
Subject: Re: This music is amazing!
Posted by [justcron](#) on Sat, 18 Aug 2007 03:17:49 GMT
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>>> >to=3D20
>>> > disk" crackles whipped, but they came
>>>back. This time I =3D
>>> >
>>> > re-patched and did a spdif bounce and that seemed=3D20
>>> > to
>cure
>>>it. I havn't tried it yet with bounce to =3D
>>> >disk to=3D20
>>> > verify that the crackling
>>>comes back, but I bet it =3D
>>> >will. I=3D20
>>> > wonder what could be causing this? =3D
>>> >The
>>>last
>>>time I=3D20
>>> > did a fresh install of my system (via ghost) and it seemed to=3D20
>>> > get
>>>rid of it, for a while. I'm going to try a bounce =3D
>>> >to disk=3D20
>>> > and see if the
>>>crackles return.
>>>The way =3D
>>> >my=3D20
>>> > system is

Subject: This music is amazing!
Posted by [dc\[3\]](#) on Wed, 17 Oct 2007 18:28:49 GMT
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D20
>>> > for it, listening closely to bounces. I actually did 2
bounces
>=
>>>of =3D
>>> >every mix=3D20
>>> > and listened back to both at the same time, out of phase
with
=
>>>each
>>> =3D
>>> >other,=3D20
>>> > to hear the difference, since the crackles appeared to =
>>>be
random.)
>>> =3D
>>> >There=3D20
>>> > were maybe 1 or 2 c

Subject: Re: This music is amazing!
Posted by [dc\[3\]](#) on Thu, 18 Oct 2007 03:11:17 GMT
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nce to disk to verify that the=20

>>>it will. I=20

>>>my system=20

>>>>>rid of it,=20

>>> for a while. I'm going to try a bounce to disk and see =3D
>if=20

>>>>>The=20

>>> way my system is set up, because of space limitations, and=20

>>>>>I=20

>>> have to have my drums basically in the mix position (facing the=20

>>>>>makes it A=20

>>> FREAKIN PITA to crawl behind the gear and unplug the=20

>>>to the=20

>>> DAC-1 and re-patch a cable loop. I accidentally =3D
>unplugged=20

>>>about half=20

>>>Polesoft=20

>>>

Subject: Re: This music is amazing!

Posted by [Nei](#) on Thu, 18 Oct 2007 06:30:34 GMT

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g panned as you normally

=3D

>>>> >would for=3D20

>>>> > this
>mix? This includes anything inserted across the=3D20

>>>> > 2-buss.

Bounce with No FX (Auxes, both internal and =

>>>>external) =3D

>>>> >still=3D20

>>>> > Crackles

Bounce with no plugs...this does produce a crackle

>>>=

>>>>=3D

>>>> >free=3D20

>>>> > bounce. I tried this
the first time it happened a couple weeks

>>=

>>>>ago,

>>>> =3D
 >>>> >and=3D20
 >>>> > thought I had it narrowed
down to the UAD plugs. I re-ghosted
 >=
 >>>>=3D
 >>>> >to a=3D20
 >>>> > sys version that had an earlier
UAD install (can't remember the
 >>>=
 >>>>=3D
 >>>> >number, it=3D20
 >>>> > had the Helios, but not the Neve
88)and the crackles went away,
 >>>=
 >>>>so
 >>>> =3D
 >>>> >I=3D20
 >>>> > thought it was a software rev that Paris
didn't like, but just
 >>=
 >>>>to =3D
 >>>> >be sure I=3D20
 >>>> > reloaded the new version of the UAD software
(the one with the
 >>=
 >>>>Neve
 >>>> =3D
 >>>> >
 >>>> > 88) and it still didn't crackle. At that point I
thought it =3D
 >>>> >might be=3D20
 >>>> > something else altogether and since I am in the middle
of a =
 >>>>mixing
 >>>> =3D
 >>>> >project=3D20
 >>>> > that I'm using the Neve 88 plug on a lot (love what it
does)
 I
 >>=
 >>>>just
 >>>> =3D
 >>>> >went=3D20
 >>>> > for it, listening closely to bounces. I actually did 2
bounces
 >>=
 >>>>>of =3D
 >>>> >every mix=3D20
 >>>> > and listened back to both at the same time,

Subject: Re: This music is amazing!
 Posted by [dc\[3\]](#) on Thu, 18 Oct 2007 07:02:56 GMT
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both at the same time, out of phase
with=20

>>>>since the=20
>>>> crackles appeared to =

>>>> were maybe 1 or 2 crackles per song on a couple songs, and
no =
>>>>

>>>>so far). I'm=20
>>>> wondering now if
it is a =3D
>UAD =

>>>> that only shows up after some wear and tear on the
sys.=20

>>>>
>>>>
UAD software (Neve 88 ver) tommorrow =3D
>and=20

>>>>I did a=20

>>>>it
is=20
>>>> tonight, there are no crackles. That's wierd.=20

>>>>till=20
>>>> listening to the bounced=20

>>>>you=20
>>>> determine where the crackle rears it's ugly head?
>IOW,=20

>>>>intermittent?=20

>>>>it seem to=20
>>>> coincide with any particular
>instrument or =
>>>>=3D
>track?=20

>>>>particular
>plugin on=20

>>>>occurs=20
>>>> though
>most of the song, but not on =

>>>> (confounded) bridge?

totally random...not in anyway =
>>>>

>>>>instrument.=20

>>>> crispies.

>4.) mute/disconnect the right =
>>>>channel=20

>>>> crackle-infeste

Subject: Re: This music is amazing!
Posted by [Erling](#) on Thu, 18 Oct 2007 07:36:19 GMT
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but I=20

>>>>does happen=20

>>>>The 824's=20

>>>> are hooked
up thru the spdif out of =3D
>the =

>>>> to a DAC-1 to a PVC passive volume control.
The NS 10's are=20

>>>>the Mec into=20

>>>> a GFA power
amp. Crackles exist
=3D
>on =

>>>> left channel on both sets of speakers.
>
>6.) =

>>>>What=20

>>>>project that=20

>>>> you
>DIDN'T have this problem =

>>>> you do a bounce with that,
>does it sound as it did =

>>>>before,=20

>>>>the
>crackles in=20

>>>> it?

