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

---

---

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

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

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

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

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

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

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

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

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

>matter.

>

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

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

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

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

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

>

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

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

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

>possibly even the duty to speak up?

>

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

>the people" has long since perished "fr

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

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

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(if any) of these fields.

>>>

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

>> to

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

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

---

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Subject: Re: Holy Shit! A Music-Related Thread!!!  
Posted by [Nei](#) on Wed, 06 Feb 2008 15:54:10 GMT  
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3D  
>on every=3D20  
> track too !!<BR>It even substract latency !!!!<BR>So by putting a =  
=3D  
>waves=3D20  
> rencomp (64 samples) on track 2 that does NOT mean<BR>that =  
faderworks  
=3D  
>will=3D20  
> delay all others again by 64 samples !! , thus overall<BR>latency =  
WILL  
=3D  
>REMAIN=3D20  
> at 64 samples, ONLY track 2 which was already 64 samples<BR>latent =  
=3D  
>because of=3D20  
> track 1 now faderworks just SUBTRACTS that 64 samples<BR>for this =  
=3D  
>track=3D20  
> !!<BR><BR>Anyone understood what I typed in here ? =3D  
>:)<BR>Regards,<BR>Dimitrios=3D20  
> <BR><BR>eff H <<A=3D20  
> href=3D3D"mailto:jkhoover@excite.com">jkhoover@excite.com</A>=3D20  
> wrote:<BR>>Dimitrios<BR>><BR>>How does this function with =3D  
>plugins=3D20  
> inside a wrapper, for example <BR>>autotune wrapped inside=3D20  
> FFX4?<BR>><BR>>JH<BR>><BR>>wrote:<BR>>> I tried the =3D  
>beta1=3D20

> and it is marvelous.<BR>>> It holds 64 presets with latencies so =  
=3D  
>you can=3D20  
> just click the on button<BR>anytime<BR>>> you load the=3D20  
> plugin...<BR>>> Regards,<BR>>> Dimitrios<BR></BLOCKQUOTE>  
><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =  
spam, =3D  
>and=3D20  
>you?<BR><A=3D20  
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>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=  
fer=3D  
>.html</A> </FONT></DIV></BODY></HTML>  
>  
>

