
Subject: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!

Posted by [Neil](#) on Tue, 17 Oct 2006 02:28:41 GMT

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549ea7@linux" target="_blank">45549ea7@linux=
;...</DIV>>news:45549e=3D
>a7@linux">news:45549ea7@linux<=
>p;=3D20=

> =20

</DIV>>What =
protocol/type of=20
=3D
>interfac

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!

Posted by [audioguy_editout_](#) on Tue, 17 Oct 2006 02:45:22 GMT

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e=3D20
> are =3D3D
>>you =
using=20

for=3D3D20
>> your=3D20
> =20
networking?</DIV>< BR>> =

<DIV><FONT=20
=3D
>
> face=3D3D3DArial=20

=
=3D
 >size=3D3D3D2>AA
</FON T></DIV>
=
>=20

=3D20
> <BLOCKQUOTE =

dir=3D3D3Dltr=3D3D20
>=20

=3D
>style=3D3D3D"PADDING-RIGHT: 0px;=3D20
> =
PADDING-LEFT: 5px;=20

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!

Posted by [cujo](#) on Tue, 17 Oct 2006 02:50:13 GMT

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 face=3D3D3DArial =
size=3D3D3D2>l=20

am no match for DJ when it=20
=3D
 >comes
=3D3D
>g t;to=3D20
> =
this=20

but=3D3D20
>> I am pursuing a controllable =
=3D
>version=20

of=3D20
> a monster=20
=

=3D
 >=3D3D
>>setup.</FONT&a mp;gt;</DIV>
>=
t;=20

=3D20
> </DIV></FONT face=3D3D3DArial=20
size=3D3D3D2>=3D20
> =
</DIV></BR>>=20
</DIV></FONT =3D
>face=3D3D3DArial=3D20
> =
size=3D3D3D2>l=20
have a master plan that is as =3D3D</BR>>simple as =
l=3D20
> =20
can=3D3D20</BR>> figure to pump Paris =
full=3D20
>

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [Neil](#) on Tue, 17 Oct 2006 02:58:29 GMT
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 =3D3D</BR>>p; =3D
>14=3D3D20</BR>>=20
chip=3D20
> Pro card with 20 In/out and Delta 66 w/4 x=20
A-D,=3D20
> =3D3D</BR>>D-As=3D3D20</BR>> > =
and one SPDIF=20
in/out,=3D20
> </DIV></BR>& >=20
=3D
></DIV></FONT=3D20
> =20
face=3D3D3DArial=3D3D20</BR>>=20
=3D
> >=3D3D</BR>>size=3D3D3D2>= 3D20
> =20
 =3D3D</BR>>p; =3D3D20</BR>> FX-Teleport Host =
=3D
>to=20
comp=3D20
> below</FONT=20
=3D
>face=3D3D3DArial=3D3D20</BR>> =3D20
>&nb

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [Neil](#) on Tue, 17 Oct 2006 03:09:41 GMT
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sp; =
size=3D3D3D2>=20
linked by 100mbps=3D20
> =20
LAN.</DIV></BR>>=20
=3D
></DIV></FONT=3D20
> face=3D3D3DArial=20
size=3D3D3D2> =3D
></DIV></BR>>=20
=3D20
> </DIV></FONT face=3D3D3DArial =
size=3D3D3D2>Comp #3:=20
Spare AMD =3D
>3000+=3D20
> =
=3D3D</BR>>waiting for=20
a=3D3D20</BR>> FX-Teleport =3D
>Client link =
to=3D20
> =20
Cubase comp #2</DIV></BR>& > =
=3D20
> =20

</DIV></FONT face=3D3D3DArial=3D3D20</BR>> =
=3D20
> =20
=3D3D</BR>>&size=3D3D3D2> & amp;nbs=3D3D</BR>>p;=20
=3D
>=3D3D20</BR>> via=3D20
> 100mbps LAN. =
This guy will=20
take up the slack for the=3D20
> =20
=3D3D</BR>>Cubase=3D3D20</BR> t;> rig if =
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be.</DIV></BR> t;>=20
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> </DIV></FONT face=3D3D3DArial =
size=3D3D3D2>My=20
application is for =3D
>heavy use=3D20
> =20
of</BR>=3D3D</BR>>Kontakt,= 3D3D20</BR>> =
multiple=20
=3D
>softsynths and=3D20
>

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [animix](#) on Tue, 17 Oct 2006 03:24:19 GMT
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p;>there.</DIV> & lt;BR>> =

