

Posted by [EK Sound](#) on Wed, 04 Jan 2006 17:15:15 GMT

```
gt;>>>There is a learning curve with the environment which they could indeed
>>>
```

```
>Get
```

>>>>

>>>>remote fader/shuttle setup and it's probably faster than PARIS.

>>>>>

>>>>IOW not slow at all, IMO.

>>>>>

>>>

Posted by [Tony Benson](#) on Wed, 04 Jan 2006 17:18:32 GMT

 $\therefore$

>>>>>>>>>If so, thsi could send shock waves thru out the industry. And,

>>|

>>>>must

>>>>>>>>>

>>>>>

>>>>>>>>>>admit

>>>>>>>>>>that Dedric's & Thad's theories were right on "Point" about the

```
>>>"State
```

>>>>>>>>>

>>>>>>>>>of

>>>>>>>>>

>>>>>>>>

>>>>>>>>>New Native DAWS"!! This product proves it big time..

[illegible]

>>>>>>>>>I guess we'll have to wait and see how this namm show goes..

So

```
>>>far,so
```

[illegible][illegible]

>>>>>>>>>>>>>good

>>>>>>>>>>>>:)

>>>>>>>>>>LaMont

>>>>>>>>>>>>>

>>>>>&qt

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Deej \[1\]](#) on Wed, 04 Jan 2006 17:27:12 GMT

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

feb8c@linux...

> Yes, the physical connection to cards A & B can't be changed in the
> software. What I would do is connect your 442 to card A and monitor from
> that either analog or spdif out. Connect your MEC to card B and record to
> that. That way card A and the 442 is always open for the global EDS
inserts.
> I have a three card system and change the card assignments around all the
> time. I just wait until I'm ready to mix before adding the global inserts
to
> the submix with the most open resources.
>
> Tony
>
>
> "Kent" <kent510745@hotmail.com> wrote in message news:43cfe3aa@linux...
> > That's what I was doing, but everytime I switch submixes, I lose my
global
> > inserts. Not that big of deal, I guess, pretty easy to throw them back
> > in.
> > I was just hoping I could add my 442, then record on either the MEC or
> > 442.

Subject: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Rod Lincoln](#) on Wed, 04 Jan 2006 18:09:27 GMT

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

tlake UAD and the

>>others that will be announce at this years Namm..

>>

>>My only worry for the Intel/Macs is that while the machines gain significant
>>performance, will Apple streamline OSX so thatit won;t bog down the CPU..??

>>LaMont

>>

>>"James McCloskey" <excelsm@hotmail.com> wrote:

>>>

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Jorsi](#) on Wed, 04 Jan 2006 20:26:33 GMT

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

compared to a new intel dual

>>>>>processor

>>>>>machine, and I believe it has faster bussing. Jobs stated that the
>>>>>tests
>>>>>do not show all, but in at least the two test, floating point and
>>>>>integer,
>>>>>it show to be twice as fast. I would hope so, it has two processors!
>>>
>>>In
>>>
>>>
>>>>>this case, this is Apple spin. Their just trying to put their products
>>>>
>>>>in
>>>>
>>>>
>>>>>a good light, and give Mac users reason to buy.
>>>>>As for the G5 tower, I think you should take a good look at the
>>>>>performance
>>>>>specs of the quad towers! There no dogs! The architecture of the iMac
>>>>
>>>>is
>>>>
>>>>
>>>>>different than that of the G5 towers. The G5 was built for pro multi
>>>>>medi

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [LaMont](#) on Wed, 04 Jan 2006 20:35:19 GMT

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

t;>
>>>>>Other users have voice thee same concerns
>>>>>
>>>>>Jamie K <Meta@Dimensional.com> wrote:
>>>>>
>>>>>So really, you guys are just complaining about parts of Logic's
>>>>>interface - specifically the environment window? Is that correct?
>>>>>
>>>>>But not the sound, right LaMont? Or do you think there is a problem
with
>>>>>
>>>>>the way Logic records and plays audio? If so, what steps do you suggest
>>>>>
>>>>>to demonstrate a sound problem with Logic 7.1? I'm seriously interested
>>>>>
>>>>>in the basis of your criticism of the current Logic 7.1 audio engine.
>>>>>
>>>>>As far as the interface goes, I found that once I got enough of a handle

Logic has had plug-in delay compensation on the busses since version 7.0 or 7.1. They were rather late to the party, though.

-Michele HobbsThought I'd mention this. I haven't checked HD prices lately, but this looked reasonable. WD 400GB Serial ATA for \$187.50 shipped.

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Miguel Vigil \[1\]](#) on Thu, 05 Jan 2006 06:14:49 GMT

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

>>

>>You need to install the Paris XP Subsystem installer and follow the directions

>>EXACTLY. Get it here.

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

>>

>>Rod Lincoln

>>"Ken Smith" <maddrapa@netzero.com> wrote:

>>>

>>>I just installed XP on my computer from ME. I downloaded the drivers and

>>>PARIS appeared to be functioning correctly. Everytime I close PARIS, I

>>get

>>>a Driver error and then the A BLUE SCREEN. I read earlier post about this

>>>subject, but it refers you to a link that no longer works. Can anyone

>detail

>>>out how to solve this error? It mentioned something about the registry.

>>>

>>>Ken Smith

>>>

>>>

>>

>>wonder if this would work with Paris XP in real time???

<http://namm.harmony-central.com/WNAMM06/Content/MuseResearch /PR/UniWire.html>

Does the Muse Receptor have a PCI slot wht would accept a hast card from a Magma loaded with UAD-1's and POCO's ?

"James McCloskey" <excelsm@hotmail.com> wrote in message
news:43d14b04\$1@linux...

>
> More stuff!
>
> I wonder if this would work with Paris XP in real time???
>
> <http://namm.harmony-central.com/WNAMM06/Content/MuseResearch /PR/UniWire.html>
>
> Yamaha USB mixing studio
> <http://namm.harmony-central.com/WNAMM06/Content>

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???
Posted by [Rod Lincoln](#) on Thu, 05 Jan 2006 13:56:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

ms/atnewsitem.2006-01-10.6806188708" target="_blank">
<http://www.motu.com/newsitems/atnewsitem.2006-01-10.6806188708>
>>
>>
>
>--
>Chris Ludwig
>ADK
>chrisl@adkproaudio.com <<mailto:chrisl@adkproaudio.com>>
>www.adkproaudio.com <<http://www.adkproaudio.com/>>
>(859) 635-5762Ghost working drive image.

Install v4.1. It should work with Win XP. It won't work with Windows 9X.

If it hoses your install, restore Ghost drive image and finish mixes.

;o)

Good luck,

Deej

"Chris" <chris_cortez@kcsn.net> wrote in message [news:43d178af\\$1@linux...](news:43d178af$1@linux...)

>
> Hi all,
> It's been a while since visiting the group and its nice
> to see that the site hasn't been abandoned. I havent had
> a chance to keep up with Paris news because i've been
> doing sessions (with our beloved Paris of course). I was
> just wondering if anyone is using the latest drivers for the
> UAD-1 card? I am running XP with 3 eds cards and a UAD-1
> and for the most part running stable. Can anyone confirm
> good results with the latest UAD driver? Im in the middle

> of several mixes and will probably update if it is safe.
> Any reports with buffer or latency changes?
> Thanks so much.
> ChrisChris Ludwig <chrisl@adkproaudio.com> wrote:
>Hi James,
> If need something that can record audio and midi seq and such I would

>suggest Mackie Traktion. Cheap and has some kick ass features.
>
>
>Chris
>

I have traktion one. They talked about how intuitive it was, I thought it sucked!

James

>
>James McCloskey wrote:
>
>> Hey LaMont! I think Acid might be the ticket. I have older versions of Acid
>> and Live. I think I'll try out the new Demos.
>>
>> James
>>
>>
>> "LaMont" <jjdpro@ameritech.net> wrote:
>>
>>>Acid.

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Rod Lincoln](#) on Thu, 05 Jan 2006 14:04:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

= "mailto:chrisl@adkproaudio.com" target="_blank">chrisl@adkproaudio.com> wrote:
>Hi James,
>
>Best thing about the Open labs thing is the Firebox...:)
>
>The Muse Research thing is neat but I've never it do anything a PC can't

>already do just as well or better for less money. The box is neat
>looking. The boxes main problem is that it is a way under powered P4. I

>can run more plug ins on my machine than this can already.
>If the UNiwire works like FX Teleport then it should work fine with Paris.
>
>I think a PC or now mac laptop with that new KORE thing from NI might
>have some very cool potential.
>
>
>The Roland VP-550 looks like it might be fun.
>

The new M-Audio Axium controlers look cool.

http://www.m-audio.com/index.php?do=media.new&ID=d0f461c_b49b9b47afdeda25d171fcb3e

>
>
>Chris
>
>
>James McCloskey wrote:
>
>> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
>>
>>>>wonder if this would work with Paris XP in real time???
>>>
>>> <http://namm>

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Miguel Vigil \[1\]](#) on Thu, 05 Jan 2006 16:04:57 GMT

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

tively. Perhaps

>>>> then both companies would have level competition to force better operating

>>>> systems, hardware, apps, etc..

>>>> ...okay, I'm dreaming now...

>>>>

>>>> I can't see moving back to Logic just for the new Apogee hardware, but I

>>>> like the concept and claims of tight

>>>> integration with Logic. I guess Apple really is serious about pro audio

>>>> (either that or Apogee is hoping they are).

>>>>

>>>> Regards,

>>>> Dedric

>>

>>Hi James,

Oh yes they do. Hopefully they have improved the velocity on the oxygen series. They still make the best over all cheap midi controllers.

Chris

James McCloskey wrote:

> Chris Ludwig <chrisl@adkproaudio.com> wrote:

>

>>Hi James,

>>

>>Best thing about the Open labs thing is the Firebox....)

>>

>>The Muse Research thing is neat but I've never it do anything a PC can't

>

>

>>already do just as well or better for less money. The box is neat

>>looking. The boxes main problem is that it is a way under powered P4. I

>

>

>>can run more plug ins on my machine than this can already.

>>If the UNiwire works like FX Teleport then it should work fine with Paris.

>>

>>I think a PC or now mac laptop with that new KORE thing from NI might

>>have some very cool potential.

>>

>>

>>The Roland VP-550 looks like it might be fun.

>>

>

>

> The new M-Audio Axiom controlers look cool.

>

> http://www.m-audio.com/index.php?do=media.new&ID=d0f461c_b49b9b47afdeda25d171fcb3e

>

>>

>>Chris

>>

>>

>>James McCloskey wrote:

>>

>>

>>>"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>>>

>>>

>>>>>wonder if this would work with Paris XP in real time???

>>>>

>>>> <http://namm.harmony-central.com/WNAMM06/Content/MuseResearch /PR/UniWire.html>

>>>>

>>>>Does the Muse Receptor have a PCI slot wht would accept a hast card from

>>>>

>>>a
>>>
>>>
>>>>Magma loaded with UAD-1's and POCO's ?
>>>
>>>
>>>The short answer is, no PCI slots, but you might want to watch the hardware
>>>video, it may give you some ideas.
>>>
>>>http://www.museresearch.com/movies/Receptor_Part_2.mov
>>>
>>>James
>>>
>>>
>>>
>>>>"James McCloskey" <excelsm@hotmail.com> wrote in message
>>>>news:43d14b04\$

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Tony Benson](#) on Thu, 05 Jan 2006 16:20:00 GMT

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

>>>>>
>>>>>
>>>>> <http://namm.harmony-central.com/WNAMM06/Content/CME/PR/Matrix-Series-Mixers.html>
>>>>>
>>>>>
>>>>>>Roland VP-550 Vocal Designer Keyboard
>>>>> <http://namm.harmony-central.com/WNAMM06/Content/Roland/PR/VP-550.html>
>>>>>
>>>>>>BOSS Announces RC-50 Loop Station
>>>>> <http://namm.harmony-central.com/WNAMM06/Content/Boss/PR/RC-50.html>
>>>>>
>>>>>>Akai Professional Debuts New MPC2500 Music Production Center
>>>>> <http://namm.harmony-central.com/WNAMM06/Content/Akai/PR/MPC2500.html>
>>>>>
>>>>>>Akai Professional Debuts EWI4000S MIDI Wind Controller
>>>>> <http://namm.harmony-central.com/WNAMM06/Content/Akai/PR/EWI4000S.html>
>>>>>
>>>>>>Open Labs Unveils MiKo, The First Professional, Portable Media Workcenter
>>>>> <http://namm.harmony-central.com/WNAMM06/Content/OpenLabs/PR/MiKo.html>
>>>>>
>>>>>>I had to laugh when I saw the Presonus FireBox sticking out of the front
>>>>>>of the Miko, it look shotty! If it works well, that's all that matters.
>>>>>>It cost 2K.
>>>>>

>>>>>James
>>>>>
>>>>>
>>>>>
>>>>>"James McCloskey" <excelsm@hotmail.com> wrote:
>>>>>
>>>>>
>>>>>>Some interesting hardware products were announced today at NAMM.
>>>>>>
>>>>>>Saffire Pro 26i/o
>>>>>>
>>>>>>[http://namm.harmony-central.com/WNAMM06/Content/Focusrite/PR /Saffire-Pro-26](http://namm.harmony-central.com/WNAMM06/Content/Focusrite/PR/Saffire-Pro-26)
>>>>>>
>>>>>>i-o.html
>>>>>>
>>>>>>
>>>>>>><http://mackie.com/comingsoon06.html>
>>>>>>>
>>>>>>>U-Control, phono amp, and USB mixers
>>>>>>><http://behringer.com/>
>>>>>>>
>>>>>>>Alesis IO 14 & 26
>>>>>>>
>>>>>>>alesis.com
>>>>>>>
>>>>>>>Tascam Guitar AMP, also Tascam GVI
>>>>>>>
>>>>>>><http://tascam.com/Products/ga100cd.html>
>>>>>>>
>>>>>>>
>>>>>>>>I hope we can get some good show reports from Dave and others!
>>>>>>>>
>>>>>>>>James
>>>>>>>>
>>--
>>Chris Ludwig
>>ADK
>>chrisl@adkproaudio.com <<mailto:chrisl@adkproaudio.com>>
>>www.adkproaudio.com <<http://www.adkproaudio.com/>>
>>(859) 635-5762
>
>

--
Chris Ludwig
ADK
chrisl@adkproaudio.com <<mailto:chrisl@adkproaudio.com>>
www.adkproaudio.com <<http://www.adkproaudio.com/>>

(859) 635-5762Yes

James McCloskey wrote:

> Chris Ludwig <

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [John \[1\]](#) on Thu, 05 Jan 2006 16:31:23 GMT

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

get="_blank">chrisl@adkproaudio.com> wrote:

>>

>>>Hi James,

>>>

>>>Best thing about the Open labs thing is the Firebox....)

>>>

>>>The Muse Research thing is neat but I've never it do anything a PC can't

>>

>>

>>>already do just as well or better for less money. The box is neat

>>>looking. The boxes main problem is that it is a way under powered P4.

I

>>

>>

>>>can run more plug ins on my machine than this can already.

>>>If the UNiwire works like FX Teleport then it should work fine with Paris.

>>>

>>>I think a PC or now mac laptop with that new KORE thing from NI might

>>>have some very cool potential.

>>>

>>>

>>>The Roland VP-550 looks like it might be fun.

>>>

>>

>>

>> The new M-Audio Axiom controlers look cool.

