
Subject: I'm on a multi computer rampage over here!
Posted by [Tom Bruhl](#) on Fri, 10 Nov 2006 07:42:36 GMT
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-----=_NextPart_000_004D_01C70471.E1D50C80

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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ADAT cards along with 32 A-D, D-As, two SPDIFS and a =
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Comp #2: Cubase Studio 4 on my new AMD 4800+ Dualcore with Creamware
14 chip Pro card with 20 In/out and Delta 66 w/4 x A-D, =
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I'm about 2 monitors, a Matrox Triple Head 2 Go and Kontakt away before =
I'm all the way there.

Anyone see anything blatantly wrong with my design? I'm still Scoping = it out!

Thanks for your input,
Tom=20

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----= NextPart 000 004D 01C70471.E1D50C80

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Content-Transfer-Encoding: quoted-printable

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<BODY bgcolor=3D#ffffff>

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-----=_NextPart_000_004D_01C70471.E1D50C80--

Subject: Re: I'm on a multi computer rampage over here!
Posted by [DJ](#) on Fri, 10 Nov 2006 08:46:04 GMT
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-----=_NextPart_000_00F4_01C70469.FCA5CCF0
Content-Type: text/plain;
charset="iso-8859-1"
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This is sluttage of the first order and I commend you. Let us know about =
the Triplehead to go. That may be in my future. The thing that has been =
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"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:45542b13\$1@linux...

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[illegible]

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-----=_NextPart_000_00F4_01C70469.FCA5CCF0--

Subject: Re: I'm on a multi computer rampage over here!
Posted by [Tom Bruhl](#) on Fri, 10 Nov 2006 09:04:57 GMT
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-----=_NextPart_000_0009_01C7047D.62B412A0

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Deej,

It splits to 3840 x 1024. I use 1280x 1024 on each. Should work =
perfect for me.

This is how Brian used Paris screens with Macro Express. It's perfect =
for that.

If you keep Paris you have to use Macro Express. For \$40 you will be in =
heaven.

I'm still messing with Cubase but it's more forgiving in the graphics =
way. If I can't

find enough real estate on four monitors on any setting I'm a jerk.

You did get the Macro I sent you a month ago right?

Tom

"DJ" <no@way.jack> wrote in message news:455439e1@linux...

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-----=_NextPart_000_0009_01C7047D.62B412A0--

Subject: Re: I'm on a multi computer rampage over here!

Posted by [rick](#) on Fri, 10 Nov 2006 09:38:42 GMT

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and another mr. simplicity is born...the world again is forever
changed...sigh

On Fri, 10 Nov 2006 02:42:36 -0500, "Tom Bruhl" <arpeggio@comcast.net>
wrote:

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Subject: Re: I'm on a multi computer rampage over here!
Posted by [Aaron Allen](#) on Fri, 10 Nov 2006 15:55:30 GMT
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-----=_NextPart_000_0037_01C704AE.5B481620
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

What protocol/type of interface are you using for your networking?

AA

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:45542b13\$1@linux...

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</DIV>

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<DIV>"Tom Bruhl" <A=20

href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> wrote =
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Posted by [Tom Bruhl](#) on Fri, 10 Nov 2006 16:14:27 GMT
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Aaron,=20
That's the last step I'll be taking. and I was hoping you networkers =
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with that. I was thinking the onboard LAN in the ASUS A8R-MVPcomp #2 =
would do to a=20
onboard ASUS A7N8X-X LAN in comp #3. I think a crossover cable should =
do since
I'm not on the internet with any of my music rigs.

Aaron is there a speed/functionality issue with this? Remember 'simple' =
is good for me
as long as it works.
Tom

"Aaron Allen" <know-spam@not_here.dude> wrote in message =
news:45549ea7@linux...
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"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
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Subject: Re: I'm on a multi computer rampage over here!
Posted by [Tom Bruhl](#) on Fri, 10 Nov 2006 17:03:07 GMT
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Heil,
No wireless for me. Just a crossover cable from one ethernet jack to =
the next.
LAN as I understand it is the network via wired or wireless.

That's about all I know except speed of the ethernet card in each =
computer.

Tom

"Neil" <OIUOIU@OIU.com> wrote in message news:4554a417\$1@linux...

Are you guys talking about WIRELESS networking of audio from one =
computer

to another? (I'm a complete dunderhead when it comes to
networking concepts, so pardon my ignorance.)

Can you really do this?

Neil

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>

>

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crossover cable=20
from one ethernet jack to the next.</FONT></DIV>
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via wired or=20
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<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
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the=20
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[illegible]

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Page 33 of 264 - - - Generated from The PARIS Forums

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[illegible]

[illegible]

-----= NextPart 000 0038 01C704C0.2F6DDEB0--

Subject: Re: I'm on a multi computer rampage over here!

Posted by [Neil](#) on Fri, 10 Nov 2006 17:08:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are you guys talking about WIRELESS networking of audio from one computer to another? (I'm a complete dunderhead when it comes to networking concepts, so pardon my ignorance.)

Can you really do this?

Neil

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Subject: Re: I'm on a multi computer rampage over here!

Posted by [JeffH](#) on Fri, 10 Nov 2006 19:13:53 GMT

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Tom,

Crossover cable should be fine. Just make sure on each computer you force the configuration rather than let it "auto detect". You'll find this by going to the network control panel. If you're using IP, you'll have to manually set the ip address and make sure they're on the same subnet.

Let me know if you need a specific example.

Jeff

Tom Bruhl wrote:

> Heil,
> No wireless for me. Just a crossover cable from one ethernet jack to the next.
> LAN as I understand it is the network via wired or wireless.
>
> That's about all I know except speed of the ethernet card in each computer.
> Tom
> "Neil" <OIUOIU@OIU.com> wrote in message news:4554a417\$1@linux...
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> Are you guys talking about WIRELESS networking of audio from one computer
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Subject: Re: I'm on a multi computer rampage over here!
Posted by [Neil](#) on Fri, 10 Nov 2006 19:30:28 GMT
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How does the receiving computer's audio application know how to
break up the data stream? For example, let's say you're sending

24 channels of audio through your LAN card & cables from computer "A" to computer "B"... how do you assign where the various channels are going once it gets to computer "B"?

This is interesting.

Neil

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>=3D
> >spam, and=3D20
> > you?<BR><A=3D20
> > =3D
> =
>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
>fer=3D
> >.html</A> </FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=3D
> ></HTML>
> >
> >
>
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> crossover cable=20
> from one ethernet jack to the next.</FONT></DIV>
<DIV><FONT face="Arial" size="2">LAN as I understand it is the network =
> via wired or=20
> wireless.</FONT></DIV>

<DIV><FONT face="Arial" size="2">That's about all I know except speed of
=
> the=20
> ethernet card in each computer.</FONT></DIV>
<DIV><FONT face="Arial" size="2">Tom</FONT></DIV>
<BLOCKQUOTE=20
> style="padding-right: 0px; padding-left: 5px; margin-left: 5px; =
> border-left: 1px solid black; margin-right: 0px">
> <DIV>"Neil" <A =
> href="mailto:OIUOIU@OIU.com">OIUOIU@OIU.com</A>> wrote=20
> in message <A=20
> =
> href="news:4554a417$1@linux">news:4554a417$1@linux</A>...</DIV><BR>Are
=
> you=20
> guys talking about WIRELESS networking of audio from one =
> computer<BR>to=20
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> concepts,=20
> so pardon my ignorance.)<BR><BR>Can you really do=20
> this?<BR><BR>Neil<BR><BR><BR><BR>"Tom Bruhl" <A=20
> href="mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=20
> wrote:<BR><BR><BR><BR>Aaron,=3D20<BR><BR>That's the last step =
> I'll be=20

> help=20

> A8R-MVPcomp #2 =3D<BR><BR>would do to a=3D20<BR><BR>onboard ASUS =
> A7N8X-X LAN in=20

> since<BR><BR>I'm=20
> not on the internet with any of my music rigs.<BR><BR>Aaron is =
> there a=20

> 'simple'<BR>=3D<BR><BR>is=20

```

> good for me
>as long as it =

> "Aaron Allen" <<A=20

> =

>href=3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude> =
>wrote in=20

>protocol/type of=20

> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net> wrote =
>in message=20

>this but=20

> I am pursuing a =3D
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> simple as I can figure to pump Paris
=3D
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>processing=20

>very=20

> =

> ADAT cards along with 32 A-D, D-As, two SPDIFS and =
>a
=3D
>UAD-1 stocked=20

>Cubase=20

> Studio 4 on my new AMD 4800+ Dualcore with=20

> =

> 14 chip Pro card with 20 In/out and Delta 66 w/4 x =3D
>A-D, =
>D-As and one=20
> SPDIF=20
> =

> FX-Teleport Host to comp below linked by 100mbps=20

>AMD 3000+=20

> waiting for a FX-Teleport Client link to =3D
>Cubase comp=20

> =

>the Cubase=20

>for heavy=20
> use of Kontakt, multiple softsynths and
=3D
>surely Creamware =
>plugs of=20

>rock, heavy=20
> synth, orchestral and =3D
>sometimes in between all of=20

>solid/stable=20
> performance by not abusing any one =3D
>computer in the=20

>unlimited amount=20
> of close to real-time =3D
>processing power=20

>Windows Remote=20
> Desktop to help with =3D
>monitor/keyboard=20

>two=20
> keyboard/mice combos with one =3D
>KVM between comp 1 &=20

>Head 2 Go=20
> and Kontakt away =3D
>before I'm all the way=20

>wrong=20

>choose=20

>
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>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

>
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> 6.00.2800.1400"=20
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>name=3D3DGENERATOR>
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>D>
><BODY=20
> bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial=20
> size=3D3D2>Aaron, =
></DIV>
><DIV><FONT=20

```

> face=3D3DArial size=3D3D2>That's the last step I'll be =
>=3D<BR>>taking.=20
> =3D20<BR>> and I was hoping you networkers might help=20
> me</FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
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> </FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
> size=3D3D2>onboard ASUS A7N8X-X LAN in =
>=3D<BR>></FONT><FONT=20
> face=3D3DArial=3D20<BR>>size=3D3D2>comp #3. I think a crossover =
>cable should=20
> do =
>=3D<BR>>since</FONT></DIV><BR>><DIV><FONT=20
> face=3D3DArial size=3D3D2>I'm not on the internet with any of=20
> =
>my<BR>=3D<BR>>music=3D20<BR>>rigs.</FONT></DIV><BR >=
><DIV><FONT=20
> face=3D3DArial size=3D3D2></FONT> =
></DIV><BR>><DIV><FONT=20
> face=3D3DArial size=3D3D2>Aaron is there a speed/functionality =
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> with=3D20<BR>>this? Remember 'simple' is good for=20
> me</FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
> size=3D3D2>as long as it=20
> works.</FONT></DIV><BR>><DIV><FONT =
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> size=3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=20
> face=3D3DArial size=3D3D2></FONT> =
></DIV><BR>><BLOCKQUOTE=20
> dir=3D3Dltr=3D20<BR>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: =
>5px;=20
> MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 2px solid; =
>MARGIN-RIGHT:=20

> =3D<BR>>href=3D3D"<A=20
> =
>href=3D'mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>>mail=
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>=3D<BR>>href=3D3D"<A=20
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>href=3D'news:45549ea7@linux">news:45549ea7@linux</A>...</DIV>>news:45549e=
>a7@linux">news:45549ea7@linux</A>...</DIV/><BR>>&nbs=
>p;=20
> <DIV><FONT face=3D3DArial size=3D3D2>What protocol/type of =
>interface=20

```

```

>
> face=3D3DArial =

>style=3D3D"PADDING-RIGHT: 0px;=20
> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>BORDER-LEFT: #000000 =
>2px solid;=20

>Bruhl"=20

> =
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>o@comcast.net">arpegio@comcast.net</A</A>>>=20

> =3D<BR>>href=3D3D"<A=20
> =
>href=3D'news:45542b13$1@linux">news:45542b13$1@linux</A>...</DIV>news:45=
>542b13$1@linux">news:45542b13$1@linux</A>...</DIV</A>><BR>=

> <DIV><FONT face=3D3DArial size=3D3D2>Hey=20

><DIV><FONT=20
> face=3D3DArial size=3D3D2>I am no match for DJ when it =
>comes<BR>=3D<BR>>to=20

>version of=20
> a monster =

> <DIV><FONT face=3D3DArial size=3D3D2></FONT>=20

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> size=3D3D2>I have a master plan that is as =3D<BR>>simple as I=20

> </FONT><FONT face=3D3DArial size=3D3D2>of=20

><DIV><FONT=20
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><DIV><FONT=20
> face=3D3DArial size=3D3D2></FONT> =

> <DIV><FONT face=3D3DArial size=3D3D2>Comp #1: Paris is =
>running=20

>all the=20

```

> =3D
>size=3D3D2> &nbs=3D
>p; =

> cards along with 32 A-D, D-As, two SPDIFS and a UAD-1 stocked=20

> <DIV>=20

>face=3D3DArial=20

> size=3D3D2>Comp #2: Cubase Studio 4 on =3D
>my new=20

> =3D
>size=3D3D2> &nbs=3D
>p; =

> Pro card with 20 In/out and Delta 66 w/4 x A-D,=20

><DIV><FONT=20

>=3D
>size=3D3D2>=20

>to comp=20

> below<FONT =

> size=3D3D2> linked by 100mbps=20

><DIV><FONT=20

> face=3D3DArial size=3D3D2> =

> <DIV>Comp #3: Spare AMD =

>3000+=20

>Client link to=20

> =3D
>size=3D3D2> &nbs=3D
>p; =

> 100mbps LAN. This guy will take up the slack for the=20

><DIV><FONT=20

> face=3D3DArial size=3D3D2> =

> <DIV>My application is for =

>heavy use=20

>softsynths and=20

> surely Creamware <FONT=20

>all sorts.=20

><DIV><FONT=20

> face=3D3DArial size=3D3D2>Music styles ranging from rock, =
>=3D
>heavy=20

> in =
>=3D
>between=20

><DIV><FONT=20

> face=3D3DArial size=3D3D2> =

> <DIV>My goal is to have =
>solid/stable=20

>any one=20

> computer in the =

> <DIV>Also to maintain an =
>almost=20

>real-time=20

> processing power <FONT=20

> =

>sp;=20

> <DIV>=20

>face=3D3DArial=20

> size=3D3D2>I am looking into Windows Remote =3D
>Desktop=20

> <DIV>I expect to have 4 =
>monitors and=20

>one KVM=20

> between comp 1 &=20

> <DIV>I'm about 2 monitors, =
>a Matrox=20

>away before=20

> I'm all the way =

```

> <DIV><FONT face=3D3DArial size=3D3D2></FONT>=20

>face=3D3DArial=20
> size=3D3D2>Anyone see anything blatantly wrong<BR>=3D<BR>>with=20

><DIV><FONT=20
> face=3D3DArial size=3D3D2>Thanks for your=20

> <DIV><FONT face=3D3DArial size=3D3D2>Tom=20

><DIV><FONT=20
> face=3D3DArial size=3D3D2></FONT> =

> <DIV><FONT face=3D3DArial size=3D3D2></FONT>=20

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>=3D<BR>>href=3D3D"<A=20
> =
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>=3D<BR>>.html</A>=20
> =
></FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY&=
>gt;=3D<BR>></HTML><BR>><BR>><BR></BLOCKQUOTE></BODY> </HTML=
>>
>
>

```

Subject: Re: I'm on a multi computer rampage over here!
 Posted by [Tom Bruhl](#) on Fri, 10 Nov 2006 19:51:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

```

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Content-Type: text/plain;
  charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

```

Neil,
 I haven't done this yet but FX-Teleport is the mothership here. The =
 plugins
 and softsynths will need to reside in the 'client' comp to be accessed =
 from

the Host. FXT says the presets and all relevant data is saved within =
the
host. It's a wrapper that assigns the VST plugins to the LAN connection
from one VST location to the other. I think it can go bidirectional.
<http://www.fx-max.com/fxt/product.html>
Tom

"Neil" <OIUOIU@OIU.com> wrote in message news:4554c544\$1@linux...

How does the receiving computer's audio application know how to
break up the data stream? For example, let's say you're sending
24 channels of audio through your LAN card & cables from computer "A" =
to
computer "B"... how do you assign where the
various channels are going once it gets to computer "B"?

This is interesting.

Neil

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>
>
>Heil,
>No wireless for me. Just a crossover cable from one ethernet jack to =
=3D
>the next.
>LAN as I understand it is the network via wired or wireless.
>
>That's about all I know except speed of the ethernet card in each =3D
>computer.
>Tom
> "Neil" <OIUOIU@OIU.com> wrote in message news:4554a417\$1@linux...
>
> Are you guys talking about WIRELESS networking of audio from one =
=3D
>computer
> to another? (I'm a complete dunderhead when it comes to
> networking concepts, so pardon my ignorance.)
>
> Can you really do this?
>
> Neil
>
>
>

> "Tom Bruhl" <arpeggio@comcast.net> wrote:
> >
> >
> >Aaron,=3D3D20
> >That's the last step I'll be taking. and I was hoping you =3D
>networkers =3D3D3D
> >might help me
> >with that. I was thinking the onboard LAN in the ASUS A8R-MVPcomp =
#2
=3D3D
>=3D3D3D
> >would do to a=3D3D20
> >onboard ASUS A7N8X-X LAN in comp #3. I think a crossover cable =
=3D3D
>should =3D3D3D
> >do since
> >I'm not on the internet with any of my music rigs.
> >
> >Aaron is there a speed/functionality issue with this? Remember =
=3D3D
>'simple'
> =3D3D3D
> >is good for me
> >as long as it works.
> >Tom
> >
> > "Aaron Allen" <know-spam@not_here.dude> wrote in message =3D3D3D
> >news:45549ea7@linux...
> > What protocol/type of interface are you using for your =
networking?
> > AA
> >
> > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =3D3D3D
> >news:45542b13\$1@linux...
> > Hey guys,
> > I am no match for DJ when it comes to this but I am pursuing a =
=3D3D
>=3D3D3D
> >controllable version of a monster setup.
> >
> > I have a master plan that is as simple as I can figure to pump =
=3D3D
>Paris
> =3D3D3D
> >full of real-time processing juice. =3D3D20
> > Here it is.
> >
> > Comp #1: Paris is running very well on a XP P4 3.0 and all =

the =3D
 >=3D3D
 > >goodies. 2 active
 > > ADAT cards along with 32 A-D, D-As, two SPDIFS =
 =3D
 >and a
 > =3D3D
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 > >
 > > Comp #2: Cubase Studio 4 on my new AMD 4800+ Dualcore with =
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 > >Creamware
 > > 14 chip Pro card with 20 In/out and Delta 66 =
 w/4
 =3D
 >x =3D3D
 > >A-D, D-As and one SPDIF in/out,=3D3D20
 > > FX-Teleport Host to comp below linked by =
 100mbps
 =3D
 >=3D3D
 > >LAN.
 > >
 > > Comp #3: Spare AMD 3000+ waiting for a FX-Teleport Client =
 link =3D
 >to =3D3D
 > >Cubase comp #2
 > > via 100mbps LAN. This guy will take up the =
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 > >for the Cubase rig if need be.
 > >
 > > My application is for heavy use of Kontakt, multiple =
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 >and
 > =3D3D
 > >surely Creamware plugs of all sorts. =3D3D20
 > > Music styles ranging from rock, heavy synth, orchestral and =
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 > >sometimes in between all of those.
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 > > My goal is to have solid/stable performance by not abusing any =
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 > >computer in the network.
 > > Also to maintain an almost unlimited amount of close to =
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> >before I'm all the way there.
> >
> > Anyone see anything blatantly wrong with my design? I'm still =
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>=3D3D
> >Scoping it out!
> > Thanks for your input,
> > Tom=3D3D20
> >
> >
> >
> >
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> ><HTML><HEAD>
> ><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html"; =
=3D3D
> >charset=3D3D3Diso-8859-1">
> ><META content=3D3D3D"MSHTML 6.00.2800.1400" name=3D3D3DGENERATOR>
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> ></HEAD>
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```

> >the ASUS A8R-MVPcomp #2 would do to a </FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>onboard ASUS A7N8X-X LAN =
in =3D3D
> ></FONT><FONT face=3D3D3DArial=3D3D20
> >size=3D3D3D2>comp #3. I think a crossover cable should do =3D3D
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> ><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> ><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> ><BLOCKQUOTE dir=3D3D3Dltr=3D3D20
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5px; =3D
>=3D3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Aaron Allen" <<A=3D3D20
> > =3D3D
> =3D
=
>>href=3D3D3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>=
>
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>=3D3D
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> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>What protocol/type of =
=3D
>interface are =3D3D
> >you using for=3D3D20
> > your networking?</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>AA<BR></FONT></DIV>
> > <BLOCKQUOTE dir=3D3D3Dltr=3D3D20
> > style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px;
=3D

```

```

>=3D3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Tom Bruhl" <<A=3D3D20
> > =
href=3D3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =3D
>=3D3D
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>as =3D3D
> >simple as I can=3D3D20
> > figure to pump Paris full </FONT><FONT face=3D3D3DArial =3D
>size=3D3D3D2>of =3D3D
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> > processing juice. </FONT></DIV>
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> > =3D3D
> >size=3D3D3D2> &nbs=3D3D
> >p; =3D3D20
> > ADAT cards along with 32 A-D, D-As, two SPDIFS and a UAD-1 =3D
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> > good measure.</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Comp #2: Cubase =

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Studio 4 on

```
=3D
>=3D3D
> >my new AMD=3D3D20
> > 4800+ Dualcore with Creamware</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial=3D3D20
> > =3D3D
> >size=3D3D3D2> &nbs=3D3D
> >p; 14=3D3D20
> > chip Pro card with 20 In/out and Delta 66 w/4 x A-D, =3D3D
> >D-As=3D3D20
> > and one SPDIF in/out, </FONT></DIV>
> > <DIV><FONT face=3D3D3DArial=3D3D20
> > =3D3D
> >size=3D3D3D2> &nbs=3D3D
> >p; =3D3D20
> > FX-Teleport Host to comp below</FONT><FONT =
face=3D3D3DArial=3D3D20
> > size=3D3D3D2> linked by 100mbps LAN.</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Comp #3: Spare AMD =
3000+ =3D3D
> >waiting for a=3D3D20
> > FX-Teleport Client link to Cubase comp #2</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial=3D3D20
> > =3D3D
> >size=3D3D3D2> &nbs=3D3D
> >p; =3D3D20
> > via 100mbps LAN. This guy will take up the slack for the =3D3D
> >Cubase=3D3D20
> > rig if need be.</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>My application is for =
heavy
=3D
>use of
> =3D3D
> >Kontakt,=3D3D20
> > multiple softsynths and surely Creamware </FONT><FONT =3D
>face=3D3D3DArial=3D3D20
> > size=3D3D3D2>plugs of all sorts. </FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Music styles ranging =
from =3D
>rock, =3D3D
> >heavy synth,=3D3D20
> > orchestral and sometimes </FONT><FONT face=3D3D3DArial =3D
>size=3D3D3D2>in =3D3D
> >between all=3D3D20
```

> > of those.</DIV>

> > <DIV> </DIV>

> > <DIV>My goal is to have =

=3D

>solid/stable =3D3D

> >performance by=3D3D20

> > not abusing any one computer in the network.</DIV>

> > <DIV>Also to maintain an =

almost =3D

>=3D3D

> >unlimited amount of=3D3D20

> > close to real-time processing power <FONT =3D

>face=3D3D3DArial=3D3D20

> > size=3D3D3D2>throughout.</DIV>

> > <DIV> </DIV>

> > <DIV>I am looking into =

Windows =3D

>Remote =3D3D

> >Desktop to=3D3D20

> > help with monitor/keyboard assignments.</DIV>

> > <DIV>I expect to have 4 =

monitors

=3D

>and two

> =3D3D

> >

> > keyboard/mice combos with one KVM between comp 1 & =3D3D

> >2.</DIV>

> > <DIV>I'm about 2 monitors, =

a =3D

>Matrox =3D3D

> >Triple Head 2 Go=3D3D20

> > and Kontakt away before I'm all the way there.</DIV>

> > <DIV> </DIV>

> > <DIV>Anyone see anything =

=3D

>blatantly wrong

> =3D3D

> >with my=3D3D20

> > design? I'm still Scoping it out!</DIV>

> > <DIV>Thanks for your =3D3D

> >input,</DIV>

> > <DIV>Tom </DIV>

> > <DIV> </DIV>

> > <DIV> </DIV>

> > <DIV>

I choose Polesoft Lockspam to =

fight

=3D

