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Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Deej \[1\]](#) on Sun, 18 Dec 2005 17:35:30 GMT  
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better if that Logic plugin dropout bug gets fixed someday. ;^)  
>  
> The hardware churn on the MSWindows market has actually been higher over  
> the last few years if you want to stay current. Meanwhile if you look at  
> average resale value I'll bet it's been higher with Macs.  
>  
> If you want to talk about being locked in, that's very much what  
> MSWindows is all about. You're locked into a proprietary OS and the  
> chipsets it supports. And you're supporting a company that was convicted  
> of using its monopoly power to drive other choices out of business.  
> Which has left us in a limited choice position as consumers.  
>  
> With the Intel/Athlon boxes you can build your own system from parts, an  
> advantage: On the plus side you can choose the combination of parts  
> you want and the cost of parts may be less than, say, a Dell or Mac  
> system. On the minus side, what is your time worth? Add that in and the  
> cost of your system could easily come up to that of a Dell or Mac, or  
> mor

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Subject: Version 3 MEC Inputs Card B No sound  
Posted by [Deadmeat](#) on Sun, 18 Dec 2005 17:54:29 GMT  
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; Can record fine with MIX A, MEC A. Getting no sound at all  
> on any inputs for MEC B, Mix B. Tried to load V2.2, and all  
> is fine - can record on MEC B inputs all day long. When using  
> V3, see input lights on module, but have no meters in mixer  
> and no sound - MEC B syncing to WC fine - plays sound accross  
> all submixes just fine from projects recorded on V2.  
>  
> Any Thoughts?EDS rendering never worked, never would/will. The Native effects render  
along as normal system plugs... EDS run off the EDS card, so it's not  
possible since those are

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Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Aaron Allen](#) on Sun, 18 Dec 2005 18:52:51 GMT  
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rds.com" target="\_blank">caffiene@hydrorecords.com> wrote in message  
news:43a5a862\$1@linux...  
>

> hola Juan...  
>  
> The only thing that crashes me all the time is when my cat jumps up on the  
> desk and walks accross the C-16 :)  
>  
> John <no@no.com> wrote:  
> >I seem to be a crash magnet so I'm wondering what crashes you the most  
> >in Paris?  
> >  
> >messing with inserts while recording?  
> >  
> >corrupted ppj project files?  
> >  
> >streaming errors?  
> >  
> >Thanks,  
> >John  
>  
>DJ wrote:  
>>My  
>  
> dual 2.5GHZ PowerMac does not need replacement even though it's a few  
> years old. It already does far more real time plugins and tracks than I  
> require and it can keep doing what it does for years to come<  
>  
> Unless Steveo decides he needs more cash and obsoletes it tomorrow. It  
> always amazed me that Bill Gates got such a bad rap even when it was Jobs  
> that created a Mac monopoly by yanking the OS licensing from Power computin

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Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Tom Bruhl](#) on Mon, 19 Dec 2005 00:24:14 GMT  
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> >  
> >This weekend has truly been hellacious. I sort of expected it. I've pretty  
much succeeded at most of what I wnted to accomplish, but it was a bitch  
getting there.

I'm never going to build another computer as long as I live.....I  
promise.

;oP

"DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message  
news:43a4dd92@linux...  
> I forgot how.

>  
> ;o}  
>  
>Yah, Rrrrrriiiiiiggggggggghht! ;-)

David.

DJ wrote:

> This weekend has truly been hellacious. I sort of expected it. I've pretty  
> much succeeded at most of what I wanted to accomplish, but it was a bitch  
> getting there.

>  
> I'm never going to build another computer as long as I live.....I  
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>  
> ;oP

>  
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> news:43a4dd92@linux...

>  
>>I forgot how.

>>  
>>;o}

>>  
>>

>  
>  
>Jamie K <Meta@Dimensional.com> wrote:

>If you price a Mac compared to, for example, a Dell, I don't think the  
>difference in price comes anywhere near the a down payment on a house.

I was referring to the constant need to upgrade PT systems when  
I said that... sorry if wasn't clear.

The fact that full-out PT systems run only on Macs just kinda  
makes them go hand-in-hand in that regard.

NeilOh, OK. ProTools is another ball o' \$\$ for sure.

But you really can't blame Apple for that one.

Cheers,  
-Jamie  
<http://www.JamieKrutz.com>

Neil wrote:

> Jamie K <Meta@Dimensional.com> wrote:  
>  
>  
>>If you price a Mac compared to, for example, a Dell, I don't think the  
>>difference in price comes anywhere near the a down payment on a house.  
>  
>  
> I was referring to the constant need to upgrade PT systems when  
> I said that... sorry if wasn't clear.  
>  
> The fact that full-out PT systems run only on Macs just kinda  
> makes them go hand-in-hand in that regard.  
>  
> Neildouble A...

hehe... for some reason the 80lb dog is often seen running full speed away  
from the 15lb cat....

the studio shooting has definitely hit us hard... bad press... lots of  
discussions about 'snitching' and life imitating art. Personally I believe  
you live by the sword you die by the sword and you reap what you sow. Its  
a crazy cycle between hip hop (pop culture as a whole) and violence that is  
only getting worse. I definitely fear for the little ones. I was in toys  
r us and the hip hop shit has trickled down to preschool... the remote  
control cars are hummers with spinning rims and I even saw Bling Bling  
Barbie. Argh.

Good new local video on topic:  
<http://www.statikselektah.com/media/motionpicturevideo.wmv>

"Aaron Allen" <nospam@not\_here.dude> wrote in message news:43a5afcd@linux...  
>I hear there will be a patch for that coming.  
>  
> Install Doghatescat patch release 1.01 or you can install the current  
> Alpha release of Kittygetsashowereverytimethishappens.DLL, version 0.85.  
> Some people have tried an alternative, katnip.exe release 3.47 but with  
> mixed results.  
> Glad to see you posting, we weren't that sure for a bit what was going  
> down in your town with the studio shooting.  
> AA  
>  
>  
> "justcron" <caffiene@hydrorecords.com> wrote in message  
> news:43a5a862\$1 @linux...  
>>  
>> hola Juan...  
>>  
>> The only thing that crashes me all the time is when my cat jumps up on

>> the  
>> desk and walks accross the C-16 :)  
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>> John <no@no.com> wrote:  
>>>I seem to be a crash magnet so I'm wondering what crashes you the most  
>>>in Paris?  
>>>  
>>>messing with inserts while recording?  
>>>  
>>>corrupted ppj project files?  
>>>  
>>>streaming errors?  
>>>  
>>>Thanks,  
>>>John  
>>  
>>  
>  
>Yes.

Jimmy

"jef knight" <thestudio@allknightmusic.com> wrote in message  
news:43a5f2f5@linux...

I hate driving.

I prefer sky diving to driving. Fewer idiots.

Merry Xmas Everyone.

jefexcept if you really like the Paris eds eq, you can manually copy settings  
to the vst version.It sounds the same, other than the freqs are a little  
off in the eds version if your at 44.1. At 48k they're on. I've got a conversion  
table around somewhere if your interested.

Rod

John <

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Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Deadmeat](#) on Mon, 19 Dec 2005 16:57:51 GMT  
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ough some claim

>Apple would have gone out of business had they not done that, I disagree

>with that analysis.  
>  
>However, Apple does not have a monopoly. "Monopoly" is a very specific  
>legal term. Once you have one, you have to operate under more stringent  
  
>rules. Microsoft achieved a monopoly in the OS market and exploited that  
  
>monopoly illegally to shut down competitors and leverage into new  
>markets. That is bad for consumer choice, bad for companies trying to  
>compete on a level playing field, and illegal.  
>  
>In general, competition is more beneficial to consumers than monopolies  
  
>and so we try to encourage competition. Or at least give it lip service.  
>  
>Steve Jobs cannot obsolete my PowerMac tomorrow. It will continue to do  
  
>what it does now even if he stopped development for it entirely. Which  
>Apple has already stated they will not do even after the transition to  
>Intel processors.  
>  
>Apple transitioned out of OS9 and previous with a long program of  
>emulation so that old, non-hardware dependent programs can still run.  
>OS9 is something I didn't buy into anyway since it was never above my  
>threshold of OS goodness but it's interesting that Apple went to  
>considerable effort to bring the customer base along. Apple has been  
>sticking with OSX for quite a while now with no immediate plans to  
>abandon it.  
>  
>Microsoft also drops support for older OS versions after a time. And  
>they periodically churn their market with new versions. When choosing  
>Microsoft you are not escaping obsolescence or attempts at locking you in.  
>  
>The next round of Microsoft market churning is coming soon. So you'll be  
  
>able to enjoy the new stuff they've copied from OSX, and maybe some  
>other improvements and proprietary lock-in attempts. :^)  
>  
>Bottom line, we have limited choices now. But we still have a few.  
>Choose what works for you but don't fool yourself. Meanwhile, no matter  
  
>what tools we choose to deal with, and how much time we want to devote  
>to fanboy posts about them, the end results are what matter.  
>  
>Make great music.  
>  
>Cheers,  
> -Jamie

> <http://www.JamieKrutz.com>  
>  
>  
>> "Jamie K" <Meta@Dimensional.com> wrote in message news:43a5b143@linux...  
>>  
>>>The case for the most cost effective system is not as clear as you might  
>>>guess at first, and it will depend on your specific needs.  
>>>  
>>>If you price a Mac compared to, for example, a Dell, I don't think the  
>>>difference in price comes anywhere near the a down payment on a house.  
>>>  
>>>If you look at the average turnover, I would guess it's less with Macs.  
>>>PowerMacs are upgradable with faster display cards, copious amounts of  
>>>RAM, i/o cards on a very fast bus, wireless, firewire and USB2 i/o. My  
>>>dual 2.5GHZ PowerMac does not need replacement even though it's a few  
>>>years old. It already does far more real time plugins and tracks than  
I  
>>>require and it can keep doing what it does for years to come. It may  
>>>even get better if that Logic plugin dropout bug gets fixed someday. ;^)  
>>>  
>>>The hardware churn on the MSWindows market has actually been higher over  
>>>the last few years if you want to stay current. Meanwhile if you look  
at  
>>>average resale value I'll bet it's been higher with Macs.  
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>>>If you want to talk about being locked in, that's very much what  
>>>MSWindows is all about. You're locked into a proprietary OS and the  
>>>chipsets it supports. And you're supporting a company that was convicted  
>>>of using its monopoly power to drive other choices out of business.  
>>>Which has left us in a limited choice position as consumers.  
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>>>With the Intel/Athlon boxes you can build your own system from parts,  
an  
>>> advantage: On the plus side you can choose the combination of parts  
>>>you want and the cost of parts may be less than, say, a Dell or Mac  
>>>system. On the minus side, what is your time worth? Add that in and the  
>>>cost of your system could easily come up to that of a Dell or Mac, or  
>>>more if you run into configuration and hardware troubles.  
>>>  
>>>Bottom line, there are a limited number of choices available today  
>>>because we're down to just a few OS choices and chip manufacturers.  
>>>Choose whichever proprietary system best meets your needs. Choice is  
>>>good. Narrowing of choices is disturbing.  
>>>  
>>>Cheers,  
>>> -Jamie  
>>> <http://www.JamieKrutz.com>  
>>>

>>>PS. If you spec your system for what you actually need and don't settle  
>>>for something that falls short \_or\_ float with the hype of the latest  
>>>thing, you can get a very long life out of your equipment investments.  
>>>This is true no matter what type of system you choose.

>>>

>>>

>>>Neil wrote:

>>>

>>>>"James McCloskey" <excelsm@hotmail.com> wrote:

>>>>

>>>>

>>>>

>>>>>Anybody have any thoughts?

>>>>>

>>>>>

>>>>>The only thing I have against Macs is that - at least with  
>>>>>regard to DAW applications - you're really locked into more  
>>>>>proprietary stuff. Less flexibility... and that's the same thing  
>>>>>I have against PT, now that sonically (at least IMO) the new HD  
>>>>>systems are really quite good. If you need to upgrade your Mac  
>>>>>at some point, you've got buy a whole new one... same thing  
>>>>>with PT - every few years you're forking over another down  
>>>>>payment on a house in order to get a new system just to stay  
>>>>>current.

>>>>>&g

---

Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Sandy Tipping](#) on Mon, 19 Dec 2005 17:57:57 GMT  
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it real.

>>

>> Cheers,

>> Kim.

>>

>> "justcron" <pachinko@hydrorecords.com> wrote:

>> >double A...

>> >

>> >hehe... for some reason the 80lb dog is often seen running full speed  
> away

>>

>> >from the 15lb cat...

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>> >the studio shooting has definitely hit us hard... bad press... lots of

>>

>> >discussions about 'snitching' and life imitating art. Personally I

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>>  
>> >you live by the sword you die by the sword and you reap what you sow.  
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>> >a crazy cycle between hip hop (pop culture as a whole) and violence that  
>> is  
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>> >r us and the hip hop shit has trickled down to preschool... the remote  
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>> >>>>  
>> >>>>Thanks,  
>> >>>>John  
>> >>>  
>> >>>  
>> >>  
>> >>  
>> >  
>> >  
>>  
>  
>Yep! He's a buddy of SSC's too. Years ago.....like back in 1998, we had quite a thread going about this with Stephen contributing a few interesting tidbits.

