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Subject: MEC headphone not working  
Posted by [Robert](#) on Tue, 11 Nov 2008 04:34:05 GMT  
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/>  
>even organize your vst plug ins and I'm betting Media Bay is still confusing  
>as hell.Been using Melodyne for 3 or 4 years now. It's awesome. I have Cre8. Tried  
the plugin in Paris, it does not work.  
Cre8 is a separate 8 channel editor. You have to convert the files to .wav  
and then import back to Paris. It is definitely worth the trouble. Somewhat  
of a learning curve but not as bad as say Cubase..... The pitch correction  
is pretty much transparent. You really

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Subject: Re: MEC headphone not working  
Posted by [Deej \[5\]](#) on Tue, 11 Nov 2008 19:41:27 GMT  
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s I need to work on one by one. Pretty  
> quick when you get the hang of it.  
>  
> - K  
>  
>  
> On 1/17/09 11:04 AM, in article 49721db7\$1@linux, "Mike Bloomer"  
> <tubeguru2006@gmail.com> wrote:  
>  
>> Been using Melodyne for 3 or 4 years now. It's awesome. I have Cre8. Tried  
>> the plugin in Paris, it does not work.  
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Subject: Re: MEC headphone not working  
Posted by [Robert](#) on Wed, 12 Nov 2008 01:53:52 GMT  
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; and  
>>> many others, and flown them back and forth between PARIS and Logic. Very  
>>> useful tool. I use the standalone version; I bounce a reference mix to  
> work  
>>> against and then export the tracks I need to work on one by one. Pretty  
>>> quick when you get the hang of it.  
>>>  
>>> - K  
>>>

>>>  
>>> On 1/17/09 11:04 AM, in article 49721db7\$1@linux, "Mike Bloomer"  
>>> <tubeguru2006@gmail.com> wrote:  
>>>  
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>>>> of a learning curve but not as bad as say Cubase..... The pitch  
>>>> correction  
>>>> is pretty much transparent. You really can't tell when you're done. I  
> have  
>>>> al

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Subject: Re: MEC headphone not working  
Posted by [Deej \[5\]](#) on Wed, 12 Nov 2008 05:00:26 GMT  
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so used it to create vocal harmonies which are pretty much  
>>>> indistinguishable  
>>>> from "real" ones. It works on single note slide guitar. The newest  
>>>> version  
>>>> is polyphonic, which I am dying to try...  
>>>> MB  
>>>  
> Funny you say "just a bad feeling", the polyphonic thing is kind of unreal,  
it seems like unreality or something that just shouldn't be possible. Kind  
of like taking the color purple and breaking it down into its component  
colors, blue and red. It really is amazing that the dude figured this out.

Rich

"Ted Gerber" <tedgerber@rogers.com> wrote in message  
news:49726e05\$1@linux...

>  
> Exactly the same here. Sax, violin, any single note voices  
> are great to use this on. Interestingly, I feel like the new  
> polyphonic capability crosses a line for me, and I can't  
> bring myself to use it. No logical explanation, just a bad feeling...  
>  
> Ted  
>  
>  
> Kerry Galloway <kg@kerrygalloway.com> wrote:

>>Done all the same things myself, including cello, viola, electric bass and  
>>many others, and flown them back and forth between PARIS and Logic. Very  
>>useful tool. I use the standalone version; I bounce a reference mix to  
>>work  
>>a

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Subject: Re: MEC headphone not working  
Posted by [Aaron Allen](#) on Wed, 12 Nov 2008 08:48:06 GMT  
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gainst and then export the tracks I need to work on one by one. Pretty  
>>quick when you get the hang of it.  
>>  
>>- K  
>>  
>>  
>>On 1/17/09 11:04 AM, in article 49721db7\$1@linux, "Mike Bloomer"  
>><tubeguru2006@gmail.com> wrote:  
>>  
>>>  
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>>> correction  
>>> is pretty much transparent. You really can't tell when you're done. I  
> have  
>>> also used it to create vocal harmonies which are pretty much  
>>> indistinguishable  
>>> from "real" ones. It works on single note slide guitar.The newest  
>>> version  
>>> is polyphonic, which I am dying to try...  
>>> MB  
>>  
>So Kerry can you use Melodyne within Logic?

