
Subject: Drum gate

Posted by [TCB](#) on Sun, 13 Jul 2008 15:28:20 GMT

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>up hardware detection timings because some of them seem to work fine at
>one

>>fifth what they were now that the direct writes are being managed.

>>

>>There are other small changes, too. Let me know if you have a chance to

>>try this and how it g

Subject: Re: Drum gate

Posted by [Bill L](#) on Sun, 13 Jul 2008 18:21:20 GMT

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gt;

>>All the best!

>>

>>Mike

>HI Gantt,

If this is a 1.2 GHz laptop it's probably a Centrino based one.

YOU most reliable host for for this probably be Reaper.

The Presonus does not work right with Presonus gear so you will ahve to
use Reaper of other host.

The older FP10(Firepod works fine but all the Firestudio based units do
not work well becuase of the way Sonar does its ASIO.

Chris

Gantt Kushner wrote:

> Reaper certainly is worth checking out! I'm trying to fi

Subject: Re: Drum gate

Posted by [Rod Lincoln](#) on Mon, 14 Jul 2008 00:45:46 GMT

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PER and PARIS.

>>

>> - Kerry

>>

>> On 2008-09-14 08:41:28 -0700, "Gantt Kushner" <ganttmann@comcast.net> said:

>>

>>> Any Sonar users around? I'm looking for something to install on my wife's

>>> HP laptop for remote gigs w/ a firewire interface. I am, as the saying
> goes,
>>> wide open to suggestion!
>>>
>>> Gantt
>>
>Thanks, Chuck! I've been reading up on volatile variables. I'm thinking
that some of the delays I'm having to put in might be better handled by declaring
the user mode pointers as volatile given that we're really multitasking now.

This is a great learning experience for me. :)

Thanks again!

Mike

"chuck duffy" <c@c.com> wrote:
>
>Lookin good dude. I'm try

Subject: Re: Drum gate
Posted by [TCB](#) on Mon, 14 Jul 2008 01:07:06 GMT
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ing to dig up the C16 code for you, I'll bet you
>could have fun with that :-)
>
>Chuck
>
>"Mike Audet" <mike@...> wrote:
>>
>>
>>
>>Looks like I trimmed the timings down too far in one place.
>>
>>Here's a newer one.
>>
>>
>>
>>
>>"Mike Audet" <mike@...> wrote:
>>>
>>>
>>>
>>>Hi All,

>>>
>>>Here's my latest build of the PSCL.
>>>
>>>I thought I should write a bit about what the PSCL is and what it does.
>>
>>>
>>>
>>>There is a set chain of communication that goes on in PARIS while the
app
>>>is running. It looks like this:
>>>
>>>PARIS App <--> PSCL <--> scherzo driver <---> hardware.
>>>
>>>Basically, the App calls functions in the PSCL in order to tell the hardware
>>>to stop playing, or start, or load the driver for the 8 out cards, or
whatever.
>>> The PSCL translates these requests to commands that the cards can understand
>>&g

Subject: Re: Drum gate
Posted by [TCB](#) on Mon, 14 Jul 2008 01:08:39 GMT
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t;and sends the commands to the scherzo driver to pass them down to the
cards.
>>>
>>>
>>>When the PSCL was first written - which was a long time ago now - there
>>was
>>>no way to run PARIS on a multi-CPU machine. Not only was there no need
>>to
>>>protect the code from the hazards of a multi-cpu machine, there was no
>way
>>>to test if what you had done worked even if you tried.
>>>
>>>I've been trying to make the PSCL multi-cpu safe. This has been a huge
>>challenge
>>>for me because the PSCL was written in a c-like style. It's all structures
>>>and functions. It's not object oriented at all, which is what is more
>common
>>>today and what I'm used to. I'm also still a new programmer. So, more
>>than
>>>once I've thought somethi

Subject: Re: Drum gate

Posted by [Kim W](#) on Mon, 14 Jul 2008 08:07:27 GMT

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>Chuck

>

>

>KerryGalloway <kg@kerrygalloway.com> wrote:

>>Heya Gantt - REAPER is definitely ready for prime time. For the cost

>>involved (zero, and a painless install that does absolutely zero

>>invasive stuff on your HD) you can't go wrong trying it out.

>>

>><http://www.reaper.fm/>

>>

>>We use it for live recording all the time, and it's been solid as a

>>rock. It also contains a number of features that make it excellent for

>

>>live recording - for example, you can set it to save audio files on the

>

>>fly when they reach a certain size,

Subject: Re: Drum gate

Posted by [Aaron Allen](#) on Mon, 14 Jul 2008 08:13:41 GMT

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so you never wind up with "poof,

>>it's all gone!" even when recording a full evening at a go. Even a

>>disaster like a kicked-out power bar can be fully recoverable, unlike

>>some apps that shrug and leave you nothing but a "whaddya?" (in fact,

>>that feature right there is part of what prompted my partner's shift to

>

>>REAPER for live work).

>>

>>Great sound quality, a ton of plugins and features, and all this for

>>cheap. No dongle for aggressive dancers to bump out; in fact, no copy

>>protection of any sort, it's honor system. 30 day non-expiring

>>shareware (you get a five-second nag at boot after 30 days), then \$50

>>for non-commercial use and \$

Subject: Re: Drum gate

Posted by [rick](#) on Mon, 14 Jul 2008 08:50:59 GMT

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nttmann@comcast.net> said:

>>

>>>

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>>> HP laptop for rempoe gigs w/ a firewire interface. I am, as the saying
>goes,
>>> wide open to suggestion!
>>>
>>> Gantt
>>
>>
>Hey Chuck - that might come in awfully handy combined with this:

<http://www.reaper.fm/sdk/plugin/>

- Kerry

ps, ever get tempted to throw a PARIS rig back together? 2008 mi

Subject: Re: Drum gate

Posted by [Bill L](#) on Wed, 16 Jul 2008 01:14:28 GMT

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;> gear...
>> and you are saying that software doesn't work with that gear? I am
>> unfamiliar
>> with Presonus and was just wondering what you all meant by that. Sounds
>> like I will stay from Presonus, if that is the case...
>
> FWIW, and I may have gotten a lemon, I had horrid luck with Presonus FW.
>
> AA
>>
>> ~ Ed
>>
>>
>> Chris Ludwig <chrisl@adkproaudio.com> wrote:
>>> HI Gantt,
>>> If this is a 1.2 GHz laptop it's probably a Centrino based one.
>>> YOU most reliable host for for this probably be Reaper.
>>> The Presonus does not work right with Presonus gear so you will have to
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>>> The older FP10(Firepod works fine but all the Firestudio based units do
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>>> not work well because of the way Sonar does its ASIO.
>>>
>>> Chris

Subject: Re: Drum gate

Posted by [Graham Duncan](#) on Wed, 16 Jul 2008 20:21:58 GMT

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