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t was actually from '95, I think, because it says that the new PT "project card" (formerly Session8 ***Mac*** card) bundle would be out in early '96, so are you sure you just didn't encounter it on PC first? I could be wrong, tho.

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mp;gt;l choose Polesoft Lockspam to fight spam, and=20
you?
> >>> =20
>>>>http://www.polesoft.com/refer.html
> =20
>>> >>>>
> >>> =20
>>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
=3D
>Transitional//EN">
> >>> =20
>>>><HTML>< HEAD>
> =
>>> =20
>>>><META http-equiv=3D3D3D3DContent-Type=20
content=3D3D3D3D"text/html;
=3D
>=3D3D3D
> =
>>> =20
>>>>char=3D3D3D3Dset=3D3D3D3Diso-8859-1">
> =
>>> =20
>>>><META content=3D3D3D3D"MSHTML 6.00.2800.1400">=20
=3D
>name=3D3D3D3DGENERATOR>
> >>> =
>>>><STYLE>< /STYLE>
> =
>>> =20
>>>></HEAD>
> >>> =20
>>>><BODY bg=3D3D3D3DColor=3D3D3D3D#ffffff>
> =20
>>> >>>><DIV><F ONT =
face=3D3D3D3DArial=20
=
=3D
 >&size=3D3D3D3D2>Dimitrios, </DIV>
>&=
 =20
>>> >>>><DIV><F ONT =
face=3D3D3D3DArial=20
size=3D3D3D3D2>You should only get
=3D
>the =
phone
> =20
>> =3D3D
> >>>&out =3D3D3D
> =20
>>> >>>>&active on =
the=3D3D3D20
> =20
>>> >>>>Submix A Master=20

MEC.</DIV>
> >>>> =20
>>>>>>>></DIV></FONT face=3D3D3D3DArial =
size=3D3D3D3D2>>At least=20
that's been
=3D
>>my =3D3D3D
>>> >>>>>>> =20
>>>>>>>>understanding. =3D3D3D20
>>> =
>>>>>>> =20
>>>>>>>></DIV>
>>> =
>>>>>>> =20
>>>>>>>></DIV></FONT face=3D3D3D3DArial=20
size=3D3D3D3D2>>Tom</DIV>& mp>>
>>> =
>>>>>>> =20
>>>>>>>></DIV></FONT face=3D3D3D3DArial=20
size=3D3D3D3D2>>>> </DIV>>>>
>>> =
>>>>>>> =20
>>>>>>>></BLOCKQUOTE=3D3D3D20
>>> =
>>>>>>> =20
>>>>>>>>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px;=20
=3D
>>MARGIN-LEFT: =3D3D
>>> >>>>>>>5px; =
=3D3D3D
>>> =20
>>>>>

Subject: Re: Helios EQ

Posted by [Gantt Kushner](#) on Fri, 30 Mar 2007 13:26:57 GMT

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amp>>>>>>>></A =3D3D3D2=3D
>>0</BR>>>>>>>=
>>>>>href=3D3D3D3D" </A=3D3D20</BR>>>>>>>>=2 0
=3D20
>>> =20
=
=3D
 >>=3D3D</BR>>>>>>>>href= 3D3D3D'http://www.polesoft.com=
/refer.html">>http:=3D
 >>http://www.polesoft.com/refer=3D3D</BR>>> g=
t;>>>>>>http://www.polesoft.com/r=3D
>>efer.html">>http://w=
ww.polesoft.com/refer</A=3D3D</BR>>>> t;>>>>>>=3D3D=3D
>>=
>>>></BR>>>>>>>>>.html& mp>>>=3D3D20</BR>>>>>>>& mp>>=20
=20
=3D20
>>> =20
=
=3D
 >>=3D3D</BR>>>>>>>>>>></DIV>>>></BODY>=
>>>></HTML>>>>=3D
 >>>></BR>>>>>>>>>></B =3D3D</BR>>=
>>>>>>>>R>>>>>>>>& mp>></B=3D
>>R>>>>>>>></BR>=
>>>>>>=3D3D20</BR>>>>& mp>>>>=20
=3D20
>>> =20
=
=3D
 >></BR>>>></BR>>>> </BR>>>></BLOCKQUOTE>>>>=/
BODY>>>>=3D
 >>>></HTML>>>></BR>>>>>>>& mp>>>></BR>>>>>>=
>>>></BR>>>>>>=3D20
>>> =20
=

>
>
</BLOCKQUOTE></BODY>& amp;lt=;
:/HTML>

</BLOCKQUOTE ></BODY></HTML>

-----=_NextPart_000_007D_01C78CA4.E40E8330--Oh and better send the digitakl out of 6th
mec back to card1 442 digital in
or maybe this has a mec too so to use this just as a recorder !!
Ok I will post seperately all these to make sense easier...
Regards,
Dimitrios

"Dimitrios" <musurgio@NOSPAMotenet.gr> wrote:

 $\vee$

>Ok Tom and beloved Paris users here is a nice tip regarding the L and R individual

```
>submix outs...
```

 $\vee$

>Ok lets assume you get (DJ are you hearing ??) 6 eds cards and 5 mecs.

>Each mec of the four has an output card (or use the 20bit outs)

>and the fourth has an input card (or use the 20 bit ins)

>Now leave alone card one which has no mec (maybe a 442 if cannot get initialised

>?) so card 2 L&R outputs from within patchbay are being outputted on outs

>1 and 2 which are connected to the 6th eds card's Mec 1&2 analog inputs.

>Are you with me so far ?

>same for eds card 3 L&R outputs using analog outs 1,2 of its related mec

>connected to the 6th eds card's mec 3&4 inputs.

>Same for the eds card 4 --- 5&6, and 5 ----7&8.

>So now you will have your 4 eds cards submix individual stereo outputs MIXED

>on a separate eds card and put there any DX or EDS effect and then the L

>& R outs of the this 6th eds card will be your stereo mix output which must

>be recorded to another device computer audio card whatever via the digital

```
>mecs out.
```

>Regards,

>Dimitrios

 $\succ$

>"Dimitrios" <musurgio@otNOSPAMenet.gr> wrote:

≥ ≥

>>Dear Tom,

>>I am not only saying but I am confirming !!

>>The L and R of all submixes except for the main one outputs the related

```
>submixes
```

```
>>mix.
```

>>You can have a 5 card Paris system where you sacrifice card 1 and use the

>>four other stereo mixes thru mex digital spdif output to a card like Scope

>>Pulsar and then insert on every submix your effects or outboard too.

>>You will just be mixing 4 stereo tracks under Pulsar which anyway is far

>>superior mix

Subject: Re: Helios EQ

Posted by [Rod Lincoln](#) on Fri, 30 Mar 2007 14:18:40 GMT

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t;>> >>> you get the picture ,feedback.
>>> >>> Thed other mecs option though will work !!
>>> >>> I don't know if you have considered the other better option !!
>>> >>> The L and R outputs of each mec (except for the main one) outputs
>>=
>>>ALSO
>>> >> =3D
>>> >>>the
>>> >>> submix out so you can take this L and R out and send it to a pair
>>=
>>>of
>>> =3D
>>> >>>outputs
>>> >>> (digital to Pulsar ??) COMPRESS it and then send it back to =
>>>another
>>> =3D
>>> >>>submix.
>>> >>> For latency well you know faderworks ?? !!
>>> >>> Regards,
>>> >>> Dimitrios
>>> >>>
>>> >>> "DJ" <www.aarrrrggghhh!!!.com> wrote:
>>> >>> >Are you getting the same signal on all MECs or the mix signal
on
>>=
>>>MEC
>>> >> =3D
>>> >>>on
>>> >>> card=3D20
>>> >>> >A and just the submix of the MEC on card B and C. If you're just
>>=
>>>=3D
>>> >>>getting
>>> >>>
>>> >>> >those submixes on the card B & C Mecs, you could route the =
>>>headphone
>>> >> =3D
>>> >>>out
>>> >>> of=3D20
>>> >>> >those MECs to a pair of input channels on another MEC (or maybe
>>=
>>>even
>>> >> =3D
>>> >>>loop
>>> >>> it=3D20

```

>>> >>> >back to the same MEC) on a pair of record enabled channels and
>=
>>>=3D
>>> >>>compress
>>> >>> it,=3D20
>>> >>> >etc.....I can't believe I never tried this when I had 4
=
>>>MECs
>>> =3D
>>> >>>here..
>>> >>> >
>>> >>> >;o)
>>> >>> >
>>> >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20
>>> >>> >news:4637946e$1@linux...
>>> >>> >>
>>> >>> >> Heh...
>>> >>> >> Works on all mecs !!
>>> >>> >> Dimitrios
>>> >>> >>
>>> >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
>>> >>> >>>
>>> >>> >>>Ah I found it !!
>>> >>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to
>=
>>>get
>>> a
>>> >> =3D
>>> >>>signal
>>> >>> >>>for the headphones !!
>>> >>> >>>I am just using the digital out for monitoring thats why I =
>>>didn't
>>> =3D
>>> >>>get
>>> >>> any
>>> >>> >>>signal at the heaphone out !
>>> >>> >>>Thanks
>>> >>> >>>Dimitrios
>>> >>> >>>
>>> >>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>> >>> >>>>
>>> >>> >>>>
>>> >>> >>>&

```

Subject: UAD-1 plugins & Paris-was: Helios EQ
 Posted by [Gantt Kushner](#) on Fri, 30 Mar 2007 14:54:11 GMT

message <A=3D20
>>> >>> =3D
>>> =
>>>>>>href=3D3D"news:4638281d\$1@linux">news:4638281d\$1@linux...</DIV><BR=
>>>>Hi=3D20
>>> >>> DJ,
hehe I am already on that testing route even with the L
R
>>=
>>>=3D
>>> >>>outputs of=3D20
>>> >>> other
than card's a mecs...
Regarding the headphone outs
=
>>>the one
>>> >> =3D
>>>>

Subject: Re: UAD-1 plugins & Paris-was: Helios EQ
Posted by [Rod Lincoln](#) on Fri, 30 Mar 2007 15:41:26 GMT
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;>> size=3D3D3D2>