Now I've gotta go listen to Living on the Fault line by the Doobies and get myself a dose of da' Skunk.

"Tony Benson" <tony@standinghampton.com> wrote in message news:43a6f61a@linux...  
> Maybe I'm just out of the loop, but I had no idea. Very interesting stuff.  
>  
> Tony  
>  
> Click this link  
>  
>  
> <http://video.msn.com/v/us/v.htm?g=31f32f36-63b7-408b-857f-527407da1d8d&f=email>  
>  
>"DJ" <animix\_spam-this-ahole\_@animas.net> wrote:  
>.....so you need two mics of the same kind????.....hell man, just  
>stick the TLM on one side and the CAD on the other and be done with it.

Not EXACTLY the effect I'm looking for. lol

I have one LDC pair (Baby Bottles), but ideally I'd like another for some variety.

I know you REALLY hate the SP-modded -87 you have... if you had two I'd be happy to pick those up from you

:)

Neillf'n I was going to buy a pair of LDC's right now, I'd be looking really hard at a pair of SE Titans. These multipattern mics are really nice. After using SE3's, an SE Gemini and a Titan on projects here, I really want to try their multipattern tube mic.....the 5600 I think it's called. I know SE doesn't have the \*name\* thing going, but the mics are friggin awesome. I remember swapping you the C1 I was using for an old SE 2000 a few years back. You oughta try their new stuff. Morgan has a demo program going for these.

I'm going to be posting some clips up this week of an acoustic guitar recorded on a pair of SE3's and a Titan and a dobro recorded on a Gemini.

"Neil" <OIUOIU@OIU.com> wrote in message news:43a6f742\$1@linux...

>

> "DJ" <animix\_spam-this-ahole\_@animas.net> wrote:

> >.....so you need two mics of the same kind????.....hell man,  
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> >stick the TLM on one side and the CAD on the other and be done with it.

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>

> I have one LDC pair (Baby Bottles), but ideally I'd like another  
> for some variety.

>

> I know you REALLY hate the SP-modded -87 you have... if you had  
> two I'd be happy to pick those up from you

>

> :)

>

> Neilok, so what's the trick?

Rod Lincoln wrote:

> Don, 8 is the limit if you have 1 mec and 1 adat card. 16 if you have at least  
> 2 mec's and 4 adat cards. If you have no adat cards, then 2, using spdif.

>

> Rod

> "Don Nafe" <dnafe@magma.ca> wrote:

>

>>Hi All

>>

>>Is there a limit to the # of tracks that can be sent via the external loop

>

>

>>(hardwired) tip that Brian used on his Auto tune trick segment...I'm not  
>  
> at  
>  
>>my rig and I was just wondering  
>>  
>>Don  
>>  
>>  
>  
>Jobs pulled Apple back from the brink of death. Remember no Apple, no clones.  
Apple has done great under Steve Jobs command as CEO, and will continue  
to do so, regardless of what idiots like MontlyFools try to bullshit us.  
It's hard to argue with success!

James

"DJ" <animix\_s

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Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Deadmeat](#) on Mon, 19 Dec 2005 21:13:04 GMT  
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br />  
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>> Tony  
>>  
>> Click this link  
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> <http://video.msn.com/v/us/v.htm?g=31f32f36-63b7-408b-857f-527407da1d8d&f=ema>  
>il  
>>  
>>  
>  
>

---=\_linux43a7154c

Content-Type: image/jpeg; name="C:\Documents and Settings\Owner\My Documents\My Pictures\me and Skunk.JPG"

Content-Transfer-Encoding: base64

Content-Disposition: attachment; filename="me and Skunk.JPG"



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wQR096YJnO0IDj46596T0K0epZ2loUXMhAJwgbAA9auXNy0jGSI+WfLCY+n  
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Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Tom Bruhl](#) on Tue, 20 Dec 2005 01:45:05 GMT

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---

: 0px">  
<DIV>"Deadmeat" &lt;<A=20  
=  
href=3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&g=  
t;=20  
wrote in message <A=20  
=  
href=3D"news:43a6d87f\$1@linux">news:43a6d87f\$1@linux</A>...</DIV><BR>Well=  
, like=20  
I said, the system works as is (MECs on A and B)<BR>with the older 2.2 =  
  
software, and has been running like that<BR>for a couple of years - =  
all inputs=20

and outputs producing sound without problems. So, I know my clock =  
is good,=20  
the cards are good, the MECs and interfaces are good. I =  
just brought up=20  
V2.2 to double check, and recorded using the interfaces that don't =  
work=20  
with 3.0, so it's definatley a 3.0 issue.<BR><BR>When you had to =  
have your=20  
MECs on A and C (or E), was that with Version 2.2 and 3.0, or just =  
with=20  
3.0? I could try moving the MEC to C and see if that fixes it, but =  
I dread=20  
making any changes at all to a functional (under 2.2) PARIS=20  
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href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;<BR>&gt;<BR>&gt;Dead,<BR>&gt;What Aaron says is =  
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my system was three cards with two Mecs<BR>&gt;I had card A and C =  
attached to=20  
the Mecs.&nbsp; Now with five cards it's A and<BR>=3D<BR>&gt;E. =  
=3D20<BR>&gt;My=20  
ASUS boards like the first and last card when using two=20  
Mecs.<BR>&gt;Tom<BR>&gt;&nbsp; "Aaron Allen" &lt;<A=20  
href=3D"mailto:nospam@not\_here.dude">nospam@not\_here.dude</A>&gt; =  
wrote in=20  
message =3D<BR>&gt;news:43a5b0b4\$1@linux...<BR>&gt;&nbsp; Are you sure =  
you have=20  
the two 'correct' EDS cards chosen for your =3D<BR>&gt;system?=20  
I=3D20<BR>&gt;&nbsp; know that it gets sketchy pinning down which one, =  
but on my=20  
system I =3D<BR>&gt;have to=3D20<BR>&gt;&nbsp; use card A and C and =  
skip putting a=20  
MEC on card B or wierd stuff =  
like<BR>=3D<BR>&gt;this=3D20<BR>&gt;&nbsp; happens=20  
(another hidden Paris 'feature'). The other thing to check=20  
is<BR>=3D<BR>&gt;that=3D20<BR>&gt;&nbsp; you have a good wordclock BNC =  
cable=20  
running from MEC #1 to MEC #2.<BR>&gt;<BR>&gt;&nbsp;=20  
AA<BR>&gt;<BR>&gt;<BR>&gt;&nbsp; "Deadmeat" &lt;<A=20  
=20  
href=3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&g=  
t;=20  
wrote in message=3D20<BR>&gt;&nbsp; <A=20  
=  
href=3D"news:43a59445\$1@linux">news:43a59445\$1@linux</A>...<BR>&gt;&nbsp;=  
=20  
&gt;<BR>&gt;&nbsp; &gt; Hi all -<BR>&gt;&nbsp; &gt; Been messing with =  
V3 for a=20



bit and noticed a real problem.<BR>&nbsp; &t; Testing on a 3-card = system,=20

2 MECs installed (on A and B<BR>&nbsp; &t; cards), 2 ADAT and one = Sync on=20

MEC A, 1 8-input on MEC B.<BR>&nbsp; &t;<BR>&nbsp; &t; Can = record=20

fine with MIX A, MEC A. Getting no sound at all<BR>&nbsp; &t; on = any=20

inputs for MEC B, Mix B. Tried to load V2.2, and all<BR>&nbsp; &t; = &t; is=20

fine - can record on MEC B inputs all day long. When = using<BR>&nbsp; &t; &t;=20

V3, see input lights on module, but have no meters in = mixer<BR>&nbsp; &t; &t;=20

and no sound - MEC B syncing to WC fine - plays sound = accross<BR>&nbsp; &t;=20

&t; all submixes just fine from projects recorded on = V2.<BR>&nbsp; &t;=20

&t;<BR>&nbsp; &t; Any=20

Thoughts?=3D20<BR>&t;<BR>&t;<BR>&t;<BR &t;&t;!DOCTYPE HTML PUBLIC =

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size=3D3D2&t;Dead,&t;/FONT&t;&t;/DIV& t; <BR>&t;&t;DIV&t;&t;FONT=20

face=3D3DArial size=3D3D2&t;What Aaron says is true. When my =

=3D<BR>&t;system=20

was=3D20<BR>&t;three cards with two=20

Mecs&t;/FONT&t;&t;/DIV&t;<BR>&t;&t;DIV&t;&t;FONT =

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size=3D3D2&t;I had card A and C attached to the =3D<BR>&t;Mecs.=20

Now=3D20<BR>&t;with five cards it's A and E.=20

&t;/FONT&t;&t;/DIV&t;<BR>&t;&t;DIV&t;&t;FONT face=3D3DArial=20

size=3D3D2&t;My ASUS boards like &t;/FONT&t;&t;FONT=20

=3D<BR>&t;face=3D3DArial=3D20<BR>&t;size=3D3D2&t;the first and last =

card when using=20

two Mecs.&t;/FONT&t;&t;/DIV&t;<BR>&t;&t;DIV&t;&t;FONT =

face=3D3DArial=20

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size=3D3D2&t;Tom&t;/FONT&t;&t;/DIV& t; <BR>&t;&t;BLOCKQUOTE=3D20<BR>=



B. Can record fine with MIX A, MEC A. =  
Getting no=20  
sound =3D<BR>&gt;at=3D20<BR>&gt;&nbsp; all<BR>&gt; on any inputs =  
for MEC B,=20  
Mix B. Tried to load V2.2, and=3D20<BR>&gt;&nbsp; all<BR>&gt; is =  
fine --20  
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to WC=20  
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submixes just=20  
fine from projects recorded on=3D20<BR>&gt;&nbsp;=20  
V2.<BR>&gt;&lt;BR>&gt; Any Thoughts?=20  
=  
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<BR>&gt;<BR></BLOCKQUOTE></BODY></HTML>

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John,

You can't render eds effects. Also using short passes of=20

Autotune is more tolerable and achievable using this method.

Tom

"John" <no@no.com> wrote in message news:43a75c92@linux...

Ahh, this is what I refer to as the SPDIF render. I have been=20  
experimenting with it and it works for getting Native and EDS effects=20  
but no EDS EQ. So what's the advantage over just doing a render with=20  
native effects?

Thanks,

John

Don Nafe wrote:

> Thanks Rod...just had a chance to hunt for it - found it and was =  
just about=20

> to start typing

>=20

> Don

>=20

>=20

> "Rod Lincoln" <rlincoln@kc.rr.com> wrote in message =

news:43a70a65\$1@linux...

>=20

>>It's really a trick, just patching to bounce autotune in manual = mode..

>>If your track to be tuned is on track 1, put autotune on an insert. = Select

>>"external" on the eds insert. Assuming your using mec A spdif, in = the=20

>>Paris

>>batchbay, patch the "Mixer A insert" output of track 1 (green arrows =

>>Bottom

>>row) to Mec Master digital out L or R. Then Patch the Mec Master = Digital

>>In L or R (use same as before)to the insert "in" (brown, top)of = mixer A=20

>>insert.

>>ALSO patch the Mec Master digital in (brown, same as above)

>>to track 2 of Mixer A.

>>Mute track 1. record inable track 2. You might want to also change = the=20

>>input

>>monitor to "Always monitor input' in the Project window, but you = don't=20

>>have

>>to. you just won't hear anything unless your recording.

>>NEXT STEP VERY IMPORTANT:

>>you MUST make a physical connection (with a real spdif cable) from = the=20

>>spdif

>>out to the spdif in on the Mec. Now you can autotune away and bounce = your

>>newly tuned track to track 2.

>>You can use the adat connections the same way as the spdif. Just = make sure

>>to loop the lightpipe cable from the in to the out on the back of = the adat

>>card.

>>Rod

>>

>>John <no@no.com> wrote:

>>

>>>ok, so what's the trick?