=3D20
> </DIV></FONT face=3D3D3DArial=20
size=3D3D3D2>=3D20
> =
</DIV></BR>>=20
</DIV></FONT =3D
>face=3D3D3DArial=3D20
> =20
size=3D3D3D2>Anyone see anything blatantly=20
wrong</BR>=3D3D</BR>>with=3 D20
> =
my=3D3D20</BR>>=20
design? I'm still Scoping it=3D20
> =20
out!</DIV></BR> t;>=20
=3D
></DIV></FONT=3D20
> face=3D3D3DArial=20
size=3D3D3D2>Thanks for your=3D20
> =20
=3D3D</BR>>input,&a mp;lt;/DIV></BR>>=20
=3D20
> </DIV></FONT face=3D3D3DArial=20
size=3D3D3D2>Tom=3D20<

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [animix](#) on Tue, 17 Oct 2006 03:25:28 GMT
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BR>> =
</DIV></BR> & amp;gt;=20

=3D
></DIV><FONT=3D20
> face=3D3D3DArial=20
size=3D3D3D2> =3D
></DIV>
>=20
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> </DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>=3D20
> =
</DIV>
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</DIV><FONT=3D20
> =
size=3D3D3D2>

l=20
choose Polesoft Lockspam to fight=3D20
> =
=3D3D
>spam,=20
and=3D3D20
> =3D20
> =20
you?
<A=3D3D20
& amp ;gt;=20
=3D
>=3D3D
>href=3D3D3D"<A=3D20
> =20
=
=3D
>href=3D3D'http://www.polesoft.com/refer.html">http://www.po=
lesoft.com/refer=3D
>>http://www.polesoft.com/refer.html">ht=

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [AlexPlasko](#) on Tue, 17 Oct 2006 03:44:26 GMT
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f="tp://www.polesoft.com/refer<"
target="_blank">tp://www.polesoft.com/refer</A=3D
>>=3D3D
>.html&=
lt;/A>=3D20
> =20
=
=3D
 ></DIV></BL OCKQUOTE></BLOCKQUOTE>=
</BODY>&=3D
 >>=3D3D
></HTML& gt;
&g=
t;
>
</BLOCK QUOTE></BODY></HTML=3D <BR=
>>>
>
>
</BLOCKQUOTE ></BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_00C6_01C704DF.AD860C90--Like I said Jamie, once we get a handle on at least fixing the big holes in our homeland security we can then work on long term solutions to why they hate us so. Hell, I don't even care if we work on the long term at the same time, just get to work on the immediate security stuff now.

Yes, we should act in our best interest. I believe appearing weak to terrorists will not be in our best interest. I'm sorry, I'll have to agree to disagree with you on this point.

Iraq has been a dismal abyss. Saddam ruled with a genocidal iron fist, and it appears that was the only thing kee

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [rick](#) on Tue, 17 Oct 2006 09:39:55 GMT

EdyRXO+FxyVlcEdi/P2oSx618MG8Hmz7PiC1YvngWmm09RQ5A5+8xU
t7F9yMcxJdelM1vhUI4+Q5v5l6liaqTR2+Uv5LjGLsNePJkKVYHxTbW09tL
ymunl9zdWFfbREgtyGpT0corYSpBi0jikO6j1kePKxGyxDJqx+yyHjvgqXeS
KfPIrpRLpudmzQqgtN/tgtxG1fhSVID717jHZdvzajubwlQ5BIS01j+w0WfY
Y/V0mW8bNQmoITXZMoKuGNbKq9mXHCZUH3leeXt3Mtl21+mLgiCMPCp7rZk5
HsciupMNwj7+6P7xxpjZf4Ntimp0aNGjRo0aNGjRo0aNGjRo0aNGjRo0aNG
jRo0aNGjRo0aNN7lqd6zjtSa972l3VkUinIKqoHIQVRG3tuqtH9DRPptrJQ38
O9Yf8Jo3Pr3Pb29aS7PRX9kVQcD6pui7iq/VOukW3obSHPcyDEnm2LE17rak
f9MSxQU+6psrb2ylgupun2ISTXLzCLq3P+qLzPaFitg1aNcZVTQURymVdcRX
K8O4FRe1ARFUt1XbtRfx1//TaH9Leiz6bTy76NWQGsLqHpDb1o20xLuZUxz2
yt+zl3GW4xVokkhBkg4LwmeyFsiKofKy7nZPW8cwBhhmdK7k+R5TMx2pkQ5o
ZLFn5DKbgxmmWwCSqOxoJgSMMHsXpFFTrqoGeTqqbm9/jIWOM8gs43BjQ7C7
cljKkBTNSSjVsOrsbVZ6MvR253ifjjC7BZZ38hF6U6d8DcB4xwzhVPTSqyBX
5fLhtJeZLJjo17ma9JWtleORkxOm02y+0x649W10NCROu2p+sSeGek12ITNp
2t2FW/dr45gOuqs9psTyInZSIrgSmk7K0h3HZOn035gx2GoTUxuS/VVTz4VN
jbxVaJWWAQ/Gv+YlbYalq+YbgrHqhFgXrRETWKbDNyEwxduuQozDCC3d3Aq
qNPo+VYTjbt2kSA0KTGWHjJiAOykO2+++oA+QPEuMc7YOS30B0buDHsbDCMi
mSX22YdjMiHZNxWJ0g4CONIKaktF4ornaSCKlu/TnO85X5Lx5x9jFTaQYgUm
NODnuEz46GwVBANRdyxHbImYzk1uG+PaiM7oYkKdB3WRvjtQ4LknOXEDj0m6
rJnHnjtncasfYB2vwiusHFv7B55EaMrBxWNhQV33/N+P6IOH6tabi7BK4xl
HWaeMclC+vmdHyOr/tMIVNSRo0aNGjRo0aNGjRo0aNGjRo0aNGjRo0aNGjRo
0aNGjRo0aNR6/Gj5VHhZphNg1FuAE2GbB1k+yUwy6QuwpLZdhInkDbu27gVN
x004/MTdTj83Is2xK5pK2tZfckXFTHdyGvMInf5zByvaOU2ldi9yyWGkTZeq
7b650YNYpX+f9TnmrOxzWkPDGuJqp0sqScysAQT9vRf5ju7E6mKbb/VUT76/
/9TN