Rich

"Kerry Galloway" <kg@kerrygalloway.com> wrote in message  
news:C5976B2F.D344%kg@kerrygalloway.com...  
> Done all the same things myself, including cello, viola, electric bass and  
> many others, and flown them back and forth between PARIS and Logic. Very  
> useful tool. I use the standalone version; I bounce a reference mix to

> work  
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> quick when you get the hang of it.  
>  
> - K  
>  
>  
> On 1/17/09 11:04 AM, in article 49721db7\$1@linux, "Mike Bloomer"  
> <

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Subject: Re: MEC headphone not working  
Posted by [Robert](#) on Wed, 12 Nov 2008 14:25:14 GMT  
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/>  
>> to  
>>>> work  
>>>>> against and then export the tracks I need to work on one by one.  
>>>>> Pretty  
>>>>> quick when you get the hang of it.  
>>>>>  
>>>>> - K  
>>>>>  
>>>>>  
>>>>> On 1/17/09 11:04 AM, in article 49721db7\$1@linux, "Mike Bloomer"  
>>>>> <tubeguru2006@gmail.com> wrote:  
>>>>>  
>>>>>> Been using Melodyne for 3 or 4 years now. It's awesome. I have Cre8.  
>>>> Tried  
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>>>>>> version  
>>>>>> is polyphonic, which I am dying to try...  
>>>>>> MB

>>>>>  
>>>>  
>>>  
>>>  
>>  
>  
>TC -

I have the Tascam and Motu combination. They are the front end to a Reaper DAW here. I am very happy with the board, though I have not really used it too much over the past year since I have been doing more performing than recording. However, it has many nice features, especially the channel strip and lots of flexible routing.

I still have to use my mouse and keyboard with Reaper a fair bit, but one could program up lots of keyboard shortcuts to simplify things.

I have not interfaced it with Paris at all, though my plan was to keep Paris as my mixdown recorder. That may still happen, but I have been otherwise occupied.

BTW, the Tascam looks mucho cool in my new Argosy desk designed specifically for it!

- Paul Artola  
Ellicott City, Maryland

On Sat, 17 Jan 2009 17:03:31 -0800, TC  
<tc@spammetodeathyoubastards.org> wrote:

>  
>I'm on the verge of purchasing one of these digital consoles, along with  
>a Motu 2408 MKIII, to interface both with Paris, PT and Logic. It would  
>solve a few issues for me and get me away from using a mouse (I've been  
>having major

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Subject: Re: MEC headphone not working  
Posted by [Kerr Mathieson](#) on Wed, 12 Nov 2008 19:42:36 GMT  
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gt;>> work  
>>>>> against and then export the tracks I need to work on one by one. Pretty  
>>>>> quick when you get the hang of it.  
>>>>>  
>>>>> - K  
>>>>>  
>>>>>

>>>>> On 1/17/09 11:04 AM, in article 49721db7\$1@linux, "Mike Bloomer"  
>>>>> <tubeguru2006@gmail.com> wrote:  
>>>>>  
>>>>>> Been using Melodyne for 3 or 4 years now. It's awesome. I have Cre8.  
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>>>>>> the plugin in Paris, it does not work.  
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>>>>>> indistinguishable  
>>>>>> from "real" ones. It works on single note slide guitar.The newest  
>  
>>>>>> version  
>>>>>> is polyphonic, which I am dying to try...  
>>>>>> MB  
>>>>>>  
>>>>  
>>>  
>>>  
>>  
> <http://en.440tv.com/video.php/v/2190/NAMM-2009-Steinberg-Cubase-RCT>This is going to be  
cool for venue/location recording.

[http://www.joeco.co.uk/main/VSCR1\\_Summary.php](http://www.joeco.co.uk/main/VSCR1_Summary.php)This is worth taking a look at.

<http://www.sonarvstudio.com/index.php>Here's some observation a jazz drummer friend of mine,  
Dave Calarco, offered  
regarding this. Thought you might be interested in his insight and  
experience. He's been around a while.

Rich

"Yeah man things aren't always what they look like. That system is very  
inaccurate in tuning drum heads exact. You may be able to increase the  
overall tension but you can't really tune the head harmonically to itself.  
Each head tunes completely different depending on the relationship between  
the head and the collar and the collar and the bearing edge of the drum.  
Plus I heard from guys that it has to constantly be tightened as the whole  
thing tends to shift on the drum shell especially at higher tensions.