-----=\_NextPart\_000\_0025\_01C8A54F.8E4C3EA0  
Content-Type: text/html;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">  
<HTML><HEAD>  
<META http-equiv=3DContent-Type content=3D"text/html; =  
charset=3Diso-8859-1">  
<META content=3D"MSHTML 6.00.2900.2180" name=3DGENERATOR>  
<STYLE></STYLE>  
</HEAD>  
<BODY bgColor=3D#ffffff>  
<DIV><FONT face=3DArial size=3D2>It has been released today.&nbsp;= </FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>Get it while it's hot!</FONT></DIV>
```

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Subject: Re: Holy Shit! A Music-Related Thread!!!  
Posted by [Sarah](#) on Thu, 07 Feb 2008 01:02:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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adjacent =3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;channel?&nbsp; =  
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&gt;has caused trouble &lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
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experience=20  
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combinations and Paris.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
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size=3D3D3D2&gt;Thanks for your answers and=20  
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0px"&gt;<BR>&gt;&nbsp;=20  
&gt;&nbsp; &lt;/DIV&gt;"Dimitrios" &lt;&lt;/A=3D3D20<BR>&gt;&nbsp; =  
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href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=  
@otenet.gr"&gt;musurgio@otenet.gr&lt;/A'>&gt;=20  
wrote<BR>=3D<BR>&gt;in =3D3D<BR>&gt;&nbsp; =  
&gt;message=3D3D20<BR>&gt;&nbsp;=20  
&gt;&nbsp; &lt;/A =3D3D<BR>&gt;&nbsp; =3D<BR>&gt;&gt;href=3D3D3D"<A=20  
=  
href=3D'news:480cbb3a\$

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

=  
released...&lt;BR&gt;Regards,&lt;BR&gt;Dimitrios&lt;BR&gt;&lt;BR&gt; "Tom =  
=3D<BR>&gt;Bruhl"=3D20<BR>&gt;&nbsp; &lt;&lt;A href=3D3D"<A=20  
=  
href=3D'mail

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Subject: Re: Holy Shit! A Music-Related Thread!!!  
Posted by [Rod Lincoln](#) on Thu, 07 Feb 2008 06:53:34 GMT  
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face=3D3D3DArial size=3D3D3D2&gt;I'm=3D20<BR>&gt;&nbsp;=20  
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Subject: Re: Holy Shit! A Music-Related Thread!!!  
Posted by [rick](#) on Thu, 07 Feb 2008 09:40:55 GMT  
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t words=3D20<BR>&gt;&nbsp;=20  
=3D3D&lt;BR&gt;&gt;for&lt;BR&gt;it=3D3D2 0&lt;BR&gt;&gt;&nbsp;=20  
=3D<BR>&gt;:&lt;BR&gt;&lt;BR&gt;You put=3D20<BR>&gt;&nbsp; faderworks =  
on one of=20  
the native slots (you have=3D20<BR>&gt;&nbsp;=20  
four&lt;BR&gt;=3D3D&lt;BR&gt;&gt;&lt; ;BR&gt;&gt;&nbsp; =  
right?)&lt;BR&gt;I put it=20  
on the =3D<BR>&gt;first=3D20<BR>&gt;&nbsp; one.&lt;BR&gt;Then whatever =  
you put on=20  
=3D3D&lt;BR&gt;&gt;other =3D<BR>&gt;slots=3D3D20&lt;BR&gt;&gt; =  
=3D20<BR>&gt;&nbsp; it=20  
does not matter because faderworks&lt;BR&gt;always does what=20  
is=3D20<BR>&gt;&nbsp;=20  
supposed&lt;BR&gt;=3D3D&lt;BR&gt;&gt;to= 3D3D20&lt;BR&gt;&gt;&nbsp;=20  
=3D<BR>&gt;do.&lt;BR&gt;&lt;BR&gt;Tom, yes why=3D20<BR>&gt;&nbsp; =  
should you use=20  
sampleslide when Faderworks=3D20<BR>&gt;&nbsp;=20  
has&lt;BR&gt;=3D3D&lt;BR&gt;&gt;been=3D3 D20&lt;BR&gt;&gt;&nbsp;=20  
written&lt;BR&gt;to do this =3D<BR>&gt;for us only=3D20<BR>&gt;&nbsp; =

BETTER=20

!<BR>&lt;BR>1. You put=20  
=3D<BR> &lt;=3D3D&lt;BR>&lt;faderworks=3D3D20& amp ;lt;BR>&lt; =  
=3D20<BR>&lt;&nbsp;=20  
1in/1out on every Paris audio track.&lt;BR>&lt;2. If you wanna use a=20  
=3D<BR>&lt;stereo=3D20<BR>&lt;&nbsp; =3D3D&lt;BR>&lt;&lt;pair=20  
of=3D3D20&lt;BR>&lt;&nbsp; tracks the put the =  
2in/2out=3D20<BR>&lt;&nbsp;=20  
faderworks.&lt;BR>&lt;3. I made a Default=20  
project&lt;BR>&lt;=3D3D&lt;BR>&lt;&lt;with =3D20 <BR>&lt;&nbsp;=20  
64=3D3D20&lt;BR>&lt;&lt;&nbsp; (4 cards) faderworks instances=20  
=3D<BR>&lt;already&lt;BR>&lt;loaded so=3D20<BR>&lt;&nbsp; no=20  
hassle=3D3D20&lt;BR>&lt;&lt;&nbsp; thereafter...&lt;BR>&lt;4. If you =  
make a=20  
=3D<BR>&lt;list with=3D20<BR>&lt;&nbsp; plugins and latencies=20  
(64&lt;BR>&lt;=3D3D&lt;BR>&lt;&lt;for now=3D3D20&lt;BR>&lt;&lt;&nbsp; is=20  
=3D<BR>&lt;more=3D20<BR>&lt;&nbsp; than&lt;BR>&lt;enough) these will be =  
remembered=20  
with every =3D<BR>&lt;new=3D3D20&lt;BR>&lt;&lt; =3D20<BR>&lt;&nbsp;=20  
project.&lt;BR>&lt;Just remember to have the button in the =  
OFF=3D20<BR>&lt;&nbsp;=20  
state.&lt;BR>&lt;5. =3D3D&lt;BR>&lt;&lt;Even =  
if=3D3D20&lt;BR>&lt;&lt;&nbsp; you use=20  