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [Neil](#) on Wed, 18 Oct 2006 01:45:12 GMT

gt; > > design? I'm still Scoping it out!</DIV>
>>> > > <DIV>Thanks for your =
>>> > > >input,</DIV>
>>> > > <DIV>Tom </DIV>
>>> > > <DIV> </DIV>
>>> > > <DIV> </DIV>
>>> > > <DIV>

I choose Polesoft Lockspam
>
> to fight =
>
>>> > > >spam, and=20
>>> > > > you?
<A=20
>>> > > > =
>&g

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [cujo](#) on Wed, 18 Oct 2006 03:25:01 GMT

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t will work on an existing audio track with insert effects.

>> Im not sure of the order of doing this in version 2. (i skipped V.2

>> straight to V.3.

>> You cant export a virtual instrument unless it knows what it played

>> (freeze)and you sure as hell cant export a midi file as an audio file.

>> I wouldnt lie to you bro.

>>

>> "Carl Amburn" <carlamburn@hotmail.com> wrote in message

>> news:4554f5c2\$1@linux...

>> > Thanks Chas, I will check this out. I wish there were just a "render

>> to

>> > file" function that plopped down some audio for me. Oh well.....

>> >

>> > -Carl

>> >

>> > "Chas. Duncan" <duncan5199ATsbcglobalDOTnet@> wrote in message

>> > news:2dr9l2pnkhafq5pck0lk4jedmg9sukk29k@4ax.com...

>> >> Set locators left and right (shift/L and shift/R) to define the region

>> >> you want to export. Solo the track. Open the main mixer (or hit

>> >> "ctrl" and "+/= " keys for shortcut, if I remember correctly) and

>> >> choose "export audio"... Then you get a dialogue to define parameters

>> >> (stereo/mono, name, etc.) and specify location to write the file,

>> >> whether or not to export with effects in place, etc. Hit "enter" and

>> >> you're done...

>> >>

>> >> For positioning: set that left locator at a specific bar line (if your

>> >> target project is locked to BPM) or at a specific time... Drag into

>> >> Paris (or whatever host you're aiming for) and lock to whichever

>> >> reference you chose for export -- should be dead on the money... And

>> >> leave that right locator loose enough to allow for any reverb/echo

>> >> tails...

>> >>

>> >> -- now go forth and make noises -- chas.

>> >>

>> >>

>> >>

>> >>

>> >> On Fri, 10 Nov 2006 13:07:14 -0600, "Carl Amburn"

>> >> <

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [Neil](#) on Wed, 18 Oct 2006 03:29:02 GMT

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com" target="_blank">carlamburn@hotmail.com> wrote:
>> >>
>> >> >How do you render a midi track playing a vst instrument to an audio
>file
>> >> >(that's positioned correctly) ?
>> >> >
>> >> >tia,
>> >>

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [Don Nafe](#) on Wed, 18 Oct 2006 16:04:56 GMT
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ths will need to reside =
in the=20
'client' comp to be accessed from</DIV>
<DIV>the Host. FXT says the =
presets and all=20
relevant data is saved within the</DIV>
<DIV>host. It's a wrapper that =
assigns the VST=20
plugins to the LAN connection</DIV>
<DIV>from one VST location to the =
other. l=20
think it can go bidirectional.</DIV>
<DIV><A=20
=
href=3D"http://www.fx-max.com/fxt/product.html">http://www.fx-max.com/fxt=
/product.html</DIV>
<DIV>Tom</DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [EK Sound](#) on Wed, 18 Oct 2006 16:17:47 GMT
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ow how =
to
break up=20
the data stream? For example, let's say you're sending
24 =
channels of=20
audio through your LAN card & cables from computer "A" =
to
computer=20