>>

>> <http://www.m-audio.com/index.php?do=media.new&ID=d0f461cb49b9b47afdeda25d171fcb3e>

>>

>>>

>>>Chris

>>>

>>>

>>>James McCloskey wrote:

>>>
>>>
>>>>"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>>>>
>>>>
>>>>>wonder if this would work with Paris XP in real time???
>>>>>
>>>>> <http://namm.harmony-central.com/WNAMM06/Content/MuseResearch /PR/UniWire.html>
>>>>>
>>>>>Does the Muse Receptor have a PCI slot wht would accept a hast card
from
>>>>>
>>>>>a
>>>>>
>>>>>
>>>>>Magma loaded with UAD-1's and POCO's ?
>>>>>
>>>>>
>>>>>The short answer is, no PCI slots, but you might want to watch the hardware
>>>>>video, it may give you some ideas.
>>>>>
>>>>>http://www.museresearch.com/movies/Receptor_Part_2.mov
>>>>>
>>>>>James
>>>>>
>>>>>
>>>>>
>>>>>>"James McCloskey" <excelsm@hotmail.com> wrote in message
>>>>>>news:43d14b04\$1@linux...
>>>>>>
>>>>>>
>>>>>>>More stuff!
>>>>>>>
>>>>>>>I wonder if this would work with Paris XP in real time???
>>>>>>>
>>>>>>>
>>>>>>> <http://namm.harmony-central.com/WNAMM06/Content/MuseResearch /PR/UniWire.html>
>>>>>>>
>>>>>>>
>>>>>>>>Yamaha USB mixing studio
>>>>>>>> <http://namm.harmony-central.com/WNAMM06/Content/Yamaha/PR/MW 10-MW12.html>
>>>>>>>>
>>>>>>>>Violet Audio ADP61" 24bit 192kHz Studio AV Preamp Decoder
>>>>>>>> <http://namm.harmony-central.com/WNAMM06/Content/VioletAudio/ PR/ADP61.html>
>>>>>>>>
>>>>>>>>Talk back, headphone
>>>>>>>>
>>>>>>>>

>>>> http://namm.harmony-central.com/WNAMM06/Content/CME/PR/Matri x-Series-Mixers.
>>>>html
>>>>
>>>>
>>>>>Roland VP-550 Vocal Designer Keyboard
>>>>> http://namm.harmony-central.com/WNAMM06/Content/Roland/PR/VP -550.html
>>>>>
>>>>>BOSS Announces RC-50 Loop Station
>>>>> http://namm.harmony-central.com/WNAMM06/Content/Boss/PR/RC-5 0.html
>>>>>
>>>>>Akai Professional Debuts New MPC2500 Music Production Center
>>>>> http://namm.harmony-central.com/WNAMM06/Content/Akai/PR/MPC2 500.html
>>>>>
>>>>>Akai Professional Debuts EWI4000S MIDI Wind Controller
>>>>> http://namm.harmony-c

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Tony Benson](#) on Thu, 05 Jan 2006 17:31:07 GMT

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

4;linux" target="_blank">43d14599@linux...
I've done=20
this before but it's been a while. What I
recall working was =
just=20
changing the extension
from the SDII from DP Mac files to SD2 for=20
Paris.
The files I'm getting are not working now =
though.
Something has=20
changed in his print method.

The client has been burning CDRs =
for me=20
using Toast.
He has tried burning data disks, music disks,
.wav, =
..SDII=20
to no avail. All files have been 16bit.

Tips?
Tom=20

</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0151_01C61E1A.3FA097B0--Buddy is terrific. I met him at the club years ago. Nice guy, no attitude.

Wilson had tunes with much more grit than Sally. I like "99 1/2" myself. What a voice...

DC

Paul Braun <cygnus_nospam@ctgonline.org> wrote:
>On 20 Jan 2006 09:42:32 +1000, "Chris Lang" <yo@yo.yo> wrote:
>
>>

>>I know we've all had to play "Mustang Sally" WAAAY too many
>>times, but man, I loved this guy's voice. He just had "it".
>>
>>I don't know where he's been since 1970, but just thought I would
>>acknowledge his passing today...
>>
>
>I was at Buddy Guy's Legends last night (Thursday) to see Buddy play.
>He acknowledged Pickett's passing, and later on in the set, he invited
>Jim Peterik (who's a good friend of his) to come up and jam with him
>and the band on "Mustang Sally". It was Jim's idea, but oddly enough
>Jim had come up with it a couple of days earlier, before Pickett died.
>
>The whole house was rockin' to that one.
>
>Ya know, for a 69-year-old dude, Guy still smokes. And I mean that in
>a musical sense.
>
>pabl'm surprised that it sounds so much better than the Avalon. How much was
the Portico?

Bill

"Tyrone Corbett" <tyronecorbett@comcast.net> wrote in message
news:43d1106b\$1@linux...
>
> Hey guy's, I just wanted to share my feelings regarding the Portico 5012
> as
> I have had an opportunity to use it more extensively.
>
> The last several recordings I have done have been used primarily with the
> 5012 on the front end. I also own an Avalon 737sp as well as a custom made
> pre (Bill Baty) which I like allot.
>
> Admittedly, while tracking I was not sure as to the extent that I would
> appreciate
> the 5012. It was noticeably warmer than both my Avalon and Bill Baty pre,
> but I think I was still looking for the "big bang" as I finally owned
> something
> in the Neve family.
>
>
> I used the pre almost exclusively in the "silk" position, as my
> understanding
> was this position provided another degree of harmonic distortion for
> "warmth".
> After tracking the last several songs it has become quite evident as to
> the

> degree of quality it has added to my modest group of pre's. All of the
> tracks
> have a much warmer sound that I am not accustomed to, but have associated
> with different projects I have heard over the years. I am reluctant to say
> this, but it does seem to provide that "record sound". As I am starting to
> mix the tracks, they seem to fall together with little effort and sound
> fantastic.
>
>
> I probably should incorporate my other pre's a little more for diversity,
> but right now I'm so blown away by the sound of the 5012 that I can't pull
> myself away from it. I am very pleased with this pre!
>
> Tyrone
>Agreed- 99 1/2 inspired me to be a horn player...

"DC" <dc@spammersinhell.org> wrote:

>
>Buddy is terrific. I met him at the club years ago. Nice guy,
>no attitude.
>
>Wilson had tunes with much more grit than Sally. I like "99 1/2"
>myself. What a voice...
>
>DC
>
>
>Paul Braun <cygnus_nospam@ctgonline.org> wrote:
>>On 20 Jan 2006 09:42:32 +1000, "Chris Lang" <yo@yo.yo> wrote:
>>
>>>
>>>I know we've all had to play "Mustang Sally" WAAAY too many
>>>times, but man, I loved this guy's voice. He just had "it".
>>>
>>>I don't know where he's been since 1970, but just thought I would
>>>acknowledge his passing today...
>>>
>>
>>I was at Buddy Guy's Legends last night (Thursday) to see Buddy play.
>>He acknowledged Pickett's passing, and later on in the set, he invited
>>Jim Peterik (who's a good friend of his) to come up and jam with him
>>and the band on "Mustang Sally". It was Jim's idea, but oddly enough
>>Jim had come up with it a couple of days earlier, before Pickett died.
>>
>>The whole house was rockin' to that one.
>>
>>Ya know, for a 69-year-old dude, Guy still smokes. And I mean that in

>>a musical sense.
>>
>>pab
>....now that myparispro.com is no longer?

Thanks,
JonThis is a multi-part message in MIME format.

-----=_NextPart_000_0098_01C61E18.5D239820
Content-Type: text/plain;
charset="iso-8859-1"
Content-Tr

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???
Posted by [Tony Benson](#) on Thu, 05 Jan 2006 17:52:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

the club years ago. Nice guy,
>>no attitude.
>>
>>Wilson had tunes with much more grit than Sally. I like "99 1/2"
>>myself. What a voice...
>>
>>DC
>>
>>
>>Paul Braun <cygnus_nospam@ctgonline.org> wrote:
>>>On 20 Jan 2006 09:42:32 +1000, "Chris Lang" <yo@yo.yo> wrote:
>>>
>>>>
>>>>I know we've all had to play "Mustang Sally" WAAAY too many
>>>>times, but man, I loved this guy's voice. He just had "it".
>>>>
>>>>I don't know where he's been since 1970, but just thought I would
>>>>acknowledge his passing today...
>>>>
>>>
>>>I was at Buddy Guy's Legends last night (Thursday) to see Buddy play.
>>>He acknowledged Pickett's passing, and later on in the set, he invited
>>>Jim Peterik (who's a good friend of his) to come up and jam with him
>>>and the band on "Mustang Sally". It was Jim's idea, but oddly enough
>>>Jim had come up with it a couple of days earlier, before Pickett died.
>>>
>>>The whole house was rockin' to that one.
>>>
>>>Ya know, for a 69-year-old dude, Guy still smokes. And I mean that in
>>>a musical sense.

>>>

>>>pab

>>

>Remember what happened with Maxtor when they bought up Quantum some years ago. It was not a good idea for Maxtor to be big enough to take the market control when their quality then went the bad way.

Far east companies like Hitachi(earlier IBM harddisks) and Samsung are making big steps into the harddisk market, so maybe Seagate now are trying to be bigger with buying up a big loser rival, just to survive in the coming years with new harddisk technics.

Erling

"Aaron Allen" <nospam@not_here.dude> skrev i melding news:43d194a7@linux...

> Seagate bought 'em. Keep your eye on this one, the VAR's are giving the thumbs up at this point - but I have not made my decision on that yet.

>

> AA

>The new Audition 2 seems to be a good tool but I think it haven't made it yet and maybe it's too pricey for you. I upgraded my Audition 1.5 yesterday for 129 boxes but haven't had time to try it out yet. I have always liked the program since the "CoolEditPro" days. It's a form for an audio Swissknife.

<http://www.adobe.com/products/audition/newfeatures.html>

Erling

"James McCloskey" <excelsm@hotmail.com> skrev i melding news:43d158bb\$1@linux...

>

> Is there an inexpensive software program for song writing, music production

> for the PC? Something like GarageBand, that incorporates, loops, sample player, multi track record DAW, with Acid kind of features?

>

> The only think I can think of is Steinberg's Studio Case, but that cost about

> \$250.00. The entire iLife suit with GarageBand cost \$79.00, \$59.00 academic.

>

>

> Any ideas would be appreciated.

>

>

> James> This message is in MIME format. Since your mail reader does not understand this format, some or all of this message may not be legible.

--B_3220654761_936634
Content-type: text/plain; charset="ISO-8859-1"
Content-transfer-encoding: 8bit

web site:

<http://www.mercysakes.com/paris/PARIS%20utilities-apps/paf-wav%20convert%2098/>

Tony

On 1/20/06 10:35 PM, in article 43d1ba73@linux, "Tom Bruhl"
<arpeggio@comcast.net> wrote:

> Tony,
> I'm on PC for Paris. All files are 16bit up to this point.
> I know BFD is eating his G4 for lunch so 16bit is all
> he can afford to use. It's R&R so it's fine that way.
> Tom
>
>> "Tony Benson" <tony@standinghampton.com> wrote in message
>> news:43d16d16@linux...
>> Does the .paf/.wav utility for PC work for this? Duh, are you running PARIS
>> on a PC or a Mac would be a better first question! I transfer files from DP
>> to PARIS (24 bits at that) all the time using Sonicworx to convert .wav to
>> .paf, but I'm Mac on both programs.
>>
>> Tony
>>
>>
>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message news:43d14599@linux...
>> I've done this before but it's been a while. What I
>> recall working was just changing the extension
>> from the SDII from DP Mac files to SD2 for Paris.
>> The files I'm getting are not working now though.
>> Something has changed in his print method.
>>
>> The client has been burning CDRs for me using Toast.
>> He has tried burning data disks, music disks,
>> .wav, .SDII to no avail. All files have been 16bit.
>>
>> Tips?
>> Tom
>>
>

Content-transfer-encoding: quoted-printable

<BLOCKQUOTE><FONT FACE=3D"Arial&quo

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

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:43d1ba31@linux...

Sync masters,
Can I sync Cubase 2.? or 3.? to Paris using ADAT sync?

That is using XP with the Paris comp? Would it be better
to use smpte and/or MTC? I'm talking about two different
computers here.

Paris 3.0 comp is XP, 5 EDS, 1 UAD - two mecs each w/ 16 in/out + 1 =
ADAT module.

Cubase 2.1 comp is XP - has a Motu MIDI Express (USB) and a Delta 66.

My goal is to use Cubase primarily for MIDI. Ins and outs are lean on =

that box so a card that provides sync and ADAT in/out would be good.

Trying to keep in the lower price range in general. Paris comp =
doesn't
have MIDI card yet either.

Thanks for rehashing this just one more time for me!

Tom

-----=_NextPart_000_0098_01C61E18.5D239820

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 6.00.2800.1106" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>In theory you should be good sending =
Paris ADAT=20

sync to *any* hardware interface/software app that can slave =
ot=20

incoming ADAT sync. I've never used the MOTU hardware. It worked =
flawlessly with=20

RME HDSP hardware on Cubase v2 and v3. If you absolutely have to have =
ADAT sync,=20

the RME stuff is highly recommended (by me). I think Gene Lennon may be =
using=20

MOTU since he uses Macs to sync DP to his Mac (I think)</DIV>

<DIV> </DIV>

<DIV>Gene??? you around???</DIV>

<DIV> </DIV>
 <DIV>;o)</DIV>
 <DIV> </DIV>
 <DIV> </DIV>
 <DIV> </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 message=20
 news:43d1ba31@linux...</DIV>
 <DIV>Sync masters,</DIV>
 <DIV>
 <P>Can I sync Cubase 2.? or 3.? to Paris =
 using ADAT=20
 sync?</P>
 <P>That is using XP with the Paris =
 comp? </P>
 it be better</P>
 <P>to use smpte and/or MTC? =
 I'm talking=20
 about two different</P></DIV>
 <DIV>computers here.</DIV>
 <DIV> </DIV>
 <DIV>Paris 3.0 comp is XP, 5 EDS, 1 =
 UAD </DIV>
 mecs each w/ 16 in/out + 1 ADAT module.</DIV>
 <DIV>Cubase 2.1 comp is XP =
 - </DIV>
 a </DIV>
 <DIV> </DIV>
 <DIV>My goal is to use Cubase primarily =
 for=20
 MIDI. </DIV>
 <DIV>that box so a card that provides sync =
 and ADAT=20
 in/out would be good.</DIV>
 <DIV>Trying to keep in the lower =
 price range in=20
 general. </DIV>
 <DIV>have MIDI card yet =
 either.</DIV>
 <DIV> </DIV>
 <DIV>Thanks for rehashing this just one =
 more time for=20
 me!</DIV>
 <DIV></DIV>

size=3D2>Tom</DIV></BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0098_01C61E18.5D239820--Yeah!

And don't be LED, in the wrong direct-shun...

great stuff

"Chris Lang" <yo@yo.yo> wrote:

>

>Agreed- 99 1/2 inspired me to be a horn player...

>

>

>"DC" <dc@spammersinhell.org> wrote:

>>

>>Buddy is terrific. I met him at

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Deej \[1\]](#) on Thu, 05 Jan 2006 19:24:06 GMT

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

lto:excelsm@hotmail.com" target="_blank">excelsm@hotmail.com> wrote:

> >

> >Is there an inexpensive software program for song writing, music
production

> >for the PC? Something like GarageBand, that incorporates, loops, sample

> >player, multi track record DAW, with Acid kind of features?

