
Subject: My Claytorbuilt tube mics on FS site.
Posted by [Deej \[4\]](#) on Thu, 14 Jun 2007 18:49:35 GMT
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3D3D2>get=20
=3D&

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [Neil](#) on Fri, 15 Jun 2007 01:02:38 GMT
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Transitional//EN">
> <<HTML><HEAD>
> ><META http-equiv=3D3DContent-Type content=3D3D"text/html"; =3D
> > charset=3D3Diso-8859-1">
> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [Deej \[4\]](#) on Fri, 15 Jun 2007 01:37:56 GMT
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=3D
> > href=3D3D"mailto:jjdpro@ameritech.net">jjdpro@ameritech.net>=3D20
> > wrote:
>>
>>>As I've and other have been =3D
> > making our=3D20
> > way thru the new analog botique
plugins,
>>>I'm even =3D
> > more=3D20
> > resolved in stating that Paris FX are were=3D20
> > stellar.
>>>
>>>Paris's Eq (4 band) is very =3D
> > good for=3D20
> > most applications. The Plate verb
adn
>>>Chorus, Delays =3D
> > are=3D20
> > right up with the best. The Gate is cool, and is=3D20
> > =3D
> > the
>>Comp..
>>>
>>>
>>>With=3D
> > =3D20
> > UAD's, USZR, Sonalkis, Waves new vintage plugs setting the new=3D20
> > standards
>>>in plugins modeling, Paris's plugins after 10 =3D
> > years=3D20
> > are still holding
it's
>>>own with the best of=3D20
> > them..
>
</BLOCKQUOTE>

```
> ><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
>spam, =3D
> >and=3D20
> >you?<BR><A=3D20
> =
>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>fer=3D
> >.html</A> </FONT></DIV></BODY></HTML>
> >
> >
>
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><HTML><HEAD>
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>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>Dale,</FONT></DIV>

>post pan won't=20
>matter nor</FONT></DIV>

>stereo in so that=20
>might help</FONT></DIV>

>The key is to=20
>'blend' the</FONT></DIV>
><DIV><FONT face=3DArial size=3D
```

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [Cujjo](#) on Fri, 15 Jun 2007 02:39:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
>;<BR>Rick</A>=3D<BR>>,=20
```

```
>href=3D3D"<A=20
> =
>href=3D'mailto:parnell68@hotmail.com">parnell68@hotmail.com</A>>=3D20'>ma=
>ilto:parnell68@hotmail.com">parnell68@hotmail.com</A>>=3D20</=
```

