
Subject: Hall reverb almost done

Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 16:39:41 GMT

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

nging this one to us Mike !!!

>>

>>Tom

>>

>>

>>

>>

>Oh man, I avoid that word like the plague.

- K

"Aaron Allen" <know-spam@not_here.dude> wrote:

> jinx! jinx!~

> You used the *S* word man!!!

>

> AAHey! I said soon**ish***.

:)

Kerry Galloway <kg@kerrygalloway.com> wrote:

>Oh man, I avoid that word like the plague.

>

>- K

>

>"Aaron Allen" <know-spam@not_here.dude> wrote:

>

Subject: Re: Hall reverb almost done

Posted by [Robert](#) on Sun, 30 Mar 2008 17:11:00 GMT

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

r />

>> jinx! jinx!~

>> You used the *S* word man!!!

>>

>> AA

>Glyph.

David.

LaMont wrote:

> Guys & Gals, looking for a good "recording Firewire Drive Case..What's the

> latest chipset 911, 912....?? ThanksYes, exactly, Kitty Roca. And people let dogs lick their faces.

Sarah <----- cat person

"Kerry Galloway" <kg@kerrygalloway.com> wrote in message
news:C487C649.B24D%kg@kerrygalloway.com...

> Ah, Dog Truffles.

>

> And the contents of the litter box too - known to dogs as "Kitty Roca".

>

> - K

>

> On 6/25/08 5:04 AM, in article 48623660@linux, "Sarah"

> <sarahjane@sarahtonin.com> wrote:

>

>> OK, but how do you keep your dogs from eating them? They're a

Subject: Re: Hall reverb almost done
Posted by [rick](#) on Sun, 30 Mar 2008 19:25:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

/>

buy

>the same. They load them with Seagates and use fastest version of the 911
>family. Don't know if they will just sell the case/chipset. We have over
>a dozen of them and they are great...

>

>www.pacificproaudio.com

>

>

>EK Sound <ask_me@nospam.net> wrote:

>>Glyph.

>>

>>David.

>>

>>LaMont wrote:

>>> Guys & Gals, looking for a good "recording Firewire Drive Case..What's
>the

>>> latest chipset 911, 912....?? Thanks

>Oh, no. That ain't going to fly. My cats lick each other in places dogs
would not touch.

Sarah wrote:

> Yes, exactly, Kitty Roca. And people let dogs lick their faces.

>

> Sarah <----- cat person
>
>
> "Kerry Galloway" <kg@kerrygalloway.com> wrote in message
> news:C487C649.B24D%

Subject: Re: Hall reverb almost done
Posted by [Dimitrios](#) on Sun, 30 Mar 2008 22:14:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

=<mailto:arpeggio@comcast.net> target="_blank">arpeggio@comcast.net> wrote in message
news:486078fd@linux...

>> Goran and Mike,

>>

>> I have Altiverb 5 working here on XP. I'm not crazy about it though.

>> Is 6 different? Mine is wrapped with FxPansion ver 3.3 .

>>

>> Goran, I'd suggest SIR if you want great reverbs in Paris or better yet

>> check out Mike Audet's new Paris reverbs! They smoke the stock ones

>> that came with Paris.

>>

>> Tom

>>

>>

>> "Mike Mullin " <mikemullin@primus.ca> wrote in message

>> news:485d8de8\$1@linux...

>>>

>>> Unfortunately no.

>>>

>>> "Goran Stojiljkovic" <goran.stojiljkovic@os.t-com.hr> wrote:

>>> >is there any way to make Altiverb work in Paris?

>>> >

>>> >Goran

>>> >

>>> >

>>>

>>

>>

>

>I wouldn't mind if they used mouthwash first ;-)

"Sarah" <sarahjane@sarahtonin.com> wrote in message news:4864b154\$1@linux...

> Yes, but cats don't greet you by slapping a slimy tongue all over your

> face.

>

> S

>

>

> "Bill L" <

Subject: Re: Hall reverb almost done

Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 22:24:12 GMT

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

ref="mailto:48623660@linux" target="_blank">48623660@linux, "Sarah"

>>>> <sarahjane@sarahtonin.com> wrote:

>>>>

>>>>> OK, but how do you keep your dogs from eating them? They're a dog

>>>>> delicacy,

>>>>> you know.

>>>>>

>>>>> S

>>>>

>HI Lance,

You also might have other components getting hot such as the power supply.

The power can drop in voltage if over heating and cause other components to act weird or die.

If the machine is that old and you still using a the same power supply you might want to look at getting a newer one.

Chris

Lance Reichert wrote:

> Hey Folks,

>

> Over the past month, about a day a week, my PARIS system has pretty much
> freaked out.

> Pops, crackles, arcade sounds, etc.

> It's been hot here in NJ so I figured it was a temprature thing.

> I took the eds cards out - cleaned them and re-installed - all was fine for
> about two weeks

> Now I have the same problem but it's worse.

>

> Any thoughts? Should I consider the power supply.

> The PC runs fine other than the paris problems.

>

> It's probably a bad eds card - hopefull not the one tied to the software.

>

> Windows 98 se

> 1 CPU AMD - Athlon (~1725 MHz)

>

> 3 eds

> mec

> 2 8 in

> 1 8 out

> 1 adat
>
>
> TIA!
>
> Lance -on PARIS since 1999
>
>

--

Chris Ludwig

ADK Pro Audio
(859) 635-5762
www.adkproaudio.com
chrisl@adkproaudio.comGuys,

Thanks so much for the ideas / help.

I'll do all of the above.

Rock on,
Lance

"Lance Reichert" <lance.rocks@nospam.verizon.net> wrote in message
news:486484e2\$1@linux...

> Hey Folks,
>
> Over the past month, about a day a week, my PARIS system has pretty much
> freaked out.
> Pops, crackles, arcade sounds, etc.
> It's been hot here in NJ so I figured it was a temprature thing.
> I took the eds cards out - cleaned them and re-installed - all was fine

Subject: Re: Hall reverb almost done
Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 22:25:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

r />
for
> about two weeks
> Now I have the same problem but it's worse.
>
> Any thoughts? Should I consider the power supply.
> The PC runs fine other than the paris problems.
>

> It's probably a bad eds card - hopefull not the one tied to the software.
>
> Windows 98 se
> 1 CPU AMD - Athlon (~1725 MHz)
>
> 3 eds
> mec
> 2 8 in
> 1 8 out
> 1 adat
>
>
> TIA!
>
> Lance -on PARIS since 1999
>
>Hi Tom,
My emails still bounce back so I will use this forum to reply to your questions
!