Not nearly as bad...No =

>>>> diet of rice crispies, but there were a couple
of crackles=20

>>>>to both=20

>>>> mixes out of phase,
set markers =3D
>at =

>>>> crackles, and verified by listening one at a time) This
also=20

>>>>ppj=20

>>>> corruption brought on by the
UAD =3D
>stuff,=20

>>>>to=20

>>>>this
yet.
>
>7.) Have=20

>>>>speaker=20

>>>> with
>your right speaker?
swapping speakers make=20

>>>>the right=20

>>>> speaker.
>
>Just trying to think of things to=20

>>>>by
>process of=20
>>>> elimination.

I appreciate =

>>>> thought process. If this makes a light go off for you,
please =
>>>>let=20

Subject: Re: This music is amazing!
Posted by [John \[1\]](#) on Thu, 18 Oct 2007 11:21:47 GMT
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>>>> wrote:
>>
>>OK..I got everything hooked =
>>>>backk up=20

>>>> back
>>>on bounce to disk...in the left=20

>>>> panning
>>>everything oppisite,=20

>>>> crackle.
>>>When I took all the tracks =3D
>>off=20

>>>> submix
>>>1, there were NO =

>>>> There were also NO crackles when bouncing audio
>>>from =
>>>>any=20

>>>>is a 24 bit=20
>>>> mix with 2

Subject: Re: This music is amazing!
Posted by [Erling](#) on Thu, 18 Oct 2007 11:31:30 GMT
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>>>>(advice from=20
>>>> Aaron)
>>rendering
>>some of the tracks to=20

>>>>tracks)=20
>>>> and
5
>>other tracks =3D
>>to =

>>>> bit, leaving 10 tracks at 24 bit...Crackles came =
>>>>back
>>>when=20

>>>>I'm at. I can=20

>>>>the
spdif
>>bounce=20
>>>> method...it's a real hassle because of =3D
>>the =

>>>> moitoring and
work
>>flow is, but it's doable, =
>>>>and=20

>>>> thing
>>figured out.=20

>>>>Going to=20
>>>> crash.
>>Rod
>>"Rod=20

>>>> =3D
>>href=3D3D"<A=

Subject: Re: This music is amazing!
Posted by [Dedric Terry](#) on Thu, 18 Oct 2007 15:33:02 GMT
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ouat half the system out to =

>>>> =
>>>>=3D
>>it.
ERRRRRRRRRRRRRRRRRRRR!
>>>Rod<BR=
>>>>>>
>
</BLO=3D
>CKQUOTE>
>=
>>>>;<DIV><FONT=20
>>>> size=3D3D2>

I choose Polesoft Lockspam to fight =
>>>>spam,=20
>>>> =
>>>>=3D
>>and=3D20
>>you?
<A=3D20
>>href=3D3D "<A=20
>>>> =
>>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>>=3D
>>.html=20
>>>> =
>>>></DIV></BODY></HTML>
>
>
</=
>>>>BLOCKQUOTE></BODY></HTML>
>>>>
>>>>
>>>
>>

>Hi Guys and Gals. I am an old school musician and I never ventured into the electronic realms of midi and all that stuff. The closest I came to this was running a midi cable from my Roland A-70 to an old Akai synth. The synth played some nice strings while I played chords. Very simple.

I recently purchased a small 25-key Korg midi keyboard... and I was so upset. Just like my bundle with the Roland A-70 when I purchased it back in 98, the instructions are absolutely the pits. The software that came with it looks nice on my screen, but there is ZERO instruction on how to use it...

except description of knobs and such. It's not that I want to know everything about midi... I just want to understand it and play... not download a .mid or .kar file. I tried a few Notation software and I can not find anything that I really truly need and want.

Here is my question... is there a semi-easy notation software out t

Subject: Re: This music is amazing!

Posted by [dc\[3\]](#) on Thu, 18 Oct 2007 15:42:53 GMT

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here that
will easily setup... and record what I am playing. So I can dub another midi track over that? Everything seems to be directed at pre-made midi, or notation software when you have to manually change the bar, beat, note, etc. I want to hit freakin "record" and hear a pre-selected tempo, play chords along with my midi keyboard and it record the darn thing. I don't want to stop and change things.. I want the software to know what I am changing and record it...

Perhaps I am asking too much? Surely these midi files were not created note or staff at a time. Of course, my notebook's soundcard is limited and that is my only playback... but maybe the sequencer software can enable me more sounds?

Is there anything out there that is like that? I tried the Finale freebie... but that's a no-go. I play to try the Notation Composer which claims to do this (but so did Finale).

Any midi/Notation gurus out there? Oh Shoot! I think I found what I was trying to find...

Anyone familiar with this software?

<http://www.wildcat.com/Web/Wildcat/Html/Site/Homepage.htm>

I am gonna get it and try it... Hopefully it is not a waste of my time and especially my money...

"Ed" <askme@email.com> wrote:

>

>Hi Guys and Gals. I am an old school musician and I never ventured into the

>electronic realms of midi and all that stuff. The closest I came to this

>was running a midi cable from my Roland A-70 to an old Akai synth. The synth

>played some nice strings while I played chords. Very simple.

>
>I recently purchased a small 25-key Korg midi keyboard... and I was so upset.
> Just like my bundle with the Roland A-70 when I purchased it back in 98,
>the instructions are absolutely the pits. The software that came with it
>looks nice on my screen, but there is ZERO instruction on how to use it...
>except description of knobs and such. It's not that I want to know everything
>about midi... I just want to understand it and play... not download a .mid
>or .kar file. I tried a few Notation software and I can not find anything
>that I really truly need and want.
>
>Here is my question... is there a semi-easy notation software out there
that
>will easily setup... and record what I am playing. So I can dub another
>midi track over that? Everything seems to be directed at pre-made midi,
>or notation software when you have to manually change the bar, beat, note,

Subject: Re: This music is amazing!