```
> wrote:<BR>>run a room and plate parallel...or any combo of=20
```

>available.
>
>
>On=20
> 10 Jul 2007 17:01:58 +1000, "jp" =

> href=3D3D"<A=20
> =
>href=3D'mailto:jjp@jjpJones.net">jjp@jjpJones.net>=3D20'>mailto:jjp@jjp=

> =
>wrote:
>
>>
>>LaMont--
=

> agree--
>>though i have received some criticism about =
>the=20

>ancient user=20

> revised
>>FX for the room=20

> =
>=3D
>suggestions?
>>thanks
>>jp
=

> <<A =3D
>href=3D3D"<A=20
> =
>href=3D'mailto:jjdpro@ameritech.net">jjdpro@ameritech.net>=3D20'>mail=
>to:jjdpro@ameritech.net">jjdpro@ameritech.net>=3D20<B=

> wrote:
>>>
>>>As I've and other =
>have been=20

> botique
plugins,
>>>I'm even=20

>are=20

> stellar.
>>>
>>>Paris's Eq (4 =
>band) is=20

>Plate=20
> verb
adn
>>>Chorus, Delays=20

>cool, and=20

> =
>=3D
>the
>>>C

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [Deej \[4\]](#) on Fri, 15 Jun 2007 02:58:02 GMT
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"http://www.polesoft.com/refer" target="_blank">http://www.polesoft.com/refer</A=

> =

></DIV></BODY></HTML>
>
>
</=

>BLOCKQUOTE></BODY></HTML>

>

>I can't remember what wrapper I was using when I had Paris as a Primary DAW (and now I don't have any VST's loaded on the Paris machine), but yeah I had it working - Rod did too, apparently.

Damn, that's a good plugin... it's my favorite for drum rooms, and that's mainly what I use it on - I tend to use the Lexi Pantheon for most other reverbs, but for drums the RM844 is my go-to.

Neil

"Aaron Allen" <know-spam@not_here.dude> wrote:

>Were you guys able to get Room Machine flying in Paris? That was another one

>that was showing the same kind of problems.

>AA

>

>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message

>news:46944104\$1@linux...

>>

>> Yeah, I wrapped that one in fxpansion and no problems.

>> Rod

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

>>>

>>>VST-wrapper issues, maybe?

>>>

>>>Neil

>>>

>>>

>>>"Aaron Allen" <know-spam@not_here.dude> wrote:

>>>>I never could get that one to run right on Paris. I don't remember

>>>>exactly

>>>>

>>>>the deal, and it passed sound but as I recall it wouldn't save settings

>>>>or

>>>>make any changes to the settings.

>>>>AA

>>>>

>>>>

>
>I had the Gold Bundle 2.0 working fine on Paris v2.2;
I was running Win98SE at the time.

Dunno if that helps any. Only issue I had was that you had to mute the track before the audio came in, otherwise you'd hear a "POP!" right where the track started - this is a fairly common Waves/Paris issue, though, from what I understand.

Neil

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>
>
>Steve,
>I had very good luck with Waves tech support. I have their Gold Bundle
=
>3.6
>working flawlessly on XP with Paris. They had to walk me through a =
>bunch
>of numbers to input but it was painless 'once we got down to it'.
>Dynamo Hum
>
> "Steve L." <slavii@aol.com> wrote in message news:46942750\$1@linux...
>
> This was the response I got from the people at waves. Does anyone =
>have ideas
> ? I would hate to have to run win98 on my brand new computer. =20
>
>
> "Waves 3.2 was the last version tested here to work with Paris. =
>However Waves
> 3.2 will not work on Windows XP. Paris no longer released any further
=
>updates
> for their product while Waves was at version 3.0.
> Also as mentioned on the phone, Wave no longer can sell or authorize =
>version
> 3.x products. You can try out the version 4 from our website, which is
=
>compatible
> with Windows XP, however from what we have seen, this will not work =
>with
> Paris". =20
> >

> >
> I have just upgraded from paris 3.0 running on an old computer running
=
>win
> >98 to a new computer running xp. My problem is I have the waves gold
=
>bundle
> >version 2.0 which will not run on xp. I talked to waves and they say
=
>they
> >don't have a current version of the gold bundle that will run in =
>paris.
>
> >Is this true? Does anyone have any ideas?=20
>
>
>
>I choose Polesoft Lockspam to fight spam, and you?
><http://www.polesoft.com/refer.html>
>
><!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>Steve,</DIV>
