
Subject: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!

Posted by [Neil](#) on Tue, 17 Oct 2006 02:28:41 GMT

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549ea7@linux" target="_blank">45549ea7@linux=
;...</DIV>>news:45549e=3D
>a7@linux">news:45549ea7@linux&l=
t;/A>>...</DIV>>>
>&nbs=3D
>p;=3D20=

> =20
</DIV>>>What =
protocol/type of=20
=3D
>interfac

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!

Posted by [audioguy_editout](#) on Tue, 17 Oct 2006 02:45:22 GMT

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e=3D20
> are =3D3D</BR>>>you =
using=20
for=3D3D20</BR>>> your=3D20
> =20
networking?></DIV>>
>> =
</DIV>></FONT=20
=3D
>
> face=3D3D3DArial=20
=
=3D
 >size=3D3D3D2>>AA</BR>></FON T>></DIV>></BR>>=
;>=20
=3D20
> </BLOCKQUOTE =
dir=3D3D3Dltr=3D3D20</BR>>>=20
=3D
>style=3D3D3D"PADDING-RIGHT: 0px;=3D20
> =
PADDING-LEFT: 5px;=20

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!

Posted by [cujo](#) on Tue, 17 Oct 2006 02:50:13 GMT

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 face=3D3D3DArial =
size=3D3D3D2>>l=20
am no match for DJ when it=20
=3D
 >comes</BR>>=3D3D</BR>>>to=3D20
> =
this=20
but=3D3D20</BR>>> I am pursuing a controllable =
=3D
>version=20
of=3D20
> a monster=20
=
=3D
 >=3D3D</BR>>>setup.</FONT&a mp;gt;></DIV>></BR>>&g=
t;=20

=3D20
> </DIV></FONT face=3D3D3DArial=20
size=3D3D3D2>=3D20
> =
</DIV></BR>>=20
</DIV></FONT =3D
>face=3D3D3DArial=3D20
> =
size=3D3D3D2></=20
have a master plan that is as =3D3D</BR>>simple as =
l=3D20
> =20
can=3D3D20</BR>> figure to pump Paris =
full=3D20
>

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [Neil](#) on Tue, 17 Oct 2006 02:58:29 GMT
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&nbs=3D3D</BR>>p; =3D
>14=3D3D20</BR>>=20
chip=3D20
> Pro card with 20 In/out and Delta 66 w/4 x=20
A-D,=3D20
> =3D3D</BR>>D-As=3D3D20</BR>> > =
and one SPDIF=20
in/out,=3D20
> </DIV></BR>& >=20
=3D
></DIV></FONT=3D20
> =20
face=3D3D3DArial=3D3D20</BR>>=20
=3D
> >=3D3D</BR>>size=3D3D3D2>= 3D20
> =20
&nbs=3D3D</BR>>p; =3D3D20</BR>> FX-Teleport Host =
=3D
>to=20
comp=3D20
> below</FONT=20
=3D
>face=3D3D3DArial=3D3D20</BR>> =3D20
>&nb

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [Neil](#) on Tue, 17 Oct 2006 03:09:41 GMT
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sp; =
size=3D3D3D2>=20
linked by 100mbps=3D20
> =20
LAN.</DIV></BR>>=20
=3D
></DIV></FONT=3D20
> face=3D3D3DArial=20
size=3D3D3D2> =3D
></DIV></BR>>=20
=3D20
> </DIV></FONT face=3D3D3DArial =
size=3D3D3D2>Comp #3:=20
Spare AMD =3D
>3000+=3D20
> =
=3D3D</BR>>waiting for=20
a=3D3D20</BR>> FX-Teleport =3D
>Client link =
to=3D20
> =20
Cubase comp #2</DIV></BR>& > =
=3D20
> =20

</DIV></FONT face=3D3D3DArial=3D3D20</BR>> =
=3D20
> =20
=3D3D</BR>>>size=3D3D3D2> =3D3D</BR>>>p;=20
=3D
>=3D3D20</BR>>> via=3D20
> 100mbps LAN. =
This guy will=20
take up the slack for the=3D20
> =20
=3D3D</BR>>>Cubase=3D3D20</BR>> t;> rig if =
need=3D20
> =20
be.></DIV>></BR>> t;>=20
=3D
>></DIV>></FONT=3D20
>> face=3D3D3DArial=20
size=3D3D3D2>>> =3D
>></DIV>></BR>>>=20
=3D20
> </DIV>></FONT face=3D3D3DArial =
size=3D3D3D2>My=20
application is for =3D
>heavy use=3D20
> =20
of</BR>>=3D3D</BR>>>Kontakt,= 3D3D20</BR>>> =
multiple=20
=3D
>softsynths and=3D20
>

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [animix](#) on Tue, 17 Oct 2006 03:24:19 GMT
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p;>there.></DIV>></BR>>> =

=3D20
> </DIV>></FONT face=3D3D3DArial=20
size=3D3D3D2>>>=3D20
> =
</DIV>></BR>>>=20
</DIV>></FONT =3D
>face=3D3D3DArial=3D20
> =20
size=3D3D3D2>Anyone see anything blatantly=20
wrong</BR>>=3D3D</BR>>>with=3 D20
> =
my=3D3D20</BR>>>=20
design? I'm still Scoping it=3D20
> =20
out!></DIV>></BR>> t;>=20
=3D
>></DIV>></FONT=3D20
>> face=3D3D3DArial=20
size=3D3D3D2>Thanks for your=3D20
> =20
=3D3D</BR>>>input,> </DIV>></BR>>>=20
=3D20
> </DIV>></FONT face=3D3D3DArial=20
size=3D3D3D2>Tom=3D20<

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [animix](#) on Tue, 17 Oct 2006 03:25:28 GMT
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BR>> =
></DIV>></BR>> >=20

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-----=_NextPart_000_00C6_01C704DF.AD860C90--Like I said Jamie, once we get a handle on at least fixing the big holes in our homeland security we can then work on long term solutions to why they hate us so. Hell, I don't even care if we work on the long term at the same time, just get to work on the immediate security stuff now.