```

>=3D3D
> >spam, and=3D3D20
> > you?<BR><A=3D3D20
> > =3D3D
> =3D
=
>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
/re=3D
>fer=3D3D
> >.html</A> </FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=3D3D
> ></HTML>
> >
> >
>
>
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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>Heil,</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>No wireless for me. Just a =3D
>crossover cable=3D20
>from one ethernet jack to the next.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>LAN as I understand it is the =
network =3D
>via wired or=3D20
>wireless.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>That's about all I know except =
speed of
=3D
>the=3D20
>ethernet card in each computer.</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>"Neil" <<A =3D
>href=3D3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com</A>> wrote=3D20
> in message <A=3D20
> =3D
=
>href=3D3D"news:4554a417$1@linux">news:4554a417$1@linux</A>...</DIV><BR>A=

```

re
 =3D
 >you=3D20
 > guys talking about WIRELESS networking of audio from one =3D
 >computer
to=3D20
 > another? (I'm a complete dunderhead when it comes to
networking =
 =3D
 >concepts,=3D20
 > so pardon my ignorance.)

Can you really do=3D20
 > this?

Neil

"Tom Bruhl" <<A=3D20
 > href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20
 > wrote:
>
>
>Aaron,=3D3D20
>That's the last step =3D
 >I'll be=3D20
 > taking. and I was hoping you networkers =3D3D
>might =3D
 >help=3D20
 > me
>with that. I was thinking the onboard LAN in the ASUS=3D20
 > A8R-MVPcomp #2 =3D3D
>would do to a=3D3D20
>onboard ASUS =3D
 >A7N8X-X LAN in=3D20
 > comp #3. I think a crossover cable should =3D3D
>do =3D
 >since
>I'm=3D20
 > not on the internet with any of my music rigs.
>
>Aaron is =
 =3D
 >there a=3D20
 > speed/functionality issue with this? Remember =3D
 >'simple'
=3D3D
>is=3D20
 > good for me
>as long as it =3D
 >works.
>Tom
>
> =3D20
 > "Aaron Allen" <<A=3D20
 > =3D
 =
 >href=3D3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude> =
 =3D
 >wrote in=3D20
 > message =3D3D
>news:45549ea7@linux...
> What =3D
 >protocol/type of=3D20
 > interface are you using for your networking?
> =3D20
 > AA
>
> "Tom Bruhl" <<A=3D20
 > href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> =
 wrote =3D
 >in message=3D20
 > =3D3D
>news:45542b13\$1@linux...
> Hey=3D20
 > guys,
> I am no match for DJ when it comes to =3D
 >this but=3D20
 > I am pursuing a =3D3D
>controllable version of a monster=3D20
 > setup.
>
> I have a master plan that is =3D
 >as=3D20
 > simple as I can figure to pump Paris
=3D3D
>full of real-time =
 =3D

>processing=3D20
 > juice. =3D3D20
> Here it=3D20
 > is.
>
> Comp #1: Paris is running =3D
 >very=3D20
 > well on a XP P4 3.0 and all the =3D3D
>goodies. 2=3D20
 > =3D
 >active
> =3D
 >; =3D20
 > ADAT cards along with 32 A-D, D-As, two SPDIFS and =3D
 >a
=3D3D
>UAD-1 stocked=3D20
 > for good measure.
>
> Comp #2: =3D
 >Cubase=3D20
 > Studio 4 on my new AMD 4800+ Dualcore with=3D20
 > =3D
 >=3D3D
>Creamware
> &nb=3D
 >sp; =3D20
 > 14 chip Pro card with 20 In/out and Delta 66 w/4 x =3D3D
>A-D, =
 =3D
 >D-As and one=3D20
 > SPDIF=3D20
 > =3D
 >in/out,=3D3D20
> =3D
 >; =3D20
 > FX-Teleport Host to comp below linked by 100mbps=3D20
 > =3D3D
>LAN.
>
> Comp #3: Spare =3D
 >AMD 3000+=3D20
 > waiting for a FX-Teleport Client link to =3D3D
>Cubase comp=3D20
 > =3D
 >#2
> &nb=3D
 >sp; =3D20
 > via 100mbps LAN. This guy will take up the slack =3D3D
>for =3D
 >the Cubase=3D20
 > rig if need be.
>
> My application is =3D
 >for heavy=3D20
 > use of Kontakt, multiple softsynths and
=3D3D
>surely =
 Creamware =3D
 >plugs of=3D20
 > all sorts. =3D3D20
> Music styles ranging from =3D
 >rock, heavy=3D20
 > synth, orchestral and =3D3D
>sometimes in between all of=3D20
 > those.
>
> My goal is to have =3D
 >solid/stable=3D20
 > performance by not abusing any one =3D3D
>computer in the=3D20
 > network.
> Also to maintain an almost =3D
 >unlimited amount=3D20
 > of close to real-time =3D3D
>processing power=3D20
 > throughout.
>
> I am looking into =3D
 >Windows Remote=3D20

> Desktop to help with monitor/keyboard assignments.
 > I expect to have 4 monitors and two
 > keyboard/mice combos with one KVM between comp 1 &
 > 2.
 > I'm about 2 monitors, a Matrox Triple Head 2 Go
 > and Kontakt away before I'm all the way there.
 > Anyone see anything blatantly wrong
 > with my design? I'm still Scoping it out!
 > Thanks for your input,
 > Tom
 > I choose
 > Polesoft Lockspam to fight spam, and you? <A
 >
 > =
 > =
 > href="http://www.polesoft.com/refer.html">http://www.polesoft.com/refer.html
 >

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN"><HTML><HEAD>
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 > http-equiv=Content-Type content="text/html;">
 > charset=Diso-8859-1">
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 > =
 > name=GENERATOR>
<STYLE></STYLE>
</HEA
 > D>
<BODY
 > bgcolor=#ffffff>
<DIV><FONT face=Arial
 > size=2>Aaron, </DIV>
<DIV><FONT
 > face=Arial size=2>That's the last step I'll be
 > taking.
 > and I was hoping you networkers might help
 > me</DIV>
<DIV><FONT face=Arial
 > size=2>with that. I was thinking the onboard =
 LAN
 > in=20the ASUS A8R-MVPcomp #2 would do to a
 > </DIV>
<DIV><FONT face=Arial
 > size=2>onboard ASUS A7N8X-X LAN in
 > =20<FONT
 > face=Arial=20
>size=2>comp #3. I think a =
 crossover
 > cable should
 > do
 > =20
>since</DIV>
<DIV><FONT

```

> face=3D3D3DArial size=3D3D3D2>I'm not on the internet with any =
of=3D20
> =3D
>my<BR>=3D3D<BR>>music=3D3D20<BR>>rigs.</FONT></DIV> <BR>=3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Aaron is there a speed/functionality =
=3D
>=3D3D<BR>>issue=3D20
> with=3D3D20<BR>>this? Remember 'simple' is good for=3D20
> me</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2>as long as it=3D20
> works.</FONT></DIV><BR>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>><BLOCKQUOTE=3D20
> dir=3D3D3Dltr=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT: =3D
>5px;=3D20
> MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: #000000 2px solid; =3D
>MARGIN-RIGHT:=3D20
> 0px"><BR>> <DIV>"Aaron Allen" =3D
><<A=3D3D20<BR>> =3D20
> =3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>ma=
ilt=3D
>o:know-spam@not_here.dude">know-spam@not_here.dude</A</A>>=3D20
> =3D3D<BR>>wrote in=3D3D20<BR>> message <A =3D
>=3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'news:45549ea7@linux">news:45549ea7@linux</A>...</DIV>'news:455=
49e=3D
>a7@linux">news:45549ea7@linux</A>...</DIV</A>><BR>>&nbs=3D
>p;=3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>What protocol/type of =3D
>interface=3D20
> are =3D3D<BR>>you using for=3D3D20<BR>> your=3D20
> networking?</FONT></DIV><BR>> <DIV><FONT =3D
>
> face=3D3D3DArial =3D
>size=3D3D3D2>AA<BR></FONT></DIV><BR>> =3D20
> <BLOCKQUOTE dir=3D3D3Dltr=3D3D20<BR>> =3D
>style=3D3D3D"PADDING-RIGHT: 0px;=3D20

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> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: #000000 =
=3D
>2px solid;=3D20
> MARGIN-RIGHT: 0px"><BR>> <DIV>"Tom =3D
>Bruhl"=3D20
> <<A=3D3D20<BR>> href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A'>mailto:arp=
egi=3D
>o@comcast.net">arpegio@comcast.net</A</A>>=3D20
> =3D3D<BR>>wrote in=3D3D20<BR>> message <A=3D20
> =3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'news:45542b13$1@linux">news:45542b13$1@linux</A>...</DIV'>news=
:45=3D
>542b13$1@linux">news:45542b13$1@linux</A>...</DIV</A>><BR>=3D
>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>Hey=3D20
> guys,</FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>I am no match for DJ when it =3D
>comes<BR>=3D3D<BR>>to=3D20
> this but=3D3D20<BR>> I am pursuing a controllable =3D
>version of=3D20
> a monster =3D
>=3D3D<BR>>setup.</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> </DIV><BR>> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>I have a master plan that is as =3D3D<BR>>simple as =
l=3D20
> can=3D3D20<BR>> figure to pump Paris full=3D20
> </FONT><FONT face=3D3D3DArial size=3D3D3D2>of=3D20
> =3D3D<BR>>real-time=3D3D20<BR>> processing juice.=3D20
> </FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Here it=3D20
> is.</FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>Comp #1: Paris is =3D
>running=3D20
> =3D3D<BR>>very well on a=3D3D20<BR>> XP P4 3.0 and =3D
>all the=3D20
> goodies. 2 active</FONT></DIV><BR>> =3D20

```

> <DIV><FONT face=3D3D3DArial=3D3D20
> =3D20
 > =3D3D
>size=3D3D3D2> &nbs=3D3D
>p; =3D
 >=3D3D20
> ADAT=3D20
 > cards along with 32 A-D, D-As, two SPDIFS and a UAD-1 stocked=3D20
 > =3D3D
>for=3D3D20
> good=3D20
 > measure.</DIV>
> =3D20
 > <DIV>=3D20
 > </DIV>
> <DIV><FONT =3D
 >face=3D3D3DArial=3D20
 > size=3D3D3D2>Comp #2: Cubase Studio 4 on =3D3D
>my new=3D20
 > AMD=3D3D20
> 4800+ Dualcore with=3D20
 > Creamware</DIV>
> =3D20
 > <DIV><FONT face=3D3D3DArial=3D3D20
> =3D20
 > =3D3D
>size=3D3D3D2> &nbs=3D3D
>p; =3D
 >14=3D3D20
> chip=3D20
 > Pro card with 20 In/out and Delta 66 w/4 x A-D,=3D20
 > =3D3D
>D-As=3D3D20
> and one SPDIF in/out,=3D20
 > </DIV>
> =3D
 ><DIV><FONT=3D20
 > face=3D3D3DArial=3D3D20
> =3D
 >=3D3D
>size=3D3D3D2>=3D20
 > &nbs=3D3D
>p; =3D3D20
> FX-Teleport Host =3D
 >to comp=3D20
 > below<FONT =3D
 >face=3D3D3DArial=3D3D20
> =3D20
 > size=3D3D3D2> linked by 100mbps=3D20
 > LAN.</DIV>
> =3D
 ><DIV><FONT=3D20
 > face=3D3D3DArial size=3D3D3D2> =3D
 ></DIV>
> =3D20
 > <DIV>Comp #3: Spare AMD =3D
 >3000+=3D20
 > =3D3D
>waiting for a=3D3D20
> FX-Teleport =3D
 >Client link to=3D20
 > Cubase comp #2</DIV>
> =3D20
 > <DIV><FONT face=3D3D3DArial=3D3D20
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>size=3D3D3D2> &nbs=3D3D
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 > <DIV>My application is for =3D
 >heavy use=3D20
 > of
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>Kontakt,=3D3D20
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> surely Creamware <FONT=3D20
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 ><DIV><FONT=3D20
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> of=3D20
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 ></DIV>
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 >solid/stable=3D20
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>performance by=3D3D20
> not abusing =3D
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 > computer in the =3D
 >network.</DIV>
> =3D20
 > <DIV>Also to maintain an =3D
 >almost=3D20
 > =3D3D
>unlimited amount of=3D3D20
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 >real-time=3D20
 > processing power <FONT=3D20
 > face=3D3D3DArial=3D3D20
> =3D20
 > =3D
 >size=3D3D3D2>throughout.</DIV>
> &nb=3D
 >sp;=3D20
 > <DIV>=3D20
 > </DIV>
> <DIV><FONT =3D
 >face=3D3D3DArial=3D20
 > size=3D3D3D2>I am looking into Windows Remote =
 =3D3D
>Desktop=3D20
 > to=3D3D20
> help with monitor/keyboard=3D20
 > assignments.</DIV>
> =3D20
 > <DIV>I expect to have 4 =3D
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 > between comp 1 &=3D20
 > =3D3D
>2.</DIV>
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 > <DIV>I'm about 2 monitors, =3D
 >a Matrox=3D20
 > =3D3D
>Triple Head 2 Go=3D3D20
> and Kontakt =3D
 >away before=3D20
 > I'm all the way =3D

```

>there.</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> </DIV><BR>> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Anyone see anything blatantly =
wrong<BR>=3D3D<BR>>with=3D20
> my=3D3D20<BR>> design? I'm still Scoping it=3D20
> out!</FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Thanks for your=3D20
> =3D3D<BR>>input,</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom=3D20
> </FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> </DIV><BR>> <DIV><FONT=3D20
> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight=3D20
> =3D3D<BR>>spam, and=3D3D20<BR>> =3D20
> you?<BR><A=3D3D20<BR>> =3D
>=3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=

>>=3D3D<BR>>.html</A>=3D20
> =3D
></FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY&=3D
>gt;=3D3D<BR>></HTML><BR>><BR>><BR></BLOCKQUOTE></BODY ></HTML=3D
>>
>
>

```

-----=_NextPart_000_007D_01C704D7.A9127F70

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

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charset=3Diso-8859-1">

<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

<STYLE></STYLE>

