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Subject: Re: Bad news

Posted by [Miguel Vigil \[1\]](#) on Wed, 14 Dec 2005 15:10:16 GMT

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t;>> heavy

> >>>> to one side.

> >>>> That get it?

> >>>>

> >>>> AA

> >>>>

> >>>>

> >>>> "RK" <kent510745@hotmail.com> wrote in message  
news:439f0b0e@linux...

> >>>>> With all pans set to center (fader, aux, master, global) I still  
get

> >> a

> >>>>> heavi

---

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Subject: Bad news

Posted by [cujo](#) on Wed, 14 Dec 2005 15:53:35 GMT

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;>>>>>

>>>>>>>

>>>>>>>Morgan <morganp@ntplx.net> wrote:

>>>>>>>Greetings ,

---

---

Subject: Re: Bad news

Posted by [Neil](#) on Wed, 14 Dec 2005 16:44:38 GMT

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---

er signal to the left side. Haven't worked in Paris for  
awhile

> >>>>> and

> >>>>> don't remember that being the case before. Thanks for any  
comments.

> >>>>>

> >>>>> Kent

> >>>>>

> >>>>>

> >>>>

> >>>>

> >>>

> >>

> >>

---

> >>

>On 12-Dec-2005, John <no#64

---

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Subject: Re: Bad news

Posted by [Deej \[1\]](#) on Wed, 14 Dec 2005 18:02:27 GMT

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ing those sounds yesterday whenever I would access it.

Yipes, this is not right. So I ran some disk utilities but everything checked out fine. What the heck is going on? Then I noticed that the sounds seemed to have a stereo image, even though the drive is way over on the left side of the desk... Wha?

The drive sounds were coming from the monitor speakers!!

When I change the source on the passive volume control to something other than the computer output, the sounds disappeared. Switch back, they return.

That's the stupidest trick I've ever seen a compu

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Subject: Re: Bad news

Posted by [RK](#) on Wed, 14 Dec 2005 18:29:43 GMT

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the interest of time, I'm just going to wind up  
> mastering them from an audio CD that he generated for mix reference  
> listening. He dismissed his engineering shortcomings by claiming to be a  
> guitar player. Fortunately, the mixes he did sound great!  
>  
> Thanks again guys for all the help!!!  
> CL  
>  
>This sounds like a filtering issue, whether that be a bad ground shield in  
the USB cable or a capacitor in the usb case or the computer. Betcha' you  
have an EFI/RFI issue as a result.  
AA

---

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Subject: Re: Bad news

Posted by [Ben Atkins](#) on Wed, 14 Dec 2005 18:33:07 GMT

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etter.

>  
> Some of us concentrate on instrumental chops, others on using  
> interesting sounds in clever ways, others on getting things perfect,  
> others on what's hip and where the scene is headed, and it's all  
> bollocks. It's about the song, and there is no substitute.  
>  
> For every 10, 000 hot players and hip producers there is one  
> great songwriter.  
>  
> We rarely see artists today who can put out a whole disc of great  
> writing, but a killer song does come around now and then.  
>  
> Check this out:  
>  
> <http://www.mutemath.com/epsite/>  
>  
> Play with the buttons on the lower right until the song "Control"  
> comes up. Man, I wish I had written that one.  
>  
>

---

Subject: Re: Bad news

Posted by [Kim](#) on Thu, 15 Dec 2005 03:15:10 GMT

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=  
news:43a0fdad@linux...

Neil wrote:

> Hope that's not Cron... he's in Boston, and works on that type  
> of stuff, as I recall.

>=20

> Neil

>=20

>=20

> "cujo" <[chris@nospamapplemanstudio.com](mailto:chris@nospamapplemanstudio.com)> wrote:

>=20

>>Be careful who you get in your studio.

>>

>>This happened here in Boston last night

>>

>> <http://www.cnn.com/2005/US/12/14/boston.shooting.reut/index.html>

>>

>=20

>=20

Yeah, Cron - check in with us if you read this..

TC  
-----=\_NextPart\_000\_00E2\_01C6011A.E381F440  
Content-Type: text/html;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

---

---

Subject: Re: Bad news  
Posted by [TC](#) on Thu, 15 Dec 2005 05:19:33 GMT  
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r />

cujo wrote:

> PPA LD 2ube, and it;s the 3rd one they;ve sent me.  
> Stay away.  
> It sounds pretty good though. I'd like a darker tube if I had a choice  
>  
> "Kim W.no@way.com" <no@way.com> wrote:  
>  
>>Sure did, it fixed it.  
>>Not saying that it will work for you, but worth a shot IMO.  
>>You could also use the opportunity to experiment with different  
>>valves for different sounds (brighter/darker).  
>>I wouldn't go as far as spending a mint on NOS Telefunken's, though, I have  
>>read that even those were subj

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Subject: Re: Bad news  
Posted by [Tom Bruhl](#) on Thu, 15 Dec 2005 06:57:22 GMT  
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>>>>>>  
>>>>>>  
>>>>>>>Kim, are your MXL's modded?  
>>>>>>>  
>>>>>>>  
>>>>>>>  
>>>>>>>"Kim W." <no@way.com> wrote:  
>>>>>>>  
>>>>>>>S  
>>>>>>>  
>>>>>>>orry guys, just realised the mic I was referring to was a U67.  
>>>>>>>  
>>>>>>>>I take it back.... Never tried a U47.  
>>>>>>>>Kim