> >

> >The only think I can think of is Steinberg's Studio Case, but that cost

> about

> >\$250.00. The entire iLife suit with GarageBand cost \$79.00, \$59.00
academic.

> >

> >

> >Any ideas would be appreciated.

> >

> >

> >James

>UseHouseSync=1

(for external WC)

"John" <no@no.com> wrote in message news:43d22f99@linux...

> Is this good for both win98se and xp?

>

>

```

> *** PARIS Configuration ***
>
> *** ENGINE configuration parameters ***
> * Cache Size in MB
> CacheSize=128
>
> * Overview cache size in KB
> OvwCacheSize=8192
>
> * I/O configuration
> IOSize=256
>
> * SubMix Cache Size in KB
> SubMixCacheSize=256
>
> ManualRecDelay=4096
>
> RecXFadeLen=20
> Use32BitWinMTC=0
>
> DisableDirectX=0
>
> MasterOutputCard=0
>
> ScrubMaxRate=1
>
> WheelSensitivity=20
>
> WheelInertia=68
>
> CSProVersion=ABCDEFGH
>
> VSTDirectory=C:\Program Files\steinberg\vstplugins\
>
> MIDIPlayDisabled=1I wonder why they didn't go with AMD. I'll bet they could have gotten a
price break from AMD (though that's purely speculation). Perhaps it's an
*image* thing, but AMD's image is well respected in the AV community and
that's where a large part of Apple's market is.

```

"James McCloskey" <excelsm@hotmail.com> wrote in message
news:43d20681\$1@linux...

```

>
>
>
> http://cestockblog.com/article/5966Give it a couple of years for AMD and Apple. I think the
reasons Apple went
with Intel is, Intel supplies something like 90% of all of the chips used,

```


bigger name recognition. The biggest reason is MOBOs. Last year Apple's chief hardware designer retired from Apple. With Intel's help and their code lock system, Apple could get new systems to market quickest. Apple is a business, and it's all about business.

James

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>I wonder why they didn't go with AMD. I'll bet they could have gotten a
>price break from AMD (though that's purely speculation). Perhaps it's an
>*image* thing, but AMD's image is well respected in the AV community and
>that's where a large part of Apple's market is.

>

>

>"James McCloskey" <excelsm@hotmail.com> wrote in message
>news:43d20681\$1@linux...

>>

>>

>>

>> <http://cestockblog.com/article/5966>

>

>rick <parnell68@hotmail.com> wrote:

>when do you think they'll drop support for the non intel macs?

>seriously, if it's being rewritten for new hardware how long will they

>dual platform it.

Last summer Apple told developers that in their development tools, it is simply selecting a check box to write binary code for both platforms. Will this work for complex software like logic??? I think you'll see development for Logic on PPC for a couple of years. Apple plans to continue selling G5 models over the next 12 months.

James

>

>On 21 Jan 2006 15:15:28 +1000, "LaMont" jjdpro2ameritech.net wrote:

>

>>

>>To all logic audio fans, here a link that talks about the new version of Logic

>>Audio.

>><http://www.appleinsider.com/article.php?id=1483>

>Hey all

I have downloaded and installed a vocal removing plugin.

(Analog X vocal remover.) Anyway it only works on stereo tracks and only as a native insert but only on stereo files. My question is...how do i sum the tracks and use the plug in?

Thanks! I've wondered the same thing. It looks like they're jumping right now to the least attractive set of technology. Read up on the Cell chips from IBM and they look spectacular, while AMD is currently handing Intel its ass in the spaces where performance and power consumption matter. I assume Apple did what it did because Intel paid them off, or that's illegal, so I assume Intel agreed to extensive mutually beneficial marketing (what Intel does with some other manufacturers like Dell). Where I work we're taking a serious look at a dual core dual processor AMD based server for our next mail server.

TCB

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>I wonder why they didn't go with AMD. I'll bet they could have gotten a
>price break from AMD (though that's purely speculation). Perhaps it's an
>*image* thing, but AMD's image is well respected in the AV community and
>that's where a large part of Apple's market is.

>

>

>"James McCloskey" <excelsm@hotmail.com> wrote in message

>news:43d20681\$1@linux...

>>

>>

>>

>> <http://cestockblog.com/article/5966>

>

>Agreed. Apple & AMD had a deal 3 years ago. It been speculated that Intel came to the table with \$\$\$ and Apple renigged of the AMD deal. This has prompted AMD to start litigation against Intel..

"TCB" <nobody@ishere.com> wrote:

>

>I've wondered the same thing. It looks like they're jumping right now to the

>least attractive set of technology. Read up on the Cell chips from IBM and

>they look spectacular, while AMD is currently handing Intel its ass in the

>spaces where performance and power consumption matter. I assume Apple did

>what it did because Intel paid them off, or that's illegal, so I assume

Intel

>agreed to extensive mutually beneficial marketing (what Intel does with some

>other manufacturers like Dell). Where I work we're taking a serious look

>at a dual core dual processor AMD based server for our next mail server.

>

>

>TCB

>

>
>"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>>I wonder why they didn't go with AMD. I'll bet they could have gotten a
>>price break from AMD (though that's purely speculation). Perhaps it's an
>>*image* thing, but AMD's image is well respected in the AV community and
>>that's where a large part of Apple's market is.
>>
>>
>>"James McCloskey" <excelsm@hotmail.com> wrote in message
>>news:43d20681\$1@linux...
>>>
>>>
>>>
>>> http://cestockblog.com/article/5966
>>
>>
>Do my values look correct for win98se and xp?

DJ wrote:
> UseHouseSync=1
> (for external WC)
>
> "John" <no@no.com> wrote in message news:43d22f99@linux...
>
>>Is this good for both win98se and xp?
>>
>>
>>*** PARIS Configuration ***
>>
>>*** ENGINE configuration parameters ***
>>* Cache Size in MB
>>CacheSize=128
>>
>>* Ov

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Aaron Allen](#) on Thu, 05 Jan 2006 20:47:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

erview cache size in KB
>>OvwCacheSize=8192
>>
>>* I/O configuration
>>IOSize=256
>>
>>* SubMix Cache Size in KB
>>SubMixCacheSize=256

```

>>
>>ManualRecDelay=4096
>>
>>RecXFadeLen=20
>>Use32BitWinMTC=0
>>
>>DisableDirectX=0
>>
>>MasterOutputCard=0
>>
>>ScrubMaxRate=1
>>
>>WheelSensitivity=20
>>
>>WheelInertia=68
>>
>>CSProVersion=ABCDEFGH
>>
>>VSTDirectory=C:\Program Files\steinberg\vstplugins\
>>
>>MIDIPlayDisabled=1
>
>

```

>It seems that they re-tweaked the entire program with this update. When we upgraded to Logic 7 along with purchasing dual CPU G5's, Logic 7 was not as steady as it's predecessors. Especially, if we used teh "Ultrabeat" plugin and Sculpture.

I'm not singling out Emagic, but Steignberg as well as, Motu. These companies bring out (SELL) these so -called updates, only to come up short. As a working pro, you actually loose productivity when you upgrade. This is a problem thu out our industry. Thus, the trust factor starts in. Which made me swear off Apple & Logic audio and Steingberg.

Mt question is: How do you loose fuctionality ,sometimes sound quality in an app, that a DAW manufacturer makes you pay for "being a guinea pig"?? This is really austounding of how many people just jump and run to update their stable working,\$\$money making systems to, updating to a bug infested "upgrade" revision 1.0??
Facsinating..

Dedric Terry <dterry@keyofd.net> wrote:

```

>Thanks for the update - sounds like the difference between Logic and Nuendo
>is a GUI.
>
>One other nice part of Logic I would like to see in Nuendo is window layout
>handling somewhat independent of Windows. Vegas has a similar approach

```

and
>dockable windows, in addition to recallable layouts. Just a better feel.
>
>I might have to upgrade my PC version to 7, if I add an OSX machine to the
>growing herd of comps in the studio.
>
>Regards,
>Dedric
>
>On 1/20/06 1:13 AM, in article 43d09b71@linux, "Jamie K"
><Meta@Dimensional.com> wrote:
>
>> Dedric Terry wrote:
>>> Hey Jamie,
>>>
>>> That makes more sense - I couldn't see how Logic would have made it to
7
>>> without sample accurate audio.
>>>
>>> I can't speak for anything beyond 5.5, so take my comment with a grain
of
>>> salt.
>>
>> I'll see if I can bring you up to date. :^)
>>
>>
>>> Logic may in reality have most every editing feature Nuendo has, but
>>> to me, audio seemed easier in Nuendo after switching - that could be
nothing
>>> more than subjective psychovisuals, but tools, visuals that contribute
to
>>> how quickly I can analyze and edit an audio track, and at the time, much
>>> better crossfade editing options (5.5 was a bit limited there). Handling
>>> audio as events or clips, time warp, etc. are also nice features.
>>
>> They added new crossfade options to Logic. Version 6 or 7, I forget
>> which but I was glad to see it. You can just drag across adjacent
>> regions and can also edit numerically.
>>
>>
>>> Probably the big missing feature (or so I hear - again, correct if wrong
>>> here), is plugin delay compensation on busses.
>>
>> Added in 7.1: "Full Native Plug-In Delay Compensation
>> Take advantage of full plug-in delay compensation which now corrects for
>> latency produced on bus, auxiliary, and output channels in addition to
>> every other path in the native audio mixer. You'll especially appreciate
>> this enhancement if you own third party DSP cards like those developed

>> by Universal Audio and TC Electronics." (From
>> <http://docs.info.apple.com/article.html?artnum=301426>)
>>
>> I agree that Logic 5.x had limitations but they've been steadily
>> addressing them.
>>
>> Here's an article about version 7 you may find interesting:
>>
>> http://www.tweakheadz.com/review_of_logic_pro_7.htm
>>
>> Apple's lists of 7 and 7.1 improvements:
>> http://images.apple.com/logicpro/pdf/LogicPro7_PO.pdf
>> http://manuals.info.apple.com/en/Improvements_in_Logic_Pro_7_1.pdf
>>
>>
>>> That said, there are some cool aspects to Logic that Nuendo doesn't have:
>>> 1 - more powerful midi (but to be fair, I haven't found anything I couldn't
>>> do in Nuendo, other than a complement to Logic's environment).
>>> 2 - dynamic processing allocation - not an official feature that I know
of
>>> but one users have been asking for in Nuendo. The beauty here - start
a
>>> song loaded with plugins and it doesn't max out the cpu until it reaches
the
>>> point in the song it has to load that one last plugin - nice. Nuendo
will
>>> sit there and stutter painfully until you can get a stop key through
it's
>>> overloaded brain. The advantage of static (Nuendo) is reverb/delay
>>> processing - it continues after playback is stopped (used to be a problem
>>> with Logic, requiring dummy audio clips, but I'm sure that's fixed by
now).
>>
>> I think that's fixed.
>>
>>
>>> 3 - Add audio tracks without affecting playback (Nuendo/SX have to mute
>>> playback while adding tracks, but that is probably a necessary tradeoff
of
>>> full PDC).
>>
>> You can do pretty much anything in Logic without stopping playback. I
>> don't think I've ever added tracks during playback, I'll have to try that.
>>
>>
>>> I wouldn't say Logic is inadequate for audio, just a different approach,
>>> with its' own strengths and weaknesses like any other DAW. As long as
I

>>> have full PDC I would be happy to mix a record on Logic.
>>
>> Anyone who remembers Logic from version 5.x on Wi95 or OS9 would
>> probably be glad to see the improvements made since then. Onward and upward.
>>
>> BTW, Logic 7.2 will run on Intel OSX next month, so they say. \$50 upgrade.
>>
>> Cheers,
>> -Jamie
>> <http://www.JamieKrutz.com>
>>
>>
>>> Regards,
>>> Dedric
>>>
>>> On 1/19/06 3:13 PM, in article 43d00edb@linux, "Jamie K"
>>> <Meta@Dimensional.com> wrote:
>>>
>>>
>>>> Dedric Terry wrote:
>>>>
>>>>> I used Logic on PC until moving to Nuendo. I never thought it was
hard to
>>>>> learn, but maybe I'm weird that way.
>>>>> I agree with Lamont - it is probably the best sequencer out there.
Audio,
>>>>> not as nice as Nuendo, but certainly
>>>>> workable. I still have a soft spot for Logic even though I don't use
it
>>>>> much.
>>>>> Did I read right in this thread that it still doesn't have sample accurate
>>>>> editing for audio?
>>>>
>>>> Hey Dedric, yep you read it but it was wrong...Logic 7.1 does have
>>>> sample accurate editing.
>>>>
>>>> I continue to hear good things about Nuendo. What audio features do
you
>>>> think it has that Logic lacks?
>>>>
>>>> Cheers,
>>>> -Jamie
>>>> <http://www.JamieKrutz.com>
>>>>
>>>>
>>>>
>>>>> As far as the new Macs go, I hope they are as fast as comparable PCs,
and

>>>> priced competitively. Perhaps
>>>> then both companies would have level competition to force better operating
>>>> systems, hardware, apps, etc..
>>>> ...okay, I'm dreaming now...
>>>>
>>>> I can't see moving back to Logic just for the new Apogee hardware,
but I
>>>> like the concept and claims of tight
>>>> integration with Logic. I guess Apple really is serious about pro
audio
>>>> (either that or Apogee is hoping they are).
>>>>
>>>> Regards,
>>>> Dedric
>>>
>>>
>Place the stereo tracks next to each other, open the plug-in in the native
inserts, and click the "stereo" box. You can either bounce the files real
time, or render them

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???
Posted by [Deej \[1\]](#) on Thu, 05 Jan 2006 21:20:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

/>
>
>>>>overloaded brain. The advantage of static (Nuendo) is reverb/delay
>>>>processing - it continues after playback is stopped (used to be a problem
>>>>with Logic, requiring dummy audio clips, but I'm sure that's fixed by
>
> now).
>
>>>I think that's fixed.
>>>
>>>
>>>
>>>>3 - Add audio tracks without affecting playback (Nuendo/SX have to mute
>>>>playback while adding tracks, but that is probably a necessary tradeoff
>
> of
>
>>>>full PDC).
>>>
>>>You can do pretty much anything in Logic without stopping playback. I
>>>don't think I've ever added tracks during playback, I'll have to try that.
>>>
>>>

>>>
>>>>I wouldn't say Logic is inadequate for audio, just a different approach,
>>>>with its' own strengths and weaknesses like any other DAW. As long as
>
> I
>
>>>>have full PDC I would be happy to mix a record on Logic.
>>>
>>>>Anyone who remembers Logic from version 5.x on Win95 or OS9 would
>>>>probably be glad to see the improvements made since then. Onward and upward.
>>>
>>>>BTW, Logic 7.2 will run on Intel OSX next month, so they say. \$50 upgrade.
>>>
>>>>Cheers,
>>>>-Jamie
>>>><http://www.JamieKrutz.com>
>>>
>>>
>>>
>>>>Regards,
>>>>Dedric
>>>>
>>>>>On 1/19/06 3:13 PM, in article 43d00edb@linux, "Jamie K"
>>>>><Meta@Dimensional.com> wrote:
>>>>>
>>>>>
>>>>>
>>>>>>Dedric Terry wrote:
>>>>>
>>>>>
>>>>>>>I used Logic on PC until moving to Nuendo. I never thought it was
>
> hard to
>
>>>>>>>learn, but maybe I'm weird that way.
>>>>>>>I agree with Lamont - it is probably the best sequencer out there.
>
> Audio,
>
>>>>>>>not as nice as Nuendo, but certainly
>>>>>>>workable. I still have a soft spot for Logic even though I don't use
>
> it
>
>>>>>>>much.
>>>>>>>Did I read right in this thread that it still doesn't have sample accurate
>>>>>>>editing for audio?
>>>>>

>>>>>Hey Dedric, yep you read it but it was wrong...Logic 7.1 does have
>>>>>sample accurate editing.
>>>>>
>>>>>I continue to hear good things about Nuendo. What audio features do
>
> you
>
>>>>>think it has that Logic lacks?
>>>>>
>>>>>Cheers,
>>>>>-Jamie
>>>>><http://www.JamieKrutz.com>
>>>>>
>>>>>
>>>>>
>>>>>>As far as the new Macs go, I hope they are as fast as comparable PCs,
>
> and
>
>>>>>>priced competitively. Perhaps
>>>>>>then both companies would have level competition to force better operating
>>>>>>systems, hardware, apps, etc..
>>>>>>...okay, I'm dreaming now...
>>>>>>
>>>>>>I can't see moving back to Logic just for the new Apogee hardware,
>
> but I
>
>>>>>>like the concept and claims of tight
>>>>>>integration with Logic. I guess Apple really is serious about pro
>
> audio
>
>>>>>>(either that or Apogee is hoping they are).
>>>>>>
>>>>>>Regards,
>>>>>>Dedric
>>>>>
>>>>>
>I can't speak for Logic, but for me, updates aren't a problem, nor are they
for many other pros I know. I've never had an upgrade cost me, or a client
time or money. But I approach them wisely - not in the middle of a project,
and I have a quick backup plan if something goes awry.