I choose Polesoft Lockspam to fight=3D20
>>> >>> =3D
>>> >>>spam,
=3D3D
>>>>and=3D3D20
>>>>you?
=3D
>>> >>>;<A=3D3D20
>>>>href=3D3D3D"<A=3D20
>>> >>> =3D
>>> =
>>>>>>href=3D3D'http://www.polesoft.com/refer.html'">http://www.polesoft.com/=
>>>refer=3D
>>> =
>>>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>=3D
>>> >>>>=3D3D
>>>>.html=3D20
>>> >>> =3D
>>> >>></DI

Subject: Re: UAD-1 plugins & Paris-was: Helios EQ
Posted by [Tom Bruhl](#) on Fri, 30 Mar 2007 17:19:37 GMT
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t;>>>>
>>>
>>>=3D20
>>> >>>
>
>
</BLOCKQUOTE></BODY></HTML>
>>> >>>
>>> >>>
>>> >>=20

```

>>> >
>>> >
>>>
>>>
>>><!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 6.00.2800.1400" name=3DGENERATOR>
>>><STYLE></STYLE>
>>></HEAD>
>>><BODY bgColor=3D#ffffff>
>>><DIV><FONT face=3DArial size=3D2>Dimitrios,</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>I could have sworn that I tried the =
>>>L&R outs of=20
>>>the Mecs and never got signal.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>You are saying that gives you submix
=
>>>only=20

>>><DIV><FONT face=3DArial size=3D2>I'll be experimenting today for =
>>>sure.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

>>><DIV><FONT face=3DArial size=3D2>After the Beatle Juice show I =
>>>guess.</FONT></DIV>
>>><BLOCKQUOTE=20
>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> <DIV>"Dimitrios" <<A=20
>>> href=3D"mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>> =
>>>wrote in=20
>>> message <A=20
>>> =
>>>href=3D"news:46389187$1@linux">news:46389187$1@linux</A>...</DIV><BR>Yeah=
>>>=20
>>> Dj,<BR>Why not then use the simple L R outputs in patch bay where =
>>>every submix=20
>>> has<BR>these and route them to the related mec's out into your =
>>>compressor and=20
>>> then<BR>back to your other mec.<BR>Is the headphone out of any quality
>>>=
>>>
>>> ?<BR>You can use also the digital outs to connect to a Pulsar VINCO=20
>>> compressor<BR>and then back to other mec ...<BR><BR>Well you have to
>>>=
>>>note=20
>>> here.<BR>the audio coming in the other submix will be delayed to the

```

>=
 >>>non=20
 >>> compressed
drumtracks... what will you do ?
You can of course
 =
 >>>record it=20
 >>> and then nudge or better use Faderworks...

Ok so now you are
 =
 >>>tempted to=20
 >>> come back to Paris or not ??
We are waiting for=20
 >>> you...
Regards,
Dimitrios

"DJ" <<A=20
 >>> =
 >>>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=20
 >>> wrote:
>Heheh!!! parallel compression in Paris through a =
 >>>headphone=20

>>> when I was running 4 x MECs. Just

>use a card and separate =
 >>>MEC for=20
 >>> drum submixes, grab yourself an insert
>cable, route the =
 >>>headphone out=20

>>>hipass=20
 >>> the LF a little.....or maybe not) and return them
to =
 >>>
>the=20
 >>> Paris inputs on a channel pair on a different MEC and you're=20
 >>> there.

>Damn!!!....how simple is=20
 >>> this?
>
>;o)
>
>"Dimitrios" <<A=20
 >>> =
 >>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=
 >>> wrote=20
 >>> in message
>news:463853fb\$1@linux...
>>
>> =
 >>>Dear=20

>>>submix1=20
 >>> outputs only the related
>> submix so you can send it to a =
 >>>mec's out=20
 >>> (24bit if you like) and then
out
>> to your=20
 >>> compressor.
>> Regards,
>> =
 >>>Dimitrios
>>
>>=20
 >>> "Tom Bruhl" <<A=20
 >>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 >>> wrote:
>>
>>
>>>Dimitrios are =
 >>>you=20

>>>B,
C,
>>=20
 >>> =3D
>>>D, E ???
>>>I will be summing my drums =
 >>>and=20
 >>> gu

Subject: Re: UAD-1 plugins & Paris-was: Helios EQ
Posted by [Gantt Kushner](#) on Fri, 30 Mar 2007 19:05:20 GMT
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;gt;>=

>>> Bruhl" <<A =3D
>>>href=3D3D"<A=20
>>> =
>>>href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net>=3D20'>mailto=
>>>:arpegio@comcast.net">arpegio@comcast.net>=3D20
&g=

>>> =
>>>=3D
>>>wrote:
>>>
>>>=
>>>>
>>>Dimitri=3D
>>>os,
>>=

>>> should only get the phone out active on the Submix A=20

>>>least that's=20

>>> =
>>>=3D
>>>=3D3D20
>>>Tom
>>=
>>>>
>>>=20

>>>

Subject: Re: UAD-1 plugins & Paris-was: Helios EQ
Posted by [Tom Bruhl](#) on Fri, 30 Mar 2007 22:26:04 GMT
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;BLOCKQUOTE=3D=
>>>3D20
>>>>st=3D
>>>yle=3D3D3D"PADDING-RIG=

>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20
>>> =
>>>=3D
>>>=3D3D
>>>>BORDER-LEFT:=3D20
&g=

>>> #000000 2px solid; MARGIN-RIGHT: 0px">
>>>>=20

>>>
>>> =
>>>=3D3D
>>>>href=3D3D3D"<A=3D20
>>>>&nbs=
>>>p;=20
>>> =
>>>=3D
>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=
>>>@NOSPAMotenet.gr</A'>mai=3D
>>>>lto:musurgio@NOSPAMotene=
>>>t.gr">musurgio@NOSPAMotenet.gr</A>&g=3D
>>=

```

>>> wrote=3D3D20<BR>>>> in =

>>> <A=3D3D20<BR>>>>=20
>>> =
>>>=3D<BR>>>>=3D3D<BR>>>>href=3D3D3D"<A=3D20<=

>>> =
>>>=3D<BR>>>>href=3D3D'news:46377aa5$1@linux">news:46377aa5$1@li=
>>>nux</A>...</DIV><BR>Well=3D<BR>>>>'>news:46=
>>>377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV>=3D<BR>&=
>>>gt;>>;<BR>Well</A>=3D3D<BR>>>>=3D20<=

>>> first=3D3D20<BR>>>> time I tried I get no signal=20

>>>headphone out=20
>>> =
>>>=3D<BR>>>>on<BR>any<BR>>>>=3D3D<BR>&g=

>>> the=3D3D20<BR>>>> three mecs I have !!<BR>ls=20

>>> =
>>>=3D<BR>>>>again=3D3D20<BR>>>>??<BR>Than=
>>>ks<BR>Dimitrios</B=3D<BR>>>>LOCKQUOTE><BR>>=

>>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to=20

>>> =
>>>=3D<BR>>>>spam,<BR>=3D3D<BR>>>>and=3D3D=
>>>20<BR>>>>you?<BR>=3D<BR>>>>;<A=3D3D2=

>>> =
>>>=3D<BR>>>>href=3D3D'http://www.polesoft.com/refer.html">http:=
>>>/www.polesoft.com/refer=3D<BR>>>>'>http://www.polesoft.com/r=
>>>efer.html">http://www.polesoft.com/refer</A=3D<BR>>>>=3D=

>>> =
>>>=3D<BR>>>></FONT></DIV></BODY></HTML><=
>>>;<BR>>>><B=3D<BR>>>>R>>>><B=

>>> =
>>><BR>><BR>><BR></BLOCKQUOTE></BODY><=
>>>;</HTML><BR>>>><BR>>>><BR>>>=20
>>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>>>
>>>
>>>

```

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

-----=_NextPart_000_009A_01C78CA9.4197FD70

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Okay, I see your application Dimitrios. I was hoping to combine drum tracks from submix B with effected drum tracks in submix E and have them stay time aligned (compensated). That's not possible unless the tracks have been printed and effected afterward right?

Tom

"Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message = news:4638a0e8\$1@linux...

Ok Tom and beloved Paris users here is a nice tip regarding the L and R individual submix outs...

Ok lets assume you get (DJ are you hearing ??) 6 eds cards and 5 mecs. =

Each mec of the four has an output card (or use the 20bit outs)=20

and the fourth has an input card (or use the 20 bit ins)

Now leave alone card one which has no mec (maybe a 442 if cannot get = initialised

?) so card 2 L&R outputs from withinh patchbay are being outputted on = outs

1 and 2 which are connected to the 6th eds card's Mec 1&2 analog = inputs.

Are you with me so far ?

same for eds card 3 L&R outputs using analog outs 1,2 of its related = mec

connected to the 6th eds card's mec 3&4 inputs.

Same for the eds card 4 --- 5&6, and 5 ----7&8.

So now you will have your 4 eds cards submix individual stereo outputs = MIXED

on a separate eds card and put there any DX or EDS effect and then the = L

& R outs of the this 6th eds card will be your stereo mix output which = must

be recorded to another device computer audio card whatever via the = digital

mecs out.

