
Subject: It's been snowing here for two days
Posted by [Deej \[4\]](#) on Thu, 29 Mar 2007 19:13:43 GMT
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t;>> 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
>>

Subject: Re: It's been snowing here for two days
Posted by [EK Sound](#) on Thu, 29 Mar 2007 20:10:19 GMT
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>>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
>

Subject: Re: It's been snowing here for two days
Posted by [Jamie K](#) on Thu, 29 Mar 2007 21:03:45 GMT
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; <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 dig

Subject: Re: It's been snowing here for two days
Posted by [gene lennon](#) on Fri, 30 Mar 2007 03:00:19 GMT
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SP.gr">musurgio@otenetNOSP.gr> =
>>wrote in=20
>> message <A=20
>> =
>>href=3D"news:46389187\$1@linux">news:46389187\$1@linux...</DIV>
Yeah=
>>=20
>> Dj,
Why not then use the simple L R outputs in patch bay where =
>>every submix=20
>> has
these and route them to the related mec's out into your =
>>compressor and=20
>> 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=20
>> compressor
and then back to other mec ...

Well you have to
=
>>note=20
>> here.
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
>> guitars from now on 20bit out of the =3D
>>>phones jack to =
>>

>>How=20
>> come I never tried it?
>>>
>>>I'm a=20
>> =
>>dope,
>>>Tom
>>>
>>>
>>>&=
>>nbsp;=20
>> "Dimitrios" <<A=20
>> =
>>href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr>=
>> wrote=20
>> in message=20
>> =
>>=3D
>>>news:4638281d\$1@linux...
>>>
>>>&g=

>>even with=20

>>than card's=20

>>on mec A=20
>> which is the main =

>> submixes, the other though ! output only the related submix=20

>>could=20

>> route it to another mec but on same mec you would get an=20

>>compressed...=20

>> because the time you will bring it back
>>=20

>>again outputed=20

>> on headphones and then back =

>>option=20

>>considered=20

>>of each=20

>> mec (except for the main one) outputs ALSO
>>=20

>>take this L=20

>> and R out and send it to a pair=20

>>Pulsar ??)=20

>> COMPRESS it and then send it back to=20

>>latency well you=20

>> =

>>www.aarrrrgggghh!!!.com>=20

>>all MECs=20

>> or the mix signal on MEC
>> =

>>on card B=20

>> and C. If you're just=20

>>>those=20

>> submixes on the card B & C Mecs, you could route the =

>>headphone
>>=20

>> >those MECs to a pair of input channels on another MEC (or maybe=20

>>record=20

>>

>>never tried=20

>> this when I had 4 =

>> =

>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=

>> wrote=20

>>>>=20

>>>>=20

>> "Dimitrios" <<A =

>>href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20

>>>>>Ah=20

>>and R=20

>> to the Mec's outputs 1 and 2 to get
a
>>>=20

>>headphones=20

>>for=20

>> monitoring thats why I =

>> >>>"Tom Bruhl" <<A=20

>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20

>>should=20

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

>>>>>>At least=20

>>"Dimitrios"=20
>> <<A =
>>href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr>=
>>=20

>>first time=20
>> I tried I get no signal whatsoever on any=20

>>any of the=20

>>this a=20

>>

>>Polesoft=20

>> =

>>

>>HTML=20
>> PUBLIC "-//W3C//DTD HTML 4.0 =

>> >>>><META http-equiv=3D3D3DContent-Type =
>>content=3D3D3D"text/html";=20

>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400"=20

>>>>>><BODY=20

>> >>>><DIV><FONT face=3D3D3DArial=20
>> =

>>=20
>> >>>><DIV><FONT face=3D3D3DArial =
>>size=3D3D3D2>You should=20
>> only get the phone
>> =3D
>>>out =

>> >>>>Submix A Master=20

>> >>>><DIV><FONT face=3D3D3DArial =
>>size=3D3D3D2>At least=20

>>>>>>understanding.=20

>> >>>><DIV><FONT face=3D3D3DArial=20

>> >>>><DIV><FONT face=3D3D3DArial =
>>size=3D3D3D2>=20

>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>>MARGIN-LEFT:=20

>>>>>>BORDER-LEFT:=20

>>=3D
>>>>>>>href=3D3D3D"<A=20

>> =

>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</'>mail=
>>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</'>=3D
&=

>>=3D
>>>>>>>href=3D3D3D"<A=20

>> =

>>href=3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV><B'>news=
>>:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV><B=

>> I tried I get no signal whatsoever on any headphone out=20

>>have=20

>> =

>>>>>>??
Thanks
Dimitrios</BLOCKQUOTE><=

```

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

>> =3D<BR>>>>>>>>href=3D3D3D"<A=20
>> =
>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>http=
>>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D<BR>>=

>> >>>>.html</A>=20
>> =

>>=20

>>

>> ><BR>>>><BR>>>><BR>>>><!DOCTYPE HTML =
>>PUBLIC=20
>> "-//W3C//DTD HTML 4.0=20
>> =
>>Transitional//EN"><BR>>>><HTML><HEAD><BR>>>=
>>><META=20
>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>> =3D<BR>>>>>charset=3D3Diso-8859-1"><BR>>>><META =
>>
>> content=3D3D"MSHTML 6.00.2800.1400"=20
>> =
>>name=3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>>=
>>>></HEAD><BR>>>><BODY=20
>> bgColor=3D3D#ffffff><BR>>>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>Dimitrios are you serious?!?! It =
>>=3D<BR>>>>>outputs=20
>> the=3D20<BR>>>>>submix only on Cards B, C, D, E=20
>> ???</FONT></DIV><BR>>>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>I will be summing my drums and guitars<BR>>>>=20
>> =3D<BR>>>>>from now on=3D20<BR>>>>>20bit out of the =
>>phones jack to=20
>> my</FONT></DIV><BR>>>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>outboard comps for sure!!!!!! =
>>=3D20<BR>>>>>Sweeeeeet! How=20

```

```

>> come I never tried=20
>> it?</FONT></DIV><BR>>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2></FONT> =
>></DIV><BR>>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>I'm a=20
>> dope,</FONT></DIV><BR>>><DIV><FONT =
>>face=3D3DArial=20
>> =
>>size=3D3D2>Tom</FONT></DIV><BR>>><DIV><=
>>FONT=20
>> face=3D3DArial size=3D3D2></FONT>=20
>> </DIV><BR>>><DIV><FONT face=3D3DArial=20
>> size=3D3D2></FONT>=20
>> =
>></DIV><BR>>><BLOCKQUOTE=3D20<BR>>>>style=3D3D=
>>"PADDING-RIGHT:=20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>=3D<BR>>>>BORDER-LEFT:=20

>> =3D<BR>>>>href=3D3D"<A=20
>> =
>>href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>'mai=
>>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A/>>&g=
>>t;=3D<BR>>>>=20

>> =3D<BR>>>>href=3D3D"<A=20
>> =
>>href=3D'news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR>Hi=3D=
>>20'>news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV&=

>> DJ,<BR>hehe I am already on that testing route even with the L R =
>>

>>other<BR>than=20
>> card's a mecs...<BR>Regarding the headphone outs the =
>>one<BR>>>=20

>>main one=20
>> outputs<BR>all submixes, the other though=20

>>related submix=20
>> out so yes<BR>you could route it to =
>>another<BR>=3D<BR>>>>mec but=20

>>infinite<BR>loop=20

```

>> of dry and =

>> the time you will bring it back on
same mec that will be =
>>again=20

>>and then back=20
>> again...
you get the picture=20

>>other mecs=20
>> option though will work !!
I don't know if you have=20

>>better option=20
>> !!
The L and R outputs of each mec (except
>>=20

>>outputs ALSO=20
>> the
submix out so you can take this L and
R
>>=20

>>pair of=20
>> outputs
(digital to Pulsar ??) COMPRESS it and
>>=20

>>another=20
>> submix.
For latency well you know =
>>=3D
>>>faderworks=20

>> !!
Regards,
Dimitrios

"DJ"=20

>> =
>>href=3D'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=3D20=
>>'>http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=

>> wrote:
>Are you getting the same signal on all MECs or the =
>>mix=20

>>on
card=20
>>
>A and just the submix of the MEC on card B and=20

>> getting

>those submixes on the card B & C=20

>>the headphone=20
>> out
of
>those MECs to a pair of=20

>>another MEC (or=20
>> maybe even loop
it
>back to the=20

>>record=20

>>
>etc.....I can't believe I never tried this when I =
>>had 4=20

>> =
>>here..
>>os"=20

>> =
>>href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.grmai=
>>lto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A/>&g=
>>t;=3D
>>=20

>> =
>>
>news:4637946e\$1@linux...
>
>=

>> Heh...
>> Works on all mecs=20

>> Dimitrios
>>
>> "Dimitrios"=20

>> =
>>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr=3D20'>mailto:m=
>>usurgio@otenet.gr">musurgio@otenet.gr=3D20
>&g=

