see how many plugins can you open up..Big difference. But. Mac only
>>folks when they witness this, are shocked beyond belief.. Because they
have
>>been told that the Mac is so superior to a PC.
>>
>>So, yes, Pro Tools HD on a killer PC is way faster than any Mac. Due to
>the
>>Code being more PC friendly than OS-X.
>>

>>
>>It's just that more long time Pro Tools users were mac users. Pro Tools
>saw
>>the exact same CPU horsepower difference btw Mac & PC as we all witnessed
>>the last 8 years.
>>
>>It's not talked about because, MAC folks are just that Mac folks.
>>
>>
>>
>>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>
>>>"LaMont" <jjdpro@gmail.com> wrote:
>>>PTHD runs better on PC? I hadn't heard that. How about latency compensation
>>>when using the UAD-1 plugs in PT?
>>>
>>>Gantt
>>>
>>>>
>>>>Nice Job DJ!! ..But, remember PTHD run circles (Sorry James) around PTHD
>>>on
>>>>a comprible mac. Letting you run your UAD (via fx wrap) if you want to.
>>>>
>>>>So, you would not have to purchase a new PC. he PC(s) you are are more
>>than
>>>>enough..
>>>>
>>>
>>
>Thanks Dedric, I setup the K-14 using the -20dB pink noise file from Bob
Katz site with +6dB trim added to it. I set one monitor to 83dB and together
they measured 85 for two monitors. When you add two monitors is it 2dB or
3dB? I always read 3dB but the measurement is showing 2dB rise for a 2nd
monitor.

My understanding of the metering system is that you really don't need to
use the meters because it will be too loud if you get anywhere near clipping.
That's where I'm confused because 85dB average signal is not LOUD it's just
what I call medium loud. It's a great volume for monitoring but I'm not
understanding the statements that it will be way too loud. I'm able to meter
out my mix on the K-14 metering system in my RME Digicheck and some other
meters also so I know the level is correct. Since I'm doing pop music K-14
makes sense to be using it but my understanding is that peaks will be at
99dB (+14dB from the 85) and that will be way too loud. Well...I'm getting
my meters at 0dB on the K-14 meters and nothing is blowing me out of the
room.

hmmmm

Am I doing something wrong? Just a guess: Make sure, in the device setup, you have "Use system timestamp" clicked. That can really screw with midi timing.

Neil wrote:

> Dedric, or any other Cubase MIDI geeks out there, I need some
> help with this.
>
> OK so for the first time I decided to try a project using
> nothing but VSTi's, so I loaded up DHF2, set up a GM Drum map,
> and started programming a few measures. Fine.
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> Next I loaded in a softsynth & started programming a few bars
> there, but I couldn't get it to sync with the drums. I had
> latency set at .7 Msec, so that shouldn't have been the
> problem, but even when I manually moved/quantized stuff it
> still was off a bit. SO, I turned off the drum mapping on the
> DHF channel & lo & behold the quantization on the drum mapped
> editor vs the non-drum-mapped editor was off! Next, even when I
> manually edited the (now) non-drum-mapped drum rack to the
> right quantization points, it wasn't syncing right - IOW the
> beat was off a bit here & there.
>
> I had the tempo track activated & everything, so I dunno what
> could be the problem. Normally I program everything on my
> Fantom & import the MIDI files into SX in SMF-1 format &
> everything syncs up perfectly... any ideas WTF might be going
> on or if I'm doing anything wrong????
>
> Neillt'd be interesting for someone with PTHD and a new Intel Mac to do some benchmark
testing between running OS X and Windows...

Gantt

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

>
> No..Of course not..I was just explaining that Pro Tools HD,LE,M-Powered
run
> flawlessly on a PC as well as a Mac. But, up until the current crop of mac
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>>>all of the anti-trust lawsuits being waged against them. But,make no mistakes..\$Microsoft's

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>>>>>
>>>>>So, you would not have to purchase a new PC. he PC(s) you are are more
>>>than
>>>>>enough..
>>>>>
>>>>
>>>>
>>
>>
>This is a multi-part message in MIME format.

