
Subject: Bootcamp 1.2 with Vista support.
Posted by [excelav](#) on Thu, 29 Mar 2007 04:25:52 GMT
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It;A=3D20
>>> href=3D3D"mailto:

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [Deej \[4\]](#) on Thu, 29 Mar 2007 04:44:29 GMT
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ank">musurgio@otenet.gr">musurgio@otenet.gr=>3D20
>>> wrote:
>>>
>>>Ah I found it =>3D
>>>!!
>>>I should=>3D20
>>> connect the L and R to the Mec's outputs 1 and 2 to get a=>3D20
>>> signal
>>>for the headphones !!
>>>I am just =>3D
>>>using the=>3D20
>>> digital out for monitoring thats why I didn't =>3D
>>>get
any
>>>signal=>3D20
>>>

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [Deej \[4\]](#) on Thu, 29 Mar 2007 05:47:07 GMT
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the Submix A Master=>3D20
>>> MEC.
>>>>At least that's been my understanding.=>3D20
>>> =>3D
>>>=>3D3D20
>>>>Tom
>>>>
>>>> =>3D
>>>;=>3D20
>>> "Dimitrios" <<A=>3D20
>>> =>3D
>>>=
>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
>>>=>3D
>>> wrote=>3D20
>>> in message=>3D20
>>> =>3D
>>>=>3D3D
>>>>news:46377aa5\$1@linux...
>>>>
>>>>&g=>3D
>>>t;>>> =>3D20
>>> Well first time I tried I get no signal whatsoever on any=>3D20
>>> headphone
=>3D3D
>>>>out on
>>>> =>3D
>>>any of the=>3D20
>>> three mecs I have !!
>>>> Is this a known bug =>3D
>>>again=>3D20

```
>>> ??<BR>>>> Thanks<BR>>>> =3D20
>>> Dimitrios<BR>>>><BR>>>><BR>>>>I =3D
>>>choose=3D20
>>> Polesoft Lockspam to fight spam, and=3D20
>>> =3D
>>>you?<BR>>>>http://www.polesoft.com/refer.html<BR>>>>=3D
>>>;<BR>>>><!DOCTYPE=3D20
>>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
>>> =3D
>>>Transitional//EN"><BR>>>><HTML><HEAD><BR>>=3D
>>>>><META=3D20
>>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html";=3D20
>>> =3D
>>>=3D3D<BR>>>>>charset=3D3D3Diso-8859-1"><BR>>>>><=3D
>>>;META=3D20
>>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20
>>> =3D
>>>name=3D3D3DGE
```

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [Jamie K](#) on Thu, 29 Mar 2007 05:51:48 GMT
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```
NERATOR><BR>>>>><STYLE></STYLE><BR>=3D
>>>>>></HEAD><BR>>>>><BODY=3D20
>>> bgColor=3D3D3D#ffffff><BR>>>>><DIV><FONT =3D
>>>face=3D3D3DArial=3D20
>>> =3D
>>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D
>>>DIV><FONT=3D20
>>> face=3D3D3DArial size=3D3D3D2>You should only get the phone =
out=3D20
>>> =3D3D<BR>>>>>>active on the=3D3D20<BR>>>>>>Submix A =3D
>>>Master=3D20
>>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=3D20
>>> face=3D3D3DArial size=3D3D3D2>At least that's been my=3D20
>>> =3D3D<BR>>>>>>understanding.=3D20
>>> =3D
>>>=3D3D20<BR>>>>>></FONT></DIV><BR>>>>>><=3D
>>>;DIV&gt
```

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [Jamie K](#) on Thu, 29 Mar 2007 05:57:25 GMT
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```

;<FONT=3D20
>>> face=3D3D3DArial=3D20
>>> =3D
>>>size=3D3D3D2>Tom</FONT></DIV><BR>>>><DIV>=3D
>>><FONT=3D20
>>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
>>> =3D
>>></DIV><BR>>>><BLOCKQUOTE=3D3D20<BR>>>>>st=3D
>>>yle=3D3D3D"PADDING-RIGHT:=3D20
>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>>=3D3D<BR>>>>>BORDER-LEFT:=3D20
>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D20
>>> <DIV>"Dimitrios" <<A=3D3D20<BR>>>>> =3D20
>>> =3D3D<BR>>>>>href=3D3D3D"<A=3D20
>>> =3D
=
>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
'>mai=3D
>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D
>>>t;=3D3D<BR>>>>>=3D20
>>> wrote=3D3D20<BR>>>>> in message=3D20
>>> <A=3D3D20<BR>>>>> =3D
>>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20
>>> =3D
=
>>>href=3D3D'news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV><BR=
>Well=3D
>>>'>news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV>=3D
>>>;<BR>Well</A>=3D3D<BR>>>>>=3D20
>>> first=3D3D20<BR>>>>> time I tried I get no signal =3D
>>>whatsoever on=3D20
>>> any headphone out =3D
>>>on<BR>any<BR>>>>>=3D3D<BR>>>>>of=3D20
>>> the=3D3D20<BR>>>>> three mecs I have !!<BR>Is =3D
>>>this a known=3D20
>>> bug=3D20
>>> =3D
>>>again=3D3D20<BR>>>>>??<BR>Thanks<BR>Dimitrios</B=3D
>>>LOCKQUOTE><BR>>>>><DIV><FONT=3D20
>>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight=3D20
>>> =3D
>>>spam,<BR>=3D3D<BR>>>>>an

```

Subject: Re: Bootcamp 1.2 with Vista support.
 Posted by [Deej \[4\]](#) on Thu, 29 Mar 2007 06:01:13 GMT
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d=3D3D20
>>>you?
=3D
>>>;<A=3D3D20
>>>href=3D3D3D"<A=3D20
>>> =3D
=
>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/=refer=3D
=
>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D
=3D
>>>=3D3D
>>>.html=3D20
>>> =3D
>>></DIV></BODY></HTML>
>>><B=3D
>>>R>>>>
>>>
>>=3D20
>>>
>
>
</BLOCKQUOTE></BODY></HTML>
>>>
>>>
>>=20
>
>

-----=_NextPart_000_005F_01C78CA1.58504F70

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>Dimitrios,</DIV>
<DIV>I could have sworn that I tried the =
L&R outs of=20
the Mecs and never got signal.</DIV>
<DIV>You are saying that gives you submix =
only=20
data? This is crazy.</DIV>
<DIV>I'll be experimenting today for =
sure.</DIV>
<DIV>Tom</DIV>
<DIV> </DIV>
<DIV>After the Beatle Juice show I =
guess.</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Dimitrios" <<A=20
href=3D"mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr> =
wrote in=20
message <A=20
=
href=3D"news:46389187\$1@linux">news:46389187\$1@linux...</DIV>
Yeah=
=20
Dj,
Why not then use the simple L R outputs in patch bay where =
every submix=20
has
these and route them to the related mec's out into your =
compressor and=20
then
back to your other mec.
Is the headphone out of any quality =

?
You can use also the digital outs to connect to a Pulsar VINCO=20
compressor
and then back to other mec ...

