Subject: 2nd MEC Issues?
Posted by Warren on Tue, 25 Oct 2005 12:58:48 GMT

it. Occassionally, I'll get some
> stubbornness
> > > from
> > > > >>> SX.
> > > > >>>>when this happens, I dicipline it bygoing to the SX transport
> window
> > > > and
> > > > >>>>toggling between internal and idle. Then, when I hit the Paris
> > > transport,
> > > > >>>>everything locks up.
> > > > >>>>
> > > > >>>>Deej
> > > > >>>>
> > > > >>>>"Rod Lincoln" <rlincoln&

Subject: Re: 2nd MEC Issues?
Posted by Deej [1] on Tue, 25 Oct 2005 14:22:39 GMT

gt;> >I
> > > > >>>>> >>> finally installed the RME 9652 and Cubase SX3. I can't get
> > them
> > > > >to
> > > > >>>>sync
> > > > >>>>> >up
> > > > >>>>> >>> at all. Cubase just sits there when I press play on Paris
(I
> > > have
> > > > >>> the
> > > > >>>>> >adat
> > > > >>>>> >>> sync hooked up) I have tried everything I can think of,
> > changing
> > > > >>>>settings
> > > > >>>>> >>> in the 9652 control panel to recieve adat sync, set cubase
> to
> > > > >>>>> >>> recieve
> > > > >>>>> >
> > > > >>>>> >>> sync,
> > > > >>>>> >>> etc. I'm just talking transport sync so far...havn't even
> > tried
> &

ched the patch bay as I
> >normally
> >> do on submix 1 with the 1st MEC but nothing works. I plugged an acoustic
> >> guitar directly into input one and the led lights up but nothing comes
> >through
> >> on the submix .. what the????
> >> Any thoughts, solutions or ridicule are all welcome.
> >> Thanks,
> >> Warren
> >
> >
>Are these sleeves the ones with the hole in the middle or
the little bumps on the side??? ;-)

David.

DJ wrote:
> Since you're a technophobe, be sure to run this cable from the BNC output of
> the MEC that is attached to Card A (the master) to the BNC input of the MEC
> that is attached to Card B (the slave). The BNC connectors look like little
> round metal sleeves sticking out on the back of the MEC.
>
> Good luck ;o)
>
> Deej
> "Warren" <**tonetemple@hotmail.com**> wrote in message
> news:435ec260$1@linux...
>
>>D'oh!!!!!
>>Of course I don't!
>>word clock, midi etc are creations of the devil that I have no knowledge
>>of in my little retro, technophobe world :)
>>
>>so, will a single BNC across MEC's solve this issue or is there some
>
> additional
>
>>configuring I'll need to do?
>>
>>Thanks DJ for the response
>>
>>"DJ" <

Subject: Re: 2nd MEC Issues?
Posted by Suad on Wed, 26 Oct 2005 02:16:45 GMT

View Forum Message <> Reply to Message

Forgive me if this issue is something well known that I missed in my
>>>
>>>stoopid
>>>
>>>>obliviousness but here goes ...
>>>>I have recently got a 2nd MEC without any 8in or 8 out cards, I now
>
> have
>
>>>>a project where I want to send externals out of the inserts to outboard
>>>
>>>and
>>>
>>>>was hoping to use the existing 4 ins and outs on the MEC but have
>
> failed
>
>>>>miserably in getting this to work. I have patched the patch bay as I
>>>
>>>normally
>>>
>>>>do on submix 1 with the 1st MEC but nothing works. I plugged an
>
> acoustic
>
>>>>guitar directly into input one and the led lights up but nothing comes
>>>
>>>through
>>>
>>>>on the submix .. what the????
>>>>Any thoughts, solutions or ridicule are all welcome.
>>>>Thanks,
>>>>Warren
>>>
>>>
>
>I thought they had holes in the sides........!!!!!!