```

</HEAD>
<BODY bgColor=#ffffff>
<DIV><FONT face=Arial size=2>Neil,</FONT></DIV>
<DIV><FONT face=Arial size=2>I haven't done this yet but FX-Teleport =
is the=20
mothership here.&nbsp; The plugins</FONT></DIV>
<DIV><FONT face=Arial size=2>and softsynths will need to reside in =
the 'client'=20
comp to be accessed from</FONT></DIV>
<DIV><FONT face=Arial size=2>the Host.&nbsp; FXT says the presets =
and all=20
relevant data is saved within the</FONT></DIV>
<DIV><FONT face=Arial size=2>host.&nbsp; It's a wrapper that assigns =
the VST=20
plugins to the LAN connection</FONT></DIV>
<DIV><FONT face=Arial size=2>from one VST location to the =
other.&nbsp; I think=20
it can go bidirectional.</FONT></DIV>
<DIV><FONT face=Arial size=2><A=20
href=3D"http://www.fx-max.com/fxt/product.html">http://www.fx-max.com/fxt=
/product.html</A></FONT></DIV>
<DIV><FONT face=Arial size=2>Tom</FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Neil" &lt;<A =
href=3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com</A>&gt; wrote=20
  in message <A=20
  =
href=3D"news:4554c544$1@linux">news:4554c544$1@linux</A>...</DIV><BR>How =
does=20
  the receiving computer's audio application know how to<BR>break up the =
data=20
  stream? For example, let's say you're sending<BR>24 channels of audio =
through=20
  your LAN card & cables from computer "A" to<BR>computer "B"... how =
do you=20
  assign where the<BR>various channels are going once it gets to =
computer=20
  "B"?<BR><BR>This is interesting.<BR><BR>Neil<BR><BR><BR>"Tom Bruhl" =
&lt;<A=20
  href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20
  wrote:<BR>&gt;<BR>&gt;<BR>&gt;Heil,<BR>&gt;No wireless for me.&nbsp; =
Just a=20
  crossover cable from one ethernet jack to =3D<BR>&gt;the =
next.<BR>&gt;LAN as I=20

```

understand it is the network via wired or =
 wireless.
>
>That's=20
 about all I know except speed of the ethernet card in each=20
 =3D
>computer.
>Tom
> "Neil" <<A=20
 href=3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com> wrote in message =
 <A=20
 =
 href=3D"news:4554a417\$1@linux">news:4554a417\$1@linux...
>
&g=
 t; =20
 Are you guys talking about WIRELESS networking of audio from one=20
 =3D
>computer
> to another? (I'm a complete =
 dunderhead when it=20
 comes to
> networking concepts, so pardon my=20
 ignorance.)
>
> Can you really do=20
 this?
>
> Neil
>
>
>
> =
 "Tom=20
 Bruhl" <<A =
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 wrote:
> >
> >
> >
> =20
 >Aaron,=3D3D20
> >That's the last step I'll be=20
 taking. and I was hoping you =3D
>networkers =
 =3D3D
> =20
 >might help me
> >with that. I was thinking =
 the=20
 onboard LAN in the ASUS A8R-MVPcomp =
 #2
=3D
>=3D3D
> >would=20
 do to a=3D3D20
> >onboard ASUS A7N8X-X LAN in comp =
 #3. I=20
 think a crossover cable =3D
>should =3D3D
> >do=20
 since
> >I'm not on the internet with any of my music=20
 rigs.
> >
> >Aaron is there a=20
 speed/functionality issue with this? Remember=20
 =3D
>'simple'
> =3D3D
> >is good for=20
 me
> >as long as it works.
> =
 >Tom
> =20
 >
> > "Aaron Allen" <<A=20
 =
 href=3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude> =
 wrote in=20
 message =3D3D
> >news:45549ea7@linux...
> =
 > =20
 What protocol/type of interface are you using for your=20
 networking?
> > AA
> =
 >
> =20
 > "Tom Bruhl" <<A=20
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> wrote =
 in message=20
 =3D3D
> >news:45542b13\$1@linux...
> =20

[illegible]

slack
=3D
>=3D3D
>>for the Cubase rig if need =

be.
> >
> > My =

application is=20

for heavy use of Kontakt, multiple softsynths =

=3D
>and
> =20

=3D3D
> >surely Creamware plugs of all sorts. =

=3D3D20
> =20

> Music styles ranging from rock, heavy synth, =

orchestral=20

and =3D3D
> >sometimes in between all of =

those.
> =20

>
> > My goal is to have =

solid/stable=20

performance by not abusing any =3D
>one =3D3D
> =

>computer in=20

the network.
> > Also to maintain an =

almost=20

unlimited amount of close to =

real-time
=3D
>=3D3D
> =20

>processing power throughout.
> >
> =20

> I am looking into Windows Remote Desktop to =

help with=20

=3D3D
> >monitor/keyboard assignments.
> =20

> I expect to have 4 monitors and two =

keyboard/mice=20

combos with one
=3D
>=3D3D
> >KVM between comp =

1 &=20

2.
> > I'm about 2 monitors, a Matrox =

Triple=20

Head 2 Go and Kontakt away
=3D
>=3D3D
> =

>before I'm all=20

the way there.
> >
> > =

Anyone=20

see anything blatantly wrong with my design? I'm still=20

=3D
>=3D3D
> >Scoping it out!
> =20

> Thanks for your input,
> =20

> Tom=3D3D20
> >
> =20

>
> >
> >
> =20

> I choose Polesoft Lockspam to fight spam, and=20

you?
> > <A=20

=

href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

..html =20

=3D20
> >
> ><!DOCTYPE HTML PUBLIC =

"-//W3C//DTD=20

HTML 4.0 Transitional//EN">
> =20

><HTML><HEAD>
> ><META=20

http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D3D
> =20
> charset=3D3D3Diso-8859-1">
> > < META =
content=3D3D3D"MSHTML=20
6.00.2800.1400" name=3D3D3DGENERATOR>
> =20
> < STYLE> < /STYLE>
> =
> < /HEAD>
> =20
> < BODY bgcolor=3D3D3D#ffffff>
> =
> < DIV> < FONT=20
face=3D3D3DArial size=3D3D3D2> Aaron, =
< /FONT> < /DIV>
> =20
> < DIV> < FONT face=3D3D3DArial size=3D3D3D2> That's the =
last step I'll=20
be =3D3D3D
> > taking. =3D3D3D20
> > and I =
was hoping you=20
networkers might help me< /FONT> < /DIV>
> =20
> < DIV> < FONT face=3D3D3DArial size=3D3D3D2> with that. I =
was thinking=20
the =3D
>=3D3D3D
> > onboard LAN =
in=3D3D3D20
> > the=20
ASUS A8R-MVPcomp #2 would do to a =
< /FONT> < /DIV>
> =20
> < DIV> < FONT face=3D3D3DArial size=3D3D3D2> onboard ASUS =
A7N8X-X LAN=20
in =3D3D3D
> > < /FONT> < FONT=20
face=3D3D3DArial=3D3D3D20
> > size=3D3D3D2> comp #3. I =
think a=20
crossover cable should do =3D3D3D
> =20
> since< /FONT> < /DIV>
> =
> < DIV> < FONT=20
face=3D3D3DArial size=3D3D3D2> I'm not on the internet with =
any
=3D
> > of=20
my
> =3D3D3D
> > music=3D3D3D20
> =20
> rigs.< /FONT> < /DIV>
> =
> < DIV> < FONT=20
face=3D3D3DArial size=3D3D3D2> < /FONT> =
< /DIV>
> =20
> < DIV> < FONT face=3D3D3DArial size=3D3D3D2> Aaron is =
there a=20
=3D
> > speed/functionality =3D3D3D
> > issue=20
with=3D3D3D20
> > this? Remember 'simple' is good for=20
me< /FONT> < /DIV>
> > < DIV> < FONT=20
face=3D3D3DArial size=3D3D3D2> as long as it=20
=3D
> > works.< /FONT> < /DIV>
> =
> < DIV> < FONT=20
face=3D3D3DArial =
size=3D3D3D2> Tom< /FONT> < /DIV& >
> =20
> < DIV> < FONT face=3D3D3DArial size=3D3D3D2> < /FONT> =

</DIV>
> > <BLOCKQUOTE =
dir=3D3D3DItr=3D3D20
> > =20
> style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
5px;=20
=3D
> =3D3D
> > > BORDER-LEFT: #000000 2px solid; =
MARGIN-RIGHT:=20
0px">
> > > <DIV>"Aaron Allen "=20
<<A=3D3D20
> > > > =3D3D
> > =20
=3D
> > href=3D3D3D"<A=20
=
href=3D'mailto:know-spam@not_here.dude">know-spam@not_here.dudemailto=
o:know-spam@not_here.dude"> know-spam@not_here.dude</A/>> <B=
R>=3D
> =3D3D
> > =20
> wrote in=3D3D20
> > > message <A =
=3D3D
> > =20
> href=3D3D3D"<A=20
=
href=3D'news:45549ea7@linux">news:45549ea7@linux...</DIV>news:45549e=
a7@linux"> news:45549ea7@linux ...</DIV/>>
> > =20
> > <DIV> What =
protocol/type=20
of =3D
> interface are =3D3D
> > > you using=20
for=3D3D20
> > > > your=20
networking?</DIV>
> > > =20
</DIV><FONT face=3D3D3DArial=20
size=3D3D3D2> AA
> </DIV>>
> =
> > =20
<BLOCKQUOTE dir=3D3D3DItr=3D3D20
> > > =20
style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:=20
5px;
=3D
> =3D3D
> > > BORDER-LEFT: #000000 2px =
solid;=20
MARGIN-RIGHT: 0px">
> > > > > > =
</DIV>"Tom=20
Bruhl" <<A=3D3D20
> > > > > > =
href=3D3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.netmailto:arpegi=
o@comcast.net"> arpeggio@comcast.net</A/>> =20
=3D
> =3D3D
> > > wrote in=3D3D20
> > =20
> > > > message <A =3D3D
> > =
> href=3D3D3D"<A=20
=
href=3D'news:45542b13\$1@linux">news:45542b13\$1@linux...</DIV>news:45=
542b13\$1@linux"> news:45542b13\$1@linux ...</DIV/>>
=
> > =20
> > > > <DIV><FONT face=3D3D3DArial =

[illegible]

[illegible]

face=3D3DArial=20
size=3D3D2>LAN as I understand it is the network =3D
>via =
wired=20
=
or=3D20
>wireless.</DIV>
></DIV></F=

ONT=20
face=3D3DArial size=3D3D2> =
</DIV>
></DIV></FONT=20
face=3D3DArial size=3D3D2>That's about all I know except speed=20
of
=3D
>the=3D20
>ethernet card in each=20
computer.</DIV>
></DIV></FONT =

face=3D3DArial=20
=
size=3D3D2>Tom</DIV>
></DIV></FONT=20
></DIV>
></DIV></FONT=20
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =
#000000 2px=20
solid; MARGIN-RIGHT: 0px">
> </DIV>"Neil" =
<</A=20
=3D
>href=3D3D"<A=20
=
href=3D'mailto:OIUOIU@OIU.com">OIUOIU@OIU.com</A'>mailto:OIUOIU@OIU.com"&=
gt;OIUOIU@OIU.com</A>>=20
wrote=3D20
> in message <A=3D20
> =
=3D
>href=3D3D"<A=20
=
href=3D'news:4554a417\$1@linux">news:4554a417\$1@linux...</DIV>
Are'=
>news:4554a417\$1@linux">news:4554a417\$1@linux...</DIV>=
</BR>Are
=3D
>you=3D20
> =20
guys talking about WIRELESS networking of audio from one=20
=3D
>computer</BR>to=3D20
> another? (I'm a =
complete=20
dunderhead when it comes to</BR>networking=20
=3D
>concepts,=3D20
> so pardon my=20
ignorance.)</BR></BR>Can you really do=3D20
> =20
=
this?</BR></BR>Neil</BR></BR></BR></BR> "Tom=
=20
Bruhl" <</A=3D20
> href=3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net=>3D20'>mailto=
:arpeggio@comcast.net">arpeggio@comcast.net>=3D20
>g=
t; =20
=
wrote:</BR>></BR>>&a mp;</BR>>Aaron,=3D3D20</BR>& g=
t;That's=20
the last step =3D
>I'll be=3D20
> taking. and I was =
hoping you=20

networkers =3D3D
>might =3D
>help=3D20
> =

me
>with that. I was thinking the onboard LAN in the=20
ASUS=3D20
> A8R-MVPcomp #2 =3D3D
>would do to=20
a=3D3D20
>onboard ASUS =3D
>A7N8X-X LAN =
in=3D20
> comp=20
#3. I think a crossover cable should =3D3D
>do=20
=3D
>since
>I'm=3D20
> not on the =
internet with any=20
of my music rigs.
>
>Aar on is =3D
>there =

a=3D20
> speed/functionality issue with this? Remember=20
=3D
> 'simple'
>=3D3D
> p;gt;is=3D20
> =
good for=20
me
>as long as it=20
=3D
> works.
>Tom
>
> =
=3D20
> =20
"Aaron Allen" <<A=3D20
> =3D
>href=3D3D"<A=20
=
href=3D'mailto:know-spam@not_here.dude">know-spam@not_here.dudemail=
o:know-spam@not_here.dude">know-spam@not_here.dude>=20
=3D
>wrote in=3D20
> message=20
=3D3D
>news:45549ea7@linux...
> What=20
=3D
>protocol/type of=3D20
> interface are you using =
for your=20
networking?
> =3D20
> =
AA
>
>=20
"Tom Bruhl" <<A=3D20
> href=3D3D"<A=20
=
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.netmailto:arpegi=
o@comcast.net">arpeggio@comcast.net>=20
wrote =3D
>in message=3D20
> =20
=3D3D
>news:45542b13\$1@linux...
> =
Hey=3D20
> =20
guys,
> I am no match for DJ when it comes to =
=3D
>this=20
but=3D20
> I am pursuing a =3D3D
>controllable =
version of=20
a monster=3D20
> setup.
>
> I have =
a master=20
plan that is =3D
>as=3D20
> simple as I can figure =
to pump=20
Paris
=3D3D
>full of real-time=20
=3D
>processing=3D20
> juice. =3D3D20
> =
Here=20
it=3D20
> is.
>
> Comp #1: Paris =
is running=20
=3D
>very=3D20
> well on a XP P4 3.0 and all the=20

=3D3D
>goodies. 2=3D20
> =
 =3D
>&active
>&=20
 =3D
>&; =3D20
>& ADAT cards along with 32 A-D, D-As, =
 two SPDIFS=20
 and =3D
> &a
=3D3D
>&UA D-1 =
 stocked=3D20
>& for=20
 good measure.
&&
&& Comp #2:=20
 =3D
>&Cubase=3D20
>& Studio 4 on my new AMD 4800+ =
 Dualcore=20
 with=3D20
>& =
 =3D
> &=3D3D
>&Creamware
& mp;&&=20
 &nb=3D
>&sp; =3D20
>& 14 chip Pro card with 20 =
 In/out and=20
 Delta 66 w/4 x =3D3D
>&A-D, =3D
>&D-As and =
 one=3D20
>& =20
 SPDIF=3D20
>& =3D
>&in/out,=3D3D20
>&& =
 =3D
>&;=20
 =3D20
>& FX-Teleport Host to comp below linked by=20
 100mbps=3D20
>& =
 =3D3D
>&&LAN.
&& ;
&&=20
 Comp #3: Spare =3D
>&AMD 3000+=3D20
>& waiting for a =
 FX-Teleport=20
 Client link to =3D3D
>&Cubase comp=3D20
>& =20
 =3D
>
&& &nb=3D
>&sp; =3D20
>& =
 via 100mbps=20
 LAN. This guy will take up the slack =3D3D
>&for =
 =3D
>&the=20
 Cubase=3D20
>& rig if need be.
&&
&& =
 My=20
 application is =3D
>&for heavy=3D20
>& use of Kontakt, =
 multiple=20
 softsynths and
=3D3D
>&surely Creamware =
 =3D
>&plugs=20
 of=3D20
>& all sorts. =3D3D20
>&& Music styles =
 ranging from=20
 =3D
>&rock, heavy=3D20
>& synth, orchestral and=20
 =3D3D
>&&sometimes in between all of=3D20
>& =20
 those.
&&
&& My goal is to have=20
 =3D
>&solid/stable=3D20
>& performance by not abusing =
 any one=20
 =3D3D
>&computer in the=3D20
>& =
 network.
&& Also=20
 to maintain an almost =3D
>&unlimited amount=3D20
>& =
 of close to=20
 real-time =3D3D
>&processing power=3D20
>& =20
 throughout.
&&
&& I am looking into =
 =3D
>&Windows=20
 Remote=3D20
>& Desktop to help with=20

=3D3D
>monitor/keyboard=3D20
> =
 assignments.
>=20
 I expect to have 4 monitors and =3D
>two=3D20
> =
 keyboard/mice=20
 combos with one =3D3D
>>KVM between comp 1 =
 &=3D20
> =20
 2.
>> I'm about 2 monitors, a Matrox Triple =3D
>Head =
 2=20
 Go=3D20
> and Kontakt away =3D3D
>>before I'm =
 all the=20
 way=3D20
> there.
>>
>> Anyone see =
 anything=20
 blatantly =3D
>wrong=3D20
> with my design? I'm =
 still=20
 =3D3D
>>Scoping it=3D20
> out!
>> =
 Thanks for=20
 your=3D20
> input,
>> =3D20
> =20
 =
 Tom=3D3D20
>>
>&g t;
>>
>&g t;BR&=
 gt;>=20
 I =3D
>choose=3D20
> Polesoft Lockspam to fight =
 spam, and=20
 you?
>> <A =3D
>
> =
 =3D
>>href=3D3D"<A=20
 =
 href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
 '>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
 >=3D
>>.html=20
 =3D20
>
>>
>>< !DOCTYPE HTML =
 PUBLIC=20
 "-//W3C//DTD HTML 4.0=3D20
> =20
 =
 Transitional//EN" >
>><HTML>&l t;HEAD>
>>=
 <META=3D20
> =20
 http-equiv=3D3D3DContent-Type =
 content=3D3D3D"text/html;=3D20
> =20
 =3D3D
>>charset=3D3D3Diso-8859-1">
>><META =
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>>content=3D3D3D"MSHTML=3D20
> =
 6.00.2800.1400"=3D20
> =20
 =
 =3D
> >name=3D3D3DGENERATOR>
>&g t;<STYLE></STYLE&=
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>></HEA=3D
> >D>
>><BODY=3D20
&=
 gt; =20
 bgColor=3D3D3D#ffffff>
>&g t;<DIV><FONT=20
 face=3D3D3DArial=3D20
> size=3D3D3D2><Aaron,=20
 =
 =3D
> ></DIV><BR& amp;gt;><DIV><FONT=3D2=

0
> =20
face=3D3D3DArial size=3D3D3D2>That's the last step I'll be=20
=3D
>=3D3D
>taking.=3D20
> =
=3D3D20
> and I=20
was hoping you networkers might help=3D20
> =20
me</DIV>
 ></DIV><FONT=20
face=3D3D3DArial=3D20
> size=3D3D3D2>with that. I was =
thinking the=20
=3D3D
>onboard LAN=3D20
> =
in=3D3D20
>the ASUS=20
A8R-MVPcomp #2 would do to a=3D20
> =20
</DIV>
& ></DIV><FONT=20
face=3D3D3DArial=3D20
> size=3D3D3D2>onboard ASUS =
A7N8X-X LAN in=20
=3D
 >=3D3D
> <FONT=3D20
> =

face=3D3D3DArial=3D3D20
>size=3D3D3D 2>comp #3. I think =
a crossover=20
=3D
>cable should=3D20
> do=20
=
=3D
 >=3D3D
>since</FONT&am p;gt;</DIV>
>=
</DIV><FONT=3D20
> =20
face=3D3D3DArial size=3D3D3D2>I'm not on the internet with any=20
of=3D20
> =20
=
=3D
 >my
=3D3D
>m usic=3D3D20
>rigs.=
</DIV>
& >=3D
></DIV><FONT=3D2=
0
> =20
face=3D3D3DArial size=3D3D3D2>=20
=
=3D
 ></DIV>
></DIV><FONT=3D20
> =
p;=20
face=3D3D3DArial size=3D3D3D2>Aaron is there a speed/functionality=20
=3D
>=3D3D
>issue=3D20
> =
with=3D3D20
>this?=20
Remember 'simple' is good for=3D20
> =20
me</DIV>
 ></DIV><FONT=20
face=3D3D3DArial=3D20
> size=3D3D3D2>as long as =
it=3D20
> =20
works.</DIV><BR&am p;gt;></DIV><FONT=20
=3D
>face=3D3D3DArial=3D20
> =20
=
size=3D3D3D2>Tom</DIV&am p;gt;></DIV><=
FONT=3D20
> =20
face=3D3D3DArial size=3D3D3D2>=20
=3D
 ></DIV>
></BLOCKQUOTE=3D20
> =

dir=3D3D3Dltr=3D3D20
>style=3D3D3D"PADDING-RIGHT: 0px; =

PADDING-LEFT: 20px; =

5px; = 20
5px; =

3D3D
5px; = 20
5px; =

#000000 2px solid; = 20
5px; =

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=

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not_here.dude
5px; = 20
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for = 20
5px; = 20
5px; =

networking?
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solid; = 20
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href = 20
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t;/A
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; /A
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3D3D
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5px; =

@linux...</DIV>&am p;gt;</BR>=3D
>=20
 =3D20
> </DIV></FONT face=3D3D3DArial=20
 size=3D3D3D2>>Hey=3D20
> =20
 guys,</DIV></BR&am ;gt;>=20
 =3D
></DIV></FONT=3D20
> face=3D3D3DArial =
 size=3D3D3D2>>l=20
 am no match for DJ when it=20
 =3D
 >>comes</BR>>=3D3D</BR>>&g t;to=3D20
> =
 this=20
 but=3D3D20</BR>>> I am pursuing a controllable =
 =3D
>>version=20
 of=3D20
> a monster=20
 =
 =3D
 >>=3D3D</BR>>>setup.</FONT&a mp;gt;</DIV></BR>>&g
 t;=20
 =3D20
> </DIV></FONT face=3D3D3DArial=20
 size=3D3D3D2>>>=3D20
> =
 </DIV></BR>>>=20
 </DIV></FONT =3D
>>face=3D3D3DArial=3D20
> =
 size=3D3D3D2>>l=20
 have a master plan that is as =3D3D</BR>>>simple as =
 l=3D20
> =20
 can=3D3D20</BR>>> figure to pump Paris full=3D20
> =20
 </FONT face=3D3D3DArial =
 size=3D3D3D2>>of=3D20
> =20
 =3D3D</BR>>>real-time=3D3D20</BR&am p;gt;> processing=20
 juice.=3D20
> </DIV></BR>>& amp;gt;=20
 =3D
></DIV></FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2>>Here it=3D20
> =20
 is.</DIV></BR&g t;gt;=20
 =3D
></DIV></FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2>> =3D
></DIV></BR>>>=20
 =3D20
> </DIV></FONT face=3D3D3DArial =
 size=3D3D3D2>>Comp #1:=20
 Paris is =3D
>>running=3D20
> =3D3D</BR>>>very =
 well on=20
 a=3D3D20</BR>>> XP P4 3.0 and =3D
>>all =
 the=3D20
> goodies.=20
 2 active</DIV></BR&am p;gt;> =3D20
> =20
 </DIV></FONT face=3D3D3DArial=3D3D20</BR>>> =
 =3D20
> =20
 =3D3D</BR>>>size=3D3D3D2>> &nbs=3D3D</BR>>>p;=20
 =3D
>>=3D3D20</BR>>> ADAT=3D20
> cards along =
 with 32 A-D,=20
 D-As, two SPDIFS and a UAD-1 stocked=3D20
> =20
 =3D3D</BR>>>for=3D3D20</BR>>& amp;gt; good=3D20
> =20
 measure.</DIV></BR& amp;gt;> =3D20
> =20
 </DIV></FONT face=3D3D3DArial=20

size=3D3D3D2>=3D20
> =
 </DIV>
>=20
 <DIV><FONT =3D
>face=3D3D3DArial=3D20
> =20
 size=3D3D3D2>Comp #2: Cubase Studio 4 on =3D3D
>my=20
 new=3D20
> AMD=3D3D20
> 4800+ Dualcore=20
 with=3D20
> =
 Creamware</DIV>
>=20
 =3D20
> <DIV><FONT =
 face=3D3D3DArial=3D3D20
>=20
 =3D20
> =3D3D
>size=3D3D3D2> =
 &nbs=3D3D
>p;=20
 =3D
>14=3D3D20
> chip=3D20
> Pro card =
 with 20 In/out=20
 and Delta 66 w/4 x A-D,=3D20
> =20
 =3D3D
>D-As=3D3D20
 > and one SPDIF=20
 in/out,=3D20
> </DIV>
& >=20
 =3D
><DIV><FONT=3D20
> =20
 face=3D3D3DArial=3D3D20
>=20
 =3D
 >=3D3D
>size=3D3D3D2>= 3D20
> =20
 &nbs=3D3D
>p; =3D3D20
> FX-Teleport Host =
 =3D
>to=20
 comp=3D20
> below<FONT=20
 =3D
>face=3D3D3DArial=3D3D20
> =3D20
> =
 size=3D3D3D2>=20
 linked by 100mbps=3D20
> =
 LAN.</DIV><BR& >>=20
 =3D
><DIV><FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2> =3D
></DIV>
>=20
 =3D20
> <DIV><FONT face=3D3D3DArial =
 size=3D3D3D2>Comp #3:=20
 Spare AMD =3D
>3000+=3D20
> =
 =3D3D
>waiting for=20
 a=3D3D20
> FX-Teleport =3D
>Client link =
 to=3D20
> =20
 Cubase comp #2</DIV>
 >=20
 =3D20
> =20
 <DIV><FONT face=3D3D3DArial=3D3D20
> =
 =3D20
> =20
 =3D3D
>size=3D3D3D2> &nbs=3D3D
>p;=20
 =3D
>=3D3D20
> via=3D20
> 100mbps LAN. =
 This guy will=20
 take up the slack for the=3D20
> =20
 =3D3D
>Cubase=3D3D20<BR&g t;> rig if =
 need=3D20
> =20
 be.</DIV><BR&g t;>=20
 =3D
><DIV><FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2> =3D
></DIV>
>=20
 =3D20
> <DIV><FONT face=3D3D3DArial =

size=3D3D3D2>My=20
 application is for =3D
>heavy use=3D20
> =20
 of
>=3D3D
>>Kontakt,= 3D3D20
>> multiple=20
 =3D
>softsynths and=3D20
> surely Creamware=20
 <FONT=3D20
> =
 face=3D3D3DArial=3D3D20
>>=20
 size=3D3D3D2>plugs of =3D
>all sorts.=3D20
> =20
 </DIV>
& amp;gt;=20
 =3D
><DIV><FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2>Music styles ranging from rock,=20
 =3D
>=3D3D
>>heavy=3D20
> =
 synth,=3D3D20
>>=20
 orchestral and sometimes=3D20
> <FONT =
 face=3D3D3DArial=20
 size=3D3D3D2>in =
 =3D
>=3D3D
>>between=3D20
> =20
 all=3D3D20
>> of=3D20
> =20
 those.</DIV><BR&am p;gt;>=20
 =3D
><DIV><FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2> =3D
></DIV>
>=20
 =3D20
> <DIV><FONT face=3D3D3DArial =
 size=3D3D3D2>My goal is=20
 to have =3D
>solid/stable=3D20
> =
 =3D3D
>performance=20
 by=3D3D20
>> not abusing =3D
>any =
 one=3D20
> computer=20
 in the =3D
> >network.</DIV>&am p;lt;BR>>=20
 =3D20
> <DIV><FONT face=3D3D3DArial =
 size=3D3D3D2>Also to=20
 maintain an =3D
>almost=3D20
> =
 =3D3D
>unlimited amount=20
 of=3D3D20
>> close to =
 =3D
>real-time=3D20
> processing=20
 power <FONT=3D20
> =
 face=3D3D3DArial=3D3D20
>>=20
 =3D20
> =20
 =
 =3D
> >size=3D3D3D2>throughout. </DIV>
=
 >=20
 &nb=3D
>sp;=3D20
> <DIV><FONT =
 face=3D3D3DArial=20
 size=3D3D3D2>=3D20
> =
 </DIV>
>=20
 <DIV><FONT =3D
>face=3D3D3DArial=3D20
> =
 size=3D3D3D2>l=20
 am looking into Windows Remote =
 =3D3D
>Desktop=3D20
> =20
 to=3D3D20
>> help with monitor/keyboard=3D20
> =20

assignments.<lt;/FONT>><lt;/DIV>><lt;BR>>> =
 =3D20
><lt;BR>>>=20
 <lt;/DIV>><lt;/FONT face=3D3D3DArial size=3D3D3D2>><lt;/I expect to have =
 4=20
 =3D
>>monitors and=3D20
>><lt;BR>>>=20
 two<lt;/BR>>>=3D3D<lt;/BR>>><lt;/BR>>><lt;/BR>>> keyboard/mice combos =
 with=20
 =3D
>>one KVM=3D20
>><lt;BR>>> between comp 1 =
 &=3D20
>><lt;BR>>>=20
 =3D3D<lt;/BR>>><lt;/BR>>>2.<lt;/FONT>><lt;/DIV>><lt;/BR>>><lt;/BR>>> =
 =3D20
>><lt;BR>>>=20
 <lt;/DIV>><lt;/FONT face=3D3D3DArial size=3D3D3D2>><lt;/I'm about 2 =
 monitors,=20
 =3D
>>a Matrox=3D20
>><lt;BR>>> =3D3D<lt;/BR>>><lt;/BR>>>Triple Head =
 2=20
 Go=3D3D20<lt;/BR>>><lt;/BR>>> and Kontakt =3D
>>away =
 before=3D20
>><lt;BR>>><lt;BR>>> I'm=20
 all the way =3D
>> <lt;/BR>>>there.<lt;/FONT>><lt;/DIV>><lt;/BR>>><lt;/BR>>>=20
 =3D20
>><lt;BR>>><lt;/DIV>><lt;/FONT face=3D3D3DArial=20
 size=3D3D3D2>><lt;/FONT>><lt;/BR>>>=3D20
>><lt;BR>>> =
 <lt;/DIV>><lt;/BR>>><lt;/BR>>>=20
 <lt;/DIV>><lt;/FONT =3D
>><lt;/BR>>>face=3D3D3DArial=3D20
>><lt;BR>>><lt;BR>>>=20
 size=3D3D3D2>><lt;/BR>>>Anyone see anything blatantly=20
 wrong<lt;/BR>>>=3D3D<lt;/BR>>><lt;/BR>>>with=3 D20
>><lt;BR>>> =
 my=3D3D20<lt;/BR>>><lt;/BR>>>=20
 design? I'm still Scoping it=3D20
>><lt;BR>>><lt;BR>>>=20
 out!<lt;/FONT>><lt;/DIV>><lt;/BR>>><lt;/BR>>>=20
 =3D
>><lt;/DIV>><lt;/FONT=3D20
>><lt;BR>>><lt;BR>>> face=3D3D3DArial=20
 size=3D3D3D2>><lt;/BR>>>Thanks for your=3D20
>><lt;BR>>><lt;BR>>>=20
 =3D3D<lt;/BR>>><lt;/BR>>>input,<lt;/FONT>><lt;/DIV>><lt;/BR>>><lt;/BR>>>=20
 =3D20
>><lt;/DIV>><lt;/FONT face=3D3D3DArial=20
 size=3D3D3D2>><lt;/BR>>>Tom=3D20
>><lt;BR>>> =
 <lt;/FONT>><lt;/DIV>><lt;/BR>>><lt;/BR>>>=20
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>><lt;/DIV>><lt;/FONT=3D20
>><lt;BR>>><lt;BR>>> face=3D3D3DArial=20
 size=3D3D3D2>><lt;/BR>>><lt;/FONT>> =3D
>><lt;/DIV>><lt;/BR>>><lt;/BR>>>=20
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>><lt;/DIV>><lt;/FONT face=3D3D3DArial=20
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>><lt;BR>>> =
 <lt;/DIV>><lt;/BR>>><lt;/BR>>>=20
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>><lt;BR>>><lt;BR>>> =
 size=3D3D3D2>><lt;/BR>>><lt;/BR>>><lt;/BR>>>I=20
 choose Polesoft Lockspam to fight=3D20
>><lt;BR>>><lt;BR>>> =
 =3D3D<lt;/BR>>><lt;/BR>>>spam,=20
 and=3D3D20<lt;/BR>>><lt;/BR>>> =3D20
>><lt;BR>>><lt;BR>>>=20
 you?<lt;/BR>>><lt;/BR>>>A=3D3D20<lt;/BR>>><lt;/BR>>><lt;/BR>>>=20
 =3D
>>=3D3D<lt;/BR>>><lt;/BR>>><lt;/BR>>>href=3D3D3D"<lt;/BR>>><lt;/BR>>>A=3D20
>><lt;BR>>><lt;BR>>>=20
 =
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>><lt;/BR>>>href=3D3D'http://www.polesoft.com/refer.html"<lt;/BR>>><lt;/BR>>>http://www.po=
 lesoft.com/refer=3D
>><lt;/BR>>><lt;/BR>>><lt;/BR>>>http://www.polesoft.com/refer.html"<lt;/BR>>><lt;/BR>>>ht=

tp://www.polesoft.com/refer</A=3D
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>>.html&=

lt;/A>=3D20
> =20

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 ></DIV></BLOCKQUOTE></BLOCKQUOTE>=

</BODY&=3D
 >>=3D3D
></HTML& >
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</BLOCK QUOTE></BODY></HTML=3D <BR=

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>
>
</BLOCKQUOTE ></BODY></HTML>

-----=_NextPart_000_007D_01C704D7.A9127F70--

Subject: Re: I'm on a multi computer rampage over here!
Posted by [Tom Bruhl](#) on Fri, 10 Nov 2006 19:52:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_008B_01C704D7.E00174A0

Content-Type: text/plain;
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Jeff,
Thanks! A step by step would be great since I've only done this a few =
times
with varying results. Sometimes it works and sometimes it doesn't.
Tom

"Jeff hoover" <jkhoover@excite.com> wrote in message =
news:4554cd42@linux...
Tom,

Crossover cable should be fine. Just make sure on each computer you=20
force the configuration rather than let it "auto detect". You'll find =

this by going to the network control panel. If you're using IP, =
you'll=20
have to manually set the ip address and make sure they're on the same=20
subnet.

Let me know if you need a specific example.

Jeff

Tom Bruhl wrote:
> Heil,

> No wireless for me. Just a crossover cable from one ethernet jack =
to the next.

> LAN as I understand it is the network via wired or wireless.

>=20

> That's about all I know except speed of the ethernet card in each =
computer.

> Tom

> "Neil" <OIUOIU@OIU.com> wrote in message news:4554a417\$1@linux...

>=20

> Are you guys talking about WIRELESS networking of audio from one =
computer

> to another? (I'm a complete dunderhead when it comes to

> networking concepts, so pardon my ignorance.)

>=20

> Can you really do this?

>=20

> Neil

>=20

>=20

>=20

> "Tom Bruhl" <arpeggio@comcast.net> wrote:

> >

> >

> >Aaron,=3D20

> >That's the last step I'll be taking. and I was hoping you =
networkers =3D

> >might help me

> >with that. I was thinking the onboard LAN in the ASUS =
A8R-MVPcomp #2 =3D

> >would do to a=3D20

> >onboard ASUS A7N8X-X LAN in comp #3. I think a crossover cable =
should =3D

> >do since

> >I'm not on the internet with any of my music rigs.

> >

> >Aaron is there a speed/functionality issue with this? Remember =
'simple'

> =3D

> >is good for me

> >as long as it works.

> >Tom

> >

> > "Aaron Allen" <know-spam@not_here.dude> wrote in message =3D

> >news:45549ea7@linux...

> > What protocol/type of interface are you using for your =
networking?

> > AA

> >

> > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =3D
> >news:45542b13\$1@linux...
> > Hey guys,
> > I am no match for DJ when it comes to this but I am pursuing =
a =3D
> >controllable version of a monster setup.
> >
> > I have a master plan that is as simple as I can figure to =
pump Paris
> =3D
> >full of real-time processing juice. =3D20
> > Here it is.
> >
> > Comp #1: Paris is running very well on a XP P4 3.0 and all =
the =3D
> >goodies. 2 active
> > ADAT cards along with 32 A-D, D-As, two =
SPDIFS and a
> =3D
> >UAD-1 stocked for good measure.
> >
> > Comp #2: Cubase Studio 4 on my new AMD 4800+ Dualcore with =
=3D
> >Creamware
> > 14 chip Pro card with 20 In/out and Delta 66 =
w/4 x =3D
> >A-D, D-As and one SPDIF in/out,=3D20
> > FX-Teleport Host to comp below linked by =
100mbps =3D
> >LAN.
> >
> > Comp #3: Spare AMD 3000+ waiting for a FX-Teleport Client =
link to =3D
> >Cubase comp #2
> > via 100mbps LAN. This guy will take up the =
slack =3D
> >for the Cubase rig if need be.
> >
> > My application is for heavy use of Kontakt, multiple =
softsynths and
> =3D
> >surely Creamware plugs of all sorts. =3D20
> > Music styles ranging from rock, heavy synth, orchestral and =
=3D
> >sometimes in between all of those.
> >
> > My goal is to have solid/stable performance by not abusing =
any one =3D

> >computer in the network.

> > Also to maintain an almost unlimited amount of close to =
real-time =3D

> >processing power throughout.

> >

> > I am looking into Windows Remote Desktop to help with =3D

> >monitor/keyboard assignments.

> > I expect to have 4 monitors and two keyboard/mice combos with =
one =3D

> >KVM between comp 1 & 2.

> > I'm about 2 monitors, a Matrox Triple Head 2 Go and Kontakt =
away =3D

> >before I'm all the way there.

> >

> > Anyone see anything blatantly wrong with my design? I'm =
still =3D

> >Scoping it out!

> > Thanks for your input,

> > Tom=3D20

> >

> >

> >

> >

> > I choose Polesoft Lockspam to fight spam, and you?

> > <http://www.polesoft.com/refer.html> =20

> >

> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

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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>Aaron, </DIV>

> ><DIV>That's the last step I'll be =
=3D

> >taking. =3D20

> > and I was hoping you networkers might help me</DIV>

> ><DIV>with that. I was thinking =
the =3D

> >onboard LAN in=3D20

> >the ASUS A8R-MVPcomp #2 would do to a </DIV>

> ><DIV>onboard ASUS A7N8X-X LAN in =
=3D

> ><FONT face=3D3DArial=3D20

> >size=3D3D2>comp #3. I think a crossover cable should do =3D

> >since</DIV>

```

> ><DIV><FONT face=3D3DArial size=3D3D2>I'm not on the internet with =
any of my
> =3D
> >music=3D20
> >rigs.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Aaron is there a =
speed/functionality =3D
> >issue with=3D20
> >this? Remember 'simple' is good for me</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>as long as it =
works.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><BLOCKQUOTE dir=3D3Dltr=3D20
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> >wrote in=3D20
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> > <DIV><FONT face=3D3DArial size=3D3D2>What protocol/type of =
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> > <DIV><FONT face=3D3DArial size=3D3D2>AA<BR></FONT></DIV>
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[illegible]

[illegible]

[illegible]

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> =
 > message=20
 </A =3D
> >href=3D3D"<A=20
 =

Page 114 of 264 ---- Generated from The PARIS Forums

[illegible]

>

> Crossover cable should be fine. Just make sure on each computer you

> force the configuration rather than let it "auto detect". You'll find

> this by going to the network control panel. If you're using IP, you'll

> have to manually set the ip address and make sure they're on the same

> subnet.