To answer your question: pros don't do this, so.....umm.... why did you
guys upgrade if you didn't know it would be stable for you? A momentary
lapse of reason? Blinded with science? Allured by the shiny pretty things?

;-)

While I agree that software is rarely, if ever "perfect", users aren't either. Sometimes how you view the product has as much or more to do with the user, or the perceptions we allow other people to influence us with than the product. It's a Burger King world - have it your way, perfectly, yesterday. ;-))

Users are the ones that push manufacturers for more features faster. I would wager that a large majority of users on any given DAW forum claiming to want a perfectly stable release, regardless of features and time in beta, would be complaining about how late the release is, and how manufacturer XYZ has more features. It's a sickness, but it isn't one permeating developers - it's a user disease.

In response, we are starting gear addicts anonymous - GAA for short, which is what we usually say when NAMM rolls around - "Dude... did you see the new Korg/Roland/Yammy synth?? Gaaaaaaa!!!!!!". ;-)

Regards,
Dedric

On 1/21/06 4:05 PM, in article 43d2b038\$1@linux, "LaMont Davis"
<jjdpro@ameritech.net> wrote:

>

> It seems that they re-tweaked the entire program with this update. When we
> upgraded to Logic 7 along with purchasing dual CPU G5's, Logic 7 was not
> as steady as it's predecessors. Especially, if we used teh "Ultrabeat" plugin
> and Sculpture.

>

> I'm not singling out Emagic, but Steigberg as well as, Motu. These companies
> bring out (SELL) these so -called updates, only to come up short. As a working
> pro, you actually loose productivity when you upgrade. This is a problem
> thru out our industry. Thus, the trust factor starts in. Which made me swear
> off Apple & Logic audio and Steigberg.

>

> My question is: How do you loose functionality, sometimes sound quality in
> an app, that a DAW manufacturer makes you pay for "being a guinea pig"??
> This is really astounding of how many people just jump and run to update
> their stable working, \$\$\$money making systems to, updating to a bug infested
> "upgrade" revision 1.0??
> Fascinating..

>

>

> Dedric Terry <dterry@keyofd.net> wrote:

>> Thanks for the update - sounds like the difference between Logic and Nuendo
>> is a GUI.

>>

>> One other nice part of Logic I would like to see in Nuendo is window layout
>> handling somewhat independent of Windows. Vegas has a similar approach
> and

>> dockable windows, in addition to recallable layouts. Just a better feel.

>>

>> I might have to upgrade my PC version to 7, if I add an OSX machine to the
>> growing herd of comps in the studio.

>>

>> Regards,

>> Dedric

>>

>> On 1/20/06 1:13 AM, in article 43d09b71@linux, "Jamie K"
>> <Meta@Dimensional.com> wrote:

>>

>>> Dedric Terry wrote:

>>>> Hey Jamie,

>>>>

>>>> That makes more sense - I couldn't see how Logic would have made it to
> 7

>>>> without sample accurate audio.

>>>>

>>>> I can't speak for anything beyond 5.5, so take my comment with a grain
> of

>>>> salt.

>>>

>>> I'll see if I can bring you up to date. :^)

>>>

>>>

>>>> Logic may in reality have most every editing feature Nuendo has, but
>>>> to me, audio seemed easier in Nuendo after switching - that could be
> nothing

>>>> more than subjective psychovisuals, but tools, visuals that contribute
> to

>>>> how quickly I can analyze and edit an audio track, and at the time, much
>>>> better crossfade editing options (5.5 was a bit limited there). Handling
>>>> audio as events or clips, time warp, etc. are also nice features.

>>>

>>> They added new crossfade options to Logic. Version 6 or 7, I forget
>>> which but I was glad to see it. You can just drag across adjacent
>>> regions and can also edit numerically.

>>>

>>>

>>>> Probably the big missing feature (or so I hear - again, correct if wrong
>>>> here), is plugin delay compensation on busses.

>>>

>>> Added in 7.1: "Full Native Plug-In Delay Compensation

>>> Take advantage of full plug-in delay compensation which now corrects for

>>> latency produced on bus, auxiliary, and output channels in addition to
>>> every other path in the native audio mixer. You'll especially appreciate
>>> this enhancement if you own third party DSP cards like those developed
>>> by Universal Audio and TC Electronics." (From
>>> <http://docs.info.apple.com/article.html?artnum=301426>)
>>>
>>> I agree that Logic 5.x had limitations but they've been steadily
>>> addressing them.
>>>
>>> Here's an article about version 7 you may find interesting:
>>>
>>> http://www.tweakheadz.com/review_of_logic_pro_7.htm
>>>
>>> Apple's lists of 7 and 7.1 improvements:
>>> http://images.apple.com/logicpro/pdf/LogicPro7_PO.pdf
>>> http://manuals.info.apple.com/en/Improvements_in_Logic_Pro_7_1.pdf
>>>
>>>
>>>> That said, there are some cool aspects to Logic that Nuendo doesn't have:
>>>> 1 - more powerful midi (but to be fair, I haven't found anything I couldn't
>>>> do in Nuendo, other than a complement to Logic's environment).
>>>> 2 - dynamic processing allocation - not an official feature that I know
> of
>>>> but one users have been asking for in Nuendo. The beauty here - start
> a
>>>> song I

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Tony Benson](#) on Thu, 05 Jan 2006 23:22:59 GMT

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

configuration
>>>IOSize=256
>>>
>>>* SubMix Cache Size in KB
>>>SubMixCacheSize=256
>>>
>>>ManualRecDelay=4096
>>>
>>>RecXFadeLen=20
>>>Use32BitWinMTC=0
>>>
>>>DisableDirectX=0
>>>
>>>MasterOutputCard=0
>>>
>>>ScrubMaxRate=1

```

>>>
>>>WheelSensitivity=20
>>>
>>>WheelInertia=68
>>>
>>>CSProVersion=ABCDEFGH
>>>
>>>VSTDirectory=C:\Program Files\steinberg\vstplugins\
>>>
>>>MIDIPlayDisabled=1
>>
>>
>>I sure hope things get better. I remember being a dyed in the wool hardcore
maxtor dude, then the quantum thing happened. Eww.. I won't touch 'em now.
I'd like to see them back to producing good gear, and frankly Seagate is the
top dog IMO right now so it's a definite possibility.. on the other hand,
Seagate may intend to use Maxtor line and name to serve the lower priced
market so as not to sully their own name. IMO, saving $10 or $20 on a drive
only to lose data ain't a good deal for anyone.. I'd rather pay for the
quality, but I understand diversity in product line should they go that
route.
Time will suss this out I'm sure.
AA

```

```

"erlilo" <erlilo@online.no> wrote in message news:43d1dfa6@linux...
> Remember what happened with Maxtor when they bought up Quantum some years
> ago. It was not a good idea for Maxtor to be big enough to take the
> markedcontrol when their quality then went the bad way.
> Far east companies like Hitachi(earlier IBM harddisks) and Samsung are
> making big steps into the harddisk marked, so maybe Seagate now are trying
> to be bigger with buying up a big loser rival, just to survive in the
> coming years with new harddisk technics.
>
> Erling
>
> "Aaron Allen" <nospam@not_here.dude> skrev i melding
> news:43d194a7@linux...
>> Seagate bought 'em. Keep your eye on this one, the VAR's are giving the
>> thumbs up at this point - but I have not made my decision on that yet.
>>
>> AA
>>
>
>More importantly is how they are gonna handle it. I bet the PC users of days
gone by can tell you about that particular with a little less twinkle in
their eyes.
AA

```

"rick" <parnell68@hotmail.com> wrote in message
news:2r44t1p9gpbo51vr63mvt90vdv6q4su4ec@4ax.com...
> when do you think they'll drop support for the non intel macs?
> seriously, if it's being rewritten for new hardware how long will they
> dual platform it.
>
> On 21 Jan 2006 15:15:28 +1000, "LaMont" jjdpro2ameritech.net wrote:
>
>>
>>To all logic audio fans, here a link that talks about the new version of
>>Logic
>>Audio.
>><http://www.appleinsider.com/article.php?id=1483>
>Man, I remember this discussion in the 80's with drum machines. All the
drummers that didn't want to change, learn or improve hated them and spewed
interesting verbiage regarding the use of them. However, I embraced them as
a tool to use, learned as much as possible and kept my gigs. Those guys
didn't.... I bet this will be just more of the same in the long haul. Bottom
line is you can't ever 'really' replace a musician without making the
performance lacking spark and creativity.... oh wait, I just described pop
music in general, didn't I ?
dang.....

AA

"Tony Benson" <tony@standinghampton.com> wrote in message
news:43cff61c@linux...
> Only if you can sequence his parts! ;>)
>
> Tony
>
> "Kent" <kent510745@hotmail.com> wrote in message news:43cff067@linux...
>> Will this replace the drummer I fired tomorrow? ('Scuse me if I mix my
>> tenses.)
>>
>> Kent
>>
>> "Tony Benson" <tony@standinghampton.com> wrote in message
>> news:43cfec3e@linux...
>>> Toontrack music proudly unveils the all new acoustic drum sampler, dfh
>>> EZdrummer at NAMM 2006 at the booth of Toontrack Music US distributor
>>> East
>>> West Communications.
>>>
>>> dfh EZdrummer is a state of the art acoustic drum sampler combining

>>> unique
>>> features inspired from the Toontrack pro software engine Superior
>>> Drummer
>>> with an all new interface and sounds recorded at Avatar studios in New
>> York
>>> by Pat Thrall, Neil Dorfsman and Nir Zidkyahu.
>>>
>>> Toontrack Percussive Compression, TPC, now in its second generation,
>>> cuts
>>> further disc space and RAM requirements while still giving the user a
>>> full
>>> on multiple microphone control through the internal mixer featuring
>>> stereo
>>> and multitrack capabilities through one single plug-in.
>>>
>>> Added to this is an extensive midi library accessible through the main
>>> interface with drag and drop capabilities.
>>>
>>> dfh EZdrummer will be complemented with expansion packs, EZXs, covering
>>> different genres recorded by the best musicians and producers in each
>> style.
>>>
>>> Toontrack Music would like to thank the fantastic producers, musicians,
>>> users, distributors and developers involved in and giving inspiration to
>> the
>>> making of dfh EZdrummer.
>>>
>>> dfh EZdrummer will be shown at NAMM, Soundsexpo London and Frankfurt
>>> Musikmesse and should hit the stores in April 2006. Release for EZXs
>>> TBA.
>>>
>>> Further product details and pre-order information is now available at
>>> the
>>> EZdrummer portal www.ezdrummer.com. Please bookmark this page for
>> up-to-date
>>> information in the coming weeks.
>>>
>>> See you at NAMM!
>>>
>>>
>>
>>
>
>Hey Jamie,
Strange, but using a vst on Logic, all yu have to do is go into the audio
settings , un check the vst audio, then re-check the box which in-turns,
relaunches or resets the audio interface.
Strange, but it works..That's why I keep using Logic 5.3 on windows. You

are right, on the G5-OSx,boom..Re-start the app..

Jamie K <Meta@Dimensional.com> wrote:

>

>Yeah, releasing software before its time is an epidemic. Software QA is

>a lost art.

>

>Before upgrading anything, from the OS on up, it pays to check online

>reports and see if the update is actually working.

>

>Logic is at 7.1 now and with that and the pro-apps OSX update tweaks

>from Apple it has become much more stable. The crashing thing has

>stopped happening here. Still has that pesky bug where it sometimes

>forgets to play an soft synth - have to restart the project to get it

>back if that happens. But otherwise as far as handling tons of tracks,

>FX and plugins, it's working better now. I don't use Ultrabeat but I do

>sometimes use Sculpture (best to have a G5 for Sculpture).

>

>Cheers,

> -Jamie

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

>

>

>LaMont Davis wrote:

>> It seems that they re-tweaked the entire program with this update. When
we

>> upgraded to Logic 7 along with purchasing dual CPU G5's, Logic 7 was not

>> as steady as it's predecessors. Especially, if we used teh "Ultrabeat"
plugin

>> and Sculpture.

>>

>> I'm not singling out Emagic, but Steignberg as well as, Motu. These companies

>> bring out (SELL) these so -called updates, only to come up short. As a
working

>> pro, you actually loose productivity when you upgrade. This is a problem

>> thu out our industry. Thus, the trust factor starts in. Which made me
swear

>> off Apple & Logic audio and Steingberg.

>>

>> Mt question is: How do you loose fuctionality ,sometimes sound quality
in

>> an app, that a DAW manufacturer makes you pay for "being a guinea pig"??

>> This is really austounding of how many people just jump and run to update

>> their stable working,\$\$money making systems to, updating to a bug infested

>> "upgrade" revision 1.0??