;oP

"Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote in message
news:435efebb$1@linux...
> Are these sleeves the ones with the hole in the middle or
> the little bumps on the side??? ;-)
>

> David.
>
> DJ wrote:
> > Since you're a technophobe, be sure to run this cable from the BNC
output of
> > the MEC that is attached to Card A (the master) to the BNC input of the
MEC
> > that is attached to Card B (the slave). The BNC connectors look like
little
> > round metal sleeves sticking out on the back of the MEC.
> >
> > Good luck ;o)
> >
> > Deej
> > "Warren" <**tonetemple@hotmail.com**> wrote in message
> > news:435ec260$1@linux...
> >
> >>D'oh!!!!!

Subject: Re: 2nd MEC Issues?
Posted by Warren on Wed, 26 Oct 2005 03:40:03 GMT

/>
> > additional
> >
> >>configuring I'll need to do?
> >>
> >>Thanks DJ for the response
> >>
> >>"DJ" <animix_spam-this-ahole_@animas.net> wrote:
> >>
> >>>Do you have a BNC cable running from the clock output of MEC A to the
> >
> > clock
> >
> >>>input of MEC B?
> >>>
> >>>
> >>>"Warren" <**tonetemple@hotmail.com**> wrote in message
> >>>news:435e2c08$1@linux...
> >>>
> >>>>Hey all,
> >>>>
> >>>>Forgive me if this issue is something well known that I missed in my
> >>>
> >>>stoopid

> >>>
> >>>>obliviousness but here goes ...
> >>>>I have recently got a 2nd MEC without any 8in or 8 out cards, I now
> >
> > have
> >
> >>>>a project where I want to send externals out of the inserts to
outboard
> >>>
> >>>and
> >>>
> >>>>was hoping to use the existing 4 ins and outs on the MEC but have
> >
> > failed
> >
> >>>>miserably in getting this to work. I have patched the patch bay as I
> >>>
> >>>normally
> >>>
> >>>>do on submix 1 with the 1st MEC but nothing works. I plugged an
> >
> > acoustic
> >
> >>>>guitar directly into input one and the led lights up but nothing comes
> >>>
> >>>through
> >>>
> >>>>on the submix .. what the????
> >>>>Any thoughts, solutions or ridicule are all welcome.
> >>>>Thanks,
> >>>>Warren
> >>>
> >>>
> >
> >"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>Since you're a technophobe, be sure to run this cable from the BNC output
of
>the MEC that is attached to Card A (the master) to the BNC input of the
MEC
>that is attached to Card B (the slave). The BNC connectors look like little
>round metal sleeves sticking out on the back of the MEC.
>
>Good luck ;o)
>
>Deej
>"Warren" <**tonetemple@hotma

il.com**> wrote in message
>news:435ec260$1@linux...
>>
>> D'oh!!!!!
>> Of course I don't!
>> word clock, midi etc are creations of the devil that I have no knowledge
>> of in my little retro, technophobe world :)
>>
>> so, will a single BNC across MEC's solve this issue or is there some
>additional
>> configuring I'll need to do?
>>
>> Thanks DJ for the response
>>
>> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
>> >Do you have a BNC cable running from the clock output of MEC A to the
>clock
>> >input of MEC B?
>> >
>> >
>> >"Warren" <**tonetemple@hotmail.com**> wrote in message
>> >news:435e2c08$1@linux...
>> >>
>> >> Hey all,
>> >>
>> >> Forgive me if this issue is something well known that I missed in my
>> >stoopid
>> >> obliviousness but here goes ...
>> >> I have recently got a 2nd MEC without any 8in or 8 out cards, I now
>have
>> >> a project where I want to send externals out of the inserts to outboard
>> >and
>> >> was hoping to use the existing 4 ins and outs on the MEC but have
>failed
>> >> miserably in getting this to work. I have patched the patch bay as
>I
>> >normally
>> >> do on submix 1 with the 1st MEC but nothing works. I plugged an
>acoustic
>> >> guitar directly into input one and the led lights up but nothing comes
>> >through
>> >> on the submix .. what the????
>> >> Any thoughts, solutions or ridicule are all welcome.
>> >> Thanks,
>> >> Warren

```
>> >
>> >
>>
>
>Yes,
16 tracks at least with around 60% out of a 2600 P4 Intel cpu so guess that
24 tracks are a working goal ...
Will try that and inform.
Note that I use a 100 Lan connection.
Here I would take some help.
Alth
```