>

> Let me know if you need a specific example.

>

>

> Jeff

>

> Tom Bruhl wrote:

> > Heil,

> > No wireless for me. Just a crossover cable from one ethernet jack to the next.

> > LAN as I understand it is the network via wired or wireless.

> >

> > That's about all I know except speed of the ethernet card in each computer.

> > Tom

> > "Neil" <OIUOIU@OIU.com> wrote in message news:4554a417\$1@linux...

> >

> > Are you guys talking about WIRELESS networking of audio from one computer

> > to another? (I'm a complete dunderhead when it comes to

> > networking concepts, so pardon my ignorance.)

> >

> > Can you really do this?

> >

> > Neil

> >

> >

> >

> > "Tom Bruhl" <arpeggio@comcast.net> wrote:

> > >

> > >

> > >Aaron,=20

> > >That's the last step I'll be taking. and I was hoping you networkers =

> > >might help me

> > >with that. I was thinking the onboard LAN in the ASUS A8R-MVPcomp #2 =

> > >would do to a=20

> > >onboard ASUS A7N8X-X LAN in comp #3. I think a crossover cable should =

> > >do since

> > >I'm not on the internet with any of my music rigs.

> > >

> > >Aaron is there a speed/functionality issue with this? Remember 'simple'

> > =

> > >is good for me

> > >as long as it works.

> > >Tom

> > >
> > > "Aaron Allen" <know-spam@not_here.dude> wrote in message =
> > >news:45549ea7@linux...
> > > What protocol/type of interface are you using for your networking?
> > > AA
> > >
> > > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =
> > >news:45542b13\$1@linux...
> > > Hey guys,
> > > I am no match for DJ when it comes to this but I am pursuing a =
> > >controllable version of a monster setup.
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> > > I have a master plan that is as simple as I can figure to pump Paris
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> > > Also to maintain an almost unlimited amount of close to real-time =
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> > > I am looking into Windows Remote Desktop to help with =
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> > > I expect to have 4 monitors and two keyboard/mice combos with one =
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> > > Anyone see anything blatantly wrong with my design? I'm still =
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Subject: Re: I'm on a multi computer rampage over here!
Posted by [Tom Bruhl](#) on Fri, 10 Nov 2006 20:47:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

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charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Jeff,
Xp Pro on the #2 and probably XP pro on #3 or maybe Home, I havent done =
it yet.
Tom
"Jeff hoover" <jkhoover@excite.com> wrote in message =
news:4554df76@linux...
What OS is on each machine?

JH

Tom Bruhl wrote:

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- >=20
- > Let me know if you need a specific example.
- >=20
- >=20
- > Jeff
- >=20
- > Tom Bruhl wrote:
- > > Heil,
- > > No wireless for me. Just a crossover cable from one ethernet =
jack to the next.
- > > LAN as I understand it is the network via wired or wireless.
- > >=20
- > > That's about all I know except speed of the ethernet card in =
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- > > Tom
- > > "Neil" <OIUOIU@OIU.com> wrote in message =
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- > >=20
- > > Are you guys talking about WIRELESS networking of audio from =
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- > > networking concepts, so pardon my ignorance.)
- > >=20
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- > >=20
- > > Neil

> >=20
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> > "Tom Bruhl" <arpeggio@comcast.net> wrote:
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> > >
> > >Aaron,=3D20
> > >That's the last step I'll be taking. and I was hoping you =
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> > >news:45549ea7@linux...
> > > What protocol/type of interface are you using for your =
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> > > AA
> > >
> > > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =3D
> > >news:45542b13\$1@linux...
> > > Hey guys,
> > > I am no match for DJ when it comes to this but I am =
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> > >
> > > I have a master plan that is as simple as I can figure to =
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> > =3D
> > >full of real-time processing juice. =3D20
> > > Here it is.
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> > >goodies. 2 active

> > > ADAT cards along with 32 A-D, D-As, two =
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 > > =3D
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> > >Scoping it out!
> > > Thanks for your input,
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> > >
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> > ><DIV><FONT face=3D3DArial size=3D3D2>Aaron, </FONT></DIV>
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> > >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> > >><BLOCKQUOTE dir=3D3Dltr=3D20

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> > > =3D
> > =
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> > > <DIV><FONT face=3D3DArial size=3D3D2>Comp #2: Cubase =
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> > > <DIV> </DIV>

> > > <DIV> </DIV>

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> > > </HTML>
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<DIV>Jeff,</DIV>

<DIV>Xp Pro on the #2 and probably XP pro on =

#3 or=20

maybe Home, I havent done it yet.</DIV>

<DIV>Tom</DIV>

<BLOCKQUOTE=20

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<DIV>"Jeff hoover" <<A=20

href=3D"mailto:jkhoover@excite.com">jkhoover@excite.com> wrote =

in message=20

news:4554df76@linux...</DIV>What =

OS is on=20

each machine?

JH

Tom Bruhl wrote:
> Jeff,
>=20

Thanks! A step by step would be great since I've only done this =

a few=20

times
> with varying results. Sometimes it works and =

sometimes it=20

doesn't.
> Tom
>
>
> "Jeff =

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<jkhoover@excite.com> =

wrote in=20

[illegible]

Tom

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:4554d5ec@linux...

Neil,

I haven't done this yet but FX-Teleport is the mothership here. The =
plugins
and softsynths will need to reside in the 'client' comp to be accessed =
from
the Host. FXT says the presets and all relevant data is saved within =
the
host. It's a wrapper that assigns the VST plugins to the LAN =
connection

from one VST location to the other. I think it can go bidirectional.

<http://www.fx-max.com/fxt/product.html>

Tom

"Neil" <OIUOIU@OIU.com> wrote in message news:4554c544\$1@linux...

How does the receiving computer's audio application know how to
break up the data stream? For example, let's say you're sending
24 channels of audio through your LAN card & cables from computer =
"A" to
computer "B"... how do you assign where the
various channels are going once it gets to computer "B"?

This is interesting.

Neil

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>

>

>Heil,

>No wireless for me. Just a crossover cable from one ethernet jack =
to =3D
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> >simple as I can=3D3D20
> > figure to pump Paris full </FONT><FONT face=3D3D3DArial =3D
>size=3D3D3D2>of =3D3D
> >real-time=3D3D20
> > processing juice. </FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Here it =
is.</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Comp #1: Paris is =
running =3D
>=3D3D

```

> >very well on a=3D3D20
 > > XP P4 3.0 and all the goodies. 2 active</DIV>
 > > <DIV><FONT face=3D3D3DArial=3D3D20
 > > =3D3D
 > >size=3D3D3D2> &nbs=3D3D
 > >p; =3D3D20
 > > ADAT cards along with 32 A-D, D-As, two SPDIFS and a UAD-1 =
 =3D
 >stocked =3D3D
 > >for=3D3D20
 > > good measure.</DIV>
 > > <DIV> </DIV>
 > > <DIV>Comp #2: Cubase =
 Studio 4 on
 =3D
 >=3D3D
 > >my new AMD=3D3D20
 > > 4800+ Dualcore with Creamware</DIV>
 > > <DIV><FONT face=3D3D3DArial=3D3D20
 > > =3D3D
 > >size=3D3D3D2> &nbs=3D3D
 > >p; 14=3D3D20
 > > chip Pro card with 20 In/out and Delta 66 w/4 x A-D, =3D3D
 > >D-As=3D3D20
 > > and one SPDIF in/out, </DIV>
 > > <DIV><FONT face=3D3D3DArial=3D3D20
 > > =3D3D
 > >size=3D3D3D2> &nbs=3D3D
 > >p; =3D3D20
 > > FX-Teleport Host to comp below<FONT =
 face=3D3D3DArial=3D3D20
 > > size=3D3D3D2> linked by 100mbps LAN.</DIV>
 > > <DIV> </DIV>
 > > <DIV>Comp #3: Spare AMD =
 3000+ =3D3D
 > >waiting for a=3D3D20
 > > FX-Teleport Client link to Cubase comp #2</DIV>
 > > <DIV><FONT face=3D3D3DArial=3D3D20
 > > =3D3D
 > >size=3D3D3D2> &nbs=3D3D
 > >p; =3D3D20
 > > via 100mbps LAN. This guy will take up the slack for the =
 =3D3D
 > >Cubase=3D3D20
 > > rig if need be.</DIV>
 > > <DIV> </DIV>
 > > <DIV>My application is =
 for heavy

```

=3D
>use of
> =3D3D
> >Kontakt,=3D3D20
> > multiple softsynths and surely Creamware </FONT><FONT =3D
>face=3D3D3DArial=3D3D20
> > size=3D3D3D2>plugs of all sorts. </FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Music styles =
ranging from =3D
>rock, =3D3D
> >heavy synth,=3D3D20
> > orchestral and sometimes </FONT><FONT face=3D3D3DArial =3D
>size=3D3D3D2>in =3D3D
> >between all=3D3D20
> > of those.</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>My goal is to have =
=3D
>solid/stable =3D3D
> >performance by=3D3D20
> > not abusing any one computer in the network.</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Also to maintain an =
almost =3D
>=3D3D
> >unlimited amount of=3D3D20
> > close to real-time processing power </FONT><FONT =3D
>face=3D3D3DArial=3D3D20
> > size=3D3D3D2>throughout.</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>I am looking into =
Windows =3D
>Remote =3D3D
> >Desktop to=3D3D20
> > help with monitor/keyboard assignments.</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>I expect to have 4 =
monitors
=3D
>and two
> =3D3D
> >
> > keyboard/mice combos with one KVM between comp 1 & =3D3D
> >2.</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>I'm about 2 =
monitors, a =3D
>Matrox =3D3D
> >Triple Head 2 Go=3D3D20
> > and Kontakt away before I'm all the way there.</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>

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> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Anyone see anything =
=3D
>blatantly wrong
> =3D3D
> >with my=3D3D20
> > design? I'm still Scoping it out!</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Thanks for your =
=3D3D
> >input,</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom </FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > <DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam =
to fight
=3D
>=3D3D
> >spam, and=3D3D20
> > you?<BR><A=3D3D20
> > =3D3D
> =3D
=
>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
/re=3D
>fer=3D3D
> >.html</A> </FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=3D3D
> ></HTML>
> >
> >
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><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>Heil,</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>No wireless for me. Just a =3D
>crossover cable=3D20
>from one ethernet jack to the next.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>LAN as I understand it is the =
network =3D
>via wired or=3D20
>wireless.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>That's about all I know except =

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speed of

=3D

>the=3D20

>ethernet card in each computer.</DIV>

><DIV>Tom</DIV>

><BLOCKQUOTE=3D20

>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

=3D

>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

> <DIV>"Neil" <<A =3D

>href=3D3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com> wrote=3D20

> in message <A=3D20

> =3D

=

>href=3D3D"news:4554a417\$1@linux">news:4554a417\$1@linux...</DIV>
A=

re

=3D

>you=3D20

> guys talking about WIRELESS networking of audio from one =3D

>computer
to=3D20

> another? (I'm a complete dunderhead when it comes =

to
networking =3D

>concepts,=3D20

> so pardon my ignorance.)

Can you really do=3D20

> this?

Neil

"Tom Bruhl" <<A=3D20

> =

href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20

> wrote:

Aaron,=3D3D20

That's the last step =3D

>I'll be=3D20

> taking. and I was hoping you networkers =3D3D

might =3D

>help=3D20

> me

with that. I was thinking the onboard LAN in the ASUS=3D20

> A8R-MVPcomp #2 =3D3D

would do to a=3D3D20

onboard ASUS =

=3D

>A7N8X-X LAN in=3D20

> comp #3. I think a crossover cable should =3D3D

do =3D

>since

I'm=3D20

> not on the internet with any of my music rigs.

Aaron is =

=3D

>there a=3D20

> speed/functionality issue with this? Remember =3D

>'simple'
=3D3D

is=3D20

> good for me

as long as it =3D

>works.

Tom

=3D20

> "Aaron Allen" <<A=3D20

> =3D

=

>href=3D3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude> =

```

=3D
>wrote in=3D20
> message =3D3D<BR>>news:45549ea7@linux...<BR>> What =3D
>protocol/type of=3D20
> interface are you using for your networking?<BR>> =3D20
> AA<BR>><BR>> "Tom Bruhl" <<A=3D20
> href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =
wrote =3D
>in message=3D20
> =3D3D<BR>>news:45542b13$1@linux...<BR>> Hey=3D20
> guys,<BR>> I am no match for DJ when it comes to =3D
>this but=3D20
> I am pursuing a =3D3D<BR>>controllable version of a monster=3D20
> setup.<BR>><BR>> I have a master plan that is =3D
>as=3D20
> simple as I can figure to pump Paris<BR>=3D3D<BR>>full of =
real-time =3D
>processing=3D20
> juice. =3D3D20<BR>> Here it=3D20
> is.<BR>><BR>> Comp #1: Paris is running =3D
>very=3D20
> well on a XP P4 3.0 and all the =3D3D<BR>>goodies. 2=3D20
> =3D
>active<BR>> =3D
>; =3D20
> ADAT cards along with 32 A-D, D-As, two SPDIFS and =3D
>a<BR>=3D3D<BR>>UAD-1 stocked=3D20
> for good measure.<BR>><BR>> Comp #2: =3D
>Cubase=3D20
> Studio 4 on my new AMD 4800+ Dualcore with=3D20
> =3D
>=3D3D<BR>>Creamware<BR>> &nb=3D
>sp; =3D20
> 14 chip Pro card with 20 In/out and Delta 66 w/4 x =3D3D<BR>>A-D, =
=3D
>D-As and one=3D20
> SPDIF=3D20
> =3D
>in/out,=3D3D20<BR>> =3D
>; =3D20
> FX-Teleport Host to comp below linked by 100mbps=3D20
> =3D3D<BR>>LAN.<BR>><BR>> Comp #3: Spare =3D
>AMD 3000+=3D20
> waiting for a FX-Teleport Client link to =3D3D<BR>>Cubase =
comp=3D20
> =3D
>#2<BR>> &nb=3D
>sp; =3D20

```

> via 100mbps LAN. This guy will take up the slack =3D3D
>for =
=3D
>the Cubase=3D20
> rig if need be.
>
> My application is =3D
>for heavy=3D20
> use of Kontakt, multiple softsynths and
=3D3D
>surely =
Creamware =3D
>plugs of=3D20
> all sorts. =3D3D20
> Music styles ranging from =3D
>rock, heavy=3D20
> synth, orchestral and =3D3D
>sometimes in between all of=3D20
> those.
>
> My goal is to have =3D
>solid/stable=3D20
> performance by not abusing any one =3D3D
>computer in the=3D20
> network.
> Also to maintain an almost =3D
>unlimited amount=3D20
> of close to real-time =3D3D
>processing power=3D20
> throughout.
>
> I am looking into =3D
>Windows Remote=3D20
> Desktop to help with =3D3D
>monitor/keyboard=3D20
> assignments.
> I expect to have 4 monitors and =3D
>two=3D20
> keyboard/mice combos with one =3D3D
>KVM between comp 1 &=3D20
> 2.
> I'm about 2 monitors, a Matrox Triple =3D
>Head 2 Go=3D20
> and Kontakt away =3D3D
>before I'm all the way=3D20
> there.
>
> Anyone see anything blatantly =3D
>wrong=3D20
> with my design? I'm still =3D3D
>Scoping it=3D20
> out!
> Thanks for your=3D20
> input,
> =3D20
> Tom=3D3D20
>
>
>
>
> I =3D
>choose=3D20
> Polesoft Lockspam to fight spam, and you?
> <A =3D
>
> =3D
=
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
>.html =3D20
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
> Transitional//EN">
><HTML><HEAD>
><META=3D20
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><META =3D
>content=3D3D3D"MSHTML=3D20
> 6.00.2800.1400"=3D20
> =3D
>name=3D3D3DGENERATOR>
><STYLE></STYLE>
></HEA=3D

```

>D><BR>><BODY=3D20
> bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2>Aaron, =3D
></FONT></DIV><BR>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>That's the last step I'll be =3D
>=3D3D<BR>>taking.=3D20
> =3D3D20<BR>> and I was hoping you networkers might help=3D20
> me</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2>with that. I was thinking the =3D3D<BR>>onboard =
LAN=3D20
> in=3D3D20<BR>>the ASUS A8R-MVPcomp #2 would do to a=3D20
> </FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2>onboard ASUS A7N8X-X LAN in =3D
>=3D3D<BR>></FONT><FONT=3D20
> face=3D3D3DArial=3D3D20<BR>>size=3D3D3D2>comp #3. I think a =
crossover =3D
>cable should=3D20
> do =3D
>=3D3D<BR>>since</FONT></DIV><BR>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>I'm not on the internet with any =
of=3D20
> =3D
>my<BR>=3D3D<BR>>music=3D3D20<BR>>rigs.</FONT></DIV> <BR>>=3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Aaron is there a =
speed/functionality =3D
>=3D3D<BR>>issue=3D20
> with=3D3D20<BR>>this? Remember 'simple' is good for=3D20
> me</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2>as long as it=3D20
> works.</FONT></DIV><BR>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>><BLOCKQUOTE=3D20
> dir=3D3D3Dltr=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT: =3D
>5px;=3D20
> MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: #000000 2px solid; =3D
>MARGIN-RIGHT:=3D20
> 0px"><BR>> <DIV>"Aaron Allen" =3D
><<A=3D3D20<BR>> =3D20
> =3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>'ma=

```

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ilt=3D
  >o:know-spam@not_here.dude">know-spam@not_here.dude</A</A>>>=3D20
  > =3D3D<BR>>wrote in=3D3D20<BR>> message <A =3D
  >=3D3D<BR>>href=3D3D3D"<A=3D20
  > =3D
  =
>href=3D3D'news:45549ea7@linux">news:45549ea7@linux</A>...</DIV'>news:455=
49e=3D
  >a7@linux">news:45549ea7@linux</A>...</DIV</A>><BR>>&nbs=3D
  >p;=3D20
  > <DIV><FONT face=3D3D3DArial size=3D3D3D2>What protocol/type of =
=3D
  >interface=3D20
  > are =3D3D<BR>>you using for=3D3D20<BR>> your=3D20
  > networking?</FONT></DIV><BR>> <DIV><FONT =3D
  >
  > face=3D3D3DArial =3D
  >size=3D3D3D2>AA<BR></FONT></DIV><BR>> =3D20
  > <BLOCKQUOTE dir=3D3D3Dltr=3D3D20<BR>> =3D
  >style=3D3D3D"PADDING-RIGHT: 0px;=3D20
  > PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: =
#000000 =3D
  >2px solid;=3D20
  > MARGIN-RIGHT: 0px"><BR>> <DIV>"Tom =3D
  >Bruhl"=3D20
  > <<A=3D3D20<BR>> href=3D3D3D"<A=3D20
  > =3D
  =
>href=3D3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net</A'>mailto:arp=
egi=3D
  >o@comcast.net">arpeggio@comcast.net</A</A>>>=3D20
  > =3D3D<BR>>wrote in=3D3D20<BR>> message <A=3D20
  > =3D3D<BR>>href=3D3D3D"<A=3D20
  > =3D
  =
>href=3D3D'news:45542b13$1@linux">news:45542b13$1@linux</A>...</DIV'>news=
:45=3D
  >542b13$1@linux">news:45542b13$1@linux</A>...</DIV</A>><BR>=3D
  >> =3D20
  > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Hey=3D20
  > guys,</FONT></DIV><BR>> =3D
  ><DIV><FONT=3D20
  > face=3D3D3DArial size=3D3D3D2>I am no match for DJ when it =3D
  >comes<BR>=3D3D<BR>>to=3D20
  > this but=3D3D20<BR>> I am pursuing a controllable =3D
  >version of=3D20
  > a monster =3D
  >=3D3D<BR>>setup.</FONT></DIV><BR>> =3D20

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> <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> </DIV><BR>> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>I have a master plan that is as =3D3D<BR>>simple as =
I=3D20
> can=3D3D20<BR>> figure to pump Paris full=3D20
> </FONT><FONT face=3D3D3DArial size=3D3D3D2>of=3D20
> =3D3D<BR>>real-time=3D3D20<BR>> processing juice.=3D20
> </FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Here it=3D20
> is.</FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>Comp #1: Paris is =3D
>running=3D20
> =3D3D<BR>>very well on a=3D3D20<BR>> XP P4 3.0 and =3D
>all the=3D20
> goodies. 2 active</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial=3D3D20<BR>> =3D20
> =3D3D<BR>>size=3D3D3D2> &nbs=3D3D<BR>>p; =3D
>=3D3D20<BR>> ADAT=3D20
> cards along with 32 A-D, D-As, two SPDIFS and a UAD-1 =
stocked=3D20
> =3D3D<BR>>for=3D3D20<BR>> good=3D20
> measure.</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> </DIV><BR>> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Comp #2: Cubase Studio 4 on =3D3D<BR>>my new=3D20
> AMD=3D3D20<BR>> 4800+ Dualcore with=3D20
> Creamware</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial=3D3D20<BR>> =3D20
> =3D3D<BR>>size=3D3D3D2> &nbs=3D3D<BR>>p; =3D
>14=3D3D20<BR>> chip=3D20
> Pro card with 20 In/out and Delta 66 w/4 x A-D,=3D20
> =3D3D<BR>>D-As=3D3D20<BR>> and one SPDIF in/out,=3D20
> </FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial=3D3D20<BR>> =3D
>=3D3D<BR>>size=3D3D3D2>=3D20
> &nbs=3D3D<BR>>p; =3D3D20<BR>> FX-Teleport Host =3D
>to comp=3D20
> below</FONT><FONT =3D
>face=3D3D3DArial=3D3D20<BR>> =3D20
> size=3D3D3D2> linked by 100mbps=3D20
> LAN.</FONT></DIV><BR>> =3D

```

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><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>Comp #3: Spare AMD =3D
>3000+=3D20
> =3D3D<BR>>waiting for a=3D3D20<BR>> FX-Teleport =3D
>Client link to=3D20
> Cubase comp #2</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial=3D3D20<BR>> =3D20
> =3D3D<BR>>size=3D3D3D2> &nbs=3D3D<BR>>p; =3D
>=3D3D20<BR>> via=3D20
> 100mbps LAN. This guy will take up the slack for the=3D20
> =3D3D<BR>>Cubase=3D3D20<BR>> rig if need=3D20
> be.</FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>My application is for =
=3D
>heavy use=3D20
> of<BR>=3D3D<BR>>Kontakt,=3D3D20<BR>> multiple =3D
>softsynths and=3D20
> surely Creamware </FONT><FONT=3D20
> face=3D3D3DArial=3D3D20<BR>> size=3D3D3D2>plugs of =3D
>all sorts.=3D20
> </FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Music styles ranging from rock, =3D
>=3D3D<BR>>heavy=3D20
> synth,=3D3D20<BR>> orchestral and sometimes=3D20
> </FONT><FONT face=3D3D3DArial size=3D3D3D2>in =3D
>=3D3D<BR>>between=3D20
> all=3D3D20<BR>> of=3D20
> those.</FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>My goal is to have =3D
>solid/stable=3D20
> =3D3D<BR>>performance by=3D3D20<BR>> not abusing =3D
>any one=3D20
> computer in the =3D
>network.</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>Also to maintain an =3D
>almost=3D20
> =3D3D<BR>>unlimited amount of=3D3D20<BR>> close to =3D
>real-time=3D20
> processing power </FONT><FONT=3D20

