
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" <arpeggio@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">
&g

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 [excelav](#) 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 [excelav](#) 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:
>>>
>>>>Don, 8 is t

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:
>>>>

>>>>
>>>>>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>
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>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">
```