>>>

>>>Rod Lincoln wrote:

>>>

>>>>Don, 8 is the limit if you have 1 mec and 1 adat card. 16 if you = have

>>  
>>at least  
>>  
>>>>2 mec's and 4 adat cards. If you have no adat cards, then 2, using =  
  
>>>>spdif.  
>>>>  
>>>>Rod  
>>>>"Don Nafe" <dnafe@magma.ca> wrote:  
>>>>  
>>>>  
>>>>>Hi All  
>>>>>  
>>>>>Is there a limit to the # of tracks that can be sent via the =  
external  
>>  
>>loop  
>>  
>>>>  
>>>>>(hardwired) tip that Brian used on his Auto tune trick =  
segment...I'm not  
>>>>  
>>>>>at  
>>>>  
>>>>  
>>>>>my rig and I was just wondering  
>>>>>  
>>>>>Don  
>>>>>  
>>>>>  
>>>>  
>>>>  
>=20  
>

-----=\_NextPart\_000\_0095\_01C604DD.B1EF4790

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<DIV><FONT face=3DArial size=3D2>John,</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>You can't render eds effects.&nbsp; =  
 Also using=20  
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 <DIV><FONT face=3DArial size=3D2>Autotune is more tolerable and =  
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 this method.</FONT></DIV>  
 <DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
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 BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
 <DIV>"John" &lt;<A href=3D"mailto:no@no.com">no@no.com</A>&gt; wrote =  
 in message=20  
 <A =  
 href=3D"news:43a75c92@linux">news:43a75c92@linux</A>...</DIV>Ahh,&nbsp; =  
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<BR>&gt;input<BR>&gt;monitor to "Always monitor input' in the =  
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=  
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&gt;&gt;&gt;&

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Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Deej \[1\]](#) on Tue, 20 Dec 2005 03:06:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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ng to the external clock last. the most =  
reliable=20  
way to get my Frankenstein monster config working is to turn on my =  
outboard=20  
modules that are interfacing digitally with Parism then turn on=20  
the&nbsp;external clock, then turn on the MECs, then boot the computer, =  
then=20  
boot Paris, let it sit for about 30 - 45 seconds until everything =  
stabilizes,=20  
then boot up my Cubase SX DAW. Any deviation from this will usually =  
cause a=20  
digital train wreck of the whole cotton pickin' thing.</FONT></DIV>

&nbsp;

o)

&nbsp;

&nbsp;

&nbsp;

"Tom Bruhl" &lt;[arpeggio@comcast.net](mailto:arpeggio@comcast.net)> wrote in message <news:43a762d3@linux>...

Both versions of Paris forced this = outer cards = for Mec attachement.

I almost traded it all in because it = took me a = year to find the answer.

EMU didn't even know. &nbsp; I was = pissed. &nbsp; = But now I'm happy.

You should be too.

&nbsp;

Moving the Mec around isn't that big = of a deal = really. &nbsp; I don't think it = will screw anything major up. &nbsp; = No ADAT cards = in there right?

Tom

&nbsp;

"Deadmeat" &lt;[scott@postmodernblues.com](mailto:scott@postmodernblues.com)> &g= t; = wrote in message [news:43a6d87f\\$1@linux](news:43a6d87f$1@linux)... <BR> Well = , = like I said, the system works as is (MECs on A and B) <BR> with the = older 2.2 = software, and has been running like that <BR> for a couple of years - = all = inputs and outputs producing <BR> sound without problems. So, I know = my clock =



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"Tom Bruhl" &lt;[arpegio@comcast.net](mailto:arpegio@comcast.net)> wrote: &gt;&gt; Dead, What Aaron says is true. &nbsp;

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My ASUS boards like the first and last card when using two Meccs. &gt; Tom &gt; &nbsp; "Aaron Allen" &lt;[nospam@not\\_here.dude](mailto:nospam@not_here.dude)> wrote in message &gt; news:43a5b0b4\$1@linux... &gt; &nbsp; Are you sure you have the two 'correct' EDS cards chosen for your &gt; system? I &gt; know that it gets sketchy pinning down which one, but on my system I &gt; have to &gt; use card A and C and skip putting a MEC on card B or wierd stuff like &gt; this &gt; &nbsp; happens (another hidden Paris 'feature'). The other thing to check is &gt; that &gt; &nbsp; you have a good wordclock BNC cable running from MEC #1 to MEC #2. &gt; &gt; &nbsp; AA &gt; &gt; &nbsp; "Deadmeat" &lt;[scott@postmodernblues.com](mailto:scott@postmodernblues.com)> wrote in message &gt; &nbsp; &lt;[scott@postmodernblues.com](mailto:scott@postmodernblues.com)> &gt; &nbsp; &nbsp; &nbsp; &nbsp; &nbsp; &gt; &gt; &nbsp; &gt; Hi all - &gt; &nbsp; &gt; &nbsp; Been messing with V3 for a bit and noticed a real problem. &gt; &nbsp; &gt; &nbsp; Testing on a 3-card system, 2 MECs installed (on A and B &gt; &nbsp; &gt; cards), 2 =

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-----=\_NextPart\_000\_0039\_01C604D7.AB043FE0--Trust me dude, just try it. It won't mess  
anything up and it's just a  
movement of the SCSI cable from Card B to Card C.  
AA

"Deadmeat" <scott@postmodernblues.com> wrote in message  
news:43a6d87f\$1@linux...

>  
> Well, like I said, the system works as is (MECs on A and B)  
> with the older 2.2 software, and has been running like that  
> for a couple of years - all inputs and outputs producing  
> sound without problems. So, I know my clock is good, the  
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> "Tom Bruhl" <arpegio@comcast.net> wrote:  
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>>  
>>  
>....here!!!!.....gimme that thing and stand back!!!!

;oD

"Aaron Allen" <nospam@not\_here.dude> wrote in message  
news:43a77690\$1@linux...  
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Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Aaron Allen](#) on Tue, 20 Dec 2005 03:09:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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> >>  
> >>  
> >  
>  
>.....can you say Taliban? In a way, I think this stuff may be the beginning  
of the end for the Iranian regime. there's an educated population there and  
this kind of repression might just backfire on a number of fronts.

"DC" <dc@spamiran.com> wrote in message news:43a747ca\$1@linux...

>  
> Both these discs just kicked my butt all over the room:  
>  
>  
> <http://www.telarc.com/gscripts/title.asp?gsku=3346&mscss id=3C5WJTQP SLS92PA80 G05AFURQWL3EF52>  
>  
> <http://www.towerrecords.com/product.aspx?pfid=3314294>  
>  
>  
> DCOK.....looks like I'm finally on my way. there appears to be some major  
quirkiness with the driver set I'm using as relates to the Matrox G450 PCI  
playing nice with the Houston controller and the Cubase USB dongle whil'st  
interacting with the VIA KT 800 chipset. Anyway, I've got it happening now.  
Hell'uva dance to get this all happening. I live the power of this thing.  
I'm operating Cubase Sx at 1.5ms latency without a hiccup so far.  
Now.....what to do with my old Cubase DAW???.....I'm thinking maybe one  
of those EMU interfaces running Emulator X maybe???

;o)  
"DJ" <

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Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Deej \[1\]](#) on Tue, 20 Dec 2005 04:23:16 GMT  
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---

animix\_spam-this-ahole\_@animas.net> wrote in message  
news:43a66053@linux...  
> I thought I was home free, but noooooo.....more problems. I'm  
beginning  
> to think I've got a defective mobo. Too much wierd stuff happening.  
>

> I'm restoring a Ghosted clean install right now. I went back to my old  
> system drive and the Houston controller worked, but I couldn't get the  
Dual  
> CPU's to work on it and there were quite a few other problems as well.  
>  
> Do you know anyone who services the Houston controller? It might be having  
> some problems as well. I've seen similar phenomena when the USB connector  
on  
> a device went south.  
>  
> ;O)  
> "Dave(EK Sound)" <audioguy\_editout\_@shaw.ca> wrote in message  
> news:43a6255d@linux...  
>> Yah, Rrrrrriiiiiiiiiiggggggggghht! ;-)  
>>  
>> David.  
>>  
>> DJ wrote:  
>>> This weekend has truly been hellacious. I sort of expected it. I've  
> pretty  
>>> much succeeded at most of what I wnted to accomplish, but it was a  
bitch  
>>> getting there.  
>>>  
>>> I'm never going to build another computer as long as I live.....I  
>>> promise.  
>>>  
>>> ;oP  
>>>  
>>> "DJ" <animix\_spam-this-ahole\_@animas.net> wrote in message  
>>> news:43a4dd92@linux...  
>>>  
>>>>I forgot how.  
>>>>  
>>>>;o}  
>>>>  
>>>>  
>>>  
>>>  
>>>  
>  
>Don.....it's....."0" Actually I'm not sure about total 0, as I've never tested  
it, but it's real world 0 for me, on Paris 3.0  
using solo tracks (vocals and the occasional trumpet). You should NOT be  
getting any noticeable latency.  
Rod  
"Don Nafe" <dnafe@magma.ca> wrote:  
>

>  
> Funny thing though lately when I've tried to do this method of =  
> Autotuning I've been getting a wicked latency I never experienced when I  
=  
> was on 2.2 (or whatever it was)...does anyone know the latency of =  
> Autotune in Paris  
>  
> Don  
> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =  
> news:43a763d6@linux...  
> John,  
> You can't render eds effects. Also using short passes of=20  
> Autotune is more tolerable and achievable using this method.  
> Tom  
> "John" <no@no.com> wrote in message news:43a75c92@linux...  
> Ahh, this is what I refer to as the SPDIF render. I have been=20  
> experimenting with it and it works for getting Native and EDS =  
> effects=20  
> but no EDS EQ. So what's the advantage over just doing a render =  
> with=20  
> native effects?  
>  
> Thanks,  
> John  
>  
> Don Nafe wrote:  
> > Thanks Rod...just had a chance to hunt for it - found it and was =  
> just about=20  
> > to start typing  
> >=20  
> > Don  
> >=20  
> >=20  
> > "Rod Lincoln" <rlincoln@kc.rr.com> wrote in message =  
> news:43a70a65\$1@linux...  
> >=20  
> >> It's really a trick, just patching to bounce autotune in manual =  
> mode..  
> >> If your track to be tuned is on track 1, put autotune on an =  
> insert. Select  
> >> "external" on the eds insert. Assuming your using mec A spdif, in  
=  
> the=20  
> >> Paris  
> >> batchbay, patch the "Mixer A insert" output of track 1 (green =  
> arrows=20  
> >> Bottom  
> >> row) to Mec Master digital out L or R. Then Patch the Mec Master =

>Digital

> >>In L or R (use same as before)to the insert "in" (brown, top)of =

>mixer A=20

> >>insert.

> >>ALSO patch the Mec Master digital in (brown, same as above)

> >>to track 2 of Mixer A.

> >>Mute track 1. record inable track 2. You might want to also change

=

>the=20

> >>input

> >>monitor to "Always monitor input' in the Project window, but you =

>don't=20

> >>have

> >>to. you just won't hear anything unless your recording.

> >>NEXT STEP VERY IMPORTANT:

> >>you MUST make a physical connection (with a real spdif cable) from

=

>the=20

> >>spdif

> >>out to the spdif in on the Mec. Now you can autotune away and =

>bounce your

> >>newly tuned track to track 2.

> >>You can use the adat connections the same way as the spdif. Just =

>make sure

> >>to loop the lightpipe cable from the in to the out on the back of

=

>the adat

> >>card.

> >>Rod

> >>

> >>John <no@no.com> wrote:

> >>

> >>>ok, so what's the trick?

> >>>

> >>>Rod Lincoln wrote:

> >>>

> >>>>Don, 8 is the limit if you have 1 mec and 1 adat card. 16 if you

=

>have

> >>

> >>at least

> >>

> >>>>2 mec's and 4 adat cards. If you have no adat cards, then 2, =

>using=20

> >>>>spdif.

> >>>>

> >>>>Rod

> >>>>"Don Nafe" <dnafe@magma.ca> wrote:

> >>>>  
> >>>>  
> >>>>>Hi All  
> >>>>>  
> >>>>>Is there a limit to the # of tracks that can be sent via the =  
>external  
> >>  
> >>loop  
> >>  
> >>>>  
> >>>>>(hardwired) tip that Brian used on his Auto tune trick =  
>segment...I'm not  
> >>>>  
> >>>>>at  
> >>>>>  
> >>>>>  
> >>>>>my rig and I was just wondering  
> >>>>>  
> >>>>>Don  
> >>>>>  
> >>>>>  
> >>>>>  
> >>>>>  
> >=20  
> >  
>  
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></HEAD>  
><BODY bgColor=3D#ffffff>  
><DIV><FONT face=3DArial size=3D2>Funny thing though lately when I've =  
>tried to do=20  
  
>never=20  
>experienced when I was on 2.2 (or whatever it was)...does anyone know =  
>the=20  
>latency of Autotune in Paris</FONT></DIV>

---

Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Deadmeat](#) on Wed, 21 Dec 2005 02:35:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

```

t;</BODY></HTML>
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> >
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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><META content=3D"MSHTML 6.00.2800.1106" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV><FONT face=3DArial size=3D2>That's a fact. With 3 x MECs, it's =
>always the MEC=20
>on card #2 that ends up locking to the external clock last. the most =
>reliable=20
>way to get my Frankenstein monster config working is to turn on my =
>outboard=20
>modules that are interfacing digitally with Parism then turn on=20

>then=20
>boot Paris, let it sit for about 30 - 45 seconds until everything =
>stabilizes,=20
>then boot up my Cubase SX DAW. Any deviation from this will usually =
>cause a=20
>digital train wreck of the whole cotton pickin' thing.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>;o)</FONT></DIV>

><DIV>"Tom Bruhl" <<A=20
>href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> wrote in =
>message=20
><A href=3D"news:43a762d3@linux">news:43a762d3@linux</A>...</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><FONT face=3DArial size=3D2>Both versions of Paris forced this =
>outer cards=20
> for Mec attachement.</FONT></DIV>
> <DIV><FONT face=3DArial size=3D2>I almost traded it all in because it
=
>took me a=20
> year to find the answer.</FONT></DIV>