>> wrote:
>>
>>>Ah I found it=20
>> =3D
>>>!!
>>>I =

>> connect the L and R to the Mec's outputs 1 and 2 to get=20

>>headphones=20
>> !!
>>>I am just =3D
>>>using=20

>>didn't=20
>> =
>>=3D
>>>get
any
>>>signal=3D20
>&=

>> =
>>=3D
>>>!!
>>>Thanks
>>>Dim=
>>itrios
>>>
>>&=3D
>>>gt;=

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

>> =

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

>>

>> =

>>=3D
>>>=3D3D
>>>>news:46377aa5\$1@linux..=
>>.
>>>>
&g=3D
>>>>t;=>&=
>>gt;=20

>>whatsoever=20

>> headphone
=3D3D
>>>>out=20

>> on
>>>> =3D
>>>>any of=20

>>!!
>>>> ls=20

>> ??
>>>> Thanks
>>>>=20

>> =

>>Dimitrios
>>>>
>>>>
&g=
>>t;=>>l=20

>>to fight=20

>> =

>>=3D
>>>>you?
>>>>http://www.polesoft.com/=
>>refer.html
>>>>=3D
>>>>;
>>>=

>> =

>>=3D
>>>>Transitional//EN">
>>>><HTM=
>>L><HEAD>
>=3D
>>>>>><META=3D=

>> http-equiv=3D3D3DContent-Type =

>> =

>>=3D
>>>>=3D3D
>>>>charset=3D3D3Diso-8859-=
>>1">
>>>><=3D
>>>>;META=3D20
>>=

```

>> =
>>=3D<BR>>>>name=3D3D3DGENERATOR><BR>>>>><=
>>STYLE></STYLE><BR>=3D<BR>>>>>>>></=

>> bgColor=3D3D3D#ffffff><BR>>>>><DIV><FONT =
>>

>> =
>>=3D<BR>>>>>size=3D3D3D2>Dimitrios,</FONT></DIV><=
>>;BR>>>>><=3D<BR>>>>>DIV><FONT=3D20<BR>>>=

>> face=3D3D3DArial size=3D3D3D2>You should only get the phone=20

>>on=20
>> the=3D3D20<BR>>>>>Submix A=20

>> =
>>MEC.</FONT></DIV><BR>>>>><DIV><FON=

>> face=3D3D3DArial size=3D3D3D2>At least that's been =

>> =

>>
>> =
>>=3D<BR>>>>>=3D3D20<BR>>>>></FONT></DIV>=
>>><BR>>>>><=3D<BR>>>>>;DIV><FONT=3D2=

>> =
>>=3D<BR>>>>>size=3D3D3D2>Tom</FONT></DIV><BR>=
>>>>><DIV>=3D<BR>>>>><FONT=3D20<BR>>>>>&g=

>> face=3D3D3DArial =

>> =
>>=3D<BR>>>>></DIV><BR>>>>><BLOCKQUOTE=3D=
>>3D20<BR>>>>>>st=3D<BR>>>>>yle=3D3D3D"PADDING-RIG=

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

>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>=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
>>>> in =

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

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

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

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

>> the=3D3D20
>>>> three mecs I have !!
Is=20

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

>> size=3D3D3D2>

I choose Polesoft Lockspam to=20

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

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

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

>> =
>>
>
>
</BLOCKQUOTE></BODY><=
>>;/HTML>
>>>
>>>
>>>=20
>>
>
>
</BLOCKQUOTE></BODY></HTML>
>>
>>
>This is a multi-part message in MIME format.

-----=_NextPart_000_007D_01C78CA4.E40E8330
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

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:

>

>

>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> 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
 > >>> 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
> =3D3D3D
> >>>MEC.
> >>> >>>>At least that's been my understanding. =3D3D3D3D20
> >>> >>>>Tom
> >>> >>>>
> >>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =
=3D
>=3D3D3D3D
> >>> >>>>news:46377aa5$1@linux...
> >>> >>>>
> >>> >>>> Well first time I tried I get no signal whatsoever on =
any =3D
>=3D3D3D
> >>>headphone
> >>> =3D3D3D3D
> >>> >>>>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
>=3D3D3D3D
> >>> >>>>charset=3D3D3D3DDiso-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.</DIV>
 > >>> >>>><DIV>At least =
 that's been
 =3D
 >my =3D3D3D
 > >>> >>>>understanding. =3D3D3D20
 > >>> >>>></DIV>
 > >>> >>>><DIV><FONT face=3D3D3D3DArial =
 size=3D3D3D3D2>Tom</DIV>
 > >>> >>>><DIV> =
 </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
 =
 >>>>>>>>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
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
> >> =3D3D3D
> >>>spam,
> >>> =3D3D3D3D
> >>> >>>>and=3D3D3D3D20
> >>> >>>>you?<BR><A=3D3D3D3D20
> >>> =3D3D3D
> =3D
=
>>>>>>>>href=3D3D3D3D3D"http://www.polesoft.com/refer.html">http://www.pole=
sof=3D3D
>t.com=3D3D3D
> >>>/refer=3D3D3D3D
> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
> >>> >>>>
> >>> >>>>
> >>> >>>
> >>> >>=3D3D3D20
> >>> >
> >>> >
> >>>
> >>>
> >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> >>><HTML><HEAD>
> >>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D3D
> >>>charset=3D3D3DISO-8859-1">
> >>><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3D3DGENERATOR>
> >>><STYLE></STYLE>
> >>></HEAD>
> >>><BODY bgColor=3D3D3D#ffffff>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dimitrios are you =
serious?!?!
=3D
>It =3D3D3D
> >>>outputs the=3D3D3D20
> >>>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<BR>than card's a mecs...<BR>Regarding the headphone outs =
=3D
>the one
> >> =3D3D
> >>>on mec=3D3D20
> >>> A which is the main one outputs<BR>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
>>>signal=3D3D20
 > >>> at the heaphone out=3D3D20
 > >>> =3D3D
 > >>>!
>>>Thanks
>>>Dimitrios
>>>
>>>&=3D3D
 > >>>gt;>"Tom=3D3D20
 > >>> Bruhl" <<A =3D3D
 > =
 >>>href=3D3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D3D2=
 0
 > >>> =3D3D
 > >>>wrote:
>>>
>>>
>>>>Dimitri=3D3D
 > >>>os,
>>>>You=3D3D20
 > >>> should only get the phone out active on the Submix A =
 Master=3D3D20
 > >>> MEC.
>>>>At least that's been my understanding.=3D3D20
 > >>> =3D3D
 > >>>=3D3D3D20
>>>>Tom
>>>>
>>>> =3D3D
 > >>>;=3D3D20
 > >>> "Dimitrios" <<A=3D3D20
 > >>> =3D3D
 > =3D
 =
 >>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr=
 </A=3D
 >>>=3D3D
 > >>> wrote=3D3D20
 > >>> in message=3D3D20
 > >>> =3D3D
 > >>>=3D3D3D
>>>>news:46377aa5\$1@linux...
>>>>
>>>>&g=3D3D
 > >>>t;>>> =3D3D20
 > >>> Well first time I tried I get no signal whatsoever on =
 any=3D3D20
 > >>> headphone
=3D3D3D
>>>>out on
>>>> =3D3D
 > >>>any of the=3D3D20
 > >>> three mecs I have !!
>>>> Is this a known bug =3D3D
 > >>>again=3D3D20
 > >>> ??
>>>> Thanks
>>>> =3D3D20
 > >>> Dimitrios
>>>>
>>>>
>>>>I =3D3D
 > >>>choose=3D3D20
 > >>> Polesoft Lockspam to fight spam, and=3D3D20
 > >>> =3D3D
 > >>>you?
>>>>http://www.polesoft.com/refer.html
>>>>=3D3D
 > >>>;>
>>>><!DOCTYPE=3D3D20
 > >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D3D20
 > >>> =3D3D
 > >>>Transitional//EN">
>>>><HTML><HEAD>
>=3D3D

```

> >>>>><META=3D3D20
> >>> http-equiv=3D3D3D3DContent-Type =
content=3D3D3D3D"text/html;=3D3D20
> >>> =3D3D
> >>>=3D3D3D<BR>>>>> charset=3D3D3D3DISO-8859-1"><BR>>>>><=3D3D
> >>>;META=3D3D20
> >>> content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D3D20
> >>> =3D3D
> >>>name=3D3D3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=3D3D
> >>>>></HEAD><BR>>>>><BODY=3D3D20
> >>> bgcolor=3D3D3D3D#ffffff><BR>>>>><DIV><FONT =3D3D
> >>>face=3D3D3D3DArial=3D3D20
> >>> =3D3D
> >>>size=3D3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D3D
> >>>DIV><FONT=3D3D20
> >>> face=3D3D3D3DArial size=3D3D3D3D2>You should only get the =
phone =3D
>out=3D3D20
> >>> =3D3D3D<BR>>>>>active on the=3D3D3D20<BR>>>>>Submix A =3D3D
> >>>Master=3D3D20
> >>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=3D3D20
> >>> face=3D3D3D3DArial size=3D3D3D3D2>At least that's been =
my=3D3D20
> >>> =3D3D3D<BR>>>>>understanding.=3D3D20
> >>> =3D3D
> >>>=3D3D3D20<BR>>>>></FONT></DIV><BR>>>>><=3D3D
> >>>;DIV><FONT=3D3D20
> >>> face=3D3D3D3DArial=3D3D20
> >>> =3D3D
> >>>size=3D3D3D3D2>Tom</FONT></DIV><BR>>>>><DIV>=3D3D
> >>><FONT=3D3D20
> >>> face=3D3D3D3DArial size=3D3D3D3D2></FONT>=3D3D20
> >>> =3D3D
> >>></DIV><BR>>>>><BLOCKQUOTE=3D3D3D20<BR>>>>>st=3D3D
> >>>yle=3D3D3D3D"PADDING-RIGHT:=3D3D20
> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D
> >>>=3D3D3D<BR>>>>>BORDER-LEFT:=3D3D20
> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D3D20
> >>> <DIV>"Dimitrios" <<A=3D3D3D20<BR>>>>> =3D3D20
> >>> =3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20
> >>> =3D3D
> =3D
=
>>>>href=3D3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr=
</A=3D
>'>mai=3D3D
> =
>>>mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D3D

```

> >>>t;=3D3D3D
>>>=3D3D20
 > >>> wrote=3D3D3D20
>>> in message=3D3D20
 > >>> <A=3D3D3D20
>>> =3D3D
 > >>>=3D3D3D
>>>href=3D3D3D3D"<A=3D3D20
 > >>> =3D3D
 > =3D
 =
 >>>>href=3D3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV>=

=3D
 >>Well=3D3D
 > >>>'>news:46377aa5\$1@linux">news:46377aa5\$1@linux...</DIV>=3D3D
 > >>>;
Well=3D3D3D
>>>=3D3D20
 > >>> first=3D3D3D20
>>> time I tried I get no signal =3D3D
 > >>>whatsoever on=3D3D20
 > >>> any headphone out =3D3D
 > >>>on
any
>>>=3D3D3D
>>>of=3D3D20
 > >>> the=3D3D3D20
>>> three mecs I have !!
Is =3D3D
 > >>>this a known=3D3D20
 > >>> bug=3D3D20
 > >>> =3D3D
 > >>>again=3D3D3D20
>>>??
Thanks
Dimitrios=3D3D
 > >>>LOCKQUOTE>
>>>><DIV><FONT=3D3D20
 > >>> size=3D3D3D3D2>

I choose Polesoft Lockspam to =
 fight=3D3D20
 > >>> =3D3D
 > >>>spam,
=3D3D3D
>>>>and=3D3D3D20
>>>>you?
=3D3D
 > >>>;<A=3D3D3D20
>>>>href=3D3D3D3D"<A=3D3D20
 > >>> =3D3D
 > =3D
 =
 >>>>href=3D3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.c=
 om/=3D
 >refer=3D3D
 > =3D
 =
 >>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</=
 A=3D
 >=3D3D
 > >>>>=3D3D3D
>>>>.html=3D3D20
 > >>> =3D3D
 > >>></DIV></BODY></HTML>
>>>>=3D3D
 > >>>R>>>>>
>>>>
>>=3D3D20
 > >>>
>
>
</BLOCKQUOTE></BODY></HTML>
 > >>>
 > >>>
 > >>=3D20
 > >
 > >

