
Subject: OT: Internet and Transferring large files from L.A...

Posted by [Kim](#) on Wed, 11 Jul 2007 01:30:07 GMT

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im some of the

>> songs

>> he has here in PARIS. So I'm thinking I somehow need to get them to Mp3.

>> Will this work? Bounce to disk as a wav file, use what to convert to Mp3.

>> Thanks Jim

>

> Yes.that will work.

>

> ;o)

>

>That's great to know. I'm gonna have to try that out after I track down Neil's sonic nirvana. Thanks

Johnhey Neil, how about emailing me your phone number please. I'd like to chat with you about your mixes.

j o h n AT k f o c u s DOT c o m Oh, I thought Paris was releasing a new version. hehe soon JohnHi Ed I need to be able to email him the file. Will this still work? Jim

"Ed" <

Subject: Re: OT: Internet and Transferring large files from L.A...

Posted by [Dedric Terry](#) on Wed, 11 Jul 2007 05:39:16 GMT

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lace for audio apps. Logic was the first to support OSX.

Other audio products from other companies help support Apple's interest in selling more Macs. Which is why Apple encourages other developers.

> Developers adopted AU and Core Audio because they had to in order to survive
> - most of them already had Mac products they would simply lose if they
> didn't. Notice that some developers that didn't have Mac support, never
> moved to AU (Voxengo for one; Algorithmix, etc). It was a forced decision
> since VST, ASIO, etc had been dropped, just as Logic 5/PC was - if it
> doesn't make money for Apple, it is unceremoniously canned. With Vista,
> VST, ASIO, WDM all still work, so developers aren't buying Microsoft's pitch
> to move to their own internal driver/protocol. I believe at least one of
> the developers in that article expressed reservations over trusting their
> product to a protocol (WaveRT) that was held by an OS developer that had no
> direct interest in professional audio (sound familiar now? They've learned
> from the Apple experience, and past Microsoft experience - DirectX for one).

I would say they've learned from their VST experience as Apple did. Apple moved a way from a Steinberg controlled standard to their own integrated standard. Review the history there, more than a few developers were a bit impatient with Steinberg.

> I think the moral of the story is that pro audio is best handled by
> developers in that market, not companies more interested in selling
> operating systems, home computers, and/or iToys.

The opposite moral is also possible to glean from all of this. Let the OS handle it.

Cheers,
-Jamie
www.JamieKrutz.com

> Regards,
> Dedric
>
> On 9/7/07 9:16 AM, in article 46e16b5e\$1@linux, "LaMont" <jjdpro@gmail.com>
> wrote:
>
>> Okay fam, I just read a very interesting article in July's 07 SOS (Sound On
>> Sound -What The Devlopers Think) about the state of MS Vista AND

Subject: Re: OT: Internet and Transferring large files from L.A...
Posted by [JeffH](#) on Wed, 11 Jul 2007 06:23:24 GMT
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>>>> the developers in that article expressed reservations over trusting their
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>>>> direct interest in professional audio (sound familiar now? They've learned
>>>> from the Apple experience, and past Microsoft experience - DirectX for
> one).
>>>> I think the moral of the story is that pro audio is best handled by
>>>> developers in that market, not companies more interested in selling
>>>> operating systems, home computers, and/or iToys.
>>>>
>>>> Regards,

>>>> Dedric
>>> Sometimes You guys kill me with your anti Mac/Apple opinions. When MS
> goes
>>> proprietary you guys call it a standard, and you accept it. If Apple
> does
>>> it, it's a problem. AU is a ground up rewrite of their audio software
> system.
>>> They did it to improve audio on Mac OS. I don't like that they dropped
>>> VST support in some of their software, but you still have other choices
> on
>>> a Mac to use VSTs, including your favorites from Steinberg. Many new
> plugin
>>> development companies showed up because the new AU format created new
>>> opportunities
>>> for start ups. It's all good.
>>>
>>> By the way, read this: <http://www.voxengo.com/press/114/>
>>>
>>>> On 9/7/07 9:16 AM, in article 46e16b5e\$1@linux, "LaMont" <jjdpro@gmail.com>
>>>> wrote:
>>>>
>>>>> Okay fam, I just read a very interesting article in July's 07 SOS (Sound
>>> On
>>>>> Sound -What The Devlopers Think) about the state of MS Vista AND is
> it
>>> time
>>>>> for (Them DAW manufactuers) to go 64 bit.
>>>>>
>>>>> Well, the article featured most of the heavey hitters in the industry
>>> (RME,
>>>>> M-Audio, Native Instruments, Steingberg, Cakewalk, Lynx .
>>>>>
>>>>> As far as 64 bit in the DAW most , except Cakewalk, feels that it's
> not
>>>>> needed.
>>>>> But, you get the feeling that they say this because of the work involved.
>>>>> Secondly, They're not impreessed(except Cakewalk) with Microsoft's new
>>> built-in
>>>>