Regards,

Dimitrios=20

"Dimitrios" <musurgio@otNOSPAMenet.gr> wrote:

>
>Dear Tom,
>I am not only saying but I am confirming !!
>The L and R of all submixes except for the main one outputs the =
related
submixes
>mix.
>You can have a 5 card Paris system where you sacrifice card 1 and use =
the
>four other stereo mixes thru mex digital spdif output to a card like =
Scope
>Pulsar and then insert on every submix your effects or outboard too.
>You will just be mixing 4 stereo tracks under Pulsar which anyway is =
far
>superior mixing engine than cubase nuendo and all that s..t.
>Regards,
>Dimitrios
>
>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>
>>
>>Dimitrios,
>>I could have sworn that I tried the L&R outs of the Mecs and never =
got
=3D
>>signal.
>>You are saying that gives you submix only data? This is crazy.
>>I'll be experimenting today for sure.
>>Tom
>>
>>After the Beatle Juice show I guess.
>> "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =3D
>>news:46389187\$1@linux...
>>
>> Yeah Dj,
>> Why not then use the simple L R outputs in patch bay where every =
=3D
>>submix has
>> these and route them to the related mec's out into your compressor =
and
>=3D
>>then
>> back to your other mec.
>> Is the headphone out of any quality ?
>> You can use also the digital outs to connect to a Pulsar VINCO =3D
>>compressor
>> and then back to other mec ...
>>

>> Well you have to note here.
>> the audio coming in the other submix will be delayed to the non =
=3D
>>compressed
>> drumtracks... what will you do ?
>> You can of course record it and then nudge or better use =
Faderworks...
>>
>> Ok so now you are tempted to come back to Paris or not ??
>> We are waiting for you...
>> Regards,
>> Dimitrios
>>
>> "DJ" <www.aarrrrggghhh!!!.com> wr

Subject: Re: UAD-1 plugins & Paris-was: Helios EQ
Posted by [Rod Lincoln](#) on Sat, 31 Mar 2007 00:39:26 GMT
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[href="mailto:musurgio@otenetNOSPAM.gr" target="_blank">musurgio@otenetNOSPAM.gr](mailto:musurgio@otenetNOSPAM.gr)>
wrote in =
message=3D3D20

>> >>> >news:4637946e\$1@linux...
>> >>> >>
>> >>> >> Heh...
>> >>> >> Works on all mecs !!
>> >>> >> Dimitrios
>> >>> >>
>> >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
>> >>> >>>
>> >>> >>>Ah I found it !!
>> >>> >>>I should connect the L and R to the Mec's outputs 1 and 2 =

to
=3D
>>get
>> a
>> >> =3D3D
>> >>>signal
>> >>> >>>for the headphones !!
>> >>> >>>I am just using the digital out for monitoring thats why I =

=3D
>>didn't
>> =3D3D
>> >>>get
>> >>> any
>> >>> >>>signal at the heaphone out !
>> >>> >>>Thanks

>> >>> >>>Dimitrios
>> >>> >>>
>> >>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>> >>> >>>
>> >>> >>>
>> >>> >>>>Dimitrios,
>> >>> >>>>You sh

Subject: Re: UAD-1 plugins & Paris-was: Helios EQ
Posted by [Rod Lincoln](#) on Sat, 31 Mar 2007 00:41:21 GMT
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ould only get the phone out active on the Submix A =

=3D

>>Master

>> =3D3D

>> >>>MEC.

>> >>> >>>>At least that's been my understanding. =3D3D3D20

>> >>> >>>>Tom

>> >>> >>>>

>> >>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =

=3D

>>=3D3D3D

>> >>> >>>>news:46377aa5\$1@linux...

>> >>> >>>>

>> >>> >>>> Well first time I tried I get no signal whatsoever on =

any

=3D

>>=3D3D

>> >>>headphone

>> >>> =3D3D3D

>> >>> >>>>out on

>> >>> >>>> any of the three mecs I have !!

>> >>> >>>> Is this a known bug again ??

>> >>> >>>> Thanks

>> >>> >>>> Dimitrios

>> >>> >>>>

>> >>> >>>>

>> >>> >>>>I choose Polesoft Lockspam to fight spam, and you?

>> >>> >>>><http://www.polesoft.com/refer.html>

>> >>> >>>>

>> >>> >>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =3D

>> >>> >>>>Transitional//EN">

>> >>> >>>><HTML><HEAD>

>> >>> >>>><META http-equiv=3D3D3D3DContent-Type =

content=3D3D3D3D"text/html;

>=3D

```

>>=3D3D3D
>> >>> >>>> charset=3D3D3D3DISO-8859-1">
>> >>> >>>><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =3D
>>name=3D3D3D3DGENERATOR>
>> >>> >>>><STYLE></STYLE>
>> >>> >>>></HEAD>
>> >>> >>>><BODY bgcolor=3D3D3D3D#ffffff>
>> >>> >>>><DIV><FONT face=3D3D3D3DArial =3D
>>size=3D3D3D3D2>Dimitrios,</FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>You should =
only get
>=3D
>>the phone
>> >> =3D3D
>> >>>out =3D3D3D
>> >>> >>>>active on the=3D3D3D20
>> >>> >>>>Submix A Master MEC.</FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>At least =
that's been
>=3D
>>my =3D3D3D
>> >>> >>>>understanding. =3D3D3D20
>> >>> >>>></FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3D3DArial =
size=3D3D3D3D2>Tom</FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> =
</DIV>
>> >>> >>>><BLOCKQUOTE=3D3D3D20
>> >>> >>>>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =3D
>>MARGIN-LEFT: =3D3D
>> >>>5px; =3D3D3D
>> >>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> >>> >>>> <DIV>"Dimitrios" <<A=3D3D3D20
>> >>> >>>> =3D3D3D
>> >>> =3D3D
>> =3D
=
>>>>>>>>>>href=3D3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMot=
enet=3D
>>.gr</=3D3D
>> >>>A>>=3D3D3D
>> >>> >>>> wrote=3D3D3D20
>> >>> >>>> in message <A=3D3D3D20
>> >>> >>>> =3D3D3D
>> >>> =3D3D
>> =3D
=
>>>>>>>>>>href=3D3D3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>..=

```

```

../D=3D
>>IV><B=3D3D
>> >>>R>Well=3D3D3D
>> >>> >>>> first=3D3D3D20
>> >>> >>>> time I tried I get no signal whatsoever on any =
headphone =3D
>>out =3D3D
>> >>>on<BR>any
>> >>> >>>=3D3D3D
>> >>> >>>>of the=3D3D3D20
>> >>> >>>> three mecs I have !!<BR>Is this a known bug =
again=3D3D3D20
>> >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
>> >>> >>>><DIV><FONT size=3D3D3D3D2><BR><BR>I choose Polesoft =
Lockspam to
>=3D
>>fight
>> >> =3D3D
>> >>>spam,
>> >>> =3D3D3D
>> >>> >>>>and=3D3D3D20
>> >>> >>>>you?<BR><A=3D3D3D20
>> >>> =3D3D
>> =3D
=
>>>>>>>>href=3D3D3D3D"http://www.polesoft.com/refer.html">http://www.pol=
esof=3D
>>t.com=3D3D
>> >>>/refer=3D3D3D
>> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>> >>> >>>>
>> >>> >>>>
>> >>> >>>
>> >>> >>=3D3D20
>> >>> >
>> >>> >
>> >>>
>> >>>
>> >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>> >>><HTML><HEAD>
>> >>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html"; =
=3D3D
>> >>>charset=3D3D3Diso-8859-1">
>> >>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
>> >>><STYLE></STYLE>
>> >>></HEAD>
>> >>><BODY bgColor=3D3D3D#ffffff>

```

```

>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dimitrios are you =
serious?!?!
>=3D
>>It =3D3D
>> >>>outputs the=3D3D20
>> >>>submix only on Cards B, C, D, E ???</FONT></DIV>
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I will be summing my =
drums and
>=3D
>>guitars
>> >> =3D3D
>> >>>from now on=3D3D20
>> >>>20bit out of the phones jack to my</FONT></DIV>
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>outboard comps for =
sure!!!!!!
>=3D
>>=3D3D20
>> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I'm a =
dope,</FONT></DIV>
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>> >>><BLOCKQUOTE=3D3D20
>> >>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT: 5px;
>=3D
>>=3D3D
>> >>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> >>> <DIV>"Dimitrios" <<A=3D3D20
>> >>> =3D3D
>> =3D
=
>>>>>href=3D3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.g=
r</A=3D
>>>>=3D3D
>> >>> wrote=3D3D20
>> >>> in message <A=3D3D20
>> >>> =3D3D
>> =3D
=
>>>>>href=3D3D3D"news:4638281d$1@linux">news:4638281

```

Subject: Fight? or Switch? - was: Helios EQ
Posted by [Gantt Kushner](#) on Sun, 01 Apr 2007 02:45:38 GMT

=3D
 >>size=3D3D3D3D2>= 3D20
>> =20
</DIV>
>>&g t; =3D20
>> =20
>>>><BLOCKQUOTE=3D3D3D20& amp;lt;BR>>>>=20
=3D20
>> >>>>style=3D3D3D3D"PADDING-RIGHT: =
0px;=20
PADDING-LEFT: 5px; =3D
>>MARGIN-LEFT:=3D20
>> =20
=3D3D
>>>5px; =3D3D3D
>>>=20
=3D
 >>>>>BORDER-LEFT: =3D20
>> =
#000000 2px=20
solid; MARGIN-RIGHT: 0px">
>>> =
=3D20
>> =20
>>>> <DIV>"Dimitrios"=3D20
>> =20
<<A=3D3D3D20
>>& > >>>> =
=3D20
>> =20
=3D3D3D
>>>=20
=
=3D
 >>=3D3D
>>& g t;>>>>>href=3D3D3D3D "&=
lt;A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOS=
PAMotenet.gr</>mail=3D
>>to:musurgio@NOSPAMotenet.gr">=
musurgio@NOSPAMotenet.gr </=3D3D
>&= 3D
>>=
>>>&A>>=3D3D3D<BR&g t;>>>=20
=3D20
>> >>>> =
wrote=3D3D3D20
>>>=20
=3D
>>>>> in=3D20
>> message=20
<A=3D3D3D20
>>> >>>> =
=3D20
>> =20
=3D3D3D
>>>=20
=
=3D
 >>=3D3D
>>& g t;>>>>>href=3D3D3D3D "&=
lt;A=3D20
>> =20
=
=3D
>>href=3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux&=
lt;/A>...</DIV><B'>news=3 D
>>:46377aa5\$1@linux"&g=
t;news:46377aa5\$1@linux...</DIV><B=3D
>></=
A>=3D3D
>>>R&am p;gt;Well=3D3D3D
>>>=2 0
=3D20
>> &

Subject: Re: Fight? or Switch? Paris on a laptop???