Well you have to =
note=20
here.
the aud

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [excelav](#) on Thu, 29 Mar 2007 06:15:37 GMT
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;the=20
Paris inputs on a channel pair on a different MEC and you're=20
there.

>Damn!!!....how simple is=20
this?
>
>o)
>
> "Dimitrios" <<A=20
=
href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=
wrote=20
in message
>news:463853fb\$1@linux...
>>
>> =
Dear=20
Tom,
>> ALSO L and R on each submix except for =
submix1=20
outputs only the related
>> submix so you can send it to a =
mec's out=20
(24bit if you like) and then
out
>> to your=20
compressor.
>> Regards,
>> =
Dimitrios
>>
>>=20
"Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
wrote:
>>>
>>>
>>> Dimitrios are =
you=20
serious?!?! It outputs the submix only on Cards =
B,
C,
>>=20
=3D
>>>D, E ???
>>>I will be summing my drums =
and=20

guitars from now on 20bit out of the =3D
>>phones jack to =
my
>>outboard comps for sure!!!! Sweeeeeeet! =
Ho

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [Deej \[4\]](#) on Thu, 29 Mar 2007 06:18:06 GMT
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w=20
come I never tried it?
>>
>>I'm a=20
=
dope,
>>Tom
>>
>>
>>&=
nbsp;=20
"Dimitrios" <A=20
=
href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr>=
wrote=20
in message=20
=
=3D
>>news:4638281d\$1@linux...
>>
>>g=
t; =20
Hi DJ,
>> hehe I am already on that testing route =
even with=20
the L R outputs of
=3D
>>other
>> =
than card's=20
a mecs...
>> Regarding the headphone outs the one =
on mec A=20
which is the main =
one
=3D
>>outputs
>> all=20
submixes, the other though ! output only the related submix=20
out
so
>> =3D
>>yes
>> you =
could=20
route it to another mec but on same mec you would get an=20
=3D
>>infinite
>> loop of dry and =
compressed...=20
because the time you will bring it back
>>=20
=3D
>>on
>> same mec that will be =
again outputed=20
on headphones and then back =
=3D
>>again...
>> =20
you get the picture ,feedback.
>> Thed other mecs =
option=20
though will work !!
>> I don't know if you have =
considered=20
the other better option !!
>> The L and R outputs =
of each=20

mec (except for the main one) outputs ALSO
=3D
>>the
>> submix ou

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [excelav](#) on Thu, 29 Mar 2007 06:23:25 GMT
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t so you can =
take this L=20
and R out and send it to a pair=20
of
=3D
>>outputs
>> (digital to =
Pulsar ??)=20
COMPRESS it and then send it back to=20
another
=3D
>>submix.
>> For =
latency well you=20
know faderworks ?? !!
>> =
Regards,
>> =20
Dimitrios
>>
>> "DJ" <<A=20
=
href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=20
wrote:
>> >Are you getting the same signal on =
all MECs=20
or the mix signal on MEC
>> =
=3D
>>on
>> =20
card=3D20
>> >A and just the submix of the MEC =
on card B=20
and C. If you're just=20
=3D
>>getting
>>
>> =
>those=20
submixes on the card B & C Mecs, you could route the =
headphone
>>=20
=3D
>>out
>> =
of=3D20
>> =20
>those MECs to a pair of input channels on another MEC (or maybe=20
even
>> =3D
>>>loop
>> =20
it=3D20
>> >back to the same MEC) on a pair of =
record=20
enabled channels and =3D
>>compress
>> =

it,=3D20
>> >etc.....I can't believe I =
never tried=20
this when I had 4 =
MECs
=3D
>>here..
>> =20
>
>> >o)
>> =20
>
>> >"Dimitrios" <<A=20
=
href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=

wrote=20
in message=3D20
>> =20
>news:4637946e\$1@linux...
>> =20
>>
>> >> Heh...
>> =

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [excelav](#) on Thu, 29 Mar 2007 06:24:21 GMT
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>
>>=20
Works on all mecs !!
>> >>=20
Dimitrios
>> >>
>> =
>>=20
"Dimitrios" <<A =
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20
wrote:
>> >>>
>> =
>>>Ah=20
I found it !!
>> >>>I should connect the L =
and R=20
to the Mec's outputs 1 and 2 to get
a
>>=20
=3D
>>>signal
>> >>>for the =
headphones=20
!!
>> >>>I am just using the digital out =
for=20
monitoring thats why I =
didn't
=3D
>>>get
>> =20
any
>> >>>signal at the heaphone out=20
!
>> >>>Thanks
>> =20
>>>Dimitrios
>> =
>>>
>> =20
>>>"Tom Bruhl" <<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
wrote:
>> >>>
>> =20
>>>
>> =20
>>>Dimitrios,
>> >>>You =
should=20
only get the phone out active on the Submix A=20
Master
=3D
>>>MEC.
>> =
>>>>At least=20
that's been my understanding. =3D3D20
>> =20
>>>>Tom
>> =20
>>>>
>> >>> =
"Dimitrios"=20
<<A =
href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr>=
=20

wrote in message =3D3D
>> =20
>>>>news:46377aa5\$1@linux...
>> =20
>>>>
>> >>> Well =
first time=20
I tried I get no signal whatsoever on any=20
=3D
>>>headphone
>> =
=3D3D
>> =20
>>>>out on
>> >>> =
any of the=20
three mecs I have !!
>> >>> Is =
this a=20
known bug again ??
>> >>> =20
Thanks
>> >>> =20

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [excelav](#) on Thu, 29 Mar 2007 06:40:15 GMT
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r />
Dimitrios
>> >>>>
>> =

>>>>
>> >>>>I choose =
Polesoft=20
Lockspam to fight spam, and you?
>> =20
=
>>>>http://www.polesoft.com/refer.html
>> =

