
Subject: Publison Infernal Machine

Posted by [steve the artguy](#) on Sun, 08 Jul 2007 07:35:20 GMT

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gt;>> protect the integrity of their OSs, but inevitably, users still pay for

>>> whatever does or doesn't work in that regard (we get almost weekly
>>> security updates from Apple via OSX update manager, so it isn't a
>>> non-issue).

Subject: Re: Publison Infernal Machine

Posted by [xпам_mark](#) on Sun, 08 Jul 2007 10:22:51 GMT

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stion - why are there so few retail outlets that carry

>

>>Macs? I know Apple went through the 3rd party

>>thing a few years back and wasn't happy with the results - was that a

>>deciding factor, or is it just that the Staples and Office Depots of the

>

>>world have deals with Dell, HP, etc? I know CompUSA carries Macs, but

>>other

>

>>than that and the Apple Store (of which there isn't one in Co Springs) and

>

>>online, coverage seems rather limited - almost a "find us if you can"

>>approach. Coverage is a big part of a product becoming popular, though

>

>>obviously it can be rather expensive and r

Subject: Re: Publison Infernal Machine

Posted by [gene lennon](#) on Sun, 08 Jul 2007 13:46:30 GMT

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.

>>>>> Imho,

>>>>> it's

>>>>> best to make direct comparisons - as soon as I get my hands on a

>>>>> Macintel

>>>>> and Nuendo 4 I plan to do plugin/loading tests to see which OS is

>>>>> really

>>>>> faster and more efficient for pro audio use, and price out the parts

> in

>>>>> a

>>>>> Macintel to see how much the nice case and OSX really cost. I like
>
>>>>> some
>>>>> aspects of Macs, and am no fan of MS or Windows, but when push comes
> to
>>>>> shove, much of the propaganda against PCs is unfounded and
>>>>> ill-informed.
>>>>> The rest, MS deserves.
>>>>>
>>>>> Regards,
>>>>> Dedric
>>>

Subject: Re: Publison Infernal Machine
Posted by [Nil](#) on Sun, 08 Jul 2007 15:25:06 GMT
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but having the stability and security of OS-X is worth much
>
>>>>>>> more
>>>>>>> than
>>>>>>> the difference in price between a PC and Mac.... especially in a
> pro
>>>>>>> environment.
>>>>>>>
>>>>>>> Steve
>>>>>>>
>>>>>>> Jeff Hoover <jkhoover@excite.com> wrote:
>>>>>&g

Subject: Re: Publison Infernal Machine
Posted by [Bill L](#) on Sun, 08 Jul 2007 15:57:49 GMT
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t;>>>> Jusr for fun, I priced out one of the new Dell Vostro laptops
>>>>>>>> (small
>>>>>>>> business class)attempting to match the 15"macbook pro as best as
>>>>>>>> possible (proc, ram, and HD size and speed, screen res, etc.).
> No
>>>>>>>> extra
>>>>>>>>

Subject: Re: Publison Infernal Machine

Posted by [steve the artguy](#) on Sun, 08 Jul 2007 18:18:52 GMT

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ad combo drive, all on the same Mac

>>> in 2 years - not a great record for quality parts. There is more to
>>> the story than the single argument about viruses, and that's my main
>>> point. I'm always keeping my options open, and may move to Macs at
>>> some point if it makes me more efficient and/or profitable, but
>>> comparing the performance vs. cost is a big deal when I can build 2
>>> PCs for the cost of 1 Mac, with identical hardware, and get double
>>> the processing capability (or more) by doing so. For what I do,
>>> that's not a trivial point. And, imho, that's the biggest hurdle for
>>> Macs with pro audio PC users, not virus susceptibility (when that is
>>> a known, as it is now) or nice looking GUIs - just simple power vs.
>>> cost.

>>>

>>> If I could access the German Keys mag report I would post the results
>>> as it apparently found that OSX isn't exactly as fas

Subject: Re: Publison Infernal Machine

Posted by [dc\[3\]](#) on Mon, 09 Jul 2007 00:16:21 GMT

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>http://www.tcelectronic.com/TubeTech_cl1b

<http://news.harmony-central.com/Newp/2007/Focusrite-ISA-828.html>The Helios eq is available in
version 4.6, which actually seem VERY stable,
so your good to go on that. The Neve 88RS and the LA3A are what's new in
4.7

Download 4.6 and get the Helio eq. render away.

Oh yeah, there seem to be no other issues with 4.7 other than not being able
to render.

I'm still holding out for someone to have magic bullet for the 4.7 problem.

Rod

"cujo" <chris@applemanstudio.com> wrote:

>

>Oh oh, I was thinking of uping to that myself for the helios EQ.