-----=_NextPart_000_002D_01C80990.C93CBA40
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: 7bit

<http://www.subatomicglue.com/mintymic/>

Small package, nifty preamp.
MR

-----=_NextPart_000_002D_01C80990.C93CBA40
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1555" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2><A=20
href=3D"http://www.subatomicglue.com/mintymic/">http://www.subatomicglue.=
com/mintymic/</A></FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Small package, nifty =
preamp.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>MR</FONT></DIV></BODY></HTML>
```

-----=_NextPart_000_002D_01C80990.C93CBA40--Nope, no emulated ports - I'm using the ones on my main
Multiface, and that's what I've always had SX defaulted to; and those are still showing up as the ones being used, and are working as far as i/o MIDI goes.

Neil

Dedric Terry <dterry@keyofd.net> wrote:

>Neil,

>

>About the only thing I can think of is you may have emulated midi ports
>active instead of the direct midi ports. Check under devices/midi and see
>what in/out ports are active - you shouldn't have "Emulated..." ports in
>use.

>

>In early versions of SX, you had to move an ignoreportfilter file into the
>main Cubase directory to shut off emulated ports, but it was setup that

way

>automatically in later versions.

>

>What midi interface are you using?

>

>Dedric

>

>On 10/7/07 11:02 PM, in article 4709b9cd\$1@linux, "Neil" <OIUOIU@OIU.com>

>wrote:

>

>>

>> Dedric, or any other Cubase MIDI geeks out there, I need some
>> help with this.

>>

>> OK so for the first time I decided to try a project using
>> nothing but VSTi's, so I loaded up DHF2, set up a GM Drum map,
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>> problem, but even when I manually moved/quantized stuff it
>> still was off a bit. SO, I turned off the drum mapping on the
>> DHF channel & lo & behold the quantization on the drum mapped
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>> beat was off a bit here & there.

>>

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>> could be the problem. Normally I program everything on my
>> Fantom & import the MIDI files into SX in SMF-1 format &
>> everything syncs up perfectly... any ideas WTF might be going
>> on or if I'm doing anything wrong????

>>

>> Neil

>I'll check that out, Bill - not sure I've ever noticed that
setting. Is that in the MIDI section of the Device Setup menu?

Neil

Bill L <bill@billlorentzen.com> wrote:

>Just a guess: Make sure,in the device setup, you have "Use system
>timestamp" clicked. That can really screw with midi timing.

>

>Neil wrote:

>> Dedric, or any other Cubase MIDI geeks out there, I need some
>> help with this.

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>> Fantom & import the MIDI files into SX in SMF-1 format &
>> everything syncs up perfectly... any ideas WTF might be going
>> on or if I'm doing anything wrong????
>>
>> NeilFear not, min liten Norsk venn . . . this is only a demo. The whole thing
will be re-recorded with all my young musical slaves, er . . . friends, with
my amazing coproducer at the controls.

Takk du,

Sarah

"erlilo" <erling.lovik@lyse.net> wrote in message
news:6m5hg3tr3e752r9eec0ggm91ke3ogsms44@4ax.com...
> Set me on the list to buy, but now I want it signed;-)
> I love the cut too but my "old" ears here seems to wish a little bit
> (1 to 1.5db) higher vocal, so the guitar isn't dominating too much:-)
>
> Erling
>
> On Sun, 7 Oct 2007 01:02:34 -0700, "Sarah" <sarahjane@sarahtonin.com>
> wrote:
>
>>Thank you everybody for your responses. I wasn't merely fishing for
>>compliments, but it's always nice to get them. I was hoping for
>>Christmas,
>>but I figure it's gonna be another spring release (the new CD).
>>
>>Hugs,
>>

>>Sarah
>>Wow . . . (sniff)

S

"rick" <parnell68@hotmail.com> wrote in message
news:cudig3932qv56o9ludd5caipb41acivm40@4ax.com...
> i've been married for 34 years but i'm still willing to let your voice
> have it's way with me. you are soooo many reminders of the past and
> future.
>
> thanks
>
>
> On Fri, 5 Oct 2007 19:28:40 -0600, "DJ" <animix _ at _ animas _ dot _
> net> wrote:
>
>>
>>"Sarah" <sarahjane@sarahtonin.com> wrote in message news:4706ce6f@linux...
>>> . . . had it been a real emergency, etc
>>>
>>> OK, I don't normally do this, but damn it, this song is driving me
>>> crazy and I need some opinions . . .
>>>
>>> I'm linking a demo of a song from the new CD project. It's a weird
>>> little ditty and I just wanna know what people think and also if anyone
>>> can tell me what the hell kind of music this is. Or maybe that doesn't
>>> matter. Who cares about categories anyway?
>>>
>>> Remember, it's just a quick demo, so excuse the midi drums and the
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>>Sarah,
