
Subject: OT Since UAD software 4.4 my latency seems to have doubled in Paris?
Posted by [Tom Bruhl](#) on Wed, 18 Oct 2006 02:30:52 GMT

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

nless it is

> RENDERED to an audio file

> It will work on an existing audio track with insert effects.

> Im not sure of the order of doing this in version 2. (i skipped V.2

> straight to V.3.

> You cant export a virtual instrument unless it knows what it played

> (freeze)and you sure as hell cant export a midi file as an audio file.

> I wouldnt lie to you bro.

>

> "Carl Amburn" <carlamburn@hotmail.com> wrote in message

> news:4554f5c2\$1@linux...

> > Thanks Chas, I will check this out. I wish there were just a "render to

> > file" function that plopped down some audio for me. Oh well.....

> >

> > -Carl

> >

> > "Chas. Duncan" <duncan5199ATsbcglobalDOTnet@> wrote in message

> > news:2dr9l2pnkhafq5pck0lk4jedmg9sukk29k@4ax.com...

> >> Set locators left and right (shift/L and shift/R) to define the region

> >> you want to export. Solo the track. Open the main mixer (or hit

> >> "ctrl" and "+/=" keys for shortcut, if I remember correctly) and

> >> choose "export audio"... Then you get a dialogue to define parameters

> >> (stereo/mono, name, etc.) and specify location to write the file,

> >> whether or not to export with effects in place, etc. Hit "enter" and

> >> you're done...

> >>

> >> For positioning: set that left locator at a specific bar line (if your

> >> target project is locked to BPM) or at a specific time... Drag into

> >> Paris (or whatever host you're aiming for) and lock to whichever

> >> reference you chose for export -- should be dead on the money... And

> >> leave that right locator loose enough to allow for any reverb/echo

> >> tails...

> >>

> >> -- now go forth and make noises -- chas.

> >>

> >>

> >>

> >>

> >> On Fri, 10 Nov 2006 13:07:14 -0600, "Carl Amburn"

> >> <carlamburn@hotmail.com> wrote:

> >>

> >> >How do you render a midi track playing a vst instrument to an audio
file

> >> >(that's positioned correctly) ?

>Hey Ty,
The wide and I will be there.

Subject: Re: OT Since UAD software 4.4 my latency seems to have doubled in Paris?

```
>
>Hey guys, this is going to be a nice ticket.
```

Page 2 of 16 ---- Generated from The PARIS Forums

>
>16 ST. LOUIS, MO. THE PAGEANT
>
>21 COLUMBUS, OH. THE PALACE THEATRE
>
>22 CHICAGO, ILL. THE PARKWEST THEATRE
>
>23 CHICAGO, ILL. THE PARKWEST THEATREHey Ty,
The wife and I will be there.

"Tyrone Corbett" <tyronecorbett@comcast.net> wrote:

>
>Hey guys, this is going to be a nice ticket.
>
>NOVEMBER
>
>24 SEATTLE, WA. BENAROYA HALL
>
>25 ANAHEIM, CA. THE GROVE
>
>DECEMBER
>
>1 NORFOLK, VA. HARRISON OPERA HOUSE
>
>2 WASHINGTON, DC. WARNER THEATRE
>
>3 GLENSIDE, PA. KESWICK THEATRE
>
>7 NEW ORLEANS, LA. HOUSE OF BLUES
>
>8 BIRMINGHAM, AL.
>
>9 ATLANTA, GA. CENTERSTAGE THEATRE
>
>10 MEMPHIS, TN. FIRE & ICE
>
>12 MILWAUKEE, WI. NORTHERN LIGHTS THEATRE
>
>15 DETROIT, MI MUSIC HALL
>
>16 ST. LOUIS, MO. THE PAGEANT
>
>21 COLUMBUS, OH. THE PALACE THEATRE
>
>22 CHICAGO, ILL. THE PARKWEST THEATRE
>
>23 CHICAGO, ILL. THE PARKWEST THEATRENow there's a slip of the keyboard that will get
you cut off! ;-)

David.