```

```

> But now I'm happy.</FONT></DIV>
> <DIV><FONT face=3DArial size=3D2>You should be too.</FONT></DIV>

> <DIV><FONT face=3DArial size=3D2>Moving the Mec around isn't that big
=
>of a deal=20

>No ADAT cards=20
> in there right?</FONT></DIV>
> <DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

> <BLOCKQUOTE=20
> style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Deadmeat" <<A=20
> =
>href=3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&g=
>=20
> wrote in message <A=20
> =
>href=3D"news:43a6d87f$1@linux">news:43a6d87f$1@linux</A>...</DIV><BR>Well=
>=20
> like I said, the system works as is (MECs on A and B)<BR>with the =
>older 2.2=20
> software, and has been running like that<BR>for a couple of years -
=
>all=20
> inputs and outputs producing<BR>sound without problems. So, I know =
>my clock=20
> is good, the<BR>cards are good, the MECs and interfaces are good. I=20
> just<BR>brought up V2.2 to double check, and recorded using=20
> the<BR>interfaces that don't work with 3.0, so it's definatley<BR>a
=
>3.0=20
> issue.<BR><BR>When you had to have your MECs on A and C (or E), was=20
> that<BR>with Version 2.2 and 3.0, or just with 3.0? I could try=20
> moving<BR>the MEC to C and see if that fixes it, but I dread making=20
> any<BR>changes at all to a functional (under 2.2) PARIS=20
> system.....<BR><BR><BR>"Tom Bruhl" <<A=20
> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>=>20
> wrote:<BR>><BR>><BR>>Dead,<BR>>What Aaron says is =

> When my system was three cards with two Mecs<BR>>I had card A and =
>C=20

>and<BR>=3D<BR>>E.=20
> =3D20<BR>>My ASUS boards like the first and last card when using =

```



>two=20

> href=3D"mailto:nospam@not\_here.dude">nospam@not\_here.dude</A>> =  
>wrote in=20

>sure you=20

> have the two 'correct' EDS cards chosen for your =3D<BR>>system?=20

>one, but on=20

>and skip=20

> putting a MEC on card B or wierd stuff=20

>Paris=20

> 'feature'). The other thing to check =

> you have a good wordclock BNC cable running from MEC #1 to MEC=20

>"Deadmeat" <<A=20

> =

>href=3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&g=  
>t;=20

> =

>=20

>with V3 for=20

>3-card=20

>ADAT and=20

> Can record fine with MIX A, MEC A. Getting no sound at =

> > on any inputs for MEC B, Mix B. Tried to load V2.2, and=20

>long.=20

>have no=20

>WC fine -=20

>projects=20

> Thoughts?=3D20<BR>><BR>><BR>><BR>><!DOCTYPE HTML =  
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>name=3D3DGENERATOR><BR>><STYLE></STYLE><BR>></HEA=
>D><BR>><BODY=20
> bgColor=3D3D#ffffff><BR>><DIV><FONT face=3D3DArial=20
> =
>size=3D3D2>Dead,</FONT></DIV><BR>><DIV><FONT=20
> face=3D3DArial size=3D3D2>What Aaron says is true. When my =
>=3D<BR>>system=20
> was=3D20<BR>>three cards with two=20
> Mecs</FONT></DIV><BR>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>I had card A and C attached to the =3D<BR>>Mecs.=20
> Now=3D20<BR>>with five cards it's A and E.=20
> </FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
> size=3D3D2>My ASUS boards like </FONT><FONT=20
> =3D<BR>>face=3D3DArial=3D20<BR>>size=3D3D2>the first and =
>last card when=20
> using two Mecs.</FONT></DIV><BR>><DIV><FONT=20
> face=3D3DArial=20
> =
>size=3D3D2>Tom</FONT></DIV><BR>><BLOCKQUOTE=3D20<BR>=
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>am@not_here.dude">nospam@not_here.dude</A</A>>>=20

>=3D<BR>>href=3D3D"<A=20
> =
>href=3D'news:43a5b0b4$1 @linux">news:43a5b0b4$1 @linux</A>...</DIV>>Are=3D20=
>'>news:43a5b0b4$1 @linux">news:43a5b0b4$1 @linux</A>...</DIV>=

> you sure you have the two 'correct' EDS cards chosen for your=20

>gets sketchy=20
> pinning down which one, but on my system<BR>=3D<BR>>I =

```

> to use card A and C and skip putting a MEC on card B or =  
>wierd=20

>(another hidden=20  
> Paris 'feature'). The other thing to check =

> that you have a good wordclock BNC cable running from MEC =  
>#1 to=20

> #2. AA "Deadmeat"=20

> =  
>href="mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&a=  
>mp;g'>mailto:scott@postmodernblues.com">scott@postmodernblues.com</=

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>g'>news:43a59445\$1@linux">news:43a59445\$1@linux</A>...<BR>=  
><BR>&g</A>=3D<BR>>t;=20

>bit and=20

>a 3-card=20

>B<BR>>=20  
> cards), 2 ADAT and one Sync on MEC A, 1 8-input on =

> B.<BR><BR>> Can record fine with MIX A, MEC A. =  
>Getting no=20

>inputs for MEC=20

>all<BR>> is fine=20

> using<BR>> V3, see input lights on module, but have no =  
>meters=20

>syncing to WC=20

>submixes just=20

> V2.<BR><BR>> Any Thoughts?=20  
> =  
><BR><BR></BLOCKQUOTE></BODY></HTML><BR>>=  
><BR><BR></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>  
>

>I have been using Sound Forge for years and would highly recommend it, especially for CD Mastering because version 8.0 comes with CD Architect which is probably the best redbook CD program.

I use Waves plug-ins, but with mixes I 've done myself the only plug-in needed is the L1 to raise the level up and dither down to 16 bit. I use the PAF to WAV converter to prep my files for Sound Forge.

The last record I did, I used these tools to make a reference master for the car before having the actual mastering done at The Mastering Lab in Hollywood. The engineer (who has a couple grammys) wanted to listen to my master as a target and he thought it was pretty good.

RZ

"Bill Lorentzen" <bill@lorentzen.ws> wrote in message news:43a88583@linux...

> If you are looking for a good mastering limiter, the UAD Precision Limiter  
> is the best I have heard.

>

> Bill

>

> "Pete Ruthenburg" <ruthenburg@sbcglobal.net> wrote in message  
> news:43a84d7b\$1@linux...

>>

>> SO I've got a piano jazz trio project I'm going to try and  
>> master. Just want some advice on what is being used to master.

>>

>> Are some of you doing it in PARIS or do I need to buy Wavelab?

>>

>> Thinking of trying some of the UAD precision stuff too.

>> Probably a good project for me to get into the mastering thing

>> since it shouldn't require alot since its a jazz thing.

>> I also recorded it so I know the material.

>>

>> Thanks,

>> Pete

>

>I was just wondering if any of you use / know of some kind of drum beat generator I could use instead of a click. I run Cakewalk Pro 9 on a second PC synced to Paris via SMPTE. I then send a midi note from Cakewalk to a D4 drum module and use that as my click sound back into Paris. Is there an app I could use that could sync to time code where I could chose the beat, tempo and just start trackin, no F\_\_in around...!! Then, with the same timecode, I could go back to Cakewalk if need be, punch in the same tempo and work on midi tracks/sequences, etc.

Thanks much and Happy Holidays from the great white north.

Rob A This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0218\_01C605AD.23D28C80

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Hey Steve,

Beside the Christian Science Center Globe (really great!) and Aquarium, =

I'd suggest

a walk through Harvard Square in Cambridge. It would be nicer in the summer but Christmas can be cool. Red Line to Harvard Square via the T = and you're there.

There are incredibly giant ice sculptures on the Trinity Church = property-

beside the Boston Public Library on Boylston Street (main drag). The = Hancock Building=20

(the new one) is triangular and all glass right near there. Cool = reflections

of the church on the Hancock! Might catch a jazz group at the Top Of = The Hub

in the Prudential Center (the Pru). That's the highest point in town. =

If you've got legs

the church, Pru and Hancock are 4 blocks apart. The Christian Science = Center is

close if you walk behind the Pru to get there. Harvard and the Aquarium = are each T stops

which can be picked up on Boylston St.

Have fun and if you have time to visit my door is open. I'm in Raynham, = MA..=20

Sincerely,

Tom

"Mike R." <emarenot@yahoo.copm> wrote in message = news:43a8aed6\$1@linux...

Hey STA,

If you're going to be in the city proper, you really shouldn't need a = car.

Their version of a subway (the "T") is pretty inexpensive, and for a = visitor,

a gas to ride. Definatly check out Fanuel Hall (spelling is off I'm = sure).

I'd second Bill's recommendation on the Christian SM globe, its = pretty cool.

The Museum of Fine Art is wonderful, as is the Isabella Stewart = Gardiner

art museum (google for more info). As I recall, they moved the =  
villa/museum  
from Italy. The science museum is also a nifty experience. They have =  
a  
show on electricity that's "hair raising." Oh yeah, and the aquarium. =  
In  
fact, I'd recommend the aquarium over the science museum. In the =  
center  
of the place is this three or four story (you guessed it) aquarium. =  
Quite  
a sight. It (and the science museum) have and are located on, their =  
own  
"T" stop. =20  
Hope this helps. May your explorations rise up to meet you!  
MR=20

"steve the artguy" <artguy@svnhooaa.net> wrote:  
>  
>Hey, guys-  
>  
>The impossible is about to happen. I'm flying back to Boston for =  
Christmas.  
>First Christmas outside Napa in... hmmm...53 years. Bonnie's =  
daughter lives  
>there, so the two of us are flying out.  
>  
>Silly me. Should have checked before today. The only things I can see =  
available  
>to rent tomorrow (!) are, hmm, a little more expensive than I had =  
anticipated.  
>If I did this sort of thing more often I would have known to check =  
into  
the  
>car at the same time as the ticket. But...  
>  
>So, do any of you fine Paris folk, who know darned near everything, =  
know  
>of a source for renting a car for a week, cheap? or anything else I =  
should  
>know of, or see, or do, while in Boston?  
>  
>Or anyone need a fast mural done in exchange for a car for a week? =  
Ha! It  
>would have to be a fast one...  
>  
>-steve

-----=\_NextPart\_000\_0218\_01C605AD.23D28C80

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</FONT></DIV>

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St.</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>Have fun and if you have time to visit =  
my door is=20  
open.&nbsp;   I'm in Raynham, MA.. </FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Sincerely,</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<BLOCKQUOTE=20  
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BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
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href=3D"mailto:emarenot@yahoo.copm">emarenot@yahoo.copm</A>&gt; wrote =  
in message=20  
<A =  
href=3D"news:43a8aed6\$1 @linux">news:43a8aed6\$

---

---

Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Deej \[1\]](#) on Wed, 21 Dec 2005 04:35:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

A>...<BR>><BR>&g=  
> >=3D  
> > >t; Hi=3D20  
> > > all -<BR>> Been messing with V3 for a bit and noticed a real=3D20  
> > > problem.<BR>> Testing on a 3-card system, 2 MECs installed (on A  
> =  
> >=3D  
> > >and=3D20  
> > > B<BR>> cards), 2 ADAT and one Sync on MEC A, 1 8-input on =  
> >MEC=3D20  
> > > B.<BR>><BR>> Can record fine with MIX A, MEC A. Getting no sound  
> =  
> >=3D  
> > >at=3D20  
> > > all<BR>> on any inputs for MEC B, Mix B. Tried to load V2.2, =  
> >and=3D20  
> > > all<BR>> is fine - can record on MEC B inputs all day long. =  
> >When=3D20  
> > > using<BR>> V3, see input lights on module, but have no meters =  
> >in=3D20  
> > > mixer<BR>> and no sound - MEC B syncing to WC fine - plays =  
> >sound=3D20  
> > > accross<BR>> all submixes just fine from projects recorded =  
> >on=3D20  
> > > V2.<BR>><BR>> Any Thoughts? <BR><BR></BLOCKQUOTE></BODY></HTML>  
> > >  
> > >



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> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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> > charset=3Diso-8859-1">
> ><META content=3D"MSHTML 6.00.2800.1106" name=3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D#ffffff>
> ><DIV><FONT face=3DArial size=3D2>That's a fact. With 3 x MECs, it's =
> > always the MEC=20
> > on card #2 that ends up locking to the external clock last. the most =
> > reliable=20
> > way to get my Frankenstein monster config working is to turn on my =
> > outboard=20
> > modules that are interfacing digitally with Parism then turn on=20
> > the external clock, then turn on the MECs, then boot the computer, =
> > then=20
> > boot Paris, let it sit for about 30 - 45 seconds until everything =
> > stabilizes,=20
> > then boot up my Cubase SX DAW. Any deviation from this will usually =
> > cause a=20
> > digital train wreck of the whole cotton pickin' thing.</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
> ><DIV><FONT face=3DArial size=3D2>;o</FONT></DIV>
> ><DIV> </DIV>
> ><DIV> </DIV>
> ><DIV> </DIV>
> ><DIV>"Tom Bruhl" <<A=20
> > href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>> wrote in =
> > message=20
> ><A href=3D"news:43a762d3@linux">news:43a762d3@linux</A>...</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><FONT face=3DArial size=3D2>Both versions of Paris forced this =
> > outer cards=20
> > for Mec attachement.</FONT></DIV>
> > <DIV><FONT face=3DArial size=3D2>I almost traded it all in because it
> > =
> > took me a=20
> > year to find the answer.</FONT></DIV>
> > <DIV><FONT face=3DArial size=3D2>EMU didn't even know. I was =
> > pissed. =20
> > But now I'm happy.</FONT></DIV>
> > <DIV><FONT face=3DArial size=3D2>You should be too.</FONT></DIV>
> > <DIV><FONT face=3DArial size=3D2></FONT> </DIV>