Subject: Re: 2nd MEC Issues?
Posted by audioguy_nospam_ on Wed, 26 Oct 2005 03:54:21 GMT
View Forum Message <> Reply to Message

```
ough cards are 1000 capable and I was having a 1000 connection a month
ao I now cannot connect at all at 1000 and in auto mode it detects the 100.
I suspect that closing most of XP services might result that.
Also could the cable go bad ?
Very strange...
Regards,
Dimitrios




"Don Nafe" <dnafe@magma.ca> wrote:
>So if I have this right
>
>16 tracks flying from a second machine (Cubase) into Paris machine via
>Wormhole into  FXpansion wrapper with no more than 4096 samples latency
and
>fully synced
>
>Sounds good to me...will sign up when new rig is here
>
>Don
>
>
>"Dimitrios" <musurgio@otenet.gr> wrote in message news:435e3ecb$1@linux...
>>
```

>> So here we are.
>> It was that simple afterall to have wormhole work with Paris !
>> No special wormhole version needed, just use the latest when you buy it
!
>> And please go on and buy it.
>> This guy was so helpful afterall.
>> This great app opens new doors to Paris.
>> I managed no problem FULLY SYNCED 16 audio tracks comong from Cubase (2nd
>> computer) to Paris (1st computer) with solid rock performance and
>> behaviour.
>> The secret is "old"
>> Use this incredible and free now (I guess we freed it,right ?) FXpansion
>> 3.3 this old trusty wrapper that wraps with very big latency UAD1 plugins
>> but works fantastic with Multifxvst and now WORMHOLE.
>> Chianer could not do it, FFX-4 neither, Console could but console is so

>> buggy
>> and unstable with Paris that causes even exceptions so I stayed away
from
>> it...
>> I tried all chainers known, like Directizer, Cakewalk, all...
>> Nothing worked even at normal conditions but FXpansion does the trick.
>> It syncs end instances which was the problem from the very beginning...
>> This syncing damn thing.
>> Well 16 instances eats around 60 % of my 2600 Intel cpu but that is not

>> Paris
>> oriented .
>> Latency to work at so many instances shpuld be around 4096 samples , close
>> to uad1 latencies, for a couple of channels you can go down to a little

>> over
>> 1000 samples.
>> There is a latency slider also on sending wormhole instance so you can

>> compensate
>> there...
>> But this is a godesnd for someone who wants to do entirely Cubase mix
and
>> buss 16-24 audio tracks to Paris for buss mixing...
>> Possibilities endless.
>>
>> I wanna see names here from you ones who are gonna buy it because I wanna

---

Subject: Re: 2nd MEC Issues?
Posted by Deej [1] on Wed, 26 Oct 2005 03:59:01 GMT

/>
>> send these names to Andrian to thank him for all his efforts.
>> My name is first (buying for second time)
>>
>> Dimitrios
>
>In addittion,
When FXpansion is used to wrap the multifxvst here are some tips:
1. Make a folder inside your VST plugins which could be called FXpansion
just to know that inside this folder you will have the vst plugins you wanna
be wrapped with FXpansion.
So inside I have put multifxvst and wormhole for now.
We don't wanna have numerous FXpansion wrapped vst plugins that essentially
will not be used ,right ?

2. When wrapping multifxvst change the height and witdth into something like
600 x 800 to be able to see all UAD plugins parameters (this is mostly for
Fairchild and maybe others too)

3.multifxvst is FREE.
You can find it at www.kvraudio.com
Do a search there in effets -hosts and you will find it for download.
Otherwise use this (Hehe)

 http://www.kvraudio.com/get.php?mode=results&st=adv& soft=h&type
[]=32&type[]=50&f=vst&fe=vst&win=1&free= 1&com=1&un=1&sf=0&receptor=&sort=1&r pp=15

Regards,
Dimitrios

"Dimitrios" <musurgio@otenet.gr> wrote:
>
>My last test was using UAD1 with multifxvst.
>What I found is that this app does work ONLY with 16 bit files , which means
>it works for me at least, and works best wrapped with FXpansion old 3.3
which
>can be found free now as it is discontinued.
>I guess most of you have this already.
>of course it works with chainer too but you have to buy chainer.