"Uni tuning" has been around for a while and it's never really caught on in the industry. There's no substitute for a good ear and the know how to properly tune a drum head."

"James McCloskey" <excelsm@hotmail.com> wrote in message news:496e3d52\$1@linux...

>

> Drummers! Something else I found, looks very cool, Drum tuning made easy!

> I wonder if it will warp your rims??? This could save some time in the

> studio, I think this is something I will have to try. I wonder if it

> will

> work on die-cast hoops

>

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Subject: Re: MEC headphone not working  
Posted by [Robert](#) on Wed, 12 Nov 2008 22:36:46 GMT

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umtech.com/Video/DTS-Demo-Jimmy-Carnelli-High.m ov

> [http://www.drumtech.com/2007\\_Drum\\_Tech\\_DTS\\_Brochure.pdf](http://www.drumtech.com/2007_Drum_Tech_DTS_Brochure.pdf)Hi James,

Yes prise dependent this can be a very cool option for small venues and churches.

Been trying to get some pricing on it.

If it's over \$2k then not sure how viable this will really be but we'll see.

Chris

James McCloskey wrote:

> This is going to be cool for venue/location recording.

>

> [http://www.joeco.co.uk/main/VSCR1\\_Summary.php](http://www.joeco.co.uk/main/VSCR1_Summary.php)

--

Chris Ludwig

ADK Pro Audio

(859) 635-5762

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

chrisl@adkproaudio.com TC, you're not using ATAT's right, but bringing audio into Paris via lightpipe through the Paris ADAT module and your Lynx Aurora 16 right? If

I'm confused please excuse me. Maybe you can explain to me what you're doing here. There's a reason for these questions which may not seem apparent at the moment :-)

Thanks,

RichDeej, so what system are you integrating Melodyne3 with..... Cubase? Right,

I know about the digital to midi capabilities in Melodyne. Simply amazing technology. Are you still using Paris in any capacity? If so, have you been able to integrate Melodyne with Paris?

Rich

"Deej" <noway@jose.net> wrote in message news:4972b1b2\$1@linux...  
>  
> "Very Deep Productions" <richard.lamanna@verizon.net> wrote:  
>>OMG, has anyone seen this technology? Melodyne has been around for a long  
>  
>>time but the capabilities of these newer programs is just simply  
>>astounding.  
>  
>>Does anyone know if Melodyne cre8 or the Melodyne plugin is functional in  
>  
>>Paris. It uses VST, AU, RTAS, DXi (via MelodyneBridge), whatever that is  
> and  
>>ReWire. Has anyone ever used this stuff? It also imports and uses these  
> file  
>>formats: WAV, AIFF, SD2,  
>>mono and stereo. This is truly amazing stuff.  
>>  
>><http://www.celemony.com/cms/index.php?id=news&L=0>  
>>  
>>Thanks,  
>>Rich  
>>  
>  
> I've got the full 3.2 version and the plugin here. The ability to revoice  
> chords will probably make for some interesting mashups. You know you can  
> output any blob in Melodyne3 to midi, right? You decide that P-Bass ain't  
> working.....just end it to Trilogy and turn it into whatever you want.  
> Looks  
> like Cubase 5 is going to have this same functionality.Hi Rich,

No problem. Well, it's a bit of a crazy setup here.

Basically, I alternate between PT HD and Logic native. I like both, but I prefer logic for composing (although PT8 is impressing me also). I've also been recently getting more gigs doing music and sound editing for film and tv, which I prefer PT for.

So I've got projects from both platforms. The idea is to be able to move seamlessly back and forth, while at the same time being able to send audio tracks or stems to Paris for mixdown from either PT HD or Logic native, especially for music work.



Now the other option that I like to keep open is summing analog to the SH Equinox. So I've got 24 channels of Aurora D/A going to the Equinox via dsubs. Ideally I would have all 32, but I need to keep 8 channels open for outboard comps and eqs.

For the native logic system, currently I've only got 16 channels happening via a Lynx AES16e pcie card, going to one Aurora via AES/EBU. For me to use a full 64 channels, I'd need another card, but I'm now out of pcie slots with two HD cards and the AES16e (thanks apple for being so generous with those 3 pcie slots, really handy ;-).

What I've had going on is one lynx, and two digi 192 digitals, the 192's were strictly for lightpipe to paris. This limits my analog i/o (keeps one aurora out of use) and does nothing for summing logic to paris. The 192's are now out of the picture.