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>>Your voice reminds me so much of Grace Slick sometimes. I like the song
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>>the mix/production.....it sounds somewhat "broadway musical'ish" to
>>me.....perhaps it could be Rogers & Sarastein.
>>
>>Put me on the list for a copy of the CD.
>>
>>;0)
>>Deej
>>
>OK, that's enough now . . . if my head gets any bigger I'm gonna look like
Eric Stolz in "Mask" with lipstick and earrings. Nobody wants that.

Thanks. You guys are great.

Sarah

"Sarah" <sarahjane@sarahtonin.com> wrote in message news:4706ce6f@linux...

> . . . had it been a real emergency, etc
>
> OK, I don't normally do this, but damn it, this song is driving me
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>
> Thanks for listening,
>
> Sarah J. Tonin
>I'm in and thanks Mike.
cheers,
Mike Mullin

"Gantt Kushner" <ganttmann@comcast.net> wrote:

>
>Do we have four Mac users other than me whowould be willing to kick in \$20
>each?

>
>Thanks Mike!
>
>Gantt
>
>"Mike Audet" <mike@...> wrote:
>>
>>I would really like to tackle the Mac stuff, but I don't have a Mac running
>>PARIS and I'm pretty sure that I need a copy of Visual C++ 4.2 cross platform
>>edition just to compile the code. The cheapest I've seen it for is around
>>\$80 plus shipping. If a Mac user wants to send me a copy or the \$100 (I
>>live in Canada and shipping is always stupid expensive), I'll get to work
>>on it.
>>But even then, I can't make any promises except to try.
>>
>>All the best,
>>
>>Mike
>>
>>"Aaron Allen" <know-spam@not_here.dude> wrote:
>>>Deeeewwwwwwwwwd..... As soon as these 15-18 hr days cease, I will be all
>>
>>>over this.
>>>Did you by chance fix it so that the Mac mmap bug is gone for the Mac
>>
>>>users?
>>>Question: can I run 'this' compressor also w/o causing problems on the
>
>>>crunched version that shipped with the Paris rigs?
>>>
>>>AA
>>>
>>>
>>>"Mike Audet" <mike@.....> wrote in message news:4705b550\$1@linux...
>>>>
>>>> Hey all,
>>>>
>>>> I've got some new goodies!
>>>>
>>>> I've just released the "PARIS compressor". It's the original PARIS
>>>> compressor
>>>> algo before it was "crunched" to allow 16 compressors to fit on one
EDS100
>>>> card. I've added meters (of course) AND
>>>>
>>>> I fixed the sample rate bug in this and my previous two plugins!
>>>>

>>>> If you hadn't heard, almost all the PARIS effects assume 48k for their
>>
>>>> calculations,
>>>> even when they are working at 44.1K. Not these. They operate at the
>>
>>>> project
>>>> sample rate. Can you hear a difference? You tell me!
>>>>
>>>> you can download these at www.mikeaudet.com/ensoniq.ca or
>>>> once the DNS goes through, simply at ensoniq.ca.
>>>>
>>>> These plugins are released as "pay what you can" (ie - not free).

>I'm
>>>> not a rich man, and I could use the help.
>>>>
>>>> As always, let me know what you think.
>>>>
>>>
>>>
>>
>Have you guys & gals seen this new SSL software product that will convert
any session (EDL) into another format DAW session format.

If this thing works, this could be big?
<http://www.sonicstate.com/news/shownews.cfm?newsid=5384>SSL bought it from CuiBonoSoft - it
was EDL Convert Pro. Works great for
converting
EDLs, OMFs, etc (I use v4 - it's a lifesaver). The word from a v5 beta
tester is that it does in fact convert PT7 projects to and from Nuendo XML
and works very well.

The support for PT7 transfers is the new feature to v5 that could be a
really big deal. Previously, due to Digi's lockout of
PT session formats from 3rd party developers, you could only go back to PT5.
Either CuiBono figured out 7,
or Digi sees the writing on the wall about customers' desires to move
between platforms and opened up the format
to CuiBonoSoft/SSL.

It's also now twice the price it was, but still worth it.

Regards,
Dedric

"LaMont" <jjdpro@gmail.com> wrote in message [news:470a6145\\$1@linux...](mailto:news:470a6145$1@linux...)
>
> Have you guys & gals seen this new SSL software product that will convert

> any session (EDL) into another format DAW session format.
>
> If this thing works, this could be big?
> <http://www.sonicstate.com/news/shownews.cfm?newsid=5384>Mike,

The Mac stuff is built under Code Warrior, not visual C++. It's a real nightmare, and if you think it was hard to grok the Visual C++ side, think about doing it with no reference projects. Yikes.

Chuck

"Mike Mullin" <lunarlordship@sympatico.ca> wrote:

>
>I'm in and thanks Mike.
>cheers,
>Mike Mullin
>
>"Gantt Kushner" <ganttmann@comcast.net> wrote:

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>>>>>
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>
>>I'm
>>>>> not a rich man, and I could use the help.
>>>>>
>>>>> As always, let me know what you think.
>>>>>
>>>>
>>>>
>>>
>>
>John" <no@no.com> wrote in message news:470a1f2e$1@linux...

