
Subject: dual processors

Posted by [Nathan Johnson](#) on Tue, 27 Dec 2005 14:57:19 GMT

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

br />

> >>Paris doesn't work at all on dual processor rigs.

> >>

> >

> >

> >Get into a good reliable P2.6 to P3.4 (or AMD equiv) single processor rig and install at least 2G RAM... that should be sufficient to run True Verb well. If you don't need MIDI, VSTi or compatibility with other studios, then there is no real reason to move away from Paris. We just build a Nuendo/DM2000 set-up but we still have a 5 card Paris rig tied in... sounds way too good to let go. We will probably end up using Paris as more of a summing bus for Nuendo, but I still can move faster on Paris for editing and mixing.

David.

Nathan Johnson wrote:

> Dave, thanks for the reply. As for his setup, he's wanting to run a bunch
> of Waves native plugins. True Verb just kills his current rig (Athlon XP
>

Subject: Re: dual processors

Posted by [Deej \[1\]](#) on Tue, 27 Dec 2005 15:25:32 GMT

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

he's wanting to do. So Paris running with

> native Waves for now. So I guess go with as fast of a single CPU setup as
> possible?

>

> Nathan

>

>

> "Dave(EK Sound)" <audioguy_editout_@shaw.ca> wrote in message
> news:43b18c0b\$1@linux...

>

>>Hey,

>>

>>It really doesn't pay to get a super screaming machine for
>>Paris... the only thing you will gain is higher native
>>plugin counts. Paris itself runs quite happily on the
>>single processor machines of 2 - 3 years ago. One album I

>>did in 2001 on a 5 card Paris rig hit 64 tracks with quite a
>>few plugs... all running on a PII-450 / WinME. Never had a
>>single glitch the whole time.
>>
>>Paris will only run on single CPU machine AFAIK (but I could
>>be mistaken)... even if you disable SMP I don't think Paris
>>would be very happy.
>>
>>David.
>>
>>Nathan Johnson wrote:
>>
>>
>>>So in other words, even on dual-core processors you have to disable SMP

Subject: Re: dual processors
Posted by [Nathan Johnson](#) on Tue, 27 Dec 2005 17:04:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

16s, and they seem to the problem with a dual setup. That
part of the driver must not be thread safe.

All the best,

Mike

"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>Paris doesn't work at all on dual processor rigs.
>
>"Nathan Johnson" <

Subject: Re: dual processors
Posted by [audioguy_editout_](#) on Tue, 27 Dec 2005 18:43:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

es with FCP.
>
> The current version of Logic syncs to quicktime movies (easy to get from
> FCP). MOTU's Digital Performer now supports multiple quicktime movies and
> includes an updated "Find Tempo" feature for scoring to picture.
>
> Cheers,
> -Jamie
> <http://www.JamieKruz.com>
>

>
> Martin Harrington wrote:
>> The "industry" standard is Avid...the preferred standard is Final Cut
>> Pro, and the "Audio" standard is Vegas 6.
>>
> -- Martin Harrington www.lendaneer-sound.com "W. Mark Wilson"
> <wmarkwilson@verizon.n.o.s.p.a.m.net> wrote in message
> news:43b0c9fd@linux...
>
> >> Blechhhh.... try something else.... first.
> >> W. Mark Wilson
> >>
> >> "Bandon" <a@a.com

Subject: Re: dual processors
Posted by [Nathan Johnson](#) on Tue, 27 Dec 2005 19:04:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

/a>> wrote in message news:43b0c314\$1@linux...
> >
> >>>>
> >>>> Hey guys I am going to add video editing to my skill set and am
> wondering
> >>>> which software is the industry standard for film, web media etc...
> >>>> I was looking at learning Adobe Premier.
> >>>> Will it sync to PARI<http://www.musenet.com/files/fun1/tpxmas.htm>OH, Man.....I don't know
which is worse, the sting of beer as it comes out
my nose, or trying to wipe it off my monitor.
Awesome...I can picture 3 or 4 players I know doing that. What a hoot!
Rod
"John Macy" <spamlessjohn@johnmacy.com> wrote:
>
><http://www.musenet.com/files/fun1/tpxmas.htm><http://www.appleinsider.com/article.php?id=1431>It
's a CPU PIG!

Just tried the demo... i guess I can understand why it
potentially can be a cycle-hog (with all the variations it can
implement, etc.), but man, even just using it as a straight-
ahead VSTi, with no variations, it sucks up hella more cycles
than Battery, for example.

