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Subject: Drum "group" compression  
Posted by [CJG](#) on Fri, 12 May 2006 00:35:10 GMT  
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Hi Folks!  
I wonder how You would compress a group, of say 12 drum tracks, in PARIS?  
I would want the whole kit to go through a stereo compressor during mix

Please. say something clever! :)  
All the best  
CJG

---

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Subject: Re: Drum "group" compression  
Posted by [jef knight\[1\]](#) on Fri, 12 May 2006 00:48:53 GMT  
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sorry dude, the cleverest thing I've heard today is:

-I don't believe in astrology.  
-why not?  
-cuz my horoscope today said not to be glibble.

j

CJG wrote:

>Hi Folks!  
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>All the best  
>CJG  
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>

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Subject: Re: Drum "group" compression  
Posted by [CJG](#) on Fri, 12 May 2006 00:52:04 GMT  
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OK, I get the point; )  
But it sure was clever...

CJG

jef knight <thestudio@allknightmusic.com> wrote:  
> sorry dude, the cleverest thing I've heard today is:  
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> -I don't believe in astrology.  
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>> CJG  
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Subject: Re: Drum "group" compression  
Posted by [Deej \[1\]](#) on Fri, 12 May 2006 01:06:22 GMT  
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There are 5 ways that I know of to do this.

1. Just send all of your tracks to a big analogue console and squash and mix them there just like you would with a tape recorder.
2. Send the tracks out the Paris inserts to an analog mixer, compress them there, then return the two track to a pair of Paris inputs.
3. Build a second single card Paris system and network the two systems. Install a Steinberg Midex on the system that you want to be a slave. Set the slave system with the Midex to slave to smpte and send a smpte audio track from the master system to the Midex on the slave system. Either send the drum tracks to the slave system or all of the other tracks to the slave system and keep the drum tracks on the master system, then use NoLimit or another stereo comp across the Global bus of whichever system (master or slave) has the drum tracks and route the outputs of the system running the drum tracks to a pair of inputs on the system playing back the rest of the tracks.....basically you are timeline syncing two separate Paris systems via smpte stripe and using the global bus of one of the systems as a drum bus only, sending the compressed bus to the other Paris

DAW.

4. Is the way I do it and it involves routing Paris tracks through a digital matrix, looping it through busses on a separate DAW to a 2 bus comp, then returning the 2 bus to Paris and it is so much digital insanity and \$\$\$ that you may not want to go there, but it is very flexible and really works well if you've got a very powerful native system.

5. The last one is to strap an analog comp across one of the paris aux busses and crank the aux send to taste, blending the compressed signal in with the uncompressed tracks.....there's a 1.5ms latency doing this with an analog comp, only 2 samples or so doing it digitally. I do this a lot and it works very well.

I think our resident guru Dimitrios probably has other esoteric options for this using a palette of chainers, FX and wrappers, but I'm not sure.

;o)

..

"CJG" <cj@grimmark.com> wrote in message news:4463d83e\$1@linux...

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> Please. say something clever! :)

> All the best

> CJG

---

Subject: Re: Drum "group" compression

Posted by [Deej \[1\]](#) on Fri, 12 May 2006 01:19:25 GMT

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now Neil.....you and I both know that this is wayyyyy too simple and doesn't require nearly enough money.

;o)

"Neil" <OIUOIU@OIU.com> wrote in message news:4463e2be\$1@linux...

>

> 6. Bounce all the tracks down to a 2-channel submix and apply

> the compression across that... that way you can blend

> uncompressed & compressed signals to taste.

>

> 7.) Try inserting a compressor just on the overheads...

> sometimes that's all it takes.  
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---

Subject: Re: Drum "group" compression  
Posted by [Neil](#) on Fri, 12 May 2006 01:19:58 GMT  
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6. Bounce all the tracks down to a 2-channel submix and apply  
the compression across that... that way you can blend  
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7.) Try inserting a compressor just on the overheads...  
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Neil

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Subject: Re: Drum "group" compression  
Posted by [CJG](#) on Fri, 12 May 2006 01:22:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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DJ,  
THANKS for taking time typing all that!!