LaMont wrote:

> Hey Ty,
> The wide and I will be there.
>
>I stand corrected :-)
"Carl Amburn" <carlamburn@hotmail.com> wrote in message
news:4554cbad\$1@linux...
> How do you render a midi track playing a vst instrument to an audio file
> (that's positioned correctly) ?
>
> tia,
> -Carl
>
>Everyone:

All of the Paris gear,etc. that I had for sale is either sold, or spoken
for.

Thanks to everyone, especially Lance Riechart, Rich Steegert, Rich
Kelley, James McCloskey, Aaron Allen, and Gary Brown.

See you all on the Nuendo NG. (Hell, I see several of you over there
already...)

Larry Upton

KPBS TV/FM

San Diego I think I would've just sent the VSTi audio out through two
lightpipe channels, in thru two others, & hit "record" on an
empty track.

LOL

"Carl Amburn" <carlamburn@hotmail.com> wrote:

>Actually, Chas's instructions worked. I don't doubt that you know what you
>are talking about Alex - and I do appreciate the info - I just don't think
>you understand my confusing confusioness. :)
>
>thanks,
>-Carl
>
>"alex plasko" <alex.plasko@snet.net> wrote in message news:4554f958@linux...
>> cubase 4 does that, with 1 button push of the FREEZE function. and puts

a
>> copy in the audio pool.
>> what chas wrote will not work on a virtual instrument track unless it
is
>> RENDERED to an audio file
>> I

Subject: Re: OT Since UAD software 4.4 my latency seems to have doubled in Paris?

Posted by [Tom Bruhl](#) on Wed, 18 Oct 2006 06:32:57 GMT

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

a href="mailto:OIUOIU@OIU.com" target="_blank">OIUOIU@OIU.com> wrote in message =
news:4554a417\$1@linux...

>
> Are you guys talking about WIRELESS networking of audio from =
one =3D

>computer
> to another? (I'm a complete dunderhead when it comes to
> networking concepts, so pardon my ignorance.)

>
> Can you really do this?

>
> Neil

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

> >
> >

> >Aaron,=3D3D20
> >That's the last step I'll be taking. and I was hoping you =

=3D

>networkers =3D3D
> >might help me
> >with that. I was thinking the onboard LAN in the ASUS =

A8R-MVPcomp #2

=3D

>=3D3D

> >would do to a=3D3D20

> >onboard ASUS A7N8X-X LAN in comp #3. I think a crossover =
cable =3D

>should =3D3D

> >do since

> >I'm not on the internet with any of my music rigs.

> >

> >Aaron is there a speed/functionality issue with this? =

Remember =3D

- >'simple'
- > =3D3D
- > >is good for me
- > >as long as it works.
- > >Tom
- > >
- > > "Aaron Allen" <know-spam@not_here.dude> wrote in message =

=3D3D

- > >news:45549ea7@linux...
- > > What protocol/type of interface are you using for your =

networking?

- > > AA
- > >
- > > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =3D3D
- > >news:45542b13\$1@linux...
- > > Hey guys,
- > > I am no match for DJ when it comes to this but I am =

pursuing a =3D

- >=3D3D
- > >controllable version of a monster setup.
- > >
- > > I have a master plan that is as simple as I can figure to =

pump =3D

- >Paris
- > =3D3D
- > >full of real-time processing juice. =3D3D20
- > > Here it is.
- > >
- > > Comp #1: Paris is running very well on a XP P4 3.0 and =

all the =3D

- >=3D3D
- > >goodies. 2 active
- > > ADAT cards along with 32 A-D, D-As, two =

SPDIFS =3D

- >and a
- > =3D3D
- > >UAD-1 stocked for good measure.
- > >
- > > Comp #2: Cubase Studio 4 on my new AMD 4800+ Dualcore =

with =3D3D

- > >Creamware
- > > 14 chip Pro card with 20 In/out and Delta =

66 w/4

- =3D
- >x =3D3D
- > >A-D, D-As and one SPDIF in/out,=3D3D20
- > > FX-Teleport Host to comp below linked by =

