Subject: Punchdown patchbays
Posted by Deej [4] on Mon, 16 Apr 2007 18:06:16 GMT
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/>
>> > ><DIV><FONT face=3D3DArial size=3D3D2>I am using an =
older Lucid
>> clock now =3D
>> > >with 2 Mecs=3D20
>> > >already.</FONT></DIV>
>> > ><DIV><FONT face=3D3DArial size=3D3D2>They each have =
five
>> modules in =3D
>> > >them. The=3D20
>> > >others may</FONT></DIV>
>> > ><DIV><FONT face=3D3DArial size=3D3D2>see a single ADAT =
at most
>> someday=3D20
>> > >maybe.</FONT></DIV>
>> >

Subject: Re: Punchdown patchbays
Posted by EK Sound on Mon, 16 Apr 2007 19:18:48 GMT
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over@excite.com">jkhoover@excite.com</A>>=20
wrote in message <A=20
href=3D"news:46455183@linux">news:46455183@linux</A>...
>=20
Tom
>
> Like ROd and others I'm going digital to a DAC1, =
but me=20
it's off the
> S/PDIF on the 442. How many bits is that=20
thing?
>
> I just like having all my 24 bit inputs off the =
master=20
card for recording,
> and I'm too lazy to move things around =
after I=20
record. I think either way
> will work. I cannot =
stress=20
enough the importance of GREAT SYNC in this
> situation. =
I=20
wrestled waaaaaay too many hours before I finally put in
> word =
clock=20
cables all the same length and of good quality. Once I got =

> them=20
all the same hooked to the Lucid GenX, everything has been smooth =

>=20
sailing (except for the occasional experience of Auto tune starting up =
at=20

> the wrong sample rate. I really though I stunk as a =
singer=20
until I looked
> up and saw it running a 48 on a 44.1=20
project!).
>
>

Subject: Re: Punchdown patchbays
Posted by dc[3] on Mon, 16 Apr 2007 19:35:43 GMT
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> JH
>
>
>>=20
Jeff,
>> I did that a couple of weeks ago too and it =
stabilized Paris=20
for sure.
>> I get crashes booting up Paris still for other =
reasons=20
but once it's up
>> and running it is more stable on the =
Root C:=20
. Thank you Dimitrios.
>> Those other changes D. =
suggested are=20
still in the making for me.
>> Big stuff =
there!
>> I'd=20
rather have a MEC on the A card for the 24 bit SPDIF. Are=20
you
>> just monitoring 20 bit?
>> =
Tom
>> =20
"Jeff Hoover" <<A =
href=3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>=20
<<A=20
=
href=3D"mailto:jkhoover@excite.com">mailto:jkhoover@excite.com</A>>&gt=
;
&

Subject: Re: Punchdown patchbays
Posted by Deej [4] on Mon, 16 Apr 2007 19:56:40 GMT
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;
 >>   &amp ;nbsp;=20
>   =2 0
=
><STYLE></STYLE>
 >>   &amp ;nbsp;=
=20
>   =2 0
></HEAD>
 >>   &amp ;nbsp;=20
>   ><BODY=20
bgColor=3D3D#ffffff>
 >>   &amp ;nbsp;=20
>   ><DIV><FONT =
face=3D3DArial=20

size=3D3D2>I'll be buying either =
two
>>   MECs=20
or
 >>   &amp ;nbsp; =
>   two=20
=3D
 >>   &amp ;nbsp; =
>   =2 0
>442s but=3D20
 >>   &amp ;nbsp;=20
>   >don't want=20
it</FONT></DIV>
 >>   &amp ;nbsp;=20
>   ><DIV><FONT =
face=3D3DArial=20
size=3D3D2>to mess my whole rig up =
if
>>   the=20
442s =3D
 >>   &amp ;nbsp;=20
&a