Subject: Re: OT: Internet and Transferring large files from L.A...
Posted by [TCB](#) on Wed, 11 Jul 2007 18:24:41 GMT
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stop now. But, we need to let the manufacturers know (what they already
>> know) and that is the Windows train is moving and even if Vista is not
the

>> OS, the Next version will be the right one and it will be 64 bit.. Companies
>> like RME & Steinbergs will get left behind if they don't start moving
in
>> that 64 bit direction).
>>
>> To may of us have Pre-Invested in 64 bit CPUs with the promise of 64 bit
>> processing. Apple will be there soon with OS-x 64 with a newly re-wriiten
>> version of Logic (64 bit). Digi and Motu will be on the 64 bit train as
>> well..Chooo
>> chooooooc choo...
>>
>>
>However, what kinda price do you put on "piece of mind". Work arounds, Total
mix?? Yikes!!

How much does, "it just works" cost?? :)

Dedric Terry <dterry@keyofd.net> wrote:

>Lamont - you might want to add up the equivalent plugin counts on a HD accel
>card and compare it to, for example, a UAD-1. The cost is more than double
>per plugin compared to a UAD-1, with PCs and all hardware factored
>in/balanced off. So, who's hoodwinking who? ;-)
>
>Digi has no interest in prevent

Subject: Re: OT: Internet and Transferring large files from L.A...

Posted by [excelav](#) on Wed, 11 Jul 2007 23:20:47 GMT

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me
to

>run my 4 x UAD-1 cards and 3 x RME cards on a dual socket quad core system

>with more than 2G of RAM?

>

>Steinberg doesn't really have their apps optomized for 64 bit or dual socket

>quad core CPU's on windows or OSX, right?

>

>UAD has 64 bit drivers as does RME now and both have PCIe cards to access

>the higher bandwidth available, or I can spend \$2k and purchase a GE Fanuc

>(formerly SBS) PCI>PCIe expansion chassis that is 64 bit capable and will

>hold all 7 of my RME and UAD-1 cards.

>

>All I really would like to be able to do is to implement 4G RAM on my DAW
>for now.
>
>Could I just buy and run XP64 and achieve this or will the Steinberg app
>bottleneck the implementation of more than 2G (or require me to use the
3G
>switch-which I could do with XP 32 anyway)?
>
>Also, once Cubase/Nuendo becomes capable of working with 64 bit and dual
>socket Quads, if I'm a windows user, I'm going to have to run Vista anyway
>since XP (64 or 32) doesn't support dual quads, right?
>
>It seems to me that until Steinberg gets it shit together (if you're talking
>about Cub-endo), we Steinyheads are just pissin in the wind having these
>discussions.
>
>Dj, I

Subject: Re: OT: Internet and Transferring large files from L.A...
Posted by [Kim](#) on Thu, 12 Jul 2007 02:19:47 GMT
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t it may be more up to th motherboard. Sometimes the chip set
makers will do stupid stuff.

Bigger drive=more data to lose...
:)

Chris

DJ wrote:

> I need a new audio drive and was thingking about this:
>
> <http://www.newegg.com/Product/Product.aspx?Item=N82E16822148134>
>
> Can Win XP handle 750GB?
>
> Thanks,
>

> Deej

>

>

>

--

Chris Ludwig

ADK

chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>

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

(859) 635-5762 Interesting that you wrote that Deej,

>>>>(Steinberg doesn't really have their apps optimized for 64 bit or dual

>>>>socket

quad core CPU's on windows or OSX, right?)<<<<

I've been running a Q6600 (Core 2 Quad with 4 Gb Ram), for a month or so with Nuendo and PT M-Powered.

Initially, I had problems with PT, (graphic redraw etc), and Nuendo seemed fine, or so I thought,

I managed to solve the PT problems with great thanks to Chris Ludwick and his advise and now PT flies with very little latency.

On the other hand, as soon as I try to get any latency approaching PT on Nuendo, I get many (random) clicks.

It really shot me in the foot last week during a V/O session with a high profile voice / actor.

When I reduced the latency to 20 ms all was OK, but I'm sure when I was running it on my core 2 Duo (E6600), I could get a smaller size than that.

What's with that?

BTW, Nuendo works really well with Vista, at least on my home comp, (the old studio E6600 dual c