100mbps
 =3D
 >=3D3D
 > >LAN.
 > >
 > > Comp #3: Spare AMD 3000+ waiting for a FX-Teleport Client =
 link =3D
 >to =3D3D
 > >Cubase comp #2
 > > via 100mbps LAN. This guy will take up =
 the slack
 =3D
 >=3D3D
 > >for the Cubase rig if need be.
 > >
 > > My application is for heavy use of Kontakt, multiple =
 softsynths =3D
 >and
 > =3D3D
 > >surely Creamware plugs of all sorts. =3D3D20
 > > Music styles ranging from rock, heavy synth, orchestral =
 and =3D3D
 > >sometimes in between all of those.
 > >
 > > My goal is to have solid/stable performance by not abusing =
 any =3D
 >one =3D3D
 > >computer in the network.
 > > Also to maintain an almost unlimited amount of close to =
 real-time
 =3D
 >=3D3D
 > >processing power throughout.
 > >
 > > I am looking into Windows Remote Desktop to help with =
 =3D3D
 > >monitor/keyboard assignments.
 > > I expect to have 4 monitors and two keyboard/mice combos =
 with one
 =3D
 >=3D3D
 > >KVM between comp 1 & 2.
 > > I'm about 2 monitors, a Matrox Triple Head 2 Go and =
 Kontakt away
 =3D
 >=3D3D
 > >before I'm all the way there.
 > >

still = 3D

Paris?

Posted by [animix](#) on Wed, 18 Oct 2006 17:04:18 GMT

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

target="_blank">o@comcast.net">arpeggio@comcast.net>>=20

=3D
>=3D3D
> >wrote in=3D3D20
> =20

> message <A =3D3D
> =

&at:href=3D3D3D"<A=20

==

href=3D'news:45542b13\$1@linux">news:45542b13\$1@linux...</DIV>news:45=

542b13\$1@linux">news:45542b13\$1@linux...</DIV>
=

>=20

> <:DIV><:FONT face=3D3D3DArial=20

size=3D3D3D2&at;Hey guys,</FONT&at;</DIV&at;
&at; =20

> <DIV><FONT face=3D3D3DArial =

size=3D3D3D2>l=20

am no match for DJ when it comes to

=3D3D
&at: &at:to this but=3D3D20
&at: =20

> I am pursuing a controllable version of a =

monster=20

=3D3D
> =

 =20

> <:DIV><:FONT face=3D3D3DArial=20

size=3D3D3D2> </DIV>
>

[illegible]

size=3D3D3D2>l=20

have a master plan that is

<math>\text{simple as}=20</math>

I can=3D3D20
> > figure to pump =

Paris full=20

<FONT face=3D3D3DArial =

=3D
&at:size=3D3D3D2&at:of=20

=3D3D
&at. : &at;real-time=3D3D20
&at. : =

> >>>=20

processing juice. </DIV>
<!--=20

> <DIV><FONT face=3D3DArial=20

size=3D3D3D2><Here it is.</DIV>
><

< </DIV> face=3D3D3DArial=20
size=3D3D3D2><> </DIV>
><

< </DIV> face=3D3D3DArial=20
size=3D3D3D2><Comp #1: Paris is running =
=3D
><=3D3D
><
=20
><very well on a=3D3D20
><

 XP =
P4 3.0 and=20
all the goodies. 2 active></DIV>
><
=20
>

< </DIV>=20
face=3D3D3DArial=3D3D20
><

 =
=3D3D
><
=20
><size=3D3D3D2>< &nbs=3D3D
><
<p> =
=3D3D20
><
=20
>

< ADAT cards along with 32 A-D, D-As, two =
SPDIFS and=20
a UAD-1 =3D
><stocked =3D3D
><
 =
><for=3D3D20
><
=20
>

< good=20
measure.></DIV>
><
 =
>

<=20
</DIV> face=3D3D3DArial size=3D3D3D2><> =
</DIV>
><

 =
</DIV>=20
face=3D3D3DArial size=3D3D3D2><Comp #2: Cubase Studio 4=20
on
=3D
><=3D3D
><
<
my new =
AMD=3D3D20
><
=20
>

< 4800+ Dualcore with=20
Creamware></DIV>
><
 =
>

<=20
</DIV> face=3D3D3DArial=3D3D20
><
=20
>

< =3D3D
><
<
size=3D3D3D2><=20
&nbs=3D3D
><
<
p; 14=3D3D20
><
=20
>

< chip Pro card with 20 In/out and Delta 66 =
w/4 x=20
A-D, =3D3D
><
<
D-As=3D3D20
><
 =
>

<=20
and one SPDIF in/out, ></DIV>
><
=20
>

< </DIV>=20
face=3D3D3DArial=3D3D20
><

 =
=3D3D
><
=20
>
size=3D3D3D2>< &nbs=3D3D
><
<
p; =
=3D3D20
><
=20
>

< FX-Teleport Host to comp =
below>=20
face=3D3D3DArial=3D3D20
><

 =

=3D
>concepts,=3D20
> so pardon my=20
 ignorance.)