```

> > <DIV><FONT face=3DArial size=3D2>Moving the Mec around isn't that big  
> =  
> >of a deal=20  
> > really. I don't think it</FONT></DIV>  
> > <DIV><FONT face=3DArial size=3D2>will screw anything major up. =  
> >No ADAT cards=20  
> > in there right?</FONT></DIV>  
> > <DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
> > <DIV><FONT face=3DArial size=3D2></FONT> </DIV>  
> > <BLOCKQUOTE=20  
> > style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
> > <DIV>"Deadmeat" <<A=20  
> > =  
>  
>href=3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&g=  
> >t;=20  
> > wrote in message <A=20  
> > =  
>  
>href=3D"news:43a6d87f\$1@linux">news:43a6d87f\$1@linux</A>...</DIV><BR>Well=  
> >,=20  
> > like I said, the system works as is (MECs on A and B)<BR>with the =  
> >older 2.2=20  
> > software, and has been running like that<BR>for a couple of years -  
> =  
> >all=20  
> > inputs and outputs producing<BR>sound without problems. So, I know =  
> >my clock=20  
> > is good, the<BR>cards are good, the MECs and interfaces are good.  
l=20  
> > just<BR>brought up V2.2 to double check, and recorded using=20  
> > the<BR>interfaces that don't work with 3.0, so it's definatley<BR>a  
> =  
> >3.0=20  
> > issue.<BR><BR>When you had to have your MECs on A and C (or E),  
was=20  
> > that<BR>with Version 2.2 and 3.0, or just with 3.0? I could try=20  
> > moving<BR>the MEC to C and see if that fixes it, but I dread  
making=20  
> > any<BR>changes at all to a functional (under 2.2) PARIS=20  
> > system.....<BR><BR><BR>"Tom Bruhl" <<A=20  
> > href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20  
> > wrote:<BR>><BR>><BR>>Dead,<BR>>What Aaron says is =  
> >true. =20  
> > When my system was three cards with two Mecs<BR>>I had card A and =  
> >C=20  
> > attached to the Mecs. Now with five cards it's A =

> >and<BR>=3D<BR>>E.=20  
 > > =3D20<BR>>My ASUS boards like the first and last card when using =  
 > >two=20  
 > > Mecs.<BR>>Tom<BR>> "Aaron Allen" <<A=20  
 > > href=3D"mailto:nospam@not\_here.dude">nospam@not\_here.dude</A>> =  
 > >wrote in=20  
 > > message =3D<BR>>news:43a5b0b4\$1@linux...<BR>> Are you =  
 > >sure you=20  
 > > have the two 'correct' EDS cards chosen for your =3D<BR>>system?=20  
 > > l=3D20<BR>> know that it gets sketchy pinning down which =  
 > >one, but on=20  
 > > my system I =3D<BR>>have to=3D20<BR>> use card A and C =  
 > >and skip=20  
 > > putting a MEC on card B or wierd stuff=20  
 > > like<BR>=3D<BR>>this=3D20<BR>> happens (another hidden =  
 > >Paris=20  
 > > 'feature'). The other thing to check =  
 > >is<BR>=3D<BR>>that=3D20<BR>> =20  
 > > you have a good wordclock BNC cable running from MEC #1 to MEC=20  
 > > #2.<BR>><BR>> AA<BR>><BR>><BR>> =  
 > >"Deadmeat" <<A=20  
 > > =  
 >  
 >href=3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&g=  
 > >t;=20  
 > > wrote in message=3D20<BR>> <A=20  
 > > =  
 > >href=3D"news:43a59445\$1@linux">news:43a59445\$1@linux</A>...<BR>> =  
 > >=20  
 > > ><BR>> > Hi all -<BR>> > Been messing =  
 > >with V3 for=20  
 > > a bit and noticed a real problem.<BR>> > Testing on a =  
 > >3-card=20  
 > > system, 2 MECs installed (on A and B<BR>> > cards), 2 =  
 > >ADAT and=20  
 > > one Sync on MEC A, 1 8-input on MEC B.<BR>> =  
 > >><BR>> >=20  
 > > Can record fine with MIX A, MEC A. Getting no sound at =  
 > >all<BR>> =20  
 > > > on any inputs for MEC B, Mix B. Tried to load V2.2, and=20  
 > > all<BR>> > is fine - can record on MEC B inputs all day =  
 > >long.=20  
 > > When using<BR>> > V3, see input lights on module, but =  
 > >have no=20  
 > > meters in mixer<BR>> > and no sound - MEC B syncing to =  
 > >WC fine -=20  
 > > plays sound accross<BR>> > all submixes just fine from =  
 > >projects=20

```

>> recorded on V2.<BR>> ><BR>> > Any=20
>> Thoughts?=3D20<BR>><BR>><BR>><BR>><!DOCTYPE HTML =
>>PUBLIC=20
>> "-//W3C//DTD 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>Dead,</FONT></DIV><BR>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>What Aaron says is true. When my =
>>=3D<BR>>system=20
>> was=3D20<BR>>three cards with two=20
>> Mecs</FONT></DIV><BR>><DIV><FONT =
>>face=3D3DArial=20
>> size=3D3D2>I had card A and C attached to the =3D<BR>>Mecs.=20
>> Now=3D20<BR>>with five cards it's A and E.=20
>> </FONT></DIV><BR>><DIV><FONT face=3D3DArial=20
>> size=3D3D2>My ASUS boards like </FONT><FONT=20
>> =3D<BR>>face=3D3DArial=3D20<BR>>size=3D3D2>the first and =
>>last card when=20
>> using two Mecs.</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>"Aaron Allen" =
>>
>> <<A=3D20<BR>> href=3D3D"<A=20
>> =
>
>href=3D'mailto:nospam@not_here.dude">nospam@not_here.dude</A>mailto:nosp=
>>am@not_here.dude">nospam@not_here.dude</A/>>=20
>> =3D<BR>>wrote in=3D20<BR>> message <A =
>>=3D<BR>>href=3D3D"<A=20
>> =
>
>href=3D'news:43a5b0b4$1 @linux">news:43a5b0b4$1 @linux</A>...</DIV>Are=3D20=
>>'>news:43a5b0b4$1 @linux">news:43a5b0b4$1 @linux</A>...</DIV>=
>>;Are=3D20</A><BR>> =20

```

>> you sure you have the two 'correct' EDS cards chosen for your=20  
>> system?<BR>=3D<BR>>I=3D20<BR>> <BR>know that it =  
>>gets sketchy=20  
>> pinning down which one, but on my system<BR>=3D<BR>>I =  
>>have=3D20<BR>> =20  
>> to <BR>use card A and C and skip putting a MEC on card B or =  
>>wierd=20  
>> =3D<BR>>stuff like=3D20<BR>> this <BR>happens =  
>>(another hidden=20  
>> Paris 'feature'). The other thing to<BR>=3D<BR>>check =  
>>is=3D20<BR>> =20  
>> that <BR>you have a good wordclock BNC cable running from MEC =  
>>#1 to=20  
>> =3D<BR>>MEC=3D20<BR>> =20  
>> #2.<BR><BR>AA<BR><BR><BR>"Deadmeat"=20  
>> <<A=3D20<BR>> =3D<BR>>href=3D3D"<A=20  
>> =  
>  
>href=3D'mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&a=  
>>mp;g'>mailto:scott@postmodernblues.com">scott@postmodernblues.com</=  
>>A>&g</A>=3D<BR>>t;=3D20<BR>> =20  
>> wrote in message <BR><A=3D20<BR>> =  
>>=3D<BR>>href=3D3D"<A=20  
>> =  
>>href=3D'news:43a59445\$1@linux">news:43a59445\$1@linux</A>...<BR>><BR>&=  
>>g'>news:43a59445\$1@linux">news:43a59445\$1@linux</A>...<BR>=  
>>><BR>&g</A>=3D<BR>>t;=20  
>> Hi=3D20<BR>> all -<BR>> Been messing with V3 for a =  
>>bit and=20  
>> noticed a real=3D20<BR>> problem.<BR>> Testing on =  
>>a 3-card=20  
>> system, 2 MECs installed (on A =3D<BR>>and=3D20<BR>> =  
>>B<BR>>=20  
>> cards), 2 ADAT and one Sync on MEC A, 1 8-input on =  
>>MEC=3D20<BR>> =20  
>> B.<BR>><BR>> Can record fine with MIX A, MEC A. =  
>>Getting no=20  
>> sound =3D<BR>>at=3D20<BR>> all<BR>> on any =  
>>inputs for MEC=20  
>> B, Mix B. Tried to load V2.2, and=3D20<BR>> =  
>>all<BR>> is fine=20  
>> - can record on MEC B inputs all day long. When=3D20<BR>> =20  
>> using<BR>> V3, see input lights on module, but have no =  
>>meters=20  
>> in=3D20<BR>> mixer<BR>> and no sound - MEC B =  
>>syncing to WC=20  
>> fine - plays sound=3D20<BR>> accross<BR>> all =  
>>submixes just=20

>> fine from projects recorded on=3D20<BR>> =20  
>> V2.<BR>><BR>> Any Thoughts?=20  
>> =  
>><BR><BR></BLOCKQUOTE></BODY></HTML><BR>>=  
>><BR>><BR></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>  
>>  
>>  
>>  
>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

Steve,  
I'm on the way down from Boston if you take rt 24.  
The Bourne bridge over the Cape Cod Canal is about=20  
25 minutes from my house.

I'll shoot you an email.  
Tom

"steve the artguy" <artguy@svnsillyme.net> wrote in message =  
news:43a8ca82\$1@linux...

"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>  
>  
>Hey Steve,  
>Beside the Christian Science Center Globe (really great!) and =  
Aquarium,  
=3D  
>I'd suggest  
>a walk through Harvard Square in Cambridge. It would be nicer in the  
>summer but Christmas can be cool. Red Line to Harvard Square via the =  
T  
=3D  
>and you're there.  
>There are incredibly giant ice sculptures on the Trinity Church =3D  
>property-  
>beside the Boston Public Library on Boylston Street (main drag). The =  
=3D  
>Hancock Building=3D20  
>(the new one) is triangular and all glass right near there. Cool =3D  
>reflections  
>of the church on the Hancock! Might catch a jazz group at the Top Of =  
=3D  
>The Hub

>in the Prudential Center (the Pru). That's the highest point in =  
town.=20  
=3D  
>If you've got legs  
>the church, Pru and Hancock are 4 blocks apart. The Christian =  
Science =3D  
>Center is  
>close if you walk behind the Pru to get there. Harvard and the =  
Aquarium  
=3D  
>are each T stops  
>which can be picked up on Boylston St.  
>  
>Have fun and if you have time to visit my door is open. I'm in =  
Raynham,  
=3D  
>MA..  
>Sincerely,  
>Tom

thanks, guys! Keep 'em comin'!

Tom,=20

An old roommate of Bonnie's is expecting us to visit him somewhere in =  
Cape  
Cod, so we'll be wandering around in the rental car some. Thanks for =  
the  
invite - it's within the realm of the possible...

-steve

>  
> "Mike R." <emarenot@yahoo.copm> wrote in message =3D  
>news:43a8aed6\$1@linux...  
>  
> Hey STA,  
> If you're going to be in the city proper, you really shouldn't need =  
a  
=3D  
>car.  
> Their version of a subway (the "T") is pretty inexpensive, and for =  
a  
=3D  
>visitor,

> a gas to ride. Definately check out Fanuel Hall (spelling is off =  
I'm  
=3D  
>sure).  
> I'd second Bill's recommendation on the Christian SM globe, its =  
=3D  
>pretty cool.  
> The Museum of Fine Art is wonderful, as is the Isabella Stewart =  
=3D  
>Gardiner  
> art museum (google for more info). As I recall, they moved the =3D  
>villa/museum  
> from Italy. The science museum is also a nifty experience. They =  
have  
=3D  
>a  
> show on electricity that's "hair raising." Oh yeah, and the =  
aquarium.  
=3D  
> In  
> fact, I'd recommend the aquarium over the science museum. In the =  
=3D  
>center  
> of the place is this three or four story (you guessed it) aquarium. =  
=3D  
>Quite  
> a sight. It (and the science museum) have and are located on, =  
their =3D  
>own  
> "T" stop.=20  
> Hope this helps. May your explorations rise up to meet you!  
> MR

-----=\_NextPart\_000\_023B\_01C605BF.8C195280

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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

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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>

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<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>

<BLOCKQUOTE=20

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

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door is=20  
open.&nbsp; I'm in=20  
=  
Raynham,<BR>=3D<BR>&gt;MA.<BR>&gt;Sincerely,<BR >&gt;Tom<BR><BR>thanks, =  
guys!=20  
Keep 'em comin'!<BR><BR>Tom, <BR><BR>An old roommate of Bonnie's is =  
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us to visit him somewhere in Cape<BR>Cod, so we'll be wandering around =  
in the=20  
rental car some. Thanks for the<BR>invite - it's within the realm of =  
the=20  
possible...<BR><BR>-steve<BR><BR><BR><BR><BR>&gt; <BR>&gt;&nbsp; "Mike =  
R."=20  
&lt;<A href=3D"mailto:emarenot@yahoo.copm">emarenot@yahoo.copm</A>&gt; =  
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really=20  
shouldn't need a<BR>=3D<BR>&gt;car.<BR>&gt;&nbsp;&nbsp;&nbsp; Their version =  
of a=20  
subway (the "T") is pretty inexpensive, and for=20  
a<BR>=3D<BR>&gt;visitor,<BR>&gt;&nbsp;&nbsp; a gas to ride.&nbsp;&nbsp; Definatly =  
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for more=20  
info).&

---

Subject: Re: Version 3 MEC Inputs Card B No sound  
Posted by [Tom Bruhl](#) on Wed, 21 Dec 2005 04:50:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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> >system  
> > =3D3D  
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 >> > =3D3D  
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 =  
 >>href=3D3D3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com=  
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 >>>&g=3D3D  
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```

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=3D
> >sound=3D3D20
> > > accross<BR>> all submixes just fine from projects recorded =
=3D
> >on=3D3D20
> > > V2.<BR>><BR>> Any Thoughts? =
<BR><BR></BLOCKQUOTE></BODY></HTML>
> > >
> > >
> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
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> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><DIV><FONT face=3D3DArial size=3D3D2>That's a fact. With 3 x MECs, =
it's =3D
> >always the MEC=3D20
> >on card #2 that ends up locking to the external clock last. the =
most =3D
> >reliable=3D20
> >way to get my Frankenstein monster config working is to turn on my =
=3D
> >outboard=3D20
> >modules that are interfacing digitally with Parism then turn =
on=3D20
> >the external clock, then turn on the MECs, then boot the computer, =
=3D
> >then=3D20
> >boot Paris, let it sit for about 30 - 45 seconds until everything =
=3D
> >stabilizes,=3D20
> >then boot up my Cubase SX DAW. Any deviation from this will usually =
=3D
> >cause a=3D20
> >digital train wreck of the whole cotton pickin' thing.</FONT></DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> ><DIV><FONT face=3D3DArial size=3D3D2>;o</FONT></DIV>

```

```

>><DIV> </DIV>
>><DIV> </DIV>
>><DIV> </DIV>
>><DIV>"Tom Bruhl" <<A=3D20
>>href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>> =
wrote in =3D
>>message=3D20
>><A href=3D3D"news:43a762d3@linux">news:43a762d3@linux</A>...</DIV>
>><BLOCKQUOTE dir=3D3Dltr=3D20
>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=3D
>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> <DIV><FONT face=3D3DArial size=3D3D2>Both versions of Paris =
forced this =3D
>>outer cards=3D20
>> for Mec attachement.</FONT></DIV>
>> <DIV><FONT face=3D3DArial size=3D3D2>I almost traded it all in =
because it
> =3D
>>took me a=3D20
>> year to find the answer.</FONT></DIV>
>> <DIV><FONT face=3D3DArial size=3D3D2>EMU didn't even know. I was =
=3D
>>pissed. =3D20
>> But now I'm happy.</FONT></DIV>
>> <DIV><FONT face=3D3DArial size=3D3D2>You should be =
too.</FONT></DIV>
>> <DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>> <DIV><FONT face=3D3DArial size=3D3D2>Moving the Mec around isn't =
that big
> =3D
>>of a deal=3D20
>> really. I don't think it</FONT></DIV>
>> <DIV><FONT face=3D3DArial size=3D3D2>will screw anything major =
up. =3D
>>No ADAT cards=3D20
>> in there right?</FONT></DIV>
>> <DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>> <DIV><FONT face=3D3DArial size=3D3D2></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>"Deadmeat" <<A=3D20
>> =3D
>
=
>href=3D3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A=

```

>&g=3D  
> >t;=3D20  
> > wrote in message <A=3D20  
> > =3D  
>  
=  
>href=3D3D"news:43a6d87f\$1 @linux">news:43a6d87f\$1 @linux</A>...</DIV><BR>W=  
ell=3D  
> >,=3D20  
> > like I said, the system works as is (MECs on A and B)<BR>with =  
the =3D  
> >older 2.2=3D20  
> > software, and has been running like that<BR>for a couple of =  
years -  
> =3D  
> >all=3D20  
> > inputs and outputs producing<BR>sound without problems. So, I =  
know =3D  
> >my clock=3D20  
> > is good, the<BR>cards are good, the MECs and interfaces are =  
good.  
I=3D20  
> > just<BR>brought up V2.2 to double check, and recorded =  
using=3D20  
> > the<BR>interfaces that don't work with 3.0, so it's =  
definatley<BR>a  
> =3D  
> >3.0=3D20  
> > issue.<BR><BR>When you had to have your MECs on A and C (or E),  
was=3D20  
> > that<BR>with Version 2.2 and 3.0, or just with 3.0? I could =  
try=3D20  
> > moving<BR>the MEC to C and see if that fixes it, but I dread  
making=3D20  
> > any<BR>changes at all to a functional (under 2.2) PARIS=3D20  
> > system.....<BR><BR><BR>"Tom Bruhl" <<A=3D20  
> > =  
href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20  
> > wrote:<BR>><BR>><BR>>Dead,<BR>>What Aaron says is =3D  
> >true. =3D20  
> > When my system was three cards with two Meccs<BR>>I had card A =  
and =3D  
> >C=3D20  
> > attached to the Meccs. Now with five cards it's A =3D  
> >and<BR>=3D3D<BR>>E.=3D20  
> > =3D3D20<BR>>My ASUS boards like the first and last card when =  
using =3D  
> >two=3D20

> > Mecs.<BR>>Tom<BR>> "Aaron Allen" <<A=3D20  
 > > =  
 href=3D3D"mailto:nospam@not\_here.dude">nospam@not\_here.dude</A>> =3D  
 > >wrote in=3D20  
 > > message =3D3D<BR>>news:43a5b0b4\$1@linux...<BR>> Are you =3D  
 > >sure you=3D20  
 > > have the two 'correct' EDS cards chosen for your =  
 =3D3D<BR>>system?=3D20  
 > > I=3D3D20<BR>> know that it gets sketchy pinning down which =3D  
 > >one, but on=3D20  
 > > my system I =3D3D<BR>>have to=3D3D20<BR>> use card A and C =3D  
 > >and skip=3D20  
 > > putting a MEC on card B or wierd stuff=3D20  
 > > like<BR>=3D3D<BR>>this=3D3D20<BR>> happens (another hidden =3D  
 > >Paris=3D20  
 > > 'feature'). The other thing to check =3D  
 > >is<BR>=3D3D<BR>>that=3D3D20<BR>> =3D20  
 > > you have a good wordclock BNC cable running from MEC #1 to =  
 MEC=3D20  
 > > #2.<BR>><BR>> AA<BR>><BR>><BR>> =3D  
 > >"Deadmeat" <<A=3D20  
 > > =3D  
 >  
 =  
 >href=3D3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A=  
 >&g=3D  
 > >t;=3D20  
 > > wrote in message=3D3D20<BR>> <A=3D20  
 > > =3D  
 > >href=3D3D"news:43a59445\$1@linux">news:43a59445\$1@linux</A>...<BR>> =  
 =3D  
 > >=3D20  
 > > ><BR>> > Hi all -<BR>> > Been messing =3D  
 > >with V3 for=3D20  
 > > a bit and noticed a real problem.<BR>> > Testing on a =3D  
 > >3-card=3D20  
 > > system, 2 MECs installed (on A and B<BR>> > cards), 2 =3D  
 > >ADAT and=3D20  
 > > one Sync on MEC A, 1 8-input on MEC B.<BR>> =3D  
 > >><BR>> >=3D20  
 > > Can record fine with MIX A, MEC A. Getting no sound at =3D  
 > >all<BR>> =3D20  
 > > > on any inputs for MEC B, Mix B. Tried to load V2.2, and=3D20  
 > > all<BR>> > is fine - can record on MEC B inputs all day =3D  
 > >long.=3D20  
 > > When using<BR>> > V3, see input lights on module, but =3D  
 > >have no=3D20  
 > > meters in mixer<BR>> > and no sound - MEC B syncing to =3D

