
Subject: Re: How do I Render External Aux FX?
Posted by [Rod Lincoln](#) on Wed, 20 Dec 2006 22:19:23 GMT
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IV>Does it actually get the loop points=20

><DIV>also translate the effects in some way
=
>to Kontakt=20

><DIV>Anything you have experienced would be
=
>great to=20
>know.</DIV>
><DIV>Thanks,</DIV>
><DIV>Tom</DIV>

><BLOCKQUOTE=20
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> <DIV>"LaMont" <<A=20
> href=3D"mailto:jjdpro@ameritech.net">jjdpro@ameritech.net> =
>wrote in=20
> message <A=20
> =
>href=3D"news:45aa482f\$1@linux">news:45aa482f\$1@linux...</DIV>
Hi=20
> Tom,

CdXtract works great for wha you want to do, but Chicken =
>System's=20
> Translator
works even better..Check it out.

<A=20
> =
>href=3D" http://www.chickensys.com/products/sw_iteminfo.php?sw_name=3 DTran=
>slator+Pro"> http://www.chickensys.com/products/sw_iteminfo.php?sw_name=3 D=
>Translator+Pro

"Tom=20
> Bruhl" <<A =
>href=3D"mailto:arpeggio@comcast

Subject: Re: How do I Render External Aux FX?
Posted by [Don Nafe](#) on Wed, 20 Dec 2006 22:43:25 GMT
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/>
>>>>>>>>> entire
>>>>>>>>> motherboard now? So now, what were you complaining about?
>>>>>>>>>
>>>>>>>>> Pardon me dropping in uninvited.... but...umm... what exactly are

>> you
>>>>>>> guys
>>>>>>> arguing about? ;-)
>>>>>>>
>>>>>>> An Intel cpu is an Intel cpu. Don't know what motherboards the
new
>>
>>>>>>> Macs
>>>>>>> use, but undoubtedly they are also available on Newegg or
>>>>>>> TigerDirect
>>
>>>>>>> for a
>>>>>>> PC - the same goes for every other part, other than the case and
>> the
>>>>>>> OS.
>>>>>>>
>>>>>>> The Motorola boards were made for Apple (probably exclusively)
>>>>>>> because,
>>>>>>> well, no one else used Motorola cpus for a PC (mostly for other
>>>>>>> hardware
>>>>>>> devices). I learned assembly language on 808x and 68k processors
>> -
>>>>>>> Intel
>>>>>>> and Motorola. Both do much the same thing, but with a different
>>
>>>>>>> framework -
>>>>>>> 68k's were a little better suited for graphics, but not so much
for
>>
>>>>>>> math -
>>>>>>> vice versa for the Intels, though the differences were more in
the
>>
>>>>>>> structure
>>>>>>> and form of the instruction set, rather than actual functions -

>>>>>>> that's
>>
>>>>>>> the
>>>>>>> main difference the later versions inherited. The problem with

>>>>>>> Moto
>>
>>>>>>> is they
>>>>>>> couldn't get their clock speeds down with their design - it was
a
>>
>>>>>>> limited

>>>>>>>> design there. I think it is smart of Apple to finally ditch them
>> and
>>>>>>>> go for
>>>>>>>> Intel (or AMD as was considered for a while I believe).
>>>>>>>>
>>>>>>>> Motherboard manufacturers just make boards to run whatever cpu
is
>>
>>>>>>>> selling
>>>>>>>> enough to warrant making a board for it, so now you could probably
>>
>>>>>>>> drop most
>>>>>>>> any core 2 duo compatible mobo in a Mac and it should run, unless
>> the
>>>>>>>> OS is
>>>>>>>> setup to lock out all but spec'd boards, or tolerances with other
>>
>>>>>>>> parts are
>>>>>>>> too low.
>>&g

Subject: How do I Render External Aux FX?

Posted by [emarenote](#) on Thu, 21 Dec 2006 00:19:33 GMT

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t;<DIV>I want to think cdXtract 4.1 =
>will do a
> =3D
> >better job=3D20
> >but they haven't retuned</DIV>
> ><DIV>my multiple emails to tech =
>support and
> =3D
> >sales. =3D20
> >Anyone like the program?</DIV>
> ><DIV>Should I spring for the \$139 =
>just to =3D
> >see if it=3D20
> >works? </DIV>
> ><DIV> </DIV>
> ><DIV>What would you do? \$139 would =
>get =3D
> >me another=3D20
> >sample disk in Kontakt format . . .</DIV>
> ><DIV> </DIV>
> ><DIV> </DIV>
> ><DIV>

I choose Polesoft Lockspam to fight =

```
>spam, =3D
> >and=3D20
> >you?<BR><A=3D20
> =
>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>fer=3D
> >.html</A> </FONT></DIV></BODY></HTML>
> >
> >
>
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>charset=3Diso-8859-1">
><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV><FONT face=3DArial size=3D2>Hey Lamont,</FONT></DIV>

>Translator=20
>with Kurzweil discs?</FONT></DIV>
><D
```

Subject: Re: How do I Render External Aux FX?
Posted by [emarenot](#) on Thu, 21 Dec 2006 00:35:37 GMT
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```
;>>>>>>>> GUI and logos. While there are strong similarities, different
>>>>>>>> philosophies and implementations create different user
>>>>>>>> experiences.
>>>> How
>>>>>>>> much of that difference matters to you will influence your desire
>>>> to
>>>>>>>> waste time on these threads. :^)
>>>>>>>> Of course - I was just giving you guys a hard time because you

