
Subject: Anyone know what would cause .mid files to shift pitch?

Posted by [Kim](#) on Sat, 06 May 2006 14:26:11 GMT

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great adventure.
>The benefits are tremendous , you will have =

> >these=20

> > great dsp plugins/routing
>plus Cubase SX native routing from =

> >Paris to=20

> > Pulsar to SX back to Pulsar
and
>back a

Subject: Re: Anyone know what would cause .mid files to shift pitch?

Posted by [Deej \[1\]](#) on Sat, 06 May 2006 14:45:14 GMT

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gain to =

> >Paris.
>Isn't=20

> > that a great trip=20

> > ?
>regards,
>Dimitrios
>
>
>
>"Tom =

> >Bruhl"=20

> > <arpeggio@comcast.net> =

> >

> > wrote:
>>
>>
>>Dimitrios,
>>Scope =

> >pro=20

> > looks quite impressive! I have a few questions.
>>I am =

> >0

Subject: Re: Anyone know what would cause .mid files to shift pitch?

Posted by [Deej \[1\]](#) on Sat, 06 May 2006 15:07:52 GMT

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> Still with me=20

> > ?
>>
>> WHAT IS THE MOST INTERESTING THE =

> >PRICES WILL=20

> > BE LOW BALLERS !!
>> Imagine something around 60-70 \$ =

> >each main=20

> > plugin and a bundle with =3D
>>get them
>> all =

> >like 500=20

> > \$ or something,prices yet to be =

> >anounced.
>>
>> I have=20

> > tried most plugins out there , believe me these new ones are=20

> > =3D
>>dream
>> come true for=20

> > me...
>>
>> Note that already there is Vinco =

> >(1176=20

> > comp emulation).
>>
>> Tons of free=20

> > ones.
>>
>> I would not scream so loud so many =

> >t

Subject: Re: Anyone know what would cause .mid files to shift pitch?

Posted by [audioguy_editout](#) on Sat, 06 May 2006 15:09:54 GMT

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n the=20

> > brink of investing in a killer Cubase rig (dual cores=20

> > etc.)
>=3D
>>which will
>>probably include an =

> >RME card=20

> > for 16 channels of ADAT and Midi=20

> > =

> >in/out.
>>
>> =

> > &=

> >nbsp; &n=

> >bsp; =20

> > OR
>>
>>Can I continue to use Cubase SX

Subject: Re: Anyone know what would cause .mid files to shift pitch?

Posted by [wmarkwilson](#) on Sat, 06 May 2006 16:51:02 GMT

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size=3D3D2>Process=20

> > Paris tracks with plugins in =3D
>>realtime =

> >while=3D20
>>sending=20

> > softsynths to Paris=20

> > also?</DIV>
>><DIV><FONT =

> >face=3D3DArial=20

> > size=3D3D2> =

> ></DIV>
>><DIV><FONT=20

> > face=3D3DArial size=3D3D2>Can I still use Cubase's MIDI =

> >=3D
>>to it's=20

> > fullest=3D20
>>including it's softsynths and return =

> >everything=20

> > to</DIV>
>><DIV><FONT =

> >face=3D3DArial=20

> > size=3D3D2>Paris? =20

> > </DIV>
>><DIV><FONT =

> >face=3D3DArial=20

> > size=3D3D2> =

> ></DIV>
>><DIV><FONT=20

> > fa

Subject: Re: Anyone know what would cause .mid files to shift pitch?

Posted by [Don Nafe](#) on Sat, 06 May 2006 19:14:08 GMT

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>
> there is Vinco (1176 comp emulation).

Tons of=20

>ones.

I would=20
> not scream so loud so many times but PaRIS=20

>in/outs
are=20
> "oblidged" to take this route.
Ok UAD1 are=20

>with 6 dsps=20
> and all main plugins
cost=20
> used
>=3D<B

Subject: Re: Anyone know what would cause .mid files to shift pitch?

Posted by [Kim](#) on Sat, 06 May 2006 23:31:15 GMT

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/>
>I know this won't help anyones perception, but when I hear people wondering
>how to capture the paris special sauce - this plug is it.
>
>CHuck
>
>"DC" <dc@spammersinheck.com> wrote:
>>
>>As I understand it, that EQ was pretty colored and non-linear.
>>What I need is simple, clean, accurate band splits. The Paris EQ
>>does this nicely, but the whole process is tedious to say the least.
>>
>>Sounds great though.
>>
>>DC
>>
>>
>>"RiverLake Farms" <

Subject: Re: Anyone know what would cause .mid files to shift pitch?

Posted by [jef knight\[1\]](#) on Sun, 07 May 2006 15:45:50 GMT

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t;>>>> http://www.polesoft.com/refer.html
>>>>>

>>>>>

>>>>

>>>>

>>>>

>>>=20

>>

>>

>

-----=_NextPart_000_009C_01C6843F.575BFC10

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 6.00.5296.0" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY>

<DIV>Ok, you asked for it..... PC =
mastering=20

technique in Paris:</DIV>

<DIV> </DIV>

<DIV>Take your 2 track L/R master =
final mix=20

file. Put the Left mix file on Channels 1,3,5 and 7. Pan hard left. =
Put the=20

Right mix file on Channels 2,4,6 and 8. Pan hard right. Using the Paris =
VST EQ,=20

split the files into different bands. 1/2 will be lo pass, 3/4 will be =
low mid=20

band, 5/6 will be hi mid band, 7/8 will be hi pass. Freq will vary =
depending on=20

taste and what you're going for and program material. Use your ears, =
nobody can=20

hand you that in text and be completely accurate. Start with the Sakis=20

Frequencies... Lo 20-90hz. Lo-Mid 90-540 Hi-Mid =
540-6Khz Hi=20

6-20Khz. Compress each 'set' of channels (1/2, 3/4, 5/6, 7/8) with =
either the=20

Paris Compressor or with a good sounding native POST Paris VST EQ. The =
placement=20

is absolutely critical. Tie all faders together using Grouping on the =
mixer. Do=20

not for ANY reason split these waves into another editor unless you're =
ready to=20

fight phase and time delay demons between submixes. Also, be sure you =
have=20
everything selected with the time lock tool when you do this - same =
reason about=20
phase/time. </DIV>
<DIV> </DIV>
<DIV>Now, the thing is, you can =
adjust the=20
Gain/EQ mojo separately for each band, you can compress with different =
ratios,=20
thresholds.. whatever suits the material, all in Paris. If you use the =
Paris=20
compressor, be sure to match each pair of tracks' settings (1=3D2, =
3=3D4, 5=3D6, 7=3D8).=20
Ditto on the eq bands, they must match, period. </DIV>
<DIV> </DIV>
<DIV>Now then, for more secret sauce =
beyond the=20
Eq/Gain trick.. put one more compressor on the global but do NOT =
compress with=20
it. Threshold all the way up, ratio all the way down. Instead, use the =
gain=20
output to beat the snot out of the signal hitting the global bus, but =
.... and=20
this is also super important... keep the global fader at -0.3 or -0.5 dB =
or=20
you'll blister the ^&#&\$ out of the cheapo wal mart digital =
converters=20
that your stuff will eventually have to suffer. </DIV>
<DIV><STRON