>> Fascinating..
>>
>>
>> Dedric Terry <dterry@keyofd.net> wrote:
>>
>>>Thanks for the update - sounds like the difference between Logic and Nuendo
>>>is a GUI.
>>>
>>>One other nice part of Logic I would like to see in Nuendo is window layout
>>>handling somewhat independent of Windows. Vegas has a similar approach
>>
>> and
>>
>>>dockable windows, in addition to recallable layouts. Just a better feel.
>>>
>>>I might have to upgrade my PC version to 7, if I add an OSX machine to
the
>>>growing herd of comps in the studio.
>>>
>>>Regards,
>>>Dedric
>>>
>>>On 1/20/06 1:13 AM, in article 43d09b71@linux, "Jamie K"
>>><Meta@Dimensional.com> wrote:
>>>
>>>
>>>>Dedric Terry wrote:
>>>>
>>>>>Hey Jamie,
>>>>>
>>>>>That makes more sense - I couldn't see how Logic would have made it
to
>>
>> 7
>>
>>>>>without sample accurate audio.
>>>>>
>>>>>I can't speak for anything beyond 5.5, so take my comment with a grain
>>
>> of
>>
>>>>>salt.
>>>>
>>>>>I'll see if I can bring you up to date. :^)
>>>>
>>>>
>>>>
>>>>>Logic may in reality have most every editing feature Nuendo has, but

>>>>>to me, audio seemed easier in Nuendo after switching - that could be
>>
>> nothing
>>
>>>>>more than subjective psychovisuals, but tools, visuals that contribute
>>
>> to
>>
>>>>>how q

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Tom Bruhl](#) on Thu, 05 Jan 2006 23:52:16 GMT

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

feature that I know
>>
>> of
>>
>>>>>but one users have been asking for in Nuendo. The beauty here - start
>>
>> a
>>
>>>>>song loaded with plugins and it doesn't max out the cpu until it reaches
>>
>> the
>>
>>>>>point in the song it has to load that one last plugin - nice. Nuendo
>>
>> will
>>
>>>>>sit there and stutter painfully until you can get a stop key through
>>
>> it's
>>
>>>>>overloaded brain. The advantage of static (Nuendo) is reverb/delay
>>>>>processing - it continues after playback is stopped (used to be a problem
>>>>>with Logic, requiring dummy audio clips, but I'm sure that's fixed by
>>
>> now).
>>
>>>>>I think that's fixed.
>>>>
>>>>
>>>>
>>>>>3 - Add audio tracks without affecting playback (Nuendo/SX have to mute
>>>>>playback while adding tracks, but that is probably a necessary tradeoff
>>

>> of
>>
>>>>>full PDC).
>>>>
>>>>You can do pretty much anything in Logic without stopping playback. I
>>>>don't think I've ever added tracks during playback, I'll have to try
that.
>>>>
>>>>
>>>>
>>>>>I wouldn't say Logic is inadequate for audio, just a different approach,
>>>>>with its' own strengths and weaknesses like any other DAW. As long
as
>>
>> I
>>
>>>>>have full PDC I would be happy to mix a record on Logic.
>>>>
>>>>Anyone who remembers Logic from version 5.x on Wi95 or OS9 would
>>>>probably be glad to see the improvements made since then. Onward and
upward.
>>>>
>>>>BTW, Logic 7.2 will run on Intel OSX next month, so they say. \$50 upgrade.
>>>>
>>>>Cheers,
>>>>-Jamie
>>>><http://www.JamieKrutz.com>
>>>>
>>>>
>>>>
>>>>>Regards,
>>>>>Dedric
>>>>>
>>>>>On 1/19/06 3:13 PM, in article 43d00edb@linux, "Jamie K"
>>>>><Meta@Dimensional.com> wrote:
>>>>>
>>>>>
>>>>>
>>>>>>Dedric Terry wrote:
>>>>>>
>>>>>>
>>>>>>>I used Logic on PC until moving to Nuendo. I never thought it was
>>
>> hard to
>>
>>>>>>>learn, but maybe I'm weird that way.
>>>>>>>I agree with Lamont - it is probably the best sequencer out there.
>>

>> Audio,
>>
>>>>>>not as nice as Nuendo, but certainly
>>>>>>workable. I still have a soft spot for Logic even though I don't
use
>>
>> it
>>
>>>>>>much.
>>>>>>Did I read right in this thread that it still doesn't have sample
accurate
>>>>>>editing for audio?
>>>>>>
>>>>>>Hey Dedric, yep you read it but it was wrong...Logic 7.1 does have
>>>>>>sample accurate editing.
>>>>>>
>>>>>>I continue to hear good things about Nuendo. What audio features do
>>
>> you
>>
>>>>>>think it has that Logic lacks?
>>>>>>
>>>>>>Cheers,
>>>>>>-Jamie
>>>>>><http://www.JamieKrutz.com>
>>>>>>
>>>>>>
>>>>>>
>>>>>>As far as the new Macs go, I hope they are as fast as comparable PCs,
>>
>> and
>>
>>>>>>priced competitively. Perhaps
>>>>>>then both companies would have level competition to force better operating
>>>>>>systems, hardware, apps, etc..
>>>>>>...okay, I'm dreaming now...
>>>>>>
>>>>>>I can't see moving back to Logic just for the new Apogee hardware,
>>
>> but I
>>
>>>>>>like the concept and claims of tight
>>>>>>integration with Logic. I guess Apple really is serious about pro
>>
>> audio
>>
>>>>>>(either that or Apogee is hoping they are).

>>>>>>
>>>>>>Regards,
>>>>>>Dedric
>>>>>
>>>>>
>>Two words with regard to drummers that have embraced
programming & playing as a combined art form...

Pat Mastellotto.

Neil

"Aaron Allen" <nospam@not_here.dude> wrote:

>Man, I remember this discussion in the 80's with drum machines. All the

>drummers that didn't want to change, learn or improve hated them and spewed

>interesting verbiage regarding the use of them. However, I embraced them
as

>a tool to use, learned as much as possible and kept my gigs. Those guys

>didn't.... I bet this will be just more of the same in the long haul. Bottom

>line is you can't ever 'really' replace a musician without making the

>performance lacking spark and creativity.... oh wait, I just described pop

>music in general, didn't I ?

>dang.....

>

>AA

>

>

>"Tony Benson" <tony@standinghampton.com> wrote in message

>news:43cff61c@linux...

>> Only if you can sequence his parts! ;>)

>>

>> Tony

>>

>> "Kent" <kent510745@hotmail.com> wrote in message news:43cff067@linux...

>>> Will this replace the drummer I fired tomorrow? ('Scuse me if I mix
my

>>> tenses.)

>>>

>>> Kent

>>>

>>> "Tony Benson" <tony@standinghampton.com> wrote in message

>>> news:43cfec3e@linux...

>>>> Toontrack music proudly unveils the all new acoustic drum sampler, dfh
>>>> EZdrummer at NAMM 2006 at the booth of Toontrack Music US distributor

>>>> East
>>>> West Communications.
>>>>
>>>> dfh EZdrummer is a state of the art acoustic drum sampler combining

>>>> unique
>>>> features inspired from the Toontrack pro software engine Superior
>>>> Drummer
>>>> with an all new interface and sounds recorded at Avatar studios in New
>>> York
>>>> by Pat Thrall, Neil Dorfsman and Nir Zidkyahu.
>>>>
>>>> Toontrack Percussive Compression, TPC, now in its second generation,

>>>> cuts
>>>> further disc space and RAM requirements while still giving the user
>>>> a
>>>> full
>>>> on multiple microphone control through the internal mixer featuring

>>>> stereo
>>>> and multitrack capabilities through one single plug-in.
>>>>
>>>> Added to this is an extensive midi library accessible through the main
>>>> interface with drag and drop capabilities.
>>>>
>>>> dfh EZdrummer will be complemented with expansion packs, EZXs, covering
>>>> different genres recorded by the best musicians and producers in each
>>> style.
>>>>
>>>> Toontrack Music would like to thank the fantastic producers, musicians,
>>>> users, distributors and developers involved in and giving inspiration
>>>> to
>>>> the
>>>> making of dfh EZdrummer.
>>>>
>>>> dfh EZdrummer will be shown at NAMM, Soundsexpo London and Frankfurt
>>>> Musikmesse and should hit the stores in April 2006. Release for EZXs

>>>> TBA.
>>>>
>>>> Further product details and pre-order information is now available at

>>>> the
>>>> EZdrummer portal www.ezdrummer.com. Please bookmark this page for

>>> up-to-date
>>>> information in the coming weeks.
>>>>
>>>> See you at NAMM!
>>>>
>>>>
>>>
>>>
>>
>>
>
>"Tyrone Corbett" <tyronecorbett@comcast.net> wrote:
>
>"Bill Lorentzen" <bill@lorentzen.ws> wrote:
>>I'm surprised that it sounds so much better than the Avalon. How much was
>
>>the Portico?
>>
>>Bill
>
>In my estimation it does sound significantly better than the Avalon.

But the older Neve stuff sounds much different than a 737, too,
so should that be a surprise? My question is: does it sound
like either a 1073 or a 1081, for example? Or is it simply a
damn good pre that's not necessarily an older Neve-mulation?

Neill personally think the 737 is an overly-disparaged box for no
good reason... it can kick total ass, depending on what you're
mic'ing & what mic you're using... If you want clean class-A
that can also get warm & fuzzy, that's the way to go. As for
the Summitt stuff, I've always felt it was some of the dirtier
high-end tube gear around, but definitely useful for certain
things. One man's clean is another man's dirt, I s'pose. lol

The Mucusrite newer ISA stuff is very clean, but not very
colored - at least based on my experience with the 428... dunno
if that helps you any.

Neil

"TCB" <nobody@ishere.com> wrote:
>
>Hey all,
>
>As my little rock'n'roll outfit starts to gear up (no pun intended) for
a

>second CD I'm thinking of picking up one or maybe two channel strips for
>the home studio where we'll be tracking. I'm willing to go up to roughly
>the \$2k range which means I'm only really ruling out Manley. So, for those
>among you have heard and used Summit, Focusrite ISA, Avalon, and vintage
>lunchbox options, I would appreciate any ideas. Having used what I've used,
>I would lean to the Avalon 737 or the Summit MPC-100 because I've used them
>both in other studios and really liked them. Very clean tube sound.

>

>As an aside, I was at rehearsal tonight and had a bit laugh. I'm binary
boy,

>right? All about the 1s and 0s, writing computer code and making electronic
>music? In this rock band my signal path is

>

>almost 20 year old 62 reissue strat w/ van zandt pickups -> fulltone wah

>-> Moogerfooger analog delay -> Fulltone OCD overdrive pedal -> Moogerfooger

>phase shifter -> Line 6 modulation modeller -> Top Hat Club Royale with

a

>THD Hot Plate attenuator to knock down the volume. The only piece of vaguely

>modern gear is the digital emulator of old effects that is mostly used for

>tremolo (has a gorgeous Vox bias trem effect). All of which is only to say

>I'm not all that digital when it comes to guitars, which I think is funny.

>

>

>TCBYou can reset the audio interface in OSX too. Nice for changing buffer
settings without re-starting the program.

Speaking of the audio instrument problem, other thing I've tried is to
just remove the plug-in from the instrument object and put it back
again. Sometimes it works, sometimes not.

-Michele Hobbs

LaMont wrote:

> Hey Jamie,

> Strange, but using a vst on Logic, all you have to do is go into the audio

> settings, uncheck the vst audio, then re-check the box which in-turns,

> relauches or resets the audio interface.

> Strange, but it works..That's why I keep using Logic 5.3 on windows. You

> are right, on the G5-OSx,boom..Re-start the app..

>

>

> Jamie K <Meta@Dimensional.com> wrote:

>

>>Yeah, releasing software before its time is an epidemic. Software QA is

>

>

>>a lost art.

>>

>>Before upgrading anything, from the OS on up, it pays to check online
>>reports and see if the update is actually working.
>>
>>Logic is at 7.1 now and with that and the pro-apps OSX update tweaks
>
>>from Apple it has become much more stable. The crashing thing has
>
>>stopped happening here. Still has that pesky bug where it sometimes
>>forgets to play an soft synth - have to restart the project to get it
>>back if that happens. But otherwise as far as handling tons of tracks,
>>FX and plugins, it's working better now. I don't use Ultrabeat but I do
>
>
>>sometimes use Sculpture (best to have a G5 for Sculpture).
>>
>>Cheers,
>> -Jamie
>> <http://www.JamieKrutz.com>
>>I don't think they'll drop support anytime soon. After all, they still
have plenty of non-Intel Macs to sell. A non-Intel desktop version
hasn't even been announced yet.

Besides, I think that Universal applications (those compatible with
intel) will also work on non-intel Macs, but not the other way around.

-Michele

rick wrote:

> when do you think they'll drop support for the non intel macs?
> seriously, if it's being rewritten for new hardware how long will they
> dual platform it.
>
> On 21 Jan 2006 15:15:28 +1000, "LaMont" jjdpro2ameritech.net wrote:
>
>
>>To all logic audio fans, here a link that talks about the new version of Logic
>>Audio.
>><http://www.appleinsider.com/article.php?id=1483>
>
>Thanks Deej. Guess, I was trying to take the short cut. :)

"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>Ghost working drive image.
>
>Install v4.1. It should work with Win XP. It won't work with Windows 9X.
>
>If it hoses your install, restore Ghost drive image and finish mixes.

>
>;o)
>
>Good luck,
>
>Deej
>
>"Chris" <chris_cortez@kcsn.net> wrote in message news:43d178af\$1@linux...
>>
>> Hi all,
>> It's been a while since visiting the group and its nice
>> to see that the site hasn't been abandoned. I haven't had
>> a chance to keep up with Paris news because i've been
>> doing sessions (with our beloved Paris of course). I was
>> just wondering if anyone is using the latest drivers for the
>> UAD-1 card? I am running XP with 3 eds cards and a UAD-1
>> and for the most part running stable. Can anyone confirm
>> good results with the latest UAD driver? Im in the middle
>> of several mixes and will probably update if it is safe.
>> Any reports with buffer or latency changes?
>> Thanks so much.
>> Chris
>
>I agree. It's a monster if you get aggressive with it. The EQ is excellent
and the compressor can be very versatile but you've gotta know how to use
it.. I use it a lot as an insert on vocal tracks in mixes. Boosting the HF
at 20 or 32KHz can really open up a track. It's a tweaker's delight.

Another sleeper is the old JoeMeek VC-1. I haven't heard the new ones, but
the old ones sound very ballsy and do I daresay "Neve'ish"? I've had one in
my rack for years.....twist knobs.....major shit happens. I've seen these
on EBay for around \$350.00, though recently they seem to be edging upward.

"Neil" <OIUOIU@OIU.com> wrote in message news:43d31722\$1@linux...
>
> I personally think the 737 is an overly-disparaged box for no
> good reason... it can kick total ass, depending on what you're
> micing & what mic you're using... If you want clean class-A
> that can also get warm & fuzzy, that's the way to go. As for
> the Summitt stuff, I've always felt it was some of the dirtier
> high-end tube gear around, but definitely useful for certain
> things. One man's clean is another mans dirt, I s'pose. lol
>
> The Mucusrite newer ISA stuff is very clean, but not very
> colored - at least based on my epxereince with the 428... dunno
> if that helps you any.
>
> Neil

>
>
> "TCB" <nobody@ishere.com> wrote:
> >
> >Hey all,
> >
> >As my little rock'n'roll outfit starts to gear up (no pun intended) for
> a
> >second CD I'm thinking of picking up one or maybe two channel strips for
> >the home studio where we'll be tracking. I'm willing to go up to roughly
> >the \$2k range which means I'm only really ruling out Manley. So, for
those
> >among you have have heard and used Summit, Focusrite ISA, Avalon, and
vintage
> >lunchbox options, I would appreciate any ideas. Having used what I've
used,
> >I would lean to the Avalon 737 or the Summit MPC-100 because I've used
them
> >both in other studios and really liked them. Very clean tube sound.
> >
> >As an aside, I was at rehearsal tonight and had a bit laugh. I'm binary
> boy,
> >right? All about the 1s and 0s, writing computer code and making
electronic
> >music? In this rock band my signal path is
> >
> >almost 20 year old 62 reissue strat w/ van zandt pickups -> fulltone wah
> >-> Moogerfooger analog delay -> Fulltone OCD overdrive pedal ->
Moogerfooger
> >phase shifter -> Line 6 modulation modeller -> Top Hat Club Royale with
> a
> >THD Hot Plate attenuator to knock down the volume. The only piece of
vaguely
> >modern gear is the digital emulator of old effects that is mostly used
for
> >tremolo (has a gorgeous Vox bias trem effect). All of which is only to
say
> >I'm not all that digital when it comes to guitars, which I think is
funny.
> >
> >
> >TCB
> >I've read that both Hitachi with "Patterned Media" and Seagate with "Heat
Assisted Magnetic Recording", are working hard with these new, different
"harddisk" technologies for the future. It seems to take about 5 to 10 years
to be there and the "promises" from both is about 50 TB big harddisks, about
100 times more then today.