Can you really =
 do=3D20
> =20
 =
 this?

Neil<BR& gt;

 "Tom=
 =20
 Bruhl" <<A=3D20
> href=3D3D"<A=20
 =
 href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20'>mailto=
 :arpeggio@comcast.net">arpeggio@comcast.net>=3D20
&g=
 t; =20
 =
 wrote:
>
>&a mp;
>Aaron,=3D3D20
& g=
 t;That's=20
 the last step =3D
>I'll be=3D20
> taking. and I =
 was hoping=20
 you networkers =3D3D
>might =
 =3D
>help=3D20
> =20
 me
>with that. I was thinking the onboard LAN in the=20
 ASUS=3D20
> A8R-MVPcomp #2 =3D3D
>would do =
 to=20
 a=3D3D20
>onboard ASUS =3D
>A7N8X-X LAN =
 in=3D20
> =20
 comp #3. I think a crossover cable should =3D3D
>do=20
 =3D
>since
>I'm=3D20
> not on the =
 internet with=20
 any of my music rigs.
>
>Aar on is =
 =3D
>there=20
 a=3D20
> speed/functionality issue with this? Remember =
 =
 =3D
 >'simple'
=3D3D
&am p;>is=3D20
> =
 good for=20
 me
>as long as it=20
 =3D
 >works.
>Tom
 >
>=20
 =3D20
> "Aaron Allen" <<A=3D20
> =20
 =3D
>href=3D3D"<A=20
 =
 href=3D'mailto:know-spam@not_here.dude">know-spam@not_here.dude>mailt=
 o:know-spam@not_here.dude">know-spam@not_here.dude</A>=20
 =3D
>wrote in=3D20
> message=20
 =3D3D
>news:45549ea7@linux...
> What=20
 =3D
>protocol/type of=3D20
> interface are you =
 using for=20
 your networking?
> =3D20
> =20
 AA
>
> "Tom Bruhl" =
 <<A=3D20
> =20
 href=3D3D"<A=20

=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.netmailto:arpeggi=
o@comcast.net">arpeggio@comcast.net>=20
wrote =3D
>in message=3D20
> =20
=3D3D
>>news:45542b13\$1@linux...
>>=20
Hey=3D20
> guys,
>> I am no match for DJ =
when it=20
comes to =3D
>this but=3D20
> I am pursuing a=20
=3D3D
>>controllable version of a =
monster=3D20
> =20
setup.
>>
>> I have a master plan that is=20
=3D
>>as=3D20
> simple as I can figure to pump=20
Paris
>=3D3D
>>full of real-time=20
=3D
>>processing=3D20
> juice. =
=3D3D20
>> Here=20
it=3D20
> is.
>>
>> Comp #1: =
Paris is=20
running =3D
>very=3D20
> well on a XP P4 3.0 and =
all the=20
=3D3D
>>goodies. 2=3D20
> =
=3D
>>active
>>=20
=3D
>>; =3D20
> ADAT cards along with 32 A-D, =
D-As, two=20
SPDIFS and =3D
> a
>=3D3D
>>UA D-1=20
stocked=3D20
> for good =
measure.
>>
>>=20
Comp #2: =3D
>>Cubase=3D20
> Studio 4 on my new =
AMD 4800+=20
Dualcore with=3D20
> =20
=3D
>>=3D3D
>>Creamware
&a mp;>>> =
&nb=3D
>>sp;=20
=3D20
> 14 chi

Subject: Re: OT Since UAD software 4.4 my latency seems to have doubled in Paris?

