
Subject: 16 bit environment?

Posted by [Spappy](#) on Mon, 15 Aug 2005 16:37:12 GMT

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

gesture for what the oil companies get in return for
> the exploitation
> of Nigeria.. although I am sure the government officials do well..
&g

Subject: Re: 16 bit environment?

Posted by [Chris Ludwig](#) on Tue, 16 Aug 2005 13:41:58 GMT

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

se of
>>relative front-to-back relational spatiality.
>>
>>I'm working mostly with acoustic musicians, some drums, but very little
>in
>>the way of special FX like phaser/chorus/synth stuff,.....just trying
>>to create a realistic optimal and dimensionally realistic space for the
>>performance.
>>
>>How big a soundstage is generally used for commercial studio projects?
I
>>know it's all relative, but if there is some sort of *go-by* here that
>is
>>an accepted standard, I'd like to know.
>>
>>Thanks for indulging my ignorance and enlightening me..Also, I've got an
>MP3
>>of a mix that I did last night that I'd like to get some of your opinions
>>on. It's a very talented bluegrass band-5 pieces. It's about 2.5 MB and
>>the soundstage I created for it is small.....around 30' wide. I was trying
>>to get an intim

Subject: Re: 16 bit environment?

Posted by [Spappy](#) on Tue, 16 Aug 2005 14:56:06 GMT

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

ng that one EDS card can be configured to be stable, then after
checking to make sure there are no IRQ conflicts between the cards and any
other devices/controllers, I would start looking at the sync cables between
the two cards if the 2nd card starts causing additional instability
problems.

Also, TheSoniq knows the error codes and what causes them. He's a nice guy and will help if you call him up.

Hope this helps.

Deej

"justcron" <justcron@hydrorecords.compound> wrote in message
news:4301ee1b@linux...

> can anyone help this guy? I dont have any multiscard expertise to offer.

>

> "dan b" <daniel_burne@NOSPAMyahoo.com> wrote in message

> news:43005fc9\$1@linux...

> >

> > Hi,

> >

> > Sorry to trouble y'all again but I'm having some problems with Paris 3
on

> > XP and am pulling out what remains of my hair. System details below.

I've

> > been running Paris on 98 / ME since 1998 and have done several installs

> > (

Subject: Re: 16 bit environment?

Posted by [Deej \[1\]](#) on Tue, 16 Aug 2005 16:02:48 GMT

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

es being pumped up in SX at 32 bit float with UAD-1 plugins
and analog compressors routed in and out of RME Multiface AD/DA converters
and then each channel hitting a very transparent dither algo at the channel
output before it is being lightpiped into Paris with the channel faders in
Paris set at unity and all panned tracks and reverbs happening there.
Considering the 52 bit fixed point multiplier that Paris is using
internally, plus the NOoLimit plugin, there are lots of possibilities for
squirrelliness. Maybe the digital errors are just the way that non linear
behaviour is displayed in binary math. whatever is happening, it isn't
audibly ugly at all, it will burn to a CD and the CD can be duplicated.
That's really all I care about.

I am going to back off a bit on my mix levels, just because after
experimenting with it both ways, the *smear* that this causes is more
appropriate for pop/rock oriented stuff with a drum kit, IMHO. Still I may
be mixing a little
bit hotter this way than would normally with SX.

It's more of an option than a necessity really. Sounds good both ways.

Another thing I'm finding is that using 4 x UAD-1 cards seems to give the SX system some extra breathing room as compared to three. Not sure why, but it's like the 4th card seems to just give things an overall boost when applying 6 x 1176's, a pair of Pultec Pro's, a Cambridg