>>>>>>>> seemed
>>>> to
>>>>>>>> be
>>>>>>>> arguing the same point from different perspectives. It's always
>> best
>>>> to
>>>>>>>> evaluate tech gear for what it is rather than how it is marketed.
>>>>>>>> But if you just want to get down the hill and don't see much
>>>>>>>> difference
```

>>>>>>>> in how you get there, a snowboard is as good as skis. No real
>>>>>>>> difference...
>>>>>>>> Skis are better :-) ...and it's important to enjoy the whole
>>>>>>>> mountain,
>>>>
>>>>>>>> not
>>>>>>>> just the groomed runs.
>>>>>>>>
>>>>>>>> BTW - iPhone is very cool. I don't have a new PDA, or cutting
edge
>>>>
>>>>>>>> phone,
>>>>>>>> so maybe there are other options too, but the touch screen and
>>>>>>>> orientation
>>>>>>>> detection rock. Too expensive for now though. If they come down,
>>>> I
>>>>>>>> might
>>>>>>>> consider getting one if it isn't too bulky for a phone.
>>>>>>>>
>>>>>>>> Regards,
>>>>>>>> Dedric
>>>>>>>>
>>>>>>>> Cheers,
>>>>>>>> -Jamie
>>>>>>>> www.JamieKrutz.com
>>>>>>>>
>>>>>>>>
>>>>>>>> Dedric Terry wrote:
>>>>>>>>> On 1/13/07 6:48 PM, in article 45a988e7@linux, "Jamie K"
>>>>>>>>> <Meta@Dimensional.com> wrote:

Subject: Re: How do I Render External Aux FX?
Posted by [chuck duffy](#) on Thu, 21 Dec 2006 00:41:42 GMT
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t; Sadly, no mention of ExpressCard. I would hope that's next.
>
> TCB
>
> "DJ" <www.aarrrrggghhh!!!.com> wrote:
>>
>>
>>this just posted to the RME forum:
>>
>>
>>The HDSPe PCI Card and the HDSPe MADI card are newly engineered=20
>>PCI-Express versions of their PCI successors. Still based on RME's

>>famous Hammerfall DSP series features and quality the new PCI-Express
>>core ensures full compatibility and maximum performance with
>>the latest high-speed serial bus technology found in all newer
>>motherboards and computers. Furthermore RME=B4s FPGA core ensures
>>full update capability via RME's Secure Flash technology,
>>for further hardware and driver updates.

>>

>>The HDSPe PCI Card is a short length PCIe x1 card that provides
>>RME=B4s own high-speed serial audio data bus, as used in the Multiface,
>>Multiface II, Digiface and RPM. These systems are owned and used
>>by ten thousands of audio professionals around the planet.
>>If users are looking for a no-compromise high-speed audio solution
>>combined with ultimate compatibility, these devices are still
>>state of the art. The Multiface II and Digiface solutions combine
>>some of the highest possible audio transmission rates and low-latency
>>features you can realize with card-based interface techniques,
>>faster than most serial solutions; combined with flexible connectivity.
>>Artists and studios all over the world rely on these combinations.
>>With the HDSPe PCI Card the further use of the existing range
>>of RME=B4s I/O boxes in next generation computers is secured.
>>As a special addition, the new HDSP PCIe series is prepared
>>to support the use of the TCO, RME's Time Code Option,
>>with Multiface/II and Digiface.

>>

>>The HDSPe MADi card rounds up RME=B4s Premium Line MADi products
>>as it is now the interfacing flagship to the MADi world.
>>The HDSPe MADi card offers a powerful 128 I/O-channel computer
>>connection. It supports 56- and 64-channel modes as well as
>>Single and Double Wire formats. All 64 inputs and 64 playback
>>channels can be routed and mixed independently to 64 physical outputs.
>>The HDSPe MADi turns every "state of the art" computer
>>into a powerful DAW (Digital Audio Workstation).
>>The HDSPe MADi offers the most powerful router/mixer
>>implemented on a single PCI-Express card ever.
>>Compared to the existing standard PCI MADi card,
>>the new PCI-Express version offers several advantages,
>>like support for higher sample rates than 96 kHz,
>>TCO support and lower latency.

>>

>>Both cards come with drivers for Windows XP (multi-client operation
>>of MME, GSIF and ASIO 2.0) and brandnew Windows Vista drivers.
>>Apple users are perfectly served with Power PC and X86 (Intel)
>>drivers providing Core Audio and Core MIDI support.

>>

>>The HDSPe PCI Card will be available worldwide from March 2007.
>>The HDSPe MADi Card will be available from April 2007.
>>The pricing will be slightly higher compared to the standard PCI card=20
>>products.

>>
>>Hmmm.....if I don't get one of these, I might.....

Subject: Re: How do I Render External Aux FX?
Posted by [Ted Gerber](#) on Thu, 21 Dec 2006 01:01:14 GMT
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```
/>
>>
>>
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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>><META http-equiv=3DContent-Type content=3D"text/html; =
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>><META content=3D"MSHTML 6.00.2900.2180" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY>
>><DIV><FONT face=3DArial size=3D2>this just posted to the RME =
>>forum:</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><BR><
```