><DIV>I had very good luck with Waves tech =

>I have their Gold Bundle 3.6</DIV>
><DIV>working flawlessly on XP with =

>to walk me through a bunch</DIV>
><DIV>of numbers to input but it was painless
=
>'once we=20
>got down to it'.</DIV>
><DIV>Dynamo Hum</DIV>

><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Steve L." <<A =
>href=3D"mailto:slavii@aol.com">slavii@aol.com>=20
> wrote in message <A=20
> =

>href=3D"news:46942750\$1@linux">news:46942750\$1@linux...</DIV>
This=
> was=20

>here to=20
> work with Paris. However Waves
3.2 will not work on Windows XP. =
>Paris no=20
> longer released any further updates
for their product while Waves =
>was at=20
> version 3.0.
Also as mentioned on the phone, Wave no longer can =
>sell or=20
> authorize version
3.x products. You can try out the version 4 from
=
>our=20
> website, which is compatible
with Windows XP, however from what we
=
>have=20

>

I have just upgraded from paris 3.0 running on an =
>old=20

>problem=20
> is I have the waves gold bundle
>version 2.0 which will not run =
>on=20

>current=20
> version of the gold bundle that will run in paris.

>Is this=20

><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=

>
>I'm a big Non-Linear fan. I like the plates, but the room's I'm finding I
steer away from mostly. The Non-Linear is very handy, and I'd be interested
to see what I can do combining it with a plate...

Cheers,
Kim.

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

>
>IMO, always thought the rooms suck bigtime... the Plates are
>great, though.... stick with the Plates & minimal early
>reflections, and expand the HF rolloff so that it's not too
>dark & you'll be a happy camper!

>
>For rooms, go find another plugin.
>
>Neil
>
>
>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>
>>
>>Dale,
>>Paris Plate is mono in so post pan won't matter nor
>>will it hurt. Paris Room is stereo in so that might help
>>to maintain post pan settings. The key is to 'blend' the
>>two to help sculpt the ambience around your source.
>>Use the best qualities of each. I like the plates longer
>>decays much of the time but very softly. The room can
>>get dense and flutter too much if you're not careful.
>>Just play with small amounts and mix them to enhance
>>your source be it guitar, vocal, drums or whatever.
>>
>>It's always a crap shoot.
>>Crap,
>>Tom
>>
>>
>> "dale" <dalebradleycello@yahoo.com> wrote in message =
>>news:46945223\$1@linux...
>>
>> Thanks Tom
>>
>> Should the Auxes be set on "POST PAN" or something else?
>>
>> Thanks,
>> Dale
>>
>>
>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>> >
>> >
>> >Dale,
>> >I like to do that too for a richer reverb. Just run both a
>> >room and a plate in two aux busses and mix them
>> >together. Don't get too loud with either and it will be sweet.
>> >I also use a FreakQ in front of the plate to notch out some mids
>> >more often than not. It carves a whole for the vocal or =
>>sometimes=3D20
>> >snare.
>> >Tom

>> >
>> > "dale" <dalebradleycello@yahoo.com> wrote in message =3D
>> >news:4693eb6a\$1@linux...
>> >
>> > Rick, can you elaborate on how to do this?
>> >
>> >
>> > rick <parnell68@hotmail.com> wrote:
>> > >run a room and plate parallel...or any combo of those available.
>> > >
>> > >
>> > >On 10 Jul 2007 17:01:58 +1000, "jp" <jpj@jppjones.net> wrote:
>> > >
>> > >>
>> > >>LaMont--
>> > >>i agree--
>> > >>though i have received some criticism about the room reverb--
>> > >>i'm an ancient user and don't have any plug-ins or revised
>> > >>FX for the room rev.--
>> > >>any suggestions?
>> > >>thanks
>> > >>jp
>> > >>
>> > >>"LaMOnT" <jjdpro@ameritech.net> wrote:
>> > >>>
>> > >>>As I've and other have been making our way thru the new analog
=>>=3D
>> >botique
>> > plugins,
>> > >>>I'm even more resolved in stating that Paris FX are were =
>>stellar.
>> > >>>
>> > >>>Paris's Eq (4 band) is very good for most applications. The =
>>Plate =3D
>> >verb
>> > adn
>> > >>>Chorus, Delays are right up with the best. The Gate is cool, and
>=
>>is
>> =3D
>> >the
>> > >>Comp..
>> > >>>
>> > >>>
>> > >>>With UAD's, USZR, Sonalkis, Waves new vintage plugs setting the
>=
>>>new