I'll most likely find the solution in Your little novel ;) )  
Sending the tracks out to a separate console seems to be a pretty smooth way to me.  
Thanks  
CJG

"DJ" <[animix\\_spam-this-ahole\\_@animas.net](mailto:animix_spam-this-ahole_@animas.net)> wrote:

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---

Subject: Re: Drum "group" compression  
Posted by [CJG](#) on Fri, 12 May 2006 01:24:33 GMT  
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Wow!  
While typing my reply to DJ there was million other answers dropping in!  
Thanks all of You  
CJG

"CJG" <cj@grimmark.com> wrote:



>  
>DJ,  
>THANKS for taking time typing all that!!  
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>I'll most likely find the solution in Your little novel ;)  
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---

Subject: Re: Drum "group" compression  
Posted by [jef knight\[1\]](#) on Fri, 12 May 2006 01:25:21 GMT  
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---

geez, that was alot better than my answer...lol  
j

DJ wrote:

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Subject: Re: Drum "group" compression  
Posted by [Neil](#) on Fri, 12 May 2006 03:55:33 GMT  
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Quite true... I never seem to remember that obviously most-critical aspect.

lol

"DJ" <[animix\\_spam-this-ahole\\_@animas.net](mailto:animix_spam-this-ahole_@animas.net)> wrote:

>now Neil.....you and I both know that this is wayyyyy too simple and  
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Subject: Re: Drum "group" compression  
Posted by [Rod Lincoln](#) on Fri, 12 May 2006 05:06:09 GMT  
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---

Yeah, what are you think'n? Way too wussy. jeesh!  
;-)  
"DJ" <animix\_spam-this-ahole\_@animas.net> wrote:  
>now Neil.....you and I both know that this is wayyyyy too simple and  
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---

Subject: Re: Drum "group" compression  
Posted by [Aaron Allen](#) on Fri, 12 May 2006 06:35:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Yeah man.. You gotta at LEAST by a coupla 8 ins and 8 outs and a dangerous 2 bus with a few blackface LA2a's to strap across. Maybe a Distressor or two and for good measure some SPL transient shapers. Sheesh.. amateur spender.

AA

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message news:446417c1\$1@linux...

>  
> Yeah, what are you think'n? Way too wussy. jeesh!  
> ;-)  
> "DJ" <animix\_spam-this-ahole\_@animas.net> wrote:  
>>now Neil.....you and I both know that this is wayyyyy too simple and  
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I choose Polesoft Lockspam to fight spam, and you?  
<http://www.polesoft.com/refer.html>

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Subject: Re: Drum "group" compression  
Posted by [Dimitrios](#) on Fri, 12 May 2006 07:42:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dear Paris user...

The following is the easiest and CHEAPEST WAY TO DO THIS WITH COMPLETE time alignment.

First you buy Chainer VST wrapper... and thats the only expense you make.

Then you put chainer on every drumtrack, kick snare, OH's, Tom1, Tom2, Tom3 whatever...

Now on each Chainer you put on its first slot the input module, then on slot2 you put a vst compressor, many free out there, most of them are 0 latent !

I have posted some names before.

There you squash the hell out of your compressor which means you have a 100% wet compressed and heavily squashed drumtrack.

Now chainer has also dry control !, meaning you can add "uncompressed" sound too...

You do exactly the same for all your drumtracks.

On you stereo drumtracks like OH's you put a stereo instance of chainer doing the same things...

Chainer can take this thing steps further...

It has 10 pages so you can add EQ another compressor, whatever all time alligned , I also have posted about that.

Dead simple cheap enough and extremely effective.

No nudging, no latency compensation.

Beware, wavesren has 64 samples latency, T-racks has also 64 samples latency, Waves C1 though has 0 latency.

**MOST OTHER COMPRESSORS INCLUDING COMMERCIAL ONES ARE ) LATEnt ...**

Hope this helps

Regards,

Dimitrios

"CJG" <cj@grimmark.com> wrote:

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>All the best

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---

---

Subject: Re: Drum "group" compression

Posted by [Rich Lamanna](#) on Fri, 12 May 2006 12:32:19 GMT

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

---

Too bad that the Paris designers didn't allow the user to strap an EDS effect across the Master Mixer of each individual card. If so you would be able to move all the tracks to a free EDS card, dedicating that card to the drum mix and using one effect on that card only. As you said, DJ, the only way to do this is to build a second system and slave the two together. A little bit of extra work to say the least.

