

---

Subject: A funny one

Posted by [George Axon](#) on Thu, 24 May 2007 13:26:40 GMT

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

---

br />

start to loose things than gain because there is a limit to everything.

I respect though your oppinion and I agree with 16 bit recordings , thats what I do, and I surely believe that BrianT is a pioneer in sound sculpting.

Regards,

Dimitrios

"TCB" <nobody@ishere.com> wrote:

>

>But you can't \_record\_ that. Put another way, if Dimitrios fed the SPDIF of

>an RME Mutliface (BTW - running down RME gear on sonics is pretty ballsy

>in my opinion. Maybe not the best in the world, but certainly not the worst)

>and ran it through DeeJ's Benchmark it would sound like the Benchmark. So

>what Dimitrios is hearing is the converter. A perfect DA -> AD loop, with

>infinite sample rate and word length, would create exactly the exact same

>file as the original. So why do it? Clock jitter? You said yourself jitter

>is a record/playback issue. The file doesn't have any jitter, it can't any

>more than tape can have a head misaligned.

>

>Even if the Mytek is used as an effect, if the RME converter is so awful,

>will the Mytek'd file played through it sound better? And how much better

>will the final playback devices be sonically than the RME?

>

>I'm saying this is a bad idea theoretically in that if done

---

Subject: Re: A funny one

Posted by [rick](#) on Thu, 24 May 2007 15:02:29 GMT

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

---

>>>>--

>>>>Chris Ludwig

>>>>

>>>>ADK Pro Audio

>>>>(859) 635-5762

>>>>www.adkproaudio.com

>>>>chrisl@adkproaudio.com

>>>

>>

>I played around with the demos.. Nice. the interface needs some work

"wireline" <kennospam@wirelinestudio.com> wrote:

>  
>These:  
>  
><http://www.samplitude.com/eng/vst/uebersicht.html>  
>  
>The AM track is very VERY cool, as it by itself is a very clear and powerful  
>SW compressor, but add to the flavor the tape emulator (which is as accurate  
>a tape emulation design as I've encounter yet...smokes anything offered  
for  
>digi or others...)  
>  
>Note these were just recently made available as VST - for years they were  
>proprietary Samplitude...all written by the same genius who wrote the Digital  
>Fish Phones set (my second favorite SW comps and all time favorite noise  
>gates...)  
>  
>Graham Duncan <[graham@grahamduncan.com](mailto:graham@grahamduncan.com)> wrote:  
>>Which comps in Samplitude?  
>>  
>>Graham  
>>  
>Read the end of my post, LaMont. I said that to get what you want you don't  
need more precision, you need programmers to write mixers that sound (and  
I think, more importantly, act) the way you want them to. That probably will  
involve

---

---

Subject: Re: A funny one  
Posted by [Deej \[4\]](#) on Thu, 24 May 2007 15:56:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

some kind of modeling/convolution and other magic tricks incorporated  
into the mixer, but for heaven's sake don't halve your DSP juice for a marginally  
more accurate LSB in a 32 bit word. It's not going to do squat to get you  
where you want to be.

TCB

"LaMont" <[jjdpro@ameritech.net](mailto:jjdpro@ameritech.net)> wrote:  
>  
>Thad , you and all of those who use the pure logic of digital audio aparently  
>don;t use your ears.. I'm sorry man.. If you think all DAWs , converters  
>sound the same using thesam DAW, then you need better ears..  
>  
>That's why we and many other, have these discussion on sound.. Matter not  
>what the math and the theory of Digital audio is..DAWs and Convertors sound  
>different.  
>

>Some companies like Apogee, EMU/Ensoniq set out to make thier converter  
color  
>and distort in pleasing way...  
>  
>To simple say 01 010's 01 is not the whole story. Daw's sound differnt when  
>using the same wave files.. The way pan laws coded are different per manufactuer.  
>  
>  
>This is an old argument that many Engineers will tell why they like a certian  
>DAW and converters better than others..  
>  
>The bottom line is this: We like pleasing gentle Harmonic Distorion. Ensoniq  
>figure out how to do it. So did apogee and others (Sony)..We like some  
Color  
>in our converters..  
>  
>"TCB" <nobody@ishere.com> wrote:  
>>  
>>But LaMont, all of the audio DSP/summing/mixing floating point processing,  
>>which could be 100% 64 bit on a 32 bit operating system. Hell, it could  
&g

---