Hi !!
I hope that you are well with your foot !
Regarding your questions all are positive !
Yes sample accuraccy there.
No pci extra just the synplate added to scope card.
Use ASIO2 protocol under cubase.
By starting Paris Cubase follows sample accurate.
Let me know if you need more detailed instructions as how to do this !
Regards,
Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:
>Hi Dimitrios,
>I had Paris stop every time I used the Waves SSL GUI. There was an
>update to the graphics card driver that stopped the problem. I think
>there is information at Waves about this problem with many graphics
>cards. Maybe this update will help other plugins too.
>Good luck.
>Tom
>
>
>
>
>"Dimitrios" <musurgio@otenet.gr> wrote in message news:4852f870\$1@linux...
>>
>> Hi,
>> As I remember I use 128mb

>> 21000 cache
>> 128 I/O
>>
>> I think though that I tried higer I/O.
>> Thanks !
>> Dimitrios
>>
>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:
>> >
>> >What is your Paris config settings? Have you tried uping the i/o and
>cache
>> >settings?
>> >Rod
>> >"Dimitrios" <musurgio@otenet.gr> wrote:
>> >>
>> >>So,
>> >>I get many stops while playing back whenever a vst plugin with heavy
gui
>> >>is loaded.
>> >>Any tips to recover ?
>> >>I use matrox 550 card.
>> >>Would a higher MB graphics card wok better ??
>> >>Thanks for any input.
>> >>Regards,
>> >>Dimitrios
>> >
>>
>
>dont be sorry...Im on a PC :-)) ..so,please tell me...

"Aaron Allen" <know-spam@not_here.dude> wrote in message
news:

Subject: Re: Hall reverb almost done
Posted by [Dimitrios](#) on Sun, 30 Mar 2008 22:46:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

ux..." target="_blank">4864e891@linux...
> on a mac? Don't think you can. FxPansion is PC only.
> Sorry Goran.....
>
> AA
>
>
> "Goran Stojiljkovic" <goran.stojiljkovic@os.t-com.hr> wrote in message
> news:486493e4@linux...
>> Please can you tell me whats that mean wrapped with FxPansion ver 3.3 ?

>> How can I do that?

>>

>>

>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message news:486078fd@linux...

>>> Goran and Mike,

>>>

>>> I have Altiverb 5 working here on XP. I'm not crazy about it though.

>>> Is 6 different? Mine is wrapped with FxPansion ver 3.3 .

>>>

>>> Goran, I'd suggest SIR if you want great reverbs in Paris or better yet

>>> check out Mike Audet's new Paris reverbs! They smoke the stock ones

>>> that came with Paris.

>>>

>>> Tom

>>>

>>>

>>> "Mike Mullin " <mikemullin@primus.ca> wrote in message

>>> news:485d8de8\$1@linux...

>>>>

>>>> Unfortunately no.

>>>>

>>>> "Goran Stojiljkovic" <goran.stojiljkovic@os.t-com.hr> wrote:

>>>> >is there any way to make Altiverb work in Paris?

>>>> >

>>>> >Goran

>>>> >

>>>> >

>>>>

>>>

>>>

>>

>>

>

>Ok based to many real word tests (like mixing records...) Paris does not like much the DX plugins.

I don't know if this is related to DX 9 but anyway there are many unhandled exceptions occuring.

Vst's are working smoother with Paris.

Now for Waves users while many DX versions of waves cause these unhandled exception if you will use the VST versions of waves with Paris then this will be a life saver.

You will need for these the shell2vst.exe which is a free little app that can extract from waves waveshells their related plugins.

Chainer is a must have as thru it waves vst (by using this shell2vst.exe) works smooth !

Chainer does not see the waveshells directly as other chainers too.

Now API plugins do not show thru Chainer as vst because the gui cannot load at all.

The only way to see API vst plugins inside paris (not the DX) is by using the free multifxvst chainer ONLY from inside chainer because Paris will crash if you try to load multifxvst directly !

So to summarize till now.

Get chainer !!

Get shell2vst.exe (free) if you have wave plugins , get multifxvst (free) if you have api plugins.

DISABLE DX for Paris from Paris cfg.

To use some essential DX plugins needed like autotune !! use the FREE FFX4 chainer which will be seen from Paris as vst but will load from itself DX plugins (no vst here)

Also FFX4 does NOT see mono DX plugins.

NOW if you wanna use the SSL waves AGAIN Chainer cannot open the SSL gui. To use the waves SSL you can use the Effectchainer which is a free chainer using VST and DX !

Now why not use this for all plugins ?

Well you could if you would use only VST plugins, DX causes problems still due to Paris handling DX.

Effectchai

Subject: Re: Hall reverb almost done

Posted by [mike audet\[3\]](#) on Sun, 30 Mar 2008 22:58:25 GMT

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

ner CANNOT load the API gui at all too.
so multifxvst is needed again.

AGAIN shell2vst is needed to extract waves as usable vst plugins.

Anyway my conclusions are that DX a no no , use vst instead.

To complete my tests I will use the old vdx33 dx chainer but why use vst plugins seen as DX when you can use directly vst plugins ??

Make a directory only seen by Paris named like Parisvst and put inside ONLY , chainer , effectchainer, Faderworks, FFX4.

All your other vst plugins can be put in a directory named VST.
Let chainer and/or effectchainer see that directory only.

Disable DX as to have a clean drop down DX/vst Paris menu.

This for now.

Regards,

DimitriosOK,

Some corrections.

Multifxvst DOES NOT WORK with mono plugins versions and 24bit !

So don't use this.

effectchainer which is free will load the SSL waves VST just fine.

API as vst is a no no.

So use the shell2vst.exe to extract vst plugins from all waves waveshells and use the free effectschainer (ONLY from VST menu !) the vst waves.

There is NONE unhandled exception from using VST plugins with Paris

regards,

Dimitrios

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

>

>Ok based to many real word tests (like mixing records...) Paris does not like

>much the DX plugins.

>I don't know if this is related to DX 9 but anyway there are many unhandled >exceptions occuring.

>

>Vst's are working smoother with Paris.

>Now for Waves users while many DX versions of waves cause these unhandled >exception if you will use the VST versions of waves with Paris then this >will be a life saver.

>You will need for these the shell2vst.exe which is a free little app that >can extract from waves waveshells their related plugins.

>Chainer is a must have as thru it waves vst (by using this shell2vst.exe) >works smooth !

>Chainer does not see the waveshells directly as other chainers too.

>

>Now API plugins do not show thru Chainer as vst because the gui cannot load >at all.

>

>The only way to see API vst plugins inside paris (not the DX) is by using >the free multifxvst chainer ONLY from inside chainer because Paris will crash

>if you try to load multifxvst directly !

>

>So to summarize till now.

>
>Get chainer !!
>Get shell2vst.exe (free)if you have wave plugins , get multifxvst (free)
>if you have api plugins.
>
>DISABLE DX for Paris from Paris cfg.
>To use some essntial DX plugins needed like autotune !! use the FREE FFX4
>chainer which will be seen from Paris as vst but will load from itself DX
>plugins (no vst here)
>Also FFX4 does NOT se mono DX plugins.
>
>NOW if you wanna use the SSL waves AGAIN Chainer cannot openm the SSL gui.
>To use the waves SSL you can use the Effectchainer which is a free chainer
>using VST and DX !
>Now why not use this for all plugins ?
>Well you could if you would use only VST plugins, DX causes problems still
>due to Paris handling DX.
>Effectchainer CANNOT load the API gui at all too.
>so multifxvst is needed again.
>
>AGAIN shell2vst is needed to extract waves as usable vst plugins.
>
>Anyway my consumptions are that DX a no no , use vst instead.
>
>To complete my tests I will use the old vdx33 dx chainer but why use vst
>plugins seen as DX when you can use directly vst plugins ??
>
>Make a directory only seen by Paris named like Parisvst and put inside ONLY
>, chainer , effectchainer, Faderworks, FFX4.
>
>All your other vst plugins can be put in a directory named VST.
>Let chainer and/or effectchainer see that directory only.
>
>Disable DX as to have a clean drop down DX/vst Paris menu.
>
>This for now.
>Regards,
>DimitriosAs always thanks for the heads up

"Dimitrios" <xxxx@otenet.gr> wrote in message news:48654e4c\$1@linux...