>>>>>>>  
>>>>>>>"Kim W." <no@way.asswipe> wrote:  
>>>>>>>  
>>>>>>>Ahh, the U47.  
>>>>>>>I love the sound of it as much as I love the sound of my two MXL  
>  
> v69's.  
>  
>>>>>>>After spending some time over the space of a week A/Bing the two  
>  
> mics,  
>  
>>>>>>>with  
>>>>>>>  
>>>>>>>a variety of sources, I really wanted to hate the V69, but I couldn't.  
>>>>>>>  
>>>>>>>The two sounded sooo similar, but the V69 was quieter.  
>>>>>>>My Rode Classic II wasn't in the league.  
>>>>>>>....Ouch.... watch the flames begin....  
>>>>>>>  
>>>>>>>  
>>>>>>>Morgan <morganp@ntplx.net> wrote:  
>>>>>>>  
>>>>>>>Greetings ,  
>>>>>>>  
>>>>>>>Since no one has successfully put the mics in order  
>>>>>>>so far .  
>>>>>>>Listen to the files and guess which one is the  
>>>>>>>Holy grail of mics - the U47 :)  
>>>>>>>  
>>>>>>> [http://www.mercysakes.com/paris/Morgan%20Pettinato/Mic%20Con test/](http://www.mercysakes.com/paris/Morgan%20Pettinato/Mic%20Con%20test/)  
>>>>>>>  
>>>>>>>Good Luck - Prizes will still stand !  
>>>>>>>info on my previous post ( Listening challenge @ the File vault  
>  
> )  
>  
>>>>>>>Morgan  
>>>>>>>  
>>>>>>>Is it possible to run Wizoo W2 in Paris? As VST I just get a blank  
popup and wrapped in spinaudio as DX I get a glorious crash. What a  
nice sounding verb though. I'm sold.

JohnYeah I think Southie?

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

>  
>I don't think Cron was from Dorchester. I was thinking either  
>Boston proper or the north shore.  
>I might be wrong though.  
>  
>Tom  
>  
>  
> "TC" <tc@spammetodeathyoubastards.org> wrote in message =  
>news:43a0fdad@linux...  
> Neil wrote:  
> > Hope that's not Cron... he's in Boston, and works on that type  
> > of stuff, as I recall.  
> >=20  
> > Neil  
> >=20  
> >=20  
> > "cujo" <chris@nospamapplemanstudio.com> wrote:  
> >=20  
> >>Be careful who you get in your studio.  
> >>  
> >>This happened here in Boston last night  
> >>  
> >> <http://www.cnn.com/2005/US/12/14/boston.shooting.reut/index.html>  
> >>  
> >=20  
> >=20  
>  
>  
&

---

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Subject: Re: Bad news  
Posted by [rick](#) on Thu, 15 Dec 2005 09:19:16 GMT  
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gt; Yeah, Cron - check in with us if you read this..

>  
> TC  
>  
><!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>I don't think Cron was from =

>thinking either</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>Boston proper or the north =  
>shore.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>I might be wrong though.</FONT></DIV>  
><DIV

---

Subject: Re: Bad news

Posted by [cujo](#) on Thu, 15 Dec 2005 16:09:23 GMT

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of you would be willing to share your music with the group. It seems  
> like a lot of you have really taken the Paris to the highest sonic levels  
> and I would like to hear what you all are getting.

>

> If you wanted to take a small portion of some work and keep it as a wav file  
> that would be really great. I'm hoping that hearing some good tones will  
> inspire me to get back into it.

>

> Much appreciated.

>

> Barry

>

> p.s. music that has vocals would be preferred. thanks.

>

>Yes, it's possible. You must have Chainer installed so you can use it as a  
VST plugin. It cost a lot but it's one of best 'verbs I've ever heard, if  
not the best, well worth the money. It's latency free too.

Erling

"John" <[no@no.com](mailto:no@no.com)> skrev i melding [news:43a15d94@linux...](mailto:news:43a15d94@linux...)

> Is it possible to run Wizoo W2 in Paris? As VST I just get a blank popup  
> and wrapped in spinaudio as DX I get a glorious crash. What a nice  
> sounding verb though. I'm sold.

>

> JohnHis work is top notch indeed. I'm hoping for some more pop type classic rock  
sounds.

"John" <[no@no.com](mailto:no@no.com)> wrote in message [news:43a189fb\\$1@linux...](mailto:news:43a189fb$1@linux...)

> The talented Jason Miles CD will surely fire you up.