```

```

> face=3D3D3DArial=3D3D20<BR>> =3D20
> =3D
>size=3D3D3D2>throughout.</FONT></DIV><BR>> &nb=3D
>sp;=3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> </DIV><BR>> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>I am looking into Windows Remote =
=3D3D<BR>>Desktop=3D20
> to=3D3D20<BR>> help with monitor/keyboard=3D20
> assignments.</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>I expect to have 4 =3D
>monitors and=3D20
> two<BR>=3D3D<BR>><BR>> keyboard/mice combos with =3D
>one KVM=3D20
> between comp 1 &=3D20
> =3D3D<BR>>2.</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>I'm about 2 monitors, =
=3D
>a Matrox=3D20
> =3D3D<BR>>Triple Head 2 Go=3D3D20<BR>> and Kontakt =3D
>away before=3D20
> I'm all the way =3D
>there.</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> </DIV><BR>> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Anyone see anything blatantly =
wrong<BR>=3D3D<BR>>with=3D20
> my=3D3D20<BR>> design? I'm still Scoping it=3D20
> out!</FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Thanks for your=3D20
> =3D3D<BR>>input,</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom=3D20
> </FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> </DIV><BR>> <DIV><FONT=3D20
> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight=3D20
> =3D3D<BR>>spam, and=3D3D20<BR>> =3D20
> you?<BR><A=3D3D20<BR>> =3D
>=3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=

```

```

fer=3D
=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=

>>=3D3D<BR>>.html</A>=3D20
> =3D
></FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY&=3D
>gt;=3D3D<BR>></HTML><BR>><BR>><BR></BLOCKQUOTE></BODY ></HTML=3D
>>
>
>

```

-----=_NextPart_000_00C6_01C704DF.AD860C90

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Woohoooo!</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Got my Creamware Pro card sitting right =
here!</FONT></DIV>
<DIV>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Might try an install before I leave on=20
Sunday.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Tom Bruhl" &lt;<A=20
  href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; wrote =
in message=20
  <A href=3D"news:4554d5ec@linux">news:4554d5ec@linux</A>...</DIV>
  <DIV><FONT face=3DArial size=3D2>Neil,</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>I haven't done this yet but =
FX-Teleport is the=20
  mothership here.&nbsp;</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>and softsynths will need to reside in =
the=20
  'client' comp to be accessed from</FONT></DIV>
  <DIV><FONT face=3DArial size=3D2>the Host.&nbsp;</FONT> FXT says the presets =

```

and all=20
 relevant data is saved within the</DIV>
 <DIV>host. It's a wrapper that =
 assigns the VST=20
 plugins to the LAN connection</DIV>
 <DIV>from one VST location to the =
 other. I think=20
 it can go bidirectional.</DIV>
 <DIV><A=20
 =
 href=3D"http://www.fx-max.com/fxt/product.html">http://www.fx-max.com/fxt=
 /product.html</DIV>
 <DIV>Tom</DIV>
 <DIV> </DIV>
 <DIV> </DIV>
 <BLOCKQUOTE=20
 style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
 BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Neil" <<A =
 href=3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com> wrote=20
 in message <A=20
 =
 href=3D"news:4554c544\$1@linux">news:4554c544\$1@linux...</DIV>
How =
 does=20
 the receiving computer's audio application know how to
break up =
 the data=20
 stream? For example, let's say you're sending
24 channels of =
 audio=20
 through your LAN card & cables from computer "A" to
computer =
 "B"...=20
 how do you assign where the
various channels are going once it =
 gets to=20
 computer "B"?

This is =
 interesting.

Neil

"Tom Bruhl"=20
 <<A =
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 wrote:
>
>
>Heil,
>No wireless for me. =
 Just a=20
 crossover cable from one ethernet jack to =3D
>the =
 next.
>LAN as I=20
 understand it is the network via wired or =
 wireless.
>
>That's=20
 about all I know except speed of the ethernet card in each=20
 =3D
>computer.
>Tom
> "Neil" <<A=20
 href=3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com> wrote in =
 message <A=20
 =
 href=3D"news:4554a417\$1@linux">news:4554a417\$1@linux...
>
&g=

t; =20

Are you guys talking about WIRELESS networking of audio from one=20
=3D
>computer
> to another? (I'm a complete =
dunderhead when=20

it comes to
> networking concepts, so pardon my=20
ignorance.)
>
> Can you really do=20
this?
>
> =

Neil
>
>
>
> "Tom=20
Bruhl" <<A =

href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
wrote:
> >
> >
> =20
>Aaron,=3D3D20
> >That's the last step I'll be=20
taking. and I was hoping you =3D
>networkers=20
=3D3D
> >might help me
> >with =
that. I was=20

thinking the onboard LAN in the ASUS A8R-MVPcomp=20
#2
=3D
>=3D3D
> >would do to =
a=3D3D20
> =20

>onboard ASUS A7N8X-X LAN in comp #3. I think a crossover =
cable=20

=3D
>should =3D3D
> >do since
> =
>I'm not on=20

the internet with any of my music rigs.
> =
>
> =20

>Aaron is there a speed/functionality issue with this? =
Remember=20

=3D
>'simple'
> =3D3D
> >is good =
for=20

me
> >as long as it works.
> =20

>Tom
> >
> > "Aaron Allen" =
<<A=20

=
href=3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude> =
wrote=20

in message =3D3D
> =

>news:45549ea7@linux...
> =20

> What protocol/type of interface are you using for your=20
networking?
> > AA
> =

>
> =20

> "Tom Bruhl" <<A=20

href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> =
wrote in=20

message =3D3D
> =

>news:45542b13\$1@linux...
> =20

> Hey guys,
> =

> I am=20

no match for DJ when it comes to this but I am pursuing a=20

=3D
>=3D3D
> >controllable version of a monster =

[illegible]

http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
 =3D3D
> =20
 > charset=3D3D3Diso-8859-1">
> ><META=20
 content=3D3D3D"MSHTML 6.00.2800.1400" =
 name=3D3D3DGENERATOR>
> =20
 ><STYLE></STYLE>
> =20
 ></HEAD>
> ><BODY=20
 bgColor=3D3D3D#ffffff>
> ><DIV><FONT =
 face=3D3D3DArial=20
 size=3D3D3D2>Aaron, </DIV>
> =20
 ><DIV>That's the =
 last step=20
 I'll be =3D3D
> >taking. =3D3D20
> > =
 and I was=20
 hoping you networkers might help =
 me</DIV>
> =20
 ><DIV>with that. =
 I was=20
 thinking the =3D
>=3D3D
> >onboard LAN=20
 in=3D3D20
> >the ASUS A8R-MVPcomp #2 would do to a=20
 </DIV>
> ><DIV><FONT=20
 face=3D3D3DArial size=3D3D3D2>onboard ASUS A7N8X-X LAN in =
 =3D3D
> =20
 ><FONT face=3D3D3DArial=3D3D20
> =20
 >size=3D3D3D2>comp #3. I think a crossover cable should do=20
 =3D3D
> >since</DIV>
> =
 ><DIV>I'm not on =
 the internet=20
 with any
=3D
>of my
> =3D3D
> =20
 >music=3D3D20
> =20
 >rigs.</DIV>
> =
 ><DIV><FONT=20
 face=3D3D3DArial size=3D3D3D2> =
 </DIV>
> =20
 ><DIV>Aaron is =
 there a=20
 =3D
>speed/functionality =3D3D
> >issue=20
 with=3D3D20
> >this? Remember 'simple' is good for=20
 me</DIV>
> ><DIV><FONT=20
 face=3D3D3DArial size=3D3D3D2>as long as it=20
 =3D
>works.</DIV>
> =20
 ><DIV><FONT face=3D3D3DArial=20
 size=3D3D3D2>Tom</DIV& >
> =20
 ><DIV><FONT face=3D3D3DArial =
 size=3D3D3D2>=20
 </DIV>
> ><BLOCKQUOTE =
 dir=3D3D3Dltr=3D3D20
> =20

>style="padding-right: 0px; padding-left: 5px; margin-left: 5px;=20
 =3D
>=3D3D
> >BORDER-LEFT: #000000 2px solid; =
 MARGIN-RIGHT:=20
 0px">
> > <DIV>"Aaron Allen"=20
 <<A=3D3D20
> > =3D3D
> =20
 =3D
>>href=3D3D3D"<A=20
 =
 href=3D'mailto:know-spam@not_here.dude">know-spam@not_here.dudemail=
 o:know-spam@not_here.dude">know-spam@not_here.dude>><B=
 R>=3D
>>=3D3D
> =20
 >wrote in=3D3D20
> > message <A =
 =3D3D
> =20
 >href=3D3D3D"<A=20
 =
 href=3D'news:45549ea7@linux">news:45549ea7@linux...</DIV>news:45549e=
 a7@linux">news:45549ea7@linux>...</DIV>>
> =
 p;=20
 > <DIV>>What =
 protocol/type of =3D
>interface are =3D3D
> =
 >you using=20
 for=3D3D20
> > your=20
 networking?</DIV>>
> > =20
 <DIV><FONT face=3D3D3DArial=20
 size=3D3D3D2><AA
>> </DIV>
> =
 > =20
 <BLOCKQUOTE dir=3D3D3Dltr=3D3D20
> > =20
 style=3D3D3D"padding-right: 0px; padding-left: 5px; margin-left:=20
 5px;
=3D
>>=3D3D
> >BORDER-LEFT: #000000 2px =
 solid;=20
 MARGIN-RIGHT: 0px">
> > =
 <DIV>"Tom=20
 Bruhl" <<A=3D3D20
> > =
 href=3D3D3D"<A=20
 =
 href=3D'mailto:arpegio@comcast.net">arpegio@comcast.netmailto:arpegi=
 o@comcast.net">arpegio@comcast.net>>=20
 =3D
>>=3D3D
> >wrote in=3D3D20
> =20
 > message <A =3D3D
> =
 >href=3D3D3D"<A=20
 =
 href=3D'news:45542b13\$1@linux">news:45542b13\$1@linux...</DIV>news:45=
 542b13\$1@linux">news:45542b13\$1@linux>...</DIV>>
=
 > =20
 > <DIV><FONT face=3D3D3DArial =
 size=3D3D3D2>>Hey=20
 guys,</DIV>>
> > =20

<div><I am no match =
 for DJ when=20
 it
=3D
><comes
>< =3D3D
>< ><to this =
 but=3D3D20
>< >< I am pursuing a =
 controllable=20
 version of a monster =3D3D
>< =20
 ><setup.</div>
>< =
 >< =20
 <div><>=20
 </div>
>< >< =
 <div><font=20
 face=3D3D3DArial size=3D3D3D2><I have a master plan that =
 is
=3D
><as=20
 =3D3D
>< ><simple as I can=3D3D20
>< =20
 >< figure to pump Paris full =
 <font=20
 face=3D3D3DArial =3D
><size=3D3D3D2><of =3D3D
>< =20
 ><real-time=3D3D20
>< >< processing =
 juice.=20
 </div>
>< >< =20
 <div><Here it=20
 is.</div>
>< >< =20
 <div><>=20
 </div>
>< >< =
 <div><font=20
 face=3D3D3DArial size=3D3D3D2><Comp #1: Paris is running=20
 =3D
><=3D3D
>< ><very well on =
 a=3D3D20
>< =20
 >< XP P4 3.0 and all the goodies. 2=20
 active</div>
>< >< =
 <div><font face=3D3D3DArial=3D3D20
>< =
 >< =20
 =3D3D
>< ><size=3D3D3D2>< & & nbs=3D3D
>< =
 ><p;=20
 =3D3D20
>< >< ADAT cards along with =
 32 A-D,=20
 D-As, two SPDIFS and a UAD-1 =3D
><stocked =3D3D
>< =20
 ><for=3D3D20
>< >< good=20
 measure.</div>
>< =
 >< =20
 <div><>=20
 </div>
>< >< =
 <div><font=20
 face=3D3D3DArial size=3D3D3D2><Comp #2: Cubase Studio 4=20
 on
=3D
><=3D3D
>< ><my new =
 AMD=3D3D20
>< =20

[illegible]

[illegible]

[illegible]

```

HTML 4.0=20
=
Transitional//EN"><BR>><HTML><HEAD> <BR>><META=20
http-equiv=3D3DContent-Type content=3D3D"text/html";=20
=3D<BR>> charset=3D3Diso-8859-1"><BR>><META =
content=3D3D"MSHTML=20
6.00.2800.1400"=20
=
name=3D3DGENERATOR><BR>><STYLE></STYLE> <BR>></HEA=
D><BR>><BODY=20
bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial=20
=
size=3D3D2><Heil,</FONT></DIV>& > <BR>><DIV><FONT=20
face=3D3DArial size=3D3D2><No wireless for me. Just a =
=3D<BR>> crossover=20
cable=3D20<BR>> from one ethernet jack to the=20
next.</FONT></DIV><BR>><DIV><FONT =
face=3D3DArial=20
size=3D3D2><LAN as I understand it is the network =3D<BR>> via =
wired=20
=
or=3D20<BR>> wireless.</FONT></DIV> <BR>><DIV><F=
ONT=20
face=3D3DArial size=3D3D2></FONT>=20
</DIV><BR>><DIV><FONT face=3D3DArial =
size=3D3D2><That's=20
about all I know except speed =
of<BR>=3D<BR>> the=3D20<BR>> ethernet card in=20
each computer.</FONT></DIV><BR>><DIV><FONT=20
face=3D3DArial=20
=
size=3D3D2><Tom</FONT></DIV> <BR>><BLOCKQUOTE=3D20<BR>=
><style=3D3D"PADDING-RIGHT:=20
0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>> BORDER-LEFT: =
#000000 2px=20
solid; MARGIN-RIGHT: 0px"><BR>> <DIV>"Neil" =
<A=20
=3D<BR>> href=3D3D"<A=20
=
href=3D'mailto:OIUOIU@OIU.com">OIUOIU@OIU.com</A>mailto:OIUOIU@OIU.com"&=
gt;OIUOIU@OIU.com</A>>=20
wrote=3D20<BR>> <A=3D20<BR>> =
=3D<BR>> href=3D3D"<A=20
=
href=3D'news:4554a417$1@linux">news:4554a417$1@linux</A>...</DIV><BR>Are'=
>news:4554a417$1@linux">news:4554a417$1@linux</A>...</DIV>=
<BR>> Are</A><BR>=3D<BR>> you=3D20<BR>> <BR>>=20
guys talking about WIRELESS networking of audio from one=20

```

=3D
>computer
to=3D20
> another? (I'm a =
 complete=20
 dunderhead when it comes to
networking=20
 =3D
>concepts,=3D20
> so pardon my=20
 ignorance.)

Can you really do=3D20
> =20
 =
 this?

Neil

 "Tom=
 =20
 Bruhl" <<A=3D20
> href=3D3D"<A=20
 =
 href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net>=3D20'>mailto=
 :arpeggio@comcast.net">arpeggio@comcast.net>=3D20
&g=
 t; =20
 =
 wrote:
>
>&a mp;
>Aaron,=3D3D20
& g=
 t;That's=20
 the last step =3D
>I'll be=3D20
> taking. and I =
 was hoping you=20
 networkers =3D3D
>might =
 =3D
>help=3D20
> =20
 me
>with that. I was thinking the onboard LAN in the=20
 ASUS=3D20
> A8R-MVPcomp #2 =3D3D
>would do =
 to=20
 a=3D3D20
>onboard ASUS =3D
>A7N8X-X LAN =
 in=3D20
> =20
 comp #3. I think a crossover cable should =3D3D
>do=20
 =3D
>since
>I'm=3D20
> not on the =
 internet with=20
 any of my music rigs.
>
>Aar on is =
 =3D
>there=20
 a=3D20
> speed/functionality issue with this? Remember=20
 =
 =3D
> >'simple'
=3D3D
&am p;>is=3D20
> =
 good for=20
 me
>as long as it=20
 =3D
> >works.
>Tom
 >
>=20
 =3D20
> "Aaron Allen" <<A=3D20
> =20
 =3D
>href=3D3D"<A=20
 =
 href=3D'mailto:know-spam@not_here.dude">know-spam@not_here.dude>mail=
 o:know-spam@not_here.dude">know-spam@not_here.dude>>=20
 =3D
>wrote in=3D20
> message=20
 =3D3D
>news:45549ea7@linux...
> What=20
 =3D
>protocol/type of=3D20
> interface are you =
 using for your=20
 networking?
> =3D20
> =
 AA
>
>=20
 "Tom Bruhl" <<A=3D20
> href=3D3D"<A=20

=
href="mailto:arpeggio@comcast.net">arpeggio@comcast.netmailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
wrote =3D
>in message=3D20
> =20
=3D3D
>>news:45542b13\$1@linux...
>> =
Hey=3D20
> =20
guys,
>> I am no match for DJ when it comes to =
=3D
>>this=20
but=3D20
> I am pursuing a =
=3D3D
>>controllable version=20
of a monster=3D20
> setup.
>>
>> I =
have a=20
master plan that is =3D
>>as=3D20
> simple as I can =
figure to=20
pump Paris
>=3D3D
>>full of real-time=20
=3D
>>processing=3D20
> juice. =
=3D3D20
>> Here=20
it=3D20
> is.
>>
>> Comp #1: Paris =
is=20
running =3D
>>very=3D20
> well on a XP P4 3.0 and =
all the=20
=3D3D
>>goodies. 2=3D20
> =
=3D
>>active
>>=20
=3D
>>; =3D20
> ADAT cards along with 32 A-D, D-As, =
two SPDIFS=20
and =3D
> >a
>=3D3D
>>UA D-1 =
stocked=3D20
> for=20
good measure.
>>
>> Comp #2:=20
=3D
>>Cubase=3D20
> Studio 4 on my new AMD 4800+ =
Dualcore=20
with=3D20
> =
=3D
> >=3D3D
>>Creamware
&a mp;>>=20
&nb=3D
>>sp; =3D20
> 14 chip Pro card with 20 =
In/out and=20
Delta 66 w/4 x =3D3D
>>A-D, =3D
>>D-As and =
one=3D20
> =20
SPDIF=3D20
> =3D
>>in/out,=3D3D20
>> =
=3D
>>;=20
=3D20
> FX-Teleport Host to comp below linked by=20
100mbps=3D20
> =
=3D3D
>>LAN.
>>>
>>=20
Comp #3: Spare =3D
>>AMD 3000+=3D20
> waiting for a =
FX-Teleport=20
Client link to =3D3D
>>Cubase comp=3D20
> =20
=3D
>>#2
>> &nb=3D
>>sp; =
=3D20
> via 100mbps=20
LAN. This guy will take up the slack =3D3D
>>for =
=3D
>>the=20


```

PUBLIC=20
"-//W3C//DTD HTML 4.0=3D20<BR>&gt;&nbsp;=20
=
Transitional//EN" &gt;&lt;BR&gt;&gt;&lt;HTML&gt;&lt;HEAD&gt;&lt;BR&gt;&gt;=
&lt;META=3D20<BR>&gt;&nbsp;=20
http-equiv=3D3D3DContent-Type =
content=3D3D3D"text/html";=3D20<BR>&gt;&nbsp;=20
=
=3D3D&lt;BR&gt;&gt; charset=3D3D3Diso-8859-1"&gt;&lt;BR&gt;&gt;&lt;META=20
=3D<BR>&gt; content=3D3D3D"MSHTML=3D20<BR>&gt;&nbsp;=20
6.00.2800.1400"=3D20<BR>&gt;&nbsp;=20
=
=3D<BR> &gt; name=3D3D3DGENERATOR&gt;&lt;BR&gt;&gt; t;&lt;STYLE&gt;&lt;/STYLE&=
&gt;&lt;BR&gt;&gt;&lt;/HEA=3D<BR> &gt; D&gt;&lt;BR&gt;&gt;&lt;BODY=3D20 <BR>&=
&gt;&nbsp;=20
bgColor=3D3D3D#ffffff&gt;&lt;BR&gt;&gt;&lt;DIV&gt;&lt;FONT=20
face=3D3D3DArial=3D20<BR>&gt;&nbsp; size=3D3D3D2&gt; Aaron,=20
=
=3D<BR> &gt;&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& &gt;&gt;&lt;DIV&gt;&lt;FONT=3D2=
0<BR>&gt;&nbsp;=20
face=3D3D3DArial size=3D3D3D2&gt; That's the last step I'll be=20
=3D<BR>&gt;=3D3D&lt;BR&gt;&gt; taking.=3D20 <BR>&gt;&nbsp; =
=3D3D20&lt;BR&gt;&gt; and I=20
was hoping you networkers might help=3D20<BR>&gt;&nbsp;=20
me&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt; &gt;&lt;DIV&gt;&lt;FONT=20
face=3D3D3DArial=3D20<BR>&gt;&nbsp; size=3D3D3D2&gt; with that. I was =
thinking the=20
=3D3D&lt;BR&gt;&gt; onboard LAN=3D20<BR>&gt;&nbsp; =
in=3D3D20&lt;BR&gt;&gt; the ASUS=20
A8R-MVPcomp #2 would do to a=3D20<BR>&gt;&nbsp;=20
&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt;& &gt;&lt;DIV&gt;&lt;FONT=20
face=3D3D3DArial=3D20<BR>&gt;&nbsp; size=3D3D3D2&gt; onboard ASUS =
A7N8X-X LAN in=20
=
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;&lt;/FONT&gt; &lt;FONT=3D20 <BR>&gt;&nbsp;=20
face=3D3D3DArial=3D3D20&lt;BR&gt;&gt; size=3D3D3D 2&gt; comp #3. I =
think a crossover=20
=3D<BR>&gt; cable should=3D20<BR>&gt;&nbsp; do=20
=
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt; since&lt;/FONT& &gt;&lt;/DIV&gt;&lt;BR&gt;&gt;=
&lt;DIV&gt;&lt;FONT=3D20<BR>&gt;&nbsp;=20
face=3D3D3DArial size=3D3D3D2&gt; I'm not on the internet with any=20
of=3D20<BR>&gt;&nbsp;=20
=
=3D<BR> &gt; my&lt;BR&gt;=3D3D&lt;BR&gt;&gt; music=3D3D20&lt;BR&gt;&gt; rigs.=
&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt;& &gt;=3D <BR>&gt;&lt;DIV&gt;&lt;FONT=3D2=
0<BR>&gt;&nbsp;=20
face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt;=20

```