Rich

"DJ" <[animix\\_spam-this-ahole\\_@animas.net](mailto:animix_spam-this-ahole_@animas.net)> wrote in message [news:4463e099@linux...](mailto:news:4463e099@linux...)

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> systems as a drum bus only, sending the compressed bus to the other Paris

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---

Subject: Re: Drum "group" compression  
Posted by [Dimitrios](#) on Fri, 12 May 2006 12:54:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Dear Rich,  
I don't see the point why not use aux to send to a compressor stereo setting  
at pre and nulling the faders, then you can send all you drumtracks into  
the same compressor or Nolimit and either use the return trimmer or use in/out  
wires to send the aux back to a Paris audio track and then use this with  
fader (automation etc) and eq for your drumtracks compression.  
If you use compressor with 0 lookahead you will have only 2-4 samples latency  
on all your drumtracks.  
Rgards,  
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"Rich Lamanna" <richard.lamanna@verizon.net> wrote:

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---

Subject: Re: Drum "group" compression  
Posted by [Rod Lincoln](#) on Fri, 12 May 2006 13:47:38 GMT  
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You can do this. Use an aux instead. If you have an unused EDS card, copy and paste your mixer settings, copy drag your drum tracks to there, select prefade on aux 1 for each track, mute each track, select NOLIMIT or the eds compressor. All you will be hearing is the compressed sound on that submix. Note: you will have to compensate for latency between submixes, and for the eds effect. You would have to do this, even if there was a way to strap an effect across a submix.

Submix latency varies from system to system but is "about" 12 to 14 samples from card A to card B and 2 samples per card after that. Latency for the eds comp with no lookahead is 2 samples, No Limit is the same. On no Limit you will want to use lookahead of about 25, which means nudge back 1 ms and apply 53 samples of sampleslide.

Rod

"Rich Lamanna" <richard.lamanna@verizon.net> wrote:

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---

Subject: Re: Drum "group" compression  
Posted by [Deej \[1\]](#) on Fri, 12 May 2006 14:01:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

.....see.....I told you this guy had a chainer in his holster.

;o)

"Dimitrios" <musurgio@otenet.gr> wrote in message news:44643c73\$1@linux...

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---

---

Subject: Re: Drum "group" compression  
Posted by [John \[1\]](#) on Sat, 13 May 2006 02:51:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Why not blow a ton of bucks and send all 8 channels on on 8 auxes into 8 different speaker cabinets usings some Mark Levinson amps and re-mic em all with a variet of neumans going through some nice presonus preamps.

Aaron Allen wrote:

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> I choose Polesoft Lockspam to fight spam, and you?  
> <http://www.polesoft.com/refer.html>  
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>

---

Subject: Re: Drum "group" compression.....hey rick  
Posted by [John \[1\]](#) on Sat, 13 May 2006 02:53:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

hey rick, can you explain this at a 5th grade level for me?  
john

Dimitrios wrote:

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---

---

Subject: Re: Drum "group" compression  
Posted by [John \[1\]](#) on Sat, 13 May 2006 03:07:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

he's a chain slinger

DJ wrote:

> .....see.....I told you this guy had a chainer in his holster.  
> ;o)  
>  
> "Dimitrios" <musurgio@otenet.gr> wrote in message news:44643c73\$1@linux...  
>  
>>Dear Paris user...  
>>The following is the easiest and CHEAPEST WAY TO DO THIS WITH COMPLETE  
>  
> time  
>  
>>allignment.  
>>  
>>First you buy Chainer VST wrapper... and thats the only expense you make.  
>>  
>>Then you put chainer on every drumtrack, kick snare, OH's, Tom1,Tom2,Tom3