>>>>
>> >>>><!DOCTYPE =
HTML=20
PUBLIC "-//W3C//DTD HTML 4.0 =
Transitional//EN">
>> =20
>>>><HTML>< HEAD>
>> =20
>>>><META http-equiv=3D3D3DContent-Type =
content=3D3D3D"text/html";=20
=3D3D
>> =20
>>>>charset=3D3D3Diso-8859-1">
>> =20
>>>><META content=3D3D3D"MSHTML 6.00.2800.1400"=20
name=3D3D3DGENERATOR>
>> =20
>>>><STYLE>< /STYLE>
>> =20
>>>></HEAD>
>> =
>>>><BODY=20
bgColor=3D3D3D#ffffff>
>> =20
>>>><DIV><F ONT face=3D3D3DArial=20
=
size=3D3D3D2>Dimitrios,< / DIV>
>> =20
=20
>>>><DIV><F ONT face=3D3D3DArial =

size=3D3D3D2>You should=20
only get the phone
>>=3D
>>>out =
=3D3D
>>> =20
>>>>active on the=3D3D20
>>> =20
>>>>Submix A Master=20
MEC.</DIV>
>>> =20
>>>></DIV></F ONT face=3D3D3DArial =
size=3D3D3D2>At least=20
that's been my =3D3D
>>> =
>>>>understanding.=20
=3D3D20
>>> =20
>>>></DIV>
>>> =20
>>>></DIV></F ONT face=3D3D3DArial=20
size=3D3D3D2>Tom</DIV& >
>>> =20
>>>></DIV></F ONT face=3D3D3DArial =
size=3D3D3D2>=20
</DIV>
>>> =20
>>>></BLOCKQUOTE=3D3D20
>>> =20
>>>>&style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT:=20
=3D
>>>5px; =3D3D
>>> =
>>>>&BORDER-LEFT:=20
#000000 2px solid; MARGIN-RIGHT: 0px">
>>> =20
>>>> </DIV>"Dimitrios"=20
<</A=3D3D20
>>> >>>> =20
=3D3D
>>> =
=3D
 >>>>>>>>>&href =3D3D3D "<A=20
=
href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>mail=
to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>=3D
&=
>>>>A>>=3D3D
>>> =20

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [excelav](#) on Thu, 29 Mar 2007 06:56:38 GMT
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>>>> wrote=3D3D20
>>> =
>>>> in=20
message </A=3D3D20
>>> >>>> =20
=3D3D
>>> =
=3D
 >>>>>>>>>&href =3D3D3D "<A=20
=
href=3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV><B'>news=
:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV></B=
=3D
>>>&R>Well=3D3D
>>> =20
>>>>&first=3D3D20
>>> =

>>>> time=20
I tried I get no signal whatsoever on any headphone out=20
=3D
>>>on
any
>>> =20
>>>=3D3D
>>> >>>>of=20
the=3D3D20
>>> >>>> three mecs I =
have=20
!!
>Is this a known bug again=3D3D20
>>> =20
=
>>>>??
>Thanks&a mp;
>Dimitrios</BLOCKQUOTE> <=
BR>>>> =20
>>>><DIV><F ONT =
size=3D3D3D2>
>
>I choose=20
Polesoft Lockspam to fight
>>=20
=3D
>>>spam,
>>> =
=3D3D
>>> =20
>>>>and=3D3D20
>>> =20
>>>>you?
><A=3D3D20
>>> =20
=3D
 >>>>>>href =3D3D3D "<A=20
=
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>http=
://www.polesoft.com/refer.html">http://www.polesoft.com=3D
>=
>>/refer=3D3D
>>> =20
>>>>.html=20
=
</DIV></BODY></HTML>
>>> =
=20
>>>>
>>> =
>>>>
>>> =20
>>>
>>> >>=3D20
>>> =

>
>>> =20
>
>>>
>>>
>>><!DOCTYPE HTML =
PUBLIC=20
"-//W3C//DTD HTML 4.0=20
=
Transitional//EN">
 >>><HTML><HEAD& amp ;>
>>=
><META=20
http-equiv=3D3DContent-Type content=3D3D"text/html";=20
=3D
>>>charset=3D3Diso-8859-1">
>>><META =

content=3D3D"MSHTML 6.00.2800.1400"=20
=
name=3D3DGENERATOR>
 >>><STYLE></STYLE& amp ;>

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [excelav](#) on Thu, 29 Mar 2007 07:14:21 GMT

t;
>=
>></HEAD>
>><BODY=20
bgColor=3D3D#ffffff>
>><DIV><FONT =
face=3D3DArial=20
size=3D3D2>Dimitrios are you serious?!?! It =
=3D
>>outputs=20
the=3D20
>>submix only on Cards B, C, D, E=20
???</DIV>
>><DIV><FONT =
face=3D3DArial=20
size=3D3D2>I will be summing my drums and guitars
>>=20
=3D
>>from now on=3D20
>>20bit out of the =
phones jack to=20
my</DIV>
>><DIV><FONT =
face=3D3DArial=20
size=3D3D2>outboard comps for sure!!!!!! =
=3D20
>>Sweeeeeet! How=20
come I never tried=20
it?</DIV>
>><DIV><FONT =
face=3D3DArial=20
size=3D3D2> =
</DIV>
>><DIV><FONT=20
face=3D3DArial size=3D3D2>I'm a=20
dope,</DIV>
>><DIV><FONT =
face=3D3DArial=20
=
size=3D3D2>Tom</DIV> t;
>><DIV><=
FONT=20
face=3D3DArial size=3D3D2>=20
</DIV>
>><DIV><FONT face=3D3DArial=20
size=3D3D2>=20
=
</DIV>
>><BLOCKQUOTE=3D20
>>style=3D3D=
"PADDING-RIGHT:=20
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>>BORDER-LEFT:=20
#000000 2px solid; MARGIN-RIGHT: 0px">
>> =20
</DIV>"Dimitrios" <<A=3D20
>> =20
=3D
>>href=3D3D"<A=20
=
href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.grmai=
lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr>&g=
t;=3D
>>=20
wrote=3D20
>> in message =
<A=3D20
>> =20
=3D
>>href=3D3D"<A=20
=
href=3D'news:4638281d\$1@linux">news:4638281d\$1@linux...</DIV>
Hi=3D=