FFX4 =3D<BR>&lt;and/or=3D20<BR>&lt;&nbsp; chainer or other wrpper on =  
other=20  
slots=3D20<BR>&lt;&nbsp;=20  
=3D3D&lt;BR>&lt;&lt;faderworks&lt;BR>&lt;w ill=3D3D20&lt;BR>&lt;&lt;&nbsp; =  
do whatever=20  
is =3D<BR>&lt;asked to=3D20<BR>&lt;&nbsp; do.&lt;BR>&lt;6 HERE IS HOW =  
IT=20  
ACTUALLY=3D20<BR>&lt;&nbsp;=20  
=  
WORKS:&lt;BR>&lt;The&lt;BR>&lt;=3D3D&lt;BR> &lt;default=3D3D20&lt;BR>&lt;=&  
gt;&nbsp;=20  
status of =3D<BR>&lt;the plugin=3D20<BR>&lt;&nbsp; is&nbsp; to ignore =  
the latency=20  
status for=3D20<BR>&lt;&nbsp;=20  
=3D3D&lt;BR>&lt;&lt;the&lt;BR>&lt;track=3D 3D20&lt;BR>&lt;&lt;&nbsp; you =  
are putting=20  
the=3D20<BR>&lt;&nbsp; plugin.&lt;BR>&lt;For =  
instance.&lt;BR>&lt;&lt;BR>&lt;A. You=20  
put a=3D20

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Subject: Re: Holy Shit! A Music-Related Thread!!!  
Posted by [Don Nafe](#) on Thu, 07 Feb 2008 16:04:58 GMT  
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---

t;Tom

> >

> >

> >

> > "Dimitrios" <musurgio@otenet.gr> wrote in message =3D

> >news:480f206e\$1 @linux...

> >

> > Dear Tom,

> > This is just a plugin so the latencies are just added afterall.

> > So the automation could be made before doing any faderworks job and

=

>=3D

> >then

> > after putting all plugins with their latencies you just look at the

=

>=3D

> >overall

> > latency and offset the automation for that amount.

> > I don't know when this will be released...

> > Regards,

> > Dimitrios

> >

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

> > >

> > >

> > >Dimitrios,

> > >This all makes sense. Thank you for that. Now do the

> > >Paris automation lines still work on plugins that are being

> > >compensated for with Faderworks or is the gu

---

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

Posted by [Wayne Carson](#) on Sat, 09 Feb 2008 00:46:15 GMT

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>>

>>>>>Thanks for any input..

>>>>>

>>>>>

>>>

>>>

>>--

>>Chris Ludwig

>>

>>ADK Pro Audio

>>(859) 635-5762

>>www.adkproaudio.com

>>chrisl@adkproaudio.com

>  
>  
>Hey Chris - what do you think of the Presonus StudioLive 16.4.2?

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

My friend's salivating over it already as one-stop-shopping for simultaneously doing live sound + recording - 16 mic pres, FW interface, 2 global DSPs, every channel has its own/dynamics/gate/4 band EQ/HPF, six auxes... I'm interested to see how much it costs. He's currently using one of the Phonic Helix boards for that, but this looks like a step up.

- Kerry

On 4/25/08 3:22 PM, in article

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Subject: Re: Holy Shit! A Music-Related Thread!!!  
Posted by [Deej \[5\]](#) on Sat, 09 Feb 2008 03:31:34 GMT  
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>  
> On 4/25/08 3:22 PM, in article 48125bd5@linux, "Chris Ludwig"  
> <chrisl@adkproaudio.com> wrote:  
>  
>> Hi,  
>> I've done this system a bunch of times for people doing live recording.  
>>  
>>

---

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Subject: Re: Holy Shit! A Music-Related Thread!!!  
Posted by [Rich Lamanna](#) on Sat, 09 Feb 2008 20:05:43 GMT  
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p;nbsp; There =  
is<BR>&gt; some=20  
issues with memory with this MOBO, so I'm running only 512 k, I =  
think<BR>&gt;=20  
it's Kingston memory.&nbsp; PCI slots are standard 133.&nbsp; <BR>&gt; =  
<BR>&gt;=20  
When I have time I'm going to wipe a 160 GB drive to start fresh and=20  
install<BR>&gt; Paris on XP.&nbsp; Do you think I should go with server =

pack 1=20  
or 2?<BR>&gt; <BR>&gt; "Aaron Allen" &lt;</FONT><A=20  
href=3D"mailto:know-spam@not\_here.dude"><FONT face=3DArial=20  
size=3D2>know-spam@not\_here.dude</FONT></A><FONT face=3DArial =  
size=3D2>&gt;=20  
wrote:<BR>&gt;&gt;Looks like it should, but shut off the CPU =  
hyperthreading in=20  
the BIOS. Other<BR>&gt; <BR>&gt;&gt;things to kill are serial/LPT ports, =  
USB and=20  
onboard audio if you're &lt

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Subject: Re: Holy Shit! A Music-Related Thread!!!  
Posted by [Rich Lamanna](#) on Sat, 09 Feb 2008 20:09:57 GMT  
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<BR>&gt;&gt;planning on loading the PCI slots. =  
If you're=20  
not using networking, kill<BR>&gt; that <BR>&gt;&gt;also in the BIOS. =  
These are=20  
not 'have to' things, but with 6 PCI slots I<BR>&gt; bet =  
<BR>&gt;&gt;there's a=20  
lot of PCI sharing going on.... and that can mean=20  
troubles.<BR>&gt;&gt;<BR>&gt;&gt;That brings my next question: what PCI =  
spec are=20  