```

>>WC fine
>> plays sound accross
>>projects
>> recorded on V2.
>> Thoughts?
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>> face=Arial size=What Aaron says is true. When my =
=
>>=system
>> was=three cards with two
>> Mecs
>> face=Arial
>> size=I had card A and C attached to the =
=
>> Now=with five cards it's A and E.=
>> </FONT></DIV>
>> size=My ASUS boards like
>> =face=Arial<br>size=the first =
and
>>last card when
>> using two Mecs.
>> face=Arial
>> =
>>size=Tom
>>>style="PADDING-RIGHT:
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
=
>>#000000 2px
>> solid; MARGIN-RIGHT: 0px"> <DIV>"Aaron Allen"
>>
>> <<A
>> =
>
=
>href='mailto:nospam@not_here.dude">nospam@not_here.dude</A'>mailto:n=

```



osp=3D  
> >am@not\_here.dude">nospam@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:43a5b0b4\$1 @linux">news:43a5b0b4\$1 @linux</A>...</DIV>Are=3D=  
3D20=3D  
> >'>news:43a5b0b4\$1 @linux">news:43a5b0b4\$1 @linux</A>...</DIV>=3D  
> >;Are=3D3D20</A><BR>> =3D20  
> > you sure you have the two 'correct' EDS cards chosen for =  
your=3D20  
> > system?<BR>=3D3D<BR>>I=3D3D20<BR>> <BR>know that it =3D  
> >gets sketchy=3D20  
> > pinning down which one, but on my system<BR>=3D3D<BR>>I =3D  
> >have=3D3D20<BR>> =3D20  
> > to <BR>use card A and C and skip putting a MEC on card B or =3D  
> >wierd=3D20  
> > =3D3D<BR>>stuff like=3D3D20<BR>> this <BR>happens =3D  
> >(another hidden=3D20  
> > Paris 'feature'). The other thing to<BR>=3D3D<BR>>check =3D  
> >is=3D3D20<BR>> =3D20  
> > that <BR>you have a good wordclock BNC cable running from MEC =  
=3D  
> >#1 to=3D20  
> > =3D3D<BR>>MEC=3D3D20<BR>> =3D20  
> > #2.<BR><BR>AA<BR><BR><BR>"Deadmeat"=3D20  
> > <<A=3D3D20<BR>> =3D3D<BR>>href=3D3D3D"<A=3D20  
> > =3D  
>  
=  
>href=3D3D'mailto:scott@postmodernblues.com">scott@postmodernblues.com</A=  
>&a=3D  
> =  
>mp;g'>mailto:scott@postmodernblues.com">scott@postmodernblues.com</=3D  
> >A>&g</A>=3D3D<BR>>t;=3D3D20<BR>> =3D20  
> > wrote in message <BR><A=3D3D20<BR>> =3D  
> >=3D3D<BR>>href=3D3D3D"<A=3D20  
> > =3D  
> >=  
>href=3D3D'news:43a59445\$1 @linux">news:43a59445\$1 @linux</A>...<BR>><BR>&=3D=  
  
> >g'>news:43a59445\$1 @linux">news:43a59445\$1 @linux</A>...<BR>=3D  
> >><BR>&g</A>=3D3D<BR>>t;=3D20  
> > Hi=3D3D20<BR>> all -<BR>> Been messing with V3 for a =3D  
> >bit and=3D20  
> > noticed a real=3D3D20<BR>> problem.<BR>> Testing on =3D

> > a 3-card=3D20  
 > > system, 2 MECs installed (on A =3D3D<BR>>and=3D3D20<BR>> =3D  
 > >B<BR>>=3D20  
 > > cards), 2 ADAT and one Sync on MEC A, 1 8-input on =3D  
 > >MEC=3D3D20<BR>> =3D20  
 > > B.<BR>><BR>> Can record fine with MIX A, MEC A. =3D  
 > >Getting no=3D20  
 > > sound =3D3D<BR>>at=3D3D20<BR>> all<BR>> on any =3D  
 > >inputs for MEC=3D20  
 > > B, Mix B. Tried to load V2.2, and=3D3D20<BR>> =3D  
 > >all<BR>> is fine=3D20  
 > > - can record on MEC B inputs all day long. When=3D3D20<BR>> =  
 =3D20  
 > > using<BR>> V3, see input lights on module, but have no =3D  
 > >meters=3D20  
 > > in=3D3D20<BR>> mixer<BR>> and no sound - MEC B =3D  
 > >syncing to WC=3D20  
 > > fine - plays sound=3D3D20<BR>> accross<BR>> all =3D  
 > >submixes just=3D20  
 > > fine from projects recorded on=3D3D20<BR>> =3D20  
 > > V2.<BR>><BR>> Any Thoughts?=3D20  
 > > =3D  
 > ><BR>><BR>></BLOCKQUOTE></BODY></HTML><BR>>=3D  
 > ><BR>><BR>></BLOCKQUOTE></BLOCKQUOTE></BODY></HTML>  
 > >  
 > >  
 >

-----=\_NextPart\_000\_0258\_01C605C0.39A7B630

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Content-Transfer-Encoding: quoted-printable

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</HEAD>

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<DIV><FONT face=3DArial size=3D2>Scott,</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>In XP crazy stuff happens to most =  
people with two=20

ADATs</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>in either Mec.&nbsp; I had to put one =  
in A and one=20

in B.&nbsp; This might</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>also be one of your =  
problems.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
<DIV>&nbsp;</DIV>  
<BLOCKQUOTE=20  
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
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=  
href=3D"mailto:animix\_spam-this-ahole\_@animas.net">animix\_spam-this-ahole=  
\_@animas.net</A>&gt;=20  
wrote in message <A=20  
href=3D"news:43a8dc98@linux">news:43a8dc98@linux</A>...</DIV>Are you =  
running Win=20  
XP?XP/Paris doesn't really do well with more than one<BR>ADAT card per =  
  
MEC<BR><BR>"Deadmeat" &lt;<A=20  
=  
href=3D"mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&g=  
t;=20  
wrote in message<BR><A=20  
=  
href=3D"news:43a8b14a\$1 @linux">news:43a8b14a\$1 @linux</A>...<BR>&gt;<BR>&g=  
t;=20  
Actually, I've got 2 ADAT cards in MEC A<BR>&gt;<BR>&gt; "DJ" &lt;<A=20  
=  
href=3D"mailto:animix\_spam-this-ahole\_@animas.net">animix\_spam-this-ahole=  
\_@animas.net</A>&gt;=20  
wrote:<BR>&gt; &gt;<BR>&gt; &gt;<BR>&gt; &gt;<BR>&gt; &gt;That's a fact. With 3 x =  
MECs,=20  
it's always the MEC on card #2 that ends =3D<BR>&gt; &gt;up locking to =  
the=20  
external clock last. the most reliable way to get my =3D<BR>&gt;=20  
&gt;Frankenstein monster config working is to turn on my outboard =  
modules=20  
=3D<BR>&gt; &gt;that are interfacing digitally with Parism then turn =  
on the=20  
external =3D<BR>&gt; &gt;clock, then turn on the MECs, then boot the =  
computer,=20  
then boot Paris, =3D<BR>&gt; &gt;let it sit for about 30 - 45 seconds =  
until=20  
everything stabilizes, then =3D<BR>&gt; &gt;boot up my Cubase SX DAW. =  
Any=20  
deviation from this will usually cause a =3D<BR>&gt; &gt;digital train =  
wreck of=20  
the whole cotton pickin' thing.<BR>&gt; &gt;<BR>&gt; &gt;;o)<BR>&gt;=20  
&gt;<BR>&gt; &gt;<BR>&gt; &gt;<BR>&gt; &gt;"Tom Bruhl" &lt;<A=20















size=3D3D2&gt;That's a fact. With 3 x MECs, it's =3D<BR>&gt; =  
&gt;always the=20  
MEC=3D20<BR>&gt; &gt;on card #2 that ends up locking to the external =  
clock last.=20  
the most =3D<BR>&gt; &gt;reliable=3D20<BR>&gt; &gt;way to get my =  
Frankenstein=20  
monster config working is to turn on my =3D<BR>&gt; =  
&gt;outboard=3D20<BR>&gt;=20  
&gt;modules that are interfacing digitally with Parism then turn =  
on=3D20<BR>&gt;=20  
&gt;the external clock, then turn on the MECs, then boot the computer, =  
=3D<BR>&gt; &gt;then=3D20<BR>&gt; &gt;boot Paris, let it sit for about =  
30 - 45=20  
seconds until everything =3D<BR>&gt; &gt;stabilizes,=3D20<BR>&gt; =  
&gt;then boot up=20  
my Cubase SX DAW. Any deviation from this will usually =3D<BR>&gt; =  
&gt;cause=20  
a=3D20<BR>&gt; &gt;digital train wreck of the whole cotton pickin'=20  
thing.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt; &gt;&lt;/DIV&gt;&lt;/FONT =  
face=3D3DArial=20  
size=3D3D2&gt;&lt;/FONT&gt; &lt;/DIV&gt;<BR>&gt; =  
&gt;&lt;/DIV&gt;&lt;/FONT=20  
face=3D3DArial size=3D3D2&gt;;o)&lt;/FONT&gt;&lt;/DIV&gt; t; <BR>&gt; =  
&gt;&lt;/DIV&gt;=20  
&lt;/DIV&gt;<BR>&gt; &gt;&lt;/DIV&gt; &lt;/DIV&gt;<BR>&gt; =  
&gt;&lt;/DIV&gt;=20  
&lt;/DIV&gt;<BR>&gt; &gt;&lt;/DIV&gt;"Tom Bruhl" &lt;/A=3D20<BR>&gt; =  
&gt;href=3D3D"<A=20  
=  
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net</A'>mailto:arpegi=  
o@comcast.net"&gt;arpeggio@comcast.net&lt;/A</A>&gt;=20  
wrote in =3D<BR>&gt; &gt;message=3D20<BR>&gt; &gt;&lt;/A href=3D3D"<A=20  
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#000000 2px=20  
solid; MARGIN-RIGHT: 0px"&gt;<BR>&gt; &gt;&nbsp; &lt;/DIV&gt;&lt;/FONT=20  
face=3D3DArial size=3D3D2&gt;Both versions of Paris forced this =  
=3D<BR>&gt;=20  
&gt;outer cards=3D20<BR>&gt; &gt;&nbsp; for Mec=20  
attachement.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt; &gt;&nbsp; =  
&lt;/DIV&gt;&lt;/FONT=20  
face=3D3DArial size=3D3D2&gt;I almost traded it all in because =

it<BR>&gt;=20  
=3D<BR>&gt; &gt;&gt;took me a=3D20<BR>&gt; &gt;&gt;&nbsp; year to find the=20  
answer.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt; &gt;&gt;&nbsp; =  
&lt;/DIV&gt;&lt;/FONT=20  
face=3D3DArial size=3D3D2&gt;EMU didn't even know. I was =3D<BR>&gt; =  
&gt;&gt;pissed.=20  
=3D20<BR>&gt; &gt;&gt;&nbsp; But now I'm =  
happy.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;=20  
&gt;&gt;&nbsp; &lt;/DIV&gt;&lt;/FONT face=3D3DArial size=3D3D2&gt;You should =  
be=20  
too.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt; &gt;&gt;&nbsp; &lt;/DIV&gt;&lt;/FONT=20  
face=3D3DArial size=3D3D2&gt;&lt;/FONT&gt; &lt;/DIV&gt;<BR>&gt; =  
&gt;&gt;&nbsp;=20  
&lt;/DIV&gt;&lt;/FONT face=3D3DArial size=3D3D2&gt;Moving the Mec around =  
isn't that=20  
big<BR>&gt; =3D<BR>&gt; &gt;&gt;of a deal=3D20<BR>&gt; &gt;&gt;&nbsp; really. =  
I don't=20  
think it&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt; &gt;&gt;&nbsp; =  
&lt;/DIV&gt;&lt;/FONT=20  
face=3D3DArial size=3D3D2&gt;will screw anything major up. =3D<BR>&gt; =  
&gt;&gt;No ADAT=20  
cards=3D20<BR>&gt; &gt;&gt;&nbsp; in there =  
right?&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;=20  
&gt;&gt;&nbsp; &lt;/DIV&gt;&lt;/FONT face=3D3DArial=20  
size=3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV&g t; <BR>&gt; &gt;&gt;&nbsp;=20  
&lt;/DIV&gt;&lt;/FONT face=3D3DArial size=3D3D2&gt;&lt;/FONT&gt;=20  
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&gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &lt;/DIV&gt;"Deadmeat" &lt;&lt;A=3D20<BR>&gt;=20  
&gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =3D<BR>&gt;<BR>&gt;href=3D3D"<A=20  
=  
href=3D'mailto:scott@postmodernblues.com">scott@postmodernblues.com</A>&a=  
mp;g'>mailto:scott@postmodernblues.com"&gt;scott@postmodernblues.com&lt;/=  
A&gt;&amp;g</A>=3D<BR>&gt;=20  
&gt;&gt;t;=3D20<BR>&gt; &gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; wrote in message =  
&lt;/A=3D20<BR>&gt;=20  
&gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =3D<BR>&gt;<BR>&gt;href=3D3D"<A=20  
=  
href=3D'news:43a6d87f\$1 @linux">news:43a6d87f\$1 @linux</A>...</DIV><BR>Well=  
'>news:43a6d87f\$1 @linux"&gt;news:43a6d87f\$1 @linux&lt;/A&gt;...&lt;/DIV&gt;=  
&lt;/BR&gt;Well</A>=3D<BR>&gt;=20  
&gt;&gt;=3D20<BR>&gt; &gt;&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; like I said, the system =  
works as is=20  
(MECs on A and B)&lt;/BR&gt;with the =3D<BR>&gt; &gt;&gt;older =  
2.2=3D20<BR>&gt;=20

&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; software, and has been running like =  
that&lt;BR&gt;&gt;for a=20  
couple of years -&lt;BR&gt;&gt; =3D&lt;BR&gt;&gt; &gt; &gt;all=3D20&lt;BR&gt;&gt; =  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
inputs and outputs producing&lt;BR&gt;&gt;sound without problems. So, I =  
know=20  
=3D&lt;BR&gt;&gt; &gt; &gt;my clock=3D20&lt;BR&gt;&gt; &gt; &nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; is good,=20  
the&lt;BR&gt;&gt;cards are good, the MECs and interfaces are =  
good.&lt;BR>I=3D20&lt;BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; just&lt;BR&gt;&gt;brought up V2.2 to double check, =  
and=20  
recorded using=3D20&lt;BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =  
the&lt;BR&gt;&gt;interfaces that=20  
don't work with 3.0, so it's definatley&lt;BR&gt;&gt;a&lt;BR>&gt; =3D&lt;BR>&gt; =  
  
&gt;3.0=3D20&lt;BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =  
issue.&lt;BR&gt;&gt;&lt;BR&gt;&gt;When you=20  
had to have your MECs on A and C (or E),&lt;BR>was=3D20&lt;BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; that&lt;BR&gt;&gt;with Version 2.2 and 3.0, or just =  
with=20  
3.0? I could try=3D20&lt;BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =  
moving&lt;BR&gt;&gt;the MEC to=20  
C and see if that fixes it, but I dread&lt;BR>making=3D20&lt;BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; any&lt;BR&gt;&gt;changes at all to a functional =  
(under 2.2)=20  
PARIS=3D20&lt;BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
system.....&lt;BR&gt;&gt;&lt;BR&gt;&gt;&lt;BR&gt;&gt; &lt;BR&gt;&gt;"Tom Bruhl" =  
&lt;&lt;A=3D20&lt;BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; href=3D3D"&lt;A=20  
=  
href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20'>mailto=  
:arpegio@comcast.net"&gt;arpegio@comcast.net&lt;/A&gt;&gt;=3D20</A>&lt;BR>&gt;g=  
t;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
=  
wrote:&lt;BR&gt;&gt;&gt;&lt;BR&gt;&gt;&gt; &lt;BR&gt;&gt;&gt; &lt;BR&gt;&gt;&gt;Dead,&lt;BR&gt;&gt;&gt;What =  
Aaron=20  
says is =3D&lt;BR>&gt; &gt;&gt;true. =3D20&lt;BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =  
When my system=20  
was three cards with two Mecs&lt;BR&gt;&gt;&gt;I had card A and =  
=3D&lt;BR>&gt;=20  
&gt;&lt;BR>&gt;C=3D20&lt;BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; attached to the Mecs. Now =  
with five=20  
cards it's A =3D&lt;BR>&gt; =  
