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Subject: Haven't seen one of these new in a while...  
Posted by [Chris Wargo](#) on Thu, 05 Jan 2006 00:35:43 GMT  
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PAMnbnet.nb.ca" target="\_blank">mani2@NOSPAMnbnet.nb.ca> wrote in message  
news:43bb3626@linux...  
> Don'

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Subject: Re: Haven't seen one of these new in a while...  
Posted by [John \[1\]](#) on Thu, 05 Jan 2006 00:46:09 GMT  
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t;> Storrs, CT 06268  
>> balhat@earthlink.net  
>  
>Trying to get lead vocals to jump out of the mix and I remember a trick  
listed somewhere telling you to copy a vocal track to a different

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Subject: Re: Haven't seen one of these new in a while...  
Posted by [RK](#) on Thu, 05 Jan 2006 01:56:19 GMT  
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s purpose. I have  
used something similar though. Copy lead vocal track to an  
adjacent channel, pan each hard lft-rt, move the left track a =  
millisecond or  
even less back in time. The vocal should widen without sounding  
processed. Keep their faders equal level. Your ear will naturally =  
hear the  
earlier track (lft) first and perceive that it's louder. If you feel =  
that's disconcerting=20  
try raising the right to level it out. This may decrease the =

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Subject: Re: Haven't seen one of these new in a while...  
Posted by [John \[1\]](#) on Thu, 05 Jan 2006 02:04:04 GMT  
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he effects seemed to cancel each other out. =  
Does  
anyone use this, and if so, how do you get the FX to not whack each =  
other  
out?

RK,

Only apply effects to the +phase track.

Tom

-----=\_NextPart\_000\_0086\_01C6115B.CE6046B0

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Content-Transfer-Encoding: quoted-printable

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Subject: Re: Haven't seen one of these new in a while...

Posted by [Edna Sloan](#) on Thu, 05 Jan 2006 03:42:30 GMT

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ow easy Automation is? It's really so powerful

> you gotta get it. Here's the basics on recording automation one more  
> time.

>

>

>

> Automation Recording Procedure using the C16 Pro

>

> 1. Stop the Transport

>

> 2. NULL FADERS: Using their Null Arrow LEDs on the C16, synchronize the

> Faders of the Channel strips you intend to automate with their Mixer

> Window counterparts (see page 214).

>

> 3. ENABLE AUTO: Press the Auto button on the C16. The LED will begin

> flashing.

>

> 4. ARM CHANNELS: Press and hold the Select button on the desired

> channel(s) for about one second. The RED Led will light above the

> channel strip, indicating that Automation Edit is enabled for that track.

>

> 5. BEGIN WRITING AUTOMATION DATA: Durin

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Subject: Re: Haven't seen one of these new in a while...

Posted by [rick](#) on Thu, 05 Jan 2006 10:08:25 GMT

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night" <thestudio@allknightmusic.com> wrote in message

>>>>>>>news:436fce7a\$1@linux...  
>>>>>>>  
>>>>>>>  
>>>>>>>I just read the doc, thanks for posting the link. Much of it is quite  
>>>>>>>  
>>>>>>>  
>>>>>>>interesting and just as much is confusing.  
>>>>>>>I didn't know tdm systems sounded gnarly, never having worked with  
>  
>>>>>>>one.  
>>>>>>>  
>>>>>>>At  
>>>>>>>  
>>>>>>>what track count would they sonically crap out?  
>>>>>>>  
>>>>>>>If I can't get some of my tedious little troubles with paris resolved  
>>>>>>>  
>>>>>>>I'm  
>>>>>>>  
>>>>>>>considering switching to protocols.  
>>>>>>>

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Subject: Re: Haven't seen one of these new in a while...  
Posted by [Edna Sloan](#) on Thu, 05 Jan 2006 15:25:14 GMT  
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gt;> >  
>> >He could try to audition the cheap Behringer ADA8000 with it.  
>> >  
>> ><http://www.studioprojects.com/sp828.html>  
>> >This is an 8 channel mic pre about \$800, that needs to be run into an  
> ADC.  
>> >  
>> >Just ideas to keep cost in check.  
>> >  
>> >  
>> >  
>> >Regards,  
>> >  
>> >El Miguel  
>> >  
>> >  
>> >  
>> >  
>> >"Aaron Allen" <nospam@not\_here.dude> wrote in message  
> news:43bca3d6@linux...  
>> >> Yeah, avoid that LT man.. cheap hardware, inconsistent volumes across

>> it  
>> >and  
>> >> just generally felt shoddy.  
>> >> I'd take a Behr ADA8000 over it 'any day' to be honest, and it's a  
> whole  
>> >lot  
>> >> less money.  
>> >> Not sure what the current recommend is though bro, I've been out of  
> that  
>> >> market for a while now and I'd hate to mislead ya.  
>> >>  
>> >> AA  
>> >>  
>> >>  
>> >> "Rod Lincoln" <rlincoln@kc.rr.com> wrote in message  
>> >news:43bc0147\$1@linux...  
>> >> >  
>> >> > I've got a friend/client

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Subject: Re: Haven't seen one of these new in a while...

Posted by [rick](#) on Thu, 05 Jan 2006 16:37:51 GMT

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ze the trigger's output. Anyway, if  
your doing pop, rock, or other music that doesn't necessarily require a lot  
of "finesse" on the drums, you should be able to make triggers and drumagog  
work. Don't plan on being able to do jazz or snare parts with ghost notes,  
etc. One thing you might also want to look into is putting mesh heads on the  
drums in addition to filling the shells with foam, packing peanuts, etc.  
That would reduce to "click" attack you'll get with regular drum heads.

Tony

"jef knight" <thestudio@allknightmusic.com> wrote in message  
news:43bd4794@linux...

>I use triggers both in the studio and live (kick only).  
> I don't see how triggers could work w/o an interface between them and the  
> software. What are you thinkin', just put them into an audio input? I'm  
> not familliar with drummagog but w/o the interface where will you get all  
> the velocity etc info? Won't you have to convert the voltage from the  
> trigger into something useful?  
>  
> jef  
>

> Dimitrios wrote:

>

>>Hi and happy new year.

>>I am considering trying these roland drum triggers.

>>I only wonder can these trigger signals be recorded and are these

>>reliable

>>enough to drive Drumagog's engine ?

>>Thus not to buy and trigger to midi device that makes things more

>>complicated.

>>I would like to have clean (no leakage) trigger sound that could drive

>>drumagog

>>perfectly (if you can say that)

>>I am already using it with real drum sounds but sometimes leakage is an

>>enemy to perfect sound replacement.

>>Any insight in this direction would be appreciated.

>>Regards,

>>DimitriosI talked to Rim Buntinas not too long ago. It won't be long until Drumagog 4 has a little friend called Dru

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