
Subject: Arrrggghhh!!!!!! moving to 64 bit is gonna suck
Posted by [DJ](#) on Wed, 10 Jan 2007 22:44:04 GMT

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gt;>shoulda been clearer) running Native on an OTR PC... running
>>>Paris is a little (OK, a LOT!) different than running a Native
>>>system, due to the DSP in Pari

Subject: Re: Arrrggghhh!!!!!! moving to 64 bit is gonna suck
Posted by [DJ](#) on Wed, 10 Jan 2007 23:03:14 GMT

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you'd be buying it for the
>>> CubaseLE it comes packaged with (use THAT instead of your
>>> NTracks VST instantiatorizixorthingy) and for the major ass-
>>> kickin' Lexicon Pantheon Reverb it comes with. Use the
>>> convertor box as a doorstop. Check & see if CubaseLE might be a
>>> better solution for you than the Ntracks first.
>>>
>>> Lemme know how the off-the-rack PC works - I am very curious
>>> about this myself.
>>>
>>> Neil
>Pardon my self-bump, but also wanted to ask the obvious that I forgot prior
>- and even if it works in XP, does Waves v2 work in PARIS in XP? I would
assume if it works in XP, it should work with PARIS. Thanks in advance.

"Wilson Zorn" <wilson.zorn@asterick.com> wrote:

>
>Hi all, haven't posted in a while, but had an issue and thought maybe somebody
>here might be able to help. I am successfully running PARIS 3 on XP (yay!
>no problems at all!), but in this migration from ME to XP I haven't been
>able to figure out how to get Waves Native Power Pack version 2 to work
on
>XP. I installed it, and it s

Subject: Re: Arrrggghhh!!!!!! moving to 64 bit is gonna suck
Posted by [LaMont](#) on Wed, 10 Jan 2007 23:36:25 GMT

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>position could actually be PAST the glass, which would mean
>he'd only have to look at a slight angle (rather than cricking
>his neck 90 degrees) to see through the window (esp. if he
>were to try it with the speakers on the wall that's furthest

>away from the door - then you put up a nice picture in a
>glassed-in frame on the wall opposite the window for sonic side-
>to-side symmetry, and voila! You might not be able to tell if
>

Subject: Re: Arrrggghhh!!!!!! moving to 64 bit is gonna suck
Posted by [Aaron Allen](#) on Thu, 11 Jan 2007 00:58:00 GMT
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ame willing to make
> amends to them all.
> 9. Made direct amends to such projects wherever possible, except when
> to do so would introduce dither or jitter.
> 10. Continued to take personal inventory and when we were wrong promptly
> sell more shit.
> 11. Sought through prayer and meditation to improve our conscious contact
> with Cubase by reading the manual.
> 12. Having had a spiritual awakening as the result of Cubase 4, we tried
> to carry this message to other Parisites, and to practice these principles
> in all our jam sessions.
>
> Drink up !!!
>Hi Rich,

TapelT is one those little apps that a Must have for working withing multi
DAWs..

I typically use it in Nuendo to render(bounce)complete (but) indiviual tracks(wavs
files) to a folder. Then I can call up these wavs and pick my DAW that I
wan to mix in..

Tapelt is a great way to bounce Vsti's. Yes you can render more than on track
at a time. And it can be midi controlled as well..

"Rich" <studiodog_99@yahoo.com> wrote:

>
>Lamont:
>
> You use Tape It to create a wav from Paris or Cubase for import into one
>or the other? Will this do a track by t

Subject: Re: Arrrggghhh!!!!!! moving to 64 bit is gonna suck

Posted by [LaMont](#) on Thu, 11 Jan 2007 04:23:09 GMT

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s

>>>to Mix in..

>>>Only \$19.00 bucks..Check it out..

>>>

>>><http://www.silverspike.com/?Products:Tapelt>

>>>

>>>This is a must have for those of use who work in multiple DAWs.

>>>

>>>

>>>

>>>"DJ" <www.aarrrrggghhh!!!.com> wrote:

>>>>I'm getting some old projects ready for batching in WL so I can import

>>them

>>>

>>>>into my Cubase DAW before I start breaking down my system. Guys, if I
>didn't

>>>

>>>>need the features in Cubase 4, I would't be doing this. I've been listening

>>>

>>>>to Cubase pretty constantly with the Neve box for the last few days so

>>I'm

>>>

>>>>imprinted on the sound. Listening to Paris again is like a breath of
fresh

>>>

>>>>air.....but the other is close enough, I do like the way it sounds and

>>I'm

>>>

>>>>committed. It ain't Paris though. I'm gonna miss this.

>>>>

>>>>Deej

>>>>

>>>>

>>>

>>

>I've got some packages for sale cheap over on the FS group.

I've also got this truck with a blown engine sitting in my front yard

.....the paint is good.

;0)So is somebody gonna come over here and help me clean this ****

up?..HUH!????

Subject: Re: Arrrrggghhh!!!!!! moving to 64 bit is gonna suck

Posted by [rick](#) on Thu, 11 Jan 2007 09:44:33 GMT

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rummagog is a God Send!! I use it on every

>> Proejct.

>> I have 2 X 80 gig drives just for Drums from a vast array of Drum libs.

I

>> will be builinga Drum only VST computer for all these wonderfull drum libs

>> and drum VSTi..

>>

>> Like, Drum-core.WOW!! Amazing sounds and playing. As well as hese guys

>> (Additive

>> Audio) are really on to something good as far virtual drum recording..

