
Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [Tony Benson](#) on Wed, 06 Feb 2008 04:57:56 GMT
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>
DC wrote:
> Cool story!
>
> Man, we live in gear heaven don't we?
>
>
> DC
>
>
> "Cujo" <chris@applemanstudio.com> wrote:
>>
>>
>> <http://www.npr.org/templates/story/story.php?storyId=8970561> 0
>>
>It was strange, Friday I took delivery on a vintage U87, my first Neumann!
can't wait t

Subject: Holy Shit! A Music-Related Thread!!!
Posted by [Neil](#) on Wed, 06 Feb 2008 05:35:48 GMT
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gt; NeilHey Rick, I did not get that one.

rick wrote:
> is that a with or without a sunlight tilt? ;o)
>
> On Mon, 21 Apr 2008 11:04:55 -0400, Bill L <bill@billlorentzen.com>
> wrote:
>
>> Oh yeah and Mr. No Spin (Bill O'Reilly) is the biggest spinner of them
>> all. In fact any time he makes the no spin point, you know he just spun
>> the crap out of something.
>>
>> I reckon it's just entertainment. If you take it seriously you WILL end
>> up with your head ti

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [Sarah](#) on Wed, 06 Feb 2008 09:56:41 GMT
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ign authority in." Hmm, OK, who should we
be

>listening to on this subject? Who are the "experts" and how did they get

>that way? Masters of Political Science? I don't think you'll find many
of

>those among our leaders. There are lot of lawyers in the ranks, but I'm
not

>sure that makes anyone an expert in governing. Is it time spent in the

>halls of congress that makes one an "expert"? So we should listen to the

>really old guys? . . . Ted Stevens leaps to mind. Or Ted Kennedy for that

>matter.

>

>Have you ever watched C-Span, or other examples of our government at work?

>Some of those people just don't strike me as our best and brightest. I
can

>only watch that stuff for about five minutes before I scream and change
the

>channel. It's just so intolerably slow and painfully dispassionate. If

>those are our experts, I can see why we're in serious trouble.

>

>Are there really any experts in politics/governing? Who are they, and what

>are their credentials? In our system of government, aren't WE essentially

>the government? Doesn't that mean give every one of us the "expertise,"

>possibly even the duty to speak up?

>

>It's possible, of course, "that government of the people, by the people,
for

>the people" has long since perished "fr

Subject: Re: Holy Shit! A Music-Related Thread!!!

Posted by [Rod Lincoln](#) on Wed, 06 Feb 2008 13:21:01 GMT

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(if any) of these fields.

>>>

>>>And for my next obiter dictum, since when does one need to be an expert

>> to

>>>make a valid observation or have a good idea? That's rather elitist,

no?
>>>
>>>NB
>>>
>>>
>>>"TCB" <nobody@ishere.com> wrote:
>>>>
>>>>I don't think my logic is flawed. It's very difficult for one human being
>>>>to become an expert in one field, much less two or three. I know, as
I
>> have
>>>>failed at a half dozen. Would you listen to Tim Robbins' opinions about
>>>maritime
>>>>a

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [Nei](#) on Wed, 06 Feb 2008 15:54:10 GMT
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3D
>on every=3D20
> track too !!
It even substract latency !!!!
So by putting a =
=3D
>waves=3D20
> rencomp (64 samples) on track 2 that does NOT mean
that =
faderworks
=3D
>will=3D20
> delay all others again by 64 samples !! , thus overall
latency =
WILL
=3D
>REMAIN=3D20
> at 64 samples, ONLY track 2 which was already 64 samples
latent =
=3D
>because of=3D20
> track 1 now faderworks just SUBTRACTS that 64 samples
for this =
=3D
>track=3D20
> !!

Anyone understood what I typed in here ? =3D
>:
Regards,
Dimitrios=3D20
>

eff H <<A=3D20
> href=3D3D"mailto:jkhoover@excite.com">jkhoover@excite.com=3D20
> wrote:
>Dimitrios
>
>How does this function with =3D
>plugins=3D20
> inside a wrapper, for example
>autotune wrapped inside=3D20
> FFX4?
>
>JH
>
>wrote:
>> I tried the =3D
>beta1=3D20

> and it is marvelous.
>> It holds 64 presets with latencies so =
=3D
>you can=3D20
> just click the on button
anytime
>> you load the=3D20
> plugin...
>> Regards,
>> Dimitrios
</BLOCKQUOTE>
><DIV>