```

=
=3D<BR> &gt;&lt;/DIV&gt;&lt;BR&gt;&gt;&lt;DIV&gt;&lt;FONT=3D20 <BR>&gt;&lt;p;=20
face=3D3D3DArial size=3D3D3D2&gt;Aaron is there a =
speed/functionality=20
=3D<BR>&gt;=3D3D&lt;BR&gt;&gt;issue=3D20<BR >&gt;&lt;p;=20
with=3D3D20&lt;BR&gt;&gt;this? Remember 'simple' is good =
for=3D20<BR>&gt;&lt;p;=20
me&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt; &gt;&lt;DIV&gt;&lt;FONT=20
face=3D3D3DArial=3D20<BR>&gt;&lt;p; size=3D3D3D2&gt;as long as =
it=3D20<BR>&gt;&lt;p;=20
works.&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&am p;gt;&gt;&lt;DIV&gt;&lt;FONT=20
=3D<BR>&gt;face=3D3D3DArial=3D20<BR>&gt;&lt;p;=20
=
size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV&amp ;gt;&lt;BR&gt;&gt;&lt;DIV&gt;&lt;=
FONT=3D20<BR>&gt;&lt;p;=20
face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt;=20
=
=3D<BR> &gt;&lt;/DIV&gt;&lt;BR&gt;&gt;&lt;t;BLOCKQUOTE=3D20 <BR>&gt;&lt;p;=20
dir=3D3D3Dltr=3D3D20&lt;BR&gt;&gt;style=3D3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT:=20
=3D<BR>&gt;5px;=3D20<BR>&gt;&lt;p; MARGIN-LEFT: 5px;=20
=3D3D&lt;BR&gt;&gt;BORDER-LEFT: #000000 2px solid;=20
=3D<BR>&gt;MARGIN-RIGHT:=3D20<BR>&gt;&lt;p; 0px"&gt;&lt;BR&gt;&gt;=20
&lt;DIV&gt;"Aaron Allen" =3D<BR> &gt;&lt;&lt;A=3D3D20&lt;BR&gt;&gt;=2 0
=3D20<BR>&gt;&lt;p; =
=3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20<BR >&gt;&lt;p;=20
=
=3D<BR>&gt;href=3D3D'mailto:know-spam@not_here.dude"&gt;know-spam@not_her=
e.dude&lt;/A'&gt;mailto=3D<BR>&gt;o:know-spam@not_here.dude"&gt;know-spam@=
not_here.dude&lt;/A&lt;/A&gt;&gt;&gt;=3D 20 <BR>&gt;&lt;p;=20
=3D3D&lt;BR&gt;&gt;wrote in=3D3D20&lt;BR&gt;&gt; message &lt;A=20
=3D<BR>&gt;=3D3D&lt;BR&gt;&gt;href=3D3D3D"&lt;A=3D20 <BR>&gt;&lt;p;=20
=
=3D<BR>&gt;href=3D3D'news:45549ea7@linux"&gt;news:45549ea7@linux&lt;/A&gt;=
;...&lt;/DIV'&gt;news:45549e=3D<BR>&gt;a7@linux"&gt;news:45549ea7@linux&l=
t;/A&gt;...&lt;/DIV&lt;/A&gt;&gt;&lt;BR&gt;&gt;&amp;nbs=3D <BR>&gt;p;=3D20=
<BR>&gt;&lt;p;=20
&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;What =
protocol/type of=20
=3D<BR>&gt;interface=3D20<BR>&gt;&lt;p; are =3D3D&lt;BR&gt;&gt;you =
using=20
for=3D3D20&lt;BR&gt;&gt; your=3D20<BR>&gt;&lt;p;=20
networking?&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt;&gt; =
&lt;DIV&gt;&lt;FONT=20
=3D<BR>&gt;<BR>&gt;&lt;p; face=3D3D3DArial=20
=
=3D<BR> &gt;size=3D3D3D2&gt;AA&lt;BR&gt;&lt;/FON T&gt;&lt;/DIV&gt;&lt;BR&gt;=

```

;>=20
=3D20
> <BLOCKQUOTE =
dir=3D3D3Dltr=3D3D20
>>=20
=3D
>style=3D3D3D"PADDING-RIGHT: 0px;=3D20
> =
PADDING-LEFT: 5px;=20
MARGIN-LEFT: 5px; =3D3D
>>BORDER-LEFT: #000000 =
=3D
>2px=20
solid;=3D20
> MARGIN-RIGHT: 0px">
> =
<DIV>"Tom=20
=3D
>Bruhl"=3D20
> <<A=3D3D20
>>=20
href=3D3D3D"<A=3D20
> =20
=
=3D
>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net&l=
t;/A'>mailto:arpegi=3D
>o@comcast.net">arpegio@comcast.net<=
;/A>>=3D20
> =20
=3D3D
>>wrote in=3D3D20
>> message =
<A=3D20
> =20
=3D3D
>>href=3D3D3D"<A=3D20
> =20
=
=3D
>href=3D3D'news:45542b13\$1@linux">news:45542b13\$1@linux</=
A>...</DIV'>news:45=3D
>542b13\$1@linux">news:45542b13\$1=
@linux...</DIV&am p;gt;
>=3D
>>=20
=3D20
> <DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>Hey=3D20
> =20
guys,</DIV><BR&am p;gt;>=20
=3D
><DIV><FONT=3D20
> face=3D3D3DArial =
size=3D3D3D2>l=20
am no match for DJ when it=20
=3D
 >comes
>=3D3D
>&g t;to=3D20
> =
this=20
but=3D3D20
>> I am pursuing a controllable =
=3D
>version=20
of=3D20
> a monster=20
=
=3D
 >=3D3D
>>setup.</FONT&a mp;gt;</DIV>
>&g=
t;=20
=3D20
> <DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>=3D20
> =
</DIV>
>>=20
<DIV><FONT =3D
>face=3D3D3DArial=3D20
> =
size=3D3D3D2>l=20
have a master plan that is as =3D3D
>>simple as =
l=3D20
> =20
can=3D3D20
>> figure to pump Paris =
full=3D20
> =20
<FONT face=3D3D3DArial =
size=3D3D3D2>of=3D20
> =20
=3D3D
>>real-time=3D3D20<BR&am p;gt;> processing=20

juice.=3D20
> </DIV>
& amp;gt;=20
=3D
></DIV><FONT=3D20
> face=3D3D3DArial=20
size=3D3D3D2>Here it=3D20
> =20
is.</DIV><BR&g t;>=20
=3D
></DIV><FONT=3D20
> face=3D3D3DArial=20
size=3D3D3D2> =3D
></DIV>
>=20
=3D20
> </DIV><FONT face=3D3D3DArial =
size=3D3D3D2>Comp #1:=20
Paris is =3D
>running=3D20
> =
=3D3D
>very well on=20
a=3D3D20
> XP P4 3.0 and =3D
>all =
the=3D20
> =20
goodies. 2 active</DIV><BR&am p;gt;> =
=3D20
> =20
</DIV><FONT face=3D3D3DArial=3D3D20
> =
=3D20
> =20
=3D3D
>size=3D3D3D2> &nbs=3D3D
>p;=20
=3D
>=3D3D20
> ADAT=3D20
> cards along =
with 32 A-D,=20
D-As, two SPDIFS and a UAD-1 stocked=3D20
> =20
=3D3D
>for=3D3D20
& amp;gt; good=3D20
> =20
measure.</DIV><BR& amp;gt;> =3D20
> =20
</DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>=3D20
> =
</DIV>
>=20
</DIV><FONT =3D
>face=3D3D3DArial=3D20
> =20
size=3D3D3D2>Comp #2: Cubase Studio 4 on =3D3D
>my=20
new=3D20
> AMD=3D3D20
> 4800+ Dualcore=20
with=3D20
> =
Creamware</DIV>
>=20
=3D20
> </DIV><FONT =
face=3D3D3DArial=3D3D20
>=20
=3D20
> =3D3D
>size=3D3D3D2>=20
&nbs=3D3D
>p; =3D
>14=3D3D20
>=20
chip=3D20
> Pro card with 20 In/out and Delta 66 w/4 x=20
A-D,=3D20
> =3D3D
>D-As=3D3D20
 > =
and one SPDIF=20
in/out,=3D20
> </DIV>
& amp;gt;=20
=3D
></DIV><FONT=3D20
> =20
face=3D3D3DArial=3D3D20
>=20
=3D
> >=3D3D
>size=3D3D3D2>= 3D20
> =20
&nbs=3D3D
>p; =3D3D20
> FX-Teleport Host =
=3D
>to=20
comp=3D20
> below<FONT=20
=3D
>face=3D3D3DArial=3D3D20
> =3D20
> =
size=3D3D3D2>=20
linked by 100mbps=3D20
> =20
LAN.</DIV><BR& gt;>=20

=3D
></DIV></FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2> =3D
></DIV></BR>>=20
 =3D20
> </DIV></FONT face=3D3D3DArial =
 size=3D3D3D2>Comp #3:=20
 Spare AMD =3D
>3000+=3D20
> =
 =3D3D</BR>>waiting for=20
 a=3D3D20</BR>> FX-Teleport =3D
>Client link =
 to=3D20
> =20
 Cubase comp #2</DIV></BR> > =
 =3D20
> =20
 </DIV></FONT face=3D3D3DArial=3D3D20</BR>> =
 =3D20
> =20
 =3D3D</BR>>size=3D3D3D2> &nbs=3D3D</BR>>p;=20
 =3D
>=3D3D20</BR>> via=3D20
> 100mbps LAN. =
 This guy will=20
 take up the slack for the=3D20
> =20
 =3D3D</BR>>Cubase=3D3D20</BR>> rig if =
 need=3D20
> =20
 be.</DIV></BR>>=20
 =3D
></DIV></FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2> =3D
></DIV></BR>>=20
 =3D20
> </DIV></FONT face=3D3D3DArial =
 size=3D3D3D2>My=20
 application is for =3D
>heavy use=3D20
> =20
 of</BR>=3D3D</BR>>Kontakt,= 3D3D20</BR>> =
 multiple=20
 =3D
>softsynths and=3D20
> surely Creamware=20
 </FONT=3D20
> =
 face=3D3D3DArial=3D3D20</BR>>=20
 size=3D3D3D2>plugs of =3D
>all sorts.=3D20
> =20
 </DIV></BR>& >=20
 =3D
></DIV></FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2>Music styles ranging from rock,=20
 =3D
>=3D3D</BR>>heavy=3D20
> =
 synth,=3D3D20</BR>>=20
 orchestral and sometimes=3D20
> </FONT=20
 face=3D3D3DArial size=3D3D3D2>in=20
 =3D
>=3D3D</BR>>between=3D20
> =
 all=3D3D20</BR>>=20
 of=3D20
> those.</DIV></BR>& >=20
 =3D
></DIV></FONT=3D20
> face=3D3D3DArial=20
 size=3D3D3D2> =3D
></DIV></BR>>=20
 =3D20
> </DIV></FONT face=3D3D3DArial =
 size=3D3D3D2>My goal=20
 is to have =3D
>solid/stable=3D20
> =20
 =3D3D</BR>>performance by=3D3D20</BR>> not abusing =
 =3D
>any=20
 one=3D20
> computer in the=20

=3D
 >network.</DIV>&am p;<lt;BR>> =
 =3D20
> =20
 </DIV>Also to =
 maintain an=20
 =3D
>almost=3D20
> =3D3D
>unlimited =
 amount=20
 of=3D3D20
> close to =
 =3D
>real-time=3D20
> =20
 processing power </FONT=3D20
> =20
 face=3D3D3DArial=3D3D20
> =3D20
> =20
 =
 =3D
 >size=3D3D3D2>throughout. </DIV>
=
 >=20
 =3D
>sp;=3D20
> </DIV></FONT =
 face=3D3D3DArial=20
 size=3D3D3D2>=3D20
> =
 </DIV>
>=20
 </DIV></FONT =3D
>face=3D3D3DArial=3D20
> =
 size=3D3D3D2>l=20
 am looking into Windows Remote =
 =3D3D
>Desktop=3D20
> =20
 to=3D3D20
> help with =
 monitor/keyboard=3D20
> =20
 assignments.</DIV>
> =
 =3D20
> =20
 </DIV>I expect to =
 have 4=20
 =3D
>monitors and=3D20
> =20
 two
=3D3D
>
> keyboard/mice combos =
 with=20
 =3D
>one KVM=3D20
> between comp 1 =
 &=3D20
> =20
 =3D3D
>2.</DIV>
> =
 =3D20
> =20
 </DIV>I'm about 2 =
 monitors,=20
 =3D
>a Matrox=3D20
> =3D3D
>Triple =
 Head 2=20
 Go=3D3D20
> and Kontakt =3D
>away =
 before=3D20
> I'm=20
 all the way =3D
 >there.</DIV>
> =

 =3D20
> </DIV></FONT face=3D3D3DArial=20
 size=3D3D3D2>=3D20
> =
 </DIV>
>=20
 </DIV></FONT =3D
>face=3D3D3DArial=3D20
> =20
 size=3D3D3D2>Anyone see anything blatantly=20
 wrong
=3D3D
>with=3 D20
> =

my=3D3D20
>=20
design? I'm still Scoping it=3D20
> =20
out!</DIV>
>=20
=3D
></DIV><FONT=3D20
> face=3D3D3DArial=20
size=3D3D3D2>Thanks for your=3D20
> =20
=3D3D
>input,&a mp;lt;/DIV>
>=20
=3D20
> </DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>Tom=3D20
> =
</DIV>
& amp;gt;=20
=3D
></DIV><FONT=3D20
> face=3D3D3DArial=20
size=3D3D3D2> =3D
></DIV>
>=20
=3D20
> </DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>=3D20
> =
</DIV>
>=20
<DIV><FONT=3D20
> =
size=3D3D3D2>

I=20
choose Polesoft Lockspam to fight=3D20
> =
=3D3D
>spam,=20
and=3D3D20
> =3D20
> =20
you?
<A=3D3D20
& amp ;gt;=20
=3D
>=3D3D
>href=3D3D3D"<A=3D20
> =20
=
=3D
>href=3D3D'http://www.polesoft.com/refer.html">http://www.po=
lesoft.com/refer=3D
>>http://www.polesoft.com/refer.html">ht=
tp://www.polesoft.com/refer</A=3D
>>=3D3D
>.html&=
lt;/A>=3D20
> =20
=
=3D
 ></DIV></BL OCKQUOTE></BLOCKQUOTE>=
</BODY& amp;=3D
 >>=3D3D
></HTML& gt;
&g=
t;
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</BLOCK QUOTE></BODY></HTML=3D <BR=
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>
</BLOCKQUOTE ></BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_00C6_01C704DF.AD860C90--

Subject: Re: I'm on a multi computer rampage over here!

Posted by [JeffH](#) on Fri, 10 Nov 2006 21:25:06 GMT

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Basic process (from an unmodified XP theme)

Click start > settings > control panel

In the control panel, double click the "network connections" icon

In the new window that appears, should be something list under LAN OR
HIGH SPEED, usually "Local area Connection"

Right click on that connection and choose "properties" from the drop
down menu.

In the new window that appears, there is a configure button. Click on it. Then click on the "advanced" tab What you will see will vary depending on the Lan card and its driver. You are looking for three things in the list of parameters; link speed, duplex, and flow control.

Sometimes speed and duplex are combined.

I'd get the recommendation from FX-teleport for duplex and flow control settings. My recommendation is:

Speed: 100 (or 1000 if available)

Duplex: full (as opposed to half)

Flowcontrol: disabled

Also got to the "power management" tab and turn off power management.

Make sure both machines are configured exactly the same for these three parameters. Once this is all done Click "ok" once.

On the Local area connections properties page (you should have returned there), there's a box with the following heading "This connection uses the following items". Scroll, usually to the bottom, and you'll find the "internet protocol (TCP/IP)". Click on it and click on the "properties" button below.

On the general page that appears, select the "use the following ip address" radio button. Here's a config that will work for each machine

Comp 2

IP address: 192.168.1.2

Subnet Mask: 255.255.255.0

Comp 3

IP Address: 192.168.1.3

Subnet Mask: 255.255.255.0

Gateway and DNS information is unnecessary, because you will not be going to the internet.

Click "ok" and click "close". Stay on the network connections box to start verification.

TO test the connection once both are configured, from computer 2, first connect the crossover cable. Look in the network connections box and verify that status is connected for your local area connection. If it

is, great, if not, go back and verify the link speed, duplex, and flow control are exactly the same on both machines.

If status is connected,

click start>run and type in cmd the click ok.

In the black command prompt box type (without quotes) "ping 192.168.1.3"

If you used the recommended address on computers 2 and three, this should cause you to get replies.

Lots o steps, but it is pretty complete. If it's too confusing, let me know, and we can look at a live walk thru once you have both machines setup.

Jeff

Tom Bruhl wrote:

> Jeff,
> Xp Pro on the #2 and probably XP pro on #3 or maybe Home, I havent done it yet.
> Tom
> "Jeff hoover" <jkhoover@excite.com> wrote in message news:4554df76@linux...
> What OS is on each machine?
>
> JH
>
> Tom Bruhl wrote:
> > Jeff,
> > Thanks! A step by step would be great since I've only done this a few times
> > with varying results. Sometimes it works and sometimes it doesn't.
> > Tom
> >
> >
> > "Jeff hoover" <jkhoover@excite.com> wrote in message news:4554cd42@linux...
> > Tom,
> >
> > Crossover cable should be fine. Just make sure on each computer you
> > force the configuration rather than let it "auto detect". You'll find
> > this by going to the network control panel. If you're using IP, you'll
> > have to manually set the ip address and make sure they're on the same
> > subnet.
> >
> > Let me know if you need a specific example.
> >

> >
> > Jeff
> >
> > Tom Bruhl wrote:
> > > Heil,
> > > No wireless for me. Just a crossover cable from one ethernet jack to the next.
> > > LAN as I understand it is the network via wired or wireless.
> > >
> > > That's about all I know except speed of the ethernet card in each computer.
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Posted by [Aaron Allen](#) on Fri, 10 Nov 2006 21:45:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

no, WiFi BAD.
:)

AA

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Subject: Re: I'm on a multi computer rampage over here!
Posted by [JeffH](#) on Fri, 10 Nov 2006 22:42:41 GMT
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Good to hear from you oh great teacher! I'll catch you offline.

JH

Mark McDermott wrote:

> Very nice Mr. Hoover! Say, where'd you learn all that networkin' stuff anyhow?
>
> Hope you're doing well. Drop me a note sometime.

>
> Mark
>
> Jeff hoover <jkhoover@excite.com> wrote:
>
>>Basic process (from an unmodified XP theme)
>>
>>Click start > settings >control panel
>>In the control panel, double click the "network connections" icon
>>In the new window that appears, should be something list under LAN OR
>>HIGH SPEED, usually "Local area Connection"
>>
>>Right click on that connection and choose "properties" from the drop
>>down menu.
>>
>>In the new window that appears, there is a configure button. Click on
>>it. Then click on the "advanced" tab What you will see will vary
>>depending on the Lan card and its driver. You are looking for three
>>things in the list of parameters; link speed, duplex, and flow control.
>
>
>> Sometimes speed an duplex are combined.
>>
>>I'd get the recommendation from FX-teleport for duplex and flow control
>
>
>>settings. My recommendation is:
>>
>>Speed: 100 (or 1000 if available)
>>Duplex: full (as opposed to half)
>>Flowcontrol: disabled
>>
>>Also got to the "power management" tab and turn off power management.
>>
>>Make sure both machines are configured exactly the same for these three
>
>
>>parametes. Once this is all done Click "ok" once.
>>
>>On the Local area connections properties page (you should have returned
>
>
>>there), there's a box with the following heading "This connection uses
>>the following items". Scroll, usually to the bottom, and you'll find
>>the "internet protocol (TCP/IP)". Click on it and click on the
>>"properties" button below.
>>
>>On the general page that appears, select the "use the following ip

>>address" radio button. Here's a config that will work for each machine
>>
>>Comp 2
>>
>>IP address: 192.168.1.2
>>Subnet Mask: 255.255.255.0
>>
>>
>>Comp 3
>>IP Address: 192.168.1.3
>>Subnet Mask: 255.255.255.0
>>
>>Gateway and DNS information is unnecessary, because you will not be
>>going to the internet.
>>
>>Click "ok" and click "close". Stay on the network connections box to
>>start verification.
>>
>>
>>TO test the connection once both are configured, from computer 2, first
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>
>>connect the crossover cable. Look in the network connections box and
>>verify that status is connected for your local area connection. If it
>>is, great, if not, go back and verify the link speed, duplex, and flow
>>control are exactly the same on both machines.
>>
>>If status is connected,
>>
>>click start>run and type in cmd the click ok.
>>
>>In the black command prompt box type (without quotes) "ping 192.168.1.3"
>>
>>If you used the recommended address on computers 2 and three, this
>>should cause you to get replies.
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>>Lots o steps, but it is pretty complete. If it's too confusing, let me
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>>know, and we can look at a live walk thru once you have both machines setup.
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>>> > > >might help me
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>
> #2 =
>
>>> > > >would do to a=20
>>> > > >onboard ASUS A7N8X-X LAN in comp #3. I think a crossover cable
>

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> should
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>>> > > >do since
>>> > > >I'm not on the internet with any of my music rigs.
>>> > > >
>>> > > >Aaron is there a speed/functionality issue with this? Remember
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> 'simple'
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>>> > > >as long as it works.
>>> > > >Tom
>>> > > >
>>> > > > "Aaron Allen" <know-spam@not_here.dude> wrote in message
>
> =
>
>>> > > >news:45549ea7@linux...
>>> > > > What protocol/type of interface are you using for your networking?
>>> > > > AA
>>> > > >
>>> > > > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =
>>> > > >news:45542b13$1@linux...
>>> > > > Hey guys,
>>> > > > I am no match for DJ when it comes to this but I am pursuing
>
> a =
>
>>> > > >controllable version of a monster setup.
>>> > > >
>>> > > > I have a master plan that is as simple as I can figure
>
> to pump Paris
>
>>> > > =
>>> > > >full of real-time processing juice. =20
>>> > > > Here it is.
>>> > > >
>>> > > > Comp #1: Paris is running very well on a XP P4 3.0 and
>
> all the =
>
>>> > > >goodies. 2 active
>>> > > > ADAT cards along with 32 A-D, D-As, two
>

```

> SPDIFS and
 >
 >>a
 >>
 >>> > > =
 >>> > > >UAD-1 stocked for good measure.
 >>> > > >
 >>> > > > Comp #2: Cubase Studio 4 on my new AMD 4800+ Dualcore
 >
 > with =
 >
 >>> > > >Creamware
 >>> > > > 14 chip Pro card with 20 In/out and Delta
 >
 > 66 w/4 x
 >
 >>=
 >>
 >>> > > >A-D, D-As and one SPDIF in/out,=20
 >>> > > > FX-Teleport Host to comp below linked by
 >
 > 100mbps =
 >
 >>> > > >LAN.
 >>> > > >
 >>> > > > Comp #3: Spare AMD 3000+ waiting for a FX-Teleport Client
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 > link to
 >
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 >>
 >>> > > >Cubase comp #2
 >>> > > > via 100mbps LAN. This guy will take up
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 > the slack =
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 >>> > > >for the Cubase rig if need be.
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 >>> > > > My application is for heavy use of Kontakt, multiple softsynths
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 > and
 >
 >>> > > >=
 >>> > > >surely Creamware plugs of all sorts. =20
 >>> > > > Music styles ranging from rock, heavy synth, orchestral
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>>> > > >sometimes in between all of those.
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>>> > > > Anyone see anything blatantly wrong with my design? I'm
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> still =
>
>>> > > >Scoping it out!
>>> > > > Thanks for your input,
>>> > > > Tom=20
>>> > > >
>>> > > >
>>> > > >
>>> > > >
>>> > > > I choose Polesoft Lockspam to fight spam, and you?
>>> > > > http://www.polesoft.com/refer.html
>>> > > >
>>> > > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>> > > ><HTML><HEAD>
>>> > > ><META http-equiv=3DContent-Type content=3D"text/html; =
>>> > > > charset=3Diso-8859-1">
>>> > > ><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>>> > > ><STYLE></STYLE>

```

```

>>> > > ></HEAD>
>>> > > ><BODY bgColor=3D#ffffff>
>>> > > ><DIV><FONT face=3DArial size=3D2>Aaron, </FONT></DIV>
>>> > > ><DIV><FONT face=3DArial size=3D2>That's the last step I'll
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>>> > > >taking. =20
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>>> > > ><DIV><FONT face=3DArial size=3D2>onboard ASUS A7N8X-X LAN in
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>>> > > >since</FONT></DIV>
>>> > > ><DIV><FONT face=3DArial size=3D2>I'm not on the internet with
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>>> > > >this? Remember 'simple' is good for me</FONT></DIV>
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>>> > > ><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>> > > ><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>> > > ><BLOCKQUOTE dir=3Dltr=20
>>> > > >style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:
>
> 5px; =
>
>>> > > >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> > > > <DIV>"Aaron Allen" <A=20
>>> > > > =
>>> > > >>href=3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>>

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```

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>
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```

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>> > > >
>> > > ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>> > > ><HTML><HEAD>
>> > > ><META http-equiv=3DContent-Type content=3D"text/html; =
>> > > > charset=3Diso-8859-1">
>> > > ><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>> > > ><STYLE></STYLE>
>> > > ></HEAD>
>> > > ><BODY bgColor=3D#ffffff>
>> > > ><DIV><FONT face=3DArial size=3D2>Aaron, </FONT></DIV>
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```

Subject: Re: I'm on a multi computer rampage over here!

Posted by [DJ](#) on Sat, 11 Nov 2006 06:27:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_0022_01C7051F.C6152CB0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Tom,

Be sure to check the recommended NIC hardware on the FXT website.=20

;o)

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =

news:4554e35d@linux...

Woohooo!

Got my Creamware Pro card sitting right here!

Might try an install before I leave on Sunday.

Tom

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =

news:4554d5ec@linux...

Neil,

I haven't done this yet but FX-Teleport is the mothership here. The =
plugins

and softsynths will need to reside in the 'client' comp to be =
accessed from

the Host. FXT says the presets and all relevant data is saved =
within the

host. It's a wrapper that assigns the VST plugins to the LAN =
connection
from one VST location to the other. I think it can go =
bidirectional.
<http://www.fx-max.com/fxt/product.html>
Tom

"Neil" <OIUOIU@OIU.com> wrote in message news:4554c544\$1@linux...

How does the receiving computer's audio application know how to
break up the data stream? For example, let's say you're sending
24 channels of audio through your LAN card & cables from computer =
"A" to
computer "B"... how do you assign where the
various channels are going once it gets to computer "B"?

This is interesting.