>> http://www.xlnaudio.com/index.php?page=products&p_page=audio

>>

>>

>> But, back to the subject.. I'd like to trigger DKFH(CV) from Drumagog.

>> Trigerring

>> hose raw sounds requires too much work..

>> "DJ" <www.aarrrrggghh!!!.com> wrote:

>>>

>>>

>>>From Rim at Drumagog:

>>>

>>>We are proud to announce the arrival of two exciting new products in the

>> =

>>>Drumagog lineup: Drumagog BFD and Drumagog Platinum. These new versions

>> =

>>>add the ability to directly trigger Fxpansion's BFD. If you're not =

>>>familiar with BFD, it's an acoustic drum module plug-in with an amazing

>> =

>>>library of sounds (see www.fxpansion.com).

>>>

>>>These new Drumagog products enable instant access to BFD's samples from

>> =

>>>within the Drumagog screen, by directly triggering BFD. This is all =

>>>done without MIDI or other complicated setups, and no additional latency

>> =

>>>is introduced. =20

>>>

>>>Note: A copy of BFD is required to use the new features.

>>>

>>>Two new products are available:

>>>Drumagog BFD is a simple version of Drumagog which is only designed to

=

>>>trigger BFD. It does not contain an

Subject: Re: Arrrrggghhh!!!!!! moving to 64 bit is gonna suck

Posted by Ed on Thu, 11 Jan 2007 21:37:36 GMT

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It;/P>

>>> <P>Two new products are =

>>> available:
Drumagog=20

>>> BFD is a simple version of Drumagog which is only designed to trigger

=

>>> BFD. =20

>>> It does not contain any internal sounds, or permit loading of external

=

>>> WAV, AIF=20

>>> or SDII files.
Drumagog Platinum is a full-blown version of Drumagog

>> =

>>> Pro=20

>>> (with all the regular drumagog features), plus the ability to trigger=20

>>> BFD.

If you own a copy of Drumagog Pro, you are eligible for a

=

>>> discounted=20

>>> upgrade to Drumagog Platinum. The upgrade price is \$89. For =

>>> ordering=20

>>> info, please visit the drumagog order page: <A=20

>>> href=3D"http://www.drumagog.com/buy.htm"><FONT face=3DArial=20

>>> size=3D2>www.drumagog.com/buy.htm</P>

>>> <P> </P>

>>> <P>Drumagog BFD is very cool. It's great

to

>> =

>>> be able to=20

>>> replace a kick that sounds like a cardboard box with a kick from one

of

>> =

>>> the BFD=20

>>> kits and then blend the Eldorado Studio room into the track as well.

It

>> =

>>> was=20

>>> working very well for me before NAMM. I thought they would announce it

=

>>> then, but=20

>>> they weren't quite there.</P>

>>> <P>Anyway....there it is.</P>

>>> <P>:o)</P>

>>> <P> </P></DIV></BODY></HTML>

>>>

>>>

>>Stop it...I'm not that bad..

Subject: Re: Arrrrggghhh!!!!!! moving to 64 bit is gonna suck

Posted by [Aaron Allen](#) on Thu, 11 Jan 2007 23:53:38 GMT

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this led to

> a requirement that the company reimburse customers up to 150 dollars for
> damage done to their computer while attempting to do so. Customers also have
> until 6/31/07 to exchange the CDs. "Installations of secret software that
> create security risks are intrusive and unlawful," said FTC Chairman Deborah
> Platt Majoras. "Consumers' computers belong to them, and companies must ade!
> quately disclose unexpected limitations on the customary use of their products
> so consumers can make informed decisions regarding whether to purchase and
> install that content."
>

--

Chris Ludwig

ADK Pro Audio

(859) 635-5762

www.adkproaudio.com

chrisl@adkproaudio.com Please contact me at :

animix at animas dot net

Thanks,

DeejWhile I do, and will continue to do, this kind of thing, I think it's truly evil. Just like overcompression at the mastering stage. We all do it, so we all have to keep doing it, because if we don't then it sounds wrong. It makes more sense for sample heavy stuff, for sure, but whenever I listen to a track by the Meters or James Brown pre-1980 I always think, 'Ah, drums! Drums! You know, like stuff that people hit!'

But I still do it anyway, and it's one of those things that creeps in. At first it's, 'Damn, there's just not enough felt/wood on the kick. Well, the bottom snare mic could have something, maybe I can copy it and EQ out some of the beater hitting the drum. Nope, not really. OK, let's add a sample with a nice sharp attack to it. Whoa, now the snare sounds all weird . . .'" and pretty soon my drums sound like a Budweiser commercial.

But I still do it anyway . . .

TCB

"LaMont " <jjdpro@ameritech.net> wrote:

>
>Lol!! Ok ..
>Neil and Others, I come form the Quincy Jones /Bruce Swedien school of production.

>
>Rule #1: Why use just one snare when adding 2 more while yield the sound
>you're going for..
>
>Same for the Bass drum. The original BD is fine, but if I Copy that track
> x2 then Drummagog them with added Lower thump DW kick and a High (plat)-Ludwig
>Kick ..and a third Drumagog a track with a nice 808 kick for R & B.. All
>mixed at different levels to achieve that ultimate Kick and Snare track..
>
>In Hip & R & B, it's normal to "build your" drum tracks. A common Hip &
R
>&B tracks will consist of :
>
>-4 Kicks
>-4 snares
>-2 hats
>-2shakers
>
>All mixed and blend to
