
Subject: Re: IS IT MY NAME OR WHAT?

Posted by [Carl Amburn](#) on Fri, 12 Jan 2007 18:35:22 GMT

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

512MB RAM and a pair of 5 meter DVI-D cables to hook them up. I was in a print shop earlier today and saw a 22" Dell wide screen running analog. It was very nice and detailed and a pair of these would have probably worked, but I think that having the bit of extra screen real estate is something I'll be glad I did. I really like the adjustability of these monitors. Being able to raise and lower them will really help the ergonomic mojo here.

Deej

"Doug Wellington" <doug@parisfaqs.com> wrote in message
news:45c76e24@linux...

> "TCB" <nobody@ishere.com> wrote in message news:45c61ddf\$1@linux...

>> I use a single Dell 24" at home and it's been a really nice monitor.

>

> I'm using a dual 24" Dell setup at work. We even have three visualization
> walls that each have 15 (!) of the 24" Dells in a three row by five column
> arrangement.

>

> Doug (And yes, we're using Linux on them...) ;-)

>

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

>Thanks again to all -

In BIOS there is "SW Single Processor Mode - enable/disable" this forces
the processor to run in single core mode, jus

Subject: Re: IS IT MY NAME OR WHAT?

Posted by [Don Nafe](#) on Fri, 12 Jan 2007 18:45:50 GMT

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

to using graphical mode in

> >> >> Cubase...I tried running it on a simple vocal track

> staring at

> >> "0" and

> >> >> I see the graph showing up after the vocals

> start...about a 1/2

> >> second

> >> >> or so.

> >> >>

> >> >> Am I missing something here?

> >> >>

> >> >> DOn

> >> >>
> >> >
> >>
> >>
> >>
> >> I choose Polesoft Lockspam to fight spam, and you?
> >> <http://www.polesoft.com/refer.html>
> This is a multi-part message in MIME format.

-----=_NextPart_000_00DD_01C74953.7A585130
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

David,
So there's no real-time automatic mode? Maybe standalone on my Paris =
comp
is the way to go then. A friend of mine has the full blown version =
around here.
I'll have to get a demo from him. He loves it with Logic.

Is the polyphonic version as good quality as it gets? Worth the extra =
cash?
Tom

"EK Sound" <askme@nospam.com> wrote in message news:45c7b357@linux...
Just to explain... the Melodyne plugin has to "record" the track from=20
the host first... in real time. Then you can manipulate the sound=20
during playback. One issue here... if you try to go back to the track =

(not that you need to) and make additional edits, these edits will=20
have to be recorded into Melodyne again. You would lose what work

Subject: IS IT MY NAME OR WHAT ?
Posted by [Yasser Shaaban](#) on Fri, 12 Jan 2007 19:10:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

nd as far as I'm concerned live =
timecode=20
vinyl manipulation (with the
buffers set to the lowest possible in =
the RME=20
config) is pretty demanding
real time usage.

So, I now use =
and=20
endorse crappy ACER laptops for audio use, especially if
the cost =
of the=20
added on hardware double the cost of the portable.

BTW - FLAC =

kicks=20

serious amounts of ass as well.

TCB
</BLOCKQUOTE>
<DIV>

I choose Polesoft Lockspam to fight spam, =
a

Subject: Re: IS IT MY NAME OR WHAT?

Posted by [brandon\[2\]](#) on Fri, 12 Jan 2007 19:26:05 GMT

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

/>
> Autotune
> >> was unable to extract the timebase from the project (I =
guess
> DX does
> >> not support this). Now that it is VST, they are able to
> include this.
> >> Previously, you would have to work from the exact same =
point
> >> everytime... which is why they generally recommend you =
work
> on one
> >> line at a time, and render each line when you have =
finished
> tuning.
> >> With version 5, you can work on any point in the time =
line
> with no
> >> troubles. That being said, Melodyne kicks the snot out =
of
> Autotune!!
> >>
> >> David.
> >>
> >> Chris Ludwig wrote:
> >> > Haven't tried it but I think only the newest VST =
version of
> >> autotune has
> >> > a functional graphical mode.
> >> >
> >> > Chris
> >> >
> >> >
> >> > Don Nafe wrote:
> >> >
> >> >> Hi guys
> >> >>
> >> >> Cubase newbie here

> >> >>
> >> >> just wondering if there's a trick to using graphical =
mode in
> >> >> Cubase...I tried running it on a simple vocal track
> staring at
> >> "0" and
> >> >> I see the graph showing up after the vocals
> start...about a 1/2
> >> second
> >> >> or so.
> >> >>
> >> >> Am I missing something here?
> >> >>
> >> >> DOn
> >> >>
> >> >
> >>
> >>
> >>
> >> I choose Polesoft Lockspam to fight spam, and you?
> >> http://www.polesoft.com/refer.html
>

-----=_NextPart_000_00DD_01C74953.7A585130

Content-Type: text/html;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>David,</FONT></DIV>
<DIV><FONT face=3DA
```

Subject: Re: IS IT MY NAME OR WHAT?

Posted by [brandon\[2\]](#) on Fri, 12 Jan 2007 19:31:36 GMT

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

rial size=3D2>So there's no real-time automatic =
mode? Maybe=20

standalone on my Paris comp</DIV>

<DIV>is the way to go then. A friend =
of mine has=20

[illegible]

[illegible][illegible][illegible]

the newest VST version of
autotune=20
has
a functional graphical=20
mode.
Chris

```
br />
> > > > >> Is it totally functional except for automation?
> > > > >> I'm pretty sick of Autotune 1.3 and the
> usual work
> > arounds.
> > > > >> Good to go in Pari
```

;mailto:

```
s?
> > > >>
> > > > >> "EK Sound" <askme@nospam.com>
> <mailto:askme@nospam.com>
> > <mailto:askme@nospam.com>
> > > <mailto:askme
```

Page 7 of 8 ---- Generated from The PARIS Forums

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

Page 8 of 8 ---- Generated from The PARIS Forums