
Subject: Paris Configuration settings
Posted by [RZ](#) on Fri, 02 Feb 2007 20:37:09 GMT
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I should probably know this since I've been using Paris for almost 8 years, but can anyone enlighten me on ideal configuration settings (disk I/O, disk cache size)? Are there any issues with standard format NTFS drives? I've been using a 3 card system on XP for a couple years and now use the Seagate drives with 16MB cache, but still have problems doing punches with more than 2 tracks. I always get the pesky "data could not be streamed fast enough, set playback for a slower machine", message as the playback chokes. It seems I got better performance years ago on a Pentium II. And what the heck is a manual punch delay? Any input would be much appreciated, thanks.
Richard

Subject: Re: Paris Configuration settings
Posted by [RZ](#) on Fri, 02 Feb 2007 22:28:27 GMT
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Thanks John,
There's a whole lot of interesting info on that site. I still don't know what a manual punch delay is, but I think it being set to short was my problem. Easy fix. Thanks again.

"John" <no@no.com> wrote in message news:45c3b574\$1@linux...
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> Also, set your punch in to medium or long
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Subject: Re: Paris Configuration settings
Posted by [John \[1\]](#) on Fri, 02 Feb 2007 23:04:36 GMT
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Subject: Re: Paris Configuration settings
Posted by [Aaron Allen](#) on Fri, 02 Feb 2007 23:20:04 GMT
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It has to do with record ready buffer.. short delay means the time between when you hit 'record' and when it actually starts to record is a shorter time than say medium or long. On a smaller EDS system, short is cool but get past a 2 or 3 card system and things start getting a little whacky. Besides, Paris' punch isn't exactly super tight so generally you'll end up punching a little early and peeling back in the editor anyway.

AA

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Subject: Re: Paris Configuration settings
Posted by [John \[1\]](#) on Sat, 03 Feb 2007 00:21:27 GMT
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I think it means when you do a punch by pressing record while in play or by enabling through the jack on the back of the C16 that Paris will have a slight delay before the punch happens and this setting determines that. For a screaming pc with nothing going in short would work. Medium and long have been most popular though and if you just pick long you can always slide the ends of the track to adjust it to be just right after the recording is done.

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Subject: Re: Paris Configuration settings
Posted by [John Macy](#) on Sat, 03 Feb 2007 03:56:53 GMT
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Also for me, doing a bunch of tracks like a drum punch,
using autopunch works a whole lot better than manual...

"Aaron Allen" <know-spam@not_here.dude> wrote:
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Subject: Re: Paris Configuration settings
Posted by [John \[1\]](#) on Sat, 03 Feb 2007 11:08:38 GMT

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I always liked to set the punch a couple bars ahead of my desired point so I could monitor the instrument up to the punch. The let me play on the groove instead of being silent and then being told GO!

Then just slide the object's left edge to the right covering up the "pre-roll" part.

John

Subject: Re: Paris Configuration settings
Posted by [Rob Arsenault](#) on Sun, 04 Feb 2007 01:17:21 GMT
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One thing I noticed and could reproduce while tracking drums last week was that Paris will punchin better and not show its ugly "data could not be streamed...yadayada error" as much if you clear all takes/splices after the now line on the tracks being recorded. Must be a HD seek / through-put issues.

3 card sys on ME, 1.4Gig Athlon

Rob

"john" <no@no.com> wrote in message news:45c3c777\$1@linux...

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