```

>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>charset=3D3Diso-8859-1">
><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>I could have sworn that I tried =
the =3D
>L&R outs of=3D20
>the Mecs and never got signal.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>You are saying that gives you =
submix =3D
>only=3D20
>data? This is crazy.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>I'll be experimenting today for =
=3D
>sure.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>After the Beatle Juice show I =
=3D
>guess.</FONT></DIV>
><BLOCKQUOTE=3D20
>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Dimitrios" <<A=3D20
> =
href=3D3D"mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>> =3D
>wrote in=3D20
> message <A=3D20
> =3D
=
>href=3D3D"news:46389187$1@linux">news:46389187$1@linux</A>...</DIV><BR>Y=
eah=3D
>=3D20
> Dj,<BR>Why not then use the simple L R outputs in patch bay where =
=3D
>every submix=3D20
> has<BR>these and route them to the related mec's out into your =3D
>compressor and=3D20
> then<BR>back to your other mec.<BR>Is the headphone out of any =
quality

```

=3D
>
> ?
You can use also the digital outs to connect to a Pulsar =
VINCO=3D20
> compressor
and then back to other mec ...

Well you have =
to =3D
>note=3D20
> here.
the audio coming in the other submix will be delayed to =
the =3D
>non=3D20
> compressed
drumtracks... what will you do ?
You can of course =
=3D
>record it=3D20
> and then nudge or better use Faderworks...

Ok so now you are =
=3D
>tempted to=3D20
> come back to Paris or not ??
We are waiting for=3D20
> you...
Regards,
Dimitrios

"DJ" <<A=3D20
> =3D
=
>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=3D=
20
> wrote:
>Heheh!!! parallel compression in Paris through a =3D
>headphone=3D20
> out. Whoda'

>thunk? Can't believe I never tried =3D
>this =3D20
> when I was running 4 x MECs. Just

>use a card and separate =
=3D
>MEC for=3D20
> drum submixes, grab yourself an insert
>cable, route the =3D
>headphone out=3D20
> to a stereo compressor (maybe sidechain
to
>an EQ to =3D
>hipass=3D20
> the LF a little.....or maybe not) and return them
to =3D
>
>the=3D20
> Paris inputs on a channel pair on a different MEC and you're=3D20
> there.

>Damn!!!....how simple is=3D20
> this?

>;o)

>"Dimitrios" <<A=3D20
> =3D
=
>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=
=3D
> wrote=3D20
> in message
>news:463853fb\$1@linux...
>>
>> =3D
>Dear=3D20
> Tom,
>> ALSO L and R on each submix except for =3D
>submix1=3D20
> outputs only the related
>> submix so you can send it to a =3D

>mec's out=3D20
 > (24bit if you like) and then
out
>> to your=3D20
 > compressor.
>> Regards,
>> =3D
 >Dimitrios
>>
>>=3D20
 > "Tom Bruhl" <<A=3D20
 > href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20
 > wrote:
>>>
>>>
>>>Dimitrios are =3D
 >you=3D20
 > serious?!?! It outputs the submix only on Cards =3D
 >B,
C,
>>=3D20
 > =3D3D
>>>D, E ???
>>>I will be summing my drums =3D
 >and=3D20
 > guitars from now on 20bit out of the =3D3D
>>>phones jack to =3D
 >
 > my
>>>outboard comps for sure!!!!!! Sweeeeeet! =3D
 >How=3D20
 > come I never tried it?
>>>
>>>I'm a=3D20
 > =3D
 >dope,
>>>Tom
>>>
>>>
>>>&=3D
 >nbsp;=3D20
 > "Dimitrios" <<A=3D20
 > =3D
 =
 >href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr>=
 =3D
 > wrote=3D20
 > in message=3D20
 > =3D
 >=3D3D
>>>news:4638281d\$1@linux...
>>>
>>>&g=3D
 >t; =3D20
 > Hi DJ,
>>> hehe I am already on that testing route =3D
 >even with=3D20
 > the L R outputs of
=3D3D
>>>other
>>> =3D
 >than card's=3D20
 > a mecs...
>>> Regarding the headphone outs the one =3D
 >on mec A=3D20
 > which is the main =3D
 >one
=3D3D
>>>outputs
>>> all=3D20
 > submixes, the other though ! output only the related submix=3D20
 > out
so
>> =3D3D
>>>yes
>>> you =3D
 >could=3D20
 > route it to another mec but on same mec you would get an=3D20
 > =3D3D
>>>infinite
>>> loop of dry and =3D
 >compressed...=3D20
 > because the time you will bring it back
>>>=3D20
 > =3D3D
>>>on
>>> same mec that will be =3D
 >again outputed=3D20
 > on headphones and then back =3D

>again...
>>> =3D20
> you get the picture ,feedback.
>>> The other mecs =3D
>option=3D20
> though will work !!
>>> I don't know if you have =3D
>considered=3D20
> the other better option !!
>>> The L and R outputs =3D
>of each=3D20
> mec (except for the main one) outputs ALSO
>>>=3D20
> =3D3D
>>>the
>>> submix out so you can =3D
>take this L=3D20
> and R out and send it to a pair=3D20
> of
=3D3D
>>>outputs
>>> (digital to =3D
>Pulsar ??)=3D20
> COMPRESS it and then send it back to=3D20
> another
=3D3D
>>>submix.
>>> For =3D
>latency well you=3D20
> know faderworks ?? !!
>>> =3D
>Regards,
>>> =3D20
> Dimitrios
>>>
>>> "DJ" <<A=3D20
> =3D
=

><http://www.aarrrrggghhh!!!.com>=3D=
20

> wrote:
>>> >Are you getting the same signal on =3D
>all MECs=3D20
> or the mix signal on MEC
>>> =3D
>=3D3D
>>>on
>>> =3D20
> card=3D3D20
>>> >A and just the submix of the MEC =3D
>on card B=3D20
> and C. If you're just=3D20
> =3D3D
>>>getting
>>>
>>> =3D
>>those=3D20
> submixes on the card B & C Mecs, you could route the =3D
>headphone
>>>=3D20
> =3D3D
>>>out
>>> =3D
>of=3D3D20
>>> =3D20
> >those MECs to a pair of input channels on another MEC (or =
maybe=3D20
> even
>>> =3D3D
>>>loop
>>> =3D20
> it=3D3D20
>>> >back to the same MEC) on a pair of =3D
>record=3D20
> enabled channels and =3D3D
>>>compress
>>> =3D
>
> it,=3D3D20
>>> >etc.....I can't believe I =3D
>never tried=3D20
> this when I had 4 =3D
>MECs
=3D3D
>>>here..
>>> =3D20
> >
>>> >;o)
>>> =3D20

> >
>>> >"Dimitrios" <<A=3D20
> =3D
=
>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=
=3D
> wrote=3D20
> in message=3D3D20
>>> =3D20
> >news:4637946e\$1@linux...
>>> =3D20
> >>
>>> >> Heh...
>>> =3D
>>>=3D20
> Works on all mecs !!
>>> >>=3D20
> Dimitrios
>>> >>
>>> =3D
>>>=3D20
> "Dimitrios" <<A =3D
>href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=3D20
> wrote:
>>> >>>
>>> =3D
>>>>Ah=3D20
> I found it !!
>>> >>>I should connect the L =3D
>and R=3D20
> to the Mec's outputs 1 and 2 to get
a
>>=3D20
> =3D3D
>>>signal
>>> >>>for the =3D
>headphones=3D20
> !!
>>> >>>I am just using the digital out =3D
>for=3D20
> monitoring thats why I =3D
>didn't
=3D3D
>>>get
>>> =3D20
> any
>>> >>>signal at the heaphone out=3D20
> !
>>> >>>Thanks
>>> =3D20
> >>>Dimitrios
>>> =3D
>>>>
>>> =3D20
> >>>"Tom Bruhl" <<A=3D20
> href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20
> wrote:
>>> >>>>
>>> =3D20
> >>>>
>>> =3D20
> >>>>Dimitrios,
>>> >>>>You =3D
>should=3D20
> only get the phone out active on the Submix A=3D20
> Master
=3D3D
>>>MEC.
>>> =3D
>>>>>At least=3D20
> that's been my understanding. =3D3D3D20
>>> =3D20
> >>>>Tom
>>> =3D20
> >>>>
>>> >>>> =3D
>"Dimitrios"=3D20
> <<A =3D
=
>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr>=
=3D
>=3D20

> wrote in message =3D3D3D
>>> =3D20
 > >>>>news:46377aa5\$1@linux...
>>> =3D20
 > >>>>
>>> >>>> Well =3D
 >first time=3D20
 > I tried I get no signal whatsoever on any=3D20
 > =3D3D3D
>>>headphone
>>> =3D
 >=3D3D3D3D
>>> =3D20
 > >>>>out on
>>> >>>> =3D
 >any of the=3D20
 > three mecs I have !!
>>> >>>> Is =3D
 >this a=3D20
 > known bug again ??
>>> >>>> =3D20
 > Thanks
>>> >>>> =3D20
 > Dimitrios
>>> >>>>
>>> =3D
 >
 > >>>>
>>> >>>>I choose =3D
 >Polesoft=3D20
 > Lockspam to fight spam, and you?
>>> =3D20
 > =3D
 >>>>>http://www.polesoft.com/refer.html
>>> =3D
 >
 > >>>>
>>> >>>><!DOCTYPE =3D
 >HTML=3D20
 > PUBLIC "-//W3C//DTD HTML 4.0 =3D
 >Transitional//EN">
>>> =3D20
 > >>>><HTML><HEAD>
>>> =3D20
 > >>>><META http-equiv=3D3D3D3DContent-Type =3D
 >content=3D3D3D3D"text/html;=3D20
 > =3D3D3D3D
>>> =3D20
 > >>>>charset=3D3D3D3Diso-8859-1">
>>> =3D20
 > >>>><META content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D20
 > name=3D3D3D3DGENERATOR>
>>> =3D20
 > >>>><STYLE></STYLE>
>>> =3D20
 > >>>></HEAD>
>>> =3D
 >>>>><BODY=3D20
 > bgColor=3D3D3D3D#ffffff>
>>> =3D20
 > >>>><DIV><FONT face=3D3D3D3DArial=3D20
 > =3D
 >size=3D3D3D3D2>Dimitrios,</DIV>
>>> =3D
 >=3D20
 > >>>><DIV><FONT face=3D3D3D3DArial =3D
 >size=3D3D3D3D2>You should=3D20
 > only get the phone
>>> =3D3D
>>>>out =3D
 >=3D3D3D3D
>>> =3D20
 > >>>>active on the=3D3D3D20
>>> =3D20
 > >>>>Submix A Master=3D20
 > MEC.</DIV>
>>> =3D20
 > >>>><DIV><FONT face=3D3D3D3DArial =3D

```

>size=3D3D3D3D2>At least=3D20
> that's been my =3D3D3D<BR>>>> =3D
>>>>>understanding.=3D20
> =3D3D3D3D20<BR>>>> =3D20
> >>>></FONT></DIV><BR>>>> =3D20
> >>>><DIV><FONT face=3D3D3D3DArial=3D20
> size=3D3D3D3D2>Tom</FONT></DIV><BR>>>> =3D20
> >>>><DIV><FONT face=3D3D3D3DArial =3D
>size=3D3D3D3D2></FONT>=3D20
> </DIV><BR>>>> =3D20
> >>>><BLOCKQUOTE=3D3D3D20<BR>>>> =3D20
> >>>>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =3D
>MARGIN-LEFT:=3D20
> =3D3D<BR>>>>5px; =3D3D3D<BR>>>> =3D
>>>>>BORDER-LEFT:=3D20
> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =3D20
> >>>> <DIV>"Dimitrios"=3D20
> <<A=3D3D3D20<BR>>>> >>>> =3D20
> =3D3D3D<BR>>>> =3D
>=3D3D<BR>>>>>>>>href=3D3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>m=
ail=3D
=
>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>=3D3D<BR>&=3D=

>gt;>>>A>>=3D3D3D<BR>>>> =3D20
> >>>> wrote=3D3D3D20<BR>>>> =3D
>>>>> in=3D20
> message <A=3D3D3D20<BR>>>> >>>> =3D20
> =3D3D3D<BR>>>> =3D
>=3D3D<BR>>>>>>>>href=3D3D3D3D"<A=3D20
> =3D
=
>href=3D3D'news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV><B'>n=
ews=3D
>:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV><B=3D
></A>=3D3D<BR>>>>>R>Well=3D3D3D<BR>>>> =3D20
> >>>> first=3D3D3D20<BR>>>> =3D
>>>>> time=3D20
> I tried I get no signal whatsoever on any headphone out=3D20
> =3D3D<BR>>>>>on<BR>any<BR>>>> =3D20
> >>>=3D3D3D<BR>>>> >>>>of=3D20
> the=3D3D3D20<BR>>>> >>>> three mecs I =3D
>have=3D20
> !!<BR>Is this a known bug again=3D3D3D20<BR>>>> =3D20
> =3D

```

```

>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE><=3D
>BR>>>> =3D20
> >>>><DIV><FONT =3D
>size=3D3D3D3D2><BR><BR>I choose=3D20
> Polesoft Lockspam to fight<BR>>>>=3D20
> =3D3D<BR>>>>spam,<BR>>>> =3D
>=3D3D3D<BR>>>> =3D20
> >>>>and=3D3D3D20<BR>>>> =3D20
> >>>>you?<BR><A=3D3D3D20<BR>>>> =3D20
> =3D3D<BR>>>>>>>href=3D3D3D3D"<A=3D20
> =3D
=
>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>h=
ttp=3D
=
>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D3D<BR>>>=3D=

>>>/refer=3D3D3D<BR>>>> =3D20
> >>>>.html</A>=3D20
> =3D
></FONT></DIV></BODY></HTML><BR>>>> =3D
>=3D20
> >>>><BR>>>> =3D
>>>><BR>>>> =3D20
> >>><BR>>>> >>=3D3D20<BR>>>> =3D
>
> ><BR>>>> =3D20
> ><BR>>>><BR>>>><BR>>>><!DOCTYPE HTML =3D
>PUBLIC=3D20
> "-//W3C//DTD HTML 4.0=3D20
> =3D
>Transitional//EN"><BR>>>><HTML><HEAD><BR>>>>=3D
>><META=3D20
> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
> =3D3D<BR>>>>charset=3D3D3Diso-8859-1"><BR>>>><META =3D
>
> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20
> =3D
>name=3D3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>>>=3D
>>></HEAD><BR>>>><BODY=3D20
> bgColor=3D3D3D#ffffff><BR>>>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Dimitrios are you serious?!?! It =3D
>=3D3D<BR>>>>>outputs=3D20
> the=3D3D20<BR>>>>>submix only on Cards B, C, D, E=3D20
> ???</FONT></DIV><BR>>>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>I will be summing my drums and guitars<BR>>>>=3D20

```

