
Subject: AngelTone

Posted by [gene lennon](#) on Thu, 15 Feb 2007 00:13:20 GMT

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

You know I'm a fan of TriTone plugs.
AngelTone is out of beta and sounds great!

http://www.tritonedigital.com/produ...products_id=31

Subject: Re: AngelTone

Posted by [gene lennon](#) on Thu, 15 Feb 2007 00:14:40 GMT

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

Try this:

http://www.tritonedigital.com/product_info.php?cPath=23& products_id=31

"Gene Lennon" <glennon@nospMyrealbox.com> wrote:

>

>You know I'm a fan of TriTone plugs.

>AngelTone is out of beta and sounds great!

>

>http://www.tritonedigital.com/produ...products_id=31

Subject: Re: AngelTone

Posted by [Gantt Kushner](#) on Fri, 16 Feb 2007 03:23:00 GMT

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

What DAW are you running it in?

Gantt

"Gene Lennon" <glennon@nospMyrealbox.com> wrote:

>

>You know I'm a fan of TriTone plugs.

>AngelTone is out of beta and sounds great!

>

>http://www.tritonedigital.com/produ...products_id=31

Subject: Re: AngelTone

Posted by [gene lennon](#) on Fri, 16 Feb 2007 03:55:11 GMT

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

"Gantt Kushner" <ganttmann@comcast.net> wrote:
>
>What DAW are you running it in?
>
>Gantt
>
>"Gene Lennon" <glennon@nospMyrealbox.com> wrote:
>>
>>You know I'm a fan of TriTone plugs.
>>AngelTone is out of beta and sounds great!
>>
>>http://www.tritonedigital.com/produ...products_id=31
>

Subject: Re: AngelTone
Posted by [rick](#) on Fri, 16 Feb 2007 09:39:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

i tried it and it killed pluggoruntime 353 and both color and phasetone. i'll try again today and see if i can get them back.

On 16 Feb 2007 13:55:11 +1000, "Gene Lennon" <glennon@NOSPmyrealbox.com> wrote:

>
>
>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>
>>What DAW are you running it in?
>>
>>Gantt
>>
>>"Gene Lennon" <glennon@nospMyrealbox.com> wrote:
>>>
>>>You know I'm a fan of TriTone plugs.
>>>AngelTone is out of beta and sounds great!
>>>
>>>http://www.tritonedigital.com/produ...products_id=31
>>

Subject: Re: AngelTone
Posted by [gene lennon](#) on Fri, 16 Feb 2007 14:00:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Run the app called "c74 cleaner" (I think). It comes with the new runtime.

rick <parnell68@hotmail.com> wrote:

>i tried it and it killed pluggoruntime 353 and both color and
>phasetone. i'll try again today and see if i can get them back.

>

>On 16 Feb 2007 13:55:11 +1000, "Gene Lennon"

><glennon@NOSPmyrealbox.com> wrote:

>

>>

>>

>>"Gantt Kushner" <ganttmann@comcast.net> wrote:

>>>

>>>What DAW are you running it in?

>>>

>>>Gantt

>>>

>>>"Gene Lennon" <glennon@nospMyrealbox.com> wrote:

>>>>

>>>>You know I'm a fan of TriTone plugs.

>>>>AngelTone is out of beta and sounds great!

>>>>

>>>>http://www.tritonedigital.com/produ...products_id=31

>>>

>

Subject: Re: AngelTone

Posted by [rick](#) on Fri, 16 Feb 2007 18:32:49 GMT

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

did it and nothing. i'm going to clean it all out and try again tomorrow. it's no biggie, just wanted to try them out. what are the limitations on it? time? can't save settings?

On 17 Feb 2007 00:00:45 +1000, "Gene Lennon"

<glennon@NOSPmyrealbox.com> wrote:

>

>Run the app called "c74 cleaner" (I think). It comes with the new runtime.

>

>rick <parnell68@hotmail.com> wrote:

>>i tried it and it killed pluggoruntime 353 and both color and

>>phasetone. i'll try again today and see if i can get them back.

>>

>>Gantt
>>
>>"Gene Lennon" <glennon@nospMyrealbox.com> wrote:
>>>
>>>You know I'm a fan of TriTone plugs.
>>>AngelTone is out of beta and sounds great!
>>>
>>>http://www.tritonedigital.com/produ...products_id=31
>>
>

Subject: Re: AngelTone
Posted by [Ted Gerber](#) on Fri, 16 Feb 2007 19:43:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Intermittent bell-like tone

wait a minute, I hear that all the time...

rick <parnell68@hotmail.com> wrote:
>did it and nothing. i'm going to clean it all out and try again
>tomorrow. it's no biggie, just wanted to try them out. what are the
>limitations on it? time? can't save settings?

>
>
>

>On 17 Feb 2007 00:00:45 +1000, "Gene Lennon"
><glennon@NOSPmyrealbox.com> wrote:

>
>>
>>Run the app called "c74 cleaner" (I think). It comes with the new runtime.