Neil

"Tom Bruhl" <arpeggio@comcast.net> wrote:
>
>
>Heil,
>No wireless for me. Just a crossover cable from one ethernet =
jack to =3D
>the next.
>LAN as I understand it is the network via wired or wireless.
>
>That's about all I know except speed of the ethernet card in each =
=3D
>computer.
>Tom
> "Neil" <OIUOIU@OIU.com> wrote in message =
news:4554a417\$1@linux...
>
> Are you guys talking about WIRELESS networking of audio from =
one =3D
>computer
> to another? (I'm a complete dunderhead when it comes to
> networking concepts, so pardon my ignorance.)
>
> Can you really do this?
>
> Neil
>

>
>
> "Tom Bruhl" <arpegio@comcast.net> wrote:
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> >Aaron,=3D3D20
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> >Tom
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> > FX-Teleport Client link to Cubase comp #2</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial=3D3D20
> > =3D3D
> >size=3D3D3D2> &nbs=3D3D
> >p; =3D3D20
> > via 100mbps LAN. This guy will take up the slack for the =
=3D3D
> >Cubase=3D3D20
> > rig if need be.</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>My application is =
for heavy
=3D
>use of
> =3D3D

```

> >Kontakt,=3D3D20
 > > multiple softsynths and surely Creamware <FONT =3D
 >face=3D3D3DArial=3D3D20
 > > size=3D3D3D2>plugs of all sorts. </DIV>
 > > <DIV>Music styles =
 ranging from =3D
 >rock, =3D3D
 > >heavy synth,=3D3D20
 > > orchestral and sometimes <FONT face=3D3D3DArial =3D
 >size=3D3D3D2>in =3D3D
 > >between all=3D3D20
 > > of those.</DIV>
 > > <DIV> </DIV>
 > > <DIV>My goal is to =
 have =3D
 >solid/stable =3D3D
 > >performance by=3D3D20
 > > not abusing any one computer in the network.</DIV>
 > > <DIV>Also to maintain =
 an almost =3D
 >=3D3D
 > >unlimited amount of=3D3D20
 > > close to real-time processing power <FONT =3D
 >face=3D3D3DArial=3D3D20
 > > size=3D3D3D2>throughout.</DIV>
 > > <DIV> </DIV>
 > > <DIV>I am looking into =
 Windows =3D
 >Remote =3D3D
 > >Desktop to=3D3D20
 > > help with monitor/keyboard assignments.</DIV>
 > > <DIV>I expect to have =
 4 monitors
 =3D
 >and two
 > =3D3D
 > >
 > > keyboard/mice combos with one KVM between comp 1 & =3D3D
 > >2.</DIV>
 > > <DIV>I'm about 2 =
 monitors, a =3D
 >Matrox =3D3D
 > >Triple Head 2 Go=3D3D20
 > > and Kontakt away before I'm all the way =
 there.</DIV>
 > > <DIV> </DIV>
 > > <DIV>Anyone see =
 anything =3D

```

>blatantly wrong
> =3D3D
> >with my=3D3D20
> > design? I'm still Scoping it out!</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Thanks for your =
=3D3D
> >input,</FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom </FONT></DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > <DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > <DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam =
to fight
=3D
>=3D3D
> >spam, and=3D3D20
> > you?<BR><A=3D3D20
> > =3D3D
> =3D
=
>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
/re=3D
>fer=3D3D
> >.html</A> </FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=3D3D
> ></HTML>
> >
> >
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><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>Heil,</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>No wireless for me. Just a =
=3D
>crossover cable=3D20
>from one ethernet jack to the next.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>LAN as I understand it is =
the network =3D
>via wired or=3D20
>wireless.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>That's about all I know =
except speed of

```



```

=3D
  >wrote in=3D20
  > message =3D3D<BR>>news:45549ea7@linux...<BR>> What =3D
  >protocol/type of=3D20
  > interface are you using for your networking?<BR>> =3D20
  > AA<BR>><BR>> "Tom Bruhl" <<A=3D20
  > href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> =
wrote =3D
  >in message=3D20
  > =3D3D<BR>>news:45542b13$1@linux...<BR>> Hey=3D20
  > guys,<BR>> I am no match for DJ when it comes to =3D
  >this but=3D20
  > I am pursuing a =3D3D<BR>>controllable version of a =
monster=3D20
  > setup.<BR>><BR>> I have a master plan that is =3D
  >as=3D20
  > simple as I can figure to pump Paris<BR>=3D3D<BR>>full of =
real-time =3D
  >processing=3D20
  > juice. =3D3D20<BR>> Here it=3D20
  > is.<BR>><BR>> Comp #1: Paris is running =3D
  >very=3D20
  > well on a XP P4 3.0 and all the =3D3D<BR>>goodies. 2=3D20
  > =3D
  >active<BR>> =3D
  >; =3D20
  > ADAT cards along with 32 A-D, D-As, two SPDIFS and =3D
  >a<BR>=3D3D<BR>>UAD-1 stocked=3D20
  > for good measure.<BR>><BR>> Comp #2: =3D
  >Cubase=3D20
  > Studio 4 on my new AMD 4800+ Dualcore with=3D20
  > =3D
  >=3D3D<BR>>Creamware<BR>> &nb=3D
  >sp; =3D20
  > 14 chip Pro card with 20 In/out and Delta 66 w/4 x =
=3D3D<BR>>A-D, =3D
  >D-As and one=3D20
  > SPDIF=3D20
  > =3D
  >in/out,=3D3D20<BR>> =3D
  >; =3D20
  > FX-Teleport Host to comp below linked by 100mbps=3D20
  > =3D3D<BR>>LAN.<BR>><BR>> Comp #3: Spare =3D
  >AMD 3000+=3D20
  > waiting for a FX-Teleport Client link to =3D3D<BR>>Cubase =
comp=3D20
  > =3D
  >#2<BR>> &nb=3D

```

```

>sp; =3D20
> via 100mbps LAN. This guy will take up the slack =3D3D<BR>>for =
=3D
>the Cubase=3D20
> rig if need be.<BR>><BR>> My application is =3D
>for heavy=3D20
> use of Kontakt, multiple softsynths and<BR>=3D3D<BR>>surely =
Creamware =3D
>plugins of=3D20
> all sorts. =3D3D20<BR>> Music styles ranging from =3D
>rock, heavy=3D20
> synth, orchestral and =3D3D<BR>>sometimes in between all =
of=3D20
> those.<BR>><BR>> My goal is to have =3D
>solid/stable=3D20
> performance by not abusing any one =3D3D<BR>>computer in =
the=3D20
> network.<BR>> Also to maintain an almost =3D
>unlimited amount=3D20
> of close to real-time =3D3D<BR>>processing power=3D20
> throughout.<BR>><BR>> I am looking into =3D
>Windows Remote=3D20
> Desktop to help with =3D3D<BR>>monitor/keyboard=3D20
> assignments.<BR>> I expect to have 4 monitors and =3D
>two=3D20
> keyboard/mice combos with one =3D3D<BR>>KVM between comp 1 =
&=3D20
> 2.<BR>> I'm about 2 monitors, a Matrox Triple =3D
>Head 2 Go=3D20
> and Kontakt away =3D3D<BR>>before I'm all the way=3D20
> there.<BR>><BR>> Anyone see anything blatantly =3D
>wrong=3D20
> with my design? I'm still =3D3D<BR>>Scoping it=3D20
> out!<BR>> Thanks for your=3D20
> input,<BR>> =3D20
> Tom=3D3D20<BR>><BR>><BR>><BR>><BR>> I =3D
>choose=3D20
> Polesoft Lockspam to fight spam, and you?<BR>> <A =3D
>
> =3D
=
>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
>.html</A> =3D20
> <BR>><BR>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
> Transitional//EN"><BR>><HTML><HEAD><BR>><META=3D20
> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html";=3D20
> =3D3D<BR>>charset=3D3D3Diso-8859-1"><BR>><META =3D

```

```

>content=3D3D3D"MSHTML=3D20
> 6.00.2800.1400"=3D20
> =3D
>name=3D3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=3D
>D><BR>><BODY=3D20
> bgColor=3D3D3D#ffffff><BR>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2>Aaron, =3D
></FONT></DIV><BR>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>That's the last step I'll be =3D
>=3D3D<BR>>taking.=3D20
> =3D3D20<BR>> and I was hoping you networkers might help=3D20
> me</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2>with that. I was thinking the =3D3D<BR>>onboard =
LAN=3D20
> in=3D3D20<BR>>the ASUS A8R-MVPcomp #2 would do to a=3D20
> </FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2>onboard ASUS A7N8X-X LAN in =3D
>=3D3D<BR>></FONT><FONT=3D20
> face=3D3D3DArial=3D3D20<BR>>size=3D3D3D2>comp #3. I think a =
crossover =3D
>cable should=3D20
> do =3D
>=3D3D<BR>>since</FONT></DIV><BR>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>I'm not on the internet with any =
of=3D20
> =3D
>my<BR>=3D3D<BR>>music=3D3D20<BR>>rigs.</FONT></DIV> <BR>>=3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Aaron is there a =
speed/functionality =3D
>=3D3D<BR>>issue=3D20
> with=3D3D20<BR>>this? Remember 'simple' is good for=3D20
> me</FONT></DIV><BR>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2>as long as it=3D20
> works.</FONT></DIV><BR>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Tom</FONT></DIV><BR>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>><BLOCKQUOTE=3D20
> dir=3D3D3Dltr=3D3D20<BR>>style=3D3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT: =3D
>5px;=3D20
> MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: #000000 2px solid; =3D
>MARGIN-RIGHT:=3D20
> 0px"><BR>> <DIV>"Aaron Allen" =3D
><<A=3D3D20<BR>> =3D20

```

```

> =3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>'ma=
ilt=3D
>o:know-spam@not_here.dude">know-spam@not_here.dude</A</A>>>=3D20
> =3D3D<BR>>wrote in=3D3D20<BR>> message <A =3D
>=3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'news:45549ea7@linux">news:45549ea7@linux</A>...</DIV>'news:455=
49e=3D
>a7@linux">news:45549ea7@linux</A>...</DIV</A>><BR>>&nbs=3D
>p;=3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>What protocol/type of =
=3D
>interface=3D20
> are =3D3D<BR>>you using for=3D3D20<BR>> your=3D20
> networking?</FONT></DIV><BR>> <DIV><FONT =3D
>
> face=3D3D3DArial =3D
>size=3D3D3D2>AA<BR></FONT></DIV><BR>> =3D20
> <BLOCKQUOTE dir=3D3D3Dltr=3D3D20<BR>> =3D
>style=3D3D3D"PADDING-RIGHT: 0px;=3D20
> PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D<BR>>BORDER-LEFT: =
#000000 =3D
>2px solid;=3D20
> MARGIN-RIGHT: 0px"><BR>> <DIV>"Tom =3D
>Bruhl"=3D20
> <<A=3D3D20<BR>> href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>'mailto:arp=
egi=3D
>o@comcast.net">arpegio@comcast.net</A</A>>>=3D20
> =3D3D<BR>>wrote in=3D3D20<BR>> message <A=3D20
> =3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'news:45542b13$1@linux">news:45542b13$1@linux</A>...</DIV>'news=
:45=3D
>542b13$1@linux">news:45542b13$1@linux</A>...</DIV</A>><BR>=3D
>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>Hey=3D20
> guys,</FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>I am no match for DJ when it =3D
>comes<BR>=3D3D<BR>>to=3D20

```

> this but=3D3D20
> I am pursuing a controllable =3D
>version of=3D20
> a monster =3D
>=3D3D
>setup.</DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>I have a master plan that is as =3D3D
>simple =
as I=3D20
> can=3D3D20
> figure to pump Paris full=3D20
> of=3D20
> =3D3D
>real-time=3D3D20
> processing juice.=3D20
> </DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Here it=3D20
> is.</DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
> =3D20
> <DIV>Comp #1: Paris is =3D
>running=3D20
> =3D3D
>very well on a=3D3D20
> XP P4 3.0 and =3D
>all the=3D20
> goodies. 2 active</DIV>
> =3D20
> <DIV><FONT face=3D3D3DArial=3D3D20
> =3D20
> =3D3D
>size=3D3D3D2> &nbs=3D3D
>p; =3D
>=3D3D20
> ADAT=3D20
> cards along with 32 A-D, D-As, two SPDIFS and a UAD-1 =
stocked=3D20
> =3D3D
>for=3D3D20
> good=3D20
> measure.</DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Comp #2: Cubase Studio 4 on =3D3D
>my new=3D20
> AMD=3D3D20
> 4800+ Dualcore with=3D20
> Creamware</DIV>
> =3D20
> <DIV><FONT face=3D3D3DArial=3D3D20
> =3D20
> =3D3D
>size=3D3D3D2> &nbs=3D3D
>p; =3D
>14=3D3D20
> chip=3D20
> Pro card with 20 In/out and Delta 66 w/4 x A-D,=3D20
> =3D3D
>D-As=3D3D20
> and one SPDIF in/out,=3D20
> </DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial=3D3D20
> =3D
>=3D3D
>size=3D3D3D2>=3D20
> &nbs=3D3D
>p; =3D3D20
> FX-Teleport Host =3D
>to comp=3D20

```

> below</FONT><FONT =3D
>face=3D3D3DArial=3D3D20<BR>> =3D20
> size=3D3D3D2> linked by 100mbps=3D20
> LAN.</FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>Comp #3: Spare AMD =3D
>3000+=3D20
> =3D3D<BR>>waiting for a=3D3D20<BR>> FX-Teleport =3D
>Client link to=3D20
> Cubase comp #2</FONT></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial=3D3D20<BR>> =3D20
> =3D3D<BR>>size=3D3D3D2> &nbs=3D3D<BR>>p; =3D
>=3D3D20<BR>> via=3D20
> 100mbps LAN. This guy will take up the slack for the=3D20
> =3D3D<BR>>Cubase=3D3D20<BR>> rig if need=3D20
> be.</FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>My application is for =
=3D
>heavy use=3D20
> of<BR>=3D3D<BR>>Kontakt,=3D3D20<BR>> multiple =3D
>softsynths and=3D20
> surely Creamware </FONT><FONT=3D20
> face=3D3D3DArial=3D3D20<BR>> size=3D3D3D2>plugs of =3D
>all sorts.=3D20
> </FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Music styles ranging from rock, =
=3D
>=3D3D<BR>>heavy=3D20
> synth,=3D3D20<BR>> orchestral and sometimes=3D20
> </FONT><FONT face=3D3D3DArial size=3D3D3D2>in =3D
>=3D3D<BR>>between=3D20
> all=3D3D20<BR>> of=3D20
> those.</FONT></DIV><BR>> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT> =3D
></DIV><BR>> =3D20
> <DIV><FONT face=3D3D3DArial size=3D3D3D2>My goal is to have =3D
>solid/stable=3D20
> =3D3D<BR>>performance by=3D3D20<BR>> not abusing =3D
>any one=3D20
> computer in the =3D
>network.</FONT></DIV><BR>> =3D20

```

> <DIV>Also to maintain an =
=3D
>almost=3D20
> =3D3D
>unlimited amount of=3D3D20
> close to =3D
>real-time=3D20
> processing power <FONT=3D20
> face=3D3D3DArial=3D3D20
> =3D20
> =3D
>size=3D3D3D2>throughout.</DIV>
> &nb=3D
>sp;=3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>I am looking into Windows Remote =
=3D3D
>Desktop=3D20
> to=3D3D20
> help with monitor/keyboard=3D20
> assignments.</DIV>
> =3D20
> <DIV>I expect to have 4 =3D
>monitors and=3D20
> two
=3D3D
>
> keyboard/mice combos with =3D
>one KVM=3D20
> between comp 1 &=3D20
> =3D3D
>2.</DIV>
> =3D20
> <DIV>I'm about 2 monitors, =
=3D
>a Matrox=3D20
> =3D3D
>Triple Head 2 Go=3D3D20
> and Kontakt =3D
>away before=3D20
> I'm all the way =3D
>there.</DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Anyone see anything blatantly =
wrong
=3D3D
>with=3D20
> my=3D3D20
> design? I'm still Scoping it=3D20
> out!</DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>Thanks for your=3D20
> =3D3D
>input,</DIV>
> =3D20
> <DIV>Tom=3D20
> </DIV>
> =3D
><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2> =3D
></DIV>
> =3D20
> <DIV>=3D20
> </DIV>
> <DIV><FONT=3D20
> size=3D3D3D2>

I choose Polesoft Lockspam to fight=3D20

```

> =3D3D<BR>>spam, and=3D3D20<BR>> =3D20
> you?<BR><A=3D3D20<BR>> =3D
>=3D3D<BR>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=3D=

>=3D3D<BR>>.html</A>=3D20
> =3D
></FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY&=3D
>gt;=3D3D<BR>></HTML><BR>><BR>><BR></BLOCKQUOTE></BODY ></HTML=3D
>>
>
>

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Content-Transfer-Encoding: quoted-printable

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charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2745.2800" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Tom,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Be sure to check the recommended NIC =
hardware on=20
the FXT website. </FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>;o</FONT></DIV>
<DIV>&nbsp;</DIV>
<BLOCKQUOTE dir=3Dltr=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Tom Bruhl" &lt;<A=20
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; wrote =
in message=20
<A href=3D"news:4554e35d@linux">news:4554e35d@linux</A>...</DIV>
<DIV><FONT face=3DArial size=3D2>Woohoooo!</FONT></DIV>

```

<DIV>Got my Creamware Pro card sitting =
 right=20
 here!</DIV>
 <DIV> </DIV>
 <DIV>Might try an install before I leave =
 on=20
 Sunday.</DIV>
 <DIV>Tom</DIV>
 <BLOCKQUOTE dir=3Dltr=20
 style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
 BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Tom Bruhl" <<A=20
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> =
 wrote in=20
 message <A =
 href=3D"news:4554d5ec@linux">news:4554d5ec@linux...</DIV>
 <DIV>Neil,</DIV>
 <DIV>I haven't done this yet but =
 FX-Teleport is the=20
 mothership here. </DIV>
 <DIV>and softsynths will need to reside =
 in the=20
 'client' comp to be accessed from</DIV>
 <DIV>the Host. </DIV>
 presets and all=20
 relevant data is saved within the</DIV>
 <DIV>host. </DIV>
 assigns the VST=20
 plugins to the LAN connection</DIV>
 <DIV>from one VST location to the =
 other. </DIV>
 think it can go bidirectional.</DIV>
 <DIV><A=20
 =
 href=3D"http://www.fx-max.com/fxt/product.html">http://www.fx-max.com/fxt=
 /product.html</DIV>
 <DIV>Tom</DIV>
 <DIV> </DIV>
 <DIV> </DIV>
 <BLOCKQUOTE=20
 style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
 BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"Neil" <<A =
 href=3D"mailto:OIUOIU@OIU.com">OIUOIU@OIU.com>=20
 wrote in message <A=20
 =
 href=3D"news:4554c544\$1@linux">news:4554c544\$1@linux...</DIV>
How =

does the receiving computer's audio application know how =
 to
break up=20
 the data stream? For example, let's say you're sending
24 =
 channels of=20
 audio through your LAN card & cables from computer "A" =
 to
computer=20
 "B"... how do you assign where the
various channels are going =
 once it=20
 gets to computer "B"?

This is=20
 interesting.

Neil

"Tom Bruhl" <<A=20
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 wrote:
>
>
>Heil,
>
>No wireless for =
 me. Just=20
 a crossover cable from one ethernet jack to =3D
>the =
 next.
>
>LAN=20
 as I understand it is the network via wired or=20
 wireless.
>
>That's about all I know except speed of =
 the=20
 ethernet card in each =
 =3D
>computer.
>
>Tom
>
> "Neil"=20
 <OIUOIU@OIU.com> wrote =
 in=20
 message <A=20
 =
 href=3D"news:4554a417\$1@linux">news:4554a417\$1@linux...
>
&g=
 t; =20
 Are you guys talking about WIRELESS networking of audio from one=20
 =3D
>computer
>
> to another? (I'm a complete =
 dunderhead=20
 when it comes to
> networking concepts, so pardon my=20
 ignorance.)
>
> Can you really do=20
 this?
>
> =
 Neil
>
>
> =20
 "Tom Bruhl" <<A=20
 href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net>=20
 wrote:
> >
> >
> >=20
 >
> >Aaron,=3D3D20
> >
> >That's the last step I'll be=20
 taking. and I was hoping you =3D
>networkers=20
 =3D3D
> >
> >might help me
> >
> >with =
 that. I=20
 was thinking the onboard LAN in the ASUS A8R-MVPcomp=20
 #2
=3D
>=3D3D
> >
> >would do to =
 a=3D3D20
> >=20
 >
> >onboard ASUS A7N8X-X LAN in comp #3. I think a crossover =
 cable=20
 =3D
>should =3D3D
> >
> >do since
> >=
 >
> >I'm not=20
 on the internet with any of my music rigs.
> >=20


```

=3D3D<BR>&gt;&nbsp;=20
    &gt;&lt;/FONT&gt;&lt;FONT face=3D3D3DArial=3D3D20<BR>&gt;&nbsp;=20
    &gt;size=3D3D3D2&gt;comp #3. I think a crossover cable should do=20
    =3D3D<BR>&gt;&nbsp; =
&gt;since&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20
    &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;&lt;I'm not =
on the=20
    internet with any<BR>=3D<BR>&gt;of my<BR>&gt;&nbsp; =
=3D3D<BR>&gt;&nbsp;=20
    &gt;music=3D3D20<BR>&gt;&nbsp;=20
    &gt;rigs.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; =
&gt;&lt;DIV&gt;&lt;FONT=20
    face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt; =
&lt;/DIV&gt;<BR>&gt;&nbsp;=20
    &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial size=3D3D3D2&gt;Aaron is =
there a=20
    =3D<BR>&gt;speed/functionality =3D3D<BR>&gt;&nbsp; &gt;issue=20
    with=3D3D20<BR>&gt;&nbsp; &gt;this? Remember 'simple' is good for=20
    me&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;DIV&gt;&lt;FONT=20
    face=3D3D3DArial size=3D3D3D2&gt;as long as it=20
    =3D<BR>&gt;works.&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&nbsp;=20
    &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial=20
    size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV& &gt; <BR>&gt;&nbsp;=20
    &gt;&lt;DIV&gt;&lt;FONT face=3D3D3DArial =
size=3D3D3D2&gt;&lt;/FONT&gt;=20
    &lt;/DIV&gt;<BR>&gt;&nbsp; &gt;&lt;BLOCKQUOTE=20
    dir=3D3D3Dltr=3D3D20<BR>&gt;&nbsp; &gt;style=3D3D3D"PADDING-RIGHT: =
0px;=20
    PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D<BR>&gt;=3D3D<BR>&gt;&nbsp;=20
    &gt;BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: =
0px"&gt;<BR>&gt;&nbsp;=20
    &gt;&nbsp; &lt;DIV&gt;"Aaron Allen" &lt;&lt;A=3D3D20<BR>&gt;&nbsp; =

    &gt;&nbsp; =3D3D<BR>&gt;&nbsp; =3D<BR>&gt;&gt;href=3D3D3D"<A=20
    =
href=3D'mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>mail=
o:know-spam@not_here.dude"&gt;know-spam@not_here.dude&lt;/A>&gt;<B=
R>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp;=20
    &gt;wrote in=3D3D20<BR>&gt;&nbsp; &gt;&nbsp; message &lt;A =
=3D3D<BR>&gt;&nbsp;=20
    &gt;href=3D3D3D"<A=20
    =
href=3D'news:45549ea7@linux">news:45549ea7@linux</A>...</DIV>news:45549e=
a7@linux"&gt;news:45549ea7@linux&lt;/A>&gt;...&lt;/DIV</A>&gt;<BR>&gt;&nbsp;=
p;=20
    &gt;&nbsp; &lt;DIV&gt;&lt;FONT face=3D3D3DArial =
size=3D3D3D2&gt;What=20

```


[illegible]

=3D
>blatantly=20
wrong
> =3D3D
> >with =
my=3D3D20
> =20
> design? I'm still Scoping it=20
out!</DIV>
> > =

<DIV>Thanks for =
your=20
=3D3D
> =
>input,</DIV>
> =20
> <DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>Tom </DIV>
> =20
> <DIV><FONT face=3D3D3DArial=20
size=3D3D3D2> </DIV>
> =20
> <DIV><FONT face=3D3D3DArial=20
size=3D3D3D2> </DIV>
> =20
> <DIV><FONT=20
size=3D3D3D2>

I choose Polesoft Lockspam to=20
fight
=3D
>=3D3D
> >spam, =
and=3D3D20
> =20
> you?
<A=3D3D20
> =20
> =3D3D
> =
=3D
>>href=3D3D3D"<A=20
=
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re'>h=
ttp://www.polesoft.com/refer.html">http://www.polesoft.com/re=3D<B=
R>>fer=3D3D
> =20
>.html=20
=
</DIV></BLOCKQUOTE ></BLOCKQUOTE></BODY&=
gt;=3D3D
> =20
></HTML>
> >
> =20
>
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD =
HTML 4.0=20
=
Transitional//EN">
><HTML><HEAD>
><META=20
http-equiv=3D3DContent-Type content=3D3D"text/html;=20
=3D
>charset=3D3Diso-8859-1">
><META =
content=3D3D"MSHTML=20
6.00.2800.1400"=20
=
name=3D3DGENERATOR>
><STYLE></STYLE>
></HEA=
D>
><BODY=20
bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial=20
=
size=3D3D2>Heil,</DIV>>
><DIV><FONT=20
face=3D3DArial size=3D3D2>No wireless for me. Just a =
=3D
>crossover=20

cable=3D20
>from one ethernet jack to the=20
 next.</DIV>
></DIV></FONT =
 face=3D3DArial=20
 size=3D3D2>LAN as I understand it is the network =3D
>via =
 wired=20
 =
 or=3D20
>wireless.</DIV>
></DIV></F=
 ONT=20
 face=3D3DArial size=3D3D2>=20
 </DIV>
></DIV></FONT face=3D3DArial =
 size=3D3D2>That's=20
 about all I know except speed =
 of
=3D
>the=3D20
>ethernet card=20
 in each =
 computer.</DIV>
></DIV></FONT=20
 face=3D3DArial=20
 =
 size=3D3D2>Tom</DIV> t;
></BLOCKQUOTE=3D20
=
 ></DIV></FONT style=3D3D"PADDING-RIGHT:=20
 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =
 #000000=20
 2px solid; MARGIN-RIGHT: 0px">
> </DIV>"Neil"=20
 <</A =3D
>href=3D3D"<A=20
 =
 href=3D'mailto:OIUOIU@OIU.com">OIUOIU@OIU.commailto:OIUOIU@OIU.com"&=
 gt;OIUOIU@OIU.com>>=20
 wrote=3D20
> in message <A=3D20
> =20
 =3D
>href=3D3D"<A=20
 =
 href=3D'news:4554a417\$1@linux">news:4554a417\$1@linux...</DIV>
Are'=
 >news:4554a417\$1@linux">news:4554a417\$1@linux>...</DIV>=
 </BR>Are
=3D
>you=3D20
> =20
 guys talking about WIRELESS networking of audio from one=20
 =3D
>computer</BR>to=3D20
> another? (I'm a =
 complete=20
 dunderhead when it comes to</BR>networking=20
 =3D
>concepts,=3D20
> so pardon my=20
 ignorance.)</BR></BR>Can you really =
 do=3D20
> =20
 =
 this?</BR></BR>Neil</BR></BR></BR></BR> "Tom=
 =20
 Bruhl" <</A=3D20
> href=3D3D"<A=20
 =
 href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net=3D20'>mailto=
 :arpeggio@comcast.net">arpeggio@comcast.net>=3D20
>g=
 t; =20
 =

[illegible]

Paris
=3D3D
>full of real-time=20
 =3D
>processing=3D20
> juice. =
 =3D3D20
>> Here=20
 it=3D20
> is.
>>
> Comp #1: =
 Paris is=20
 running =3D
>very=3D20
> well on a XP P4 3.0 and =
 all the=20
 =3D3D
>>goodies. 2=3D20
> =
 =3D
>active
>>=20
 =3D
>; =3D20
> ADAT cards along with 32 A-D, =
 D-As, two=20
 SPDIFS and =3D
 >a
=3D3D
>>UA D-1=20
 stocked=3D20
> for good =
 measure.
>>
> =20
 Comp #2: =3D
>Cubase=3D20
> Studio 4 on my new =
 AMD 4800+=20
 Dualcore with=3D20
> =20
 =3D
 >=3D3D
>>Creamware
a mp>>> =
 &nb=3D
>sp;=20
 =3D20
> 14 chip Pro card with 20 In/out and Delta 66 =
 w/4 x=20
 =3D3D
>>A-D, =3D
>D-As and one=3D20
> =

 SPDIF=3D20
> =3D
>in/out,=3D3D20
>> =
 =3D
>;=20
 =3D20
> FX-Teleport Host to comp below linked by=20
 100mbps=3D20
> =
 =3D3D
>>LAN.
>>
>>=20
 Comp #3: Spare =3D
>AMD 3000+=3D20
> waiting for =
 a=20
 FX-Teleport Client link to =3D3D
>>Cubase =
 comp=3D20
> =20
 =3D
>#2
>> &nb=3D
>sp; =
 =3D20
> via=20
 100mbps LAN. This guy will take up the slack =
 =3D3D
>>for=20
 =3D
>the Cubase=3D20
> rig if need=20
 be.
>>
>> My application is =3D
>for=20
 heavy=3D20
> use of Kontakt, multiple softsynths=20
 and
>=3D3D
>>surely Creamware =3D
>plugs=20
 of=3D20
> all sorts. =3D3D20
>> Music =
 styles ranging=20
 from =3D
>rock, heavy=3D20
> synth, orchestral =
 and=20
 =3D3D
>>sometimes in between all of=3D20
> =20
 those.
>>
>> My goal is to have=20
 =3D
>solid/stable=3D20
> performance by not =
 abusing any one=20

=3D3D
>computer in the=3D20
> =
network.
>>=20
Also to maintain an almost =3D
>unlimited =
amount=3D20
> of=20
close to real-time =3D3D
>>processing =
power=3D20
> = 20
throughout.
>>
>& gt; I am looking into =
=3D
>Windows=20
Remote=3D20
> Desktop to help with=20
=3D3D
>>monitor/keyboards=3D20
> = 20
assignments.
>> I expect to have 4 monitors and=20
=3D
>two=3D20
> keyboard/mice combos with one=20
=3D3D
>>KVM between comp 1 &=3D20
> = 20
2.
>> I'm about 2 monitors, a Matrox Triple =
=3D
>Head 2=20
Go=3D20
> and Kontakt away =3D3D
>>before =
I'm all the=20
way=3D20
> there.
>>
>> Anyone =
see=20
anything blatantly =3D
>wrong=3D20
> with my =
design? I'm=20
still =3D3D
>>Scoping it=3D20
> =
out!
>>=20
Thanks for your=3D20
> input,
>> =
=3D20
> = 20
=
Tom=3D3D20
>>
>&g t;
>>
>>&l t;BR&=
gt;>=20
I =3D
>choose=3D20
> Polesoft Lockspam to fight =
spam, and=20
you?
>> <A =3D
>
> =
=3D
>gt;href=3D3D"<A=20
=
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>=3D
>.html
>
>=20
=3D20
>
>>
>>< !DOCTYPE HTML =
PUBLIC=20
"-//W3C//DTD HTML 4.0=3D20
> = 20
=
Transitional//EN" >
>><HTML>&l t;HEAD>
>>=
<META=3D20
> = 20
http-equiv=3D3D3DContent-Type =
content=3D3D3D"text/html;=3D20
> = 20
=
=3D3D
>>charset=3D3D3Diso-8859-1">
>><META=20
=3D
>>content=3D3D3D"MSHTML=3D20
> = 20
6.00.2800.1400"=3D20
> = 20