Subject: Re: Punchdown patchbays
Posted by dc[3] on Mon, 16 Apr 2007 20:09:53 GMT
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---

mp;gt;   >don't=20
play=3D20
 >>   &amp ;nbsp;=20
>   =2 0
=
>nice.</FONT></DIV>
 >>   &amp ;nb=
sp;=20
>   ><DIV><FONT =
face=3D3DArial=20
size=3D3D2>I am using an older =
Lucid
>>   =20
clock now =3D
 >>   &amp ;nbsp;=20
>   >with 2=20
Mecs=3D20
 >>   &amp ;nbsp;=20
>   =2 0
=
>already.</FONT></DIV>
>>   =
 =20
>   ><DIV><FONT =
face=3D3DArial=20
size=3D3D2>They each have five
>>   =
modules in=20
=3D
 >>   &amp ;nbsp; =
>   =2 0
>them. The=3D20
 >>   &amp ;nbsp;=20
>   >others=20
may</FONT></DIV>
 >>   &amp ;nbsp; =

>   ><DIV><FONT =
face=3D3DArial=20
size=3D3D2>see a single ADAT at =
most
>>   =20
someday=3D20
 >>   &amp ;nbsp;=20
>   =2 0
=
>maybe.</FONT>&a

Subject: Re: Punchdown patchbays
Posted by Neil on Mon, 16 Apr 2007 22:50:28 GMT
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get="_blank">http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>
>>   =20
<<A=20
=
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>=3D
 >>   &amp ;nbsp;=20
>   >.html</A>=20
=
</FONT></DIV></BODY&g t;</HTML>
>> &nbs=
p;&n

Subject: Re: Punchdown patchbays
Posted by dc[3] on Mon, 16 Apr 2007 23:11:52 GMT
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Dana Bourgeois at a gtr shop - very sweet. Has anyone had experience with
one of these?

The Breedlove factory is about 3 hours away - maybe I should check that out.

Dale

Jeff Hoover <jkhoover@excite.com> wrote:
>DJ
>
>Now I have guitar and rack envy!!!
>
>Try to post pic of my classic tomorrow
>

>JH
>
>wrote:
>> You are soooo old Don. ;o) I remember them too. Used to play one onstage.

>> I'll never forget listening to Dean Parks playing jazz on one of those

>> things back in the late 60's at a party where our band was swapping sets

>> with his.
>>
>> Speaking of Shenandoahs, I've attached a pic to another one of my babies.
It
>> was one of my live giggin guitars back in the 90's but it records well.
>>
>> Ever seen one? It's a Martin Shenandoah C20. Has a very nice feel and
tone
>> to it.They were assembled in Nazareth from parts made in Japan, and were

>> finished in Nazareth as well. The "assembly" did not consist of much more

>> than attaching the neck to the body, however, and because of that and
the
>> Japanese origin, Martin was forced to stop using the "Made in USA" stamp
on
>> the inside. Mine's an early one and says Made in USA. The finish was high

>> quality, and the expense of it on these lower cost guitars was one of
the
>

Subject: Re: Punchdown patchbays
Posted by Nil on Tue, 17 Apr 2007 06:09:24 GMT
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</A>...</DIV>
I=
>>>>'ve=3D
>>>> > got 2=3D20
>>>> > mecs and a 442 working here, no problems at all.
I'm also =
>>>>clocking
>>>> =3D
>>>> >with the=3D20
>>>> > old Lucid genX word clock. 5 modules in one mec,
4 modules in
> =
>>>>the =3D
>>>> >other. 1=3D20
>>>> > adat card each. 6 eds cards, 3 UAD cards, all in
a magma. Oh =

>>>>yeah,
>>>> =3D
>>>> >a Lynx=3D20
>>>> > one in the computer also.
Rod
"Tom Bruhl" <<A=3D20
>>>> > href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20
>>>> > wrote:
>
>
>I'll be buying either two MECs or two =3D
>>>> >442s but=3D20
>>>> > don't want it
>to mess my whole rig up if the 442s don't =
>>>>play=3D20
>>>> > nice.
>I am using an older Lucid clock now with 2 Mecs=3D20
>>>> > already.
>They each have five modules in them. The others=3D20
>>>> > may
>see a single ADAT at most someday maybe.
>
>I =3D
>>>> >can make=3D20
>>>> > the MECs fit in the machine room with the others
>but the 442s
> =
>>>>=3D
>>>> >would be=3D20
>>>> > a lot easier.
>
>Anyone know Deej?
>
>Also I =3D
>>>> >have to=3D20
>>>> > find the pin config for a 56 pin EDAC/ELCO =3D
>>>> >ADAT
>connector. I want=3D20
>>>> > to chop this bad boy off and solder 16 TRS
>to it. Anyone =3D
>>>> >know=3D20
>>>> > whether the ADAT wiring is different=3D20
>>>> > =3D
>>>> >than
>standard?
>T

