
Subject: Another Dumb Q Slaving Paris to ????

Posted by [Don Nafe](#) on Wed, 18 Oct 2006 16:36:46 GMT

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

Hi All

What if anything i.e.smppte, mtc etc. can Paris slave to? And does it play nice?

Secondly how does one do this?

Thanks in advance

DOn

Subject: Re: Another Dumb Q Slaving Paris to ????

Posted by [EK Sound](#) on Wed, 18 Oct 2006 16:50:45 GMT

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

It will slave via MTC if you have a MIDI interface on the Paris computer. This is not sample accurate, and there is some slop in chase that varies slightly from pass to pass, but it does chase. Paris will also slave fairly well to VITC time code using the SMPTE module, but not so good with LTC.

One thing to note is that the maximum offset that Paris can handle is 12hours... it also does NOT like crossing midnight.

David.

Don Nafe wrote:

> Hi All
>
> What if anything i.e.smppte, mtc etc. can Paris slave to? And does it play
> nice?
>
> Secondly how does one do this?
>
> Thanks in advance
>
> DOn
>
>

Subject: Re: Another Dumb Q Slaving Paris to ????

Posted by [Kim W](#) on Thu, 19 Oct 2006 17:18:27 GMT

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

Probably useless info to you now, but I used to slave Paris to my B16 striped with smpte.

The timecode track fed the smpte input of my old MQX32, and I could even vari-speed the b16 by up to 3 semitones.

Paris chased an transposed accordingly.

I later got myself a cassette deck with varispeed, and recorded some timecode that I could use in the same way when I needed to slow Paris down to record some high vocal passages that the talent couldn't nail.

Kim

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

>Hi All

>

>What if anything i.e.smpete, mtc etc. can Paris slave to? And does it play

>nice?

>

>Secondly how does one do this?

>

>Thanks in advance

>

>DOn

>

>

Subject: Re: Another Dumb Q Slaving Paris to ????

Posted by [Don Nafe](#) on Thu, 19 Oct 2006 18:20:22 GMT

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

Thanks for the info guys...much appreciated

Don

"Kim W." <no@way.com> wrote in message [news:4537b363\\$1@linux...](mailto:news:4537b363$1@linux...)

>

>

> Probably useless info to you now, but I used to slave Paris to

> my B16 striped with smpte.

> The timecode track fed the smpte input of my old MQX32, and

> I could even vari-speed the b16 by up to 3 semitones.

> Paris chased an transposed accordingly.

> I later got myself a cassette deck with varispeed, and recorded
> some timecode that I could use in the same way
> when I needed to slow Paris down to record some high vocal passages
> that the talent couldn't nail.
> Kim
>
> "Don Nafe" <dnafe@magma.ca> wrote:
>>Hi All
>>
>>What if anything i.e.smppte, mtc etc. can Paris slave to? And does it play
>
>>nice?
>>
>>Secondly how does one do this?
>>
>>Thanks in advance
>>
>>DOn
>>
>>
>

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [gene Lennon\[3\]](#) on Thu, 19 Oct 2006 18:52:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Don Nafe" <dnafe@magma.ca> wrote:
>Thanks for the info guys...much appreciated

I know you asked what can Paris slave to, but I just want to point out that many people get good results using Paris as the master. This is the way I work and I get sample accurate lock with very little hassle.
Gene

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [Don Nafe](#) on Thu, 19 Oct 2006 19:53:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

My Paris rig is the presently the master also and like your setup rock solid...the question was more of a "like to know" question

As to sample accurate, is this flying tracks to and from Paris or just to Paris

DOn

"Gene Lennon" <glennon@NOSP.com> wrote in message news:4537c963\$1@linux...

>

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

>>Thanks for the info guys...much appreciated

>

> I know you asked what can Paris slave to, but I just want to point out

> that

> many people get good results using Paris as the master. This is the way I

> work and I get sample accurate lock with very little hassle.

> Gene

>

Subject: Re: Another Dumb Q Slaving Paris to ????

Posted by [gene Lennon\[3\]](#) on Thu, 19 Oct 2006 20:31:19 GMT

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

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

>My Paris rig is the presently the master also and like your setup rock

>solid...the question was more of a "like to know" question

>

>As to sample accurate, is this flying tracks to and from Paris or just to

>Paris

>

>DOn

>

>

Both.

