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Subject: Analog summing

Posted by [excelav](#) on Fri, 18 Nov 2005 02:51:08 GMT

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g a dynamic...

>

> arrggHHHHHH!!!

>

> It's no wonder people get shocked. The worst danger I have ever

> seen is the old 1950's guitar amps with a non-polarized 2-prong

> power cord. You have a 50-50 chance, at any given time you

&g

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Subject: Re: Analog summing

Posted by [Bill Lorentzen](#) on Sat, 19 Nov 2005 01:10:53 GMT

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r />

>>Barry

>>

>>

>

>you got me, maybe try the latest directx 9.0b or something. also make  
> sure windows media player IS installed.

nick wrote:

> I fired up an older Windows ME PC and decided to upgrade Soundforge on it,

> which requires Directx 8. I had effects before that.. now all I have are

> two selections..

>

> NO EFFECT

> EXTERNAL

>

> can anyone help.. of course..I have a remote session tomorrow that I use

> this pc for..

>

> thanks

> nick

>And here's the correct link

<http://www.studioreviews.com/summing-box-shootout.htm>

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ArvidGreetings,

Tony Benson has been kind enough to offer his web-site

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Subject: Re: Analog summing

Posted by [Arvid Solvang](#) on Sat, 19 Nov 2005 13:47:32 GMT

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t;it's under

> control....controlled mayhem that is"

>

> The game plan is to take an 18 channel feed from the board (Midas Venice)

> into a friends Nuendo ri

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