>
> OK,
> Some corrections.
> Multifxvst DOES NOT WORK with mono plugins versions and 24bit !
> So don't use this.

>
> effectchainer which is free will load the SSL waves VST just fine.
>
> API as vst is a no no.
>
> So use the shell2vst.exe to extract vst plugins from all waves waveshells
> and use the free effectschainer (ONLY from VST menu !) the vst waves.

Subject: Re: Hall reverb almost done
Posted by [Kerry Galloway](#) on Sun, 30 Mar 2008 23:29:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

essage
news:48652d43@linux...
> dont be sorry...Im on a PC :-)) ..so,please tell me...
>
> "Aaron Allen" <

Subject: Re: Hall reverb almost done
Posted by [mike audet\[3\]](#) on Mon, 31 Mar 2008 00:44:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

>
to an estimate of the user community worldwide (including PARIS users who
don't come to the NG) as being in the vicinity of a healthy 400 current
users.

Surprised? Not bad for eight years after discontinuation!

derived from a fairly accurate hand count of the number of currently active

is distinct from the size of the NG community itself. We needed that info
broken out separately because while some developments (sa

Subject: Re: Hall reverb almost done
Posted by [Kerry Galloway](#) on Mon, 31 Mar 2008 05:52:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

r giggles I loaded it on a 900MHz P3 with 256mb ram. Then I
> installed
> Cubase LE and loaded in 10 stereo tracks of audio and 15 plugins. It ran
> it perfectly and wasn't bogged down at all! So I added 10 more stereo

> tracks
> and it ran those.
> I tried it on my Paris box at home as a dual boot and so far so good. It
> seems to be immune to some of Paris's bugs.
> If you decide to try it get version .08 not version .06 which is more
> commonly
> available. I'm still testing I'll do a more complete synopsis when I'm
> finished....
> MBYeah, it could be a little bigger. I know of two Paris users I'm in regular
contact with, that to my knowledge, have never posted on this sight. So I'm
thinking there might be a few more of us that post here that might have similar
contacts that just don't post. Probably not a large number, but then again,
maybe more than you might think. For example, if there are 400 users world
wide, and 100 of them have 2 people they know of (like me) that have never
posted, that's 200 more users right there.
Or not, I don't know. just thinking.
Rod
Kerry Galloway <kg@kerrygalloway.com> wrote:

>

>support any forward motion. Blog/wiki/networking/development rig are
>certainly part of that infrastructure but we also had a s

Subject: Re: Hall reverb almost done
Posted by [Kerry Galloway](#) on Mon, 31 Mar 2008 06:00:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

erious need for
>hard info - things like current community size and composition etc. If we
>want to tell outside developers who we are as a community, we better know
>who we are first, and I had the suspicion that my "spitball" guesstimates
>weren't doing us much justice.
>

>research and detective work, and what I lack in skills I cheerfully
>supplement with grunt work. I wanted to share one of the results of that
>basic research with you all.
>

>before. As far as I know we never got a definitive answer. We've now got
a
>fairly firm "floor" for the size of the current PARIS user community. It
>stands at an eye-opening (at least to me) 125 current users - and rising,
so

>to an estimate of the user community worldwide (including PARIS users who
>don't come to the NG) as being in the vicinity of a healthy 400 current
>users.
>
>Surprised? Not bad for eight years after discontinuation!
>

Subject: Re: Hall reverb almost done
Posted by [rick](#) on Mon, 31 Mar 2008 13:43:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

, user accounts (I know what
> they're doing to do that, don't think it's a good idea), remote desktop,
> automatic updates (you want to run an unpatched XP machine? You sure?), and
> a bunch of other stuff. I don't think that's a good trade.
>
> TCB
>
> "Mike Bloomer" <tubeguru2006@gmail.com> wrote:
>> Micro XP is a hacked stripped down version of XP.It's apparently popular
> with
>> gamers... A friend at work got a hold of a copy and I had a chance to try
>> it.I work at a computer repair shop and the idea behind trying it was to
>> make some of the older P3s usable again. It works! It takes about 10 minutes
>> to do a complete install. When the system is booted up it uses 36 meg of
>> memory and runs 15 processes! Nearly everything has been stripped from the
>> OS. There is no local networking, no scheduling, and no internet explorer.
>> It will run Firefox though so internet is possible.Most XP programs will
>> run on it.
>> Just for giggles I loaded it on a 900MHz P3 with 256mb ram. Then I installed
>> Cubase LE and loaded in 10 stereo tracks of audio and 15 plugins. It ran
>> it perfectly and wasn't bogged down at all! So I added 10 more stereo tracks
>> and it ran those.
>> I tried it on my Paris box at home as a dual boot and so far so good. It
>> seems to be immune to some of Paris's bugs.
>> If you decide to try it get version .08 not version .06 which is more commonly
>> available. I'm still testing I'll do a more complete synopsis when I'm finished....
>> MB
>no direct x or vst/midi issues? UAD card?
This makes it extremely interesting to me.

AA

"Carl Amburn" <carlamburn@NOSPAMgmail.com> wrote in message
news:486fb8f8\$1@linux...

> Hey all - I've been out of the loop lately with work and travel.
>
> I played around with loading MicroXP last night - I gotta say... it's very
> impressive. Really, really fast. I loaded Paris, and it flies - haven't
> had a crash yet, and I've never seen the meters and transport run so
> smoothly. It 'feels' silly good.
>
> Definitely worth looking into for Paris on XP.
>
> -Carl
>
>
> Aaron Allen wrote:
>> Google the phrase * MicroXP v0.82 *
>> Looks like a bit torrent.
>>
>> AA
>>well, I'm thinking standalone never-touch-the-internet kind of stuff.
Production box only. For this, do you see any problems?
AA

"TCB" <nobody@ishere.com> wrote in message news:487031e4\$1@linux...
>
> If you install a boxed copy of XP and patch it, you're not all that far
> from
> this. You might have to do a bit to stop some services from starting, but
> it's only a few. I don't about the handle and thread counts mentioned re:
> MicroXP
>
> However, with MicroXP you lose LAN networking, user accounts (I know what
> they're doing to do that, don't think it's a good idea), remote desktop,
> automatic updates (you want to run an unpatched XP machine? You sure?),
> and
> a bunch of other stuff. I don't think that's a good trade.
>
> TCB
>
> "Mike Bloomer" <tubeguru2006@gmail.com> wrote:
>>
>>Micro XP is a hacked stripped down version of XP.It's apparently popular
> with
>>gamers... A friend at work got a hold of a copy and I had a chance to try
>>it.I work at a computer repair shop and the idea behind trying it was to
>>make some of the older P3s usable again. It works! It takes about 10
>>minutes
>>to do a complete install. When the system is booted up it uses 36 meg of
>>memory and runs 15 processes! Nearly everything has been stripped from the

>>OS. There is no local networking, no scheduling, and no internet explorer.
>>It will run Firefox though so internet is possible. Most XP programs will
>>run on it.
>>Just for giggles I loaded it on a 900MHz P3 with 256mb ram. Then I
>>installed
>>Cubase LE and loaded in 10 stereo tracks of audio and 15 plugins. It ran
>>it perfectly and wasn't bogged down at all! So I added 10 more stereo
>>tracks
>>and it ran those.
>>I tried it on my Paris box at home as a dual boot and so far so good. It
>>seems to be immune to some of Paris's bugs.
>>If you decide to try it get version .08 not version .06 which is more
>>commonly
>>available. I'm still testing I'll do a more complete synopsis when I'm
>>finished....
>>MB
>No issues so far. I use directX plugs, but don't use any UAD cards -
although, I don't see any reason why they wouldn't work.