Gene

Subject: Re: Another Dumb Q Slaving Paris to ????

Posted by [Don Nafe](#) on Thu, 19 Oct 2006 21:38:35 GMT

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

May I ask how and also how you determined the latency settings for Paris or your second rig and the various plugins you use?

I realise that's a loaded question but I'm having trouble getting zero latency just flying back and forth my Paris rig and my other rig with Cubase / SawStudio / Reaper let alone adding plugs into the equation

Thanks

"Gene Lennon" <glennon@NOSP.com> wrote in message news:4537e097\$1@linux...
>
> "Don Nafe" <dnafe@magma.ca> wrote:
>>My Paris rig is the presently the master also and like your setup rock
>>solid...the question was more of a "like to know" question
>>
>>As to sample accurate, is this flying tracks to and from Paris or just to
>
>>Paris
>>
>>DOn
>>
>>
> Both.
> Gene

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [gene lennon](#) on Thu, 19 Oct 2006 22:22:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Don Nafe" <dnafe@magma.ca> wrote:
>May I ask how and also how you determined the latency settings for Paris
or
>your second rig and the various plugins you use?
>
>I realise that's a loaded question but I'm having trouble getting zero
>latency just flying back and forth my Paris rig and my other rig with

>Cubase / SawStudio / Reaper let alone adding plugs into the equation
>
>Thanks
>
>

I am using one computer as an effect rack for a second, I send a sample through the loop and line it up against the original to calculate the delay. If I am going one way, I calculate the loop delay and I divide the loop delay in half. If I go out and come back later, I generally keep the original track and re-align to it. Each time I calculate a delay time I try to write it down with the accompanying sample rate and other info. It remains consistent

Gene

Subject: Re: Another Dumb Q Slaving Paris to ????

Posted by [Don Nafe](#) on Thu, 19 Oct 2006 23:42:53 GMT

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

> If I am mixing from my Mac to Paris Via ADAT, I don't worry about it. If
> I am using one computer as an effect rack for a second, I send a sample
> through
> the loop and line it up against the original to calculate the delay. If I
> am going one way, I calculate the loop delay and I divide the loop delay
> in half. If I go out and come back later, I generally keep the original
> track
> and re-align to it. Each time I calculate a delay time I try to write it
> down with the accompanying sample rate and other info. It remains
> consistent
> from project to project if I don't change sample rates.
>
> Gene

Are you doing this visually or with sampleslide or both...I'm just having trouble grasping the process

Don

Subject: Re: Another Dumb Q Slaving Paris to ????

Posted by [Aaron Allen](#) on Fri, 20 Oct 2006 02:07:49 GMT

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

I am still chapped that I can't use my fully functional MQX32 cards :(

AA

"Kim W." <no@way.com> wrote in message news:4537b363\$1@linux...

>
>
> Probably useless info to you now, but I used to slave Paris to
> my B16 striped with smpte.
> The timecode track fed the smpte input of my old MQX32, and
> I could even vari-speed the b16 by up to 3 semitones.
> Paris chased an transposed accordingly.
> I later got myself a cassette deck with varispeed, and recorded
> some timecode that I could use in the same way
> when I needed to slow Paris down to record some high vocal passages
> that the talent couldn't nail.
> Kim
>
> "Don Nafe" <dnafe@magma.ca> wrote:
>>Hi All

>>
>>What if anything i.e.smppte, mtc etc. can Paris slave to? And does it play
>
>>nice?
>>
>>Secondly how does one do this?
>>
>>Thanks in advance
>>
>>DOn
>>
>>
>

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [gene lennon](#) on Fri, 20 Oct 2006 02:16:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

>
>> If I am mixing from my Mac to Paris Via ADAT, I don't worry about it.
If
>> I am using one computer as an effect rack for a second, I send a sample

>> through
>> the loop and line it up against the original to calculate the delay. If
I
>> am going one way, I calculate the loop delay and I divide the loop delay
>> in half. If I go out and come back later, I generally keep the original