=
=3D
 >>>=3D3D20
>>&am p;>>>Tom
>>>=
>>
>>>>&a mp;>=20
=3D
>>>;=3D20
>>> "Dimitrios"=20
<<A=3D20
>>> =3D
>>>href=3D3D"<A=20
=
href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.grmai=
lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr<lt;/A>>&g=
t;=3D
>>>=20
wrote=3D20
>>> in message=3D20
>>> =

=
=3D
 >>>=3D3D
>>& gt;>>news:46377aa5\$1@linux..=
..
>>>>>< BR>>&am p;g=3D
>>>t;>>&g=
gt;=20
=3D20
>>> Well first time I tried I get no signal =
whatsoever=20
on any=3D20
>>> =20
headphone
>=3D3D
>>&a mp;>>>out=20
on
>>>>> =3D
>>>any of=20
the=3D20
>>> three mecs I have =
!!
>>>>> ls=20
this a known bug =3D
>>>again=3D20
>>> =20
??
>>>>> Thanks
>>>>>>=20
=3D20
>>> =20
=
Dimitrios
>>>>>& am p;lt;BR>>>>>><BR& am p;gt;&g=
t;>>>>=20
=3D
>>>choose=3D20
>>> Polesoft Lockspam =
to fight=20
spam, and=3D20
>>> =20
=
=3D
 >>>you?
>>&g t;>>http://www.polesoft.com/=
refer.html
>>>>=3D
 >>>>
>>& am p;gt=
>><!DOCTYPE=3D20
>>> =20
HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
>>> =20
=
=3D
>>>Transitional//EN" >
>>>>>&a mp;lt;HTM=
L><HEAD>
>>=3D
 >>>>><META =3D=
20
>>> =20
http-equiv=3D3D3DContent-Type =
content=3D3D3D"text/html;=3D20
>>> =20
=
=3D
 >>>=3D3D
>>& gt;>>charset=3D3D3Diso-8859=-
1" >
>>>>>&a mp;lt;=3D
>>>><META=3D20
>>>=
>>> =20
content=3D3D3D"MSHTML 6.00.2800.1400"=3D20
>>>

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [excelav](#) on Thu, 29 Mar 2007 07:44:57 GMT
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rget="_blank">musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>musurgio@otenetNOSPAM.gr
=
t;=3D
>>=20
wrote=3D20
>> in message=20
=

>>news:4637946e\$1@linux...
>>
>> >=
;=3D20
>>=20
Heh...
>> Works on all mecs=20
!!
>>=3D20
>>=20
Dimitrios
>>
>> "Dimitrios"=20
<A=3D20
>> href=3D3D"<A=20
=
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr>=3D20'>mailto:m=
usurgio@otenet.gr">musurgio@otenet.gr>=3D20
>>=
t;>=20
wrote:
>>
& mp;>>>Ah I found it=20
=3D
>>!!
>> >I =
should=3D20
>>=20
connect the L and R to the Mec's outputs 1 and 2 to get=20
a=3D20
>> signal
>>for the =
headphones=20
!!
>>I am just =3D
>>using=20
the=3D20
>> digital out for monitoring thats why I =
didn't=20
=
=3D
>>get
>>any
& mp;>>>signal=3D20
>>=
gt;>=20
at the heaphone out=3D20
>>=20
=
=3D
>>!
>>& amp;>Thanks
>>Dim=
itrios
>>
& mp;>>&=3D
>>gt;=
"Tom=3D20
>>=20
Bruhl" <A =3D
>>href=3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20'>mailto=
:arpeggio@comcast.net">arpeggio@comcast.net>

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [rick](#) on Thu, 29 Mar 2007 09:57:46 GMT
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p;gt;href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=
@NOSPAMotenet.gr>mai=3D
>>ito:musurgio@NOSPAMotene=

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [Ted Gerber](#) on Thu, 29 Mar 2007 13:36:07 GMT
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>
>guess.</DIV>
><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Dimitrios" <<A=20
> href=3D"mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr> =
>wrote in=20
> message <A=20
> =
>href=3D"news:46389187\$1@linux">news:46389187\$1@linux...</DIV>
Yeah=
>=20
> Dj,
Why not then use the simple L R outputs in patch bay where =
>every submix=20
> has
these and route them to the related mec's out into your =
&

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [excelav](#) on Thu, 29 Mar 2007 15:02:01 GMT
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gt;compressor and=20
> then
back to your other mec.
Is the headphone out of any quality
=
>
> ?
You can use also the digital outs to connect to a Pulsar VINCO=20
> compressor
and then back to other mec ...

Well you have to =
>note=20
> here.
the audio coming in the other submix will be delayed to the =
>non=20
> compressed
drumtracks... what will you do ?
You can of course =
>record it=20
> and then nudge or better use Faderworks...

Ok so now you are =
>tempted to=20
> come back to Paris or not ??
We are waiting for=20
> you...
Regards,
Dimitrios

"DJ" <<A=20
> =
>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=20
> wrote:
>Heheh!!! parallel compression in Paris through a =
>headphone=20

> when I was running 4 x MECs. Just

>use a card and separate =

>MEC for=20
> drum submixes, grab yourself an insert
>cable, route the =
>headphone out=20

>hipass=20
> the LF a little.....or maybe not) and return them
to =
>
>the=20
> Paris inputs on a channel pair on a different MEC and you're=20
> there.

>Damn!!!....how simple is=20
> this?
>
>;o)
>
>"Dimitrios" <<A=20
> =
>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=
> wrote=20
> in message
>news:463853fb\$1@linux...
>>
>> =
>Dear=20

>submix1=20
> outputs only the related
>> submix so you can send it to a =
>mec's out=20
> (24bit if you like) and then
out
>> to your=20
> compressor.
>> Regards,
>> =
>Dimitrios
>>
>>=20
> "Tom Bruhl" <<A=20
> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
> wrote:
>>>
>>>
>>>Dimitrios are =
>you=20

>B,
C,
>>=20
> =3D
>>>D, E ???
>>>I will be summing my drums =
>and=20
> guitars from now on 20bit out of the =3D
>>>phones jack to =
>

>How=20
> come I never tried it?
>>>
>>>I'm a=20
> =
>dope,
>>>Tom
>>>
>>>
>>>&=
>nbsp;=20
> "Dimitrios" <<A=20
> =
>href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr>=
> wrote=20
> in message=20
> =
>=3D
>>>news:4638281d\$1@linux...
>>>
>>>&g=

