
Subject: HELP!!!!

Posted by [Tyrone Corbett](#) on Wed, 26 Jul 2006 04:14:37 GMT

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

#64;somethingorother.net" target="_blank">artguy@somethingorother.net> wrote in message news:44f7f89f\$1@linux...

>

> me too! me too!

>

> I saw him about a month ago. Dynamite. He had an Aussie girl duo open for
> him, and came out and backed them up on a couple of tunes, before his solo
> set -- it was interesting seeing him function as a backup guitarist.

>

> Then he just blew us all away. Did a good hour and a half set. Then came
> back and did another half hour encore. Amazing.

>

> -steve

>

>

> "Ted Gerber" <tedgerber@rogers.com> wrote:

>>

>>Since we've got a run on YouTube vids- here's Tommy Emmanuel

>>playing a tune I normally wouldn't be interested in. (I hope this

>>link works). tommy is a brilliant player and performer. He's

>>also a really nice guy, and along with the acoustic-pyro can be subtle

>>too...

>>

>>

>>

>> <http://www.youtube.com/watch?v=adfEjIZpqNE&mode=related&search=>

>This is a multi-part message in MIME format.

-----=_NextPart_000_01E2_01C6D0CC.085323D0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

I've done it many times, but it's a little more difficult if you're =
using XP, (unless your using a crack, that is) ;>p

--=20

Martin Harrington

www.lendaneer-sound.com

"Brandon"

Subject: Re: HELP!!!!

<a@a.com> wrote in message news:44f82c23\$1@linux...

I know the answer to this question or at least I think I do, but
I am hoping someone will tell me different.
Is there a way to swap a motherboard with a totally different MB
and reload all the drivers without wiping the HD clean and starting =
from
scratch & still have a stable system?

Thanks,

--=20

Brandon

-----=_NextPart_000_01E2_01C6D0CC.085323D0

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 6.00.5450.4" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>I've done it many times, but it's a little more =
difficult if=20

you're using XP, (unless your using a crack, that is) =

>p
--=20

Martin Harrington
<A=20

href=3D"http://www.lendaneer-sound.com">www.lendaneer-sound.com
</=

DIV>

<BLOCKQUOTE dir=3Dltr=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Brandon" <a@a.com> wrote in =
message=20

news:44f82c23\$1@linux...</DIV>

<DIV> </DIV>

<DIV>I know the answer to this question or at least I think I do, =
but</DIV>

<DIV>I am hoping someone wi

Subject: Re: HELP!!!!

Posted by [Tyrone Corbett](#) on Wed, 26 Jul 2006 23:12:43 GMT

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

that's hot, but COOL!! Sounds like something I need to try.

;o)

"Carl Amburn" <carlamburn@hotmail.com> wrote in message news:44fdcf7a@linux...

> One time I (a loooong time ago)..... thought I'd see how long of an EDS
> reverb time I could set on an aux - I pretty sure I maxed out the setting
> and then tried to play it back (I was going for this "fade in

Subject: Re: HELP!!!!

Posted by [Ed](#) on Sat, 29 Jul 2006 02:31:22 GMT

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

br />

and plug Paris back into the console :)

AA

"EK Sound" <askme@nospam.com> wrote in message news:4500332a\$1@linux...

> No kidding... We are building this into a rolling rack so it can be
> rented to other studios as well... When here, I will wheel it into a
> sound proof closet at the back of the CR. Hopefully having it portable
> will help offset the expense.

>

> David.

>

> DJ wrote:

>

>> I think FunkLogic should start making PT hardware faceplates with little
>> blinky lights. That way you could use something that sounds good and the
>> idio....errrr.....clients could feel like they were getting tooled
>> without
>> your wallet getting tooled.

>>

>> ;o)

>>

>> "EK Sound" <askme@nospam.com> wrote in message news:44ff2c15\$

Subject: Re: HELP!!!!

Posted by [Deej \[1\]](#) on Sat, 29 Jul 2006 03:57:53 GMT

aybe

>> even stereo, files, but not 12 at once. Hot tips greatly appreciated.

>> Thanks, Dan

>

> --

> Chris Ludwig

> ADK

> chrisl@adkproaudio.com <<mailto:chrisl@adkproaudio.com>>

> www.adkproaudio.com <<http://www.adkproaudio.com/>>

> (859) 635-5762 It is about tennis. What don't you get? I'm thinking to be successful I need to start doing 91 mixes per song.

rick <parnell68@hotmail.com> wrote:

>oops...thought this was going to be about tennis...