Erling

"Aaron Allen" <nospam@not_here.dude> skrev i melding news:43d2ea57@linux...
>I sure hope things get better. I remember being a dyed in the wool hardcore
>maxtor dude, then the quantum thing happened. Eww.. I won't touch 'em now.
>I'd like to see them back to producing good gear, and frankly Seagate is
>the top dog IMO right now so it's a definite possibility.. on the other
>hand, Seagate may intend to use Maxtor line and name to serve the lower
>priced market so as not to sully their own name. IMO, saving \$10 or \$20 on
>a drive only to lose data ain't a good deal for anyone.. I'd rather pay for
>the quality, but I understand diversity in product line should they go that
>route.
> Time will suss this out I'm sure.
> AA
>
>
> "erlilo" <erlilo@online.no> wrote in message news:43d1dfa6@linux...
>> Remember what happened with Maxtor when they bought up Quantum some years
>> ago. It was not a good idea for Maxtor to be big enough to take the
>> markedcontrol when their quality then went the bad way.
>> Far east companies like Hitachi(earlier IBM harddisks) and Samsung are
>> making big steps into the harddisk marked, so maybe Seagate now are
>> trying to be bigger with buying up a big loser rival, just to survive in
>> the coming years with new harddisk technics.
>>
>> Erling
>>
>> "Aaron Allen" <nospam@not_here.dude> skrev i melding
>> news:43d194a7@linux...
>>> Seagate bought 'em. Keep your eye on this one, the VAR's are giving the
>>> thumbs up at this point - but I have not made my decision on that yet.
>>>
>>> AA
>>>
>>>
>>
>>
>
>I've got a 6 month old 160G Maxtor doorstep here.

;o(

"Aaron Allen" <nospam@not_here.dude> wrote in message news:43d2ea57@linux...
> I sure hope things get better. I remember being a dyed in the wool
hardcore
> maxtor dude, then the quantum thing happened. Eww.. I won't touch 'em now.
> I'd like to see them back to producing good gear, and frankly Seagate is
the

> top dog IMO right now so it's a definite possibility.. on the other hand,
> Seagate may intend to use Maxtor line and name to serve the lower priced
> market so as not to sully their own name. IMO, saving \$10 or \$20 on a
drive
> only to lose data ain't a good deal for anyone.. I'd rather pay for the
> quality, but I understand diversity in product line should they go that
> route.
> Time will suss this out I'm sure.
> AA
>
>
> "erlilo" <erlilo@online.no> wrote in message news:43d1dfa6@linux...
> > Remember what happened with Maxtor when they bought up Quantum some years
> > ago. It was not a good idea for Maxtor to be big enough to take the
> > markedcontrol when their quality then went the bad way.
> > Far east companies like Hitachi(earlier IBM harddisks) and Samsung are
> > making big steps into the harddisk marked, so maybe Seagate now are
trying
> > to be bigger with buying up a big loser rival, just to survive in the
> > coming years with new harddisk technics.
> >
> > Erling
> >
> > "Aaron Allen" <nospam@not_here.dude> skrev i melding
> > news:43d194a7@linux...
> >> Seagate bought 'em. Keep your eye on this one, the VAR's are giving the
> >> thumbs up at this point - but I have not made my decision on that yet.
> >>
> >> AA
> >>
> >
> >
>
>hey,

I'm using an m-audio keystation 88. not sure how the action is rigged
but it plays very close to our grand

jef

Edna wrote:

>Anyone have a recommendation for a decent weighted-key midi keyboard? I
>just can't get good timing on piano parts with the spring loaded ones.
>Thanks,
>Edna
>
>

>

>I've recently gotten into softsynths. To date, I've been getting so much out of my hardware units that I haven't bothered with the soft stuff. But man, I'm hooked. So I'm getting this new soundcard, and I think I'm gonna need to upgrade my RAM. I've been getting by on 128 megs, I think I'd like to get either another 256 or 512, BUT, I seem to recall that Paris may not "like" this. Is it ok to stick upwards of 128 in a Paris (and softsynth) machine?

Thanks!

MR>But the older Neve stuff sounds much different than a 737, too,

>so should that be a surprise? My question is: does it sound

>like either a 1073 or a 1081, for example? Or is it simply a

>damn good pre that's not necessarily an older Neve-mulation?

>

>Neil

Neil, I don't have much experience with either the 1073 or the 1081, so I can't offer you much in that regard. There's also the issue that the Portico 5012 does not have EQ as does the earlier Neve pre's you mentioned (the Portico 5032 would be a better comparison).

In any event, I think the 5012 sounds pretty amazing and I do own a 737 which I like. They are currently in the same price range so if I had to purchase one over the other, it would be the 5012...even without the compressor and EQ. Of course that's relative to my setup, maybe your needs are different.

I would certainly check out the Portico series before making a final choice though.

TyroneCheck out the Rupert Neve Portico line. I posted my thoughts on the 5012 several topics down.

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

TyroneRod, I always look forward to your replies. You really help out an awful lot. My box is a 2.4 celeron with 512 ram and i'm only doing 32 tracks average if that helps. Thanks again for the great info. So how'd you manage to get looks and brains, rick and i didn't get either?
hehe

John

Rod Lincoln wrote:

> XP can use lower cache and I/O sizes than ME and achieve equal results, except
> much snappier.

> Those settings look OK, they're kind of on the large side, especially the

> 256 I/O, but if your running lots of tracks, have lots of edits, or a slowish

> computer, you may need that.

> I've done a lot of experimentation with this and find that a lot of times,
> I get the best performance with equal cache and I/O numbers, so with that
> in mind I'd suggest lowering your I/O to 128, and see how that works.
> On XP I run a lot with cache=64 and I/O=64 if the track count or edit count
> doesn't get too high.(40 or less tracks) Very snappy.
> Rod
> John <no@no.com> wrote:
>
>>Do my values look correct for win98se and xp?
>>
>>DJ wrote:
>>
>>>UseHouseSync=1
>>>(for external WC)
>>>
>>>"John" <no@no.com> wrote in message news:43d22f99@linux...
>>>
>>>
>>>>Is this good for both win98se and xp?
>>>>
>>>>
>>>>*** PARIS Configuration ***
>>>>
>>>>*** ENGINE configuration parameters ***
>>>>* Cache Size in MB
>>>>CacheSize=128
>>>>
>>>>* Overview cache size in KB
>>>>OvwCacheSize=8192
>>>>
>>>>* I/O configuration
>>>>IOSize=256
>>>>
>>>>* SubMix Cache Size in KB
>>>>SubMixCacheSize=256
>>>>
>>>>ManualRecDelay=4096
>>>>
>>>>RecXFadeLen=20
>>>>Use32BitWinMTC=0
>>>>
>>>>DisableDirectX=0
>>>>
>>>>MasterOutputCard=0
>>>>
>>>>ScrubMaxRate=1
>>>>
>>>>WheelSensitivity=20


```
>>>>
>>>>WheelInertia=68
>>>>
>>>>CSProVersion=ABCDEFGH
>>>>
>>>>VSTDirectory=C:\Program Files\steinberg\vstplugins\
>>>>
>>>>MIDIPlayDisabled=1
>>>
>>>
>>>
>Since I've been having such a good time playing with these free little
softsynth beastsies, I thought I'd throw out some of my impressions for
anybody that's interested.
```

First off, there's ALOT of free synths out there. I think I've got about twenty now. I'm running them in a simple version of Orion. Many of the synths seem to be made with a program called "SynthEdit." This probably (partly) explains why many seem to sound the similar. So far I've got a few favorites: Evol, two synths by a guy named HG Fortune (STS-21, and Protoplasm), and another called Synth 1. I just downloaded Crystal, which may be pretty cool too, we'll see. I'm amazed at how responsive even my SBLive card is. I haven't gotten more than a couple instances yet, but the card is hangin' in there at 10-13ms. Kind of surprising for such dated technology.

Well, just wanted to pass along some good gear vibes. I imagine most of you folks are probably already hip to all this. The first synth I messed with was an OB1 with four SEM modules, now I've got almost a score of synths in one Athlon based SEM -and their all free! Killer.
MRThanks jef, I'll check into it. . .

"jef knight" <thestudio@allknightmusic.com> wrote in message
news:43d3a073\$1@linux...

```
> hey,
>
> I'm using an m-audio keystation 88. not sure how the action is rigged
> but it plays very close to our grand
>
> jef
>
> Edna wrote:
>
> >Anyone have a recommendation for a decent weighted-key midi keyboard? I
> >just can't get good timing on piano parts with the spring loaded ones.
> >Thanks,
> >Edna
> >
```

> >

> >

> >Mike, I'm running a gig with no problem in XP.

"Mike R." <emarenot@yahoo.com> wrote in message news:43d3ab75@linux...

> I've recently gotten into softsynths. To date, I've been getting so much

> out of my hardware units that I haven't bothered with the soft stuff. But

> man, I'm hooked. So I'm getting this new soundcard, and I think I'm gonna

> need to upgrade my RAM. I've been getting by on 128 megs, I think I'd

like

> to get either another 258 or 512, BUT, I seem to recall that Paris may not

> "like" this. Is it ok to stick upwards of 128 in a Paris (and softsynth)

> machine?

> Thanks!

> MR

>

>Paris loves memory but I think you have to adjust vcache if you got
above 512, you can go to 2gb if i'm reading the newsgroups right.

<http://www.aumha.org/a/memmgmt.htm>

Mike R. wrote:

> I've recently gotten into softsynths. To date, I've been getting so much

> out of my hardware units that I haven't bothered with the soft stuff. But

> man, I'm hooked. So I'm getting this new soundcard, and I think I'm gonna

> need to upgrade my RAM. I've been getting by on 128 megs, I think I'd like

> to get either another 258 or 512, BUT, I seem to recall that Paris may not

> "like" this. Is it ok to stick upwards of 128 in a Paris (and softsynth)

> machine?

> Thanks!

> MR

>

>Hi all,

I found a guitar amp I really must have at NAMM, so the old
compressors and 9 old mics have to go.

My Paris buddies get free shipping and handling

http://search.ebay.com/_W0QQsassyZtoasterdonQQhtZ-1

best,

DCMy favorite for feel is the Yamaha S90es (not the S90, or Motif series - the
es has a different action). To be honest, none of the new crop of
controllers impress me at all - most are inconsistent (M-audio, CME) and
have either a spongy or springy vibrating bounce - nothing like a good
piano. Kurzweil controllers are pretty good (PC1/2).

If I had the money to buy a S90es I would offer to sell you my Yamaha KX88 - it's a great controller, but I prefer a different velocity curve (it only has one).

However, the best way to find one you like is to try them - one of these may work fine for you.

Regards,
Dedric

> Edna wrote:

>

>> Anyone have a recommendation for a decent weighted-key midi keyboard? I

>> just can't get good timing on piano parts with the spring loaded ones.

>> Thanks,

>> Edna

>>

>>

>>

>>This is a multi-part message in MIME format.

-----=_NextPart_000_0295_01C61F46.B2C19280

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Rod,

I am adding the sd2 in Windows by retyping sd2 over SDII (or was it = wav?) then adding files

in Paris. I recall this working 6 months ago with the same client. I = will be

sure to have him make ISO 9660 disks too. Toast asks if you want to = burn

a disk for MAC, PC-MAC or another level that says ISO 9660. I think he usually uses the PC-MAC setting. Once we tried ISO 9660 but there was still something wrong. Most often the files come up but won't play and = have no overview.

Thanks for the help,

Tom

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message = news:43d2708f\$1@linux...

You know it's kind of wierd if you can even SEE file extensions coming = from

a Mac, if it's been burned to a CD. Are you sure that "SDII" is = actually

the extension, and not something he added to the name. What I'm saying =
is,
are you actually changing the extension, or just part of the file name =
that
looks like the file extension. Just a thought.
Rod
"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>
>Tom, adding the extension should work, so there's something else =
going on
>here. Are you adding the .sd2 in windows, before paris sees it? Are =
the
data
>disks being burned in ISO 9660?
>Are they really sd2 files? (I've had DP guys send aiff files to me =
and swore
>they were sd2's) You could open it in wavelab and check out the =
properties.
>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>
>>
>>Tony,
>>I'm on PC for Paris. All files are 16bit up to this point.
>>I know BFD is eating his G4 for lunch so 16bit is all
>>he can afford to use. It's R&R so it's fine that way.
>>Tom
>>
>> "Tony Benson" <tony@standinghampton.com> wrote in message =3D
>>news:43d16d16@linux...

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [EK Sound](#) on Fri, 06 Jan 2006 00:38:10 GMT

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

p;lt;FO=
NT=20
face=3D3DArial size=3D3D2>I'm on PC for Paris. All files =
=3D
>>are 16bit=20
up=3D20
>>to this=20
point.</DIV>
>><DIV><FONT =
face=3D3DArial=20
size=3D3D2>I know BFD is eating his G4 for =
lunch
=3D
>>so 16bit=20
=
is=3D20
 >>all</DIV>
>><DIV><=20
;FONT=20

face=3D3DArial size=3D3D2>he can afford to use. It's =
 =3D
>>R&R so=20
 it's=3D20
>>fine that=20
 way.</DIV>
>></DIV></FONT =
 face=3D3DArial=20
 =
 size=3D3D2>Tom</DIV> t;
>></DIV></FONT=
 =20
 face=3D3DArial size=3D3D2>=20
 =
 </DIV>
>><BLOCKQUOTE=3D20
>>style=3D3D"PADDING=
 -RIGHT:=20
 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>BORDER-LEFT: =
 #000000=20
 2px solid; MARGIN-RIGHT: 0px">
>> </DIV>"Tony =
 Benson"=20
 <<A=3D20
>> =3D
>>href=3D3D"<A=20
 =
 href=3D'mailto:tony@standinghampton.com">tony@standinghampton.commai=
 lto:tony@standinghampton.com">tony@standinghampton.com</A>&g=
 t;=3D
>>=20
 wrote=3D20
>> in message <A =
 =3D
>>href=3D3D"<A=20
 =
 href=3D'news:43d16d16@linux">news:43d16d16@linux...</DIV>Does=3D20'>n=
 ews:43d16d16@linux">news:43d16d16@linux...</DIV>Does=3D=
 20
>> =20
 the .paf/.wav utility for PC work for this? Duh, are you running=20
 PARIS
>>=3D
>>></BR>on=3D20
>> a PC =
 or a Mac=20
 would be a better first question! I transfer files=20
 from
>>=3D
>>>DP=3D20
>> </BR>to =
 PARIS (24 bits=20
 at that) all the time using Sonicworx to =
 convert
>>=3D
>>>.wav=20
 to=3D20
>> </BR>.paf, but I'm Mac on both=20
 programs.</BR></BR>Tony</BR>></BR></BR> "Tom=20
 =3D
>>Bruhl"=3D20
>> <<A href=3D3D"<A=20
 =
 href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.netmailto:arpegi=
 o@comcast.net">arpeggio@comcast.net</A>>=20
 =3D
>>wrote in=3D20
>> message <A=20
 =3D
>>href=3D3D"<A=20
 =
 href=3D"news:43d14599@linux">news:43d14599@linux...
I've">new=
 s:43d14599@linux">news:43d14599@linux...</BR>I've=20
 done=3D20
>> this before but it's been a while. What=20
 I</BR>recall working was =

=3D
>>just=3D20
>> changing=20
 the extension
from the SDII from DP Mac files to SD2=20
 for=3D20
>> Paris.
The files I'm getting are =
 not working=20
 now =3D
>>though.
Something =
 has=3D20
>> changed=20
 in his print method.