```

=
=3D<BR> &gt;name=3D3D3DGENERATOR&gt;&lt;BR&gt;&g t;&lt;STYLE&gt;&lt;/STYLE&=
gt;&lt;BR&gt;&gt;&lt;/HEA=3D<BR> &gt;D&gt;&lt;BR&gt;&gt;&lt;BODY=3D20 <BR>&=
gt;&nbsp;=20
    bgColor=3D3D3D#ffffff&gt;&lt;BR&gt;&gt;& lt;DIV&gt;&lt;FONT=20
    face=3D3D3DArial=3D20<BR>&gt;&nbsp; size=3D3D3D2&gt;Aaron,=20
=
=3D<BR> &gt;&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& amp;gt;&gt;&lt;DIV&gt;&lt;FONT=3D2=
0<BR>&gt;&nbsp;=20
    face=3D3D3DArial size=3D3D3D2&gt;That's the last step I'll be=20
    =3D<BR>&gt;=3D3D&lt;BR&gt;&gt;taking.=3D20 <BR>&gt;&nbsp; =
=3D3D20&lt;BR&gt;&gt; and=20
    I was hoping you networkers might help=3D20<BR>&gt;&nbsp;=20
    me&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt; ;&gt;&lt;DIV&gt;&lt;FONT=20
    face=3D3D3DArial=3D20<BR>&gt;&nbsp; size=3D3D3D2&gt;with that. I =
was thinking=20
    the =3D3D&lt;BR&gt;&gt;onboard LAN=3D20<BR>&gt;&nbsp; =
in=3D3D20&lt;BR&gt;&gt;the=20
    ASUS A8R-MVPcomp #2 would do to a=3D20<BR>&gt;&nbsp;=20
    &lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt;& amp;gt;&lt;DIV&gt;&lt;FONT=20
    face=3D3D3DArial=3D20<BR>&gt;&nbsp; size=3D3D3D2&gt;onboard ASUS =
A7N8X-X LAN in=20
=
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;&lt;/FONT&gt; &lt;FONT=3D20 <BR>&gt;&nbsp;=20
    face=3D3D3DArial=3D3D20&lt;BR&gt;&gt;size=3D3D3D 2&gt;comp #3. I =
think a=20
    crossover =3D<BR>&gt;cable should=3D20<BR>&gt;&nbsp; do=20
=
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;since&lt;/FONT&am p;gt;&lt;/DIV&gt;&lt;BR&gt;&gt;=
&lt;DIV&gt;&lt;FONT=3D20<BR>&gt;&nbsp;=20
    face=3D3D3DArial size=3D3D3D2&gt;I'm not on the internet with any=20
    of=3D20<BR>&gt;&nbsp;=20
=
=3D<BR> &gt;my&lt;BR&gt;=3D3D&lt;BR&gt;&gt;m usic=3D3D20&lt;BR&gt;&gt;rigs.=
&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt;& amp;gt;=3D <BR>&gt;&lt;DIV&gt;&lt;FONT=3D2=
0<BR>&gt;&nbsp;=20
    face=3D3D3DArial size=3D3D3D2&gt;&lt;/FONT&gt;=20
=
=3D<BR> &gt;&lt;/DIV&gt;&lt;BR&gt;&gt;& l t;DIV&gt;&lt;FONT=3D20 <BR>&gt;&nbsp;=
p;=20
    face=3D3D3DArial size=3D3D3D2&gt;Aaron is there a =
speed/functionality=20
    =3D<BR>&gt;=3D3D&lt;BR&gt;&gt;issue=3D20<BR >&gt;&nbsp;=20
    with=3D3D20&lt;BR&gt;&gt;this? Remember 'simple' is good=20
    for=3D20<BR>&gt;&nbsp;=20
    me&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt; ;&gt;&lt;DIV&gt;&lt;FONT=20
    face=3D3D3DArial=3D20<BR>&gt;&nbsp; size=3D3D3D2&gt;as long as=20
    it=3D20<BR>&gt;&nbsp;=20

```

works.></DIV>><BR&am p;g;t;><DIV><FONT=20
=3D
>face=3D3D3DArial=3D20
> =20
=
size=3D3D3D2>Tom></DIV& ;g;t;
><DIV><FONT=3D20
> =20
face=3D3D3DArial size=3D3D3D2>=20
=
=3D
 ></DIV>
>&l t;BLOCKQUOTE=3D20
> =20
dir=3D3D3Dltr=3D3D20
>style=3D3D3D"PADDING-RIGHT: 0px; =
PADDING-LEFT:=20
=3D
>5px;=3D20
> MARGIN-LEFT: 5px;=20
=3D3D
>BORDER-LEFT: #000000 2px solid;=20
=3D
>MARGIN-RIGHT:=3D20
> 0px">
> =

<DIV>"Aaron Allen" =3D
><<A=3D3D20
> =

=3D20
> =
=3D3D
>href=3D3D3D"<A=3D20
> =20
=
=3D
>href=3D3D'mailto:know-spam@not_here.dude">know-spam@not_her=
e.dude</A'>mail=3D
>o:know-spam@not_here.dude">know-spam@=
not_here.dude</A>>=3D 20
> =20
=3D3D
>wrote in=3D3D20
> message <A=20
=3D
>=3D3D
>href=3D3D3D"<A=3D20
> =

=
=3D
>href=3D3D'news:45549ea7@linux">news:45549ea7@linux=
;...</DIV'>news:45549e=3D
>a7@linux">news:45549ea7@linux&l=
t;/A>...</DIV>
>&nbs=3D
>p;=3D20=

> =20
<DIV>What =
protocol/type of=20
=3D
>interface=3D20
> are =3D3D
>you =
using=20
for=3D3D20
> your=3D20
> =20
networking?</DIV>
> =
<DIV><FONT=20
=3D
>
> face=3D3D3DArial=20
=
=3D
 >size=3D3D3D2>AA
</FON T></DIV>
=
>>=20
=3D20
> <BLOCKQUOTE =
dir=3D3D3Dltr=3D3D20
>=20
=3D
>style=3D3D3D"PADDING-RIGHT: 0px;=3D20
> =
PADDING-LEFT:=20
5px; MARGIN-LEFT: 5px; =3D3D
>BORDER-LEFT: #000000 =
=3D
>2px=20
solid;=3D20
> MARGIN-RIGHT: 0px">
>=20

=3D
></DIV>
>=20
 =3D20
> <DIV><FONT face=3D3D3DArial =
 size=3D3D3D2>Comp=20
 #1: Paris is =3D
>running=3D20
> =
 =3D3D
>very well=20
 on a=3D3D20
> XP P4 3.0 and =3D
>all =
 the=3D20
> =20
 goodies. 2 active</DIV><BR&am p>> =
 =3D20
> =20
 <DIV><FONT face=3D3D3DArial=3D3D20
> =
 =3D20
> =20
 =3D3D
>size=3D3D3D2> &nbs=3D3D
>p;=20
 =3D
>=3D3D20
> ADAT=3D20
> cards =
 along with 32=20
 A-D, D-As, two SPDIFS and a UAD-1 stocked=3D20
> =20
 =3D3D
>for=3D3D20
& &gt; =
 good=3D20
> =20
 measure.</DIV><BR& amp>> =
 =3D20
> =20
 <DIV><FONT face=3D3D3DArial=20
 size=3D3D3D2>=3D20
> =
 </DIV>
>=20
 <DIV><FONT =3D
>face=3D3D3DArial=3D20
> =

 size=3D3D3D2>Comp #2: Cubase Studio 4 on =3D3D
>my=20
 new=3D20
> AMD=3D3D20
> 4800+ Dualcore=20
 with=3D20
> =
 Creamware</DIV>
>=20
 =3D20
> <DIV><FONT =
 face=3D3D3DArial=3D3D20
>=20
 =3D20
> =3D3D
>size=3D3D3D2>=20
 &nbs=3D3D
>p; =3D
>14=3D3D20
>=20
 chip=3D20
> Pro card with 20 In/out and Delta 66 w/4 x =

 A-D,=3D20
> =
 =3D3D
>D-As=3D3D20
& > and one=20
 SPDIF in/out,=3D20
> =
 </DIV>
& &gt;=20
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><DIV><FONT=3D20
> =20
 face=3D3D3DArial=3D3D20
>=20
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>size=3D3D3D2>= 3D20
> =20
 &nbs=3D3D
>p; =3D3D20
> FX-Teleport =
 Host=20
 =3D
>to comp=3D20
> below<FONT=20
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>face=3D3D3DArial=3D3D20
> =
 =3D20
> =20
 size=3D3D3D2> linked by 100mbps=3D20
> =20
 LAN.</DIV><BR& gt>=20

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></DIV>></FONT=3D20
> face=3D3D3DArial =
 size=3D3D3D2>> =
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></DIV>></BR>>>=20
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> </DIV>></FONT face=3D3D3DArial =
 size=3D3D3D2></Comp=20
 #3: Spare AMD =3D
>3000+=3D20
> =
 =3D3D</BR>>>waiting for=20
 a=3D3D20</BR>>> FX-Teleport =3D
>Client link =
 to=3D20
> =20
 Cubase comp #2></DIV>></BR>> >> =
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> =20
 </DIV>></FONT face=3D3D3DArial=3D3D20</BR>>> =
 =3D20
> =20
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>=3D3D20</BR>>> via=3D20
> 100mbps =
 LAN. This guy=20
 will take up the slack for the=3D20
> =20
 =3D3D</BR>>>Cubase=3D3D20</BR>>& t>> rig if =
 need=3D20
> =20
 be.></DIV>></BR>> t>>=20
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></DIV>></FONT=3D20
> face=3D3D3DArial =
 size=3D3D3D2>> =
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></DIV>></BR>>>=20
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> </DIV>></FONT face=3D3D3DArial =
 size=3D3D3D2></My=20
 application is for =3D
>heavy use=3D20
> =20
 of</BR>>=3D3D</BR>>>Kontakt,= 3D3D20</BR>>> =
 multiple=20
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>softsynths and=3D20
> surely Creamware=20
 ></FONT=3D20
> =
 face=3D3D3DArial=3D3D20</BR>>>=20
 size=3D3D3D2></plugs of =3D
>all sorts.=3D20
> =20
 ></DIV>></BR>>& =20
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></DIV>></FONT=3D20
> face=3D3D3DArial =
 size=3D3D3D2></Music styles ranging from rock,=20
 =3D
>=3D3D</BR>>>heavy=3D20
> =
 synth,=3D3D20</BR>>>=20
 orchestral and sometimes=3D20
> ></FONT=20
 face=3D3D3DArial size=3D3D3D2></in=20
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>=3D3D</BR>>>between=3D20
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 of=3D20
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 those.></DIV>></BR>> =20
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></DIV>></FONT=3D20
> face=3D3D3DArial =

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></DIV>
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> </DIV><FONT face=3D3D3DArial =
 size=3D3D3D2>My goal=20
 is to have =3D
>solid/stable=3D20
> =20
 =3D3D
>performance by=3D3D20
> not abusing =

 =3D
>any one=3D20
> computer in the=20
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 >network.</DIV>&am p;lt;BR>> =
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> =20
 </DIV>Also to =
 maintain an=20
 =3D
>almost=3D20
> =3D3D
>unlimited =
 amount=20
 of=3D3D20
> close to =
 =3D
>real-time=3D20
> =20
 processing power <FONT=3D20
> =20
 face=3D3D3DArial=3D3D20
> =3D20
> =20
 =
 =3D
 >size=3D3D3D2>throughout. </DIV>
=
 >=20
 &nb=3D
>sp;=3D20
> </DIV><FONT =
 face=3D3D3DArial=20
 size=3D3D3D2>=3D20
> =
 </DIV>
>=20
 </DIV><FONT =3D
>face=3D3D3DArial=3D20
> =

 size=3D3D3D2>I am looking into Windows Remote=20
 =3D3D
>Desktop=3D20
> =
 to=3D3D20
> help with=20
 monitor/keyboard=3D20
> =20
 assignments.</DIV>
> =
 =3D20
> =20
 </DIV>I expect to =
 have 4=20
 =3D
>monitors and=3D20
> =20
 two
=3D3D
>
> keyboard/mice =
 combos with=20
 =3D
>one KVM=3D20
> between comp 1 =
 &=3D20
> =20
 =3D3D
>2.</DIV>
>=20
 =3D20
> </DIV><FONT face=3D3D3DArial =
 size=3D3D3D2>I'm=20
 about 2 monitors, =3D
>a Matrox=3D20
> =20
 =3D3D
>Triple Head 2 Go=3D3D20
> and =
 Kontakt=20
 =3D
>away before=3D20
> I'm all the way=20
 =3D
 >there.</DIV>
> =

=3D20
> =20
<<DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>=3D20
> =
<</DIV>
>=20
<<DIV><FONT =3D
>face=3D3D3DArial=3D20
> =

size=3D3D3D2>Anyone see anything blatantly=20
wrong
=3D3D
>with=3 D20
> =20
my=3D3D20
> design? I'm still Scoping =
it=3D20
> =20
out!</DIV><BR& gt;>=20
=3D
><DIV><FONT=3D20
> face=3D3D3DArial =

size=3D3D3D2>Thanks for your=3D20
> =20
=3D3D
>input,&a mp;</DIV>
>=20
=3D20
> <DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>Tom=3D20
> =
<</DIV>
& amp;>=20
=3D
><DIV><FONT=3D20
> face=3D3D3DArial =

size=3D3D3D2> =
=3D
></DIV>
>=20
=3D20
> <DIV><FONT face=3D3D3DArial=20
size=3D3D3D2>=3D20
> =
<</DIV>
>=20
<<DIV><FONT=3D20
> =
size=3D3D3D2>

I=20
choose Polesoft Lockspam to fight=3D20
> =
=3D3D
>spam,=20
and=3D3D20
> =3D20
> =20
you?
<A=3D3D20
& amp ;>=20
=3D
>=3D3D
>href=3D3D3D"<A=3D20
> =

=
=3D
>href=3D3D"http://www.polesoft.com/refer.html">http://www.po=
lesoft.com/refer=3D
>'>http://www.polesoft.com/refer.html">ht=
tp://www.polesoft.com/refer</A=3D
>>=3D3D
>.html&=
lt;/A>=3D20
> =20
=
=3D
> ></DIV></BL OCKQUOTE></BLOCKQUOTE>=
</BODY& amp;=3D
> >>=3D3D
></HTML& gt;
&g=
t;
>
</BLOCK QUOTE></BODY></HTML=3D <BR=
>>
>
>
</BLOCKQUOTE
></BLOCKQUOTE></BLOCKQUOTE></BOD=
Y></HTML>

-----=_NextPart_000_0022_01C7051F.C6152CB0--

Subject: Re: I'm on a multi computer rampage over here!

Posted by [Rich\[3\]](#) on Mon, 13 Nov 2006 15:45:15 GMT

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That Teleport software looks pretty interesting. Please post how it works out for you.

"Aaron Allen" <know-spam@not_here.dude> wrote:

>no, WiFi BAD.

>:)

>

>AA

>"Neil" <OIUOIU@OIU.com> wrote in message news:4554a417\$1@linux...

>>

>> Are you guys talking about WIRELESS networking of audio from one computer

>> to another? (I'm a complete dunderhead when it comes to

>> networking concepts, so pardon my ignorance.)

>>

>> Can you really do this?

>>

>> Neil

>>

>>

>>

>> "Tom Bruhl" <arpeggio@comcast.net> wrote:

>>>

>>>

>>>Aaron,=20

>>>That's the last step I'll be taking. and I was hoping you networkers

=

>>>might help me

>>>with that. I was thinking the onboard LAN in the ASUS A8R-MVPcomp #2

=

>>>would do to a=20

>>>onboard ASUS A7N8X-X LAN in comp #3. I think a crossover cable should

=

>>>do since

>>>I'm not on the internet with any of my music rigs.

>>>

>>>Aaron is there a speed/functionality issue with this? Remember 'simple'

>> =

>>>is good for me

>>>as long as it works.

>>>Tom

>>>

>>> "Aaron Allen" <know-spam@not_here.dude> wrote in message =

>>>news:45549ea7@linux...

>>> What protocol/type of interface are you using for your networking?

```

>>> AA
>>>
>>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =
>>>news:45542b13$1@linux...
>>> Hey guys,
>>> I am no match for DJ when it comes to this but I am pursuing a =
>>>controllable version of a monster setup.
>>>
>>> I have a master plan that is as simple as I can figure to pump Paris
>> =
>>>full of real-time processing juice. =20
>>> Here it is.
>>>
>>> Comp #1: Paris is running very well on a XP P4 3.0 and all the =
>>>goodies. 2 active
>>> ADAT cards along with 32 A-D, D-As, two SPDIFS and
a
>> =
>>>UAD-1 stocked for good measure.
>>>
>>> Comp #2: Cubase Studio 4 on my new AMD 4800+ Dualcore with =
>>>Creamware
>>> 14 chip Pro card with 20 In/out and Delta 66 w/4 x
=
>>>A-D, D-As and one SPDIF in/out,=20
>>> FX-Teleport Host to comp below linked by 100mbps =
>>>LAN.
>>>
>>> Comp #3: Spare AMD 3000+ waiting for a FX-Teleport Client link to
=
>>>Cubase comp #2
>>> via 100mbps LAN. This guy will take up the slack
=
>>>for the Cubase rig if need be.
>>>
>>> My application is for heavy use of Kontakt, multiple softsynths and
>> =
>>>surely Creamware plugs of all sorts. =20
>>> Music styles ranging from rock, heavy synth, orchestral and =
>>>sometimes in between all of those.
>>>
>>> My goal is to have solid/stable performance by not abusing any one
=
>>>computer in the network.
>>> Also to maintain an almost unlimited amount of close to real-time
=
>>>processing power throughout.
>>>

```

```

>>> I am looking into Windows Remote Desktop to help with =
>>>monitor/keyboard assignments.
>>> I expect to have 4 monitors and two keyboard/mice combos with one
=
>>>KVM between comp 1 & 2.
>>> I'm about 2 monitors, a Matrox Triple Head 2 Go and Kontakt away =
>>>before I'm all the way there.
>>>
>>> Anyone see anything blatantly wrong with my design? I'm still =
>>>Scoping it out!
>>> Thanks for your input,
>>> Tom=20
>>>
>>>
>>>
>>> I choose Polesoft Lockspam to fight spam, and you?
>>> http://www.polesoft.com/refer.html
>>>
>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>><HTML><HEAD>
>>><META http-equiv=3DContent-Type content=3D"text/html; =
>>>charset=3Diso-8859-1">
>>><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>>><STYLE></STYLE>
>>></HEAD>
>>><BODY bgColor=3D#ffffff>
>>><DIV><FONT face=3DArial size=3D2>Aaron, </FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>That's the last step I'll be =
>>>taking. =20
>>> and I was hoping you networkers might help me</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>with that. I was thinking the =
>>>onboard LAN in=20
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>>><DIV><FONT face=3DArial size=3D2>onboard ASUS A7N8X-X LAN in =
>>></FONT><FONT face=3DArial=20
>>>size=3D2>comp #3. I think a crossover cable should do =
>>>since</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>I'm not on the internet with any of my
>> =
>>>music=20
>>>rigs.</FONT></DIV>
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=
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>>>this? Remember 'simple' is good for me</FONT></DIV>
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```

```

>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><BLOCKQUOTE dir=3Dltr=20
>>>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> <DIV>"Aaron Allen" <<A=20
>>> =
>>>href=3D"mailto:know-spam@not_here.dude">know-spam@not_here.dude</A>> =
>>>wrote in=20
>>> message <A =
>>>href=3D"news:45549ea7@linux">news:45549ea7@linux</A>...</DIV>
>>> <DIV><FONT face=3DArial size=3D2>What protocol/type of interface are
=
>>>you using for=20
>>> your networking?</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2>AA<BR></FONT></DIV>
>>> <BLOCKQUOTE dir=3Dltr=20
>>> style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> <DIV>"Tom Bruhl" <<A=20
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>>>p; =20
>>> ADAT cards along with 32 A-D, D-As, two SPDIFS and a UAD-1 stocked
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>>>for=20

```

```

>>> good measure.</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>> <DIV><FONT face=3DArial size=3D2>Comp #2: Cubase Studio 4 on =
>>>my new AMD=20
>>> 4800+ Dualcore with Creamware</FONT></DIV>
>>> <DIV><FONT face=3DArial=20
>>> =
>>>size=3D2> &nbs=
>>>p; 14=20
>>> chip Pro card with 20 In/out and Delta 66 w/4 x A-D, =
>>>D-As=20
>>> and one SPDIF in/out, </FONT></DIV>
>>> <DIV><FONT face=3DArial=20
>>> =
>>>size=3D2> &nbs=
>>>p; =20
>>> FX-Teleport Host to comp below</FONT><FONT face=3DArial=20
>>> size=3D2> linked by 100mbps LAN.</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
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```

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>>>input,</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2>Tom </FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>> <DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>> <DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight =
>>>spam, and=20
>>> you?<BR><A=20
>>> =
>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>.html</A> </FONT></DIV></BLOCKQUOTE></BLOCKQUOTE></BODY>=
>>></HTML>
>>>
>>>
>>
>
>
```