Posted by [Brian Porick](#) on Thu, 18 Oct 2007 22:24:10 GMT

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O crackles when bouncing audio
>>from =3D
>>>>any=3D20
>>>> =3D3D
>submix by=3D3D20
> itself.
>>This =3D
>>>>is a 24 bit=3D20
>>>> mix with 24 bit tracks, so I =3D3D
>tried=3D3D20
> =3D
>>>>(advice from=3D20
>>>> Aaron)
>rendering
>>some of the tracks to=3D20
>>>> =3D3D
>16 bit.=3D3D20
> I rendered all the drums (15 =3D
>>>>tracks)=3D20
>>>> and
5
>>other tracks =3D3D
>to =3D
>>>>16=3D3D20
> =3D20
>>>> bit, leaving 10 tracks at 24 bit...Crackles came =3D
>>>>back
>>when=3D20
>>>> =3D3D
>bouncing=3D3D20
> the entire mix. That's where =3D

Subject: Re: This music is amazing!

Posted by [dc\[3\]](#) on Thu, 18 Oct 2007 22:49:51 GMT

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>>>>I'm at. I can=3D20
>>>> always do=3D3D20
> =3D
>>>>the
spdif
>>bounce=3D20
>>>> method...it's a real hassle because of =3D3D
>the =3D
>>>>way=3D3D20
> my=3D20

>>>> moitoring and
work
>>flow is, but it's doable, =3D
>>>>and=3D20
>>>> =3D3D
>seems to=3D3D20
> work, but I'd like to get =
this=3D20
>>>> thing
>>figured out.=3D20
>>>> =3D3D
>
>>I've=3D3D20
> had it for today. =3D
>>>>Going to=3D20
>>>> crash.
>>Rod
>>"Rod=3D20
>>>> =3D3D
>Lincoln"=3D3D20
> <<A=3D3D20
> =3D20
>>>> =3D3D
>href=3D3D3D"<A=3D20
>>>> =3D
=
>>>>href=3D3D'mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.c=
om</A'=3D
=
>>>>>

Subject: Re: This music is amazing!
Posted by [Sarah](#) on Fri, 19 Oct 2007 11:23:18 GMT
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st.net" target="_blank">arpeggio@comcast.net>=20
wrote:
>>>> >
>>>> =20
>
>>>> >Hey Rod,
>>>> =
>Do=20
the crackles repeat themselves in exactly the same=20
places
>>>> >on play back? If not, I'd =
look at=20
hardware. Do they show up
>>>> >in the =
waveform=20
or are they to low in level? =3D3D20
>>>> =20
>
>>>> >If you suspect hardware I'd think =
CPU, fan=20
(make it cold!) or
>>>>

Subject: Re: This music is amazing!
Posted by [dc\[3\]](#) on Fri, 19 Oct 2007 14:55:48 GMT
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apply to (3) above?
>>>> =
>
>>>> =20
> none
>>>> > =20
>
>>>> > >5.) Is the crackle =
happening on=20
ALL systems? IOW, have you
>>>> > =

>burned a=20
CD of the bounced tracks & played it back on a=20
home
>>> & & stereo, in your car, on=20
headphones, etc? Is it possible that
>>> =
> =20
>for some odd reason the crackle is due to something in=20
your
>>> & & monitoring setup that =
isn't=20
showing up on regular playback, but
>>> =
> =20
>might be showing up on a rendered file?
>>> =20
> This first came to my attention after I burned a CD of test =

mixes
>&=3D
>>>&for
>>> =20
=3D3D
>>> & &the
>>> =
> =20
client and

Subject: Re: This music is amazing!

Posted by [Sarah](#) on Fri, 19 Oct 2007 22:38:38 GMT

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It;BR>=amp. =

Crackles =3D
>>>exisist
>>> =20
=3D3D
>>> & &on =
the=3D3D20
>>> =20
& left channel on both sets of=20
speakers.
>&
> ;6.) What=20
happens
>=3D
>>>=3D3D
>>> =20
& &when=3D3D20
>>> & you open up an =
older=20
project that you
>DIDN'T have this=20
=
problem
>>=3D
>>>=3D3D
>>>& &n=
bsp;=20
& &on...?=3D3D20
>>> & If you do a =
bounce with=20
that,
>does it sound as it did=20
=
before,
>=3D
>>>=3D3D
>>> =
& &or=20
does=3D3D20
>>> & it now have=20
the
>crackles in it?
&
Not nearly as=20
=
bad...No
>=3D
>>>=3D3D
>>> =
;=20

>study=3D3D20
>>> > diet of rice =
crispies, but=20
there were a couple
of crackles=20
=3D
>>>(random,
>>> =20
=3D3D
>>> >I=3D3D20
>>> =
> =20
bounced twice and listend to both mixes out of phase,
set=20
=3D
>>>markers =3D3D
>>> >at=20
the=3D3D20
>>> > crackles, and verified =
by=20
listening one at a time)=20
=
This
also
=3D
>>>leads
>>>&nb=
sp;=20
=3D3D
>>> >me =
to=3D3D20
>>

Subject: Re: This music is amazing!
Posted by [dc\[3\]](#) on Sat, 20 Oct 2007 08:20:47 GMT
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;>> =20
> believe it's some sort of ppj corruption brought on by=20
=
the
UAD
>>=3D
>>>=3D3D
>>>=
gt; =20
>stuff, only=3D3D20
>>> > it happens =
over=20
time, but I haven't been able to =
verify=3D3D20
>>> =20
> this
yet.
>< BR>>7.) Have you =
tried=20
physically swapping =3D3D
>>> >your=20
left=3D3D20
>>> > speaker =
with
>your=20
right speaker?
swapping speakers make=20
=3D
>>>no=3D3D20
>>> > =
difference,=20
swapping the cables leading to the
speakers=20
=
makes
>it
>>=3D
>>>=3D3D
>>>=
t;> =20
>happen in=3D3D20
>>> > the right=20
speaker.
>
> Just trying to think of things to=20
=3D3D
>>> >try =
&=3D3D20

Subject: Re: This music is amazing!
Posted by [Sarah](#) on Sun, 21 Oct 2007 08:36:07 GMT
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aven't been able =
>>>>>to=20

>>>>>this
yet.
>
>7.) Have=20

>>>>>speaker=20
>>>>> with
>your right speaker?
swapping speakers make=20

>>>>>the right=20
>>>>> speaker.
>
>Just trying to think of things to=20

>>>>>by
>process of=20
>>>>> elimination.