```

>> =3D
>> >standards
>> > >>>in plugins modeling, Paris's plugins after 10 years are still =
>>=3D
>> >holding
>> > it's
>> > >>>own with the best of them..
>> > >
>> >
>> >
>> >
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>> >
>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>> ><HTML><HEAD>
>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>> >charset=3D3Diso-8859-1">
>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>> ><STYLE></STYLE>
>> ></HEAD>
>> ><BODY bgColor=3D3D#ffffff>
>> &

```

Subject: Re: My Claytorbuilt tube mics on FS site.
 Posted by [Deej \[4\]](#) on Fri, 15 Jun 2007 03:07:28 GMT
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```

>
>> ><DIV><FONT face=3D3DArial size=3D3D2>more often than not. It carves
>=
>>a =3D
>> >whole for=3D20
>> >the vocal or sometimes </FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>snare.</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>> ><DIV> </DIV>
>> ><BLOCKQUOTE=3D20
>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
=
>>=3D
>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"dale" <<A=3D20
>> > =3D
>> =
>>>href=3D3D"mailto:dalebradleycello@yahoo.com">dalebradleycello@yahoo.com<=
>>/A>=3D

```

>> >>=3D20
>> > wrote in message <A=3D20
>> > =3D
>> =
>>>href=3D3D"news:4693eb6a\$

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [Cujjo](#) on Fri, 15 Jun 2007 13:03:01 GMT
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face=3DArial=20
size=3D2>I've tried all five cards, removed the A card and swapped it=20
</DIV>
<DIV>with another <FONT face=3DArial =
size=3D2>still=20
no luck. </DIV>
<DIV> </DIV>
<DIV>I'm lost in this quagmire now. I'm not even=20
pissed about the busted mec</DIV>
<DIV>at this point. I want an answer =
to what is=20
going on. The default project </DIV>
<DIV>is looking for external word clock so =
that's my=20
only choice although I</DIV>
<DIV>have tried it with no Lucid attached =
with the same=20
results.</DIV>
<DIV> </DIV>
<DIV>I think I'll call Edmund.</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Rod Lincoln" <<A=20
=
href=3D"mailto:rlincoln

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [EK Sound](#) on Fri, 15 Jun 2007 15:10:19 GMT
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> >the evil that won't allow hardware to show =

up?
> >Thanks,
> >Tom
> >=

[illegible]

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [Neil](#) on Fri, 15 Jun 2007 15:45:04 GMT
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Page 15 of 25 ---- Generated from The PARIS Forums

wrote in message <A=3D20
> =3D
>href=3D3D"<A=20
=
href=3D'news:4696c93b\$1@linux">news:4696c93b\$1@linux...</DIV>
Tom'=
>news:4696c93b\$1@linux"> news:4696c93b\$1@linux<A> ...</DIV> =

 Tom,=3D
 =20
have=3D20
 you done anything to rule out the possibility =
that it=20
may be a =3D
 funky
 MEC=3D20
 word clock =
connection,=20
or perhaps the Lucid clock is flakey. Or =3D
 even
 a=20
bad=3D20
 mogami wordclock cable (I know that's a =
longshot, but=20
anything's=3D20
 possible)
 Just a=20
thought.
 Rod
 "Tom Bruhl" =
 A=3D20
 =20
href=3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net=>=3D20'>mailto=
:arpeggio@comcast.net"> arpeggio@comcast.net<A> =3D20
 g=
t; =20
wrote:

 mp;
 Deej,
 Ya, =
I've=20
uninstalled, =3D
 reinstalled=3D20
 Paris about =
five times=20
total in the =3D3D
 last day and a =
=3D
 half.
 I=20
am=3D20
 close to starting from scratch and possibly =
doing the=20
antipace=3D20
 =3D3D
 thing.
 I'm =
getting=20
pretty good at it. I have =3D
 Mec 1=3D20
 loaded =
with cards=20
attached
 =3D3D
 to what has=20
=3D
 always
 been Card A=3D20
 for =
three years. Can=20
that change? Paris works fine with=20
=3D
 just
 =3D3D
 that=3D20
 =
one. I'll=20
try=3D3D20
 all the others in that position just =
=3D
 to=20
see=3D20
 though.

 I am close =
to starting=20
from scratch and =3D
 possibly doing=3D20
 the =
antipace=20
=3D3D
 thing. How could that be=3D3D20
 the =
=3D
 evil=20
that=3D20
 won't allow hardware to show=20
=3D
 up?
 Thanks,
 t; Tom&a