Posted by [Chris Ludwig](#) on Sun, 01 Apr 2007 14:13:08 GMT

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>>>> =
first=3D3D3D20
>>>=20
=3D
>>>>> time=3D20
>> I tried I =
get no=20

signal whatsoever on any headphone out=3D20
> =20
 =3D3D
>>>>on
 >>any
>>>>=20
 =3D20
>> >>>=3D3D3D
>>&am p;>>=20
 >>>>of=3D20
>> =
 the=3D3D3D20
>>>>=20
 >>>> three mecs I =
 =3D
>>have=3D20
>> =20
 !!
>Is this a known bug again=3D3D3D20
>>>>=20
 =3D20
>> =20
 =
 =3D
 >>>>>>??
 >Thanks
>Dimitrios
=</=20
 BLOCKQUOTE><=3D
>>BR>>>>=20
 =3D20
>> >>>><DIV><F ONT=20
 =3D
 >>size=3D3D3D3D2>
&am p;
I =
 choose=3D20
>> =20
 Polesoft Lockspam to fight
>>>=3D20
>> =20
 =3D3D
>>>>spam,< BR>>>>=20
 =3D
 >>=3D3D3D
>>>&am p;>=3D20
>> =20
 >>>>and=3D3D3D20
&g t;>>> =
 =3D20
>> =20
 >>>>you?
><A=3D3D3D20
>>>>=20
 =3D20
>> =20
 =
 =3D3D
>>>>>>> href=3D3D3D3D "<A=3D20
>g=
 t;> =20
 =
 =3D
>> href=3D3D'http://www.polesoft.com/refer.html">http://ww=
 w.polesoft.com'>http=3D
>>://www.polesoft.com/refer.html">=
 http://www.polesoft.com=3D3D
>>=3D
>>>&g=
 t;/refer=3D3D3D
>>>>=20
 =3D20
>> =
 >>>>.html=3D20
>> =20
 =
 =3D
 >></DIV>&am p;</BODY></HTML><BR&=
 gt;>>>=20
 =3D
>>=3D20
>> =
 >>>>
>&a mp;>>=20
 =3D
 >>>>><BR&a mp;>>>> =
 =3D20
>> =20
 >>>
>>&a mp;> =
 >>=3D3D20
>>>&am p;>=20
 =3D
>>
>> >
>>>=20
 =3D20
>> =20
 =
 >
>>>
 >>>>
>&a mp;>><=20
 ;!DOCTYPE=20
 HTML =3D
>>PUBLIC=3D20
>> "-//W3C//DTD HTML=20
 4.0=3D20
>> =20

=
=3D
>>Transitional//EN" >
>>><HT ML><= ;HEAD>
>>=3D
>><META=3D20
>&n= bsp;=20
http-equiv=3D3D3DContent-Type =
content=3D3D3D"text/html;=3D20
> =20
=
=3D3D
>>> charset=3D3D3 Diso-8859-1 ">
>>= ><META=20
=3D
>
> content=3D3D3D"MSHTML=20
6.00.2800.1400"=3D20
> =20
=
=3D
 >>name=3D3D3DGENERATOR><BR&g t;>>><STYLE>= </STYLE>
>=3D
 >>></HEAD>< ;BR&g= t;>>><BODY=3D20
> =20
bgColor=3D3D3D#ffffff>
>& >><DIV><FONT=20
=3D
>>face=3D3D3DArial=3D20
>>= size=3D3D3D2>Dimitrios are=20
you serious?!?! It=20
=
=3D
 >>=3D3D
>>& gt;outputs=3D20
> =

the=3D3D20
>>>submix only on Cards B, C, D,=20
E=3D20
> =20
??</DIV><BR&g t;>>&

Subject: Re: Fight? or Switch? Paris on a laptop???

Posted by [Gantt Kushner](#) on Sun, 01 Apr 2007 14:39:41 GMT

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;gt;<DIV><FONT=20
=3D
>>face=3D3D3DArial=3D20
> =
size=3D3D3D2>I will be=20
summing my drums and guitars
>>=3D20
> =20
=3D3D
>>>from now =
on=3D3D20
>>>20bit out of=20
the =3D
>>phones jack to=3D20
> =20
my</DIV>
 >>><DIV><FONT=20
=3D
>>face=3D3D3DArial=3D20
> =
size=3D3D3D2>outboard comps=20
for sure!!!!!! =3D
 >>=3D3D20
>>&am p;gt;Sweeeeeet!=20
How=3D20
> come I never tried=3D20
> =20
it?</DIV><BR&g t;>>><DIV><FONT=20
=3D
>>face=3D3D3DArial=3D20
> =
size=3D3D3D2></DIV><BR&g t;>>><DIV><FONT=3D20=
=
=3D
 >></DIV>
&g t;>><DIV><FONT=3D20=

>> =20
 face=3D3D3DArial size=3D3D3D2>>I'm a=3D20
>> =20
 =
 dope,</DIV>
>></DIV><FONT= 20
 =3D
>>face=3D3D3DArial=3D20
>> =20
 =
 =3D
 >>size=3D3D3D2>>Tom </DIV>
>=
 >></DIV><=3D
>>FONT=3D20
>> =20
 face=3D3D3DArial size=3D3D3D2>=3D20
>> =20
 </DIV>
>>&g t;</DIV><FONT=20
 face=3D3D3DArial=3D20
>> =20
 size=3D3D3D2>=3D20
>> =20
 =
 =3D
 >></DIV>
>&g t;>><BLOCKQUOTE=3D3D20<=
 ;BR>>>>style=3D3D3D=3D
>> "PADDING-RIGHT:=3D20
>>=
 ;> =20
 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20
 =
 =3D
 >>=3D3D
>>& g t;BORDER-LEFT:=3D20
>>&n=
 bsp;=20
 #000000 2px solid; MARGIN-RIGHT: 0px">
>>>=20
 =3D20
>> </DIV><"Dimitrios"=20
 <<A=3D3D20
>>&a mp;gt; =3D20
>> =20
 =3D3D
>>>href=3D3D3D"<A=3D20
>> =20
 =
 =3D
>>href=3D3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrg=
 io@otenet.gr</A'>mai=3D
>>lt;mailto:musuNOSPAMrgio@otenet.gr">=
 ;musuNOSPAMrgio@otenet.gr</A>&g=3D
>>t;=3D3D=

>>>=3D20
>> =20
 wrote=3D3D20
>>> in message=20
 =3D
 >><A=3D3D20
>&g t;> =
 =3D20
>> =20
 =3D3D
>>>href=3D3D3D"<A=3D20
>> =20
 =
 =3D
>>href=3D3D'news:4638281d\$1@linux">news:4638281d\$1@linux&=
 lt;/A>...</DIV>
Hi=3D3 D=3D
>>20'>news:46382=
 81d\$1@linux">news:4638281d\$1@linux...</DIV>&g t;=3D
>>=
 ;>>
Hi=3D3D20&am p;lt;BR>>>>=20
 =3D20
>> DJ,
hehe I am already on that testing =
 route=20
 even with the L R =3D
>>
>> =20
 =3D3D
>>>outputs of=3D3D20
>>>=20
 =3D
>>other
than=3D20
>> card's a=20
 mecs...
Regarding the headphone outs the=20
 =3D
>>one
>>=3D20
>> =20
 =3D3D
>>>on mec=3D3D20
>>> A which =
 is the=20
 =3D
>>main one=3D20
>> outputs
all =

submixes, the=20
other though=3D20
>> =20
=
!
=3D3D
>>& a mp;gt;output=3D3D20
>>> ;=
only the=20
=3D
>>related submix=3D20
>> out so =
yes
>you could=20
route it to =
=3D
 >>another
=3D3D
>>>mec=20
but=3D20
>> on=3D3D20
>>> same mec =
you would get=20
an =3D
>>infinite
>loop=3D20
>> of dry =
and=20
=
=3D
 >>compressed...
=3D3D
>>>because=3D=
3D20
>>>&=20
=3D20
>> the time you will bring it back =
on
>same mec=20
that will be =3D
>>again=3D20
>> =20
=3D3D&

Subject: Re: Fight? or Switch? Paris on a laptop???

Posted by [Deej \[4\]](#) on Sun, 01 Apr 2007 15:23:11 GMT

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Dimitrios,

> >I could have sworn that I tried the L&R outs of the Mecs and never =
>got =3D
> >signal.
> >You are saying that gives you submix only data? This is crazy.
> >I'll be experimenting today for sure.
> >Tom
> >
> >After the Beatle Juice show I guess.
> > "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =3D
> >news:46389187\$1@linux...
> >
> > Yeah Dj,
> > Why not then use the simple L R outputs in patch bay where every =
>=3D
> >submix has
> > these and route them to the related mec's out into your compressor
=
>and
> =3D
> >then
> > back to your other mec.