Posted by [Tom Bruhl](#) on Wed, 18 Oct 2006 22:20:51 GMT

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

are AMD =3D
>3000+=3D20
> =
=3D3D
>>waiting for=20
a=3D3D20
>>FX-Teleport =3D
>>Client link =
to=3D20
> =20
Cubase comp #2></DIV>>
>>=20
=3D20
> =20
</DIV>> face=3D3D3DArial=3D3D20
>>=
=3D20
> =20
=3D3D
>>size=3D3D3D2>> &nb=3D3D
>>p;=20

=3D
>=3D3D20
> via=3D20
> 100mbps =
 LAN. This guy=20
 will take up the slack for the=3D20
> =20
 =3D3D
>Cubase=3D3D20
> rig if =
 need=3D20
> =20
 be.</DIV>
>=20
 =3D
><DIV><FONT=3D20
> face=3D3D3DArial =

 size=3D3D3D2> =
 =3D
></DIV>
>=20
 =3D20
> <DIV><FONT face=3D3D3DArial =
 size=3D3D3D2>My=20
 application is for =3D
>heavy use=3D20
> =20
 of
>=3D3D
>Kontakt,= 3D3D20
> =
 multiple=20
 =3D
>softsynths and=3D20
> surely Creamware=20
 <FONT=3D20
> =
 face=3D3D3DArial=3D3D20
>=20
 size=3D3D3D2>plugs of =3D
>all sorts.=3D20
> =20
 </DIV>
>& amp;gt;=20
 =3D
><DIV><FONT=3D20
> face=3D3D3DArial =

 size=3D3D3D2>Music styles ranging from rock,=20
 =3D
>=3D3D
>heavy=3D20
> =
 synth,=3D3D20
>=20
 orchestral and sometimes=3D20
> <FONT=20
 face=3D3D3DArial size=3D3D3D2>in=20
 =3D
>=3D3D
>between=3D20
> =
 all=3D3D20
>=20
 of=3D20
> =
 those.</DIV>
>=20
 =3D
><DIV><FONT=3D20
> face=3D3D3DArial =

 size=3D3D3D2> =
 =3D
></DIV>
>=20
 =3D20
> <DIV><FONT face=3D3D3DArial =
 size=3D3D3D2>My goal=20
 is to have =3D
>solid/stable=3D20
> =20
 =3D3D
>performance by=3D3D20
> not abusing =

 =3D
>any one=3D20
> computer in the=20
 =3D
> >network.</DIV>& amp;lt;BR>> =
 =3D20
> =20
 <DIV>Also to =
 maintain an=20
 =3D
>almost=3D20
> =3D3D
>unlimited =
 amount=20
 of=3D3D20
> close to =

=3D
>real-time=3D20
> =20
 processing power ><FONT=3D20
> =20
 face=3D3D3DArial=3D3D20
>& =3D20
> =20
 =
 =3D
 >size=3D3D3D2>throughout.& </DIV>>
>=
 >&=20
 =3D
>&sp;=3D20
> <DIV>><FONT =
 face=3D3D3DArial=20
 size=3D3D3D2>&=3D20
> =
 </DIV>>
>&=20
 <DIV>><FONT =3D
>face=3D3D3DArial=3D20
> =

 size=3D3D3D2>I am looking into Windows Remote=20
 =3D3D
>&Desktop=3D20
> =
 to=3D3D20
>& help with=20
 monitor/keyboard=3D20
> =20
 assignments.><DIV>>
>& =
 =3D20
> =20
 <DIV>>I expect to =
 have 4=20
 =3D
>monitors and=3D20
> =20
 two
>=3D3D
>&
>& keyboard/mice =
 combos with=20
 =3D
>one KVM=3D20
> between comp 1 =
 =3D20
> =20
 =3D3D
>&2.& <DIV>>
>&=20
 =3D20
>& <DIV>><FONT face=3D3D3DArial =
 size=3D3D3D2>I'm=20
 about 2 monitors, =3D
>a Matrox=3D20
> =20
 =3D3D
>&Triple Head 2 Go=3D3D20
>& and =
 Kontakt=20
 =3D
>away before=3D20
> I'm all the way=20
 =3D
 >there.><DIV>>&
>& =
 =3D20
> =20
 <DIV>><FONT face=3D3D3DArial=20
 size=3D3D3D2>&=3D20
> =
 </DIV>>
>&=20
 <DIV>><FONT =3D
>face=3D3D3DArial=3D20
> =