>

>

>

>On Thu, 07 Sep 2006 18:48:45 -0400, John <no@no.com> wrote:

>

>><http://gearsutz.com/board/showthread.php?t=84587>

>Ok, so there is latency on Bounce To Disc, I suppose that makes sense, oes anyone know the exact numbers? Also, what about if a external comp is used? Thanks rod.

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>

>I do this all the time. The only thing else you really have to do, is adjust

>for the bounce latency. If you do a bounce to disk, there will be some, and

>it's different for 16 bit bounce than 24 bit bounce. Also ME is different

>than xp on the same system, and every system is different. This is assuming

>your dragging the segments (not the raw files) back into the same ppj. It's

>going to be somew

Subject: Re: HELP!!!!

Posted by [Nei](#) on Sat, 29 Jul 2006 13:04:14 GMT

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

[no@no.com](#)> wrote:

>>>

>>>> <http://gearsutz.com/board/showthread.php?t=84587>

>For the Bounce to disk? Once you figure it out, it will be the same for that bit rate. 16bits will give a different number different than 24 bits (that is, what your bitrate is set at during the bounce, bot what the existing

files are). 44.1 and 48k will yeild the same numbers for bounce to disk. ME/98 will be different than XP on the same system. Paris version 2.x will be different than version 3.0 on the same system. All this info is for bounce to disk. If you bounce using a spdif loop or lightipe loop, bit rate won't matter, and I think the #'s are the same from sys to sys. But you should check for yourself.

Rod

"cujo" <chris@nospamapplemanstudio.com> wrote:

>

>

>Thanks for the info,

>Is the # static for each system?

>

>

>

>

>

>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>

>>It varies from system to system. You just have to figure yours out. I've

>had

>>3 different systems, and they've all been different. I think it has to do

>>with how fast the cpu can kick into gear/the OS/ and the app.

>>The numbers for an external i/o should be the same however. I don't have >>those. Maybe some one else does.

>>Rod

>>"Cujo" <chris@nospamapplemanstudio.com> wrote:

>>>

>>>

>>>Ok, so there is latency on Bounce To Disc, I suppose that makes sense, >oes

>>>anyone know the exact numbers? Also, what about if a externeal comp is >used?

>>>Thanks rod.

>>>

>>>

>>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>>>

>>>>I do this all the time. The only thing else you really have to do, is

>adjust

>>>>for the bounce latency. If you do a bounce to disk, there will be some,

>>>>and

>>>>it's different for 16 bit bounce than 24 bit bounce. Also ME is different

>>>>than xp on the same system, and every system is different. This is assuming

>>>>your dragging the segments (not the raw files) back into the same ppj.

>>It's

>>>>going to be somewhere in the sub 1ms range, but if your mixing it back

>>with
>>>>the other drums...it will matter.
>>>>Rod
>>>>"Cujo" <chris@nospamapplemanstudio.com> wrote:
>>>>>
>>>>>
>>>>>Ok, I am really wanting to crush a drum group.
>>>>>
>>>>>Has anyone tried this? and if so is there a drawback?
>>>>>Bounce a mix with just the drums on, or add a little bass and bring
it
>>>back

Subject: Re: HELP!!!!
Posted by [Deej \[1\]](#) on Sat, 29 Jul 2006 14:06:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>>>>in paris on 2 channels on the same EDS card as the drums and basss
>>of
>>>>>course, and crush those 2 channels with say 1176's...seems simple of
>course
>>>>>you;d have to start the bounce from ground zero exactly or there would
>>>be
>>>>>phase issues.
>>>>>Besides the extra step and watsed channels, is there a drawback?
>>>>
>>actually john does. it's just after the fingers and toes are all used
up he's like a felled tree...stumped.

On 9 Sep 2006 00:02:34 +1000, "John Macy" <spamlessjohn@johnmacy.com>
wrote:

>
>You mean you don't already??
>
>:)
>
>
>"John" <no@no.com> wrote:
>>
>>It is about tennis. What don't you get? I'm thinking to be successful I
>need
>>to start doing 91 mixes per song.
>>

>>rick <parnell68@hotmail.com> wrote:
>>>oops...thought this was going to be about tennis...
>>>
>>>
>>>
>>>On Thu, 07 Sep 2006 18:48:45 -0400, John <no@no.com> wrote:
>>>
>>>><http://gearsllutz.com/board/showthread.php?t=84587>
>>>
>>is that \$0.10 canadian or american?