> > Is the headphone out of any quality ?
 > > You can use also the digital outs to connect to a Pulsar VINCO =3D
 > >compressor
 > > and then back to other mec ...
 > >
 > > Well you have to note here.
 > > the audio coming in the other submix will be delayed to the non =3D
 > >compressed
 > > drumtracks... what will you do ?
 > > You can of course record it and then nudge or better use =
 >Faderworks...
 > >
 > > Ok so now you are tempted to come back to Paris or not ??
 > > We are waiting for you...
 > > Regards,
 > > Dimitrios
 > >
 > > "DJ" <www.aarrrrggghh!!!.com> wrote:
 > > >Heheh!!! parallel compression in Paris through a headphone out. =
 >=3D
 > >Whoda'
 > >
 > > >thunk? Can't believe I never tried this when I was running 4 x =
 >=3D
 > >MECs. Just
 > >
 > > >use a card and separate MEC for drum submixes, grab yourself an =
 >=3D
 > >insert=3D20
 > > >cable, route the headphone out to a stereo compressor (maybe =3D
 > >sidechain
 > > to=3D20
 > > >an EQ to hipass the LF a little.....or maybe not) and =
 >return
 > =3D
 > >them
 > > to=3D20
 > > >the Paris inputs on a channel pair on a different MEC and you're =
 >=3D
 > >there.
 > >
 > > >Damn!!!....how simple is this?
 > > >
 > > >;o)
 > > >
 > > >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20
 > > >news:463853fb\$1@linux...
 > > >>

> > >> Dear Tom,
 > > >> ALSO L and R on each submix except for submix1 outputs only =
 >the =3D
 > >related
 > > >> submix so you can send it to a mec's out (24bit if you like) and
 =
 >=3D
 > >then
 > > out
 > > >> to your compressor.
 > > >> Regards,
 > > >> Dimitrios
 > > >>
 > > >> "Tom Bruhl" <arpeggio@comcast.net> wrote:
 > > >>>
 > > >>>
 > > >>>Dimitrios are you serious?!?! It outputs the submix only on =
 >Cards
 > =3D
 > >B,
 > > C,
 > > >> =3D3D
 > > >>>D, E ???
 > > >>>I will be summing my drums and guitars from now on 20bit out of
 =
 >the
 > =3D
 > >=3D3D
 > > >>>phones jack to my
 > > >>>outboard comps for sure!!!!!! Sweeeeeeet! How come I never =
 >tried =3D
 > >it?
 > > >>>
 > > >>>I'm a dope,
 > > >>>Tom
 > > >>>
 > > >>>
 > > >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D3D
 > > >>>news:4638281d\$1@linux...
 > > >>>
 > > >>> Hi DJ,
 > > >>> hehe I am already on that testing route even with the L R =
 >outputs
 > =3D
 > >of
 > > =3D3D
 > > >>>other
 > > >>> than card's a mecs...

> > >>> Regarding the headphone outs the one on mec A which is the =
 >main =3D
 > >one
 > > =3D3D
 > > >>>outputs
 > > >>> all submixes, the other though ! output only the related =
 >submix =3D
 > >out
 > > so
 > > >> =3D3D
 > > >>>yes
 > > >>> you could route it to another mec but on same mec you would =
 >get =3D
 > >an =3D3D
 > > >>>infinite
 > > >>> loop of dry and compressed... because the time you will bring
 =
 >it
 > =3D
 > >back
 > > >> =3D3D
 > > >>>on
 > > >>> same mec that will be again outputed on headphones and then =
 >back
 > =3D
 > >=3D3D
 > > >>>again...
 > > >>> you get the picture ,feedback.
 > > >>> Thed other mecs option though will work !!
 > > >>> I don't know if you have considered the other better option !!
 > > >>> The L and R outputs of each mec (except for the main one) =
 >outputs
 > =3D
 > >ALSO
 > > >> =3D3D
 > > >>>the
 > > >>> submix out so you can take this L and R out and send it to a =
 >pair
 > =3D
 > >of
 > > =3D3D
 > > >>>outputs
 > > >>> (digital to Pulsar ??) COMPRESS it and then send it back to =
 >=3D
 > >another
 > > =3D3D
 > > >>>submix.
 > > >>> For latency well you know faderworks ?? !!

> > >>> Regards,
 > > >>> Dimitrios
 > > >>>
 > > >>> "DJ" <www.aarrrrggghhh!!!.com> wrote:
 > > >>> >Are you getting the same signal on all MECs or the mix signal
 =
 >on
 > =3D
 > >MEC
 > > >> =3D3D
 > > >>>on
 > > >>> card=3D3D20
 > > >>> >A and just the submix of the MEC on card B and C. If you're =
 >just
 > =3D
 > >=3D3D
 > > >>>getting
 > > >>>
 > > >>> >those submixes on the card B & C Mecs, you could route the =
 >=3D
 > >headphone
 > > >> =3D3D
 > > >>>out
 > > >>> of=3D3D20
 > > >>> >those MECs to a pair of input channels on another MEC (or =
 >maybe
 > =3D
 > >even
 > > >> =3D3D
 > > >>>loop
 > > >>> it=3D3D20
 > > >>> >back to the same MEC) on a pair of record enabled channels =
 >and =3D
 > >=3D3D
 > > >>>compress
 > > >

Subject: Re: Fight? or Switch? Paris on a laptop???
 Posted by [Chris Ludwig](#) on Sun, 01 Apr 2007 15:56:19 GMT
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>href=3D3D3D3D"news:46377aa5\$1@linux">news:46377aa5\$1@linux...=
 ></D=3D
 > >IV><B=3D3D
 > > >>>R>Well=3D3D3D
 > > >>> >>>> first=3D3D3D20
 > > >>> >>>> time I tried I get no signal whatsoever on any headphone

```

=
>=3D
> >out =3D3D
> > >>>on<BR>any
> > >>> >>>=3D3D3D
> > >>> >>>>of the=3D3D3D20
> > >>> >>>> three mecs I have !!<BR>Is this a known bug =
>again=3D3D3D20
> > >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
> > >>> >>>><DIV><FONT size=3D3D3D3D2><BR><BR>I choose Polesoft =
>Lockspam to
> =3D
> >fight
> > >> =3D3D
> > >>>spam,
> > >>> =3D3D3D
> > >>> >>>>and=3D3D3D20
> > >>> >>>>you?<BR><A=3D3D3D20
> > >>> =3D3D
> > =3D
> =
>>>>>>>>>href=3D3D3D3D"http://www.polesoft.com/refer.html">http://www.pole=
>sof=3D
> >t.com=3D3D
> > >>>/refer=3D3D3D
> > >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
> > >>> >>>>
> > >>> >>>>
> > >>> >>>
> > >>> >>=3D3D20
> > >>> >
> > >>> >
> > >>>
> > >>>
> > >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> > >>><HTML><HEAD>
> > >>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
>=3D3D
> > >>>charset=3D3D3Diso-8859-1">
> > >>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
>name=3D3D3DGENERATOR>
> > >>><STYLE></STYLE>
> > >>></HEAD>
> > >>><BODY bgColor=3D3D3D#ffffff>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dimitrios are you =
>serious?!?!
> =3D
> >It =3D3D

```

```

> > >>>outputs the=3D3D20
> > >>>submix only on Cards B, C, D, E ???</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I will be summing my =
>drums and
> =3D
> >guitars
> > >> =3D3D
> > >>>from now on=3D3D20
> > >>>20bit out of the phones jack to my</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>outboard comps for =
>sure!!!!!!
> =3D
> >=3D3D20
> > >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I'm a =
>dope,</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><BLOCKQUOTE=3D3D20
> > >>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:
=
>5px;
> =3D
> >=3D3D
> > >>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > >>> <DIV>"Dimitrios" <<A=3D3D20
> > >>> =3D3D
> > =3D
> =
>>>>>href=3D3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr=
></A=3D
> >>>=3D3D
> > >>> wrote=3D3D20
> > >>> in message <A=3D3D20
> > >>> =3D3D
> > =3D
> =
>>>>>href=3D3D3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV>=
><BR=3D
> >>Hi=3D3D20
> > >>> DJ,<BR>hehe I am already on that testing route even with the L
=
>R
> =3D
> >=3D3D
> > >>>outputs of=3D3D20

```

> > >>> other
than card's a mecs...
Regarding the headphone outs
 =
 >=3D
 > >the one
 > > >> =3D3D
 > > >>>on mec=3D3D20
 > > >>> A which is the main one outputs
all submixes, the other =
 >though
 > =3D
 > >!
 > > =3D3D
 > > >>>output=3D3D20
 > > >>> only the related submix out so yes
you could route it to =
 >=3D
 > >another
 > > =3D3D
 > > >>>mec but on=3D3D20
 > > >>> same mec you would get an infinite
loop of dry and =3D
 > >compressed...
 > > =3D3D
 > > >>>because=3D3D20
 > > >>> the time you will bring it back on
same mec that will be =
 >again
 > =3D
 > >=3D3D
 > > >>>outputed on=3D3D20
 > > >>> headphones and then back again...
you get the picture =3D3D
 > > >>>,feedback.
Thed=3D3D20
 > > >>> other mecs option though will work !!
I don't know if you =
 >have
 > =3D
 > >=3D3D
 > > >>>considered=3D3D20
 > > >>> the other better option !!
The L and R outputs of each mec
 =
 >=3D
 > >(except
 > > >> =3D3D
 > > >>>for the=3D3D20
 > > >>> main one) outputs ALSO the
submix out so you can take this
 =
 >L =3D
 > >and
 > > R
 > > >> =3D3D
 > > >>>out and=3D3D20
 > > >>> send it to a pair of outputs
(digital to Pulsar ??) =
 >COMPRESS =3D

> >it and
 > > >> =3D3D
 > > >>>then=3D3D20
 > > >>> send it back to another submix.
For latency well you know =
 >=3D3D
 > > >>>faderworks ??=3D3D20
 > > >>> !!
Regards,
Dimitrios

"DJ" <<A=3D3D20
 > > >>> =3D3D
 > > =3D
 > =
 >>>>href=3D3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</=
 >A>>=3D
 > >=3D3D20
 > > >>> wrote:
>Are you getting the same signal on all MECs or the
 =
 >mix
 > =3D
 > >=3D3D
 > > >>>signal on=3D3D20
 > > >>> MEC on
card
>A and just the submix of the MEC on card B
 =
 >=3D
 > >and =3D3D
 > > >>>C. If=3D3D20
 > > >>> you're just getting

>those submixes on the card B & C =
 >=3D3D
 > > >>>Mecs, you=3D3D20
 > > >>> could route the headphone out
of
>those MECs to a pair
 =
 >of
 > =3D
 > >=3D3D
 > > >>>input=3D3D20
 > > >>> channels on another MEC (or maybe even loop
it
>back to
 =
 >=3D
 > >the =3D3D
 > > >>>same=3D3D20
 > > >>> MEC) on a pair of record enabled channels and =3D
 > >compress
it,=3D3D20
 > > >>>
>etc.....I can't believe I never tried this when I =
 >had
 > =3D
 > >4 =3D3D
 > > >>>MECs=3D3D20
 > > >>> here..
>
>;o)
>
>"Dimitrios" <<A=3D3D20
 > > >>> =3D3D
 > > =3D