I appreciate =

>>>>> thought process. If this makes a light go off for you,
please =
>>>>>let=20

>>>>>you e-mail=20

>>>>>
>>>>> it's
>doing this on? If so, send it to: neil=20

>>>>>DOT net I'd=20

>>>>> like.

will=20
>>>>> =
>>>>>=3D
>Do
>
>Neil
>
>=

>>>>> =
>>>>>href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&a=
>>>>>mp

Subject: Re: This music is amazing!
Posted by [dc\[3\]](#) on Sun, 21 Oct 2007 16:16:48 GMT
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pN9n85/Pemq
caz3WxyfLyxxMp6SI+j+4HnPiXNQzTEMesIE+v8Afkf+5YnXjvyR4TOn5356
jp/37t/n/wBT/wACU3NEefadVH7/AKU8t/13q25z/9SHb70+g1J07n8UhJlb
yXaBo5P9n6Sq5/U8fBaWh7LMydteOCHFjho+3K/NqZR9L0X/AKSy306fT/nF
rTnGAJkap57HjnkklQHFI/y4pf1Wn1nLPrDCrguxgy26Tr6tm+tlH9Wund6v

C/2G8GgYDg6p/ojdZjO9cNI1dW0em/cBP81bbs/8ABv8ARLkbbYXHJcXPe8EW
Ndq9zXH1XW7nfTtbc71mf6T9J/pUbGzH4+Q3JpcHEEOH7ru2/j6L/oP/APSI
Sxs2Q5Jykeu3g9ZymAYMMMY14R6j+8ZeqUna6fFBBzC1jRaLGpT3ja8Nc1I3
rUPodjZW2/25NV/6d7Krba324nqrp+o2XdZ6UcSI1d5t9Vhvxcq1zdth/MxK
G07WV45urxcXKv8AsIFb/wBY+1fpq7avQOq030WWUkOtrbLcdzwN5J4e7/hG
n2W3f9c/wi37MnpttZzLa24Qb7rW2M22NdA2aMr9Sz/i6/X/AEv82oqPdtSM
SQTAS7y6/wCHw/O0OmdKxem5TqMOTrMbCw68agy5xNtxdkZtnqP+m7fs3/8A
opUerZbMm5rKzupqBE9nOJ97v5bNjWfSarPUc3Juxtrxfj0uc2uqqyPUgg2P
N+3c2r1Gtb+rbvV/nPW/0KyTqtDkOX/yxOuoh/3Uv+5cP4vzX/gel6RM/wDp
Rj/6kYgf7U8cpfBLvC0XEWIUdv8AJ7zz+KIBjIRk/j/q7n/wNBD/AP/V5bK6
11LJDmV5lxaz/gaWmsEcO/TN3328+/8ASf8AW1lvY8e2Axo0Y+I9x0a130fa
5353/FLbyOnVhgFXULHFgeHzsBbxuFLAW/yGPryf0n/FrLy8Gy55Y0usLwXN
YJlKD3bGMbt9v7+xNOSUj6pE+J1Z4YMcl+iAj/Vj6f8AGY1PFjNwMO03zpB7
O/quj3KG6w2S1u0EyWu3Brv3n+3+b3/yP+vVqzj4ORl1i4N2WkltwsMS8Btl
rXb/APuQxzMqpm3Z/Sft/mVbx8K+hzQ5pO+XVhwhx03bq/3vax2xRkAatiJJ
odkWPi2W1G1lReGgnZxdDRN76Gs/ptFTfda7E9b0af012PXSuuxMCjCwW5vr
Nqo2Nd9te9zmhpHt+z3Oc/0m/wBVnq/8F+/kOz6MDFOdYAxxO+msVC1rnVOa
z7ffVNdLmYD3/Z8e7dRZldTsrw3v+z4uYg9St6nh9H/aGMKaHRiZLXsqFga3
lYMH9ON6r7aen41T7aqLsZjbczqT/tWRnWfZMhCFXXjppqv94AkEXQvTt1eg
Nr7cR2SW+IRkPqowanNLXmugW5GTk2j6LLMrlya9jP56rHZRX/pEBaWF1mnq
n1fws+hgdW4Poy8YtPpssaA+3GOr/Yzd6+C/1ftPoel/obULJwqjX9ow376S
Nxa8iRH0g26dj9rv8Fbss/4xaPJ8xjhEYpek2fUfll/3rhfEeWy5cks8PXEG
ekXxx+n6TR80vJSrsqsNdrXV2gSWPBA7Xvtd+aony1V+3JlRP+zxUdVLTj
t3Ta+J5/H93+t/0EFr//1iYeZFAruEOrc9haeCQfp6/vVO/19RWMvDxcqncR
rXL2O11a0c7/AKO5u3+2qNNdrn216MEte3Y3Xa72bm7vUfure72f+IFAYVr6
gXOeXOc87nmQIO0kt+js+m/1P/lKkY0bsOnGQIFNGzByKOoGzHcyxmU2trDX
DrBmUi2/GDsd+7a/Kw25FNLms9N+/Z+iRsl47TY01uPTTlvOfc1znOvczZXk
OxLqmvyPsX2prrcjgKkyzCx/Ux6/tWZdhLPv6XbaRkvu9GjEe2xlG3Te10v
tt3D3+m0+2vZ/pP5padGHkZOXbkXZV7rnOBs36WNbrNLNgZtpdpdu+ztobTj1
12M2UqWRQO7FrXxt+f0anVuk5PVsZ77X/ZLvSore54LKGmt9lVLKfsbbsR3S
vRurootxfoXY2NbkV/rVt6vYuVhZXqMxX5FX7NFWPpk9Oy6g9rGN20/ZBdSb3
XY1zanYz/oep/of5xPk4Ngxn2B9vrMrsbYHFwGg31zr+ibU7HdjP+h6fq12r
L6Hj3HJ6+x+lhyqayX7gdrjlOZo9v6SuxrGus9TZ/pUI+qJs7fRI8JFdfT9
ibBw836sZmVfgsd1D6t5la7KsqG/lxYD7MflvqbttqvwZf8Aptv2HOxf+N/Q
djiuBc6t4Y920XVPYQ5ttZE+rj3CPVpubttY/wDm/wCepf8ApK7Fn9JcXX3X
smtwrY+mxhgwH2V+21k1sa9zff6T/wCZfUiNrGLf62MDj72NsfRWA2gWtOuV
XjtZ+rXX0focv0PTpu/nLsb1/wBlhM8Xpv1AaFZEcOo1BT5GLVURSDOOWhwo
vBsQ8NtJmu3G/wCtvpZWq93TB6P2ioiPaNgcXguJ2+17g3lp95rb+mZb9P8A
nP8AR3sq0ljSW8FwG0a7DoWbD/WZbs3/AOkS6dbS7dU5wkQ5rXilef0b9Hbf
p/R2ep/pKU/DzOfHXDI12OsFmbksWa+OAs/p/LP/ABv5Qee9xPB00OkGRpGv
0Eof4jiFc6hFl11gaGvZa6q5o0kyfRyf/Qiup9b7G/o7rsb1v8Mqfu8uY+fh
x9L+Qtj7zD2Pe6V8vXi+Xg/x3B+4z+8/dr9V/N04Pn4/8T1P/9n/7TkoUGhv
dG9zaG9wIDMuMAA4QkINBCUAAAAAABAAAAAAAAAAAAAAAAAAAAAOEJJTQPq
AAAAAB5NPD94bWwgdMvyc2lvbjo0iMS4wliBlbmNvZGluZz0iVVRGLTgiPz4K
PCFET0NUWVBFIHBSaXN0IFBVQkxJQyAiLS8vX3BwYyUgQ29tcHV0ZXIvL0RU
RCBQTEITVCAxLjAvL0V0LiAiaHR0cDovL3d3dy5hcHBsZS5jb20vRFREcy9Q
cm9wZXJ0eUxpc3QtMS4wLmR0ZCI+CjxwbGlzdCB2ZXJzaW9uPSIxLjAiPgo8
ZGlidD4KCTxrZXk+Y29tLmFwcGx