>even with=20

>than card's=20

>on mec A=20
> which is the main =

> submixes, the other though ! output only the related submix=20

>could=20
> route it to another mec but on same mec you would get an=20

>compressed...=20
> because the time you will bring it back
>>=20

>again outputed=20
> on headphones and then back =

>option=20

>considered=20

>of each=20
> mec (except for the main one) outputs ALSO
>>=20

>take this L=20
> and R out and send it to a pair=20

>Pulsar ??)=20
> COMPRESS it and then send it back to=20

>latency well you=20

> Dimitrios<B

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [EK Sound](#) on Thu, 29 Mar 2007 15:27:51 GMT
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> =
>[href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=](mailto:musurgio@otenetNOSPAM.gr)
> wrote=20

>>>=20

>>>=20

> "Dimitrios" <<A =

>href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20

>>>>Ah=20

>and R=20

> to the Mec's outputs 1 and 2 to get
a
>>=20

>headphones=20

>for=20

> monitoring thats why I =

> >>>"Tom Bruhl" <<A=20

> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20

>should=20

> only get the phone out active on the Submix A=20

> Mast

Subject: Re: Bootcamp 1.2 with Vista support.

Posted by [rick](#) on Thu, 29 Mar 2007 19:02:04 GMT

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/>

> first=3D3D20
>>> time I tried I get no signal=20

>headphone out=20

> =

>=3D
>>>on
any
>>>=3D3D
&g=

> the=3D3D20
>>> three mecs I have !!
Is=20

> =

>=3D
>>>again=3D3D20
>>>??
Than=
>ks
Dimitrios</B=3D
>>>LOCKQUOTE>
>=

> size=3D3D3D2>

I choose Polesoft Lockspam to=20

> =
>=3D
>>>spam,
=3D3D
>>>>and=3D3D=
>20
>>>>you?
=3D
>>>;<A=3D3D2=

> =
>=3D
>>>href=3D3D'http://www.polesoft.com/refer.html'>http:=
>//www.polesoft.com/refer=3D
>>>'>http://www.polesoft.com/r=
>efer.html">http://www.polesoft.com/refer</A=3D
>>>=3D=

> =
>=3D
>>></DIV></BODY></HTML><=
>;
>>><B=3D
>>>R>>>><B=

> =
>
>
>
</BLOCKQUOTE></BODY><=
>;</HTML>
>>>
>>>
>>=20
>
>
>
</BLOCKQUOTE></BODY></HTML>
>

>Ok Tom and beloved Paris users here is a nice tip regarding the L and R individual submix outs...

Ok lets assume you get (DJ are you hearing ??) 6 eds cards and 5 mecs.
Each mec of the four has an output card (or use the 20bit outs)
and the fourth has an input card (or use the 20 bit ins)
Now leave alone card one which has no mec (maybe a 442 if cannot get initialised
) so card 2 L&R outputs from withinh patchbay are being outputted on outs
1 and 2 which are connected to the 6th eds card's Mec 1&2 analog inputs.
Are you with me so far ?
same for eds card 3 L&R outputs using analog outs 1,2 of its related mec
connected to the 6th eds card's mec 3&4 inputs.
Same for the eds card 4 --- 5&6, and 5 ----7&8.
So now you will have your 4 eds cards submix individual stereo outputs MIXED
on a separate eds card and put there any DX or EDS effect and then the L
& R outs of the this 6th eds card will be your stereo mix output which must
be recorded to another device computer audio card whatever via the digital
mecs out.
Regards,
Dimitrios

"Dimitrios" <musurgio@otNOSPAMenet.gr> wrote:

>
>Dear Tom,
>I am not only saying but I am confirming !!

>The L and R of all submixes except for the main one outputs the related submixes
>mix.
>You can have a 5 card Paris system where you sacrifice card 1 and use the
>four other stereo mixes thru mex digital spdif output to a card like Scope
>Pulsar and then insert on every submix your effects or outboard too.
>You will just be mixing 4 stereo tracks under Pulsar which anyway is far
>superior mixing engine than cubase nuendo and all that s..t.
>Regards,
>Dimitrios
>
>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>
>>
>>Dimitrios,
>>I could have sworn that I tried the L&R outs of the Mecs and never got
>=
>>signal.
>>You are saying that gives you submix only data? This is crazy.
>>I'll be experimenting today for sure.
>>Tom
>>
>>After the Beatle Juice show I guess.
>> "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =
>>news:46389187\$1@linux...
>>
>> Yeah Dj,
>> Why not then use the simple L R outputs in patch bay where every =
>>submix has
>> these and route them to the related mec's out into your compressor and
>=
>>then
>> back to your other mec.
>> Is the headphone out of any quality ?
>> You can use also the digital outs to connect to a Pulsar VINCO =
>>compressor
>> and then back to other mec ...
>>
>> Well you have to note here.
>> the audio coming in the other submix will be delayed to the non =
>>compressed
>> drumtracks... what will you do ?
>> You can of course record it and then nudge or better use Faderworks...
>>
>> Ok so now you are tempted to come back to Paris or not ??
>> We are waiting for you...
>> Regards,
>> Dimitrios

Page 24 of 36 ---- Generated from The PARIS Forums

use=20

Faderworks...
>
> Ok so now you are tempted to come =
back to=20

Paris or not ??
> We are waiting for you...
> =20

Regards,
> Dimitrios
>
> "DJ" <<A=20
=

href=3D"http://www.aarrrrgggghh!!!.com">www.aarrrrgggghh!!!.com>=20

wrote:
> >Heheh!!! parallel compression in Paris =
through a=20

headphone out. =3D
>Whoda'
>
> =
>thunk? Can't=20

believe I never tried this when I was running 4 x =
=3D
>MECs.=20

Just
>
> >use a card and separate MEC for drum =
submixes,=20

grab yourself an =3D
>insert=3D20
> >cable, route =
the=20

headphone out to a stereo compressor (maybe=20
=3D
>sidechain
> to=3D20
> >an EQ to =
hipass the=20