```

>
> Thanks Dedric, I setup the K-14 using the -20dB pink noise file from Bob
> Katz site with +6dB trim added to it. I set one monitor to 83dB and
> together
> they measured 85 for two monitors. When you add two monitors is it 2dB or
> 3dB? I always read 3dB but the measurement is showing 2dB rise for a 2nd
> monitor.

The sum is between two monitors may depend on placement, reflections,
etc, but yes, it would be 3dB in most cases, measured at the center mix
position.

>
> My understanding of the metering system is that you really don't need to
> use the meters because it will be too loud if you get anywhere near
> clipping.
> That's where I'm confused because 85dB average signal is not LOUD it's
> just
> what I call medium loud. It's a great volume for monitoring but I'm not
> understanding the statements that it will be way too loud. I'm able to
> meter

The idea is that music that is, for example, -9dBFS average RMS, will sound
really loud in K-system.

Bob even recommends actually using K-20 even for pop. K-14 is fine until
the industry adopts a wider
dynamic range (in 5.1 K-20 is just right and sounds way better than
compressed stereo).

> out my mix on the K-14 metering system in my RME Digicheck and some other
> meters also so I know the level is correct. Since I'm doing pop music
> K-14
> makes sense to be using it but my understanding is that peaks will be at
> 99dB (+14dB from the 85) and that will be way too loud. Well...I'm
> getting
> my meters at 0dB on the K-14 meters and nothing is blowing me out of the
> room.
>

That sound about right. At 0dB on K-14, you are 14dB below 0dBFS. I also
assume you are using Digicheck for metering -
also be sure Digicheck is set for RMS levels, not peak. When you run the
pink noise test, with Digicheck set for
RMS (ASIO outputs, not hardware), the pink noise test should register 0dB on
both channels (with your master buss at 0,
Control Room at 0, Totalmix at 0 on the ASIO channels,, and whatever level
is needed on the output channels along with your outboard monitor gain).

Put on something like No Doubt's Rock Steady CD, or anything with an average

RMS of

-9 to -11dB - it should sound too loud when monitoring with 83 db SPL (esp. at K-20)(The average rms is -9 to -8.5dBFS on most songs on Rock Steady). But I would advise starting with a lower monitor level, and working up to your 83db reference to see how loud it really sounds - it will be well over 83db - probably around 95-100db SPL.

The idea is to get us out of the loudness mindset and back to mixing with dynamic range, and hearing subtle, quieter detail in the process without the ear fatigue that is associated with mixing for high average rms levels.

With rock/pop, you want your average levels around 0 on K-14 with some pushing yellow, but few peaks in the red. You shouldn't have any levels sitting in the red with K-14, but guaranteed, most over compressed pop CDs will sit in the red.

Regards,
Dedric

> hmmm

>

> Am I doing something wrong? Hey Dedric, I too thought that it could not convert PT7 sessions, but as we

just witnessed from Sonistates's video, it does convert PT7.. That's a break thru HUGHED!!!! And, that levels the playing field for alot of studios.

"Dedric Terry" <dterry@keyofd.net> wrote:

>SSL bought it from CuiBonoSoft - it was EDL Convert Pro. Works great for

>converting

>EDLs, OMFs, etc (I use v4 - it's a lifesaver). The word from a v5 beta

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>Either CuiBono figured out 7,

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>It's also now twice the price it was, but still worth it.
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>> any session (EDL) into another format DAW session format.
>>
>> If this thing works, this could be big?
>> <http://www.sonicstate.com/news/shownews.cfm?newsid=5384>
>Dedric, Thanks for taking the time to explain it to me. This is really important
for me because otherwise I just keep turning it up and up and up till it
all sounds loud and nothing else.

Thanks !Dedric, I'm curious.How well does that software works?

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TCBI've posted such things here before and it was, um, not well received.