> =
 >>>>href=3D3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr=
 ></A=3D
 > >>>=3D3D
 > > >>> wrote=3D3D20
 > > >>> in message
>news:4637946e\$1@linux...
>>
>>=3D3D20
 > > >>> Heh...
>> Works on all mecs !!
>>=3D3D20
 > > >>> Dimitrios
>>
>> "Dimitrios" <<A=3D3D20
 > > >>> =
 >href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=3D3D20
 > > >>> wrote:
>>>
>>>Ah I found it =3D3D
 > > >>>!!
>>>I should=3D3D20
 > > >>> connect the L and R to the Mec's outputs 1 and 2 to get =
 >a=3D3D20
 > > >>> signal
>>>for the headphones !!
>>>I am just =3D3D
 > > >>>using the=3D3D20
 > > >>> digital out for monitoring thats why I didn't =3D3D
 > > >>>get
any

Subject: Re: Fight? or Switch? Paris on a laptop???
 Posted by [Gantt Kushner](#) on Sun, 01 Apr 2007 15:56:27 GMT
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;>> it,=3D3D20
 > > >>> >etc.....I can't believe I never tried this when I had 4
 =
 >=3D
 > >MECs
 > > =3D3D
 > > >>>here..
 > > >>> >
 > > >>> >;o)
 > > >>> >
 > > >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in =
 >message=3D3D20
 > > >>> >news:4637946e\$1@linux...
 > > >>> >>
 > > >>> >> Heh...
 > > >>> >> Works on all mecs !!
 > > >>> >> Dimitrios
 > > >>> >>
 > > >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
 > > >>> >>>
 > > >>> >>>Ah I found it !!
 > > >>> >>>I should connect the L and R to the Mec's outputs 1 and 2 =
 >to =3D
 > >get

```

> > a
> > >> =3D3D
> > >>>signal
> > >>> >>>for the headphones !!
> > >>> >>>I am just using the digital out for monitoring thats why I
=
>=3D
> >didn't
> > =3D3D
> > >>>get
> > >>> any
> > >>> >>>signal at the heaphone out !
> > >>> >>>Thanks
> > >>> >>>Dimitrios
> > >>> >>>
> > >>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
> > >>> >>>>
> > >>> >>>>
> > >>> >>>>Dimitrios,
> > >>> >>>>You should only get the phone out active on the Submix A =
>=3D
> >Master
> > =3D3D
> > >>>MEC.
> > >>> >>>>At least that's been my understanding. =3D3D3D20
> > >>> >>>>Tom
> > >>> >>>>
> > >>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message
=
>=3D
> >=3D3D3D
> > >>> >>>>news:46377aa5$1@linux...
> > >>> >>>>
> > >>> >>>> Well first time I tried I get no signal whatsoever on =
>any =3D
> >=3D3D
> > >>>headphone
> > >>> =3D3D3D
> > >>> >>>>out on
> > >>> >>>> any of the three mecs I have !!
> > >>> >>>> Is this a known bug again ??
> > >>> >>>> Thanks
> > >>> >>>> Dimitrios
> > >>> >>>>
> > >>> >>>>
> > >>> >>>>I choose Polesoft Lockspam to fight spam, and you?
> > >>> >>>>http://www.polesoft.com/refer.html
> > >>> >>>>

```

```

> > >>> >>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =3D
> >Transitional//EN">
> > >>> >>>><HTML><HEAD>
> > >>> >>>><META http-equiv=3D3D3D3DContent-Type =
>content=3D3D3D3D"text/html;
> =3D
> >=3D3D3D
> > >>> >>>>charset=3D3D3D3Diso-8859-1">
> > >>> >>>><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =3D
> >name=3D3D3D3DGENERATOR>
> > >>> >>>><STYLE></STYLE>
> > >>> >>>></HEAD>
> > >>> >>>><BODY bgColor=3D3D3D3D#ffffff>
> > >>> >>>><DIV><FONT face=3D3D3D3DArial =3D
> >size=3D3D3D3D2>Dimitrios,</FONT></DIV>
> > >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>You should =
>only get
> =3D
> >the phone
> > >> =3D3D
> > >>>out =3D3D3D
> > >>> >>>>active on the=3D3D3D20
> > >>> >>>>Submix A Master MEC.</FONT></DIV>
> > >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>At least =
>that's been
> =3D
> >my =3D3D3D
> > >>> >>>>understanding. =3D3D3D20
> > >>> >>>></FONT></DIV>
> > >>> >>>><DIV><FONT face=3D3D3D3DArial =
> >size=3D3D3D3D2>Tom</FONT></DIV>
> > >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> =
> ></DIV>
> > >>> >>>><BLOCKQUOTE=3D3D3D20
> > >>> >>>>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =3D
> >MARGIN-LEFT: =3D3D
> > >>>5px; =3D3D3D
> > >>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > >>> >>>> <DIV>"Dimitrios" <<A=3D3D3D20
> > >>> >>>> =3D3D3D
> > >>> =3D3D
> > =3D
> =
>>>>>>>>>href=3D3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMote=
>net=3D
> >.gr</=3D3D
> > >>>A>>=3D3D3D
> > >>> >>>> wrote=3D3D3D20

```

> > >>> >>>> in message <A=3D3D3D20
> > >>> >>>> =3D3D3D
> > >>> =3D3D
> > =3D
> =
>>>>>>>>

Subject: Re: Fight? or Switch? Paris on a laptop???
Posted by [Tom Bruhl](#) on Sun, 01 Apr 2007 16:13:40 GMT
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20
>>>=20
=3D20
>> Dimitrios
>>
>>=20
"Dimitrios"=3D20
>> =
<<A=3D3D20
>>>& a mp;gt;=20
href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr=
>=3D3D20'>mailto:m=3D
>>usurgio@otenet.gr">mu=
surgio@otenet.gr >=3D3D20
<B R>>&g=3D <BR=
>>>t;>=20
=3D20
>> =
wrote:
>>><BR&a mp;gt;>>&Ah l=20
found it=3D20
>> =20
=3D3D
>>>&!!<BR& amp;gt;>>
>>=20
=3D
 >>should=3D3D20
>>& gt;> =
=3D20
>> connect=20
the L and R to the Mec's outputs 1 and 2 to get=3D20
>> =

a=3D3D20
>>> signal
>>>for the=20
=3D
>>headphones=3D20
>> =
!!
>>>&I am just=20
=3D3D
>>>&using=3D20
>> =20
the=3D3D20
>>>& digital out for monitoring thats why =
l=20
=3D
>>didn't=3D20
>> =20
=
=3D
 >>=3D3D
>>& gt;get
>any
>>=>>signal=3D3D20
>&g=3D
>>>&=20
=3D20
>> at the heaphone =
out=3D3D20
>>>&=20
=3D20
>> =20
=
=3D
 >>=3D3D
>>& gt;!
>>>Thanks&l=
t;BR>>>>&Dim=3D
 >>itrios
>>&g=3D
>&g=3D3D
>>&g=3D
>>"Tom=3D3D20&=
lt;BR>>>>&=20

=3D20
>> Bruhl" <<A=20
=3D3D
>>>href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.n=
et>=3D3D20'>mailto=3D
>>:arpegio@comcast.net">=
;arpegio@comcast.net >=3D3D20<B R>&g=3D

>>>t;>>=20
=3D20
>> =20
=
=3D
 >>=3D3D
>>& >wrote:
>>>>=
;
>>>>=3D
 >>>
>>& ∓gt;>Dimit=
ri=3D3D
>>>os,< BR>>=3D
>>>>=
You=3D3D20
>>>=20
=3D20
>> should only get the phone out active on the =
Submix=20
A=3D20
>> Master=3D3D20
>>>=20
MEC.
>>>>At =3D
>>least=20
that's=3D20
>> been my =
understanding.=3D3D20
>>& >=20
=3D20
>> =20
=
=3D
 >>=3D3D
>>& >=3D3D3D20
>>>=
>Tom
>>=3D
 >>>>
>& ∓gt;>>=
;=3D20
>> =20
=3D3D
>>>=3D3D20& lt;BR>>>>=20
"Dimitrios"=3D20
>> =
<<A=3D3D20
>>& ∓gt;=20
=3D3D
>>>href=3D3D3D"<A=3D20
>> =20
=
=3D
>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOS=
PAMotenet.gr</A'>mai=3D
>>lto:musurgio@NOSPAMotenet.gr">=
;musurgio@NOSPAMotenet.gr</A&g=3D
>>t;=3D3D=

>>>=3D20
>> =20
wrote=3D3D20
>>> in =
message=3D3D20
>>>=20
=3D
>>
>> =20
=
=3D
 >>=3D3D
>>& >=3D3D3D
>>>&g=
t;news:46377aa5\$1@linux..=3D
 >>.
>>& ∓gt;<BR=
>&g=3D3D
>>& ∓gt;t;>>&=3D
>>>=3D=
20
>> =20
=3D3D20
>>> Well first time I tried I get no signal=20
=3D
>>whatsoever=3D20
>> on =
any=3D3D20
>>>=20
=3D20
>> =20
=
headphone
=3D3D3D
>& >>>out=3D20
>>= =20

of=3D20
>> the=3D3D20
>>> three mecs =
I have=20
=3D
 >>!!
>>> > ls=3D20
>> =
this a known=20
bug =3D3D
>>>again=3D3D20& amp;
>>>=20
=3D20
>> ??
>>>>=20
Thanks
>>>>=3D2 0
>> =20
=3D3D20
>>> =3D20
>> =20
=
=3D
 >>Dimitrios
>>& amp;>>
>>>& am p;=
gt;
& amp;g=3D
>>t;>>>l=3D20
>> =