Subject: Re: This music is amazing!

Posted by [IOOIU](#) on Sun, 21 Oct 2007 16:44:02 GMT

[illegible]

Subject: Re: This music is amazing!

Posted by [steve the artguy](#) on Sun, 21 Oct 2007 20:22:21 GMT

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

Lincoln"=20

<<A=3D20
>> =3D
>>href=3D3D"<A=20

href=3D'mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com&a=

mp;g'>mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</=

A>&g=3D
>>t;=3D20
>> =20

wrote in message <A=3D20
>>– =

=3D
>;href=3D3D"<A=20

=

href=3D'news:4731413b\$1@linux">news:4731413b\$1@linux...</DIV>
Tom'=

```
>news:4731413b$1@linux">news:4731413b$1@linux</A>...</DIV>=
```


Tom,=3D
>=20

there=3D20
> should be just 2 "missing" mono versions. =

the=20

Farichild and =3D
>the
EX-M=3D20
> =

whatever.=20

You probably need to uninstall the UAD software =

and=3D20
>> =20
re-install,
only just select the stereo versions. THEN,=20
re-install
>=3D
>>the UAD=3D20
>> =
software=20
to
a dummy folder, selecting to install the mono=20
versions.
>=3D
>>After=3D20
>> =20
installation,
go to

Subject: Re: This music is amazing!
Posted by [dc\[3\]](#) on Sun, 21 Oct 2007 22:00:55 GMT
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ead.=3D20
>> >
>> >I am trying to get back up to full tilt here without a Magma
>> >if at all possible. Any ideas of how to get this setup to play=3D20
>> >nice fully loaded?
>> >Thanks,
>> >Tom
>> >
>> >
>> >
>> >
>> >
>> >

Subject: Re: This music is amazing!
Posted by [dc\[3\]](#) on Sun, 21 Oct 2007 22:51:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

>> >
>> >I choose Polesoft Lockspam to fight spam, and you?
>> >http://www.polesoft.com/refer.html =20
>> >
>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>> ><HTML><HEAD>
>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>> >charset=3D3Diso-8859-1">
>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>> ><STYLE></STYLE>
>> ></HEAD>
>> ><BODY bgColor=3D3D#ffffff>
>> ><DIV>I am trying to get an AMD 3000+
>=


```

>>/ =3D
>> >5 slot board=3D20
>> >to work</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>fully loaded with 1 UAD and 4 =
>>EDS =3D
>> >cards. I've=3D20
>> >done</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>most of the Windows XP tweaks =
>>=3D
>> >already.</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>In automatic mode at least one
=
>>EDS ends
>> =3D
>> >
>> >up</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>with the graphics card. It works
>=
>>=3D
>> >still but=3D20
>> >gets</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>rough with heavy projects. The
=
>>=3D
>> >UAD is sharing=3D20
>> >with </FONT></DIV>&gt

```

Subject: Re: This music is amazing!