## The Tascam DM4800 w

Subject: Re: MEC headphone not working...UPDATE  
Posted by [Robert](#) on Sat, 15 Nov 2008 03:38:38 GMT  
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[illegible]

>>>  
>>  
>>  
>  
>jeez man.....

AA

"Tom Bruhl" <arpeggio@comcast.net> wrote in message news:49757538@linux...

> Tried a bios update as well as a new C drive.

> No bootable OS now...

>

> I love this,

> Tom

>

>

>

>

> "Tom Bruhl" <arpeggio@comcast.net> wrote in message

> news:49700744\$1@linux...

>> Hi Aaron,

>>

>> Thanks for your interest. I wish I had better news.

>>

>> I have a serious asio problem. Creamware and Cubase 4.0

>> were installed but glitchy. The problem is somewhere

>> with hardware fighting for resources. I removed everything

>> except 5 EDS cards and still there were some glitches.

>> Ethernet was disabled and there are no other USB devices.

>> Paris runs like a champ through it all but asio is nothing

>> but a train wreck. I have lost the will to go any further.

>> This is week five of tweaking.

>>

>> Paris runs great with a UAD2 and UAD1 internal latency and all.

>> That makes for a smoking mix engine. I still have a fairly robust

>> dualcore that had been fine with Cubase 2.1 . I will go back to

>> that and run with it until I truly outgrow it. I will install Cubase

>> 4.5.2

>> though.

>>

>> Chris suggested running the Creamware card on a single core

>> but this problem is deeper than that. Maybe it's the Magma

>> and PCI bus? I've spent more money than I wanted to to begin with.

>>

>> Tom

>>

>>

>>

>>

>>  
>> "Aaron Allen" <know-spam@not\_here.dude> wrote in message  
>> news:496ffef1@linux...  
>>> Cubase no worky?  
>>> AA  
>>>  
>>> "Tom Bruhl" <arpegio@comcast.net> wrote in message  
>>> news:496fe664@linux...  
>>>> I gave up.  
>>>>  
>>>> Tom  
>>>>  
>>>>  
>>>> "Tom Bruhl" <arpegio@comcast.net> wrote in message  
>>>> news:4966a483\$1@linux...  
>>>>> Got Wavelab happy with Creamware card. Both Paris  
>>>>> and Wavelab were running two projects at the same time  
>>>>> (Scope in the background too) with no glitches and very low CPU.  
>>>>>  
>>>>> Off to Cubase 4.5.2  
>>>>>  
>>>>> Tom  
>>>>>  
>>>>>  
>>>>> "Tom Bruhl" <arpegio@comcast.net> wrote in message  
>>>>> news:49643eb5\$1@linux...  
>>>>>> Got Scope runni

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Subject: Re: MEC headphone not working...UPDATE  
Posted by [kerryg](#) on Sat, 15 Nov 2008 04:47:50 GMT  
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ng as it should. ADAT clock is being recognized  
>>>>>> from Paris. No problem having both apps up and running together.  
>>>>>> I will install Cubase tomorrow and see how that frigs things up.  
>>>>>> Backups are wonderful.  
>>>>>>  
>>>>>> As it stands:  
>>>>>> 5 x EDS, 2 x Mecs (2 mecs on the way), XP, WC, 2 x ADAT modules  
>>>>>> present in Mec 2.  
>>>>>> 1

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Subject: Re: MEC headphone not working...UPDATE  
Posted by [Kerr Mathieson](#) on Sat, 15 Nov 2008 10:26:27 GMT  
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I've got no idea what's up with the NG, this is already shaping up to be one of its longer absences, but I'm sure Kim will be back up in due course.

Sorry for all the sawdust, I'm still testing and troubleshooting stuff (some threads are garbled into insensibility - USENET and forum software speak different languages and think differently) but we'll be working on it until it's right.

- KHi Kerry!

yes, some audio clips would be interesting!

greetz MichaWhat's Kim's last name?Should any of the two of you stop by and see this - very glad you stopped by, and welcome to the forums! Please drop me an email or PM and let me know your current email addresses.

- Kerry (admin)It's been at least a week now. Kinda worrisome...

Gantt Looks very cool.

From a business perspective, though - I wonder what possessed them to think \*this\* is the time to enter the DAW market? Why don't they just smack themselves on the h

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