>> track
>> and re-align to it. Each time I calculate a delay time I try to write
it
>> down with the accompanying sample rate and other info. It remains
>> consistent
>> from project to project if I don't change sample rates.
>>
>> Gene
>
>Are you doing this visually or with sampleslide or both...I'm just having

>trouble grasping the process
>
>Don
>
>
The only time this is truly single-sample-critical is if you are moving individual

parts of a multi-mic setup, and I hardly ever do that. As an example, if I move drums from Paris to Pro Tools for work in Beat Detective, I will always move the entire kit over and back. The editing process will, by its nature, move some parts around, so when I put the tracks back in Paris, I just want to keep the relative phase of the 10 or so drum tracks perfect. If I check the start point and a random point in the middle of the song and they both anyway.

I do use Paris nudge and sampleslide together when I am trying to get an exact shift amount, but for quick and dirty, I still use the old drop and

Paris any more. I still like tracking vocals in Paris and occasionally some overdub tracks, but generally Paris is just my mix engine. I have no phase or latency issues when I use Paris for a mix engine. If I use a 3rd computer as an effects rack, I use a plug-in in Performer that tells the ADC engine how much to move the external tracks to keep everything synced. This is much easier.
Gene

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [Rod Lincoln](#) on Fri, 20 Oct 2006 03:34:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don, FWIW, I have sample accurate sync between Paris and Cubase SX3 going either way, with Paris as master, via adat 9 pin sync.

This doesn't take into account any plugs in cubase though, just dry tracks. As far as using Paris as a slave...it's not sample accurate, but it's as close as anything is with smpte or mtc. Those timecodes, by nature, are not accurate on the sample level, but are fine for most things, as long as phase coherency (a la a multi miked drumkit) isn't needed. I have done tests, however, and MTC is tighter than SMPTE converted to MTC (Paris as slave)

Rod

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

>May I ask how and also how you determined the latency settings for Paris
or

>your second rig and the various plugins you use?

>

>I realise that's a loaded question but I'm having trouble getting zero

>latency just flying back and forth my Paris rig and my other rig with

>Cubase / SawStudio / Reaper let alone adding plugs into the equation

>

>Thanks

>

>

>"Gene Lennon" <glennon@NOSP.com> wrote in message news:4537e097\$1@linux...
>>
>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>My Paris rig is the presently the master also and like your setup rock
>>>solid...the question was more of a "like to know" question
>>>
>>>As to sample accurate, is this flying tracks to and from Paris or just
to
>>
>>>Paris
>>>
>>>DOn
>>>
>>>
>> Both.
>> Gene
>
>

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [Don Nafe](#) on Fri, 20 Oct 2006 10:41:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am presently

1) sending stuff to cubase and back

2) recording into cubase or transferring files into cubase, processing them
and then sending them back to Paris.

The second option is time aligned and sample accurate (without plugs) but
going out and back creates at least a 50 ms delay (without plugs)

My question is how do I determine the exact time delay for the round
trip...I can get close but not close enough. Is this a trial and error
thing or can this be determined accurately beforehand

Don

"Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote in message
news:453843ca\$1@linux...

>
> Don, FWIW, I have sample accurate sync between Paris and Cubase SX3 going
> either way, with Paris as master, via adat 9 pin sync.
> This doesn't take into account any plugs in cubase though, just dry

> tracks.
> As far as using Paris as a slave...it's not sample accurate, but it's as
> close as anything is with smpte or mtc. Those timecodes, by nature, are
> not
> accurate on the sample level, but are fine for most things, as long as
> phase
> coherency (a la a multi miked drumkit) isn't needed. I have done tests,
> however,
> and MTC is tighter than SMPTE converted to MTC (Paris as slave)
> Rod
> "Don Nafe" <dnafe@magma.ca> wrote:
>>May I ask how and also how you determined the latency settings for Paris
> or
>>your second rig and the various plugins you use?
>>
>>I realise that's a loaded question but I'm having trouble getting zero
>>latency just flying back and forth my Paris rig and my other rig with
>
>>Cubase / SawStudio / Reaper let alone adding plugs into the equation
>>
>>Thanks
>>
>>
>>"Gene Lennon" <glennon@NOSP.com> wrote in message news:4537e097\$1@linux...
>>>
>>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>>My Paris rig is the presently the master also and like your setup rock
>>>>solid...the question was more of a "like to know" question
>>>>
>>>>As to sample accurate, is this flying tracks to and from Paris or just
> to
>>>
>>>>Paris
>>>>
>>>>DOn
>>>>
>>>>
>>> Both.
>>> Gene
>>
>>
>

Subject: Re: Another Dumb Q Slaving Paris to ????