Posted by [Neil](#) on Mon, 22 Oct 2007 02:12:50 GMT

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```

t;<BR>>>>>=
>>><BR>>>>>><BR>>>><BR>>>><BR>>>>&=
>>gt;<BR>><BR></BLOCKQUOTE>
>><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =
>>and=20
>>you?<BR><A=20
>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>.html</A> </FONT></DIV></BODY></HTML>
>>
>>
>"LaMont" <jjdpro@gmail.com> wrote in message news:4734d759$1@linux...
>
> Ok, I'm confused. Why would Apple, Dell, Sony, Toshiba or any of the
> Personal
> computer maker/vendor make use an item knowing that it would present

```

> problems
> to the masses??
>

Because audio users aren't anywhere close to being part of the "masses" these companies make a living from.

I'm sure the chipset works with a reasonable range of general firewire devices (drives, consumer camcorders, etc), but imho, firewire isn't a guaranteed reliable solution for

Subject: Re: This music is amazing!

Posted by [dc\[3\]](#) on Mon, 22 Oct 2007 04:48:59 GMT

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>
>>
>>
>>
>>
>>
>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>
>>>
>>>Mike,
>>>I can not wait. !!! =20
>>>
>>>I am loving having a 4 band eq in the aux bus now. Nice for the reverbs
>>=
>>>for sure.
>>>
>>>I hope you have time to use your own effects?!
>>>Tom
>>>
>>>
>>> "Mike Audet" <mike@....> wrote in message news:4734c21e\$1@linux...
>>>
>>> Thanks so much, Chuck!!
>>>
>>> I'll finish up the big reverb. It sounds really, really good in its
>=
>>>own
>>> right. I have a plan for simplifying the interface. As soon as I get
>>=
>>>that
>>> done, I'll release it, and move on to the next project. =20
>>>
>>> Those e2 files are going to keep me busy for a long time. :)
>>>

>>> Cheers!
>>>
>>> Mike
>>>
>>> "chuck duffy" <c@c.com> wrote:
>>> >
>>> >Cobra was the code name for the DP/Pro. I forget what hornet was.
>>> >
>>> >Chuck
>>> >"Mike Audet" <mike@...> wrote:
>>> >>
>>> >>Chuck! You 'da man!!!!!!
>>> >>
>>> >>Last question for the day. What are the cobra and the hornet?
>>> >>
>>> >>Thanks so much!!!!!!
>>> >>
>>> >>Mike
>>> >>
>>> >>&q

Subject: Re: This music is amazing!
Posted by [Brian Porick](#) on Mon, 22 Oct 2007 14:26:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;>>> Regards,
>>>> Dimitrios
>>>>
>>>> "Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>
>>>>> Hey Chuck,
>>>>> How come you offend my findings ?
>>>>> Have you tried what I tried ?
>>>>> Regards,
>>>>> Dimitrios
>>>>>
>>>>> "chuck duffy" <c@c.com> wrote:
>>>>>>
>>>>>> no, there is no limiter on the outputs
>>>>>>
>>>>>> Chuck
>>>>>> "Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>
>>>>>>> Well,
>>>>>>> I was suspecting that for a long time but now I am convinced that
> Paris
>>>>>>> has

"DJ" <animix _ at _ animas _ dot _ net> wrote:
>http://www.youtube.com/watch?v=3DnCzUMjCykn8=20
>
>

I choose Polesoft Lockspam to fight spam, and you?
http://www.polesoft.com/refer.html
-----=_NextPart_000_013A_01C83526.ADBCA570
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