TCB

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>PTHD
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>>>>>>>a comprible mac. Letting you run your UAD (via fx wrap) if you want
>to.
>&

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [erlilo](#) on Fri, 17 Aug 2007 05:46:32 GMT
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that out, Bill - not sure I've ever noticed that
> setting. Is that in the MIDI section of the Device Setup menu?
>
> Neil
>
> Bill L <bill@billlorentzen.com> wrote:
>> Just a guess: Make sure, in the device setup, you have "Use system
>> timestamp" clicked. That can really screw with midi timing.
>>
>> Neil wrote:
>>> Dedric, or any other Cubase MIDI geeks out there, I need some
>>> help with this.
>>>
>>> OK so for the first time I decided to try a project using
>>> nothing but VSTi's, so I loaded up DHF2, set up a GM Drum map,

>>> and started programming a few measures. Fine.
>>>
>>> Next I loaded in a softsynth & started programming a few bars
>>> there, but I couldn't get it to sync with the drums. I had
>>> latency set at .7 Msec, so that shouldn't have been the
>>> problem, but even when I manually moved/quantized stuff it
>>> still was off a bit. SO, I turned off the drum mapping on the
>>> DHF channel & lo & behold the quantization on the drum mapped
>>> editor vs the non-drum-mapped editor was off! Next, even when I
>>> manually edited the (now) non-drum-mapped drum rack to the
>>> right quantization points, it wasn't syncing right - IOW the
>>> beat was off a bit here & there.
>>>

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Doug Wellington](#) on Fri, 17 Aug 2007 16:13:43 GMT
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/>
support interleaved, but it also splits interleaved files.
Not EDL Convert's fault - just a legacy spec issue that is only now, slowly
being recognized as such.

Dedric

"LaMont" <jjdpro@gmail.com> wrote in message news:470a8051\$1@linux...
>
> Dedric, I'm curious.How well does that software works?
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&

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [John Macy](#) on Fri, 17 Aug 2007 16:30:11 GMT
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Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Tom Bruhl](#) on Fri, 17 Aug 2007 17:20:18 GMT
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>>> If this thing works, this could be big?
>>> <http://www.sonicstate.com/news/shownews.cfm?newsid=5384>
>>
>Possibly because in the past this was a newsgroup full of Paris fanatics who
were fiercely denying any notion of Paris being obsolete and were still sharing
experience, strength and hope for the future of their favorite DAW. Now
it's a newsgroup full of former, soon-to-be-former and eventually-to-be-former
Paris fanatics who hang together because they just like each others' company.
I suspect that info regarding possible future paths for all of us still
using Paris as our main DAW would be seen in a somewhat different light at
this point in time.

Gantt

"TCB" <nobody@ishere.com> wrote:
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>I've posted such things here before and it was, um, not well received.
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Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Ted Gerber](#) on Fri, 17 Aug 2007 19:36:44 GMT
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Subject: Re: Motorized faders - touch sensitive or not?
Posted by [LaMont](#) on Fri, 17 Aug 2007 22:26:26 GMT
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0.
>>>>>>>
>>>>>>>>So, you would not have to purchase a new PC. he PC(s) you are are
more
>>>>>>than
>>>>>>>enough..
>>>>>>>
>>>>>>>
>>>>>
>>>>
>>>>
>>>>
>>>
>>>
>>
>>
>What delights does Byron Bay have to offer?

Kim wrote:

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

>> While you were gone the Paris NG computer rebooted itself and when it

>> came back up, it spit out the secret to life and the universe...

>

> I think I know which moment that was. I was under the shade of a tree doing

> a painting and smoking a peace pipe when suddenly the truth of everything

> appeared before me and I was one with the universe. I telepathically beamed

> my vision to multiple locations (including this server of course) before

> receiving a sudden pang of pain which seemed to have a psychic relationship

> to the words "Memory Exception Error in block FFE3 2B1A" at which point I

> suddenly found myself falling off my chair, narrowly avoiding painting my

> nose green in the process.

>

>> It's gone now though...

>

> Yes, it has. ;o)

>

>> where'd you go??

>

> Northern NSW. In particular Byron Bay, among other, err, similar places.

> ;o)

>

> Cheers,

> Kim.

>

>

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

>>> For those who knew I was gone. :o)

>>>>

>>>> And I had a wonderful trip. I may post pics later...

>Greetings, Parisians! After missing AES thanks to work in the office I spent

the rest of the weekend in a stinking hot recording room doing Monkiedrums.

So then, I now have six tunes to edit.

In previous experiences doing this lovely task I have manually edited all of the kick/snare/tom mics instead of using gates to get rid of extra sonic trash bleeding through from the rest of the kit.

First, do you folks who work a lot with acoustic drums usually do this? If not, do you do something else?