```

> =3D3D<BR>>>>from now on=3D3D20<BR>>>>20bit out of the =3D
>phones jack to=3D20
> my</FONT></DIV><BR>>>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>outboard comps for sure!!!!!! =3D
>=3D3D20<BR>>>>Sweeeeeet! How=3D20
> come I never tried=3D20
> it?</FONT></DIV><BR>>>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2></FONT> =3D
></DIV><BR>>>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>I'm a=3D20
> dope,</FONT></DIV><BR>>>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> =3D
>size=3D3D3D2>Tom</FONT></DIV><BR>>>><DIV><=3D
>FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> </DIV><BR>>>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2></FONT>=3D20
> =3D
></DIV><BR>>>><BLOCKQUOTE=3D3D20<BR>>>>style=3D3D3D=3D
>"PADDING-RIGHT:=3D20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>=3D3D<BR>>>>BORDER-LEFT:=3D20
> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =3D20
> <DIV>"Dimitrios" <<A=3D3D20<BR>>>> =3D20
> =3D3D<BR>>>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>=
mai=3D
>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A/A>>&g=3D
>t;=3D3D<BR>>>>=3D20
> wrote=3D3D20<BR>>>> in message =3D
><A=3D3D20<BR>>>> =3D20
> =3D3D<BR>>>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR>H=
i=3D3D=3D
>20'>news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV&=3D
>gt;<BR>Hi=3D3D20</A><BR>>>> =3D20
> DJ,<BR>hehe I am already on that testing route even with the L R =
=3D
>
> =3D3D<BR>>>>outputs of=3D3D20<BR>>>> =3D
>other<BR>than=3D20

```

> card's a mecs...
Regarding the headphone outs the =3D
 >one
>>=3D20
 > =3D3D
>>>on mec=3D3D20
>>> A which is the =3D
 >main one=3D20
 > outputs
all submixes, the other though=3D20
 > !
=3D3D
>>>output=3D3D20
>>> only the =3D
 >related submix=3D20
 > out so yes
you could route it to =3D
 >another
=3D3D
>>>mec but=3D20
 > on=3D3D20
>>> same mec you would get an =3D
 >infinite
loop=3D20
 > of dry and =3D
 >compressed...
=3D3D
>>>because=3D3D20
>>> =3D20
 > the time you will bring it back on
same mec that will be =3D
 >again=3D20
 > =3D3D
>>>outputed on=3D3D20
>>> headphones =3D
 >and then back=3D20
 > again...
you get the picture=3D20
 > =3D3D
>>>,feedback.
Thed=3D3D20
>>> =3D
 >other mecs=3D20
 > option though will work !!
I don't know if you have=3D20
 > =3D3D
>>>considered=3D3D20
>>> the other =3D
 >better option=3D20
 > !!
The L and R outputs of each mec (except
>>=3D20
 > =3D3D
>>>for the=3D3D20
>>> main one) =3D
 >outputs ALSO=3D20
 > the
submix out so you can take this L and
R
>>=3D20
 > =3D3D
>>>out and=3D3D20
>>> send it to a =3D
 >pair of=3D20
 > outputs
(digital to Pulsar ??) COMPRESS it and
>>=3D20
 > =3D3D
>>>then=3D3D20
>>> send it back to =3D
 >another=3D20
 > submix.
For latency well you know =3D
 >=3D3D
>>>faderworks=3D20
 > ??=3D3D20
>>> =3D20
 > !!
Regards,
Dimitrios

"DJ"=3D20
 > <<A=3D3D20
>>> =3D3D
>>>href=3D3D3D"<A=3D20
 > =3D
 =
 >href=3D3D'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=3D=
 3D20=3D
 >'>http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=3D
 >;=3D3D20
>>> =3D20
 > wrote:
>Are you getting the same signal on all MECs or the =3D
 >mix=3D20
 > =3D3D
>>>signal on=3D3D20
>>> MEC =3D
 >on
card=3D20
 >
>A and just the submix of the MEC on card B and=3D20

> C. If you're just
 > getting those submixes on the card B & C
 > Mecs, you could route
 > the headphone
 > out of those MECs to a pair of
 > input channels on
 > another MEC (or
 > maybe even loop it back to the
 > same MEC) on a pair of
 > record
 > enabled channels and compress it, =
 > etc.....I can't believe I never tried this when I
 > had 4
 > MECs =
 > =
 > here..;o)"Dimitri
 > os"
 > <<A="mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr=3D
 > =
 > =
 > href="mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr=3D
 > mai
 > lto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr&g=3D
 > t;=3D
 > wrote in message
 > =
 > <news:4637946e\$1@linux...>

=3D
 > ;=3D
 > Heh... Works on all mecs=3D
 > !!
=3D
 > Dimitrios
 "Dimitrios"=3D
 > <<A="mailto:musurgio@otenet.gr">musurgio@otenet.gr=3D
 > =3D
 > =
 > href="mailto:musurgio@otenet.gr">musurgio@otenet.gr=3D'>mai=
 > lto:m
 > usurgio@otenet.gr">musurgio@otenet.gr=3D
&g=3D
 > t;=3D
 > wrote:

Ah I found it=3D
 > =3D
!!
I =3D
 > should=3D
 > connect the L and R to the Mec's outputs 1 and 2 to get=3D
 > a=3D signal
for the =3D
 > headphones=3D
 > !!
I am just =3D
using=3D
 > the=3D digital out for monitoring thats why I =3D
 > didn't=3D
 > =3D

>=3D3D
>>>get
any
>>>signal=3D3D20
>&=3D
 >gt;>>=3D20
 > at the heaphone out=3D3D20
>>>=3D20
 >=3D
 >=3D3D
>>>!
>>>Thanks
>>>Dim=3D
 >itrios
>>>
>&=3D3D
>>>gt;>=3D
 >"Tom=3D3D20
>>>=3D20
 > Bruhl" <<A =3D3D
>>>href=3D3D3D"<A=3D20
 >=3D
 =
 >href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net=3D3D20'>m=
 ailto=3D
 >:arpegio@comcast.net">arpegio@comcast.net=3D3D20
>&g=3D
 >t;>>=3D20
 >=3D
 >=3D3D
>>>wrote:
>>>
>>>=3D
 >>
>>>Dimitri=3D3D
>>>os,
>>=3D
 >>>>You=3D3D20
>>>=3D20
 > should only get the phone out active on the Submix A=3D20
 > Master=3D3D20
>>> MEC.
>>>At =3D
 >least that's=3D20
 > been my understanding.=3D3D20
>>>=3D20
 >=3D
 >=3D3D
>>>=3D3D3D20
>>>Tom
>>=3D
 >>>
>>>=3D20
 >=3D3D
>>>;=3D3D20
>>> "Dimitrios"=3D20
 > <<A=3D3D20
>>>=3D3D
>>>href=3D3D3D"<A=3D20
 >=3D
 =
 >href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>=
 mai=3D
 >lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A/A>>&g=3D
 >t;=3D3D
>>>=3D20
 > wrote=3D3D20
>>> in message=3D3D20
>>>=3D
 >
 >=3D
 >=3D3D
>>>=3D3D3D
>>>news:46377aa5\$1@linux..=3D
 >.
>>>
>&g=3D3D
>>>t;>>&=3D
 >gt;=3D20
 >=3D3D20
>>> Well first time I tried I get no signal =3D
 >whatsoever=3D20
 > on any=3D3D20
>>>=3D20
 > headphone
=3D3D3D
>>>>out=3D20
 > on
>>>=3D3D
>>>any of=3D20
 > the=3D3D20
>>> three mecs I have =3D
 >!!
>>>Is=3D20
 > this a known bug =3D3D
>>>again=3D3D20
>>>=3D20
 > ??
>>> Thanks
>>>=3D20

```

> =3D3D20<BR>>>> =3D20
> =3D
>Dimitrios<BR>>>><BR>>>><BR>&g=3D
>t;>>>I=3D20
> =3D3D<BR>>>>choose=3D3D20<BR>>>> Polesoft Lockspam =3D
>to fight=3D20
> spam, and=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>you?<BR>>>>>http://www.polesoft.com/=3D
>refer.html<BR>>>>=3D3D<BR>>>>;><BR>>>>=3D
>;>><!DOCTYPE=3D3D20<BR>>>> =3D20
> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>Transitional//EN"><BR>>>>><HTM=3D
>L><HEAD><BR>>=3D3D<BR>>>>>><META=3D3D=3D
>20<BR>>>> =3D20
> http-equiv=3D3D3D3DContent-Type =3D
>content=3D3D3D3D"text/html";=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>=3D3D3D<BR>>>>>charset=3D3D3D3Diso-8859-=3D
>1"><BR>>>><=3D3D<BR>>>>;META=3D3D20<BR>>=3D
>>> =3D20
> content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>name=3D3D3D3DGENERATOR><BR>>>><=3D
>STYLE></STYLE><BR>=3D3D<BR>>>>>>></=3D
>HEAD><BR>>>>><BODY=3D3D20<BR>>>> =3D20
> bgColor=3D3D3D3D#ffffff><BR>>>>><DIV><FONT =3D
>
> =3D3D<BR>>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>>size=3D3D3D3D2>Dimitrios,</FONT></DIV><=3D
>;BR>>>>><=3D3D<BR>>>>>DIV><FONT=3D3D20<BR>>=3D
>;>> =3D20
> face=3D3D3D3DArial size=3D3D3D3D2>You should only get the =
phone=3D20
> out=3D3D20<BR>>>> =3D3D3D<BR>>>>>active =3D
>on=3D20
> the=3D3D3D20<BR>>>>>Submix A=3D20
> =3D3D<BR>>>>>Master=3D3D20<BR>>>> =3D20
> =3D
>MEC.</FONT></DIV><BR>>>>><DIV><FON=3D
>T=3D3D20<BR>>>> =3D20
> face=3D3D3D3DArial size=3D3D3D3D2>At least that's been =3D
>my=3D3D20<BR>>>> =3D20
> =3D
>=3D3D3D<BR>>>>>understanding.=3D3D20<BR>>>> =3D
>

```

```

> =3D
>=3D3D<BR>>>>=3D3D3D20<BR>>>></FONT></DIV>=3D
>><BR>>>><=3D3D<BR>>>>;DIV><FONT=3D3D2=3D
>0<BR>>>> =3D20
> face=3D3D3D3DArial=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>size=3D3D3D3D2>Tom</FONT></DIV><BR>=3D
>>>><DIV>=3D3D<BR>>>><FONT=3D3D20<BR>>>>&g=3D
>t; =3D20
> face=3D3D3D3DArial =3D
>size=3D3D3D3D2></FONT>=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>></DIV><BR>>>><BLOCKQUOTE=3D3D=3D
>3D20<BR>>>>>st=3D3D<BR>>>>yle=3D3D3D3D"PADDING-RIG=3D
>HT:=3D3D20<BR>>>> =3D20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=3D20
> =3D
>=3D3D<BR>>>>=3D3D3D<BR>>>>>BORDER-LEFT:=3D3D20<BR>&g=3D
>t;>> =3D20
> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>=3D20
> =3D3D20<BR>>>> <DIV>"Dimitrios"=3D20
> <<A=3D3D3D20<BR>>>>> =3D3D20<BR>>>>> =3D
>
> =3D
>=3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20<BR>>>>>&nbs=3D
>p;=3D20
> =3D
>=3D3D<BR>>>>>href=3D3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=3D
>@NOSPAMotenet.gr</A>'mai=3D3D<BR>>>>>lto:musurgio@NOSPAMotene=3D
>t.gr">musurgio@NOSPAMotenet.gr</A>>&g=3D3D<BR>>>>=3D
>;>t;=3D3D3D<BR>>>>>=3D3D20<BR>>>>> =3D20
> wrote=3D3D3D20<BR>>>>> in =3D
>message=3D3D20<BR>>>>> =3D20
> <A=3D3D3D20<BR>>>>>=3D20
> =3D
>=3D3D<BR>>>>>=3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20<=3D
>BR>>>>> =3D20
> =3D
>=3D3D<BR>>>>>href=3D3D3D'news:46377aa5$1@linux">news:46377aa5$1@li=3D
>nux</A>...</DIV><BR>Well=3D3D<BR>>>>>'>news:46=3D
>377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV>=3D3D<BR>&=3D
>gt;>>;<BR>Well</A>=3D3D3D<BR>>>>>=3D3D20<=3D
>BR>>>>> =3D20
> first=3D3D3D20<BR>>>>> time I tried I get no signal=3D20
> =3D3D<BR>>>>>whatsoever on=3D3D20<BR>>>>> any =3D
>headphone out=3D20
> =3D
>=3D3D<BR>>>>>on<BR>any<BR>>>>>=3D3D3D<BR>&g=3D

```

```

>t;>>>of=3D3D20<BR>>>> =3D20
> the=3D3D3D20<BR>>>> three mecs I have !!<BR>ls=3D20
> =3D3D<BR>>>>this a known=3D3D20<BR>>>> =3D20
> bug=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>again=3D3D3D20<BR>>>>??<BR>Than=3D
>ks<BR>Dimitrios</B=3D3D<BR>>>>LOCKQUOTE><BR>>=3D
>>>><DIV><FONT=3D3D20<BR>>>> =3D20
> size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam to=3D20
> fight=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>spam,<BR>=3D3D3D<BR>>>>>and=3D3D3D=3D
>20<BR>>>>>you?<BR>=3D3D<BR>>>>;<A=3D3D3D2=3D
>0<BR>>>>>href=3D3D3D3D"<A=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>>href=3D3D3D'http://www.polesoft.com/refer.html">http:=3D
>/www.polesoft.com/refer=3D3D<BR>>>>'>http://www.polesoft.com/r=3D
>efer.html">http://www.polesoft.com/refer</A=3D3D<BR>>>>=3D3D=3D
>3D<BR>>>>>.html</A>=3D3D20<BR>>>> =3D20
> =3D
>=3D3D<BR>>>></FONT></DIV></BODY></HTML><=3D
>;BR>>>>><B=3D3D<BR>>>>R>>>>><B=3D
>R>>>><BR>>>=3D3D20<BR>>>> =3D20
> =3D
><BR>><BR>><BR></BLOCKQUOTE></BODY><=3D
>;/HTML><BR>>>><BR>>>><BR>>>=3D20
> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>
>

```

-----=_NextPart_000_007D_01C78CA4.E40E8330

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 6.00.2800.1400" 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 am still trying to understand how =
Faderworks or=20
any other manual nudging</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>can time align these tracks?&nbsp; =

```

Let's say we are=20
mixing a live drum mix from submix B.</DIV>
<DIV>Sending it's L&R outputs to SPDIF =
then inputing=20
to MEC E. If we continue to monitor</DIV>
<DIV>live and don't print the drum mix in =
Mec E then=20
nudging will continue to move the live</DIV>
<DIV>audio and you'll never be able to line =
up. If=20
you print the the drum mix into MEC E</DIV>
<DIV>then it will work. If this is the =
case then=20
we always could print a submix</DIV>
<DIV>by running it alone and bringing it =
back into Paris=20
on any Mec.</DIV>
<DIV> </DIV>
<DIV>What am I missing? ! ! !</DIV>
<DIV>Thanks for your patience,</DIV>
<DIV>Tom</DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Dimit