Iraq has been a dismal abyss. Saddam ruled with a genocidal iron fist, and it appears that was the only thing kee

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EdyRXO+FxyVlcEdi/P2oSx618MG8Hmz7PiC1YvnqWmm09RQ5A5+8xU
t7F9yMcxJdeIM1vhUI4+Q5v5l6liaqTR2+Uv5LjfGLsNePJkKVYHxTbW09tL
ymunl9zdWFfbREgtyGpT0corYSpBi0jikO6j1kePKxGyxDJqx+yyHjvgqXeS
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mSX22YdjMiHZNxWJ0g4CONIKaktF4ornaSCKlu/TnO85X5Lx5x9jFTaQYgUm
NODnuEz46GwVBANRdyxHbImYzk1uG+PaiM7oYkKdB3WRvtQ4LknOXEDj0m6
rJnHnjtncaOsfYB2vwiusHFv7B55EaMrBxWNhQV33/N+P6IOH6tabi7BK4xl
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/9TN

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [Neil](#) on Wed, 18 Oct 2006 01:45:12 GMT

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```
gt; > > design? I'm still Scoping it out!</FONT></DIV>
>>> > > <DIV><FONT face=3DArial size=3D2>Thanks for your =
>>> > > >input,</FONT></DIV>
>>> > > <DIV><FONT face=3DArial size=3D2>Tom </FONT></DIV>
>>> > > <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>> > > <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>> > > <DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam
>
> to fight =
>
>>> > > >spam, and=20
>>> > > >you?<BR><A=20
>>> > > >=
>&g
```

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [cujo](#) on Wed, 18 Oct 2006 03:25:01 GMT

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t will work on an existing audio track with insert effects.

>> Im not sure of the order of doing this in version 2. (i skipped V.2

>> straight to V.3.

>> You cant export a virtual instrument unless it knows what it played

>> (freeze)and you sure as hell cant export a midi file as an audio file.

>> I wouldnt lie to you bro.

>>

>> "Carl Amburn" <carlamburn@hotmail.com> wrote in message

>> news:4554f5c2\$1@linux...

>> > Thanks Chas, I will check this out. I wish there were just a "render
to

>> > file" function that plopped down some audio for me. Oh well.....

>> >

>> > -Carl

>> >

>> > "Chas. Duncan" <duncan5199ATsbcbglobalDOTnet@> wrote in message

>> > news:2dr9l2pnkhafq5pck0lk4jedmg9sukk29k@4ax.com...

>> >> Set locators left and right (shift/L and shift/R) to define the region

>> >> you want to export. Solo the track. Open the main mixer (or hit

>> >> "ctrl" and "+/= " keys for shortcut, if I remember correctly) and

>> >> choose "export audio"... Then you get a dialogue to define parameters

>> >> (stereo/mono, name, etc.) and specify location to write the file,

>> >> whether or not to export with effects in place, etc. Hit "enter" and

>> >> you're done...

>> >>

>> >> For positioning: set that left locator at a specific bar line (if your

>> >> target project is locked to BPM) or at a specific time... Drag into

>> >> Paris (or whatever host you're aiming for) and lock to whichever

>> >> reference you chose for export -- should be dead on the money... And

>> >> leave that right locator loose enough to allow for any reverb/echo

>> >> tails...

>> >>

>> >> -- now go forth and make noises -- chas.

>> >>

>> >>

>> >>

>> >>

>> >> On Fri, 10 Nov 2006 13:07:14 -0600, "Carl Amburn"

>> >> <

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [Neil](#) on Wed, 18 Oct 2006 03:29:02 GMT

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com" target="_blank">carlamburn@hotmail.com> wrote:
>> >>
>> >> >How do you render a midi track playing a vst instrument to an audio
>file
>> >> >(that's positioned correctly) ?
>> >> >
>> >> >tia,
>> >>

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [Don Nafe](#) on Wed, 18 Oct 2006 16:04:56 GMT

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ths will need to reside =
in the=20
'client' comp to be accessed from</DIV>
<DIV>the Host. FXT says the =
presets and all=20
relevant data is saved within the</DIV>
<DIV>host. It's a wrapper that =
assigns the VST=20
plugins to the LAN connection</DIV>
<DIV>from one VST location to the =
other. I=20
think it can go bidirectional.</DIV>
<DIV><A=20
=
href=3D"http://www.fx-max.com/fxt/product.html">http://www.fx-max.com/fxt=
>product.html</DIV>
<DIV>Tom</DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

Subject: Re: Cubase Mix Buss - you can NOT tell me this sounds one-dimensional!
Posted by [EK Sound](#) on Wed, 18 Oct 2006 16:17:47 GMT

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ow how =
to
break up=20
the data stream? For example, let's say you're sending
24 =
channels of=20
audio through your LAN card & cables from computer "A" =
to
computer=20