The client has been burning=20
 CDRs
=3D
>>for me=3D20
>> using =
 Toast.
He has=20
 tried burning data disks, music=20
 =
 disks,
.wav,
>=3D
>>.SDII=3D20
>> =
 to no=20
 avail. All files have been=20
 =
 16bit.

Tips?<BR&am p;gt;Tom=3D20
>>

</BLOCKQUOTE></BODY> </HTML>
>>
>>=
 >
>
</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0295_01C61F46.B2C19280--I did try a Kurzweil synth a few years ago at
 store in Dallas with a
 weighted keybd and it was nice. I've wanted one ever since. I live out in
 the sticks, but next time I get to the big city I'll try some out.
 Thanks

"Dedric Terry" <dterry@keyofd.net> wrote in message
 news:BFF8FDCB.643%dterry@keyofd.net...
 > My favorite for feel is the Yamaha S90es (not the S90, or Motif series -
 the
 > es has a different action). To be honest, none of the new crop of
 > controllers impress me at all - most are inconsistent (M-audio, CME) and
 > have either a spongy or springy vibrating bounce - nothing like a good
 > piano. Kurzweil controllers are pretty good (PC1/2).
 >
 > If I had the money to buy a S90es I would offer to sell you my Yamaha
 KX88 -
 > it's a great controller, but I prefer a different velocity curve (it only
 > has one).
 >
 > However, the best way to find one you like is to try them - one of these
 may
 > work fine for you.
 >
 > Regards,
 > Dedric
 >
 > > Edna wrote:
 > >

> >> Anyone have a recommendation for a decent weighted-key midi keyboard?

I

> >> just can't get good timing on piano parts with the spring loaded ones.

> >> Thanks,

> >> Edna

> >>

> >>

> >>

> >>

>This is a multi-part message in MIME format.

-----=_NextPart_000_02A1_01C61F47.629F3D60

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Rick,

So is this right?:

Convert files to wav in DP.

Burn ISO 9660 disk.

Change wav to sd2 in Windows.

Import in Paris.

I recall having a problem with wavs from DP
in the past. Maybe for another reason though.
They're all 16 bit.

Thanks Rick,

Tom

"rick" <parnell68@hotmail.com> wrote in message =
news:8f24t1l2scf51s5pvoftom5n4fn6p9cb7t@4ax.com...

make sure he burns the disks so pc can read them. he'll have to make
that choice when he burns them. second, have him convert the SDII's
to wav files on the mac. this will save you both time and headaches.

On Fri, 20 Jan 2006 15:17:13 -0500, "Tom Bruhl" <arpeggio@comcast.net>
wrote:

>I've done this before but it's been a while. What I

>recall working was just changing the extension

>from the SDII from DP Mac files to SD2 for Paris. =20

>The files I'm getting are not working now though. =20

>Something has changed in his print method.

>

>The client has been burning CDRs for me using Toast.

>He has tried burning data disks, music disks,
>.wav, .SDII to no avail. All files have been 16bit.
>
>Tips?
>Tom

-----=_NextPart_000_02A1_01C61F47.629F3D60

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>Rick,</DIV>

<DIV>So is this right?:</DIV>

<DIV> </DIV>

<DIV>Convert files to wav in =
DP.</DIV>

<DIV>Burn ISO 9660 disk.</DIV>

<DIV> </DIV>

<DIV>Change wav to sd2 in =
Windows.</DIV>

<DIV>Import <in Paris.</DIV>

<DIV> </DIV>

<DIV> </DIV>

<DIV>I recall having a problem with wavs =
from=20

DP</DIV>

<DIV>in the past. <Maybe for another =
reason=20

though.</DIV>

<DIV>They're all 16 bit.</DIV>

<DIV> </DIV>

<DIV>Thanks Rick,</DIV>

<DIV>Tom</DIV>

<BLOCKQUOTE=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"rick" <<A=20

href=3D"mailto:parnell68@hotmail.com">parnell68

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [excelav](#) on Fri, 06 Jan 2006 00:58:05 GMT

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

>> Does the .paf/.wav utility for PC work for this? Duh, are you =
running
>=3D
>>PARIS=3D20
>> on a PC or a Mac would be a better first question! I transfer =
files =3D
>>from DP=3D20
>> to PARIS (24 bits at that) all the time using Sonicworx to convert =
=3D
>>.wav to=3D20
>> .paf, but I'm Mac on both programs.
>>
>> Tony
>>
>>
>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =3D
>>news:43d14599@linux...
>> I've done this before but it's been a while. What I
>> recall working was just changing the extension
>> from the SDII from DP Mac files to SD2 for Paris.
>> The files I'm getting are not working now though.
>> Something has changed in his print method.
>>
>> The client has been burning CDRs for me using Toast.
>> He has tried burning data disks, music disks,
>> .wav, .SDII to no avail. All files have been 16bit.
>>
>> Tips?
>> Tom=3D20
>>
>>
>>
>><!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>
>><DIV>Tony,</DIV>
>><DIV>I'm on PC for Paris. All files =
=3D
>>are 16bit up=3D20
>>to this point.</DIV>

```

>><DIV><FONT face=3D3DArial size=3D3D2>I know BFD is eating his G4 for =
lunch
=3D
>>so 16bit is=3D20
>>all</FONT></DIV>
>><DIV><FONT face=3D3DArial size=3D3D2>he can afford to use. It's =3D
>>R&R so it's=3D20
>>fine that way.</FONT></DIV>
>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>><BLOCKQUOTE=3D20
>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> <DIV>"Tony Benson" <<A=3D20
>> =3D
=
>>href=3D3D"mailto:tony@standinghampton.com">tony@standinghampton.com</A>=
>=3D
>> wrote=3D20
>> in message <A =3D
=
>>href=3D3D"news:43d16d16@linux">news:43d16d16@linux</A>...</DIV>Does=3D2=
0
>> the .paf/.wav utility for PC work for this? Duh, are you running =
PARIS
>=3D
>><BR>on=3D20
>> a PC or a Mac would be a better first question! I transfer files =
from
>=3D
>>DP=3D20
>> <BR>to PARIS (24 bits at that) all the time using Sonicworx to =
convert
>=3D
>>.wav to=3D20
>> <BR>.paf, but I'm Mac on both =
programs.<BR><BR>Tony<BR><BR><BR>"Tom =3D
>>Bruhl"=3D20
>> <<A href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =
=3D
>>wrote in=3D20
>> message <A =3D
>>href=3D3D"news:43d14599@linux">news:43d14599@linux</A>...<BR>I've =
done=3D20
>> this before but it's been a while. What I<BR>recall working was =
=3D
>>just=3D20

```

>> changing the extension
from the SDII from DP Mac files to SD2 =
for=3D20
>> Paris.
The files I'm getting are not working now =3D
>>though.
Something has=3D20
>> changed in his print method.

The client has been burning =
CDRs
=3D
>>for me=3D20
>> using Toast.
He has tried burning data disks, music =
disks,
.wav,
>=3D
>>.SDII=3D20
>> to no avail. All files have been 16bit.

Tips?
Tom=3D20
>>

</BLOCKQUOTE></BODY></HTML>
>>
>>
>

-----=_NextPart_000_0295_01C61F46.B2C19280

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>Rod,</DIV>

<DIV>I am adding the sd2 in Windows by =
retyping sd2 over=20

SDII (or was it wav?) then adding files</DIV>

<DIV>in Paris. I recall this working 6 =
months ago=20

with the same client. I will be</DIV>

<DIV>sure to have him make ISO 9660 disks =
too. =20

Toast asks if you want to burn</DIV>

<DIV>a disk for MAC, PC-MAC or another level =
that says=20

ISO 9660. I think he</DIV>

<DIV>usually uses the PC-MAC setting. =
Once we=20

tried ISO 9660 but there was</DIV>

<DIV>still something wrong. Most often =

the files=20
 come up but won't play and have no overview.</DIV>
 <DIV> </DIV>
 <DIV>Thanks for the help,</DIV>
 <DIV>Tom</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@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
 t;=20
 wrote in message <A=20
 =
 href=3D"news:43d2708f\$1@linux">news:43d2708f\$1@linux...</DIV>
You =
 know=20
 it's kind of wierd if you can even SEE file extensions coming =
 from
a Mac,=20
 if it's been burned to a CD. Are you sure that "SDII" is =
 actually
the=20
 extension, and not something he added to the name. What I'm saying =
 is,
are=20
 you actually changing the extension, or just part of the file name=20
 that
looks like the file extension. Just a thought.
Rod
"Rod =
 Lincoln"=20
 <<A=20
 =
 href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
 t;=20
 wrote:
>
>Tom, adding the extension should work, so =
 there's=20
 something else going on
>here. Are you adding the .sd2 in =
 windows,=20
 before paris sees it? Are the
data
>disks being burned in ISO =
 9660?
>Are they really sd2 files? (I've had DP guys send aiff =
 files to=20
 me and swore
>they were sd2's) You could open it in wavelab and =
 check=20
 out the properties.
>"Tom Bruhl" <<A=20
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 wrote:
>>
>>
>>Tony,
>>I'm on PC =
 for=20
 Paris. All files are 16bit up to this point.
>>I know =
 BFD is=20
 eating his G4 for lunch so 16bit is all
>>he can afford to =
 use. =20
 It's R&R so it's fine that=20

way.
>> Tom
>>
>> "Tony Benson" <<A =
=
href=3D"mailto:tony@standinghampton.com">tony@standinghampton.com>=
wrote=20
in message =3D
>>news:43d16d16@linux...
>> =
Does the=20
.paf/.wav utility for PC work for this? Duh, are you=20
running
>=3D
>>PARIS=3D20
>> on a PC or =
a Mac would=20
be a better first question! I transfer files =3D
>>from=20
DP=3D20
>> to PARIS (24 bits at that) all the time =
using=20
Sonicworx to convert =3D
>>.wav to=3D20
>> =
..paf, but I'm=20
Mac on both programs.
>>
>> =20
Tony
>>
>>
>> "Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> wrote =
in message=20
=3D
>>news:43d14599@linux...
>> I've done this =
before=20
but it's been a while. What I
>> recall working =
was just=20
changing the extension
>> from the SDII from DP Mac =
files to=20
SD2 for Paris.
>> The files I'm getting are not working =
now=20
though.
>> Something has changed in his print=20
method.
>>
>> The client has been burning CDRs =
for me=20
using Toast.
>> He has tried burning data disks, music=20
disks,
>> .wav, .SDII to no avail. All files have =
been=20
16bit.
>>
>> Tips?
>> =20
Tom=3D20
>>
>>
>>
>><!DOCTYPE =
HTML PUBLIC=20
"-//W3C//DTD HTML 4.0=20
=
Transitional//EN">
>><HTML><HEAD>
>><=
META=20
http-equiv=3D3DContent-Type content=3D3D"text/html";=20
=3D
>> charset=3D3Diso-8859-1">
>><META =
content=3D3D"MSHTML=20
6.00.2800.1400"=20
=
name=3D3DGENERATOR>
>><STYLE></STYLE>
>>=
</HEAD>
>><BODY=20
bgColor=3D3D#ffffff>
>><DIV><FONT face=3D3DArial=20

=
size=3D3D2>Tony,</DIV& ;gt;
>><DIV>&am

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Aaron Allen](#) on Fri, 06 Jan 2006 05:23:01 GMT

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

en't bothered with the soft =
stuff. =>20

But
> man, I'm hooked. So I'm getting this new soundcard, =
and I=>20

think I'm gonna
> need to upgrade my RAM. I've been =
getting by on=>20

128 megs, I think I'd
> like
> to get either another 258 =
or 512,=>20

BUT, I seem to recall that Paris may not
> "like" this. Is =
it ok=>20

to stick upwards of 128 in a Paris (and softsynth)
> =
machine?
>=>20

Thanks!
> MR
>
>

</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_02E2_01C61F57.24968D60--This is a multi-part message in MIME format.

-----=_NextPart_000_000D_01C61F59.E3C7A460

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Hey thanks much, Tom, Aaron, John, Edna.

I'm going up to 512.

MR=>20

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =

news:43d3cede@linux...

Mike,

I'm having no probs with 2 GIG and XP/Paris.

Tom

"Aaron Allen" <nospam@not_here.dude> wrote in message =

news:43d3c505\$1@linux...

It's not really a Paris thing.... if you're still on 98/ME, 256 is =
fine for=>20

Paris standalone, but you can go up to 512 w/o troubles also. . If =
you've=>20

moved to XP, the only limit is your motherboard. I'm using 512 still =
on that=>20

rig and 1 GB on another one.. no problems with either.