Subject: Re: It's been snowing here for two days
Posted by [excelav](#) on Fri, 30 Mar 2007 05:53:58 GMT
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p;=20
>>>getting
> >>>
> =20
>>> >those submixes on the card B & C Mecs, you =
could=20
route the =3D
>headphone
> >> =
=3D3D
> =20
>>>out
> >>> =
of=3D3D20
> =20
>>> >those MECs to a pair of input channels on =
another MEC=20
(or maybe
=3D
>even
> >> =
=3D3D
> =20
>>>loop
> >&a

Subject: Re: It's been snowing here for two days
Posted by [Jamie K](#) on Fri, 30 Mar 2007 06:47:12 GMT
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mp;gt;> =
it=3D3D20
> =20
>>> >back to the same MEC) on a pair of record =
enabled=20
channels and =3D
>=3D3D
> =
>>>compress
> =20
>>> it,=3D3D20
> >>> =20
>etc.....I can't believe I never tried this when I had 4=20
=3D
>MECs
> =3D3D
> =
>>>here..
> =20
>>> >
> >>> =
>;o)
> =20
>>> >
> >>> =
>"Dimitrios"=20
<<A =
href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr>=
=20
wrote in message=3D3D20
> >>> =20
>news:4637946e\$1@linux...
> >>> =20
>>
> >>> >> =
Heh...
&

Subject: Re: It's been snowing here for two days
Posted by [excelav](#) on Fri, 30 Mar 2007 07:36:01 GMT
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; =20
>>> >>>>
> >>> =20
>>>> "Dimitrios" <<A=20
=
href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr>=
wrote=20
in message =3D
>=3D3D3D
> >>> =20
>>>>news:46377aa5\$1@linux...
> =
>>> =20
>>>>
> >>> =
>>>> Well=20
first time I tried I get no signal whatsoever on any=20
=3D
>=3D3D
> >>>headphone
> =20
>>> =3D3D3D
> >>> =
>>>>out=20
on
> >>> >>>> any of the =
three=20

mecs I have !!
> >>> >>>> =
Is this=20
a known bug again ??
> >>> =
>>>> =20
Thanks
> >>> >>>> =20
Dimitrios
> >>> =
>>>>
> =20
>>> >>>>
> >>> =20
>>>&a

Subject: Re: It's been snowing here for two days
Posted by [John Macy](#) on Fri, 30 Mar 2007 08:13:10 GMT
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gt; >>>&BORDER-LEFT: #000000 2px solid;=20
MARGIN-RIGHT: 0px">
> >>> =
>>>> =20
<DIV>"Dimitrios" <<A=3D3D3D20
> =
>>>> =20
>>>> =3D3D3D
> >>> =20
=3D3D
> =
=3D
 >>>>>>>>>>& >href=3D3D3D3D "

Subject: Re: It's been snowing here for two days
Posted by [Jamie K](#) on Fri, 30 Mar 2007 08:38:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

;<A=20
=
href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet'>mailto:mu=
surgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet=3D
>.gr</=3D=
3D
> =20
>>>A>>=3D3D3D
> >>> =
>>>>=20
wrote=3D3D3D20
> >>> >>>> =
in=20
message <A=3D3D3D20
> >>> =
>>>> =20
=3D3D3D
> >>> =3D3D
> =20
=3D
 >>>>>>& >href=3D3D3D3D "<A=20
=
href=3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux...</D'>news:4637=
7aa5\$1@linux">news:46377aa5\$1@linux...</D=3D
>I=
V><B=3D3D
> =20
>>>R>Well=3D3D3D
> >>> =

Subject: Re: It's been snowing here for two days
Posted by [rick](#) on Fri, 30 Mar 2007 09:41:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: It's been snowing here for two days

Page 49 of 73 ---- Generated from The PARIS Forums

=3D3D
> =20
=
>>></DIV><BR&g t;>>><BLOCKQUOTE=3D3D3D2 0=

>>>>>st=3D3D
> =20
>>>yle=3D3D3D3D"PADDING-RIGHT:=3D3D20
> =
>>> =20
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D
> =20
=
>>>=3D3D3D
>&am p;gt;>>BORDER-LEFT:=3D3D20
>&=
nbsp;=20
>>> #000000 2px solid; MARGIN-RIGHT:=20
0px">
>>>>> =3D3D20
> =
>>> =20
<DIV>"Dimitrios" <<A=3D3D3D20
>> >>=20
=3D3D20
> >>> =20
=
=3D3D3D
>>>>>href=3D3D3D3D "<A=3D3D20
> =
=20
>>> =3D3D
> =20
=
=3D
>>>>href=3D3D3D'mailto:musurgio@NOSPAMotenet.gr">mu=
surgio@NOSPAMotenet.gr</A=3D
>'>mai=3D3D
> =20
=
>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr<=
/A>&g=3D3D
> =20
>>>t;=3D3D3D
>& amp;gt;>>=3D3D20
> =20
>>> wrote=3D3D3D20
>>>& ;gt; in=20
message=3D3D20
> >>> =20
<A=3D3D3D20
>>>> > =3D3D
> =20
=
>>>=3D3D3D
>&am p;gt;>>href=3D3D3D3D "<A=3D3D20<B=
R>> =20
>>> =3D3D
> =20
=
=3D
>>>>href=3D3D3D'news:46377aa5\$1@linux">news:46377aa=
5\$1@linux...</DIV><BR=3D
>>Well=3D3D
>&=
nbsp;=20
=
>>>'>news:46377aa5\$1@linux">news:46377aa5\$1@linux=
;...</DIV>=3D3D
> =20
=
>>>;
Well</A&am p;gt;=3D3D3D
>>>&g t;=3D=
3D20
> =20
>>> first=3D3D3D20
>>>& ;gt; time I =
tried I get=20
no signal =3D3D
> >>>whatsoever =
on=3D3D20
> =20
>>> any headphone out =3D3D
> =20

=
 >>>on
any
am p;gt;>>>=3D3D3D
>> t;gt=
 ;>>>of=3D3D20
> =20
 >>> the=3D3D3D20
>>>> g t; three mecs I =
 have=20
 !!
ls =3D3D
> >>>this a =
 known=3D3D20
> =20
 >>> bug=3D3D20
> >>> =
 =3D3D
> =20
 =
 >>>again=3D3D3D20
>& amp ;gt;>>>??
Thanks&l t=
 ;BR>Dimitrios</B=3D3D
> =20
 =
 >>>LOCKQUOTE>
& amp ;gt;>>><DIV><FO NT=3D=
 3D20
> =20
 >>> size=3D3D3D3D2>

I choose =
 Polesoft=20
 Lockspam to fight=3D3D20
> >>> =
 =3D3D
> =20
 =
 >>>spam,
=3D3D3D&l t;BR>>>>>and=3D3D3D20& amp ;=
 lt;BR>>>>>you?<BR& amp ;gt;=3D3D
> =20
 =
 >>><A=3D3D3D20
> >>>>href=3D3D3D3D "<A=3D=
 3D20
> =20
 >>> =3D3D
> =20
 =
 =3D
>>>href=3D3D3D'http://www.polesoft.com/refer.html">=
 ;http://www.polesoft.com/=3D
>refer=3D3D
> =20
 =
 =3D
>>>'>http://www.polesoft.com/refer.html">http://=
 /www.polesoft.com/refer</A=3D
>=3D3D
> =20
 =
 >>>>=3D3D3D
& amp ;gt;>>>.html=3D3D20 <B=
 R>> =20
 >>> =3D3D
> =20
 =
 >>></DIV& amp ;gt;</BODY></HTML><BR& amp ;gt;=
 >>>><B=3D3D
> =20
 =
 >>>R>>>& amp ;gt;
>>><BR& amp ;gt;>>=
 =3D3D20
> =20
 >>> =20
 =

>
>< BR></BLOCKQUOTE></BODY>&a mp;lt=
 ;/HTML>
> =20
 >>>
> >>>
> =20
 >>=3D20
> >
> =20

>
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =
 4.0=20
 Transitional//EN">
><HTML><HEAD>
><META=20
 http-equiv=3D3DContent-Type content=3D3D"text/html";=20
 =3D
> charset=3D3Diso-8859-1">
><META =
 content=3D3D"MSHTML=20
 6.00.2800.1400"=20
 =
 name=3D3DGENERATOR>
><STYLE></STYLE>
></HEA=
 D>
><BODY=20
 bgcolor=3D3D#ffffff>
><DIV><FONT face=3D3DArial=20
 =
 size=3D3D2>Dimitrios,</DIV>
><DIV><F=
 ONT=20
 face=3D3DArial size=3D3D2>I could have sworn that I tried the =
 =3D
>L&R=20
 outs of=3D20
>the Mecs and never got=20
 signal.</DIV>
><DIV><FONT =
 face=3D3DArial=20
 size=3D3D2>You are saying that gives you submix =
 =3D
>only=3D20
>data?=20
 This is crazy.</DIV>
><DIV><FONT=20
 face=3D3DArial size=3D3D2>I'll be experimenting today for=20
 =3D
>sure.</DIV>
><DIV><FONT=20
 face=3D3DArial=20
 size=3D3D2>Tom</DIV>
><DIV><FONT=20
 face=3D3DArial size=3D3D2> =
 </DIV>
><DIV><FONT=20
 face=3D3DArial size=3D3D2>After the Beatle Juice show I=20
 =
 =3D
>guess.</DIV>
><BLOCKQUOTE=3D20
=
 >style=3D3D"PADDING-RIGHT:=20
 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =
 #000000 2px=20
 solid; MARGIN-RIGHT: 0px">
> <DIV>"Dimitrios"=20
 <<A=3D20
> href=3D3D"<A=20
 =
 href=3D'mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.grmailto:=
 musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr>=20
 =3D
>wrote in=3D20
> message =
 <A=3D20
> =20
 =3D
>href=3D3D"<A=20
 =
 href=3D'news:46389187\$1@linux">news:46389187\$1@linux...</DIV>
Yeah=
 '>news:46389187\$1@linux">news:46389187\$1@linux...</DIV>
 ;
>Yeah=3D
>=3D20
> =20
 Dj,
>Why not then use the simple L R outputs in patch bay =
 where=20

=3D
>every submix=3D20
> has
these and =
 route them to=20
 the related mec's out into your =3D
>compressor =
 and=3D20
> =20
 then
back to your other mec.
Is the headphone out of =
 any=20
 quality
=3D
>
> ?
You can use also the =
 digital=20
 outs to connect to a Pulsar VINCO=3D20
> =
 compressor
and=20
 then back to other mec ...

Well you have to=20
 =3D
>note=3D20
> here.
the audio coming in =
 the other=20
 submix will be delayed to the =3D
>non=3D20
> =20
 compressed
drumtracks... what will you do ?
You can =
 of=20
 course =3D
>record it=3D20
> and then nudge or =
 better use=20
 Faderworks...

Ok so now you are =3D
>tempted=20
 to=3D20
> come back to Paris or not ??
We are =
 waiting=20
 for=3D20
> =20
 you...
Regards,
Dimitrios& amp;lt;BR>
 "DJ"=20
 <A=3D20
> =3D
>href=3D3D"<A=20
 =
 href=3D'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com=3D20=
 '>http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=
 ;=3D20
> =20
 wrote:
>Heheh!!! parallel compression in Paris through a=20
 =3D
>headphone=3D20
> out. =
 Whoda'

>thunk?=20
 Can't believe I never tried =3D
>this =3D20
> when =
 I was=20
 running 4 x MECs. Just

>use a card and separate=20
 =3D
>MEC for=3D20
> drum submixes, grab yourself an =
 insert=20

>cable, route the =3D
>headphone =
 out=3D20
> to a=20
 stereo compressor (maybe sidechain
to
>an EQ to=20
 =3D
>hipass=3D20
> the LF a little.....or =
 maybe not) and=20
 return them
to =
 =3D
>
>the=3D20
> Paris=20
 inputs on a channel pair on a different MEC and =
 you're=3D20
> =20
 there.