=3D3D
>>>choose=3D3D20
>>> =
Polesoft Lockspam=20
=3D
>>to fight=3D20
>> spam,=20
and=3D3D20
>>> =3D20
>> =20
=
=3D
 >>=3D3D
>>& gt;you?
>>>>h=
ttp://www.polesoft.com/=3D
 >>refer.html
>>>=3D=
3D
>>>>;>
>>>=3D
>>>>&l=
t;!DOCTYPE=3D3D20
>>>= 20
=3D20
>> HTML PUBLIC "-//W3C//DTD HTML=20
4.0=3D3D20
>>> =3D20
>> =20
=
=3D
 >>=3D3D
>>& gt;Transitional//EN ">
=
>>>><HTM=3D
 >>L><HEAD><BR& gt;>=3D3=
D
>>>>& amp;gt;<META=3D3D=3D
>>20
g=
t;>>>=20
=3D20
>> http-equiv=3D3D3D3DContent-Type=20
=
=3D
>>content=3D3D3D3D" text/html;=3D3D20
>>>= 20
=3D20
>> =20
=
=3D
 >>=3D3D
>>& gt;=3D3D3D
>>>&g=
t;charset=3D3D3D3Diso-8859-=3D
>>1">
>>>>=
<=3D3D
>>>>;MET A=3D3D20
>=3D
>>=
>>>=20
=3D20
>> content=3D3D3D3D"MSHTML=20
6.00.2800.1400"=3D3D20
>>> =3D20
>> =20
=
=3D
 >>=3D3D
>>& gt;name=3D3D3D3DGENERATOR><B=
R>>>>><=3D
 >>STYLE></STYLE><B R>=
=3D3D
>>>>& gt;>></=3D
>>HEAD><=
t;BR>>>>><BODY=3D3 D20
>>>>=20
=3D20
>> =20
=
bgColor=3D3D3D3D#ffffff>
>& am p;gt;>><DIV><FONT =

=3D
>
> =20
=
=3D3D
>>>face=3D3D3D3D Arial=3D3D20
>>>=20
=3D20
> =20
=
=3D
 >>=3D3D
>>& >size=3D3D3D3D2>Dimitrios,<=;/FONT></DIV><=3D
 >>;BR>>>>& <=3D3D=
>>>DIV>< ;FONT=3D3D20
>=3D
>=>>=20
=3D20
> face=3D3D3D3DArial size=3D3D3D3D2>You =
should only get the=20
phone=3D20
> out=3D3D20
>>>=20
=3D3D3D
>>>>act ive =
=3D
>>on=3D20
> =20
the=3D3D3D20
>>>& g t;Submix A=3D20
> =20
=3D3D
>>>Master=3D3D20
>>>=20
=3D20
> =20
=
=3D
 >>MEC.</DIV> ;
>>>><=;/DIV><FON=3D
 >>T=3D3D20
>>&a mp;gt;=20
=3D20
> face=3D3D3D3DArial size=3D3D3D3D2>At least =
that's been=20
=3D
 >>my=3D3D20
>>& >gt; =3D20
> =
=
=3D
 >>=3D3D3D
>>& am p;gt;>understanding.=3D3D20<=BR>>>>=20
=3D
>>
> =20
=
=3D
 >>=3D3D
>>& >=3D3D3D20
>>>=></DIV=3D
 >>>
>>&a mp;gt;><=3D3D
>>>;DIV> <FONT=3D3D2=3D
>>0<BR&=>>>>=20
=3D20
> =
face=3D3D3D3DArial=3D3D20
>>& >gt;=20
=3D20
> =20
=
=3D
 >>=3D3D
>>& >size=3D3D3D3D2>Tom</FONT&=gt;</DIV>
=3D
 >>>>><DIV& >gt;=3D3D
>>><FONT=3D3D20&
>>& >g=3D
>>t;=20
=3D20
> face=3D3D3D3DArial=20
=
=3D
 >>size=3D3D3D3D2>= 3D3D20
>>&g=t;=20
=3D20
> =20

=

=3D
 >>=3D3D
>>& gt;</DIV>
>>&am p;=

gt;><BLOCKQUOTE=3D3D=3D
 >>3D20
>>&g t;>st=

=3D3D
>>>>yle=3D3D3D3D"PADDING-RIG=3D
>>HT:=3D3=

D20
>>>=20

=3D20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT:=20

5px;=3D20
>> =20

=

=3D
 >>=3D3D
>>& gt;=3D3D3D
>>>&g=

t;BORDER-LEFT:=3D3D20
>&g=3D
>>t;>>=20

=3D20
>> #000000 2px solid; MARGIN-RIGHT:=20

0px" >
>>>>=3 D20
>> =20

=3D3D20
>>> =

<DIV>"Dimitrios"=3D20
>> =20

<<A=3D3D3D20
>> >> =

=3D3D20
>>>=20

=3D
>>
>> =20

=

=3D
 >>=3D3D3D
>>&am p;gt;>href=3D3D3D3D "<A=3D3D2=

0
>>>&g =3D
>>p;=3D20
>> =20

=

=3D
 >>=3D3D
>>& gt;href=3D3D3D'mailto:musurgio@NOS=

PAMotenet.gr">musurgio=3D
>>@NOSPAMotenet.gr</A'>mai=3D=

3D
>>>>lto:musurgio@NOSPAMotene=3D
>>t.gr">m=

usurgio@NOSPAMotenet.gr </A>&g=3D3D<B R>>>=3D=

 >>;>t;=3D3D3D
> >>>=3D3D20
>=

>>=20

=3D20
>> wrote=3D3D3D20
>>&g> in=20

=3D
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>>>> =3D20
>> =20
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t;<DIV><FONT=3D3D20
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>>& gt;spam,
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>>>> >you=
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=3D3D
>>>&a mp;gt;<A=3D3D3D2=3D
>>0<B=
R>>>>>href=3D3D3D3D" <A=3D3D20
>>>>=2 0
=3D20
>> =20
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 >>=3D3D
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..com/refer.html">http:=3D
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BR>>>>>'>http://www.polesoft.com/r=3D
>>efer.html"=
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</BLOCKQUOTE>&=
lt;/BODY><=3D
 >>./HTML>
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>>=3 D20
>> =20
=

>
>< BR></BLOCKQUOTE></BODY>&a mp;lt;=
;/HTML>
>>
>>
>
</BLOCKQUOTE></BODY></HTML>=

-----=_NextPart_000_009A_01C78CA9.4197FD70--Dear Tom,
I am posting all these on a new post so you can read and maybe get an answer to your question.
yes faderworks works only on printed tracks.
You work with faderworks on your regular mixing scenario then ...
Read my post.
Regards,
Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>
>
>Dimitrios,
>I am still trying to understand how Faderworks or any other manual =
>nudging
>can time align these tracks? Let's say we are mixing a live drum mix =
>from submix B.
>Sending it's L&R outputs to SPDIF then inputing to MEC E. If we =
>continue to monitor
>live and don't print the drum mix in Mec E then nudging will continue to
=
>move the live
>audio and you'll never be able to line up. If you print the the drum =
>mix into MEC E
>then it will work. If this is the case then we always could print a =
>submix
>by running it alone and bringing it back into Paris on any Mec.
>
>What am I missing? !!!
>Thanks for your patience,
>Tom
>
> "Dimitrios" <musurgio@otNOSPAMenet.gr> wrote in message =
>news:46389d56\$1@linux...
>
> Dear Tom,
> I am not only saying but I am confirming !!
> The L and R of all submixes except for the main one outputs the =
>related submixes
> mix.
> You can have a 5 card Paris system where you sacrifice card 1 and use
=
>the
> four other stereo mixes thru mex digital spdif output to a card like =
>Scope
> Pulsar and then insert on every submix your effects or outboard too.
> You will just be mixing 4 stereo tracks under Pulsar which anyway is =
>far

> superior mixing engine than cubase nuendo and all that s..t.
> Regards,
> Dimitrios
>
> "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >
> >
> >

Subject: Re: Fight? or Switch? Paris on a laptop???
Posted by [Deej \[4\]](#) on Sun, 01 Apr 2007 17:30:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

tuff?

>>>>>>>

>>>>>>> AA

>>>>>>>

>>>>>>>

>>>>>>> "Jamie K" <Meta@Dimensional.com> wrote in message

>>>>>>> news:46362036\$1@linux...

>>>>>>> So what's the plan? Thursday? Friday? Saturday?

>>>>>>>

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>>>>>>> consideration

>>>>>>> and I'll make what I can. I hope to see you guys!

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>>>>>>> Cheers,

>>>>>>> -Jamie

>>>>>>> www.JamieKrutz.com

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>>>>>>> PS. Deej, I sent you my phone number privately, did you get it?

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>>>>> as
>>>>>>>>> well.
>>>>>>>>>
>>>>>>>>> ;o)
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>
>BTW, my email is "Jamie at Jamie Krutz dot com." The meta email address
is no longer working.

Cheers,
-Jamie
www.JamieKrutz.com

Jamie K wrote:

>
> Aaron send me your email and cell and I'll send you my cell.
>
> DeeJ, I sent you my cell did you get it? If not, email me.
>
> John and Dedric have my cell.
>
> Travel safe everyone!
>
> Cheers,
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Subject: Re: Fight? or Switch? Paris on a laptop???
Posted by [Nappy](#) on Sun, 01 Apr 2007 17:32:09 GMT
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>> http://www.alexisparkinn.com/photogallery/Videos/2006-2-21_Digital_Airline_Racers.wmvAaron send me your email and cell and I'll send you my cell.

Deej, I sent you my cell did you get it? If not, email me.

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Subject: Re: Fight? or Switch? Paris on a laptop???
Posted by [Nappy](#) on Sun, 01 Apr 2007 18:41:49 GMT
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this so here 'tis. This was into my Lexicon Signature 284,

>output to the Lexicon 10" speaker cabinet mic'ed with an SM57 inside one
>of
>these.
>
><http://www.audiologyrooms.com/booths.html>
>

>This thing sits in my CR and when the door is closed,you can crank a
>marshall stack to 11 and barely hear it outside. I found two of these down

>in Bloomfield NM that had been purchased by a friend at an auction. Got
'em
>both for next to nothing. Best studio iso booth I've ever (not) heard.
>;0)
>
>
>
>This is a multi-part message in MIME format.