AA

"Mike R." <emarenot@yahoo.com> wrote in message =
 news:43d3ab75@linux...
 > I've recently gotten into softsynths. To date, I've been getting =
 so much
 > out of my hardware units that I haven't bothered with the soft =
 stuff. But
 > man, I'm hooked. So I'm getting this new soundcard, and I think =
 I'm gonna
 > need to upgrade my RAM. I've been getting by on 128 megs, I think =
 I'd=20
 > like
 > to get either another 258 or 512, BUT, I seem to recall that Paris =
 may not
 > "like" this. Is it ok to stick upwards of 128 in a Paris (and =
 softsynth)
 > machine?
 > Thanks!
 > MR
 >
 >=20

-----=_NextPart_000_000D_01C61F59.E3C7A460

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 6.00.2800.1522" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Hey thanks much, Tom, Aaron,&nbsp;John, =
Edna.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I'm going up to =
512.<BR>MR</FONT>&nbsp;</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" &lt;<A href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; wrote =
in message=20
  <A href=3D"news:43d3cede@linux">news:43d3cede@linux</A>...</DIV>
```

```

<DIV><FONT face=3DArial size=3D2>Mike,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I'm having no probs with 2 GIG and=20
XP/Paris.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Aaron Allen" &lt;<A=20
    href=3D"mailto:nospam@not_here.dude">nospam@not_here.dude</A>&gt; =
wrote in=20
    message <A=20
      =
href=3D"news:43d3c505$1@linux">news:43d3c505$1@linux</A>...</DIV>It's =
not=20
    really a Paris thing.... if you're still on 98/ME, 256 is fine for =
<BR>Paris=20
    standalone, but you can go up to 512 w/o troubles also. . If you've=20
    <BR>moved to XP, the only limit is your motherboard. I'm using 512 =
still on=20
    that <BR>rig and 1 GB on another one.. no problems with=20
    either.<BR>AA<BR><BR><BR>"Mike R." &lt;<A=20
    href=3D"mailto:emarenot@yahoo.com">emarenot@yahoo.com</A>&gt; wrote =
in message=20
    <A href=3D"news:43d3ab75@linux">news:43d3ab75@linux</A>...<BR>&gt; =
I've=20
    recently gotten into softsynths.&nbsp; To date, I've been getting =
so=20
    much<BR>&gt; out of my hardware units that I haven't bothered with =
the soft=20
    stuff.&nbsp; But<BR>&gt; man, I'm hooked.&nbsp; So I'm getting this =
new=20
    soundcard, and I think I'm gonna<BR>&gt; need to upgrade my =
RAM.&nbsp; I've=20
    been getting by on 128 megs, I think I'd <BR>&gt; like<BR>&gt; to =
get either=20
    another 258 or 512, BUT, I seem to recall that Paris may not<BR>&gt; =
"like"=20
    this.&nbsp; Is it ok to stick upwards of 128 in a Paris (and=20
    softsynth)<BR>&gt; machine?<BR>&gt; Thanks!<BR>&gt; =
MR<BR>&gt;<BR>&gt;=20
    <BR><BR></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>

```

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???
 Posted by [Tony Benson](#) on Fri, 06 Jan 2006 07:49:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

nd not something he added to the name. What I'm saying =
 >is,
are=20
 > you actually changing the extension, or just part of the file name=20
 > that
looks like the file extension. Just a thought.
Rod
"Rod
 =
 >Lincoln"=20
 > <<A=20
 > =
 >href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&g=
 >t;=20
 > wrote:
>
>Tom, adding the extension should work, so =
 >there's=20
 > something else going on
>here. Are you adding the .sd2 in =
 >windows,=20
 > before paris sees it? Are the
data
>disks being burned in ISO =
 >
 > 9660?
>Are they really sd2 files? (I've had DP guys send aiff =
 >files to=20
 > me and swore
>they were sd2's) You could open it in wavelab and =
 >check=20
 > out the properties.
>"Tom Bruhl" <<A=20
 > href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net>=20
 > wrote:
>>
>>
>>Tony,
>>I'm on PC =
 >for=20

 >BFD is=20
 > eating his G4 for lunch so 16bit is all
>>he can afford to =

 > It's R&R so it's fine that=20

 >
 > =
 >href=3D"mailto:tony@standinghampton.com">tony@standinghampton.com>=
 > wrote=20

 >Does the=20
 > .paf/.wav utility for PC work for this? Duh, are you=20

 >a Mac would=20
 > be a better first question! I transfer files =3D
>>from=20

 >using=20

 >.paf, but I'm=20

 > href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net> wrote =
 >in message=20

>before=20

>was just=20

>files to=20

>now=20

>for me=20

>been=20

```
> Tom=3D20<BR>>><BR>>><BR>>><BR>>><!DOCTYPE =
>HTML PUBLIC=20
> "-//W3C//DTD HTML 4.0=20
> =
>Transitional//EN"><BR>>><HTML><HEAD><BR>>><=
>META=20
> http-equiv=3D3DContent-Type content=3D3D"text/html";=20
> =3D<BR>>> charset=3D3Diso-8859-1"><BR>>><META =
>content=3D3D"MSHTML=20
> 6.00.2800.1400"=20
> =
>name=3D3DGENERATOR><BR>>><STYLE></STYLE><BR>>>=
></HEAD><BR>>><BODY=20
> bgColor=3D3D#ffffff><BR>>><DIV><FONT face=3D3DArial=20
> =
>size=3D3D2>Tony,</FONT></DIV><BR>>><DIV><FO=
>NT=20
> face=3D3DArial size=3D3D2>I'm on PC for Paris. All files =
>=3D<BR>>>are 16bit=20
> up=3D20<BR>>>to this=20
> point.</FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>I know BFD is eating his G4 for =
>lunch<BR>=3D<BR>>>so 16bit=20
> =
>is=3D20<BR>>>all</FONT></DIV><BR>>><DIV><=
>;FONT=20
> face=3D3DArial size=3D3D2>he can afford to use. It's =
>=3D<BR>>>R&R so=20
> it's=3D20<BR>>>fine that=20
> way.</FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> =
```

>size=3D3D2>Tom</DIV>
>><DIV><FONT=
 >=20
 > face=3D3DArial size=3D3D2>=20
 > =
 ></DIV>
>><BLOCKQUOTE=3D20
>>style=3D3D"PADDING=
 >-RIGHT:=20
 > 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>BORDER-LEFT: =
 >#000000=20

 >Benson"=20

 > =
 >href=3D'mailto:tony@standinghampton.com">tony@standinghampton.commai=
 >lto:tony@standinghampton.com">tony@standinghampton.com</A>&g=
 >t;=3D
>>=20

 >=3D
>>href=3D3D"<A=20
 > =
 >href=3D'news:43d16d16@linux">news:43d16d16@linux...</DIV>Does=3D20'>n=
 >ews:43d16d16@linux">news:43d16d16@linux...</DIV>Does=3D=

 > the .paf/.wav utility for PC work for this? Duh, are you running=20

 >or a Mac=20
 > would be a better first question! I transfer files=20

 >PARIS (24 bits=20
 > at that) all the time using Sonicworx to =
 >convert
>=3D
>>.wav=20

 > programs.

Tony

"Tom=20

 > =
 >href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.netmailto:arpegi=
 >o@comcast.net">arpeggio@comcast.net</A>>=20

 > =3D
>>href=3D3D"<A=20
 > =
 >href=3D"news:43d14599@linux">news:43d14599@linux...
I've">new=
 >s:43d14599@linux">news:43d14599@linux...
I've=20

 > I
recall working was =

 > the extension
from the SDII from DP Mac files to SD2=20

 >not working=20
 > now =3D
>>though.
Something =

> in his print method.

The client has been burning=20

>Toast.
He has=20

> tried burning data disks, music=20

> =

>to no=20

> avail. All files have been=20

> =

>16bit.

Tips?
Tom=3D20
>>
&l=

>t;BR></BLOCKQUOTE></BODY></HTML>
>>
>=

>>
>
</BLOCKQUOTE></BODY></HTML>

>

>This is a multi-part message in MIME format.

-----=_NextPart_000_0310_01C61F6B.7E363000

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Rod,

I think the problem is more disk settings than the actual
files themselves. I'll update when we find the answer.

It will get written down this time!

Tom

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
news:43d3ef0d\$1@linux...

If they are .wav files, use them as is. You might have to run them =
through

stripwave.=20

Rod

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

>

>

>Rod,

>I am adding the sd2 in Windows by retyping sd2 over SDII (or was it =

=3D

>wav?) then adding files

>in Paris. I recall this working 6 months ago with the same client. =

I =3D

>will be

>sure to have him make ISO 9660 disks too. Toast asks if you want to =

=3D

>burn

>a disk for MAC, PC-MAC or another level that says ISO 9660. I think =

he
>usually uses the PC-MAC setting. Once we tried ISO 9660 but there =
was
>still something wrong. Most often the files come up but won't play =
and
=3D
>have no overview.
>
>Thanks for the help,
>Tom
> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =3D
>news:43d2708f\$1@linux...
>
> You know it's kind of wierd if you can even SEE file extensions =
coming
=3D
>from
> a Mac, if it's been burned to a CD. Are you sure that "SDII" is =3D
>actually
> the extension, and not something he added to the name. What I'm =
saying
=3D
>is,
> are you actually changing the extension, or just part of the file =
name
=3D
>that
> looks like the file extension. Just a thought.
> Rod
> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
> >
> >Tom, adding the extension should work, so there's something else =
=3D
>going on
> >here. Are you adding the .sd2 in windows, before paris sees it? =
Are =3D
>the
> data
> >disks being burned in ISO 9660?
> >Are they really sd2 files? (I've had DP guys send aiff files to me =
=3D
>and swore
> >they were sd2's) You could open it in wavelab and check out the =
=3D
>properties.
> >"Tom Bruhl" <arpeggio@comcast.net> wrote:
> >>
> >>

> >>Tony,
 > >>I'm on PC for Paris. All files are 16bit up to this point.
 > >>I know BFD is eating his G4 for lunch so 16bit is all
 > >>he can afford to use. It's R&R so it's fine that way.
 > >>Tom
 > >>
 > >> "Tony Benson" <tony@standinghampton.com> wrote in message =3D3D
 > >>news:43d16d16@linux...
 > >> Does the .paf/.wav utility for PC work for this? Duh, are you =
 =3D
 >running
 > >=3D3D
 > >>PARIS=3D3D20
 > >> on a PC or a Mac would be a better first question! I transfer =
 =3D
 >files =3D3D
 > >>from DP=3D3D20
 > >> to PARIS (24 bits at that) all the time using Sonicworx to =
 convert
 =3D
 >=3D3D
 > >>.wav to=3D3D20
 > >> .paf, but I'm Mac on both programs.
 > >>
 > >> Tony
 > >>
 > >>
 > >> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =3D3D
 > >>news:43d14599@linux...
 > >> I've done this before but it's been a while. What I
 > >> recall working was just changing the extension
 > >> from the SDII from DP Mac files to SD2 for Paris.
 > >> The files I'm getting are not working now though.
 > >> Something has changed in his print method.
 > >>
 > >> The client has been burning CDRs for me using Toast.
 > >> He has tried burning data disks, music disks,
 > >> .wav, .SDII to no avail. All files have been 16bit.
 > >>
 > >> Tips?
 > >> Tom=3D3D20
 > >>
 > >>
 > >>
 > >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
 > >><HTML><HEAD>
 > >><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html"; =
 =3D3D

```

> >> charset="iso-8859-1">
> >><META content="MSHTML 6.00.2800.1400" name="GENERATOR">
> >><STYLE></STYLE>
> >></HEAD>
> >><BODY bgcolor="#ffffff">
> >><DIV><FONT face="Arial" size=2>Tony,</FONT></DIV>
> >><DIV><FONT face="Arial" size=2>I'm on PC for Paris. All =
files
=
>=
> >> are 16bit up=20
> >> to this point.</FONT></DIV>
> >><DIV><FONT face="Arial" size=2>I know BFD is eating his =
G4 for
=
>lunch
> =
> >> so 16bit is=20
> >> all</FONT></DIV>
> >><DIV><FONT face="Arial" size=2>he can afford to use. =
It's =
> >> R&R so it's=20
> >> fine that way.</FONT></DIV>
> >><DIV><FONT face="Arial" size=2>Tom</FONT></DIV>
> >><DIV><FONT face="Arial" size=2></FONT> </DIV>
> >><BLOCKQUOTE=20
> >> style="padding-right: 0px; padding-left: 5p

```

Subject: Re: 8 channel pre with digi outs suggestion???? Aaron???

Posted by [Tony Benson](#) on Fri, 06 Jan 2006 07:55:50 GMT

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

```

t;> wrote=20
> >> in message <A =
> =
=
>>> href="news:43d16d16@linux">news:43d16d16@linux</A>...</DIV> Does=3D=
3D2=3D
>0
> >> the .paf/.wav utility for PC work for this? Duh, are you =
running =3D
>PARIS
> >=3D
> >><BR>on=20
> >> a PC or a Mac would be a better first question! I transfer =
files =3D
>from

```

```

> >=3D3D
> >>DP=3D3D20
> >> <BR>to PARIS (24 bits at that) all the time using Sonicworx to =
=3D
>convert
> >=3D3D
> >>.wav to=3D3D20
> >> <BR>.paf, but I'm Mac on both =3D
>programs.<BR><BR>Tony<BR><BR><BR>"Tom =3D3D
> >>Bruhl"=3D3D20
> >> <<A =
href=3D3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>
=3D
>=3D3D
> >>wrote in=3D3D20
> >> message <A =3D3D
> =
>>href=3D3D3D"news:43d14599@linux">news:43d14599@linux</A>...<BR>I've =
=3D
>done=3D3D20
> >> this before but it's been a while. What I<BR>recall working was =
=3D
>=3D3D
> >>just=3D3D20
> >> changing the extension<BR>from the SDII from DP Mac files to =
SD2 =3D
>for=3D3D20
> >> Paris.<BR>The files I'm getting are not working now =3D3D
> >>though.<BR>Something has=3D3D20
> >> changed in his print method.<BR><BR>The client has been burning =
=3D
>CDRs
> =3D3D
> >>for me=3D3D20
> >> using Toast.<BR>He has tried burning data disks, music =3D
>disks,<BR>.wav,
> >=3D3D
> >>.SDII=3D3D20
> >> to no avail. All files have been =
16bit.<BR><BR>Tips?<BR>Tom=3D3D20
> >><BR><BR></BLOCKQUOTE></BODY></HTML>
> >>
> >>
> >
>
>
><!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>
><DIV><FONT face=3D3DArial size=3D3D2>Rod,</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>I am adding the sd2 in Windows =
by =3D
>retyping sd2 over=3D20
>SDII (or was it wav?) then adding files</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>in Paris. I recall this working =
6 =3D
>months ago=3D20
>with the same client. I will be</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>sure to have him make ISO 9660 =
disks =3D
>too. =3D20
>Toast asks if you want to burn</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>a disk for MAC, PC-MAC or =
another level
=3D
>that says=3D20
>ISO 9660. I think he</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>usually uses the PC-MAC setting. =
=3D
>Once we=3D20
>tried ISO 9660 but there was</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>still something wrong. Most =
often =3D
>the files=3D20
>come up but won't play and have no overview.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>Thanks for the =
help,</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
><BLOCKQUOTE=3D20
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Rod Lincoln" <<A=3D20
> =3D
>
>href=3D3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A=
>&g=3D
>t;=3D20
> wrote in message <A=3D20
> =3D

```

=
[news:43d2708f\\$1@linux](#)>news:43d2708f\$1@linux...</DIV>
Y=ou
 =3D
 >know=3D20
 > it's kind of wierd if you can even SEE file extensions coming =3D
 >from
a Mac,=3D20
 > if it's been burned to a CD. Are you sure that "SDII" is =3D
 >actually
the=3D20
 > extension, and not something he added to the name. What I'm saying =
 =3D
 >is,
are=3D20
 > you actually changing the extension, or just part of the file =
 name=3D20
 > that
looks like the file extension. Just a =
 thought.
Rod
"Rod
 =3D
 >Lincoln"=3D20
 > <<A=3D20
 > =3D
 =
 ><mailto:rlincoln@nospam.kc.rr.com>>rlincoln@nospam.kc.rr.com=
 >&g=3D
 >t,=3D20
 > wrote:
>
>Tom, adding the extension should work, so =3D
 >there's=3D20
 > something else going on
>here. Are you adding the .sd2 in =3D
 >windows,=3D20
 > before paris sees it? Are the
data
>disks being burned in ISO =
 =3D
 >
 > 9660?
>Are they really sd2 files? (I've had DP guys send aiff =
 =3D
 >files to=3D20
 > me and swore
>they were sd2's) You could open it in wavelab and =
 =3D
 >check=3D20
 > out the properties.
>"Tom Bruhl" <<A=3D20
 > <mailto:arpeggio@comcast.net>>arpeggio@comcast.net>=3D20
 > wrote:
>>
>>
>>Tony,
>>I'm on PC =3D
 >for=3D20
 > Paris. All files are 16bit up to this point.
>>I know =3D
 >BFD is=3D20
 > eating his G4 for lunch so 16bit is all
>>he can afford to =3D
 >use. =3D20
 > It's R&R so it's fine that=3D20
 > way.
>>Tom
>>
>> "Tony Benson" <<A =3D
 >

> =3D
=
>href=3D3D"mailto:tony@standinghampton.com">tony@standinghampton.com>=
=3D
> wrote=3D20
> in message =3D3D
>>news:43