Subject: Re: Punchdown patchbays
Posted by Deej [4] on Tue, 17 Apr 2007 15:33:58 GMT
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t;>>>=3D3D
></DIV>
><DIV><FONT=3D3D20
>&nbs=3D
  >>>>p;=3D20
  >>>> size=3D3D3D3D2>

I choose Polesoft Lockspam to =3D
  >>>>fight=3D20
  >>>> =3D3D
>spam,=3D3D20
> =3D20
  >>>> =3D
  >>>>=3D3D
>=3D3D3D
>and=3D3D3D20
>you?
<A=3D
  >>>>=3D3D3D20
>href=3D3D3D3D"<A=3D3D20
> =3D20
  >>>> =3D
  =
>>>>=3D3D
>href=3D3D3D'http://www.polesoft.com/refer.html">http://www.=
po=3D
  =
>>>>lesoft.com/refer=3D3D
>'>http://www.polesoft.com/refer.html">ht=3D=

  >>>>tp://www.polesoft.com/refer</A=3D3D
>>=3D3D3D
>.html&=3D

>>>>lt;/A>=3D3D20
> =3D20
>>>> =3D
>>>>=3D3D
></FONT></DIV></BODY></HTML>
&=3D
>>>>gt;
>
</=3D3D
>BLOCKQUOTE></BODY><=3D
>>>>;/HTML>
>
>
</BLOCKQUOTE></BODY></HTML>
>>>>
>>>>
>>>
>>
>>
>=20

------=_NextPart_000_0013_01C794B9.CDE36180
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>DJ,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Rod says his two Mecs have 4 and 5 =
modules=20
each.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I think it's hit or miss. I also =
wonder if it=20
has to do with</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>reinstalling Paris with all the =
hardware present=20
the first</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>go. I don't know for sure. =20
</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV><FONT face=3DArial size=3D2>I'll bet Chris has more than a morsel =
of info about=20
how to get it</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>to work. He's been =
successful many times=20
in the past.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<DIV> </DIV>

<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"DJ" <<A=20
  =
href=3D"

Subject: Re: Punchdown patchbays
Posted by Neil on Tue, 17 Apr 2007 16:10:13 GMT
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=20
  href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
  wrote:
>>>>
>>>>
>>>>What =
do you=20
  guys think,
>>>>What are my chances of getting two 442s =
in the=20
  mix
>>>>without my Mecs losing some of their=20
  =
cards?
>>>>T.
>>>>
>>>> =
;=20
  "Rod Lincoln" <<A=20
  =
href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>&g=
t;=20
  wrote in message=20
  =
=3D
>>>>news:46453f51$1@linux...
&g

Subject: Re: Punchdown patchbays
Posted by dc[3] on Tue, 17 Apr 2007 16:11:51 GMT
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t;>>>
&g=
t;>>> =20
  Mec 1 on card A, 442 on Card B, Mec 2 on Card F (my last=20
  card)
>>>> I'm running spdif out of Mec 1 to a =
DAC=20
  1
>>>> Rod
>>>> "Tom Bruhl" =
<<A=20
  href=3D"mailto:

Subject: Re: Punchdown patchbays
Posted by Neil on Tue, 17 Apr 2007 16:15:41 GMT
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ast.net" target="_blank">arpegio@comcast.net">arpegio@comcast.net</A>>=20
wrote:
>>>> >
>>>> =20
>
>>>> >Hey Rod,
>>>> =
>That=20
sounds promising. What cards do you have =
the
>>>> =20
>Mecs and 442 connected to?
>>>> =20
>Tom
>>>> >
>>>>