```
<!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><FONT face=3DArial size=3D2>And some folks should...</FONT></DIV>
<DIV><FONT face=3DArial size=3D2><A=20
href=3D"http://www.youtube.com/watch?v=3D9_tk3W_HOdc&amp;feature=3Drelate=
d">
```

Subject: Re: This music is amazing!
Posted by [dc\[3\]](#) on Mon, 22 Oct 2007 15:01:40 GMT
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n=20
Ozzy's handclaps over the "shredding".

Neil

"DJ" =

<animix _ at _ animas _ dot _ net>=20
wrote:
>http://www.youtube.com/watch?v=3DnCzUMjCykn8=20

>
>
</BLOCKQUOTE>
<DIV>

I choose Polesoft Lockspam to fight spam, =
and=20
you?
<A=20
href=3D"http://www.polesoft.com/refer.html">

Subject: Re: This music is amazing!
Posted by [Graham Duncan](#) on Mon, 22 Oct 2007 16:37:03 GMT
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the 1 to 4KHZ range and lacking =
authentic=20
vocal sound character.
Also, the bottom around 80hz is sometimes thin =
on the=20
mix. I simply have heard a "sound signature" of thin bass =
punch,
polite=20
sounding snares and rolled off top on mixes.</

Subject: Re: This music is amazing!
Posted by [dc\[3\]](#) on Mon, 22 Oct 2007 17:16:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

EM></DIV>
<DIV><FONT face=3DArial =
size=3D2> </DIV>
<DIV>;o</DIV>
<DIV> </DIV>
<DIV>Deej</DIV></BODY></HTML>

-----=_NextPart_000_079A_01C8351E.7F46B350--"Neil" <IO@OI.com> wrote in message
news:475016d4@linux...

>
> "DJ" <animix _ at _ animas _ dot _ net> wrote:
>
>>NS10's are popular because they basically equate to everyman's >generic
> cheap stereo setup.
>
> And because, people like hearing the question: "So, why do you
> put tissue paper over

Subject: Re: This music is amazing!
Posted by [Sarah](#) on Mon, 22 Oct 2007 23:52:08 GMT
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r />
>It only takes a little over an hour for the whole job once you've =
done =3D
>it a couple of times.
>
>Thanks to all that helped me through this namely Mike Audet, Rod =3D
>Lincoln, my tech Dave Matheson,
>Jon Jiles, Paul Artola, Justin LaPierre, Dimitrios, Deej, Kim and one =
=3D
>other person that I bought a Mec from
>whose name escapes me.

>
>Thanks to this whole group for all your answers!
>
>Bottom line - all is better than ever in Paris.
>Tom B.
>
>
>
>
>
>I choose Polesoft Lockspam to fight spam, and you?
><http://www.polesoft.com/refer.html> =20
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>charset=3D3Diso-8859-1">
><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D3D#ffffff>
><DIV>To all that helped or are =
just=3D20
>interested,</DIV>
><DIV> </DIV>
><DIV>You may recall in July I had a =
major =3D
>league=3D20
>meltdown</DIV>
><DIV>of my 5 card/Magma/2 Mec, =
Lucid=3D20
>WC system.</DIV>
><DIV> </DIV>
><DIV>I tried adding two more Mecs =
with a =3D
>Mixer Mixer to=3D20
>allow</DIV>
><DIV>4 aux buses to tie together.

Subject: Re: This music is amazing!
Posted by [dc\[3\]](#) on Tue, 23 Oct 2007 00:14:27 GMT
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As =
=3D
>soon as I=3D20
>tied Mec #3 into</DIV>
><DIV>the mix Paris wouldn't =3D

>boot. Later I=3D20
>was taught me to remove the</DIV>
><DIV>Paris Default Project from the =
Paris =3D
>folder to help=3D20
>this situation.</DIV>
><DIV> </DIV>
><DIV>I then hastily booted up =3D
>Paris with=3D20
>a Mec half plugged in and sparks flew.</DIV>
><DIV>That mec is unrepairable. We =3D
>tried. It smoked=3D20
>a chip in the Master section</DIV>
><DIV>labeled fP94AD</DIV>
><DIV><FONT face=3D3DArial=3D20
>size=3D3D2> =3D20
>DM74LS</DIV>
><DIV><FONT face=3D3DArial=3D20
>size=3D3D2> =3D20
>244WM</DIV>
><DIV>I bought 10 of them =
(SN74LS244DW) at =3D
>Digikey.com=3D20
>for short money.</DIV>
><DIV> </DIV>
><DIV>After this point I could never =
get the
=3D
>clock lights=3D20
>to lock or Paris to work with or without the</DIV>
><DIV>Lucid involved. My tech was =
right =3D
>in assuming=3D20
>the same chip was fried across</DIV>
><DIV>all of the other Mecs. I later =
=3D
>realized that=3D20
>a bent pin on 2 x SCSI 2 cables were</DIV>
><DIV>probably frying that same chip =
in every
=3D
>Mec I=3D20
>bought and tried (no smoke though).</DIV>
><DIV> </DIV>
><DIV>Fast forward. During all of =
this =3D
>I removed=3D20
>the Magma, Lucid and the main Paris computer.</DIV>

><DIV>I built a new (old) Paris =
computer =3D
>using=3D20
>Dimitrios' Root C installation. This has to be =3D
>helping.></DIV>>

Subject: Re: This music is amazing!
Posted by [steve the artguy](#) on Tue, 23 Oct 2007 05:01:12 GMT
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it's time =
>>to
>go=20

>> bus!
> I'm told our county school system has great =

>>figure out=20
>> what I'm going to be
when
>I grow up!
>
>Thanks =
>>for=20
>> listening. You people have felt a lot like friends to me =
>>over
>the last=20
>> 5 - 6 years that I've been hanging out here almost every day.=20
>>

>
>Gantt
</BLOCKQUOTE>
>><DIV>

I choose Polesoft Lockspam to fight spam, =
>>and=20
>>you?
<A=20
>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

>>
>>
>Thanks for the suggestions guys

"Don Nafe" <dnafe@magma.ca> wrote in message [news:4758879c\\$1@linux...](mailto:news:4758879c$1@linux...)

> Hi all

>

> I'm posting for a guitarist friend who's looking to get a better audio

> card to record and transfer files from his 002r

>

> He needs 2 audio inputs and the rest in light pipe -16 tracks minimum (he
> says)

>

> I suggested the Lynx series as a starting point for both quality and price

> and he thought that was reasonable

>

> Ant other suggestions.

>

> Please send links if you can so I can C&P them to him
>
> thanks in advance
>
>I'm getting ready to plug in the second EDS card. I got the WC cable
for the MEC-to-442 connection.

I forgot about the damn ribbon cables.

And it looks like when I bought my second EDS card several years ago,
all I got were the two larger cables, not the two smaller ones. I
didn't realize there were four internal connections as well.

Looks like I'll be limited to 16 channels tomorrow.

Damn.

Where can I get the small cables?

pabIf you want to be in pop, forget your chops, buy a lot of fog and lights,
sequence and hire pretty boys and girls on contract to surround you. Be
creative with visuals, because the 'music' part of that is dead in local pop
bands and ppl listen with their eyes.

Make it loud and thumping, and make it an event, or no one will show up/come