>

> <http://tinyurl.com/bh43a>

>

> Sanbar wrote:

> > Hi  
> >  
> > I'm trying to get inspired to work the ole Paris again and was wondering if  
> > any of you would be willing to share your music with the group. It seems  
> > like a lot of you have really taken the Paris to the highest sonic levels  
> > and I would like to hear what you all are getting.  
> >  
> > If you wanted to take a small portion of some work and keep it as a wav file  
> > that would be really great. I'm hoping that hearing some good tones will  
> > inspire me to get back into it.  
> >  
> > Much appreciated.  
> >  
> > Barry  
> >  
> > p.s. music that has vocals would be preferred. thanks.  
> >  
> > Yep. No FX at all. Just rendering the tracks as continous ..paf's with 00:00:00:00 starting points.

"John" <no@no.com> wrote in message news:43a0c506@linux...  
> DJ, So are you doing render WITHOUT effects, just basically splicing  
> objects together on the playing field into "whole" files per track?  
>  
> Thanks,  
> John  
>  
> DJ wrote:  
> > Periodically, here's what I do....  
> >  
> > A complete backup of the project to another drive in case I screw up the  
> > next steps.....  
> >  
> > Next, I choose a song and unlock all files in the Audio bin..  
> >  
> > Then I render all active submix audio files to a new folder in the  
project  
> > folder with names that are easily recognizable which puts the rendered  
files  
> > at the top of the files shown in the Audio bin....naming the channels  
> > something likie AAKick, AAsnare, AAVox, etc. so that the renders show up  
> > with this at the top of the list of files in the audio bin and are  
easily  
> > recognizable for the next step. I also save my .ppj to this folder so I

> > don't delete it.  
> >  
> > Next I back this folder up with the newly rendered audio files and the new  
> > .ppj.  
> >  
> > Open the Audio Window and lock these newly rendered files (they are easy to  
> > find now because they are the topmost files in the audio bin)  
> >  
> > Close the Project I'm working on.  
> >  
> > Using \*My Computer\*, go into the project folder, highlight all \*audio\* files  
> > except the ones in the new folder I created with the new renders and manually  
> > delete all of

---

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Subject: Re: Bad news  
Posted by [Neil](#) on Thu, 15 Dec 2005 16:13:04 GMT  
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the unused files (this way they can still be recovered if I  
> > screw up.....be sure not to delete your old .ppj's if you think you will  
> > need them....you can always import the newly rendered files into them if you  
> > have settings there that you are experimenting with)  
> >  
> > Open the project back up and make sure all of my rendered files are still  
> > populating the editor window and the project plays back properly.  
> >  
> > Since all of the deleted file names will still be shown in the audio window,  
> > I double check to make sure that all of my rendered files are locked before  
> > I go to the next step.....  
> >  
> > ..... in the Audio Window, I do a \*select all\* and highlight all  
> > files (since I unlocked all files in step 2 and locked the newly rendered  
> > files afterwards, at this point, all of the deleted files will be unlocked  
> > and all of the rendered files will be locked)

> >  
> > Now I do a delete of all files. This permanently deletes all files in  
the  
> > project except the ones that are locked. Now I have only the newly  
rendered  
> > files in the project. If I screw this up somehow by forgetting to lock a  
> > newly rendered file, I've got a back of the rendered files on another  
dirve.  
> >  
> > Now I rename my channels and, if I want to, the audio files themselves.  
> >  
> > After doing this, I defrag my audio drive.  
> >  
> > Simple....huh?  
> >  
> >  
> > "John" <no@no.com> wrote in message news:439d7003@linux...  
> >  
> >>Wow, what an important feature to be broken  
> >>So I guess the files just pile up and eat up tons of drive space unless  
> >>you go through every object and delete files manually that don't have an  
> >>object. bummer  
> >>  
> >>Aaron Allen wrote:  
> >>  
> >>>It is broken in 3.00... every version that included that feature  
leading  
> >  
> > up  
> >  
> >>>to that point works fine.  
> >>>AA  
> >>>  
> >>>  
> >>>"John" <no@no.com> wrote in message news:439c2b61@linux...  
> >>>  
> >>>  
> >>>>My notes also show that Compacting is broken. Is that accurate?  
> >>>>  
> >>>>How to delete files on hard drive that are NOT used in the project.  
No  
> >>>>objects exit on the playing field and no segments exist in the audio  
> >>>>window but when I pick Select Unused Files from the Audio window  
nothing  
> >>>>is selected.  
> >>>>  
> >>>>I recorded a bunch of tracks in constrained mode and then removed the  
> >>>>objects from the playing field and their segments from the Audio

window

> >

> > so

> >

> >>>>that only the filename was left. So, is there a way to get Paris to

> >

> > clean

> >

> >>>>up unused items? Am I missing something?

> >>>>

> >>>>Thanks,

> >>>>John

> >>>

> >>>

> >>>

> >

> >Yikes.

So for future reference tell him to do all his PT sessions in broadcast wav format, and make sure that "enforce Mac/PC compatibility" is checked in the session setup options.

That is that standard that most people use these days..

The SDII files could be batch converted on a mac..

Cheers,

TC

Chris Latham wrote:

> That seems like that would be the thing to do. I asked him about that, and  
> neither he nor his buddy had no idea how to make that happen. I'm not a mac  
> guy, so I couldn't tell him how to do it. I have calls in to a couple  
> other guys that might can shed some light on it. I'll hold off thru the  
> weekend to see if somebody who can make the conversion g

---