>Damn!!!... .how simple =
 is=3D20
> =20
 =

[illegible]

=
<mailto:musuNOSPAMrgio@otenet.gr>">musuNOSPAMrgio@otenet.grmailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr>&g=

t;=3D
>=20
 wrote=3D20
> in message=3D20
> =20

=
 =3D
 >=3D3D
>>>news: 4638281d\$1@linux...
&=

gt;>>
>>& amp;g=3D
>t;=20
 =3D20
> Hi DJ,
>>> hehe I am already on =

that=20
 testing route =3D
>even with=3D20
> the L R outputs=20

of
=3D3D
>>& amp;gt;other
>>> =

=3D
>than=20
 card's=3D20
> a mecs...
>>> Regarding =

the=20
 headphone outs the one =3D
>on mec A=3D20
> which is =

the main=20

=
 =3D
 >one
=3D3D
>> >>outputs
>&=

gt;>=20
 all=3D20
> submixes, the other though ! output only the =

related=20
 submix=3D20
> out
so
>>=20

=3D3D
>>>yes
>>> you=20
 =3D
>could=3D20
> route it to another mec but on =

same mec you=20
 would get an=3D20
> =20

=3D3D
>>>infinite& lt;BR>>>> loop of dry =

and=20
 =3D
>compressed...=3D20
> because the time you will =

bring it=20
 back
>>=3D20
> =20

=3D3D
>>>on<BR& amp;gt;>>> same mec that will =

be=20
 =3D
>again outputed=3D20
> on headphones and then =

back=20
 =3D
 >=3D3D
>>>again ...
>>>=20

=3D20
> you get the picture =

,feedback.
>>> Thed=20
 other mecs =3D
>option=3D20
> though will work=20

!!
>>> I don't know if you have=20
 =3D
>considered=3D20
> the other better option=20

!!
>>> The L and R outputs =3D
>of =

each=3D20
> =20
 mec (except for the main one) outputs =

ALSO
>>=3D20
> =20
 =3D3D
>>>the
>>> submix out so you =

can=20

=3D
>take this L=3D20
> and R out and send it to a=20
 pair=3D20
> =20
 of
>=3D3D
>>>& amp ;>outputs
>>>> =
 (digital to=20
 =3D
>Pulsar ??)=3D20
> COMPRESS it and then send it =
 back=20
 to=3D20
> =20
 =
 another
>=3D3D
>>& amp ;>>submix.
>>>> =
 For=20
 =3D
>latency well you=3D20
> know faderworks ??=20
 !!
>>>> =3D
> >Regards,
>>>>=2 0
 =3D20
> =
 Dimitrios
>>>>>
>>>> "DJ"=20
 <<A=3D20
> =3D
>>href=3D3D"<A=20
 =
 href=3D'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=3D20=
 '>http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com>=
 ;=3D20
> =20
 wrote:
>>>>> >Are you getting the same signal on=20
 =3D
>>all MECs=3D20
> or the mix signal on =
 MEC
>>>=20
 =3D
> >=3D3D
>>>>>on& am p;
>>>> =
 =3D20
> =20
 card=3D3D20
>>>> >A and just the submix of the MEC =

 =3D
>>on card B=3D20
> and C. If you're =
 just=3D20
> =20
 =
 =3D3D
>>>>>getting& l t;
>>>>
>&g t;>=
 ;>=20
 =3D
>>>those=3D20
> submixes on the card B & amp; C =
 Mecs, you=20
 could route the =
 =3D
>>headphone
>>>=3D20
> =20
 =3D3D
>>>>>out
>>>>=20
 =3D
>>of=3D3D20
>>>> =3D20
> =
 >those MECs to a=20
 pair of input channels on another MEC (or maybe=3D20
> =20
 even
>>>=
 =3D3D
>>>>>loop
>>>>=20
 =3D20
> it=3D3D20
>>>> >back to the =
 same MEC) on a=20
 pair of =3D
>>record=3D20
> enabled channels and=20
 =3D3D
>>>>>compress& lt;
>>>>=20
 =3D
>>
> it,=3D3D20
>>>> =
 >etc.....I=20
 can't believe I =3D
>>never tried=3D20
> this when I =

had 4=20
 =
 =3D
 >MECs
=3D3D
> ;>>here..
>&=
 gt;>=20
 =3D20
> >
>>> =
 >;o)
>>>=20
 =3D20
> >
>>> >"Dimitrios"=20
 <<A=3D20
> =3D
>href=3D3D"<A=20
 =
 href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr'mai=
 lto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>&g=
 t;=3D
>=20
 wrote=3D20
> in message=3D3D20
>>> =
 =3D20
> =20
 >news:4637946e\$1@linux...
>>> =3D20
> =

 >>
>>> >> Heh...
>>>=20
 =3D
>>>=3D20
> Works on all mecs =
 !!
>>>=20
 >>=3D20
> Dimitrios
>>>=20
 >>
>>> =3D
>>>=3D20
> =
 "Dimitrios"=20
 <<A =3D
>href=3D3D"<A=20
 =
 href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr>=3D20'>mailto:m=
 usurgio@otenet.gr">musurgio@otenet.gr>=3D20
>&n=
 bsp;=20
 wrote:
>>> >>>
>>& a mp;gt;=20
 =3D
>>>Ah=3D20
> I found it =
 !!
>>>=20
 >>>I should connect the L =3D
>and R=3D20
> =
 to the=20
 Mec's outputs 1 and 2 to =
 get
a
>>=3D2 0
> =20
 =3D3D
>>>signal
>>> =
 >>>for the=20
 =3D
>headphones=3D20
> !!
>>> =
 >>>I am=20
 just using the digital out =3D
>for=3D20
> =
 monitoring thats why=20
 I =
 =3D
 >didn't
=3D3D
>>>get
>&g=
 t;>=20
 =3D20
> any
>>> >>>signal at =
 the heaphone=20
 out=3D20
> !
>>>=20
 >>>Thanks
>& amp ;gt;> =3D20
> =20
 >>>Dimitrios
>& amp ;gt;>=20

=3D
 >>>>
>&a mp;gt;>=3D20
> =
 >>>>"Tom=20
 Bruhl" <<A=3D20
> href=3D3D"<A=20
 =
 href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20'>mailto=
 :arpeggio@comcast.net">arpeggio@comcast.net>=3D20
&g=
 t; =20
 wrote:
>>> >>>>
>&a mp;gt;>=20
 =3D20
> >>>>
>&a mp;gt;> =
 =3D20
> =20
 >>>>Dimitrios,
 >>>> >>>>You=20
 =3D
>should=3D20
> only get the phone out active on =
 the Submix=20
 A=3D20
> =20
 Master
=3D3D
>& >>MEC.
>>>=20
 =3D
>>>>&At least=3D20
> that's been my=20
 understanding. =3D3D3D20
>>> =3D20
> =20
 >>>>Tom
> ;>> =3D20
> =20
 >>>>
>&a mp;gt;> >>>>=20
 =3D
>&"Dimitrios"=3D20
> <<A =
 =3D
>&href=3D3D"<A=20
 =
 href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr>mai=
 lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>&g=
 t;=3D
>&=3D20
> =20
 wrote in message =3D3D3D
>>> =3D20
> =20
 >>>>news:46377aa5\$1@linux...
>>>=20
 =3D20
> >>>>
>&a mp;gt;> =
 >>>> Well=20
 =3D
>&first time=3D20
> I tried I get no signal =
 whatsoever on=20
 any=3D20
> =
 =3D3D
>>>&headphone& ;lt;BR>>>>=20
 =3D
>&=3D3D3D
>>> =3D20
> =
 >>>>out=20
 on
>>> >>>> =3D
>&any of =
 the=3D20
> =20
 three mecs I have !!
>>> >>>> Is =
 =3D
>&this=20
 a=3D20
> known bug again ??
>>> =
 >>>>=20
 =3D20
> Thanks
>>> >>>>=20
 =3D20
> Dimitrios
>>>=20
 >>>>
>&a mp;gt;> =3D
>&
> =20
 >>>>
>&a mp;gt;> >>>>I choose=20
 =3D
>&Polesoft=3D20
> Lockspam to fight spam, and=20
 you?
>>> =3D20
> =20
 =

```

=3D<BR>&gt;&gt;&gt;&gt;&gt;http://www.polesoft.com/refer.html&lt;BR&gt;&g=
t;&gt;&gt;=20
=3D<BR>&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&gt;&lt;BR&gt;&gt;&a mp;&gt;&gt;=20
&gt;&gt;&gt;&gt;&lt;!DOCTYPE =3D<BR>&gt;HTML=3D20<BR>&gt;&nbsp; PUBLIC =

"-//W3C//DTD HTML 4.0 =
=3D<BR>&gt;Transitional//EN"&gt;&lt;BR&gt;&gt;&gt;&gt;=20
=3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&gt;&lt;HTML&gt;&lt; HEAD&gt;&lt;BR&gt;&gt;&gt;&gt;=20
=3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&gt;&lt;META =
http-equiv=3D3D3D3DContent-Type=20
=3D<BR>&gt;content=3D3D3D3D"text/html;=3D20<BR>&gt;&nbsp;=20
=3D3D3D&lt;BR&gt;&gt;&gt;&gt; =3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&gt;charset=3D3D3D3Diso-8859-1"&gt;&lt;BR&gt;&gt;&gt;&gt;=20
=3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&gt;&lt;META content=3D3D3D3D"MSHTML=20
6.00.2800.1400"=3D20<BR>&gt;&nbsp;=20
name=3D3D3D3DGENERATOR&gt;&lt;BR&gt;&gt;& &gt;&gt; =3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&gt;&lt;STYLE&gt;&lt; /STYLE&gt;&lt;BR&gt;&gt;&gt;&gt;=20
=3D20<BR>&gt;&nbsp; =
&gt;&gt;&gt;&gt;&lt;/HEAD&gt;&lt; ;BR&gt;&gt;&gt;&gt;=20
=3D<BR>&gt;&gt;&gt;&gt;&lt;BODY=3D20 <BR>&gt;&nbsp;=20
bgColor=3D3D3D3D#ffffff&gt;&lt;BR&gt;&gt;& &gt;&gt; =3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&gt;&lt;DIV&gt;&lt;F ONT =
face=3D3D3D3DArial=3D20<BR>&gt;&nbsp;=20
=
=3D<BR> &gt;size=3D3D3D3D2&gt;Dimitrios,&lt;/FONT&gt; &lt;/DIV&gt;&lt;BR&gt;
&gt;&gt;&gt;=20
=3D<BR>&gt;=3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&gt;&lt;DIV&gt;&lt;F ONT=20
face=3D3D3D3DArial =3D<BR>&gt;size=3D3D3D3D2&gt;You =
should=3D20<BR>&gt;&nbsp; only get=20
the phone&lt;BR&gt;&gt;&gt; =3D3D&lt;BR&gt;&gt;&gt;&gt;out=20
=3D<BR>&gt;=3D3D3D&lt;BR&gt;&gt;&gt;&gt; =3D20<BR>&gt;&nbsp; =
&gt;&gt;&gt;&gt;active=20
on the=3D3D3D20&lt;BR&gt;&gt;&gt;&gt; =3D20<BR>&gt;&nbsp; =
&gt;&gt;&gt;&gt;Submix A=20
Master=3D20<BR>&gt;&nbsp; =
MEC.&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& gt;&gt;&gt;&gt;=20
=3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&gt;&lt;DIV&gt;&lt;F ONT =
face=3D3D3D3DArial=20
=3D<BR>&gt;size=3D3D3D3D2&gt;At least=3D20<BR>&gt;&nbsp; that's been =
my=20
=3D3D3D&lt;BR&gt;&gt;&gt;&gt;=20
=3D<BR>&gt;&gt;&gt;&gt;&understanding.=3D20 <BR>&gt;&nbsp;=20
=3D3D3D20&lt;BR&gt;&gt;&gt;&gt; =3D20<BR>&gt;&nbsp;=20
&gt;&gt;&gt;&gt;&lt;/FONT&gt;&lt; /DIV&gt;&lt;BR&gt;&gt;&gt;&gt;=20
=3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&gt;&lt;DIV&gt;&lt;F ONT=20
face=3D3D3D3DArial=3D20<BR>&gt;&nbsp;=20
size=3D3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV&a mp;&gt;&lt;BR&gt;&gt;&gt;&gt;=20

```

=3D20
> >>>><DIV><F ONT =
face=3D3D3D3DArial=20
=3D
>size=3D3D3D3D2>=3D20
> =20
</DIV>
>>&g t; =3D20
> =20
>>>><BLOCKQUOTE=3D3D3D20& amp;lt;BR>>>> =
=3D20
> =20
>>>>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px;=20
=3D
>MARGIN-LEFT:=3D20
> =
=3D3D
>>>5px;=20
=3D3D3D
>>>=20
=3D
>>>>>BORDER-LEFT:=3D20
> #000000 2px =
solid;=20
MARGIN-RIGHT: 0px">
>>> =3D20
> =20
>>>> <DIV>"Dimitrios"=3D20
> =20
<<A=3D3D3D20
>>& > >>>> =
=3D20
> =20
=3D3D3D
>>>=20
=
=3D
 >=3D3D
>>>& >>>>href=3D3D3D3D "<A=
=3D20
> =20
=
=3D
>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMo=
tenet.gr</>mail=3D
>to:musurgio@NOSPAMotenet.gr">musurgio=
@NOSPAMotenet.gr</=3D3D<BR&a mp;gt;&=3D
>>>=
A>>=3D3D3D
>>&a mp;gt;=20
=3D20
> >>>> =
wrote=3D3D3D20
>>>=20
=3D
>>>>& in=3D20
> message=20
<A=3D3D3D20
>>>& >>>> =
=3D20
> =20
=3D3D3D
>>>=20
=
=3D
 >=3D3D
>>>& >>>>href=3D3D3D3D "<A=
=3D20
> =20
=
=3D
>href=3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux</=
A>...</DIV><B'>news=3D
 >:46377aa5\$1@linux">news:4=
6377aa5\$1@linux...</DIV><B=3D
>=3D3D&l=
t;BR>>>>&R>Well=3D3D3D& ;lt;BR>>>>=20
=3D20
> >>>> =
first=3D3D3D20
>>>=20
=3D
>>>>& time=3D20
> I tried I get no =
signal=20
whatsoever on any headphone out=3D20
> =20
=3D3D
>>>on<BR& amp;gt;any
>>>=20
=3D20
> >>>&=3D3D3D
>>&am p;gt;>=20
>>>>of=3D20
> =
the=3D3D3D20
>>>=20