>Anyother issues?

>

>"Rod Lincoln" <rlincoln@nospam.kc.r.com> wrote:

>>

>>In case I wasn't clear...up till UAD 4.7 I've been able to render with

>no

>>problems, both mono (normal) renders, and stereo renders (within the destructive
>>editor) 4.7 seems to have broken this for Paris. Anyone else notice this?

>>Rod

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

>>>

>>>Hey, has anyone tried rendering any UAD plugs since version4.7 came out?

Subject: Re: Publison Infernal Machine

Posted by [gene lennon](#) on Mon, 09 Jul 2007 02:31:48 GMT

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nk"><http://www.polesoft.com/refer.html>Touch. Nulling kills.

WMW

"Doug Wellington" <doug@parisfaqs.com> wrote in message
news:46c1d445\$1@linux...

> How many of you are using some kind of motorized fader device? Does it
> have touch sensitive faders?

>

> I've got my initial design done and I'm trying to finish up my prototype
> of a 16 channel motorized fader control that will have both MIDI and EDS
> serial connections on it. :-) I have the chance to get either touch
> sensitive or non-touch sensitive faders, but the touch sensitive ones are
> twice the price. :(

>

> Now, if I was making a completely self-contained mixer, I'd go for the
> touch sensitive faders, but since this is basically a remote control that
> may or may not talk to an application that understands touch faders,
> should I bother?

>

> Doug

>

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

>Bill L <bill@billlorentzen.com> wrote:

>Who knew a power supply could be sexy?

Nikola Tesla? lol

:)Agreeing with everything everyone's said to this point in the
thread... besides, if you can come up with a touch-sensitive
system that can also replace some legacy (console-oriented)
systems that are no longer supported you can make a few million
dollars. So go for it... If you're gonna do it, you may as well
do it to a financially viable level of implementation if you
have the capability & coding chops to do so.

NeilThat looks like an ass-kicking unit... "lowest cost per
channel" yet, out of the Mucusrite ISA line? That would bring
this thing in at around \$3k street, at most, wouldn't it?

Neil

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

>

> <http://news.harmony-central.com/Newp/2007/Focusrite-ISA-828.html>The flux capacitor?

Cheers,

-Jamie

www.JamieKrutz.com

Brad Lyons wrote:

> Yep, got to meet with Phil Dudderidge about this more than a few months back

> and was quite happy to learn of it. Now, not to spoil the fun....but wait

>

Subject: Re: Publison Infernal Machine

Posted by [gene lennon](#) on Mon, 09 Jul 2007 02:38:53 GMT

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another couple of months and see what they are going to unveil next, it's

> going to be one of the most revolutionary products YET..... Sorry, I can't

> say anything further ;-)

>

> Brad Lyons

> Sr Sales Engineer-Sweetwater

> www.audioandmidi.com

>

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

>> <http://news.harmony-central.com/Newp/2007/Focusrite-ISA-828.html>

>Maybe this stuff is common knowledge. I stumbled on it and went, wow!

<http://members.home.nl/henk.gorter/ltcindex.html>

At the state I've reached, where nostalgia and history are fusing into a
vague dream, this stuff is cool.

-steveDear Tom can you please contact me ?

All my emails are bouncing back...

Regards,

DimitriosThis is a multi-part message in MIME format.

-----=_NextPart_000_00A6_01C7DFC8.A0A8AA90

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Hey D.,
I sent two emails to two addresses minutes ago.
Hopefully one got through.
Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =
news:46c40416\$1@linux...

Dear Tom can you please contact me ?
All my emails are bouncing back...
Regards,
Dimitrios

I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>
-----=_NextPart_000_00A6_01C7DFC8.A0A8AA90
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Hey D.,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I sent two emails to two addresses =
minutes=20
ago.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Hopefully one got through.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV>&nbsp;</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Dimitrios" &lt;<A=20
href=3D"mailto:musurgio@otenet.gr">musurgio&
```

Subject: Re: Publison Infernal Machine
Posted by [Neil](#) on Mon, 09 Jul 2007 06:29:35 GMT
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```
#64;otenet.gr</A>&gt; wrote in =
message=20
  <A =
href=3D"news:46c40416$1@linux">news:46c40416$1@linux</A>...</DIV><BR>Dear=
Tom=20
  can you please contact me ?<BR>All my emails are bouncing=20
  back...<BR>Regards,<BR>Dimitrios</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>&nbsp;&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY ></HTML>

-----= NextPar
```

Subject: Re: Publison Infernal Machine
Posted by [LaMont](#) on Mon, 09 Jul 2007 15:00:25 GMT
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