Thanks,

TCBI'm almost embarrassed to post this but the "kick" preset on UAD-1's Neve 88RS plugin has such an efficient use of gating, EQ and compression that just dropping it on a kick absolutely transforms it into something

altogether different.....and different in a good.....err.....no, not good.....great way. Drumagog is also your friend in this situation and using Drumagog BFD with the Neve 88RS...well.....anyway....

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Subject: Re: Motorized faders - touch sensitive or not?

Posted by [Dedric Terry](#) on Fri, 17 Aug 2007 22:58:10 GMT

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> Thanks,

>

> TCBWell, from my perspective, the dinner was excellent. The sangria was yummy and the DJ paella tasted great. The restaurant did a great job accommodating us, and the giant roach was friendly and entertaining.

Of course, the company was beyond comparison. I'm not sure if there were more of us Paris users or not present, but that really didn't matter. The conversation was plenty lively and covered a lot of bases.

Sorry you missed the fun, Thad. I can understand being stuck at work. Hope you made it to the show on another day.

- Paul Artola
Ellicott City, Maryland

On 9 Oct 2007 05:29:57 +1000, "TCB" <nobody@ishere.com> wrote:

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>TCBI never gate drums, but in some busy tunes, I edit the tom tracks. I'm pretty
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"DJ" <animix _ at _ animas _ dot _ net> wrote:

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>Thanks. I suspect Digi will once again encrypt it's session files to keep their product exclusive..

"Dedric Terry" <dterry@keyofd.net> wrote:

>It works quite well. There are issues of manufacturers (ahem... Digi...)

>changing their implementations with new revisions

>and causing headaches for everyone else - particularly AAF - so at least

>with EDL Convert, you can convert to

>a format the recipient app can open. It can read and open PT 5 and earlier

>sessions (version 4 - 5 of course moving up to PT7); EDLs from most

>everything (Sam/Sequoia, Sonic Studio, Vegas, discreet); Cool Edit

>Pro/Audition .sess; OpenTL; AES31; OMF; Sadie; Soundscape; Tascam backup;

>Wavelab, etc; and export to much the same.

>

>OMF of course usually works fine with most

Subject: Re: Motorized faders - touch sensitive or not?

Posted by [DJ](#) on Sat, 18 Aug 2007 01:27:01 GMT

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major DAWs, as is without

>convert. But where problems occur, even running OMF's through it can clean

>up variations in implementation.

>

>A notable downside to OMF and AAF are the legacy dual mono format Digi

>forced on the world. Projects with interleaved stereo

>files are always split (per OMF specs) into dual mono. AAF is supposed

to

>support interleaved, but it also splits interleaved files.

>Not EDL Convert's fault - just a legacy spec issue that is only now, slowly

>being recognized as such.

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>>>"LaMo

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Doug Wellington](#) on Sat, 18 Aug 2007 02:09:39 GMT
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nt" <jjdpro@gmail.com> wrote in message news:470a6145\$1@linux...
>>>>
>>>> Have you guys & gals seen this new SSL software product that will
>>>> convert
>>>> any session (EDL) into another format DAW session format.
>>>>
>>>> If this thing works, this could be big?
>>>>

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [DJ](#) on Sat, 18 Aug 2007 03:09:56 GMT
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ight up to the beginning of the first hit,
then fade out the last hit in no particular length, just as
long as each fade sounds natural.

When I'm working with real drums, then I'm definitely going to use the "organic-ness" (organosity? organisiousness? organitude? :)) of the atmospheere of the whole kit, which includes a certain amount of leakage. Now, I will admit this much: back in the late 80's/early 90's I used to gate the shit out of drums, because there was a certain discrete sound that came from doing that, but I don't do that anymore.

Actually, Thad, I'm kinda surprised you'd even consider doing that (editing or gating), I kinda thought I recall you mentioning you had a lot of taste for the lo-fi - if that's the case, then the more bleed, the better, usually.

Neil

"TCB" <nobody@ishere.com> wrote:

>

>Greetings, Parisians! After missing AES thanks to work in the office I spent
>the rest of the weekend in a stinking hot recording room doing Monkiedrums.

>So then, I how have six tunes to edit.

>

>In previous experiences doing this lovely task I have manually edited all
>of the kick/snare/tom mics instead of using gates to get rid of extra sonic
>trash bleeding through from the rest of the kit.

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Aaron Allen](#) on Sat, 18 Aug 2007 07:49:44 GMT
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;>> crazy and I need some opinions . . .

>>>>

>>>> I'm linking a demo of a song from the new CD project. It's a weird
>>>> little ditty and I just wanna know what people think and also if anyone
>>>> can tell me what the hell kind of music this is. Or maybe that doesn't
>>>> matter. Who cares about categories anyway?