back. remember the golden rule: boobs sell beers. Advertise, push push push
and sell it. If anyone in your band forgets that, remind once then replace
because there is absolutely no forgiveness in local/regional band pop. Do
this and you'll likely quadruple your income figures or greater. Keep it up
and you might become a decent touring act. Put money away, because there is
no insurance, no retirement and no promises in that field.

Subject: Re: This music is amazing!

Posted by [dc\[3\]](#) on Tue, 23 Oct 2007 06:10:09 GMT

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much Neil, and John and Don, Sarah, and Aaron for all the comments.
Every bit of what you folks had to say was helpful. I'm taking a brief
break, but I'm up in the studio making many of the changes folks suggested.
As to Ron's playing, the drums tracks speak for themselves. Amazing really.
It feels like I was in the room playing with him. (And I wasn't. I'm up
in the northeast and he's somewhere in tornado alley.) In the pocket -oh
yes! Ron's playing elevated my work ten fold. I'll let him go into specifics,
but by day I'm a lowly social worker and found his rates very reasonable.
I've got lots of other stuff that I want him to play on -wish I was an oil
tycoon! Thanks again all -very much appreciated.

MR

"Neil" <OIU@OI.com> wrote:

>

>OK, listened to it again & the toms still don't bother me...
>they just sound nice & full with a little bit of "wool", which
>becomes pretty apparent during the fills in the chorus
>sections - I like 'em. IMO, it's just that the vocals need
>to come up a bit there, or evened out with compression or
>something like that. I also checked to see if I could find what
>Aaron had mentioned about the bass & I think i kinda see what
>he's saying, but I'm not positive... I don't feel like it's
>dropping out or that the song's losing its foundation anywhere,
>in any case. I'm listening on Dynaudio BM5A's, so they
>don't have a whole lot going on under 40hz that might be more
>apparent on something with larger woof's, so I wonder if that
>might be it???

>

>I like everything about it except for the couple of items I
>mentioned before.

>

>Rod, how much do you charge for doing tracks?

>

>Neil

>

>

>

>"Neil" <OI@OIU.com> wrote:

>>

>>Actually, I liked the PLAYING of the drums so much, I didn't
>>really notice anything frequency-wise that bothered me about
>>them... that doesn't say much about my critical listening
>>skills if there's something wrong and yet I was distracted by
>>the taste with which the part was played (because honestly, my
>>only thought about the drums at the time was something
>>like: "Wow, that's a great groove, right in the pocket").

>>

>>Dammit, Sarah, now I'm gonna have to go back & listen to it
>>again & see if I can find what you're talking about! lol

>>

>>Neil

>>

>>

>>"Sarah" <sarahjane@sarahtonin.com> wrote:

>>>Wow, very nice Mike. I agree with the feedback so far. Definitely would

>>

>>>like to hear your nice vocals be more present. I would only add that

>>>there's something annoyingly boomy about the tom bits and they're masking
>>
>>>the vocal, too. Neil or someone could probably give you more specific
>>EQ
>>>advice there, or maybe it's just my tired ears. Aside from that, drums
>>
>>>sound great, the drumming, too . . . very tight, Mr Hot Rod Lincoln.
>>>
>>>S
>>>
>>>
>>>"Mike R." <emarenot@yahoo.com> wrote in message news:475a2244\$1@linux...
>>>>
>>>> I've never tried this before -uploading a mix to a hosting service.

>>>> But...
>>>>&

Subject: Re: This music is amazing!
Posted by [Brian Porick](#) on Tue, 23 Oct 2007 18:02:20 GMT
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cgIVG0jaR6f/AK6l/wBf1/wAZWkkiiVnCkySnOB0oulqMxY5YnmkAxsjpiNA
hMc479fxo/r+v66gMfBVuh4IzR/X9f11AqHOPf8Az/8AWpgaPh7C67ak4xu5
yaUthx3JNQP/ABMLoHGPPfp/vGn1EUjk8/j/AJ/z2oAQ5PbGD+VADkUn249a
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/dUYdjPArY5heMds+IMBRwefWgBRnqBxQI2dHYrH14J6VnI0hsauagsa5AHP
ApgVJpuT3oslzZtTjQlQC7Dr6Cmo9xORVbUXcjCKB057VVv6/r5kcxE99LuO
VUfhTsF2NN4+7opx60WC7E+2c4dD7YNCQXHLclw6NTsJ2Ks/EzhMYDEDB7UD
HW95NDNFirsTEQVBjx9KAO/026tL/SxLG2CpPB4I9quLFsMjCtOZFA2IMA+/
eqEyu8gN+FyR8pORQxLctplyMW65qbFotLODgZyajqNEUiLNwOvXNBRUt7Uw
kqBgZJoYrGla4ity24rlrbhyRmkmgaFQdaKk8k7sUfbJl9rZGG75rO6U3Jf0
jZNuCiLqViqwkoMV1RkcpGR2uxrwkYPI7B7ZB/8ArUS1YRRm6PfLAssLcbjk
Y9aiL6MZubvlwKT0KKlxCJfvA/40boLFO/tidP3hSGibJ+IJA0ZGS7ckDPPJ
wDQSG7aeOcjvSAQE4baTgDn2o/r+vw7AMD/Lgjr69qPT+v60ArMOSOWpgaPh
4ga9aLkAFwCfak9hrcfqRxqF16+e4P8A30f/AK9MRSY8/SgYg5PTOec0COh8
JaTDqt5KLIWMMaEkBsHJ4H9alvUaR1MXhaztLhbiGSYsuQFYBhkjbJ4zn8
KWxaSvcwL/wldQSBLZzccZyliuPx5BqkTynOyQGKRkl+Qq21hnkHpimljPXj
IHbNPyeIKAHZ5yKANmyQRloXB7/Ws2aI0UPyjl6VHqUR3HC5IPHWmgM+YhSS
AKokwpRsmZV5AJx9KoixGDwB1piHDGx8jLEAA54H+eP1oHcZ39PSgQhAA56U
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Subject: Re: This music is amazing!

Posted by [Brian Porick](#) on Tue, 23 Oct 2007 18:05:49 GMT

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Subject: Re: This music is amazing!

Posted by [dc\[3\]](#) on Tue, 23 Oct 2007 23:09:19 GMT

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=3D

>havn't=3D20
> tried the demo yet. For some reason the timed demo's don't work =3D
>on
my=3D20
> system. I just buy it...except last time I got burned by the =
no=3D20
> render
bug...so I don't know what I'll do this =
time.
Rod
"Tom
=3D
>Bruhl"=3D20
> <arpeggio@comcast.net> =
=3D
>
> wrote:
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>
>I have to assume it works and sounds =3D
>good. =3D20
> Anyone
>tried it with Paris yet? I know Rod said =3D
>that
>4.7=3D20
> and up won't render stereo with plugins anymore.
>
>I =3D
>really want=3D20
> that thing!!! \$50 off too with their Christmas=3D20
> deal.
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>Anyone?
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>
>I choose Polesoft =3D
>Lockspam=3D20
> to fight spam, and =3D
>you?
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Subject: Re: This music is amazing!

Posted by [chuck duffy](#) on Wed, 24 Oct 2007 00:18:55 GMT

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Subject: Re: This music is amazing!
Posted by [Aaron Allen](#) on Wed, 24 Oct 2007 02:32:56 GMT
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Subject: Re: This music is amazing!
Posted by [Brian Porick](#) on Wed, 24 Oct 2007 18:49:18 GMT
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