LF a little.....or maybe not) and=20

return
=3D
>them
> to=3D20
> >the =
Paris inputs=20

on a channel pair on a different MEC and you're=20

=3D
>there.
>
> >Damn!!!....how simple is=20

this?
> >
> >;o)
> =20

>
> >"Dimitrios" <<A=20

=

href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=
wrote=20

in message=3D20
> =

>news:463853fb\$1@linux...
> =20

>>
> >> Dear Tom,
> >>=20

ALSO L and R on each submix except for submix1 outputs =
only the=20

=3D
>related
> >> submix so you can send it to =
a mec's=20

out (24bit if you like) and =3D
>then
> =
out
> =20

>> to your compressor.
> >> =
Regards,
> =20

>> Dimitrios
> >>
> >> "Tom =
Bruhl"=20

<arpeggio@comcast.net> =

wrote:
> >>>
> =
>>>
> =20

>>>Dimitrios are you serious?!?! It outputs the submix =

only on=20
Cards
=3D
>B,
> C,
> >> =
=3D3D
> =20
>>>D, E ???
> >>>I will be summing my =
drums and=20
guitars from now on 20bit out of the
=3D
>=3D3D
> =
>>>phones jack to my
> >>>outboard comps =
for=20
sure!!!!!! Sweeeeeet! How come I never tried=20
=3D
>it?
> >>>
> =
>>>I'm a=20
dope,
> >>>Tom
> =
>>>
> =20
>>>
> >>> "Dimitrios" <<A=20
=
href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr>=
wrote=20
in message =3D3D
> =20
>>>news:4638281d\$1@linux...
> =
>>>
> =20
>>> Hi DJ,
> >>> hehe I am =
already=20
on that testing route even with the L R =
outputs
=3D
>of
> =20
=3D3D
> >>>other
> >>> =
than=20
card's a mecs...
> >>> Regarding the =
headphone outs=20
the one on mec A which is the main =3D
>one
> =20
=3D3D
> >>>outputs
> =
>>> all=20
submixes, the other though ! output only the related submix=20
=3D
>out
> so
> >> =
=3D3D
> =20
>>>yes
> >>> you could route it to =
another=20
mec but on same mec you would get =3D
>an =3D3D
> =20
>>>infinite
> >>> loop of dry and=20
compressed... because the time you will bring=20
it
=3D
>back
> >> =3D3D
> =20
>>>on
> >>> same mec that will be =
again=20
outputed on headphones and then back
=3D
>=3D3D
> =
>>>again...
> >>> you get the =
picture=20
,feedback.
> >>> Thed other mecs option =

though will=20
work !!
> >>> I don't know if you have =
considered=20
the other better option !!
> >>> The L and =
R=20
outputs of each mec (except for the main one)=20
outputs
=3D
>ALSO
> >> =3D3D
> =20
>>>the
> >>> submix out so you can =
take=20
this L and R out and send it to a pair
=3D
>of
> =20
=3D3D
> >>>outputs
> =
>>> =20
(digital to Pulsar ??) COMPRESS it and then send it back to=20
=3D
>another
> =3D3D
> =20
>>>submix.
> >>> For latency well =
you know=20
faderworks ?? !!
> >>> =
Regards,
> =20
>>> Dimitrios
> >>>
> =20
>>> "DJ" <A=20
=
href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=20
wrote:
> >>> >Are you getting the same =
signal on=20
all MECs or the mix signal on
=3D
>MEC
> >> =

=3D3D
> >>>on
> >>> =20
card=3D3D20
> >>> >A and just the submix =
of the=20
MEC on card B and C. If you're just
=3D
>=3D3D
>

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [rick](#) on Fri, 30 Mar 2007 09:26:28 GMT
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fer.html">http://www.polesof=3D
>t.com=3D3D=

> =20
>>>/refer=3D3D3D
> >>> =20
>>>>.html>=20
</DIV></BODY></HTML>
> =20
>>> >>>>
> >>> =20
>>>>
> >>> =
>>>
> =20
>>> >>=3D3D20
> >>> =20
>
> >>> >
> =20
>>>
> >>>
> =
>>><!DOCTYPE=20

```

HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN"><BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;HTML&gt;&lt;HEAD& amp ;gt; <BR>&gt;&nbsp;=
&gt;&gt;&gt;&lt;META=20
http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D<BR>&gt;&nbsp;=20
&gt;&gt;&gt; charset=3D3D3Diso-8859-1"&gt;<BR >&gt;&nbsp;=
&gt;&gt;&gt;&lt;META=20
content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR&gt;<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;STYLE&gt;&lt;/STYLE& amp ;gt; <BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;/HEAD&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;BODY=20
bgColor=3D3D3D#ffffff&gt;<BR>&gt;&nbsp;=
&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT=20
face=3D3D3DArial size=3D3D3D2&gt;Dimitrios are you =
serious?!?!<BR>=3D<BR>&gt;lt=20
=3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;outputs the=3D3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;submix only on Cards B, C, D, E=20
???&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=
&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT=20
face=3D3D3DArial size=3D3D3D2&gt;I will be summing my drums=20
and<BR>=3D<BR>&gt;guitars<BR>&gt;&nbsp; &gt;&gt; =3D3D<BR>&gt;&nbsp;=20
&gt;&gt;&gt;from now on=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;20bit out of =
the phones=20
jack to my&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial =
size=3D3D3D2&gt;outboard comps=20
for sure!!!!!!<BR>=3D<BR>&gt;=3D3D20<BR>&gt;&nbsp;=
&gt;&gt;&gt;Sweeeeeet! How come=20
I never tried it?&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial =
size=3D3D3D2&gt;&lt;/FONT&gt;=20
&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;DIV&gt;&lt;FONT =
face=3D3D3DArial=20
size=3D3D3D2&gt;I'm a dope,&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial=20
size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV& amp ;gt; <BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial =
size=3D3D3D2&gt;&lt;/FONT&gt;=20
&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;DIV&gt;&lt;FONT =
face=3D3D3DArial=20
size=3D3D3D2&gt;&lt;/FONT&gt; &lt;/DIV&gt;<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&lt;BLOCKQUOTE=3D3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT:=20
5px;<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;BORDER-LEFT: =
#000000 2px solid;=20
MARGIN-RIGHT: 0px"&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=
&lt;DIV&gt;"Dimitrios"=20

```

<<A=3D3D20
> >>> =3D3D
> =20
 =3D
>>>>href=3D3D3D"<A=20
 =
 href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.grmai=
 lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A=3D

 >>>>=3D3D
> =20
 >>> wrote=3D3D20
> >>> in message=20
 <A=3D3D20
> >>> =3D3D
> =20
 =3D
>>>href=3D3D3D"<A=20
 =
 href=3D'news:4638281d\$1@linux">news:4638281d\$1@linux...</DIV>
'new=
 s:4638281d\$1@linux">news:4638281d\$1@linux...</DIV><=