I also loaded some other audio programs - I haven't had any problems
with anything really. Everything is quicker and smoother.

I did encounter two missing .dll files upon loading Windows Media Player
11 - of which I just found and copied the two .dll files into my system

I DO have it connected to t

Subject: Re: Hall reverb almost done
Posted by [Tom Bruhl](#) on Mon, 31 Mar 2008 23:07:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

thness and Paris seems a bit less buggy. Whether it actually is

>I will find out after more exhaustive testing. I don't really miss LAN I

>never used it on my DAW, and my DAW never goes on the internet. The
>remote services are also pretty useless on a DAW. I think the best of
>both worlds would be separate installations on separate partitions.
>Where it really seems to shine is in obsolete boxes like P2s and P3s...
>MB

>TCB wrote:

>> If you install a boxed copy of XP and patch it, you're not all that far
from
>> this. You might have to do a bit to stop some services from starting,
but
>> it's only a few. I don't about the handle and thread counts mentioned

re:
>> MicroXP
>>
>> However, with MicroXP you lose LAN networking, user accounts (I know what
>> they're doing to do that, don't think it's a good idea), remote desktop,
>> automatic updates (you want to run an unpatched XP machine? You sure?),
and
>> a bunch of other stuff. I don't think that's a good trade.
>>
>> TCB
>>
>> "Mike Bloomer" <tubeguru2006@gmail.com> wrote:
>>> Micro XP is a hacked stripped down version of XP.It's apparently popular
>> with
>>> gamers... A friend at work got a hold of a copy and I had a chance to
try
>>> it.I work at a computer repair shop and the idea behind trying it was
to
>>> make some of the older P3s usable again. It works! It takes about 10
minutes
>>> to do a complete install. When the system is booted up it uses 36 meg
of
>>> memory and runs 15 processes! Nearly everything has been stripped from
the
>>> OS. There is no local networking, no scheduling, and no internet explorer.
>>> It will run Firefox though so internet is possible.Most XP programs will
>>> run on it.
>>> Just for giggles I loaded it on a 900MHz P3 with 256mb ram. Then I installed
>>> Cubase LE and loaded in 10 stereo tracks of audio and 15 plugins. It
ran
>>> it perfectly and wasn't bogged down at all! So I added 10 more stereo
tracks
>>> and it ran those.
>>> I tried it on my Paris box at home as a dual boot and so far so good.
It
>>> seems to be immune to some of Paris's bugs.
>>> If you decide to try it get version .08 not version .06 which is more
commonly
>>> available. I'm still testing I'll do a more complete synopsis when I'm
finished....
>>> MB
>>Wow, I guess we'll have to wait to find out until they're ready to fire up
that Hadron particle accellerator full power. Maybe perpendicular rather
than parallel.

Rich

"Sarah" <sarahjane@sarahtonin.com> wrote in message news:486f4a81@linux...

> Hey, that makes sense! But do we come out the other side intact but in a
> weird parallel universe?
>
> S
>
>
> "Rich Lamanna" <richard.lamanna@verizon.net> wrote in message
> news:486e42ad\$1@linux...
> >I just figured it out. The universe creates black holes by creating
> >sentient
> > beings, intelligent enough to discover and design technology enabling
them
> > spawn a black hole. And POOF, there arises the black hole which gobbles
up
> > the associated solar system. I postulate therefore that every black hole
> > which exists in the universe was created by a group of nuclear
physicists
> > :-)
> >
> > Rich
> >
> > "DC" <dc@spammersinhell.com> wrote in message news:486dccfc\$1@linux...
> >>
> >> "Deej" <noway@jose.net> wrote:

Subject: Re: Hall reverb almost done
Posted by [mike audet\[3\]](#) on Tue, 01 Apr 2008 00:36:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ludwig <chrisl@adkproaudio.com> wrote:
>
>> HI Thad,
>>
>> Yep a normal Windows install disk and N-lite and you can create the same
>>
>
>
>> thing.
>> This way you have an custom installer for XP with everything taken out
>> y7ou don't think is needed.
>>
>> Also someone could just tweak their xp computer with some of the well
>> documented tweaks and image.
>> This will work well if they don't change hard ware often.
>>
>> Best of all these to options are total legit and don't support piracy. :)
>>

>> Chris
>>
>>
>>
>>
>> TCB wrote:
>>
>>> If you install a boxed copy of XP and patch it, you're not all that far
>>>
> from
>
>>> this. You might have to do a bit to stop some services from starting,
>>>
> but
>
>>> it's only a few. I don't about the handle and thread counts mentioned
>>>
> re:
>
>>> MicroXP
>>>
>>> However, with MicroXP you lose LAN networking, user accounts (I know what
>>> they're doing to do that, don't think it's a good idea), remote desktop,
>>> automatic updates (you want to run an unpatched XP machine? You sure?),
>>>
> and
>
>>> a bunch of other stuff. I don't think that's a good trade.
>>>
>>> TCB
>>>
>>> "Mike Bloomer" <tubeguru2006@gmail.com> wrote:
>>>
>>>
>>>> Micro XP is a hacked stripped down version of XP.It's apparently popular
>>>>
>>>>
>>> with
>>>
>>>
>>>> gamers... A friend at work got a hold of a copy and I had a chance to
>>>>
> try
>
>>>> it.I work at a computer repair shop and the idea behind trying it was
>>>>
> to
>

>>>> make some of the older P3s usable again. It works! It takes about 10
>>>>
> minutes
>
>>>> to do a complete install. When the system is booted up it uses 36 meg
>>>>
> of
>
>>>> memory and runs 15 processes! Nearly everything has been stripped from
>>>>
> the
>
>>>> OS. There is no local networking, no scheduling, and no internet explorer.
>>>> It will run Firefox though so internet is possible. Most XP programs will
>>>> run on it.
>>>> Just for giggles I loaded it on a 900MHz P3 with 256mb ram. Then I installed
>>>> Cubase LE and loaded in 10 stereo tracks of audio and 15 plugins. It
>>>>
> ran
>
>>>> it perfectly and wasn't bogged down at all! So I added 10 more stereo
>>>>
> tracks
>
>>>> and it ran those.
>>>> I tried it on my Paris box at home as a dual boot and so far so good.
>>>>
> It
>
>>>> seems to be immune to some of Paris's bugs.
>>>> If you decide to try it get version .08 not version .06 which is more
>>>>
> commonly
>
>>>> available. I'm still testing I'll do a more complete synopsis when I'm
>>>>
> finished....
>
>>>> MB
>>>>
>>>>
>>>
>>>
>> --
>> Chris Ludwig
>> ADK
>> chrisl@adkproaudio.com <<mailto:chrisl@adkproaudio.com>>
>> www.adkproaudio.com <<http://www.adkproaudio.com/>>

>> (859) 635-5762

>>

>

>

--

Chris Ludwig

ADK

chrisl@adkproaudio.com <mailto:chrisl@adkproaudi

Subject: Re: Hall reverb almost done

Posted by [mike audet\[3\]](#) on Tue, 01 Apr 2008 00:38:10 GMT

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

o.com>

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

(859) 635-5762Hi Ted,

I'm working on NoLimit, but it's not as silly as it sounds. All of the effects share about 95% of their code, and it is this 95% that won't compile for the Mac. I just grabbed NoLimit as a semi random choice. Once I can compile one, I can compile them all.

I'm getting a much better understanding of how the libraries differ in the two compilers. I'm very hopeful that I'll have something to test before long. I've probably put about 50 hours into this so far!

All the best,

Mike

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

>

>"Mike Audet" <mike@...> wrote:

> Right now, I'm just spending all of

>>my time trying to get NoLimit to compile on the Mac.

>

>Hey Mike-

>

>I already have NoLimit on my mac...

>Did you mean the variable knee? or the multiband comp?

>

>Ted

>

>

>

>aha

wow

ouch

thanks

"Mike Audet" <mike@..> wrote:

>

>Hi Ted,

>

>I'm working on NoLimit, but it's not as silly as it sounds. All of the effects

>share about 95% of their code, and it is this 95% that won't compile for
>the Mac. I just grabbed NoLimit as a semi random choice. Once I can compile
>one, I can compile them all.

>

>I'm getting a much better understanding of how the libraries differ in the
>two compilers. I'm very hopeful that I'll have something to test before
>long. I've probably put about 50 hours into this so far!

>

>All the best,

>

>Mike

>

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

>>

>>"Mike Audet" <mike@...> wrote:

>> Right now, I'm just spending all of
>>>my time trying to get NoLimit to compile on the Mac.

>>

>>Hey Mike-

>>

>>I already have NoLimit on my mac...

>>Did you mean the variable knee? or the multiband comp?

>>

>>Ted

>>

>>

>>

>>

>Rod and Kerry, I would concur on this too. I know of a small studio locally
here in upstate NY, who used Paris the last time I checked and I don't think

I've ever seen him post on the news group either.

Rich

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:486e3508\$1@linux...

>

> Yeah, it could be a little bigger. I know of two Paris users I'm in regular
> contact with, that to my knowledge, have never posted on this sight. So
I'm

> thinking there might be a few more of us that post here that might have
similar

> contacts that just don't post. Probably not a large number, but then
again,

> maybe more than you might think. For example, if there are 400 users world
> wide, and 100 of them have 2 people they know of (like me) that have never
> posted, that's 200 more users right there.

> Or not, I don't know. just thinking.

> Rod

> Kerry Galloway <kg@kerrygalloway.com> wrote:

posts.

> >

> >support any forward motion. Blog/wiki/networking/development rig are
> >certainly part of that infrastructure but we also had a serious need for
> >hard info - things like current community size and composition etc. If we
> >want to tell outside developers who we are as a community, we better know
> >who we are first, and I had the suspicion that my "spitball" guesstimates
> >weren't doing us much justice.

> >

> >research and detective work, and what I lack in skills I cheerfully
> >supplement with grunt work. I wanted to share one of the results of that
> >basic research with you all.

> >

times

> >before. As far as I know we never got a definitive answer. We've now got
> a

> >fairly firm "floor" for the size of the current PARIS user community. It
> >stands at an eye-opening (at least to me) 125 current users - and rising,
> so

come

> >to an estimate of the user community worldwide (including PARIS users who
> >don't come to the NG) as being in the vicinity of a healthy 400 current

> >users.
> >
> >Surprised? Not bad for eight years after discontinuation!
> >

> >derived from a fairly accurate hand count of the number of currently active

and

> >is distinct from the size of the NG community itself. We needed that info
> >broken out separately because while some developments (say the ability to
> >open PARIS .ppjs without a PARIS rig) might indeed be of interest to
> >ex-PARIS users too (who might still retain archives in .ppj format),
other
> >developments (say drivers) would really only be of interest to those who
> >still have and use PARIS hardware.
> >
> >To gather those numbers I ruled out the past approach of polls and censuses;

> >unreliable. I simply scan

Subject: Re: Hall reverb almost done
Posted by [erlilo](#) on Tue, 01 Apr 2008 07:15:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

structure but we also had a serious need
for
>>>> hard info - things like current community size and composition etc.
If
>>>> we
>>>> want to tell outside developers who we are as a community, we better
>>>> know
>>>> who we are first, and I had the suspicion that my "spitball"
>>>> guesstimates
>>>> weren't doing us much justice.
>>>>

at
>>>> research and detective work, and what I lack in skills I cheerfully
>>>> supplement with grunt work. I wanted to share one of the results of
that
>>>> basic research with you all.
>>>>

>>> times
>>>> before. As far as I know we never got a definitive answer. We've now

got
>>>> a
>>>>> fairly firm "floor" for the size of the current PARIS user community.
It
>>>>> stands at an eye-opening (at least to me) 125 current users - and
>>>>> rising,
>>>> so

>>> come
>>>>> to an estimate of the user community worldwide (including PARIS users
>>>>> who
>>>>> don't come to the NG) as being in the vicinity of a healthy 400 current
>>>>> users.
>>>>>
>>>>> Surprised? Not bad for eight years after discontinuation!
>>>>>

>>>>> derived from a fairly accurate hand count of the number of currently
>>> active

>>> and
>>>>> is distinct from the size of the NG community itself. We needed that
>>>>> info
>>>>> broken out separately because while some developments (say the ability
>>>>> to
>>>>> open PARIS .ppjs without a PARIS rig) might indeed be of interest to
>>>>> ex-PARIS users too (who might still retain archives in .ppj format),
>>> other
>>>>> developments (say drivers) would really only be of interest to those
who
>>>>> still have and use PARIS hardware.
>>>>>
>>>>> To gather those numbers I ruled out the past approach of polls and
>>> censuses;

>>>>> unreliable. I simply scanned through the NG posts going back an
>>>>> arbitrary
>>>>> length of time (10 months) and noted every poster I could in that recent

>>>>> posting PARIS-specific tech support questions, specific error code
>>>>> questions, etc). I put the info in a database to sort it in different
>>> ways
>>>>> so I could pretty confidently eliminate duplicates. It was a bit

that

>>> months
>>>> would be counterbalanced by the certainty of undercount.
>>>>>

>>>>> might

but
>>>>> as
>>>> a
>>>>> "minority case" - a returning user after years of absence - I naturally
>>>> come

>>> interested

>>>>> starting from here and going forward.
>>>>>
>>>>> So while it's true we were larger long ago, a hard floor of 125 real
>>> users
>>>>> is a good strong number, an excellent number, for aficionado-driven
>>> efforts

>>>>> than some aficionado groups for other pieces of discontinued technology,
>>>> and
>>>>> some of those smaller groups have got quite a lot of very meaningful
>>>>> work
>>>>> done. And 400 users worldwide may not be Nuendo numbers but for small

>>>>>
>>>>> Hope this is of interest!
>>>>>
>>>>> - Kerry
>>>>>
>>>>
>>>
>>>
>>
>>
>>
>Deej,

Looks like this one isn't far from you

http://cgi.ebay.com/Paris-Pro-Audio-Systems_W0QQitemZ190235447540QQihZ009QQcategoryZ41784QQssPageNameZWVWQQrdZ1QQcmdZVi ewlItem

Don't you miss the days of Frankenputer?

:-)I thought that Aaron and maybe one other person had used

this hardware in this group. I am hoping to achieve sample accurate sync using Paris as a master to Cubase 4.2 using a Scope Pro card with an attached Sync Plate. All of this needs to happen in XP on one computer. The comp is the least of my worries.

Dimitrios says it can be done but we're having trouble communicating. Maybe to this thread he will be able to?

Does XP rule this out or does Dimitrios know something that will work? I thought the ADAT sync ports on a MEC adat module were a no go in XP. I've never tried them to date. I understand that Sync Plate/Scope and Cubase 4.2 both support ASIO positioning protocol. The Sync Plate has WC in/out and ADAT sync 9 pin in/out.

Any info you can give me may help. I'd like to snag a Sync Plate before my comp comes if it's an achievable goal.

Thanks,

TomSorry man, I have 3 Scope cards but opted out on the sync plate. I use a combo of SMPTE/MTC and Adat lightpipe sync to do so.

AA

"Tom Bruhl" <arpeggio@comcast.net> wrote in message news:48744e02\$1@linux...
>I thought that Aaron and maybe one other person had used
> this hardware in this group. I am hoping to achieve sample
> accurate sync using Paris as a ma

Subject: Re: Hall reverb almost done
Posted by [rick](#) on Tue, 01 Apr 2008 08:51:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

me may help. I'd like to snag a Sync Plate
>> before my comp comes if it's an achievable goal.

>>

>> Thanks,

>> Tom

>>

>>

>>

>>

>

>it's not sample accurate, but it's fine for what I'm doing with it.. which is to dump prebuilt synth stuff. Odd as it may seem, I find that I actually

like the slop brought on my synth/sequencer parts. More human and random.

AA

"Tom Bruhl" <arpeggio@comcast.net> wrote in message news:4874557f\$1@linux...

> Aaron,

>

> So lightpipe is enough to keep the timing sample accurate?

>

> I'm doing that now with SMPTE to MTC and adat lightpipe.

> I doubt that it is that tight though.

>

> Tom

>

>

>

>

> "Aaron Allen" <know-spam@not_here.dude> wrote in message

> news:487451cd@linux...

>> Sorry man, I have 3 Scope cards but opted out on the sync plate. I use a

>> combo of SMPTE/MTC and Adat lightpipe sync to do so.

>>

>> AA

>>

>>

>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message

>> news:48744e02\$1@linux...

>>> I thought that Aaron and maybe one other person had used

>>> this hardware in this group. I am hoping to achieve sample

>>> accurate sync using Paris as a master to Cubase 4.2 using

>>> a Scope Pro card with an attached Sync Plate. All

>>> of this needs to happen in XP on one computer. The

>>> comp is the least of my worries.

>>>

>>> Dimitrios says it can be done but we're having trouble

>>> communicating. Maybe to this thread he will be able to?

>>>

>>> Does XP rule this out or does Dimitrios know something

>>> that will work? I thought the ADAT sync ports on a MEC adat

>>> module were a no go in XP. I've never tried them to date.

>>> I understand that Sync Plate/Scope and Cubase 4.2 both support

>>> ASIO positioning protocol. The Sync Plate has WC in/out and

>>> ADAT sync 9 pin in/out.

>>>

>>> Any info you can give me may help. I'd like to snag a Sync Plate

>>> before my comp comes if it's an achievable goal.

>>>

>>> Thanks,

>>> Tom

>>>

>>>

>>>

>>>

>>

>>

>

>Aaron,

I hear ya there. I've been doing it like that since 1991 with my Amiga.
SMPTE has been good enough and stable as can be.

I am just trying to prepare for the future with Cubase and Scope becoming
the mothership.

Thanks for the info.

Tom

"Aaron Allen" <know-spam@not_here.dude> wrote in message
news:48745f2d@linux...

> it's not sample accurate, but it's fine for what I'm doing with it.. which

> is to dump prebuilt synth stuff. Odd as it may seem, I find that I

> actually like the slop brought on my synth/sequencer parts. More human

> and random.

>

> AA

>

> "Tom Bruhl" <arpeggio@comcast.net> wrote in message

> news:4874557f\$1@linux...

>> Aaron,

>>

>> So lightpipe is enough to keep the timing sample accurate?

>>

>> I'm doing that now with SMPTE to MTC and adat lightpipe.

>> I doubt that it is that tight though.

>>

>> Tom

>>

>>

>>

>>

>> "Aaron Allen" <know-spam@not_here.dude> wrote in message

>> news:487451cd@linux...

>>> Sorry man, I have 3 Scope cards but opted out on the sync plate. I use a

>>> combo of SMPTE/MTC and Adat lightpipe sync to do so.
>>>
>>> AA
>>>
>>>
>>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message
>>> news:48744e02\$1@linux...
>>>> I thought that Aaron and maybe one other person had used
>>>> this hardware in this group. I am hoping to achieve sample
>>>> accurate sync using Paris as a master to Cubase 4.2 using
>>>> a Scope Pro card with an attached Sync Plate. All
>>>> of this needs to happen in XP on one computer. The
>>>> comp is the least of my worries.
>>>>
>>>> Dimitrios says it can be done but we're having trouble
>>>> communicating. Maybe to this thread he will be able to?
>>>>
>>>> Does XP rule this out or does Dimitrios know something
>>>> that will work? I thought the ADAT sync ports on a MEC adat
>>>> module were a no go in XP. I've never tried them to date.
>>>> I understand that Sync Plate/Scope and Cubase 4.2 both support
>>>> ASIO positioning protocol. The Sync Plate has WC in/out and
>>>> ADAT sync 9 pin in/out.
>>>>
>>>> Any info you can give me may help. I'd like to snag a Sync Plate
>>>> before my comp comes if it's an achievable goal.
>>>>
>>>> Thanks,
>>>> Tom
>>>>
>>>>
>>>>
>>>>
>>>
>>>
>>
>>
>
>Hi,
Quick answer YES
I have emailed you already.
Regards,
Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:
>Hey Dimitrios,
>
>So you are saying that with Paris in XP the sync plate will

>allow Cubase to chase Paris sample accurate?
>I have been using SMPTE in Paris to MTC in the past.
>Will I still need to do this while using an external WC?
>
>I'm ready for detailed instructions if this is possible!
>
>Thanks D,
>Tom
>
>
>
>"Dimitrios" <musurgio@otenet.gr> wrote in message news:486e1eca\$1@linux...
>>
>> Hi Tom,
>> I have posted this already on the graphics post I made but in case you
did
>> not catch it here it is again...
>> Hi Tom,
>> My

Subject: Re: Hall reverb almost done
Posted by [mike audet\[3\]](#) on Tue, 01 Apr 2008 10:34:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;
>
> "Aaron Allen" <know-spam@not_here.dude> wrote in message
> news:48745f2d@linux...
>> it's not sample accurate, but it's fine for what I'm doing with it..
>> which is to dump prebuilt synth stuff. Odd as it may seem, I find that I
>> actually like the slop brought on my synth/sequencer parts. More human
>> and random.
>>
>> AA
>>
>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message
>> news:4874557f\$1@linux...
>>> Aaron,
>>>
>>> So lightpipe is enough to keep the timing sample accurate?
>>>
>>> I'm doing that now with SMPTE to MTC and adat lightpipe.
>>> I doubt that it is that tight though.
>>>
>>> Tom
>>>
>>>

```

>>>
>>>
>>> "Aaron Allen" <know-spam@not_here.dude> wrote in message
>>> news:487451cd@linux...
>>>> Sorry man, I have 3 Scope cards but opted out on the sync plate. I use
>>>> a combo of SMPTE/MTC and Adat lightpipe sync to do so.
>>>>
>>>> AA
>>>>
>>>>
>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message
>>>> news:48744e02$1@linux...
>>>>> I thought that Aaron and maybe one other person had used
>>>>> this hardware in this group. I am hoping to achieve sample
>>>>> accurate sync using Paris as a master to Cubase 4.2 using
>>>>> a Scope Pro card with an attached Sync Plate. All
>>>>> of this needs to happen in XP on one computer. The
>>>>> comp is the least of my worries.
>>>>>
>>>>> Dimitrios says it can be done but we're having trouble
>>>>> communicating. Maybe to this thread he will be able to?
>>>>>
>>>>> Does XP rule this out or does Dimitrios know something
>>>>> that will work? I thought the ADAT sync ports on a MEC adat
>>>>> module were a no go in XP. I've never tried them to date.
>>>>> I understand that Sync Plate/Scope and Cubase 4.2 both support
>>>>> ASIO positioning protocol. The Sync Plate has WC in/out and
>>>>> ADAT sync 9 pin in/out.
>>>>>
>>>>> Any info you can give me may help. I'd like to snag a Sync Plate
>>>>> before my comp comes if it's an achievable goal.
>>>>>
>>>>> Thanks,
>>>>> Tom
>>>>>
>>>>>
>>>>>
>>>>>
>>>>
>>>>
>>>
>>>
>>
>>
>
>Hi

```

I will be a user again as soon as my house is built. I know one other user

here in Milwaukee.

Barry

"Paul Braun" <cygnus_nospam@ctgonline.org> wrote in message
news:d97d74p1lj57h8u46v21bhg268e11852rr@4ax.com...

> On Thu, 03 Jul 2008 12:58:15 -0700, Kerry Galloway

> <kg@kerrygalloway.com> wrote:

>

>>posts.

>>

>>

>>So while it's true we were larger long ago, a hard floor of 125 real users

>>is a good strong number, an excellent number, for aficionado-driven

>>efforts

>>than some aficionado groups for other pieces of discontinued technology,

>>and

>>some of those smaller groups have got quite a lot of very meaningful work

>>done. And 400 users worldwide may not be Nuendo numbers but for small

>>

>

> I'm still a user. Rewiring everything now and debating on staying

> with Mac and seeing what develops, or switching to xp, but still

> amongst the faithful.

>

> pabLiving on a lighted stage

Approaches the unreal

For those who think and feel

In touch with some reality

Beyond the gilded cageHi All,

I was wondering if anyone has compared the DP/Pro Hall PARIS plugin to other
hardware reverbs. I'm seriously considering selling my Lexicon MPX-1 because
I just don't see myself using it anymore.

I've just been mixing a live acoustic show, and the DP/Pro hall has just
changed everything. I used to try to compress and eq my way into the sound
I'm getting out of the hall. If anything, it's causing me to do less in
my mixes, and they sound better for it.

I just thought I'd check in to make sure I'm not just letting my enthusiasm
for the software lead to me to sell the Lexicon if I'd later wish I hadn't.

All the best,

MikeDo what I do with 'outdated' studio gear. Put it in your live rig :)

AA

"Mike Audet" <mike@..> wrote in message news:4879092b\$1@linux...

>
> Hi All,
>
> I was wondering if anyone has compared the DP/Pro Hall PARIS plugin to
> other
> hardware reverbs. I'm seriously considering selling my Lexicon MPX-1
> because
> I just don't see myself using it anymore.
>
> I've just been mixing a live acoustic show, and the DP/Pro hall has just
> changed everything. I used to try to compress and eq my way into the
> sound
> I'm getting out of the hall. If anything, it's causing me to do less in
> my mixes, and they sound better for it.
>
> I just thought I'd check in to make sure I'm not just letting my
> enthusiasm
> for the software lead to me to sell the Lexicon if I'd later wish I
> hadn't.
>
> All the best,
>
> MikeJeff Hoover <jkhoover@excite.com> wrote:
>Deej,
>
>Looks like this one isn't far from you
>
> http://cgi.ebay.com/Paris-Pro-Audio-Systems_W0QQitemZ190235447540QQihZ009QQcategoryZ41784QQssPageNameZWVWQQrdZ1QQcmdZVi ewlItem
>
>
>Don't you miss the days of Frankenputer?
>
>:-)

Hi Jeff,

I'm too far into nativeworld to ever want to go back to a system with proprietary hardware.

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

>I thought that Aaron and maybe one other person had used
>this hardware in this group. I am hoping to achieve sample
>accurate sync using Paris as a master to Cubase 4.2 using
>a Scope Pro card with an attached Sync Plate. All
>of this needs to happen in XP on one computer. The
>comp is the least of my worries.

I used the Creamware syncplate to slave Cubase to Paris. It should work just fine. Just run a serial cable from the Paris ADAT sync port out to the sync plate sync port input, set the Creamware hardware to ADAT sync and you should be good to go as long as there's no other wierd voodoo going on between Cubase and Paris and Paris and Cubase and the proprietary drives of two different DSP platforms and multiple core CPU's and Paris on Windows XP.....???

When I did it I was running two different DAWs and Paris was running on W

Subject: Re: Hall reverb almost done

Posted by [rick](#) on Tue, 01 Apr 2008 14:36:58 GMT

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

thought that Aaron and maybe one other person had used
>>this hardware in this group. I am hoping to achieve sample
>>accurate sync using Paris as a master to Cubase 4.2 using
>>a Scope Pro card with an attached Sync Plate. All
>>of this needs to happen in XP on one computer. The
>>comp is the least of my worries.

>

> I used the Creamware syncplate to slave Cubase to Paris. It should work
> just
> fine. Just run a serial cable from the Paris ADAT sync port out to the
> sync
> plate sync port input, set the Creamware hardware to ADAT sync and you
> should
> be good to go as long as there's no other wierd voodoo going on between
> Cubase
> and Paris and Paris and Cubase and the proprietary drives of two different
> DSP platforms and multiple core CPU's and Paris on Windows XP.....???

>

> When I did it I was running two different DAWs and Paris was running on
> Win
> ME.

>

> Deej

>>Dimitrios says it can be done but we're having trouble
>>communicating. Maybe to this thread he will be able to?

>>

>>Does XP rule this out or does Dimitrios know something

>>that will work? I thought the ADAT sync ports on a MEC adat
>>module were a no go in XP. I've never tried them to date.
>>I understand that Sync Plate/Scope and Cubase 4.2 both support
>>ASIO positioning protocol. The Sync Plate has WC in/out and
>>ADAT sync 9 pin in/out.

>>
>>Any info you can give me may help. I'd like to snag a Sync Plate
>>before my comp comes if it's an achievable goal.

>>
>>Thanks,
>>Tom

>>
>>
>>
>>

>Many of us may not think of Wes Montgomery as a "funky" player, but
listening to a bunch of his tracks today, I realized he was perhaps the
funkiest cat that ever strummed a guitar. His thumb-only (no pick) right
hand technique, which limited his lead runs to shorter phrases, also
gave him some chops that I have never heard anyone equal in the
strumming area.

For those who don't know much about Wes, I highly recommend giving him a
long listen. He was a truly unique and innovative player who's potential
appeal is much wider than the typical jazz artist.

If you can find it there's a live cut of "Tequila" (one of his "hits")
that scared me so much I dropped the tune from my solo repertoire. Most jazz guitar
players/students/fans know all about Wes but the average
music fan might not realize just how deep and broad his musical experience
was. He was The Man! That said, I'm convinced that George Benson is still
one of the greatest living jazz guitar players. He can still do it all!

Gantt

Bill L <bill@billlorentzen.com> wrote:

>Many of us may not think of Wes Montgomery as a "funky" player, but
>listening to a bunch of his tracks today, I realized he was perhaps the

>funkiest cat that ever strummed a guitar. His thumb-only (no pick) right

>hand technique, which limited his lead runs to shorter phrases, also
>gave him some chops that I have never heard anyone equal in the
>strumming area.

>
>For those who don't know much about Wes, I highly recommend giving him a

>long listen. He was a truly unique and innovative player who's potential

>appeal is much wider than the typical jazz artist.

>

>If you can find it there's a live cut of "Tequila" (one of his "hits")

>that scared me so much I dropped the tune from my solo repertoire....and a great string library for it? I have a friend who turned up raving about the Garritan string library for Gigastudio but it only seems to work on PC.

Any ideas?

Thanks!

Ganttl've got a reverb tip.

Use the stereo crossover after the reverb returns to kill blow 150 Hz or so. This will help the mix translate to crappy boom boxes with bass boost on.

Cheers!

MikeWes was something else, for sure. On the jazz geetar front my faves are still Charlie Christian, Freddie Green (funky before the term existed), and Grant Green (no relation).

Also, another 'thumb only' guy is my fave blues player, Albert King. If I ever get serious about blues/jazz playing again I'll probably do the thumb thing. I'm OK at it now but not nearly as good as I am with a pick. And the thumb doesn't work with a power pop band.

TCB

Bill L <bill@billlorentzen.com> wrote:

>Many of us may not think of Wes Montgomery as a "funky" player, but
>listening to a bunch of his tracks today, I realized he was perhaps the

>funkiest cat that ever strummed a guitar. His thumb-only (no pick) right

>hand technique, which limited his lead runs to shorter phrases, also
>gave him some chops that I have never heard anyone equal in the
>strumming area.

>

>For those who don't know much about Wes, I highly recommend giving him a

>long listen. He was a truly unique and innovative player who's potential

>appeal is much wider than the typical jazz artist.

>

>If you can find it there's a live cut of "Tequila" (one of his "hits")
>that scared me so much I dropped the tune from my solo repertoire.I know I asked this before,
but what is the preferred software gate among
those in the know? I'm finally mixing Monkiedrums and there's a lot of trash
in there that I'd prefer not to edit out, so some kind of gentle gate seems
to be the best option. Opinions requested.

TCBThis is the AC adaptor for the GC8 controller for the Roland R-880 reverb.
It's a line lump unit.

The one I have here is Model ACB-220 No 12449549

Can't seem to locate one here in the US as Roland US is about as worthless
as teats on a boar when it comes to legacy support.

If anyone has a line on where I might find one, it would be much appreciated.

Thanks,

DeeJl hardly ever use a gate since mixing all in the box. I just cut out or
automate levels of the tracks/sections I want to drop. I know it's more
work, but I don't trust gates that much. Does the Cubase gate work OK?

TCB wrote:

> I know I asked this before, but what is the preferred software gate among
> those in the know? I'm finally mixing Monkiedrums and there's a lot of trash
> in there that I'd prefer not to edit out, so some kind of gentle gate seems
> to be the best option. Opinions requested.

>

> TCBFor strings on OSX I currently use Garritan Personal Orchestra, the
Native Instruments Kontakt sampler, the EXS sampler in Logic (and my
acoustic violin and viola :^)

Both EXS and Kontakt claim to load Giga stuff, not sure if it works in
all cases. You might ask Garritan, they would know if their giga version
would translate.

Cheers,
-Jamie
www.JamieKrutz.com

Gantt Kushner wrote:

> ..and a great string library for it? I have a friend who turned up raving
> about the Garritan string library for Gigastudio but it only seems to work
> on PC.
>
> Any ideas?

>
> Thanks!
>
> GantHey DJ,
So you need a 220v to 9V 1200ma power supply ?
I can buy one here in Greece for you and send it over maybe.
Are you sure you want exactly this 220v to 9v ?
What are you using a 110v to 220v converter ?
Why not buy a 110v to 9v 1200ma power supply instead ???
This is exactly what I think you need !!
Let me know.
Regards,
Dimitrios

"Deej" <noway@jose.net> wrote:

>
>This is the AC adaptor for the GC8 controller for the Roland R-880 reverb.
>It's a line lump unit.
>
>The one I have here is Model ACB-220 No 12449549
>
>Can't seem to locate one here in the US as Roland US is about as worthless
>as teats on a boar when it comes to legacy support.
>
>If anyone has a line on where I might find one, it would be much appreciated.
>
>Thanks,
>
>Deej
>Does the Garritan Personal Orchestra run as a virtual instrument by itself?

By the way - Actually playing violin and viola is cheating!

Gantt

Jamie K <JamieN0-SPAM@JamieKruzN0-SPAM.com> wrote:

>
>For strings on OSX I currently use Garritan Personal Orchestra, the
>Native Instruments Kontakt sampler, the EXS sampler in Logic (and my
>acoustic violin and viola :^)
>
>Both EXS and Kontakt claim to load Giga stuff, not sure if it works in
>all cases. You might ask Garritan, they would know if their giga version

>would translate.
>
>Cheers,

> -Jamie
> www.JamieKrutz.com
>
>
>Gantt Kushner wrote:
>> ..and a great string library for it? I have a friend who turned up raving
>> about the Garritan string library for Gigastudio but it only seems to
work
>> on PC.
>>
>> Any ideas?
>>
>> Thanks!
>>
>> Ganttl really like the Paris gates. If you're not using paris,