I choose Polesoft Lockspam to fight =
spam, =3D
>and=3D20
>you?
<A=3D20
=
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
>.html </DIV></BODY></HTML>
>
>

-----=_NextPart_000_0025_01C8A54F.8E4C3EA0

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 6.00.2900.2180" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>It has been released today.&nbsp; =
</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Get it while it's hot!</FONT></DIV>
```

Subject: Re: Holy Shit! A Music-Related Thread!!!

Posted by [Sarah](#) on Thu, 07 Feb 2008 01:02:32 GMT

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you=3D3D20
> =
>actually</DIV>
> =20
></DIV>hit the =
'Stereo X box" in=20
the =3D
>Paris =3D3D
> >plugin gui =
or=3D3D20
> =20
>assign another</DIV>
> =20
></DIV>mono instance =
for the=20

adjacent =3D
>=3D3D
> >channel? =
This=3D3D20
> =20
>has caused trouble </DIV>
> =20
><DIV>in my =
experience=20
<FONT =3D
>=3D3D
> =20
>face=3D3D3DArial=3D3D20
> >size=3D3D3D2>with =
mono/stereo=20
combinations and Paris.</DIV>
> =20
><DIV> =

</DIV>
> ><DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>Thanks for your answers and=20
when
=3D
>should
> =3D3D
> >it=20
be=3D3D20
> =
>available?</DIV>
> =20
><DIV>I'm=20
ready!</DIV>
> ><DIV><FONT=20
face=3D3D3DArial size=3D3D3D2> =
</DIV>
> =20
><DIV>Tom=20
</DIV>
> ><DIV><FONT =
face=3D3D3DArial=20
size=3D3D3D2> </DIV>
> =20
><BLOCKQUOTE=3D3D20
> =
>style=3D3D3D"PADDING-RIGHT: 0px;=20
PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>=3D3D
> =20
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =
0px">
> =20
> <DIV>"Dimitrios" <<A=3D3D20
> =
> =20
href=3D3D3D"<A=20
=
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.grmailto:musurgio=
@otenet.gr">musurgio@otenet.gr>=20
wrote
=3D
>in =3D3D
> =
>message=3D3D20
> =20
> <A =3D3D
> =3D
>>href=3D3D3D"<A=20
=
href=3D'news:480cbb3a\$

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [Neil](#) on Thu, 07 Feb 2008 05:22:08 GMT
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/>
know=3D20
> when this will be=20

=
released...
Regards,
Dimitrios

"Tom =
=3D
>Bruhl"=3D20
> <<A href=3D3D"<A=20
=
href=3D'mail

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [Rod Lincoln](#) on Thu, 07 Feb 2008 06:53:34 GMT
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;<=
BR>></DIV><=3D
>FONT=3D20
> =20
face=3D3D3DArial size=3D3D3D2>I'm=3D20
> =20
ready!</DIV><BR&am p;gt;></DIV><FONT=20
=3D
>face=3D3D3DArial=3D20
> =
size=3D3D3D2>=20
</DIV>
></DIV&am p;gt;<FONT=20
=3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Tom=20
</DIV>
& &gt;</DIV><FONT=20
=3D
>

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [rick](#) on Thu, 07 Feb 2008 09:40:55 GMT
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t words=3D20
> =20
=3D3D
>for
it=3D3D2 0
> =20
=3D
>)

You put=3D20
> faderworks =
on one of=20
the native slots (you have=3D20
> =20
four
=3D3D
>
> =
right?)
I put it=20
on the =3D
>first=3D20
> one.
Then whatever =
you put on=20
=3D3D
>other =3D
>slots=3D3D20
> =
=3D20
> it=20
does not matter because faderworks
always does what=20
is=3D20
> =20
supposed
=3D3D
>to= 3D3D20
> =20
=3D
>do.

Tom, yes why=3D20
> =
should you use=20
sampleslide when Faderworks=3D20
> =20
has
=3D3D
>been=3D3 D20
> =20
written
to do this =3D
>for us only=3D20
> =

BETTER=20
 !

1. You put=20
 =3D

=3D3D

faderworks=3D3D20& ;lt;BR>
 =
 =3D20

=20
 1in/1out on every Paris audio track.

2. If you wanna use a=20
 =3D

stereo=3D20

=3D3D

pair=20
 of=3D3D20

 tracks the put the =
 2in/2out=3D20

=20
 faderworks.

3. I made a Default=20
 project

=3D3D

with =3D20

=20
 64=3D3D20

 (4 cards) faderworks instances=20
 =3D

already

loaded so=3D20

 no=20
 hassle=3D3D20

 thereafter...

4. If you =
 make a=20
 =3D

list with=3D20

 plugins and latencies=20
 (64

=3D3D

for now=3D3D20

 is=20
 =3D

more=3D20

 than

enough) these will be =
 remembered=20
 with every =3D

new=3D3D20

 =3D20

=20
 project.