those slots, the web page<BR>&gt; <BR>&gt;&gt;didn't say. They look to =  
be keyed=20  
properly in the photo FWIW, but I'd <BR>&gt;&gt;confirm=20  
it.<BR>&gt;&gt;<BR>&gt;&gt;Don't buy a cheap power supply, get something =  
decent.=20  
Ditto the RAM. I buy<BR>&gt; <BR>&gt;&gt;only Crucial RAM (</FONT><A=20  
href=3D"http://www.crucial.com"><FONT face=3DArial=20  
size=3D2>www.crucial.com</FONT></A><FONT face=3DArial size=3D2>) unless =  
a mobo=20  
manufacturer specifically<BR>&gt; <BR>&gt;&gt;demands something=20  
else.<BR>&gt;&gt;<BR>&gt;&gt;AA<BR>&gt;&gt; <BR>&gt;&gt;<BR>&gt;&gt;"James=  
=20  
McCloskey" &lt;</FONT><A href=3D"mailto:excelsm@hotmail.com"><FONT =  
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Subject: Re: Holy Shit! A Music-Related Thread!!!  
Posted by [emarenot](#) on Sun, 10 Feb 2008 03:34:34 GMT  
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you have done some testing do you think 256k mp3s

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

- K

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

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

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

---

---

Subject: Re: Holy Shit! A Music-Related Thread!!!  
Posted by [Neil](#) on Sun, 10 Feb 2008 10:04:44 GMT  
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</FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>iTunes would not be my first choice as =  
a DJ player=20  
that's for sure.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>I use PCDJ but there are others that =  
are equal too=20  
or better as I understand.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>PCDJ rips very nicely too.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2><A=20  
href=3D"http://pcdj.com/blogroll/pcdj-dex/">http://pcdj.com/blogroll/pcdj=  
-dex/</A></FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
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Subject: Re: Holy Shit! A Music-Related Thread!!!

Posted by [Rich Lamanna](#) on Sun, 10 Feb 2008 23:45:49 GMT

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ar much diff?<BR></BLOCKQUOTE>

><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
>and=20

>you?<BR><A=20

>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
>.html</A> </FONT></DIV></BODY></HTML>

>

>For live I'd suggest 128k. Mix to mono, and put your click on the left,  
track on the right. That way you can fix any phase funnies in a more  
controlled environment and up the sample rate as/if needed.

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

[www.mediamonkey.com](http://www.mediamonkey.com)

a.. Organize music and edit tags in your audio library with a powerful,  
intuitive interface

a.. Automatically lookup and tag Album Art and other metadata

a.. Manage 50,000+ files in your music collection without bogging down

a.. Play MP3s and other audio formats, and never again worry about varying  
volume

a.. Record CDs into OGG, MP3, FLAC and WMA files

a.. Convert MP3s, M4A, OGG, FLAC and WMA files into other formats

a.. Create playlists and music mixes quickly and easily to suit any occasion

a.. Synchronize with iPods / MP3 players effortlessly and convert tracks  
on-the-fly

AA

"Bill

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

Posted by [emarenot](#) on Mon, 11 Feb 2008 02:15:33 GMT

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L" <[bill@billlorentzen.com](mailto:bill@billlorentzen.com)> wrote in message [news:4814e621@linux...](mailto:news:4814e621@linux...)

> I'm compressing a bunch of files for a portable player to be used to play

> rhythm trax for gigs. I need to use mp3 because I will need iTunes to be

> able to access them. If you have done some testing do you think 256k mp3s

> are good enough that in a live situation one can't hear much diff?

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

Intel XEON SL72G 3.06 Ghz Processor w/1MB Cache  
\$50 Clearance Discount!  
Your Price: \$19.95

Technical Information:

- a.. sSpec Number: SL72G
  - a.. CPU Speed: 3.06 GHz
  - a.. PCG:
  - a.. Bus Speed: 533 MHz
  - a.. Bus/Core Ratio: 23
  - a.. L3 Cache Size: 1 MB
  - a.. L3 Cache Speed: 3.06
  - a.. GHz Package Type: Micro-FCPGA
  - a.. Manufacturing Technology: 0.13 micron
  - a.. Core Stepping: M0
  - a.. CPUID String: 0F25h
  - a.. Thermal Design Power: 87W
- a.. VID Voltage Range: 1.525V

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

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

Tyrone Corbett

"Gantt Kushner" <ganttmann@comcast.net> wrote:  
>  
>I have a friend who has a BIG mic. He's in I

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