
Subject: PreSonus Eureka

Posted by [Wayne Carson](#) on Sat, 11 Nov 2006 20:16:53 GMT

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

ync generated by the RME system and streaming the audio via lightpipe from the RME system outputs to the Scope system inputs I should be able to get the damned thing to play back 88.2k audio files at the proper pitch.....now that makes a hell'uva lot of sense, doesn't it?

;oD

"Chris Ludwig" <chrisl@adkproaudio.com> wrote in message
news:457cc376\$1@linux...

> HI Dj and Neil,

> It's s

Subject: Re: PreSonus Eureka

Posted by [AlexPlasko](#) on Sat, 11 Nov 2006 20:51:55 GMT

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

;Frankly I don't know if using the Pulsar for summing would make
>>>up for the sonic hit I would take at 44.1k - I can use Paris
>>>for summing right now & NOT have to take the hit to
>>>downconvert, though I have to go out through several Analog
>>>submixes to do this. My idea with the Pulsar was
>>>essentially: "What if I can sum in the digital domain via DSP;
>>>and if so, would that sound better than what I can do right
>>>now?" At this point I still can't find out, however, due to the
>>>inability of the Pulsar stuff to work at 88.2k.

>>>

>>>If you want to see the minor shitstorm that DeeJ & I started
>>>over on the Pulsar forum over this issue, go here:

>>>

>>><http://www.planetz.com/phpBB2/viewtopic.php?t=20885>

>>>

>>>

>>>Neil

>>

>>

>>

>

> --

> Chris Ludwig

Subject: Re: PreSonus Eureka

Posted by [TCB](#) on Sat, 11 Nov 2006 22:02:52 GMT

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

f="mailto:nowayjose@dude.net" target="_blank">nowayjose@dude.net> wrote in message news:457c613d@linux...

>>I have done 4 x EDS cards in an ASUS A7V8x mobo. It has 6 PCI slots and
>>two of them share with the AGP so I used the 4 slots that didn't share
>>with the AGP and it worked fine. Just disable everything you aren't using
>>in the bios and make sure you know which PCI slots share with the AGP.
>>That's the deal killer. If you've got 4 x PCI slots that do not share an
>>IRQ with the AGP then you may be able to pull this off.

>>

>>

>> Deej

>>

>> "J.S." <sonicartproductions@hotmail.com> wrote in message

>> news:457c4e46@linux...

>>>I am on a PC. So, you did do the expansion thing though, ay.

>>> Jan

>>>

>>>

>>>

Subject: Re: PreSonus Eureka

Posted by [MikeP](#) on Sun, 12 Nov 2006 00:59:08 GMT

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

same thing came up - i'm going to open the box and reseal

>>>>>the card, to see if that does anything.

>>>>>

>>>>>"Cujo" <chris@nospamapplemanstudio.com> wrote:

>>>>>

>>>>>

>>>>>>Is this the one when your Interfaces are not plgged in or MEC turned
>>>off?

>>>>>>

>>>>>>

>>>>>>"lucio" <yo@kingtone.com> wrote:

>>>>>>

>>>>>>>hi all,

>>>>>>>

>>>>>>>It's been a while since I posted here...I've only sporadically used

>>>my

>>>>>PARIS

>>>>>>>rig in the past

Subject: Re: PreSonus Eureka
Posted by [Wayne Carson](#) on Tue, 14 Nov 2006 20:30:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

br />
!!!

lolMartin, The link channel fader bug and the "potential" group sends bug (maybe there's a workaround) are ones I discovered. The mixer preset bug I have not tried yet but it's really an amazing oversight if it's true.

I'm still jealous that you did Air Supply !!! Still great great tunes.

John

"Martin Harrington" <lendan@bigpond.net.au> wrote:
>Have you actually encountered these bugs John, or are you just going on
what
>the forum says?
>--
>Martin Harrington
>www.lendaneer-sound.com
>
>"John" <no@no.com> wrote in message news:4582c6ba\$1@linux...
>>
>> Not a single crash so far, but the bugs are real functionality bugs.
I
>> like
>> it better than Paris so far but have not done a major sound check. I
hope
>> to this weekend.
>>
>> Channels won't record with Linked channels and Folder tracks making these
>> features all but useless

Subject: Re: PreSonus Eureka
Posted by [Neil](#) on Wed, 15 Nov 2006 01:45:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

the noise that's
>>>already
>>
>>>there, I'd be inclined to just go in there with a wave editor and manually
>>
>>>fix the noises one at a time, but then, I'm obsessive. :)
>>>

>>>Sarah
>>>
>>>www.sarahtonin.com
>>>
>>>"Don Nafe" <dnafe@magma.ca> wrote in message news:45834c91@linux...
>>>> Hi all
>>>>
>>>> Actually it isn't bad at all but several initial comments on this
>>>> particular track I'm mixing is there's too much fret noise on the
>>>> acoustic.
>>>>
>>>> Most of it is between chords (picking)
>>>>
>>>> One thought was using a de-esser...all other's are more than welcome
>>>>
>>>> Don
>>>>
>>>
>>>
>>
>>
>
>Haven't tried the voxformer. the Dave Brown is much more intuitive with the
graphic display, but I can dial in a serious de-ess with Sybil that is the
equivalent to my SPL hardware de-esser. The SPL is the best I've ever used,
period. Without it I would die.
http://www.soundperformancelab.com/DeEsser/in_short.html

I've heard that the Drawmer unit is considered a "holy grail" item by some
engineers but I've never used one.

The deesse