 size=3D3D3D2>Anyone see anything blatantly=20
 wrong
>=3D3D
>&with=3 D20
> =20
 my=3D3D20
>& design? I'm still Scoping =
 it=3D20
> =20
 out!><DIV>>
 >&=20
 =3D
>& <DIV>><FONT=3D20
> face=3D3D3DArial =

 size=3D3D3D2>Thanks for your=3D20
> =20
 =3D3D
>&input,& &a mp;</DIV>>
>&=20

```

=3D20<BR>&gt;&nbsp; &lt;DIV&gt;&lt;FONT face=3D3D3DArial=20
size=3D3D3D2&gt;&lt;Tom=3D20<BR>&gt;&nbsp; =
&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt;& amp;gt;=20
=3D<BR>&gt;&lt;DIV&gt;&lt;FONT=3D20<BR>&gt;&nbsp; face=3D3D3DArial =

size=3D3D3D2&gt;&lt;/FONT&gt; =
=3D<BR>&gt;&lt;/DIV&gt;&lt;BR&gt;&gt;=20
=3D20<BR>&gt;&nbsp; &lt;DIV&gt;&lt;FONT face=3D3D3DArial=20
size=3D3D3D2&gt;&lt;/FONT&gt;=3D20<BR>&gt;&nbsp; =
&lt;/DIV&gt;&lt;BR&gt;&gt;=20
&lt;DIV&gt;&lt;FONT=3D20<BR>&gt;&nbsp; =
size=3D3D3D2&gt;&lt;BR&gt;&lt;BR&gt;l=20
choose Polesoft Lockspam to fight=3D20<BR>&gt;&nbsp; =
=3D3D&lt;BR&gt;&gt;spam,=20
and=3D3D20&lt;BR&gt;&gt; =3D20<BR>&gt;&nbsp;=20
you?&lt;BR&gt;&lt;A=3D3D20&lt;BR&gt;& amp ;gt;=20
=3D<BR>&gt;=3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20 <BR>&gt;&nbsp; =

=
=3D<BR>&gt;href=3D3D'http://www.polesoft.com/refer.html"&gt;http://www.po=
lesoft.com/refer=3D<BR>&gt;'&gt;http://www.polesoft.com/refer.html"&gt;ht=
tp://www.polesoft.com/refer&lt;/A=3D<BR>&gt;&gt;=3D3D&lt;BR&gt;&gt;.html&=
lt;/A&gt;=3D20<BR>&gt;&nbsp;=20

=
=3D<BR> &gt;&lt;/FONT&gt;&lt;/DIV&gt;&lt;/BLOCKQUOTE&gt;&lt;/BLOCKQUOTE&gt;=
&lt;/BODY& amp;=3D<BR> &gt;&gt;=3D3D&lt;BR&gt;&gt;&lt;/HTML& gt;&lt;BR&gt;&g=
t;&lt;BR&gt;&gt;&lt;BR&gt;&lt;/BLOCK QUOTE&gt;&lt;/BODY&gt;&lt;/HTML=3D <BR=
>&gt;&gt;<BR>&gt;<BR>&gt;<BR></BLOCKQUOTE
></BLOCKQUOTE></BLOCKQUOTE></BOD=
Y></HTML>

-----=_NextPart_000_0022_01C7051F.C6152CB0--"DJ" <nowayjose@dude.net> wrote:
>I have just tested a 30" STDM cable and it works. There was some question
as
>to whether this length would be a problem. This will allow me to use 2
x
>Pulsar's in my 7 slot Magma and on in a mobo PCI slot in a similar
>configuration as I was doing with the RME HDSP cards. My 3rd Pulsar card
>will be here next week. Unless there is an issue with a 24" cable run
>between the 1st and 2nd Pulsar cards and only a 6" cable run between the
2nd
>and third card, I should be good to go.
>
>This is good news and if it works, it will same me a lot of hassles.
>
>;0)
>

```

DJ,

Did you ever find a substitute source for Magma flat ribbon cables? I am missing one and I need to get that box working.

GeneHi Chuck..What is the date? ..Call David Eisner at House of Traditional Music,Takoma Park...he's "Semi-Pro" and very reasonable...Z