>>
>>rick <parnell68@hotmail.com> wrote:
>>>i tried it and it killed pluggoruntime 353 and both color and
>>>phasetone. i'll try again today and see if i can get them back.

>>>
>>>On 16 Feb 2007 13:55:11 +1000, "Gene Lennon"
>>><glennon@NOSPmyrealbox.com> wrote:

>>>
>>>>

>>>>
>>>>"Gantt Kushner" <ganttmann@comcast.net> wrote:

>>>>>
>>>>>What DAW are you running it in?

>>>>>
>>>>>Gantt

>>>>
>>>>"Gene Lennon" <glennon@nospMyrealbox.com> wrote:
>>>>>
>>>>>You know I'm a fan of TriTone plugs.
>>>>>AngelTone is out of beta and sounds great!
>>>>>
>>>>>http://www.tritonedigital.com/produ...products_id=31
>>>>>
>>>>
>>>
>

Subject: Re: AngelTone
Posted by [gene lennon](#) on Sat, 17 Feb 2007 01:42:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tony,
All of the TriTone plugins are heavy on CPU consumption. I have had good luck running modest numbers of TriTone plugs on very fast computers. On slower boxes with less ram, the Pluggo environment seems to overtax the system and things get dicey fast.
I like all the TT plugs so I would absolutely recommend you try the demos. I use HydraTone in most of my mixes, but I still prefer analog hardware most

hit to use a great sounding EQ. A typical ITB mix for me starts with my best rough mix using plugins, then I will go through channel-by-channel replacing plugs with real hardware and rendering the results. Occasionally I actually prefer the sound of the plugin to the hardware and keep the plug versions.

One thing about HydraTone is it can give you tons of character. The fire knob can be very effective and the ability to use separate impulses for each band is also quite powerful. AngelTone seems to capture a lot of the magic

Gene

"Tony Benson" <tony@standinghampton.com> wrote:
>Gene,
>
>Is AngelTone stable in DP? I use both ColorTone Pro and ValveTone, and
>occasionally, ValveTone locks me up. I love the sound of their plug-ins

>though. Do you recommend HydraTone?
>
>Thanks,
>
>Tony

>
>
>
>
>
>"Gene Lennon" <glennon@NOSPmyrealbox.com> wrote in message
>news:45d51d0f\$1@linux...
>>
>> I've been testing the beta in DP and Logic.
>>
>> "Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>
>>>What DAW are you running it in?
>>>
>>>Gantt
>>>
>>>"Gene Lennon" <glennon@nospMyrealbox.com> wrote:
>>>>
>>>>You know I'm a fan of TriTone plugs.
>>>>AngelTone is out of beta and sounds great!
>>>>
>>>>http://www.tritonedigital.com/produc...products_id=31
>>>
>>
>
>

Subject: Re: AngelTone
Posted by [rick](#) on Sat, 17 Feb 2007 10:37:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

won't that interrupt the constant ocean (soothing) noise i've got going on?

On 17 Feb 2007 05:43:54 +1000, "Ted Gerber" <tedgerber@rogers.com> wrote:

>
>Intermittent bell-like tone
>
>wait a minute, I hear that all the time...
>
>rick <parnell68@hotmail.com> wrote:
>>did it and nothing. i'm going to clean it all out and try again
>>tomorrow. it's no biggie, just wanted to try them out. what are the
>>limitations on it? time? can't save settings?
>>
>>

>>
>>On 17 Feb 2007 00:00:45 +1000, "Gene Lennon"
>><glennon@NOSPmyrealbox.com> wrote:
>>
>>>
>>>Run the app called "c74 cleaner" (I think). It comes with the new runtime.
>>>
>>>rick <parnell68@hotmail.com> wrote:
>>>>i tried it and it killed pluggoruntime 353 and both color and
>>>>phasetone. i'll try again today and see if i can get them back.
>>>>
>>>>On 16 Feb 2007 13:55:11 +1000, "Gene Lennon"
>>>><glennon@NOSPmyrealbox.com> wrote:
>>>>
>>>>>

>>>>>
>>>>>"Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>>>>
>>>>>>What DAW are you running it in?
>>>>>>
>>>>>>Gantt
>>>>>>
>>>>>>"Gene Lennon" <glennon@nospMyrealbox.com> wrote:
>>>>>>>
>>>>>>>You know I'm a fan of TriTone plugs.
>>>>>>>AngelTone is out of beta and sounds great!
>>>>>>>
>>>>>>>http://www.tritonedigital.com/produc...products_id=31
>>>>>>>
>>>>>
>>>>
>>

Subject: Re: AngelTone

Posted by [Tony Benson](#) on Mon, 19 Feb 2007 19:01:42 GMT

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

Thanks Gene. I actually think I've got something else going on with ValveTone. The processor meter in DP doesn't show over loading anyway. I'll open ValveTone in a project and everything will work fine. Then the next time I open the project, it will lock up and through trial and error I've traced it back to ValveTone. I have to actually remove ValveTone from my plug-ins folder, open the project, remove the disabled ValveTone insert, and re-save. It's strange, because it seems to happen rather randomly. I don't have this problem with ColorTone at all. Anyway, I don't mean to bother you with the details. I know you're not TriTone support. I was just wondering if AngelTone and HydraTone seemed pretty stable for you in DP. Thanks for the

info.