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [EK Sound](#) on Fri, 15 Jun 2007 20:20:05 GMT
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mp;lt;BR>>=20
"DJ"=3D20
> <animix _ at _ animas _ dot _ net>> wrote =
in=20
message=3D20
> =20
=3D3D
>>news:4696229c\$1@linux...
>> Have you =
tested each=20
=3D
>>MEC=3D20
> individually? I'd start there. Did =
you=20
=3D3D
>>iuninstall/reinstall =
=3D
>>Paris=3D20
> =20
yet?
>> "Tom Bruhl" <<A=3D20
> =
href=3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.netmailto:arpegi=
o@comcast.net">arpeggio@comcast.net>=20
wrote =3D
>>in message=3D20
> =20
=3D3D
>>news:4695d5bf@linux...
>> Sorry to =
=3D
>>shout=20
but=3D20
> this is driving me =
insane.
>>
>> I=20
am =3D
>>working with=3D20
> a cloned drive that used =
to work=20
with
>> 2 Mecs =3D
>>and=3D20
> WC. Now no =
matter what=20
I do, I can not
>> =3D
>>get a=3D20
> =
second Mec to=20
show up and receive clock. =3D
>>lt
>> =
=3D20
> doesn't=20
matter if it's at the end of the line or=3D20
> =20
anywhere
>> else. It doesn't matter if=20
=3D
>>it's=3D20
> internally clocked or =
externally
>>=20
=3D
>>clocked. I've=3D20
> changed Mecs, clock =
cables, SCSI=20
cables
>> and =3D
>>no=3D20
> changes. =
I've even tried=20
a reinstall of =3D
>>Paris.
>> =3D20
> =
Same deal.=20
=3D3D20
>>
>> I must be doing=20
=3D
>>something=3D20
> totally wrong for this to=20
continue.
>> The only =3D
>>thing=3D20
> =
else I can=20
think to try is swapping the =3D
>>last=3D3D20
>>=20
EDS=3D20
> card with another or go down to four.=20
Maybe=3D20
> it's
>> card 5? Or, triple check =

the=20
=3D
>connectors=3D20
> between all the =
cards
>=20
=3D20
> again.
>
> All EDS cards =
are up and=20
=3D
>running and=3D20
> play audio with Paris=20
effects.
> All 5 cards =3D
>share =
3=3D20
> IRQs with=20
nothing else.
> What else is=3D20
> =
there?
>=20
Sadly,
> =3D20
> =20
Tom
>
>
> I choose Polesoft=20
=3D
>Lockspam to=3D20
> fight spam, and =
you?
>=20
<A=3D20
> =3D
>href=3D3D"<A=20
=
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
'>http://www.polesoft.com/refer.html">

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [Gantt Kushner](#) on Fri, 15 Jun 2007 20:29:27 GMT
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ank">http://www.polesoft.com/refer</A=
>=3D
>.html=20
=3D20
>
>
>< !DOCTYPE HTML =
PUBLIC=20
"-//W3C//DTD HTML 4.0=3D20
> =20
=
Transitional//EN" >
><HTML><HEAD>
>=
<META=3D20
> =20
http-equiv=3D3D3DContent-Type =
content=3D3D3D"text/html;=3D20
> =20
=3D3D
> charset=3D3D3Diso-8859-1">
><META =

=3D
> content=3D3D3D"MSHTML=3D20
> =
6.00.2800.1400"=3D20
> =20
=
=3D
 >name=3D3D3DGENERATOR>
><STYLE></STYLE&=
>
></HEA=3D
 >D>
><BODY=3D20
&=
> =20
bgColor=3D3D3D#ffffff>
><DIV><FONT=20
face=3D3D3DArial=3D20
> =20
=
=3D
 >size=3D3D3D2>Deej,</DIV>
><=
t;DIV><FONT=3D20
> =20
face=3D3D3DArial size=3D3D3D2>Ya, I've uninstalled,=20