>>>> three mecs I =3D
>have=3D20
> =
 !!
>ls=20
 this a known bug again=3D3D3D20
>>> =
 =3D20
> =20
 =
 =3D
 >>>>>??
 Thanks
Dimitrios</BLOC=
 KQUOTE><=3D
>BR>>>>=20
 =3D20
> >>>><DIV><F ONT=20
 =3D
 >size=3D3D3D3D2>
<BR&a mp;gt;I =
 choose=3D20
> =20
 Polesoft Lockspam to fight
>>=3D20
> =20
 =3D3D
>>>>spam,< BR>>>>=20
 =3D
>=3D3D3D
>>> =3D20
> =20
 >>>>and=3D3D3D20
g t;>>> =3D20
> =

 >>>>you?
><A=3D3D3D20
>>>=20
 =3D20
> =20
 =
 =3D3D
>>>>>>href=3D3D3D3D "<A=3D20
>g=
 t; =20
 =
 =3D
>href=3D3D'http://www.polesoft.com/refer.html">http://www.po=
 lesoft.com'>http=3D
>://www.polesoft.com/refer.html">http://w=
 ww.polesoft.com=3D3D
>& ;gt;=3D
>>>/refer=3D3=
 D3D
>>>=20
 =3D20
> >>>>.html=3D20
> =

 =
 =3D
 ></DIV></BO DY></HTML>
>=
 gt;>>=20
 =3D
>=3D20
> >>>>
>&a mp;gt;>=20
 =3D
 >>>>
>&a mp;gt;>> =3D20
> =20
 >>>
>>&a mp;gt; =
 >>=3D3D20
>>&am p;gt;=20
 =3D
>
> >
>>> =
 =3D20
> =20
 =
 >
>>>
>>>
>&a mp;gt;><=
 ;!DOCTYPE=20
 HTML =3D
>PUBLIC=3D20
> "-//W3C//DTD HTML =
 4.0=3D20
> =20
 =
 =3D
>Transitional//EN" >
>>><HT ML><HEA=
 D>
>>>=3D
>><META=3D20
> =20
 http-equiv=3D3D3DContent-Type =
 content=3D3D3D"text/html;=3D20
> =20
 =
 =3D3D
>>> charset=3D3D3 Diso-8859-1 ">
>>=

```

; &lt; &lt; META=20
=3D<BR>&gt;<BR>&gt;&nbsp; content=3D3D3D"MSHTML =
6.00.2800.1400"=3D20<BR>&gt;&nbsp;=20
=
=3D<BR> &gt;name=3D3D3DGENERATOR&gt;&lt;BR&gt;&g t;&gt;&gt;&lt;STYLE&gt;&lt;
;/STYLE&gt;&lt;BR&gt;&gt;=3D<BR> &gt;&gt;&gt;&lt;/HEAD&gt;&lt;BR& g t;&gt;&g=
t;&gt;&lt;BODY=3D20<BR>&gt;&nbsp;=20
    bgColor=3D3D3D#ffffff&gt;&lt;BR&gt;&gt;& g t;&gt;&gt;&lt;DIV&gt;&lt;FONT=20
=3D<BR>&gt;face=3D3D3DArial=3D20<BR>&gt;&nbsp; =
size=3D3D3D2&gt;Dimitrios are you=20
serious?!?! It =
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;&gt;&gt;output s=3D20 <BR>&gt;&nbsp;=20
    the=3D3D20&lt;BR&gt;&gt;&gt;&gt;submix only on Cards B, C, D, =
E=3D20<BR>&gt;&nbsp;=20
    ???&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&g t;&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT=20
=3D<BR>&gt;face=3D3D3DArial=3D20<BR>&gt;&nbsp; size=3D3D3D2&gt;I will =
be summing my=20
    drums and guitars&lt;BR&gt;&gt;&gt;=3D20<BR>&gt;&nbsp;=20
=3D3D&lt;BR&gt;&gt;&gt;&gt;from now =
on=3D3D20&lt;BR&gt;&gt;&gt;&gt;20bit out of=20
    the =3D<BR>&gt;phones jack to=3D20<BR>&gt;&nbsp;=20
    my&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt; &gt;&gt;&gt;&lt;DIV&gt;&lt;FONT=20
=3D<BR>&gt;face=3D3D3DArial=3D20<BR>&gt;&nbsp; =
size=3D3D3D2&gt;outboard comps for=20
    sure!!!!!! =3D<BR> &gt;=3D3D20&lt;BR&gt;&gt;&gt;&gt;Swe eeeet! =
How=3D20<BR>&gt;&nbsp;=20
    come I never tried=3D20<BR>&gt;&nbsp;=20
    it?&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&g t;&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT=20
=3D<BR>&gt;face=3D3D3DArial=3D20<BR>&gt;&nbsp; =
size=3D3D3D2&gt;&lt;/FONT&gt;=20
=
=3D<BR> &gt;&lt;/DIV&gt;&lt;BR&gt;&gt;&g t;&gt;&lt;DIV&gt;&lt;FONT=3D20 <BR>=
&gt;&nbsp;=20
    face=3D3D3DArial size=3D3D3D2&gt;I'm a=3D20<BR>&gt;&nbsp;=20
=
dope,&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&amp; ;&gt;&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT= 20
=3D<BR>&gt;face=3D3D3DArial=3D20<BR>&gt;&nbsp;=20
=
=3D<BR> &gt;size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt; /DIV&gt;&lt;BR&gt;&gt;&gt;=
&gt;&lt;DIV&gt;&lt;=3D<BR>&gt;FONT=3D20 <BR>&gt;&nbsp;=20
    face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt;=3D20<BR>&gt;&nbsp;=20
    &lt;/DIV&gt;&lt;BR&gt;&gt;&gt;&g t;&lt;DIV&gt;&lt;FONT=20
    face=3D3D3DArial=3D20<BR>&gt;&nbsp; =
size=3D3D3D2&gt;&lt;/FONT&gt;=3D20<BR>&gt;&nbsp;=20
=
=3D<BR> &gt;&lt;/DIV&gt;&lt;BR&gt;&gt;&g t;&gt;&lt;BLOCKQUOTE=3D3D20&lt;BR&=
&gt;&gt;&gt;&gt;style=3D3D3D=3D<BR>&gt;"PADDING-RIGHT:=3D20 <BR>&gt;&nbsp; =

```

0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20
 =3D
 >=3D3D
>>>BORDE R-LEFT:=3D20
> =
 #000000 2px=20
 solid; MARGIN-RIGHT: 0px">
>>> =
 =3D20
> =20
 <DIV>"Dimitrios" <<A=3D3D20
>>&a mp;gt; =
 =3D20
> =20
 =3D3D
>>>href=3D3D3D"<A=3D20
> =20
 =
 =3D
>href=3D3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@o=
 tenet.gr</A'>mai=3D
>mailto:musuNOSPAMrgio@otenet.gr">musuNOS=
 PAMrgio@otenet.gr</A>&g=3D
>t;=3D3D
>&g=
 t;>>=3D20
> =20
 wrote=3D3D20
>>> in message=20
 =3D
 ><A=3D3D20
>>&a mp;gt; =3D20
> =20
 =3D3D
>>>href=3D3D3D"<A=3D20
> =20
 =
 =3D
>href=3D3D'news:4638281d\$1@linux">news:4638281d\$1@linux</=
 A>...</DIV>
Hi=3D3D=3D
>20'>news:4638281d\$1@li=
 nux">news:4638281d\$1@linux...</DIV&g=3D
>><=
 BR>Hi=3D3D20
& g;>>=20
 =3D20
> DJ,
hehe I am already on that testing =
 route even=20
 with the L R =3D
>
> =
 =3D3D
>>>outputs=20
 of=3D3D20
>>> =
 =3D
>other
than=3D20
> =20
 card's a mecs...
Regarding the headphone outs the=20
 =3D
>one
>>=3D20
> =
 =3D3D
>>>on=20
 mec=3D3D20
>>> A which is the =3D
>main=20
 one=3D20
> outputs
all submixes, the other=20
 though=3D20
> =20
 =
 !
=3D3D
>>&a mp;gt;output=3D3D20
>>> ;=
 only the=20
 =3D
>related submix=3D20
> out so yes
you =
 could route=20
 it to =3D
 >another
=3D3D
&g t;>>&g=20
 but=3D20
> on=3D3D20
>>> same mec you =
 would get an=20
 =3D
>infinite
loop=3D20
> of dry and=20
 =
 =3D
 >compressed...
=3D3D
t;>>>because=3D3D=
 20
>>>=20
 =3D20
> the time you will bring it back on
same =
 mec that=20
 will be =3D
>again=3D20
> =

=3D3D
>>>outputed=20
 on=3D3D20
>>> headphones =3D
>and then=20
 back=3D20
> again...
you get the =
 picture=3D20
> =20
 =
 =3D3D
>>>,feedback.& am p;
Thed=3D3D20
>&=&
 gt;>=20
 =3D
>other mecs=3D20
> option though will work =
 !!
l=20
 don't know if you have=3D20
> =20
 =3D3D
>>>considered=3D 3D20
>>> the =
 other=20
 =3D
>better option=3D20
> !!
The L and R =
 outputs of=20
 each mec (except
>>=3D20
> =20
 =3D3D
>>>for the=3D3D20
>>> main =
 one)=20
 =3D
>outputs ALSO=3D20
> the
submix out so =
 you can take=20
 this L and
R
>>=3D2 0
> =20
 =3D3D
>>>out and=3D3D20
>>> send =
 it to a=20
 =3D
>pair of=3D20
> outputs
(digital to =
 Pulsar ??)=20
 COMPRESS it and
>>=3D20
> =20
 =3D3D
>>>then=3D3D20&a mp;
>>> send it =
 back to=20
 =3D
>another=3D20
> submix.
For latency =
 well you know=20
 =3D
>=3D3D
>>>fader works=3D20
> =20
 ??=3D3D20
>>> =3D20
> =20
 =
 !!
Regards,
Dimitrios& lt;
"DJ"=3D20
&=&
 gt; =20
 <<A=3D3D20
>>>&a mp;gt;=20
 =3D3D
>>>href=3D3D3D"<A=3D20
> =20
 =
 =3D
>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!=
 !!.com>=3D3D20=3D
>'>http://www.aarrrrggghhh!!!.com=
 " >www.aarrrrggghhh!!!.com>=3D
>=3D3D20
><A>
>>>=20
 =3D20
> wrote:
>Are you getting the same =
 signal on all=20
 MECs or the =3D
>mix=3D20
> =
 =3D3D
>>>signal=20
 on=3D3D20
>>> MEC =
 =3D
>on
card=3D20
> =20

>A and just the submix of the MEC on card B =

and=3D20
> =20
 =3D3D
>>>>C. If=3D3D20
>>>> you're=20
 just=3D20
> getting

>>those submixes =
 on the=20
 card B & amp; C=3D20
> =3D3D
>>>>Mecs,=20
 you=3D3D20
>>>> could route =3D
>>the=20
 headphone=3D20
> out
>of
>>those MECs =
 to a pair=20
 of=3D20
> =
 =3D3D
>>>>input=3D3D20& amp;lt;BR>>>>>=20
 channels on =3D
>>another MEC (or=3D20
> maybe even=20
 loop
>it
>>back to the=3D20
> =20
 =3D3D
>>>>same=3D3D20&a mp;lt;BR>>>>> MEC) on a =
 pair of=20
 =3D
>>record=3D20
> enabled channels and=20
 compress
>it,=3D3D20
>g t;>> =3D20
> =

