## Subject: Tyrants always ban music... Posted by DC on Mon, 19 Dec 2005 21:54:56 GMT

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anks,

>> >>>John

>> >>>

>> >>>

>> >>

>> >>

>>

Subject: Re: Tyrants always ban music...
Posted by Tony Benson on Mon, 19 Dec 2005 23:35:22 GMT
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## attachement.

I almost traded it all in because it took me a year to find the answer. EMU didn't even know. I was pissed. But now I'm happy. You should be too.

Moving the Mec around isn't that big of a deal really. I don't think it will screw anything major up. No ADAT cards in there right?

Tom

"Deadmeat" <scott@postmodernblues.com> wrote in message = news:43a6d87f\$1@linux...

Well, like I said, the system works as is (MECs on A and B) with the older 2.2 software, and has been running like that for a couple of years - all inputs and outputs producing sound without problems. So, I know my clock is good, the cards are good, the MECs and interfaces are good. I just brought up V2.2 to double check, and recorded using the interfaces that don't work with 3.0, so it's definatley a 3.0 issue.

When you had to have your MECs on A and C (or E), was that with Version 2.2 and 3.0, or just with 3.0? I could try moving the M

Subject: Re: Tyrants always ban music...

Posted by Tony Benson on Mon, 19 Dec 2005 23:40:14 GMT

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EC to C and see if that fixes it, but I dread making any changes at all to a functional (under 2.2) PARIS system......

```
"Tom Bruhl" <arpegio@comcast.net> wrote:
 >
 >
 >Dead,
 >What Aaron says is true. When my system was three cards with two =
Mecs
 >I had card A and C attached to the Mecs. Now with five cards it's A =
and
 =3D
 >E. =3D20
 >My ASUS boards like the first and last card when using two Mecs.
 >Tom
 > "Aaron Allen" <nospam@not here.dude> wrote in message =3D
 >news:43a5b0b4$1@linux...
 > Are you sure you have the two 'correct' EDS cards chosen for your =
=3D
 >system? I=3D20
 > know that it gets sketchy pinning down which one, but on my system =
I = 3D
 >have to=3D20
 > use card A and C and skip putting a MEC on card B or wierd stuff =
like
 =3D
 >this=3D20
 > happens (another hidden Paris 'feature'). The other thing to check =
is
 =3D
 >that=3D20
 > you have a good wordclock BNC cable running from MEC #1 to MEC #2.
 > AA
 >
 > "Deadmeat" <scott@postmodernblues.com> wrote in message=3D20
 > news:43a59445$1@linux...
 > > Hi all -
 > > Been messing with V3 for a bit and noticed a real problem.
 > > Testing on a 3-card system, 2 MECs installed (on A and B
 > > cards), 2 ADAT and one Sync on MEC A, 1 8-input on MEC B.
 > > Can record fine with MIX A, MEC A. Getting no sound at all
 > > on any inputs for MEC B, Mix B. Tried to load V2.2, and all
 > > is fine - can record on MEC B inputs all day long. When using
```

```
> > V3, see input lights on module, but have no meters in mixer
> > and no sound - MEC B syncing to WC fine - plays sound accross
> > all submixes just fine from projects recorded on V2.
> >
> > Any Thoughts?=3D20
>
> <!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
&q
```

Subject: Re: Tyrants always ban music...
Posted by Gene Lennon[1] on Mon, 19 Dec 2005 23:55:19 GMT
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nder with native effects?

Thanks, John

Don Nafe wrote:

- > Thanks Rod...just had a chance to hunt for it found it and was just about
- > to start typing

>

> Don

>

> "Rod Lincoln" <rlincoln@kc.rr.com> wrote in message news:43a70a65\$1@linux...

**-** ...

>>It's really a trick, just patching to b

Subject: Re: Tyrants always ban music...
Posted by excelar on Tue, 20 Dec 2005 00:23:10 GMT
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ounce autotune in manual mode..

- >>If your track to be tuned is on track 1, put autotune on an insert. Select
- >>"external" on the eds insert. Assuming your using mec A spdif, in the
- >>Paris
- >>batchbay, patch the "Mixer A insert" output of track 1 (green arrows
- >>Bottom
- >>row) to Mec Master digital out L or R. Then Patch the Mec Master Digital
- >>In L or R (use same as before)to the insert "in" (brown, top)of mixer A
- >>insert.

```
>>ALSO patch the Mec Master digital in (brown, same as above)
>>to track 2 of Mixer A.
>>Mute track 1. record inable track 2. You might want to also change the
>>input
>>monitor to &
```

Subject: Re: Tyrants always ban music...
Posted by excelar on Tue, 20 Dec 2005 00:30:13 GMT
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quot; Always monitor input in the Project window, but you don't >>have >>to. you just won't hear anything unless your recording. >>NEXT STEP VERY IMPORTANT: >>you MUST make a physical connection (with a real spdif cable) from the >>spdif >>out to the spdif in on the Mec. Now you can autotune away and bounce your >>newly tuned track to track 2. >>You can use the adat connections the same way as the spdif. Just make sure >>to loop the lightpipe cable from the in to the out on the back of the adat >>card. >>Rod >> >>John <no@no.com> wrote: >>>ok, so what's the trick? >>>Rod Lincoln wrote: >>>

Subject: Re: Tyrants always ban music...
Posted by Gene Lennon[1] on Tue, 20 Dec 2005 00:35:16 GMT
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```
he limit if you have 1 mec and 1 adat card. 16 if you have
>>
>>at least
>>
>>>2 mec's and 4 adat cards. If you have no adat cards, then 2, using
>>>spdif.
>>>>
>>>Rod
>>>>"Don Nafe" <dnafe@magma.ca> wrote:
>>>>
```

>>>>Don, 8 is t

```
>>>>
>>>>Hi All
>>>>
>>>>Is there a limit to the # of tracks that can be sent via the external
>>
>>loop
>>
>>>>
>>>>(hardwired) tip that Brian used on his Auto tune trick segment...I'm not
>>>at
>>>>
>>>>
>>>>my rig and I was just wondering
>>>>Don
>>>>
>>>>
>>>>
>>>>
>Does an object that has been trimmed still stream the entire object?
Like if I take a 5 minute object and trim it to 5 seconds will it still
be streaming from hard drive the whole time?
```

Also, do automated mutes continue streaming from disk? I'm betting they both stream and need to be rendered to fix it.

Is there a way to verify this?

Oh, I tried compact and as reported, it did nothing. Oh well. This is a multi-part message in MIME format.

```
-----=_NextPart_000_0076_01C604DD.1740BD00
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
```

Both versions of Paris forced this outer cards for Mec

```
Subject: Re: Tyrants always ban music...
Posted by Gene Lennon[1] on Tue, 20 Dec 2005 00:43:55 GMT
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```

```
t;<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>Dead,</FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>What Aaron says is true. When my =
=3D
 >system was=3D20
 >three cards with two Mecs</FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>I had card A and C attached to =
the =3D
 >Mecs. Now=3D20
 >with five cards it's A and E. </FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>My ASUS boards like </FONT><FONT =
=3D
 >face=3D3DArial=3D20
 >size=3D3D2>the first and last card when using two Mecs.</FONT></DIV>
 ><DIV><FONT face=3D3DArial size=3D3D2>Tom</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>"Aaron Allen" <<A=3D20
 > href=3D3D"mailto:nospam@not_here.dude">
```