>>>>

>>>> Remember, it's just a quick demo, so excuse the midi drums and the
>>>> raspy scratch vocal. :)

>>>>

>>>> to stream:

>>>> <http://www.sarahtonin.com/playlist/Dream%20demo.m3u>

>>>>

>>>> or to download

>>>> <http://www.sarahtonin.com/music/Dream%20demo.mp3>

>>>>

>>>> Thanks for listening,
>>>>
>>>> Sarah J. Tonin
>>>
>>>
>>>Sarah,
>>>
>>>Your voice reminds me so much of Grace Slick sometimes. I like the song
>>>and
>>>the mix/production.....it sounds somewhat "broadway musical'ish" to
>>>me.....perhaps it could be Rogers & Sarastein.
>>>
>>>Put me on the list for a copy of the CD.
>>>
>>>;o)
>>>Deej
>>>
>>
>depends on the song and the kit but mainly yes i gate the inn and out
kicks plus the top snare and the toms unless the bleed adds something
needed. it really cleans up the verb if added.

On 9 Oct 2007 07:13:11 +1000, "TCB" <nobody@ishere.com> wrote:

>
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>of the kick/snare/tom mics instead of using gates to get rid of extra sonic
>trash bleeding through from the rest of the kit.
>
>First, do you folks who work a lot with acoustic drums usually do this? If
>not, do you do something else?
>
>Thanks,
>
>TCBi should add that with 11-13 mics per kit the OH's, M/S and room mic
add the rest of the sonic pallet.

On 9 Oct 2007 07:13:11 +1000, "TCB" <nobody@ishere.com> wrote:

>
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>of the kick/snare/tom mics instead of using gates to get rid of extra sonic
>trash bleeding through from the rest of the kit.
>
>First, do you folks who work a lot with acoustic drums usually do this? If
>not, do you do something else?
>
>Thanks,
>
>TCB"Neil" <IOUOIU@OIU.com> wrote in message news:470ab0bb\$1@linux...
>
> I do it with Tom tracks, but that's it... I just trim the start
> of each roll/fill right up to the beginning of the first hit,
> then fade out the last hit in no particular length, just as
> long as each fade sounds natural.

Check. Only exception is when I get a weak performance/drum under a mic in the snare or kick dept and the bleed is just too much. Not often, but has happened and I usually have to edit the 'non' hits out and trigger a sample in these cases.

> When I'm working with real drums, then I'm definitely going to
> use the "organic-ness" (organosity? organisiousness?
> organitude? :)) of the atmospheere of the whole kit, which
> includes a certain amount of leakage.

Check.

> Neil

Yup, we agree on this process, but I might also add that it really depends on the player, the kit, the room, the mic placement and the song as to what vibe I'm batting for. Gating is the lazy way to fix those kinds of things (and the sound suffers for it IMHO) that should be attacked manually to keep a real kit vibe going. If you're going after the Phil Collins thing, well then gating will be your tool of choice. retriggerin' samples off a sloppy kit can get pretty sketchy, and you're fairly well assured to kill any finesse or ghost notes, and that is where the vibe lives, again IMHO. I've never dug gates, and in the 90's I had some DOD piece (single rack, 4 'gates') that allowed leakage via potentiometer using DBX VCA's in it. Jeez, I wish I still had that thing, you could dial up the 'organic' right there on it but control the bleed factor.

Happy editing!
AA

> "TCB" <nobody@ishere.com> wrote:

>>
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>>First, do you folks who work a lot with acoustic drums usually do this?
> If
>>not, do you do something else?
>>
>>Thanks,
>>
>>TCB
>Believe me, Neil, If had a great sounding kit in a great room I'd do everything
with five great mics and wouldn't edit a thing. But to steal a line from
the Donny Rumsfeld Quote Book you don't make a record with the drums and
room you want, you make a record with the drums and room you have. In this
case I'm fighting the room (a lot) and the kit (a little, it's a Yamaha Recording
Custom kit, good drums but not stylistically perfect for the sound I want).
Lastly, the Monkees tend to layer it on a bit when it comes to guitars/vox/keys
later on, so I'm sure we're going to be going for much more of the spot mics
than I would like given my own stylistic tendencies.

I'm trying to be flexible with these guys. I have my own (very strong) opinions,
but even though I'm kind of in charge of the recording I think I have to
respect the ideas and sonic preferences of the whole band. We even used a
click for the drum tracks because the drummer actually likes to record
with a click.