 BR=3D
>>Hi=3D3D20
> =20
 >>> DJ,
hehe I am already on that testing =
 route even=20
 with the L R
=3D
>=3D3D
> >>>outputs=20
 of=3D3D20
> >>> other
than card's =
 a=20
 mecs...
Regarding the headphone outs =3D
>the =
 one
> =20
 >> =3D3D
> >>>on mec=3D3D20
> =20
 >>> A which is the main one outputs
all =
 submixes, the=20
 other though
=3D
>!
> =3D3D
> =20
 >>>output=3D3D20
> >>> only the =
 related=20
 submix out so yes
you could route it to=20
 =3D
>another
> =3D3D
> >>>mec =
 but=20
 on=3D3D20
> >>> same mec you would get an=20
 infinite
loop of dry and =
 =3D
>compressed...
> =20
 =3D3D
> >>>because=3D3D20
> =
 >>> =20
 the time you will bring it back on
same mec that will be=20
 again
=3D
>=3D3D
> >>>outputed =
 on=3D3D20
> =20
 >>> headphones and then back again...
you get =
 the=20
 picture =3D3D
> =20
 >>>feedback.
Thed=3D3 D20
> =
 >>> =20
 other mecs option though will work !!
I don't know if you=20
 have
=3D
>=3D3D
> =
 >>>considered=3D3D20
> =20
 >>> the other better option !!
The L and R =
 outputs of=20
 each mec =3D
>(except
> >> =3D3D
> =

>>>for the=3D3D20
> >>> main one) =
 outputs=20
 ALSO the
submix out so you can take this L =
 =3D
>&and
> =20
 R
> >> =3D3D
> >>>out=20
 and=3D3D20
> >>> send it to a pair of=20
 outputs
(digital to Pulsar ??) COMPRESS =3D
>it =
 and
> =20
 >> =3D3D
> >>>then=3D3D20
> =20
 >>> send it back to another submix.
For =
 latency well=20
 you know =3D3D
> >>>faderworks =
 ??=3D3D20
> =20
 >>> =20
 !!
Regards,
Dimitrios& lt;BR>
 "DJ"=20
 <<A=3D3D20
> >>> =3D3D
> =20
 =3D
>>>href=3D3D3D"<A=20
 =
 href=3D'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A'>http:=
 //www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A >=3D=

>=3D3D20
> =20
 >>> wrote:
>>Are you getting the same signal =
 on all=20
 MECs or the mix
=3D
>=3D3D
> >>>signal=20
 on=3D3D20
> >>> MEC on
card =

>&A=20
 and just the submix of the MEC on card B =3D
>and =
 =3D3D
> =20
 >>>C. If=3D3D20
> >>> you're just=20
 getting

>those submixes on the card B & C=20
 =3D3D
> >>>Mecs, you=3D3D20
> =
 >>> =20
 could route the headphone out
of
>those MECs to =
 a pair=20
 0

Subject: Re: Bootcamp 1.2 with Vista support.
 Posted by [Deej \[4\]](#) on Fri, 30 Mar 2007 14:44:08 GMT
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;musuNOSPAMrgio@otenet.gr</A=
 >>>>=3D
 >>> >>> wrote=3D20
 >>> >>> in

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [Deej \[4\]](#) on Sat, 31 Mar 2007 00:37:52 GMT
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d\$1@linux...</DIV=
><BR=3D
>>>Hi=3D3D20
>> >>> DJ,
hehe I am already on that testing route even with the =
L R
>=3D
>>=3D3D
>> >>>outputs of=3D3D20
>> >>> other
than card's a mecs...
Regarding the headphone =
outs =3D
>>the one
>> >> =3D3D
>> >>>on mec=3D3D20
>> >>> A which is the main one outputs
all submixes, the other =
though
>=3D
>>!
>> =3D3D
>> >>>output=3D3D20
>> >>> only the related submix out so yes
you could route it to =
=3D
>>another
>> =3D3D
>> >>>mec but on=3D3D20
>> >>> same mec you would get an infinite
loop of dry and =3D
>>compressed...
>> =3D3D
>> >>>because=3D3D20
>> >>> the time you will bring it back on
same mec that will be =
again
>=3D
>>=3D3D
>> >>>outputed on=3D3D20
>> >>> headphones and then back again...
you get the picture =
=3D3D
>> >>>,feedback.
Thed=3D3D20
>> >>> other mecs option though will work !!
I don't know if you =
have
>=3D
>>=3D3D
>> >>>considered=3D3D20
>> >>> the other better option !!
The L and R outputs of each mec =
=3D
>>(except
>> >> =3D3D

>> >>>for the=3D3D20
 >> >>> main one) outputs ALSO the
submix out so you can take this =
 L
 =3D
 >>and
 >> R
 >> >> =3D3D
 >> >>>out and=3D3D20
 >> >>> send it to a pair of outputs
(digital to Pulsar ??) =
 COMPRESS
 =3D
 >>it and
 >> >> =3D3D
 >> >>>then=3D3D20
 >> >>> send it back to another submix.
For latency well you know =
 =3D3D
 >> >>>faderworks ??=3D3D20
 >> >>> !!
Regards,
Dimitrios

"DJ" <<A=3D3D20
 >> >>> =3D3D
 >> =3D
 =
 >>>>>href=3D3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com<=
 /A>>=3D
 >>=3D3D20
 >> >>> wrote:
>>Are you getting the same signal on all MECs or the =
 mix
 >=3D
 >>=3D3D
 >> >>>signal on=3D3D20
 >> >>> MEC on
card
>>A and just the submix of the MEC on card =
 B =3D
 >>and =3D3D
 >> >>>C. If=3D3D20
 >> >>> you're just getting