&gt;&and&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&gt;&gt; E.=3D20 &lt;BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =3D3D20&lt;BR&gt;&gt;&gt;My ASUS boards like the =  
first and=20  
last card when using =3D&lt;BR>&gt; &gt;&gt;two=3D20&lt;BR>&gt; =





&gt;content=3D3D3D"MSHTML=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
6.00.2800.1400"=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=3D<BR>&gt;=20  
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&gt;name=3D3D3DGENERATOR&gt;&lt;BR&gt;&g t;&lt;STYLE&gt;&lt;/STYLE&gt;&lt;=  
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&gt;size=3D3D3D2&gt;Dead,&lt;/FONT&gt;&lt; /DIV&gt;&lt;BR&gt;&gt;&lt;DIV&gt;=  
t;&lt;FONT=3D20<BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; face=3D3D3DArial size=3D3D3D2&gt;What Aaron =  
says is true.=20  
When my =3D<BR>&gt; &gt;=3D3D&lt;BR&gt;&gt;system=3D20<BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; was=3D3D20&lt;BR&gt;&gt;three cards with =  
two=3D20<BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
Mecs&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& g t;&gt;&lt;DIV&gt;&lt;FONT =  
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&gt;face=3D3D3DArial=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =  
size=3D3D3D2&gt;I had card=20  
A and C attached to the =3D3D&lt;BR&gt;&gt;Mecs.=3D20<BR>&gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; Now=3D3D20&lt;BR&gt;&gt;with five cards it's A =  
and=20  
E.=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR&gt;& & amp;gt;&lt;DIV&gt;&lt;FONT=20  
face=3D3D3DArial=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =  
size=3D3D3D2&gt;My ASUS boards=20  
like &lt;/FONT&gt;&lt;FONT=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
=  
=3D3D&lt;BR&gt;&gt;face=3D3D3DArial=3D3D20&l t;BR&gt;&gt;size=3D3D3D2&gt;t=  
he first and=20  
=3D<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; last card when=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =  
using two=20  
=  
Mecs.&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& amp ;gt;&gt;&lt;DIV&gt;&lt;FONT=3D20 <BR>&=&  
gt;=20  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; face=3D3D3DArial=3D20<BR>&gt; &gt; =  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
=3D<BR>&gt;=20  
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&gt;size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt; /DIV&gt;&lt;BR&gt;&gt;&lt;BLOCKQU=  
OTE=3D3D20&lt;BR&gt;=3D<BR>&gt;=20  
&gt;&gt;style=3D3D3D"PADDING-RIGHT:=3D20<BR>&gt; &gt; =  
&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; 0px;=20  
PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D&lt;BR&gt;&gt;BORDER-LEFT: =  
=3D<BR>&gt;=20  
&gt;#000000 2px=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; solid; =





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#2.&lt;BR>&lt;BR>&lt;AA&lt;BR>&lt; & amp;&lt;BR>&lt;&lt;BR>&lt; "Deadmeat"=3D20<BR=>&lt;=20  
&lt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&lt;&lt;A=3D3D20&lt;BR>&lt;&lt;=20  
=3D3D&lt;BR>&lt;&lt;href=3D3D3D"&lt;A=3D20<BR >&lt; =  
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=3D<BR>&lt;<BR>&lt;&lt;href=3D3D'mailto:scott@postmodernblues.com"&lt;scott@p=ostmodernblues.com&lt;/A&lt;& amp;a=3D<BR>&lt;=20  
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&lt;mp;g'&lt;mailto:scott@postmodernblues.com"&lt;scott@postmodernblues.c=om&lt;/=3D<BR>&lt;=20  
&lt;A&lt;& amp;g&lt;/A&lt;=3D3D&lt;BR &lt;&lt;t;=3D3D20&lt;BR>&lt;&lt; =  
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&lt;g'&lt;news:43a59445\$1 @linux"&lt;news:43a59445\$1 @linux&lt;/A&lt;...&lt;=;BR>&lt;=3D<BR>&lt;=20  
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&lt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&lt; Hi=3D3D20&lt;BR>&lt;&lt; all -&lt;BR>&lt;&lt; =  
Been messin=20  
with V3 for a =3D<BR>&lt; &lt;&lt;bit and=3D20<BR>&lt; =  
&lt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&lt; noticed=20  
a real=3D3D20&lt;BR>&lt;&lt; problem.&lt;BR>&lt;&lt; Testing on =  
=3D<BR>&lt; &lt;&lt;a=20  
3-card=3D20<BR>&lt; &lt;&lt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&lt; system, 2 MECs installed =  
(on A=20  
=3D3D&lt;BR>&lt;&lt;and=3D3D20&lt;BR>&lt;& amp;gt; =3D<BR>&lt;=20  
&lt;B&lt;BR>&lt;&lt;=3D20<BR>&lt; &lt;&lt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&lt; cards), 2 ADAT =  
and one=20  
Sync on MEC A, 1 8-input on =3D<BR>&lt; &lt;&lt;MEC=3D3D20&lt;BR>&lt;&lt; =  
=3D20<BR>&lt;=20  
&lt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&lt; B.&lt;BR>&lt;&lt;&lt;BR>&lt;&lt; Can record fine =  
with MIX=20  
A, MEC A. =3D<BR>&lt; &lt;&lt;Getting no=3D20<BR>&lt; =  
&lt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&lt; sound=20  
=3D3D&lt;BR>&lt;&lt;at=3D3D20&lt;BR>&lt;& a mp;gt; all&lt;BR>&lt;&lt; on any =  
=3D<BR>&lt;=20  
&lt;inputs for MEC=3D20<BR>&lt; &lt;&lt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&lt; B, Mix B. Tried =  
to load=20  
V2.2, and=3D3D20&lt;BR>&lt;&lt; =3D<BR>&lt; &lt;&lt;all&lt;BR>&lt;&lt; is=20  
fine=3D20<BR>&lt; &lt;&lt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&lt; - can record on MEC B inputs =

all day=20

long. When=3D3D20<BR>&gt; =3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;=20  
using&lt;BR>&gt; V3, see input lights on module, but have no =  
=3D<BR>&gt;=20

&gt; meters=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; in=3D3D20<BR>&gt; &gt; =

mixer&lt;BR>&gt; and no sound - MEC B =3D<BR>&gt; &gt;&nbsp;syncing to=20  
WC=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; fine - plays =  
sound=3D3D20<BR>&gt; &gt;=20

across&lt;BR>&gt; all =3D<BR>&gt; &gt;&nbsp;submixes just=3D20<BR>&gt;=20

&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; fine from projects recorded =

on=3D3D20<BR>&gt; &gt;=20

=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; V2.&lt;BR>&gt;&lt;BR>&gt; &gt; =

Any=20

Thoughts?=3D20<BR>&gt; &gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; =3D<BR>&gt;=20

=

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DY&gt;&lt;/HTML&gt;<BR>&gt;=20

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-----=\_NextPart\_000\_0258\_01C605C0.39A7B630--  
Yep, Rob, you can find a bazillion old Roland drum machines for cheap in lot of places... I think there's still a 505 at a music store around here that i could pick up for you for not much dough if you needed it.

Or, if you need a MIDI-generated timing track with kick & snare (for example) on the evens & odds, I can do one of those for you in a heartbeat & just e-mail it to you in whatever tempo & lengths you needed. You could trigger whatever sound module you wanted to off of something like that.

Neil

"cujo" <chris@nospamapplemanstudio.com> wrote:

>

>

>

>I have been using this one for years

>It's a snap..or a snap/clap...or a 909..

>

>Just select the export all measures..and it gives you a 1 measure block perfect

>to past into the grid in paris.

>

>Takes one second to do..and it sounds pretty decent  
>  
>  
><http://www.threechords.com/hammerhead/>  
>  
>"Rob Arsenault" <mani2@nbnet.nb.ca> wrote:  
>>I was just wondering if any of you use / know of some kind of drum beat  
>>generator I could use instead of a click. I run Cakewalk Pro 9 on a second  
>>PC synced to Paris via SMPTE. I then send a midi note from Cakewalk to  
a  
>D4  
>>drum module and use that as my click sound back into Paris. Is there an  
>app  
>>I could use that could sync to time code where I could chose the beat,  
tempo  
>>and just start trackin, no F\_\_in around...!! Then, with the same timecode,  
>I  
>>could go back to Cakewalk if need be, punch in the same tempo and work  
on  
>>midi tracks/sequences, etc.  
>>  
>>Thanks much and Happy Holidays from the great white north.  
>>  
>>Rob A  
>>  
>>  
>>  
>>  
>>  
>>  
>>I am 99.99998% sure that if there's no audio present in the  
display window, then it's not streaming anything that doesn't  
actually show up there - including anything that's been clipped.

Neil

"Aaron Allen" <nospam@not\_here.dude> wrote:  
>Yeah. Cut out a huge section and see if the hard drive light slows/stops  
  
>activity.  
>AA  
>  
>  
>"John" <no@no.com> wrote in message news:43a894e1@linux...  
>> But is there any way to test it?  
>> John  
>>  
>> EK Sound wrote:

>>> AFAIK, mutes do not stop the file from being streamed, but edits do.  
>>>  
>>> David.  
>>>  
>>> John wrote:  
>>>  
>>>> see i'm assuming it does NOT stop. I'm betting that both shortened  
  
>>>> objects and mutes play stream the entire segment I just am not sure  
how  
>>>> to test. Hmm, how to test this. Brains anyone ?  
>>>>  
>>>> rick wrote:  
>>>>  
>>>>> i guess you could run a cpu usage check and see what happens but i  
>>>>> would assume that the audio streaming would stop when the file stops  
>>>>> playing. as far as the mutes go, i would think that it would be  
>>>>> likened to a midi on/off command in that data is sent only during the  
>>>>> onset of either command.  
>>>>>  
>>>>> On Mon, 19 Dec 2005 20:26:21 -0500, John <no@no.com> wrote:  
>>>>>  
>>>>>  
>>>>>> Does an object that has been trimmed still stream the entire object?  
  
>>>>>> Like if I take a 5 minute object and trim it to 5 seconds will it  
  
>>>>>> still be streaming from hard drive the whole time?  
>>>>>>  
>>>>>> Also, do automated mutes continue streaming from disk? I'm betting  
  
>>>>>> they both stream and need to be rendered to fix it.  
>>>>>>  
>>>>>> Is there a way to verify this?  
>>>>>>  
>>>>>>  
>>>>>> Oh, I tried compact and as reported, it did nothing. Oh well.  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>>  
>  
>now I remember why hanging out here is such fun...!

-steve

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

>

>

>Steve,

>I'm on the way down from Boston if you take rt 24.

>The Bourne bridge over the Cape Cod Canal is about=20

>25 minutes from my house.

>

>I'll shoot you an email.

>Tom

>

> "steve the artguy" <artguy@svnsillyme.net> wrote in message =

>news:43a8ca82\$1@linux...

>

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

> >

> >

> >Hey Steve,

> >Beside the Christian Science Center Globe (really great!) and =

>Aquarium,

> =3D

> >I'd suggest

> >a walk through Harvard Square in Cambridge. It would be nicer in the

> >summer but Christmas can be cool. Red Line to Harvard Square via the

=

>T

> =3D

> >and you're there.

> >There are incredibly giant ice sculptures on the Trinity Church =3D

> >property-

> >beside the Boston Public Library on Boylston Street (main drag). The

=

>=3D

> >Hancock Building=3D20

> >(the new one) is triangular and all glass right near there. Cool =3D

> >reflections

> >of the church on the Hancock! Might catch a jazz group at the Top Of

=

>=3D

> >The Hub

> >in the Prudential Center (the Pru). That's the highest point in =

>town.=20

> =3D

> >If you've got legs

> >the church, Pru and Hancock are 4 blocks apart. The Christian =

>Science =3D

> >Center is

> >close if you walk behind the Pru to get there. Harvard and the =

> Aquarium  
> =3D  
> >are each T stops  
> >which can be picked up on Boylston St.  
> >  
> >Have fun and if you have time to visit my door is open. I'm in =  
>Raynham,  
> =3D  
> >MA..  
> >Sincerely,  
> >Tom  
>  
> thanks, guys! Keep 'em comin'!  
>  
> Tom,=20  
>  
> An old roommate of Bonnie's is expecting us to visit him somewhere in  
=  
>Cape  
> Cod, so we'll be wandering around in the rental car some. Thanks for =  
>the  
> invite - it's within the realm of the possible...  
>  
> -steve  
>  
>  
>  
>  
> >  
> > "Mike R." <emarenot@yahoo.copm> wrote in message =3D  
> >news:43a8aed6\$1@linux...  
> >  
> > Hey STA,  
> > If you're going to be in the city proper, you really shouldn't need  
=  
>a  
> =3D  
> >car.  
> > Their version of a subway (the "T") is pretty inexpensive, and for  
=  
>a  
> =3D  
> >visitor,  
> > a gas to ride. Definately check out Fanuel Hall (spelling is off =  
>I'm  
> =3D  
> >sure).  
> > I'd second Bill's recommendation on the Christian SM globe, its =

>=3D  
> >pretty cool.  
> > The Museum of Fine Art is wonderful, as is the Isabella Stewart =  
>=3D  
> >Gardiner  
> > art museum (google for more info). As I recall, they moved the =3D  
> >villa/museum  
> > from Italy. The science museum is also a nifty experience. They =  
>have  
> =3D  
> >a  
> > show on electricity that's "hair raising." Oh yeah, and the =  
>aquarium.  
> =3D  
> > In  
> > fact, I'd recommend the aquarium over the science museum. In the =  
>=3D  
> >center  
> > of the place is this three or four story (you guessed it) aquarium.  
=  
>=3D  
> >Quite  
> > a sight. It (and the science museum) have and are located on, =  
>their =3D  
> >own  
> > "T" stop.=20  
> > Hope this helps. May your explorations rise up to meet you!  
> > MR  
>  
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