reinstalled=3D20
> Paris
>=3D3D
>>about =
 five=3D3D20
>>times total in the last day =3D
>&and=20
 a=3D20
> =20
 half.></DIV>>
&am p;gt;><DIV>><FONT=20
 =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2><l am =
 close to starting=20
 from scratch=3D20
> =20
 and
>=3D3D
>>possibly =3D3D20
>>doing the =
 antipace=3D20
> =20
 thing.></DIV>>
&am p;gt;><DIV>><FONT=20
 =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2><l'm =
 getting pretty good=20
 at it. I =3D3D
>>have Mec=3D20
> =
 1=3D3D20
>>loaded=20
 with cards attached to what has=3D20
> =20
 always></DIV>>
&am p;gt;><DIV>><FONT=20
 =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2><been =
 Card A for three=20
 years. Can =3D3D
>>that=3D20
> =20
 change?=3D3D20
>>Paris works fine with just that one. I'll=20
 try=3D20
> =20
 ></DIV>>
>& >><DIV>><FONT=20
 face=3D3D3DArial=3D20
> size=3D3D3D2><all the others in =
 that=20
 ><FONT=3D20
> =20
 =
 =3D3D
>>face=3D3D3DArial=3D3D20
>>size=3D3D3D2><p=
 osition just=20
 to =3D
>&see=3D20
> =20
 though.></DIV>>
&a mp;gt;><DIV>><FONT=20
 =3D
>face=3D3D3DArial=3D20
> =
 size=3D3D3D2>>&=20
 </DIV>>
>><DIV>&am p;gt;<FONT=20
 =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2><l am =
 close to starting=20
 from scratch=3D20
> =20
 and
>=3D3D
>>possibly =3D3D20
>>doing the =
 antipace=20
 thing. How =3D
>&could that be=3D20
> =20
 ></DIV>>
>& >><DIV>><FONT=20
 face=3D3D3DArial=3D20
> size=3D3D3D2><the evil that =
 won't allow=20
 hardware to=3D20
> =20
 =
 =3D
& >=3D3D
>>show=3D3D20
& >>up?><l=
 t;/DIV>>
>><DIV>&am p; g=3D
>&t;<FONT=3D20
>&=

bsp;=20
face=3D3D3DArial=3D20
> =20
=
=3D
 >size=3D3D3D2>Thanks,& amp ;lt;/DIV>
>=
<DIV><FONT=3D
>=3D20
> =20
face=3D3D3DArial=20
=
=3D
 >size=3D3D3D2>Tom< /DIV>
><=
BLOCKQUOTE=3D20
> =20
dir=3D3D3Dltr=3D3D20
>style=3D3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT:=20
=3D
>5px;=3D20
& amp

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [EK Sound](#) on Fri, 15 Jun 2007 21:18:55 GMT
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>individually? I'd=20
start=3D3D20
> there. Did you=3D20
> =
iuninstall/reinstall=20
Paris yet?</DIV><BR& gt;> =
=3D
>
> =20
<BLOCKQUOTE dir=3D3D3Dltr=3D3D20
>=20
=3D
>style=3D3D3D"PADDING-RIGHT: 0px;=3D20
> =
PADDING-LEFT: 5px;=20
MARGIN-LEFT: 5px; =3D3D
>BORDER-LEFT: #000000 =
=3D
>2px=20
solid;=3D20
> MARGIN-RIGHT: 0px">
> =
<DIV><"Tom=20
=3D
>Bruhl"=3D20
> <<A=3D3D20
>=20
href=3D3D3D"<A=3D20
> =20
=
=3D
>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net&l=
t;/A'>mailto:arpegi=3D
>o@comcast.net">arpegio@comcast.net<=
;/A>>=3D20
> =20
=3D3D
>wrote in=3D3D20
> message =
<A=3D20
> =20
=3D3D
>href=3D3D3D"<A=3D20
> =20
=
=3D
>href=3D3D'news:4695d5bf@linux">news:4695d5bf@linux=
;...</DIV'>news:4695d5=3D
>bf@linux">news:4695d5bf@linux&l=
t;/A>...</DIV>< ;BR>>& amp;nbs=3D
>p;=20
=3D20
> <DIV><FONT face=3D3D3DArial =
size=3D3D3D2>Sorry to=20
shout but =3D
>this is=3D20
> =20
driving
=3D3D
>me=3 D3D20
> =
=3D20
> =20