>>whatever...  
>>  
>>Now on each Chainer you put on its first slot the input module, then on  
>  
> slot2  
>  
>>you put a vst compressor, many free out there, most of them are 0 latent  
>>!  
>>I have posted some names before.  
>>There you squash the hell out of your compressor which means you have a  
>  
> 100%  
>  
>>wet compressed and heavily squashed drumtrack.  
>>Now chainer has also dry control !, meaning you can add "uncompressed"  
>  
> sound  
>  
>>too...  
>>You do exactly the same for all your drumtracks.  
>>On you stereo drumtracks like OH's you put a stereo instance of chainer  
>  
> doing  
>  
>>the same things...  
>>  
>>Chainer can take this thing steps further...  
>>It has 10 pages so you can add EQ another compressor, whatever all time  
>  
> alligned  
>  
>>, I also have posted about that.  
>>  
>>Dead simple cheap enouph and extremely effective.  
>>No nudging, no latency compensation.  
>>Beware, wavesren has 64 samples latency, T-racks has also 64 samples  
>  
> latency,  
>  
>>Waves C1 though has 0 latency.  
>>MOST OTHER COMPRESSORS INCLUDING COMMERCIAL ONES ARE ) LATEnt ...  
>>  
>>Hope this helps  
>>Regards,  
>>Dimitrios  
>>"CJG" <cj@grimmark.com> wrote:  
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>>>Hi Folks!

>>>I wonder how You would compress a group, of say 12 drum tracks, in PARIS?  
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---

Subject: Re: Drum "group" compression.....hey rick  
Posted by [rick](#) on Sat, 13 May 2006 09:53:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sure. first you get all the neighbors pets and put them on a leash. then you walk them over to your house and put them in a big room. in this room there is another door that opens to a smaller room with no windows and an even smaller door. now all the pets can't get out at once so you reduce the amount of food they eat (this will take some time so reset your clock when you're done). after sufficient time has passed the group can now fit through the smaller door and be returned to their rightful place in the neighborhood.

On Fri, 12 May 2006 22:53:43 -0400, John <no@no.com> wrote:

>hey rick, can you explain this at a 5th grade level for me?  
>john  
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>Dmitrios wrote:  
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>> I don't see the point why not use aux to send to a compressor stereo setting  
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---

---

Subject: Re: Drum "group" compression.....hey rick  
Posted by [John \[1\]](#) on Sat, 13 May 2006 11:04:41 GMT  
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---

Now I got it! Thanks

rick <parnell68@hotmail.com> wrote:

>sure. first you get all the neighbors pets and put them on a leash.  
>then you walk them over to your house and put them in a big room. in  
>this room there is another door that opens to a smaller room with no  
>windows and an even smaller door. now all the pets can't get out at  
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---

Subject: Re: Drum "group" compression.....hey rick  
Posted by [Deej \[1\]](#) on Sat, 13 May 2006 14:53:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

This usually takes a bit longer because some of the smaller dogs disappear  
and due to this, some of the bigger dogs take longer to lose the weight..

"rick" <parnell68@hotmail.com> wrote in message  
news:2pab62l0lhihsmg10r0ubv53mg58tj34g3@4ax.com...

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>> >>>>  
>> >>>>5. The last one is to strap an analog comp across one of the paris aux  
>> >>>>busses and crank the aux send to taste, blending the compressed signal  
>> >>  
>> >> in  
>> >>  
>> >>>>with the uncompressed tracks.....there's a 1.5ms latency doing this  
>> >>>  
>> >>>>with  
>> >>>  
>> >>>>an analog comp, only 2 samples or so doing it digitally. I do this a  
>lot  
>> >>>  
>> >>>>and  
>> >>>  
>> >>>>it works very well.  
>> >>>>  
>> >>>>  
>> >>>>I think our resident guru Dimitrios probably has other esoteric  
>options  
>> >>>  
>> >>>>for  
>> >>>  
>> >>>>this using a palette of chainers, FX and wrappers, but I'm not sure.  
>> >>>>  
>> >>>>;o)  
>> >>>>.  
>> >>>>  
>> >>>>"CJG" <cj@grimmark.com> wrote in message news:4463d83e\$1@linux...  
>> >>>>  
>> >>>>>Hi Folks!  
>> >>>>>I wonder how You would compress a group, of say 12 drum tracks, in  
>> >>>  
>> >>>>PARIS?  
>> >>>  
>> >>>>>I would want the whole kit to go through a stereo compressor during  
>> >>



>> >> mix  
>> >>  
>> >>>>>Please. say something clever! :)  
>> >>>>>All the best  
>> >>>>>CJG  
>> >>>>  
>> >>>>  
>> >>>  
>> >>>  
>> >>  
>>  
>

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