On Fri, 8 Sep 2006 05:46:58 -0400, "Don Nafe" <dnafe@magma.ca> wrote:

>I only charge \$0.10 per edit per track...work is guranteed...and by the
>sounds of it I'll be able to retire after this edit job
>
>;-)
>
>Don
>
>
>
>
>"Chris Ludwig" <chrisl@adkproaudio.com> wrote in message
>news:4500f89a\$1@linux...
>> HI ,
>> REcycle is pretty much a dead app at this point.
>> All the major audio apps now Cubase/Nuendo, Sonar, Ableton, Pro Tools,
>> Samplitude all offer audio quantizing on one of more tracks at a time.
>>
>>
>> Chris
>>
>>
>> dan b wrote:
>>> Hi folks, Somewhat unfortunately, I've got some serious tidying up of
>>> drum tracks to
>>> do. It's driving me nuts! (Anyone who wants an edit job / drummers with
>>> studios
>>> looking to record could try propositioning me!). I've got drums recorded
>>> across 12 channels, but much of the playing needs
>>> "quantising", ideally around a groove (i.e. the groove when he gets it
>>> right;
>>> or just reprogramming it from scratch). I'm a bit clueless when it comes
>>> to the possibilities offered in cubase / recycle, but presumable this
>>> would
>>> be the way forward, rather than trying to do it all by hand in Paris.
>>> Problem

>>> with recycle, as far as I understand it, it that it works on mono, maybe
>>> even stereo, files, but not 12 at once. Hot tips greatly appreciated.
>>> Thanks, Dan
>>
>> --
>> Chris Ludwig
>> ADK
>> chrisl@adkproaudio.com <<mailto:chrisl@adkproaudio.com>>
>> www.adkproaudio.com <<http://www.adkproaudio.com/>>
>> (859) 635-5762
>I know there was a link on my paris pro with instructions on how to run paris
on XP, but I can't find it. Does anyone have those in

Subject: Re: HELP!!!!

Posted by [Miguel Vigil \[1\]](#) on Sun, 30 Jul 2006 17:57:45 GMT

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

xzmdOsrAsqexrQ5wcXb2/S2pGtlavNQ0ne926 TPfWed8fR2qAe8SQ
BFgLXFwBkf2t3u/IKdrBWHtY7eJBDyNoLY3Mfsf7/wBlohvZ7oflaAQdNI3O QUiLZ1b93KjB8PP5
ljdrXEAmWztc0xqPoFLbX+93jtt/5JJT/9Lh/q70WvreU7Hsvrxdk2NcQGus J2g1VzFf6ON2xdTZ
9TsWro1mCWUjME+nkv8Aa4y4Guz1GbvzfzF5+1jnw2sS8yBzMntP9ldRZ9d7
n9HqwMag4l7NvqZN
ZDIq1v8Ag6n7Pp/np0SBdhRFuj0j6pdS6Zn43UaK/tTWO22Vbg8CsjZY9l1f 52/9J/N/ov8Aprpr
cPlspux7agxuQl2vduJLw0XNqbuZ7nPfuq9T+v6awfqvb1fOx3ZV+NQ7HJLW
XCWPc5vtL320+x1V
f57l0JvZXtrLyxtrtrGkkk6TpXDv85yfEaade/8A6MtO7yuf9RxXVU7p5ttu lb6lb5DYADHy6jfZ
X6T/AM9Z/R+hV51+Tj5DXh7YYWgmaA5rw57rNmjq3Vs2NZ6nq1+r/oql3DrY
BYxjoY0vcANpEanb
tDPzNz/5xSrQ6ZflxWmmu9jarPQfNbm72+m31HMB6eX6jGfzabKAsfxXCRq0
3S+nVYldDafZVS5x
e3Z7zbt2sPrH9lXzK7Pf/p67FcycWlZHPqqY+y4tZa3c5jXAY1n0tzf1f6X0 P5v8xGorYLDZXW1j
jDfV5O1o9tXqfSsb/wAYrjaWQC3nXa14J/znD2bnfy/3Eeuy3ic12FRXYby9 9j94taXAHbYxhqZa
zb73bavzf+uLkPrNndQwzQcfL24udWQ/06y1x3Ave53rNdbvvbY79J+j37P+ truLmhrXEBodqYfM
aeOxr/8AqVznX8X12W13OLLawwPMRWQ4+qyhgcXOv9TZ/wCceohlEgpB2fPc
3L6p1A0szcp176x6
dbX2GKz9Etdu2+nZe2ptX/CKoGvsabfTcXbtz7lcPTcXNHq3PYz+af7mbP3/ APra6HF+rt+eaLnC
zGrexweXN0md26pthPpX7X7f

Subject: Re: HELP!!!!

Posted by [David L](#) on Mon, 31 Jul 2006 14:43:07 GMT

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

AgICAgICAgICAgICAKICAgICAgICAg ICAgICAgICAgICAg
ICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg ICAgICAgICAgICAg
ICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg ICAgICAgICAgICAg