-----=_NextPart_000_001D_01C78CC3.8BC58EC0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Hmmmm, sounds like either of my old Athlon 950's with a half gig of ram; =
PARIS tracking 44 16bit files from one machine to the other as a target =
drive across my home network while playing back 24 from the target, =
running 16 tracks of Acid, 2 tracks in Cool Edit, a stereo file under a =
wmv on win media Player, 4 tracks in Samplitude 6.04 with plugs running =
in PARIS and Samplitude... this was ME in 2002 and all drives were =
forced down from Mode 6 to Mode 3. I didn't weigh the media so I don't =
know if it was tons or not.

W. Mark Wilson

"Brandon" <a@a.com> wrote in message news:4638b02b@linux...
Ok a friend of mine is telling me he tried Mac for the first time =
since the 80's.
He tried a 2gig 512mb G5 powerbook and it was totally solid.
He says it was so incredibly solid that they had tons of media playing
and internet running etc.. and not one glitch. No lag nothing.
What is the consensus on Macs for audio apps now?
Would Cubase run lightspeed under Mac opposed to PC?

Brandon
-----=_NextPart_000_001D_01C78CC3.8BC58EC0
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 6.00.2900.3059" name=3DGENERATOR>

```

<STYLE></STYLE>
</HEAD>
<BODY bgColor=#ffffff>
<DIV><FONT face=Arial>Hmmm, sounds like either of my old Athlon 950's =
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<DIV><FONT face=Arial></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial>W. Mark Wilson</FONT></DIV>
<DIV><FONT face=Arial></FONT>&nbsp;</DIV>
<BLOCKQUOTE dir=ltr=20
style="padding-right: 0px; padding-left: 5px; margin-left: 5px; =
border-left: #000000 2px solid; margin-right: 0px">
  <DIV>"Brandon" &lt;<a href="mailto:a@a.com">a@a.com</a>> wrote in =
message=20
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  <DIV><FONT face=Arial></FONT>&nbsp;</DIV><FONT face=Arial>
  <DIV>Brandon</FONT></DIV></BLOCKQUOTE></BODY></HTML>

```

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> BrandonCool. Qwest is coming to my new studio space Thursday between 8&10 AM to
put in phone and dsl--should be good for lunch around 11ish--maybe by you
Jamie? US Thai? Still want to go to Swallow Hill for the early show that
night.

Friday I should be good for lunch around the same time, then some afternoon
tooling around--have to be at my daughters dance showcase around 6:30...
Late night cocktails...

Saturday has changed a bit--I have to play my church gig (5:00 rehearsal and
6:30 service--I can bail around 7:30. The gig I was going to do in Idaho
Springs is off, so we can go to Jamies gig??

Sunday is church gig from 7:30 AM till about 1:00PM...

Chris Lang--are you in for anything???? :)

"Aaron Allen" <know-spam@not_here.dude> wrote:
>sent ya an e..
>
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>>>>>
>>>>>
>>>>> John Macy wrote:
>>>>>> OK--I spoke to Jamie--it's Tai food Thursday
>>>>>> lunch and Mexican Friday (or vice-versa) at a couple of our favorite

>>>>>> joints--and a trip to
>>>>>> Jamie's setup and both of my locations. Everything
>>>>>> else up for the spur of the moment...???
>>>>>>
>>>>>>
>>>>>> "John Macy" <spamlessjohn@johnmacy.com> w

Subject: Re: Helios EQ

Posted by [Cujjo](#) on Tue, 29 May 2007 13:26:07 GMT

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Subject: Re: Helios EQ

Posted by [Cujjo](#) on Wed, 30 May 2007 13:25:50 GMT

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a1l1H8yvKEW

Subject: Re: Helios EQ

Posted by [Cujjo](#) on Fri, 01 Jun 2007 04:27:50 GMT

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il.com" target="_blank">hiddensounds@hotmail.com> wrote in message
news:4684a323\$1@linux...

>
> Hi,
>
> I have a friend (it's not me honestly... still Paris through and
> through...
> ;o) who uses Logic and has a very old audio card which is fairly dodgy and
> needs an upgrade. He's a drummer and mostly tracks drums, so he needs 8
> tracks
> minimum (and the budget is not likely to stretch beyond that).
>
> Anybody got some suggestions as to what may be a good card to get? And/or
> opinions specifically on the M-Audio cards?
>
> Thanks,
>
> Cheers,
> Kim.Hey Don,

Back at ya! Enjoy your weekend... but not too much... ;-)

David.

Don Nafe wrote:

> Granted a tad premature but as I'll sitting on the beach at my campsite on
> the 1st I figured what the hell...better sooner than later
>
> Happy Canada Day!
>
> Don
>

>LOL! Yeah the article did me no good, either - I still don't know if I need it for my series of Intel chip.

Been working fine so far, maybe i should forego it.

Neil

"John" <no@no.com> wrote:

>

>so my e6700 is not affected?Canada has it's own day?

Enjoy, all you hosers up there!!!

:)

EK Sound <askme@nospam.com> wrote:

>Hey Don,

>

>Back at ya! Enjoy your weekend... but not too much... ;-)

>

>David.

>

>Don Nafe wrote:

>> Granted a tad premature but as I'll sitting on the beach at my campsite on

>> the 1st I figured what the hell...better sooner than later

>>

>> Happy Canada Day!

>>

>> Don

>>

>>Just wanted to drop a line to say thanks to so many people who assisted in ways you can't imagine (from the help and information I've gotten from this group), I'm sure there are some I've forgotten to mention:

DJ, Doug Wellington, Aaron Allen, Kim, Dimitrios, Rick Parnell, Chuck Duffy, Chris Ludwig, Gantt Kushner, etc.

This was a fun project that could not have been done without all of your tips:

<http://cdbaby.com/cd/michaelyanoska>

Still using PARIS.

Mike.Take off eh! ;-)

David.

Neil wrote:

> Canada has it's own day?
>
> Enjoy, all you hosers up there!!!
>
> :)
>
>
> EK Sound <askme@nospam.com> wrote:
>
>>Hey Don,
>>
>>Back at ya! Enjoy your weekend... but not too much... ;-)
>>
>>David.
>>
>>Don Nafe wrote:
>>
>>>Granted a tad premature but as I'll sitting on the beach at my campsite
>
> on
>
>>>the 1st I figured what the hell...better sooner than later
>>>
>>>Happy Canada Day!
>>>
>>>Don
>>>
>>>
>
>dude, he works for the oil companies...of course there are swarms of
lawyers around....show em one deej.

On 30 Jun 2007 01:46:44 +1000, "wireline"
<kennospam@wirelinestudio.com> wrote:

>
>"I've been worrying more about the swarms of &^0%\$*&^\$%#!0%& bloodsucking gnats
>
>out in the area where I've been working the last few days"
>
>I didn't know you had a bunch of lawyers living around your area...
>
><grin?>happy happy ;o)

On Fri, 29 Jun 2007 13:05:45 -0400, "Don Nafe" <dnafe@magma.ca> wrote:

>Granted a tad premature but as I'll sitting on the beach at my campsite on
>the 1st I figured what the hell...better sooner than later

>

>Happy Canada Day!

>

>Don

>HI Kim,

If it for a Mac then remember that it is a PCI card. So it will only
work on older G5s and g4s.

If it is a newer G5 then firewire is the only way to go.

Chris

Kim wrote:

> Hi,

>

> I have a friend (it's not me honestly... still Paris through and through...

> ;o) who uses Logic and has a very old audio card which is fairly dodgy and

> needs an upgrade. He's a drummer and mostly tracks drums, so he needs 8 tracks

> minimum (and the budget is not likely to stretch beyond that).

>

> Anybody got some suggestions as to what may be a good card to get? And/or

> opinions specifically on the M-Audio cards?

>

> Thanks,

>

> Cheers,

> Kim.

--

Chris Ludwig

ADK Pro Audio

(859) 635-5762

www.adkproaudio.com

chrisl@adkproaudio.com Basically any processor past th Pentium D from what I can see.
I have already see a performance improvement in Cubase.

YOur might also want to make sure you are using the most current BIOS for
your motherboard before the patch.

Neil wrote:

> LOL! Yeah the article did me no good, either - I still don't know

> if I need it for my series of Intel chip.

>
> Been working fine so far, maybe i should forego it.
>
> Neil
>
>
> "John" <no@no.com> wrote:
>> so my e6700 is not affected?
>

--
Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.com Happy Canada Day back to all. Where's your beach?

Ted

"Don Nafe" <dnafe@magma.ca> wrote:
> Granted a tad premature but as I'll sitting on the beach at my campsite
on
> the 1st I figured what the hell...better sooner than later
>
> Happy Canada Day!
>
> Don
>
> Not for me, and not for a CD, but for my brother-in-law
fom Philly who's just released a novel that a few on this group
my find easy summer reading...

Philo Mae - life, death & rock 'n' roll

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

TedGals? . . . what year is it where you live? Yeah, I like to shop, but I'm
trying to pay off my credit cards so I can buy a car. Besides, I just
bought a black J-bass. :)
http://www.basemporium.com/images_products/fender0131800306_f_big.jpg
Not to be confused with a black sea bass

Subject: Re: Helios EQ

Posted by [Rod Lincoln](#) on Fri, 01 Jun 2007 13:56:59 GMT

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have a funny feeling that's not OK any more. So sometimes we don't
> know what to say but "gals".

We should know by now that nothing we say will be right. Those are the
rules.....but we keep forgetting.

;o)

>

> Sarah wrote:

>> Gals? . . . what year is it where you live? Yeah, I like to shop, but

>> I'm trying to pay off

Subject: Re: Helios EQ

Posted by [Cujjo](#) on Sat, 02 Jun 2007 15:15:54 GMT

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/>

>> =3D
>me.</DIV>
><DIV><FONT =

>>face=3D3DArial=20

>> size=3D3D2> </DIV>
><DIV><FONT =

>>face=3D3DArial=20

>> size=3D3D2>As always thanks for your=20

>> =3D
>help,</DIV>
><DIV><FONT=20

>> face=3D3DArial=20

>> size=3D3D2>Tom</DIV>
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I choose Polesoft Lockspam to fight =

>>spam,=20

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>you?
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