
Subject: More Drum Bus Compression ...

Posted by [sonicartproductions](#) on Sat, 13 May 2006 21:10:13 GMT

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everything. It's a lot easier to make world-class food when you have world-class ingredients.

You gotta take it seriously. Cooking is the most fundamental hobby in the world, and it takes tools, time, patience, curiosity, mistakes, etc. You gotta make your own dough, your own sauce. A lot of this sort of thing is personal taste. I work with a couple of websites for ideas, and mix and match to suit my inclinations. I always have three or four versions of a dish as inspirations when I start the process of learning to make it. Food Network has a great, free website, and the America's Test Kitchen charge a pittance for their excellent advice.

My pie, in a nutshell, no recipes but mostly technique:

1. Hot stone in a hot oven. Chuck called that.
2. Good dough. This is just a necessary chore, but not that hard. Bread ain't hard. I use a rolling pin to get about 7 oz of dough really thin. I mean really thin. I place it on a cheap, thin baking sheet with a little flour sprinkled on it.
3. Great sauce. Matter of taste, but it's gotta be thicke

Subject: Re: More Drum Bus Compression ...

Posted by [Rob Arsenault](#) on Sun, 14 May 2006 13:37:57 GMT

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t; a

> >good

> >> wood to try on top of the coals.

> >>

> >> The other aspect that is often overlooked is the crust. A mixture of

> >crushed

> >> red pepper, kosher salt, parmesean and olive oil brushed over the crust

> >about

> >> 2/3 the way through is NUTS!

> >>

> >> I love pizza !

> >>

> >> Chuck

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>Just about all the compressors I try don't seem to compress enough before adding artifacts. Are there any that can squash a mix to having very few dynamics (everything close to the same volume) without the artifacts? Most compressors I try seem very mild in control ranges before they wig out and become distorted really badly. The LA2 setting is nice but I want more squishy.

Thanks,

JohnRick had the last model G4 with the firewire 800, stay away from that one!!!!

Get a dual mirror door G4 with the single processor. it was a 1 or 1.25 GHz, I have the dual and it runs hot and it is more noise because of the fan speeds for the dual processor. These model came standard with dual monitor support. You can also get a faster processor for it. Paris will not use the dual processor.

If you are not going to use a lot of VSTs and you only need a single monitor you could pick up any G4 tower with an AGP video card. I bought a G4 400 AGP for \$100.00 on ebay not too long ago. To get dual monitors for that machine, you would have to get an ATI 8500 AGP video card, they are about \$90.00.

You can check out all specs at www.apple-history.com, look on the right side of the page for all the models.

Good luck!

James

Subject: Re: More Drum Bus Compression ...

Posted by [cujo](#) on Mon, 15 May 2006 12:51:13 GMT

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peaker) icon is lit. I see input lights on the =3D

>MidiX-8=3D20

>coming from my controller. I see the data coming into Cubase and it =
=3D

>'prints' but=3D20

>I can't get it to pass the note data back out to my Roland samplers =
at =3D

>all.

>Once the track has been recorded it will play back fine though. =
Maybe =3D

>the=3D20

>Midi patchbay's routing is screwy. I have it sending output port #1 =
=3D

>(controller)

>to all 8 inputs.

>Tom

> "EK Sound" <askme@nospam.com> wrote in message =
news:448edc1d@linux...

> Do you have the little yellow speaker icon lit on the selected =
tracks?

>

> David.

>

> Tom Bruhl wrote:

> > I can't hear my MIDI parts as I'm playing them when printing

> > in Cubase SX 2.1. I have Midi thru On in Preferences. The

> > track plays back perfectly but never can be heard as I'm playing =
it.

> > I am outputting data to the correct MIDI channel/port too.

> > =3D20

> > What settings am I missing?

> > Tom

> >=3D20

> >=3D20

> > I choose Polesoft Lockspam to fight spam, and you?

> >

Subject: Re: More Drum Bus Compression ...

Posted by [Sound Dog](#) on Wed, 17 May 2006 16:23:01 GMT

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ge news:4491a664@linux...

> Make and model of cd player?

>

> Does the disc try to come out and get stuck or what?
>
>
> db
>
> "Mike R." <emarenot@yahoo.com> wrote in message =
>news:4491a145\$1@linux...
> > Any ideas on how to eject a CD from a car stereo when the eject =
>button
> won't
> > do the trick? I'm ready to try out the needle nose pliers, but =
>before I
> get
> > to breakin' the CD, I thought maybe I'd see if anyone had a better =
>idea.
> >
> > Thanks gents,
> > MR
> >
> >
>
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>
>
>I choose Polesoft Lockspam to fight spam, and you?
><http://www.polesoft.com/refer.html>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3DContent-Type content=3D"text/html; =
>charset=3Diso-8859-1">
><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV>Mike,</DIV>
><DIV>Look for a little hole big enough for a
=>
>paperclip=20
>just below/above</DIV>
>
>it off and=20
>try poking a paperclip end</DIV>
>
>not have one=20
>in which case just sell the car</DIV>
><DIV>but charge extra for the =
>CD.</DIV>

><DIV>Really,</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>"D-unit" <<A =
>href=3D"mailto:
