

---

Subject: Methods for drum bussing in Paris

Posted by [Ted Gerber](#) on Tue, 04 Jan 2011 21:33:05 GMT

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

---

So - amidst all the well known limitations of the Paris architecture - 16 tracks per submix; no automatic delay compensation; 48K max sample rate; no native plugins on Master buss etc etc, the thing that I struggle with the most is related to the last item, namely how to handle busses in Paris, specifically drum busses. Most other tracks I want to group and process together can be handled as stereo tracks or by dropping the same eq/compressor plugin as a Native insert across the tracks in question, while simultaneously linking them in the "groups" window with relative fader, or inverse pan etc.

Drums are different though, with some of the tracks needing to be eq'd/comp'd separately and others needing to be grouped and processed together. With any other modern DAW now, this is easy. With Paris it isn't. DFrakencopter's work with Senderella looked promising last Spring (sending tracks to a Native submix for processing in "real time"), but in the end, it didn't work out.

Wondering how folks are doing it in Paris...

Right now, I'm generally approximating everything I want to do to the individual tracks, (drum replacement, eq/comp etc) then bouncing those tracks down to L/R and reinserting that unto the playing field to be processed as a group (verbs eq compression).

The problem of course, is that if something needs further tweaking then I have to step backwards and work on the individual tracks in question and re-bounce. Big PITA.

What do you folks do? Is there another way that's simpler?

Ted

---