>>those submixes on the card B & C =
 =3D3D
 >> >>>Mecs, you=3D3D20
 >> >>> could route the headphone out
of
>>those MECs to a pair =
 of
 >=3D
 >>=3D3D
 >> >>>input=3D3D20
 >> >>> channels on another MEC (or maybe even loop
it
>>back =
 to =3D
 >>the =3D3D
 >> >>>same=3D3D20
 >> >>> MEC) on a pair of record enabled channels and =3D
 >>compress
it,=3D3D20
 >> >>>
>>etc.....I can't believe I never tried this when I =

had
>=3D
>>4 =3D3D
>> >>>MECs=3D3D20
>> >>> here..
>&

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [excelav](#) on Sat, 31 Mar 2007 01:07:54 GMT
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lt;BR>>;o)
>
>"Dimitrios" <<A=3D3D20
>> >>> =3D3D
>> =3D
=
>>>>>href=3D3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.g=
r</A=3D
>>>>=3D3D
>> >>> wrote=3D3D20
>> >>> in message
>news:4637946e\$1@linux...
>>
>>=3D3D20
>> >>> Heh...
>> Works on all mecs !!
>>=3D3D20
>> >>> Dimitrios
>>
>> "Dimitrios" <<A=3D3D20
>> >>> =
href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=3D3D20
>> >>> wrote:
>>>
>>>Ah I found it =3D3D
>> >>>!!
>>>I should=3D3D20
>> >>> connect the L and R to the Mec's outputs 1 and 2 to get =
a=3D3D20
>> >>> signal
>>>for the headphones !!
>>>I am just =3D3D
>> >>>using the=3D3D20
>> >>> digital out for monitoring thats why I didn't =3D3D
>> >>>get
any
>>>signal=3D3D20
>> >>> at the heaphone out=3D3D20
>> >>> =3D3D
>> >>>!
>>>Thanks
>>>Dimitrios
>>>
>>>&=3D3D
>> >>>gt;"Tom=3D3D20
>> >>> Bruhl" <<A =3D3D
>> =
>>>href=3D3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D3D2=
0
>> >>> =3D3D
>> >>>wrote:
>>>>
>>>>
>>>>Dimitri=3D3D
>> >>>os,
>>>>You=3D3D20
>> >>> should only get the phone out active on the Submix A =
Master=3D3D20
>> >>> MEC.
>>>>At least that's been my understanding.=3D3D20
>> >>> =3D3D
>> >>>=3D3D3D20
>>>>Tom
>>>>
>>>> =3D3D

```
>> >>>;=3D3D20
>> >>> "Dimitrios" <<A=3D3D20
>> >>> =3D3D
>> =3D
=
>>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.g=
r</A=3D
>>>>=3D3D
>> >>> wrote=3D3D20
>> >>> in message=3D3D20
>> >>> =3D3D
>> >>>=3D3D3D<BR>>>>news:46377aa5$1@linux...<BR>>>><BR>>>>&g=3D3D
>> >>>t;>>> =3D3D20
>> >>> Well first time I tried I get no signal whatsoever on =
any=3D3D20
>> >>> headphone<BR>=3D3D3D<BR>>>>>out on<BR>>>>> =3D3D
>> >>>any of the=3D3D20
>> >>> three mecs I have !!<BR>>>>> Is this a known bug =3D3D
>> >>>again=3D3D20
>> >>> ??<BR>>>>> Thanks<BR>>>>> =3D3D20
>> >>> Dimitrios<BR>>>>><BR>>>>><BR>>>>>I =3D3D
>> >>>choose=3D3D20
>> >>> Polesoft Lockspam to fight spam, and=3D3D20
>> >>> =3D3D
>> >>>you?<BR>>>>>http://www.polesoft.com/refer.html<BR>>>>=3D3D
>> >>>:><BR>>>>><!
```

Subject: Re: Bootcamp 1.2 with Vista support.
Posted by [excelav](#) on Sat, 31 Mar 2007 01:17:57 GMT
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```
>><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><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
>><DIV><FONT face=3D3DArial size=3D3D2>I could have sworn that I tried =
the =3D
>>L&R outs of=3D20
>>the Mecs and never got signal.</FONT></DIV>
>><DIV><FONT face=3D3DArial size=3D3D2>You are saying that gives you =
submix =3D
>>only=3D20
>>data? This is crazy.</FONT></DIV>
```

>><DIV>I'll be experimenting today for =
=3D
>>sure.</DIV>
>><DIV>Tom</DIV>
>><DIV> </DIV>
>><DIV>After the Beatle Juice show I =
=3D
>>guess.</DIV>
>><BLOCKQUOTE=3D20
>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> <DIV>"Dimitrios" <<A=3D20
>> =
href=3D3D"mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr> =3D
>>wrote in=3D20
>> message <A=3D20
>> =3D
=
>>href=3D3D"news:46389187\$1@linux">news:46389187\$1@linux...</DIV>
=
Yeah=3D
>>=3D20
>> Dj,
Why not then use the simple L R outputs in patch bay where =
=3D
>>every submix=3D20
>> has
these and route them to the related mec's out into your =3D
>>compressor and=3D20
>> then
back to your other mec.
Is the headphone out of any =
quality
>=3D
>>
>> ?
You can use also the digital outs to connect to a Pulsar =
VINCO=3D20
>> compressor
and then back to other mec ...

Well you have =
to
=3D
>>note=3D20
>> here.
the audio coming in the other submix will be delayed to =
the
=3D
>>non=3D20
>> compressed
drumtracks... what will you do ?
You can of =
course =3D
>>record it=3D20
>> and then nudge or better use Faderworks...

Ok so now you =
are =3D
>>tempted to=3D20
>> come back to Paris or not ??
We are waiting for=3D20

>> you...
Regards,
Dimitrios

"DJ" <<A=3D20
>> =3D
=
>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com=>=3D=
20
>> wrote:
>Heheh!!! parallel compression in Paris through a =3D
>>headphone=3D20
>> out. Whoda'

>thunk? Can't believe I never tried =3D
>>this =3D20
>> when I was running 4 x MECs. Just

>use a card and separate =
=3D
>>MEC for=3D20
>> drum submixes, grab yourself an insert
>cable, route the =3D
>>headphone out=3D20
>> to a stereo compressor (maybe sidechain
to
>an EQ to =3D
>>hipass=3D20
>> the LF a little.....or maybe not) and return them
to =
=3D
>>
>the=3D20
>> Paris inputs on a channel pair on a different MEC and you're=3D20
>> there.

>Damn!!!....how simple is=3D20
>> this?

>;o)

>"Dimitrios" <<A=3D20
>> =3D
=
>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr=
>=3D
>> wrote=3D20
>> in message
>news:463853fb\$1@linux...
>>
>> =3D
>>Dear=3D20
>> Tom,
>> ALSO L and R on each submix except for =3D
>>submix1=3D20
>> outputs only the rel