Favorite drums I've ever recorded were an old Ludwig maple kit that had what
I swear were bullet holes in one of the toms. I got to use a huge concert
hall at Yale and tracked with two Octava overheads, an SM-57 on the snare,
I forget what kick mic, and a stereo pair about ten rows into the hall for
ambience. This time I'm recording in a 14x12x11 room that is on the end of
someones garage. A slightly different animal I fear.

Thanks for the tips, I think I'm just going to do what I did before, even
if it is pretty time consuming.

TCB

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

>
>I do it with Tom tracks, but that's it... I just trim the start
>of each roll/fill right up to the beginning of the first hit,
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>out of drums, because there was a certain discrete sound th

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Doug Wellington](#) on Sat, 18 Aug 2007 21:58:14 GMT
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gt;crunched version that shipped with the Paris rigs?
>>>>>
>>>>>AA
>>>>>
>>>>>
>>>>>"Mike Audet" <mike@.....> wrote in message news:4705b550\$1@linux...
>>>>>
>>>>> Hey all,
>>>>>
>>>>> I've got some new goodies!
>>>>>
>>>>> I've just released the "PARIS compressor". It's the original PARIS
>>
>>>>> compressor
>>>>> algo before it was "crunched" to allow 16 compressors to fit on one
>>EDS100
>>>>> card. I've added meters (of course) AND
>>>>>
>>>>> I fixed the sample rate bug in this and my previous two plugins!
>>>>>
>>>>> If you hadn't heard, almost all the PARIS effects assume 48k for their
>>>>
>>>>> calculations,
>>>>> even when they are working at 44.1K. Not these. They operate at
the
>>>>
>>>>> project
>>>>> sample rate. Can you hear a difference? You tell me!
>>>>>
>>>>> you can download these at www.mikeaudet.com/ensoniq.ca or

```
>>>>> once the DNS goes through, simply at ensoniq.ca.
>>>>>
>>>>> These plugins are released as "pay what you can" (ie - not free).
```

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [xpam_mark](#) on Sun, 19 Aug 2007 07:29:06 GMT
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You mean apart from the girl from Finland in the short white dress?

>

>Kim wrote:

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

>>> While you were gone the Paris NG computer rebooted itself and when it

>>> came back up, it spit out the secret to life and the universe...

>>

>> I think I know which moment that was. I was under the shade of a tree
doing

>> a painting and smoking a peace pipe when suddenly the truth of everything

>> appeared before me and I was one with the universe. I telepathically beamed

>> my vision to multiple locations (including this server of course) before

>> receiving a sudden pang of pain which seemed to have a psychic relationship

>> to the words "Memory Exception Error in block FFE3 2B1A" at which point

I

>> suddenly found myself falling off my chair, narrowly avoiding painting
my

>> nose green in the process.

>>

>>> It's gone now though...

>>

>> Yes, it has. ;o)

>>

>>> where'd you go??

>>

>> Northern NSW. In particular Byron Bay, among other, err, similar places.

>> ;o)

>>

>> Cheers,

>> Kim.

>>

>>

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

>>>> For those who knew I was gone. :o)

>>>>

Subject: Re: Motorized faders - touch sensitive or not?

Posted by [Aaron Allen](#) on Sun, 19 Aug 2007 14:41:56 GMT

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e5MfMfhcAsILA3Dzrp4xDdtN1CXgKWUldNC3h6
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6mASa/SESg+fpbVYrDscqCmp8oqMRiuQmoDrjBRLANdYvHgpNNXnfGOFrjGg
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tKuuBQui24A4mHmIdiAunq5QbXV8O/7y/2Pv2sO

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Paul Braun](#) on Sun, 19 Aug 2007 17:31:42 GMT
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isVY/5SCLsp

sicoxKsURXWKWXLf/C6Kz6MUKzMV68sUm9cpqncpvj+q+OmM4thFxa6xfmL
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W1Sa7WrNLqVmn0zz03PNzw81Nbc0p+s1537RXPpB07BJc+MzzR2p

Subject: Re: Motorized faders - touch sensitive or not?
Posted by [Doug Wellington](#) on Mon, 20 Aug 2007 12:19:08 GMT
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e for real fun.

"It's going to be such good times," one blogger wrote after Moore published

saturation (some predict 14M sold by end of 2008,) a mesh networking application (or something to cross-connect the myriad of networking options) and an attractive application to encourage the owners to share amongst each other (say, some funky music sharing application or social networking tie-in, or instant messaging.) That'll lay the ground work for some very effective malware."

For his part, Moore said in his posting that he's added support for iPhone executables to the msfpayl