Tony

"Gene Lennon" <glennon@NOSPmyrealbox.com> wrote in message
news:45d64f85\$1@linux...

>
> Tony,
> All of the TriTone plugins are heavy on CPU consumption. I have had good
> luck running modest numbers of TriTone plugs on very fast computers. On
> slower
> boxes with less ram, the Pluggo environment seems to overtax the system
> and
> things get dicey fast.
> I like all the TT plugs so I would absolutely recommend you try the demos.
> I use HydraTone in most of my mixes, but I still prefer analog hardware
> most
> of the time. I have good converters, and I don't mind the extra A/D, D/A
> hit to use a great sounding EQ. A typical ITB mix for me starts with my
> best
> rough mix using plugins, then I will go through channel-by-channel
> replacing
> plugs with real hardware and rendering the results. Occasionally I
> actually
> prefer the sound of the plugin to the hardware and keep the plug versions.
>
>
> One thing about HydraTone is it can give you tons of character. The fire
> knob can be very effective and the ability to use separate impulses for
> each
> band is also quite powerful. AngelTone seems to capture a lot of the magic
> I love about the Massive Passive. That's quite impressive on its own.
> Gene
>
>
> "Tony Benson" <tony@standinghampton.com> wrote:
>>Gene,
>>
>>Is AngelTone stable in DP? I use both ColorTone Pro and ValveTone, and
>>occasionally, ValveTone locks me up. I love the sound of their plug-ins
>
>>though. Do you recommend HydraTone?
>>
>>Thanks,
>>
>>Tony
>>

>>
>>
>>
>>"Gene Lennon" <glennon@NOSPmyrealbox.com> wrote in message
>>news:45d51d0f\$1@linux...
>>>
>>> I've been testing the beta in DP and Logic.
>>>
>>> "Gantt Kushner" <ganttmann@comcast.net> wrote:
>>>>
>>>>What DAW are you running it in?
>>>>
>>>>Gantt
>>>>
>>>>"Gene Lennon" <glennon@nospMyrealbox.com> wrote:
>>>>>
>>>>>You know I'm a fan of TriTone plugs.
>>>>>AngelTone is out of beta and sounds great!
>>>>>
>>>>>http://www.tritonedigital.com/produ...products_id=31
>>>>
>>>
>>
>>
>

Subject: Re: AngelTone
Posted by [gene lennon](#) on Tue, 20 Feb 2007 04:50:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stable on my quad and on my MacBook Pro. Not as stable on my previous dual
2 G5.

I also run ValveTone and it has been a little touchier than HydraTone for
me as well but it has been ok since I increased my computer power.

Gene

"Tony Benson" <tony@standinghampton.com> wrote:

>Thanks Gene. I actually think I've got something else going on with
>ValveTone. The processor meter in DP doesn't show over loading anyway. I'll

>open ValveTone in a project and everything will work fine. Then the next

>time I open the project, it will lock up and through trial and error I've

>traced it back to ValveTone. I have to actually remove ValveTone from my

>plug-ins folder, open the project, remove the disabled ValveTone insert,
>and
>re-save. It's strange, because it seems to happen rather randomly. I don't

>have this problem with ColorTone at all. Anyway, I don't mean to bother
>you
>with the details. I know you're not TriTone support. I was just wondering
>if
>AngelTone and HydraTone seemed pretty stable for you in DP. Thanks for the

>info.
>
>Tony
>

Subject: Re: AngelTone
Posted by [Tony Benson](#) on Tue, 20 Feb 2007 21:29:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool! Thanks for the info. I guess it's time to start thinking about an Intel based Mac!

Tony

On 2/19/07 10:50 PM, in article 45da6ff3\$1@linux, "Gene Lennon" <glennon@NOSPmyrealbox.com> wrote:

>
> Stable on my quad and on my MacBook Pro. Not as stable on my previous dual
> 2 G5.
> I also run ValveTone and it has been a little touchier than HydraTone for
> me as well but it has been ok since I increased my computer power.
>
> Gene
>
> "Tony Benson" <tony@standinghampton.com> wrote:
>> Thanks Gene. I actually think I've got something else going on with
>> ValveTone. The processor meter in DP doesn't show over loading anyway. I'll
>
>> open ValveTone in a project and everything will work fine. Then the next
>
>> time I open the project, it will lock up and through trial and error I've
>
>> traced it back to ValveTone. I have to actually remove ValveTone from my
>
>> plug-ins folder, open the project, remove the disabled ValveTone insert,
> and

>> re-save. It's strange, because it seems to happen rather randomly. I don't
>
>> have this problem with ColorTone at all. Anyway, I don't mean to bother
> you
>> with the details. I know you're not TriTone support. I was just wondering
> if
>> AngelTone and HydraTone seemed pretty stable for you in DP. Thanks for the
>
>> info.
>>
>> Tony
>>
>