>The result is that UAD1 plugins now have ONLY 2048 samples latency !
>Thats around 44 ms of latency...
>If you use the UAD1 plugins just from FXpansion you get 16384 samples latency...
>Now using only a 50ms nudge to the left and 192 samples to the right you
>are in business...
>Regards,
>DimitriosSo like, during the meantime what do you expect me and rick to do?
Drink? Record in Paris? BOTH !   hehe

Kim wrote:
> Just a little heads up to let you all know that I'm moving house over this
> coming weekend. Temporarily the newsgroup will remain at the old place until
> I can get the internet connected and working at the new place. Once that's
> done I'll move the newsgroup computers. I expect that to happen probaly not
> this weekend but next, and it will cause some outages and issues as the DNS
> records update etc. An IP address of the new location will be posted here
> and on ParisFAQs in advance of the move however, so people will still be
> able to use the group pretty much excepting of course for the bit when it's
> actually in the car moving house. ;o)
>
> I'll keep you all informed.
>
> And now, back to our regular programming... ;o)
>
> Cheers,
> Kim.Was it the FX subsytem thingy?

I have been living with this issue for a long while

"Kip" <fender36@bellsouth.net> wrote:
>
>"Kip" <fender36@bellsouth.net> wrote:
>>
>>Paris crash on exit........anybody can help? PLEASE
>>
>>WinXP
>>amd 2200
>>3 eds cards
>>Paris 3
>&

Subject: Re: 2nd MEC Issues?
Posted by Warren on Wed, 26 Oct 2005 05:26:21 GMT
View Forum Message <> Reply to Message

gt;ParisXp Drivers

>>512 Ram
>That's great! Thank Dimitrios. I'm off to get one.

jef

Dimitrios wrote:

>My last test was using UAD1 with multifxvst.
>What I found is that this app does work ONLY with 16 bit files , which means
>it works for me at least, and works best wrapped with FXpansion old 3.3 which
>can be found free now as it is discontinued.
>I guess most of you have this already.
>of course it works with chainer too but you have to buy chainer.
>The result is that UAD1 plugins now have ONLY 2048 samples latency !
>Thats around 44 ms of latency...
>If you use the UAD1 plugins just from FXpansion you get 16384 samples latency...
>Now using only a 50ms nudge to the left and 192 samples to the right you
>are in business...
>Regards,
>Dimitrios
>
>So here an update to Wormhole.
First of all it is f... stable.
Second I am hooked.
Third I tried 24 channels from Cunbase to Paris with humble 100Mb Lan connection
using around 75 (peaks) of a cpu 2600 P4 Intel.
Fully synced means that -because of Paris sample difference beetween submixes-
I delayed all 16 tracks in submix 4 by 2 samples using Voxengo -FREE- saple
delay VST plugin so to be phase correct with the remaining 8 audio tracks
in submix 5

Same applies if you use submix 2-3 and 3-4
If you use 1-2 then you delay audiotracks in submix 1 for 13 samples (thats
my system difference for cards 1 and 2)
so you might check maybe in yours is 12 or 14

I don't worry for hitting cpu at 75 % because all VST and DX plugins will
be held at "Cubase" computer while Paris is used only for mixing engine plus
EDS effects and EQ
Isn't that wonderful ?
Thats around what BrianT was trying to do with his multi thouisand dollar
setup of his.
Ok 24 channels might be not much but if you have a process or over 3 ghz
and maybe a 1000 lan I see no reason why not get over 32 and maybe 48.
This is a trip to the future along with Paris , right ?
Note that the files in Cubase in my test were 32 bit floating !
wormhole is 32 bit floating so inside Paris audio is coming at 32bit floating
...

After that point I don't know if "the song remains the same" but Paris might
NOT truncate to 24 bit, someobode else might say for sure here...
Thats for now,
Regards,
Dimitrios

"Dimitrios" <musurgio@otenet.gr> wrote:
>
>So here we are.
>It was that simple afterall to have wormhole work with Paris !
>No special wormhole version needed, just use the latest when you buy it
!
>And please go on and buy