>>etc.....I can't believe I never tried this when I=20
 =3D
>>had 4=3D20
> =20
 =3D3D
>>>>MECs=3D3D20&a mp;lt;BR>>>>> =
 =3D20
> =20
 =
 =3D
>>here..
>>
&a mp;gt;;o)
>
&=
 gt;"Dimitri=3D
>>os"=3D20
> =20
 <<A=3D3D20
>>&a mp;gt;=20
 =3D3D
>>>>href=3D3D3D"<A=3D20
> =20
 =
 =3D
>>href=3D3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetN=20
 OSPAM.grmai=3D
>>ltto:musurgio@otenetNOSPAM.gr">musurgi=20
 o@otenetNOSPAM.gr</A>&g=3D
>>=3D3D
>g=20
 t;>>=3D20
> =20
 wrote=3D3D20
>>>> in message=3D20
> =20
 =
 =3D
>>
>>news:4637946e\$1@linux...
>>
=20
 >>>=3D
>>>=3D3D20
>>>>=20
 =3D20
> Heh...
>>> Works on all =
 mecs=3D20
> =20
 !!
>>>=3D3D20
>>>>=3D20
> =20
 Dimitrios
>>
>>=20
 "Dimitrios"=3D20
> =20
 <<A=3D3D20
>>&a mp;gt; =
 href=3D3D3D"<A=3D20
> =20
 =
 =3D
>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr<=20
 /A>>=3D3D20'>mailto:m=3D
>>usurgio@otenet.gr">musurgio@o=20
 tenet.gr>=3D3D20& amp;lt;BR>>&g=3D
>>t;&=20
 gt;=20
 =3D20
> =

[illegible]

=3D3D
>>>href=3D3D3D"<A=3D20
> =20
=
=3D
>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMo=
tenet.gr</A'>mai=3D
>lto:musurgio@NOSPAMotenet.gr">musurgi=
o@NOSPAMotenet.gr</A>&g=3D
>t;=3D3D
&g=
t;>>=3D20
> =20
wrote=3D3D20
>>> in =
message=3D3D20
>>>=20
=3D
>
> =20
=
=3D
 >=3D3D
>>>=3D3D 3D
>>>>ne=
ws:46377aa5\$1@linux..=3D
 >.
>>>>&
>&=
&g=3D3D
>>>>t;>&
>>=3D20
>>&n=
bsp;=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
on
>>>> =3D3D
>>>any =
of=3D20
> =20
the=3D3D20
>>> three mecs I have=20
=3D
 >!!
>>>& Is=3D20
> this a =
known bug=20
=3D3D
>>>again=3D3D20&
>>> =
=3D20
> =20
??
>>>& =
Thanks
>>>&=3D2 0
> =20
=3D3D20
>>> =3D20
> =20
=
=3D
 >Dimitrios
>>>&
>>>&
>>>&=
>&g=3D
>t;>>>=3D20
> =20
=3D3D
>>>choose=3D3D20
>>> =
Polesoft Lockspam=20
=3D
>to fight=3D20
> spam, =
and=3D3D20
>>>=20
=3D20
> =20
=
=3D
 >=3D3D
>>>you?&
>>>&http:=
//www.polesoft.com/=3D
 >refer.html
>>> =3D3D
>&g=
>>>>&
&
>>=3D
>>><!DOCTYPE=3D=
3D20
>>>=20
=3D20
> HTML PUBLIC "-//W3C//DTD HTML =
4.0=3D3D20
>>>=20
=3D20
> =20
=

=3D
 >=3D3D
>>>Trans itional//EN ">
>=
 >>><HTM=3D
 >L><HEAD>
& gt;=3D3D<BR&=
 gt;>>>>>><M ETA=3D3D=3D
>20
>>>g=
 t;=20
 =3D20
> http-equiv=3D3D3D3DContent-Type=20
 =3D
>content=3D3D3D3D" text/html;=3D3D20
>>>= 20
 =3D20
> =20
 =
 =3D
 >=3D3D
>>>=3D3D 3D
>>>>ch=
 arset=3D3D3D3Diso-8859-=3D
>1" >
>>>>&a mp;lt;=3D=
 3D
>>>>;META=3D3D20& ;lt;BR>>=3D
>>>=20
 =3D20
> content=3D3D3D3D"MSHTML=20
 6.00.2800.1400"=3D3D20
>>>> =3D20
> =20
 =
 =3D
 >=3D3D
>>>name= 3D3D3D3DGENERATOR>
=
 ;>>>>><=3D
 >STYLE></STYLE>
 ;=3D3D<=
 ;BR>>>>>>>& amp;gt;</=3D
>HEAD>
>=
 >>><BODY=3D3D20
 ;>>>>=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,</FO=
 NT></DIV><=3D
 >;BR>>>>>><= 3D3D<BR&g=
 t;>>>&DIV><FONT=3D3D20& ;lt;BR>>=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
>>> =
 =3D20
> =20
 =
 =3D
 >MEC.</DIV>< ;BR>>>>><DIV=
 ><FON=3D
 >T=3D3D20
>>>=2 0
 =3D20
> face=3D3D3D3DArial size=3D3D3D3D2>At least =
 that's been=20
 =3D
>my=3D3D20
>>> =3D20
> =20
 =
 =3D
 >=3D3D3D
>>>& am p;gt;understanding.=3D3D20<BR&g=
 t;>>>=20

=3D
>
> =20
=
=3D
 >=3D3D
>>>=3D3D 3D20
>>>>=
</DIV=3D
 >>
>>>& a mp;gt;<=3D3D<=
t;BR>>>>>;DIV><FONT =3D3D2=3D
>0
>>>=
gt;=20
=3D20
> face=3D3D3D3DArial=3D3D20
>>& a mp;gt;=20
=3D20
> =20
=
=3D
 >=3D3D
>>>size= 3D3D3D3D2>Tom&=
lt;/DIV>
=3D
 >>>>><DIV>= 3D3D
=
>>><FONT=3D3D20<BR&g t;>>& a mp;g=3D
>t;=20
=3D20
> face=3D3D3D3DArial=20
=
=3D
 >size=3D3D3D3D2>=3D3D20&a mp;lt;BR>>>>=20
=3D20
> =20
=
=3D
 >=3D3D
>>>& lt;/DIV>
>>>& a m p;=
gt;<BLOCKQUOTE=3D3D=3D
 >3D20
>>>& g t;st=3D3D<=
;BR>>>>yle=3D3D3D3D"PADDING-RIG=3D
>HT:=3D3D20
=
>>>=20
=3D20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px;=3D20
> =20
=
=3D
 >=3D3D
>>>=3D3D 3D
>>>>BO=
RDER-LEFT:=3D3D20
& a mp;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
>>>& a m p;gt;href=3D3D3D3D "<A=3D3D20<=
;BR>>>>& a mp;nbs=3D
>p;=3D20
> =20
=
=3D
 >=3D3D
>>>href= 3D3D3D'mailto:musurgio@NOSPAMo=
tenet.gr">musurgio=3D
 >@NOSPAMotenet.grmai=3D3D<B R=
>>>>lt;mailto:musurgio@NOSPAMotene=3D
>t.gr">musurgio@NOSP=
AMotenet.gr</A& a mp;g=3D 3D
>>=3D
>>=
gt;t;=3D3D3D
>>>& g t;=3D3D20
>>>=20
=3D20
> wrote=3D3D3D20
>>>& a mp ;gt; in=20
=3D
 >message=3D3D20
>>& a mp ;gt; =3D20
> =20
<A=3D3D3D20
>>>& >=3D20
> =20
=
=3D
 >=3D3D
>>>=3D3D 3D
>>>>hr=
ef=3D3D3D3D"<A=3D3D20<=3D
>BR>>>>=20

=3D20
> =20
=
=3D
 >=3D3D
>>>href= 3D3D3D'news:46377aa5\$1@linux"&=
gt;news:46377aa5\$1@li=3D
 >nux...</DIV>< BR>Wel=
l=3D3D
>>>'>new s:46=3D
>377aa5\$1@linux">new=
s:46377aa5\$1@linux ...</DIV>=3D3D
>>=3D
>>=
>>>
Well =3D3D3D
>>>>=3 D=
3D20<=3D
>BR>>>>=20
=3D20
> first=3D3D3D20
>>>> time I =
tried I get no=20
signal=3D20
> =3D3D
>>>whatsoever=20
on=3D3D20
>>> any =3D
>headphone =
out=3D20
> =20
=
=3D
 >=3D3D
>>>on&am p;lt;BR>any
>>&g=
t;=3D3D3D
>>g=3D
 >t;>>>of=3D3D20
 >=
>>=20
=3D20
> the=3D3D3D20
>>>&g t; three mecs =
I have=20
!!
ls=3D20
> =3D3D
>>>this a=20
known=3D3D20
>>> =3D20
> =20
bug=3D3D20
>>> =3D20
> =20
=
=3D
 >=3D3D
>>>again =3D3D3D20
>>>=
>??
Than=3D
 >ks
Dimitrios</B=3D3D< BR>=
>>>LOCKQUOTE>
 >=3D
>>></DIV>=
<FONT=3D3D20
>>&g t;=20
=3D20
> size=3D3D3D3D2>

I choose =
Polesoft=20
Lockspam to=3D20
> fight=3D3D20
>>>=20
=3D20
> =20
=
=3D
 >=3D3D
>>>spam,
=3D3D3D
>=
>>>and=3D3D3D=3D
 >20
>>> you?<BR&=
gt;=3D3D<BR&

Subject: Re: It's been snowing here for two days
Posted by [Deej \[4\]](#) on Fri, 30 Mar 2007 14:11:07 GMT
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>>>
>>> >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D
>>> >>>news:4638281d\$1@linux...
>>> >>>
>>> >>> Hi DJ,
>>> >>> hehe I am already on that testing route even with the L R outputs
>>=

>>>of
>>> =3D
>>> >>>other
>>> >>> than card's a mecs...
>>> >>> Regarding the headphone outs the one on mec A which is the main
>=
>>>one
>>> =3D
>>> >>>outputs
>>> >>> all submixes, the other though ! output only the related submix
>=
>>>out
>>> so
>>> >> =3D
>>> >>>yes
>>> >>> you could route it to another mec but on same mec you would get
>=
>>>an =3D
>>> >>>infinite
>>> >>> loop of dry and compressed... because the time you will bring it
>>=
>>>back
>>> >> =3D
>>> >>>on
>>> >>> same mec that will be again outputed on headphones and then back
>>=
>>>=3D
>>> >>>again...
&g

Subject: Re: It's been snowing here for two days
Posted by [gene lennon](#) on Fri, 30 Mar 2007 15:16:59 GMT
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>for the headphones !!
>>>I am just =3D
>>> >>>using the=3D20
>>> >>> digital out for monitoring thats why I didn't =3D
>>> >>>get
any
>>>signal=3D20
>>> >>> at the heaphone out=3D20
>>> >>> =3D
>>> >>>!
>>>Thanks
>>>Dimitrios
>>>
>>>=3D
>>> >>>gt;"Tom=3D20
>>> >>> Bruhl" <<A =3D
>>> >>>href=3D3D"mailto:arpeggio@

Subject: Re: It's been snowing here for two days
Posted by [Paul Artola](#) on Fri, 30 Mar 2007 15:43:49 GMT
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```
r />
>>> >>><BLOCKQUOTE=3D20
>>> >>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
>>=
>>>=3D
>>> >>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> >>> <DIV>"Dimitrios" <<A=3D20
>>> >>> =3D
>>> =
>>>>>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr"&gt;
```

Subject: Re: It's been snowing here for two days
Posted by [Aaron Allen](#) on Sat, 31 Mar 2007 03:14:25 GMT
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```
ated<BR>>> submix so you can send it to a =3D
>>mec's out=3D20
>> (24bit if you like) and then<BR>out<BR>>> to your=3D20
>> compressor.<BR>>> Regards,<BR>>> =3D
>>Dimitrios<BR>>><BR>>>=3D20
>> "Tom Bruhl" <<A=3D20
>> =
href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20
>> wrote:<BR>>>><BR>>>><BR>>>>Dimitrios are =3D
>>you=3D20
>> serious?!?! It outputs the submix only on Cards =3D
>>B,<BR>C,<BR>>>=3D20
>> =3D3D<BR>>>>D, E ???<BR>>>>I will be summing my drums =3D
>>and=3D20
>> guitars from now on 20bit out of the =3D3D<BR>>>>phones jack to =
=3D
>>
>> my<BR>>>>outboard comps for sure!!!!!! Sweeeeeet! =3D
>>How=3D20
>> come I never tried it?<BR>>>><BR>>>>I'm a=3D20
>> =3D
>>dope,<BR>>>>Tom<BR>>>><BR>>>><BR>>>>&=3D
>>nbsp;=3D20
>> "Dimitrios" <<A=3D20
>> =3D
=
>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>=
>=3D
```

>> wrote=3D20
>> in message=3D20
>> =3D
>>=3D3D
>>>news:4638281d\$1@linux...
>>>
>>>&g=3D
>>t; =3D20
>> Hi DJ,<B