Neil

"Kim" <hiddenounds@hotmail.com> wrote:
>

>
>Gee that does look interesting. And only \$79?
>
>So how does it jam with you? I assume it listens to you somehow. Does it
>take sound inputs, or MIDI or what?
>
>I really should download the demo... ;o)
>
>Cheers,
>Kim.
>
>"DJ" <animix_spam-this-ahole_@animas.net> wrote:
>>http://www.rayzoon.com/jamstix_feat.html
>>
>>This is absolutely the coolest thing since sliced bread. I've got it
>>happening right now using BDF as the sound engine, but it also has a very
>>good sounding s

Subject: Re: dual processors
Posted by [audioguy_editout_](#) on Tue, 27 Dec 2005 19:11:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

ample set of it's own and or can be used with DFH as well.
>>Mic Cross turned me on to this about a week ago and I have become obsessed
>>with it.
>>
>>;oP
>>
>>
>> This message is in MIME format. Since your mail reader does not understand
this format, some or all of this message may not be legible.

--MS_Mac_OE_3218574989_78670_MIME_Part
Content-type: text/plain; charset="US-ASCII"
Content-transfer-encoding: 7bit

My drummer has a new Cubase SX based DAW and I'd like to clarify how to
render a track so I can import it into my PARIS system.

We can import files fine (example - unedited files like continuous drum
tracks)

However, looking through the Cubase manual, I have not seen the PARIS
equivalent to "Rendering a Track" so I can import small sections such as
overdubs, etc at a zero start time.

What are the steps in Cubase SX to do this?

Many thanks!

Craig M

--MS_Mac_OE_3218574989_78670_MIME_Part

Content-type: text/html; charset="US-ASCII"

Content-transfer-encoding: quoted-printable

<HTML>

<HEAD>

<TITLE>Rendering Cubase SX files for PARIS import</TITLE>

</HEAD>

<BODY>

My drummer has a new Cubase SX based DAW and I'd like to clarify how to = render a track so I can import it into my PARIS system.

We can import files fine (example - unedited files like continuous drum tra= cks)

However, looking through the Cubase manual, I have not seen the PARIS equiv= alent to "Rendering a Track"; so I can import small sections such as overdubs, etc at a zero start time.

What are the steps in Cubase SX to do this?

Many thanks!

Craig M

</BODY>

</HTML>

--MS_Mac_OE_3218574989_78670_MIME_Part--so, mr. greedy (me) gets nothing????

On Tue, 27 Dec 2005 09:50:43 -0500, "justcron"

<pachinko@hydrorecords.com> wrote:

>sure man, email me your real address.

>

>"John" <no@no.com> wrote in message news:43b1411c@linux...

>> so you think justcron is gonna have em delivered this week? I can't wait

>> !

>>

>> rick wrote:

>>> man, not too greedy and honest too...what a disappointment...

>>>
>>> On Mon, 26 Dec 2005 15:57:12 -0500, John <no@no.com> wrote:
>>>
>>>
>>>>good point!
>>>>
>>>>justcron wrote:
>>>>
>>>>>Dont you have to have a first album to have a next?
>>>>>
>>>>>&g

Subject: Re: dual processors
Posted by [Mike Audet](#) on Tue, 27 Dec 2005 22:49:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>>>
>>>>>>
>>>>>>>rick wrote:
>>>>>>>
>>>>>>>
>>>>>>>>though it's the 26th i can get a list off you...just pick the top 5 or
>>>>>>>>10. ;o)
>>>>>>>>
>>>>>>>>On Sun, 25 Dec 2005 18:28:44 -0500, John <no@no.com> wrote:
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>you wanna give me something ?
>>>>>>>>>
>>>>>>>>>justcron wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>Merry Christmas y'allz
>>>>>>>>>>>
>>>>>>>>>>>remember: its better to give than to receive
>>>>>>>>>>>
>>>>>>>>>>>>"erlilo" <erlilo@online.no> wrote in message news:43ae5e1c@linux...
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>>>....and saying here in Norway: "God Jul og Et Riktig Godt
>>>>>>>>>>>>>>>Nyttaar."....
>>>>>>>>>>>>>>>

>>>>>>>>Erling
>>>>>>>>
>>>>>>>>"Bill Lorentzen" <bill@lorentzen.ws> skrev i melding
>>>>>>>>news:43addc91@linux...
>>&