Just remember to have the button in the =
 OFF=3D20

=20
 state.

5. =3D3D

Even =
 if=3D3D20

 you use=20
 FFX4 =3D

and/or=3D20

 chainer or other wrpper on =
 other=20
 slots=3D20

=20
 =3D3D

faderworks

w ill=3D3D20

 =
 do whatever=20
 is =3D

asked to=3D20

 do.

6 HERE IS HOW =
 IT=20
 ACTUALLY=3D20

=20
 =
 WORKS:

The

=3D3D

default=3D3D20

=

=20
 status of =3D

the plugin=3D20

 is

 to ignore =
 the latency=20
 status for=3D20

=20
 =3D3D

the

track=3D 3D20

 you =
 are putting=20
 the=3D20

 plugin.

For =
 instance.

A. You=20
 put a=3D20

Subject: Re: Holy Shit! A Music-Related Thread!!!
 Posted by [Don Nafe](#) on Thu, 07 Feb 2008 16:04:58 GMT
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t;Tom
> >
> >
> >
> > "Dimitrios" <musurgio@otenet.gr> wrote in message =3D
> >news:480f206e\$1@linux...
> >
> > Dear Tom,
> > This is just a plugin so the latencies are just added afterall.
> > So the automation could be made before doing any faderworks job and
=
>=3D
> >then
> > after putting all plugins with their latencies you just look at the
=
>=3D
> >overall
> > latency and offset the automation for that amount.
> > I don't know when this will be released...
> > Regards,
> > Dimitrios
> >
> > "Tom Bruhl" <arpeggio@comcast.net> wrote:
> > >
> > >
> > >Dimitrios,
> > >This all makes sense. Thank you for that. Now do the
> > >Paris automation lines still work on plugins that are being
> > >compensated for with Faderworks or is the gu

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [Wayne Carson](#) on Sat, 09 Feb 2008 00:46:15 GMT
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>>
>>>>>Thanks for any input..
>>>>>
>>>>>
>>>
>>>
>>--
>>Chris Ludwig
>>
>>ADK Pro Audio
>>(859) 635-5762
>>www.adkproaudio.com
>>chrisl@adkproaudio.com

∇

<http://www.presonus.com/products/Detail.aspx?ProductId=52>

- Kerry

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [Deej \[5\]](#) on Sat, 09 Feb 2008 03:31:34 GMT
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>>

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [Rich Lamanna](#) on Sat, 09 Feb 2008 20:05:43 GMT
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Page 9 of 13 ---- Generated from The PARIS Forums

pack 1=20
or 2?
>
> "Aaron Allen" <<A=20
href=3D"mailto:know-spam@not_here.dude"><FONT face=3DArial=20
size=3D2>know-spam@not_here.dude<FONT face=3DArial =
size=3D2>>=20
wrote:
>> Looks like it should, but shut off the CPU =
hyperthreading in=20
the BIOS. Other
>
>> things to kill are serial/LPT ports, =
USB and=20
onboard audio if you're <

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [Rich Lamanna](#) on Sat, 09 Feb 2008 20:09:57 GMT
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>> planning on loading the PCI slots. =
If you're=20
not using networking, kill
> that
>> also in the BIOS. =
These are=20
not 'have to' things, but with 6 PCI slots I
> bet =

>> there's a=20
lot of PCI sharing going on.... and that can mean=20
troubles.
>>
>> That brings my next question: what PCI =
spec are=20
those slots, the web page
>
>> didn't say. They look to =
be keyed=20
properly in the photo FWIW, but I'd
>> confirm=20
it.
>>
>> Don't buy a cheap power supply, get something =
decent.=20
Ditto the RAM. I buy
>
>> only Crucial RAM (<A=20
href=3D"http://www.crucial.com"><FONT face=3DArial=20
size=3D2>www.crucial.com) unless =
a mobo=20
manufacturer specifically
>
>> demands something=20
else.
>>
>> AA
>>
>>
>> "James=
=20
McCloskey" <<FONT =
face=3DArial=20
size=3D2>

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [emarenot](#) on Sun, 10 Feb 2008 03:34:34 GMT
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you have done some testing do you think 256k mp3s

> are good enough that in a live situation one can't hear much diff? Yep, I've never had the least problem with 128.

- K

On 4/27/08 1:34 PM, in article 4814e621@linux, "Bill L" <bill@billlorentzen.com> wrote:

> I'm compressing a bunch of files for a portable player to be used to
> play rhythm trax for gigs. I need to use mp3 because I will need iTunes
> to be able to access them. If you have done some testing do you think
> 256k mp3s are good enough that in a live situation one can't hear much diff? Hey Neil,

There _is_ a difference, but it's small enough that it's hard to put into words. And I'm usually pretty good with words. The one DeeJ sold me is a touch brighter, and a touch more present. It's almost a spacial thing, the DeeJ mic sounds closer, more intimate. I used the one you sold me as a mono

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [Neil](#) on Sun, 10 Feb 2008 10:04:44 GMT
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 </DIV>
<DIV>iTunes would not be my first choice as =
a DJ player=20
that's for sure.</DIV>
<DIV>I use PCDJ but there are others that =
are equal too=20
or better as I understand.</DIV>
<DIV>PCDJ rips very nicely too.</DIV>
<DIV><A=20
href=3D"http://pcdj.com/blogroll/pcdj-dex/">http://pcdj.com/blogroll/pcdj=
-dex/</DIV>
<DIV> </DIV>
<DIV>Tom</DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
B

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [Rich Lamanna](#) on Sun, 10 Feb 2008 23:45:49 GMT
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ar much diff?
</BLOCKQUOTE>
><DIV>

I choose Polesoft Lockspam to fight spam, =
>and=20
>you?
<A=20
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>.html </DIV></BODY></HTML>
>
>For live I'd suggest 128k. Mix to mono, and put your click on the left,
track on the right. That way you can fix any phase funnies in a more
controlled environment and up the sample rate as/if needed.

Try using MediaMonkey for controlling your iPod device (or equivalent). Nice
thing is, you can put all this into a laptop and take that as a 'uh oh'
device should your little dude forget who it is.

www.mediamonkey.com

- a.. Organize music and edit tags in your audio library with a powerful,
intuitive interface
- a.. Automatically lookup and tag Album Art and other metadata
- a.. Manage 50,000+ files in your music collection without bogging down
- a.. Play MP3s and other audio formats, and never again worry about varying
volume
- a.. Record CDs into OGG, MP3, FLAC and WMA files
- a.. Convert MP3s, M4A, OGG, FLAC and WMA files into other formats
- a.. Create playlists and music mixes quickly and easily to suit any occasion
- a.. Synchronize with iPods / MP3 players effortlessly and convert tracks
on-the-fly

AA

"Bill

Subject: Re: Holy Shit! A Music-Related Thread!!!
Posted by [emarenot](#) on Mon, 11 Feb 2008 02:15:33 GMT
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L" <bill@billlorentzen.com> wrote in message news:4814e621@linux...
> I'm compressing a bunch of files for a portable player to be used to play
> rhythm trax for gigs. I need to use mp3 because I will need iTunes to be
> able to access them. If you have done some testing do you think 256k mp3s
> are good enough that in a live situation one can't hear much diff?

<http://www.mwave.com/mwave/skuinc.hmx?sku=ba24819&promo= MP>

Intel XEON SL72G 3.06 Ghz Processor w/1MB Cache

\$50 Clearance Discount!

Your Price: \$19.95

Technical Information:

a.. sSpec Number: SL72G

a.. CPU Speed: 3.06 GHz

a.. PCG:

a.. Bus Speed: 533 MHz

a.. Bus/Core Ratio: 23

a.. L3 Cache Size: 1 MB

a.. L3 Cache Speed: 3.06

a.. GHz Package Type: Micro-FCPGA

a.. Manufacturing Technology: 0.13 micron

a.. Core Stepping: M0

a.. CPUID String: 0F25h

a.. Thermal Design Power: 87W

a.. VID Voltage Range: 1.525V

with repetitive algos like audio plugs use, the extra cache could be a big deal for ya. Just make sure you have the right socket for it and mobo support.

AAThanks all. I have enjoyed reading the comments shared and other related info as well.

Tyrone Corbett

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

>

>I have a friend who has a BIG mic. He's in I