insane.</DIV>
=20
 =3D
></DIV><FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2> =3D
></DIV>
>=20
 =3D20
> </DIV><FONT face=3D3D3DArial =
 size=3D3D3D2><I am=20
 working with a =3D
>cloned drive=3D20
> =
 =3D3D
>>that=20
 used to=3D3D20
>> work=3D20
> =20
 with</DIV>
 >>=20
 =3D
></DIV><FONT=3D20
> face=3D3D3DArial =
 size=3D3D3D2>>2=20
 Mecs and WC. <FONT=3D20
> =20
 =3D3D
>>face=3D3D3DArial=3D3D20
>> =
 =3D
>>size=3D3D3D2>>Now=20
 no matter=3D20
> what I do, I can=20
 =3D
 >>not</DIV>
 >> =
 =3D20
> =20
 </DIV>>get a second Mec =
 to=20
 =3D
>>show up and=3D20
> =20
 =3D3D
>>receive=3D3D20
 >> =
 clock.=3D20
> =20
 It</DIV>
 >>=20
 =3D
></DIV><FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2>>doesn't matter if it's at the end =
 =3D
>=3D3D
>>of=20
 the=3D20
> line=3D3D20
>> or=3D20
> =
 anywhere</DIV>
 >> =3D20
> =20
 </DIV>>else. It doesn't=20
 =3D
>>matter if=3D20
> =
 =3D3D
>>it's=3D3D20
 >>=20
 internally clocked or=3D20
> =20
 externally</DIV>
 R>> =3D20
> =20
 </DIV>>clocked. I've =
 changed=20
 =3D
>>Mecs.=3D20
> =3D3D
>>clock=20
 cables.=3D3D20
>> SCSI=3D20
> =20
 cables</DIV>
 >>=20
 =3D
></DIV><FONT=3D20
> face=3D3D3DArial =
 size=3D3D3D2>>and=20
 no changes. I've even =
 =3D
>=3D3D
>>tried=3D20
 >>=20
 a=3D3D20
>> reinstall of=3D20
> =20
 Paris.</DIV>
 >>=20
 =3D
></DIV><FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2>>Same deal.=3D20
> =20
 </DIV>
 >>=20

=3D
></DIV>=3D20
> face=3D3D3DArial=20
size=3D3D3D2>>=3D
></DIV></BR>>=20
=3D20
> </DIV> face=3D3D3DArial =
size=3D3D3D2> I must be=20
doing =3D
>something totally=3D20
> =
=3D3D</BR>>>wro

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [Deej \[4\]](#) on Sat, 16 Jun 2007 03:16:47 GMT
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0
sync cable would be backwards</DIV>
<DIV>though since they're being daisy =
chained when=20
using only two.</DIV>
<DIV> </DIV>
<DIV>I'll check each mec individually =
and try card A=20
as the other end just to see.</DIV>
<DIV>Thanks,</DIV>
<DIV>Tom</DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Don Nafe" <<A =
href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
wrote in message <A=20
href=3D"news:46962992\$1@linux">news:46962992\$1@linux...</DIV>
<DIV>sorry for these dumb =
questions Tom=20
but...</DIV>
<DIV> </DIV>
<DIV>does this second Mec work all by=20
itself...with every card?</DIV>
<DIV> </DIV>
<DIV>are you sure you have Mec #1 =
connected=20
to Card A ? (where

Subject: Re: My Claytorbuilt tube mics on FS site.
Posted by [Deej \[4\]](#) on Sat, 16 Jun 2007 03:21:48 GMT
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ever =

that card is=20
in your rig)</DIV>
<DIV> </DIV>
<DIV>Don</DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> =
wrote in=20
message <A =
href=3D"news:4695d5bf@linux">news:4695d5bf@linux...</DIV>
<DIV>Sorry to shout but this is =
driving me=20
insane.</DIV>
<DIV> </DIV>
<DIV>I am working with a cloned =
drive that used=20
to work with</DIV>
<DIV>2 Mecs and WC. =
<FONT=20
face=3DArial size=3D2>Now no matter what I do, I can =
not</DIV>
<DIV>get a second Mec to show up and =
receive=20
clock. </DIV>
<DIV>doesn't matter if it's at the =
end of the=20
line or anywhere</DIV>
<DIV>else. It doesn't matter =
if it's=20
internally clocked or externally</DIV>
<DIV>clocked. I've changed =
Mecs, clock=20
cables, SCSI cables</DIV>
<DIV>and no changes. I've even =
tried a=20
reinstall of Paris.</DIV>
<DIV>Same deal. </DIV>
<DIV> </DIV>
<DIV>I must be doing something =
totally wrong for=20
this to continue.</DIV>
<DIV>The only thing else I can think =
to try is=20
swapping the last </DIV>
<DIV>EDS card with another or go =
down to=20

four. Maybe it's</DIV>
<DIV>card 5? Or, triple check =
the=20
connectors between all the cards</DIV>
<DIV>again.</DIV>
<DIV> </DIV>
<DIV>All EDS cards are up and =
running and play=20
a