Posted by [Don Nafe](#) on Fri, 20 Oct 2006 15:45:25 GMT

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

Nevermind...took a while and a PITA but I think I've got it

Don

"Don Nafe" <dnafe@magma.ca> wrote in message news:4538a5f0@linux...

>I am presently

>

> 1) sending stuff to cubase and back

>

> 2) recording into cubase or transferring files into cubase, processing

> them and then sending them back to Paris.

>

> The second option is time aligned and sample accurate (without plugs) but

> going out and back creates at least a 50 ms delay (without plugs)

>

> My question is how do I determine the exact time delay for the round

> trip...I can get close but not close enough. Is this a trial and error

> thing or can this be determined accurately beforehand

>

>

> Don

>

>

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

> news:453843ca\$1@linux...

>>

>> Don, FWIW, I have sample accurate sync between Paris and Cubase SX3 going

>> either way, with Paris as master, via adat 9 pin sync.

>> This doesn't take into account any plugs in cubase though, just dry

>> tracks.

>> As far as using Paris as a slave...it's not sample accurate, but it's as

>> close as anything is with smpte or mtc. Those timecodes, by nature, are

>> not

>> accurate on the sample level, but are fine for most things, as long as

>> phase

>> coherency (a la a multi miked drumkit) isn't needed. I have done tests,

>> however,

>> and MTC is tighter than SMPTE converted to MTC (Paris as slave)

>> Rod

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

>>>May I ask how and also how you determined the latency settings for Paris

>> or

>>>your second rig and the various plugins you use?

>>>

>>>I realise that's a loaded question but I'm having trouble getting zero

>>>latency just flying back and forth my Paris rig and my other rig with

>>

>>>Cubase / SawStudio / Reaper let alone adding plugs into the equation
>>>
>>>Thanks
>>>
>>>
>>>"Gene Lennon" <glennon@NOSP.com> wrote in message
>>>news:4537e097\$1@linux...
>>>>
>>>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>>>My Paris rig is the presently the master also and like your setup rock
>>>>>solid...the question was more of a "like to know" question
>>>>>
>>>>>As to sample accurate, is this flying tracks to and from Paris or just
>> to
>>>>
>>>>>Paris
>>>>>
>>>>>DOn
>>>>>
>>>>>
>>>> Both.
>>>> Gene
>>>
>>>
>>
>
>

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [Don Nafe](#) on Fri, 20 Oct 2006 16:32:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

I spoke too soon...I can get really close but can not get total nulling of
two snare tracks (one phase reversed)

I'm getting the equivalent of a drop of 17db when summing the two tracks

Is this normal?

DOn

"Don Nafe" <dnafe@magma.ca> wrote in message news:4538ed12@linux...
> Nevermind...took a while and a PITA but I think I've got it
>
> Don
>

>
> "Don Nafe" <dnafe@magma.ca> wrote in message news:4538a5f0@linux...
>>I am presently
>>
>> 1) sending stuff to cubase and back
>>
>> 2) recording into cubase or transferring files into cubase, processing
>> them and then sending them back to Paris.
>>
>> The second option is time aligned and sample accurate (without plugs) but
>> going out and back creates at least a 50 ms delay (without plugs)
>>
>> My question is how do I determine the exact time delay for the round
>> trip...I can get close but not close enough. Is this a trial and error
>> thing or can this be determined accurately beforehand
>>
>>
>> Don
>>
>>
>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
>> news:453843ca\$1@linux...
>>>
>>> Don, FWIW, I have sample accurate sync between Paris and Cubase SX3
>>> going
>>> either way, with Paris as master, via adat 9 pin sync.
>>> This doesn't take into account any plugs in cubase though, just dry
>>> tracks.
>>> As far as using Paris as a slave...it's not sample accurate, but it's as
>>> close as anything is with smpte or mtc. Those timecodes, by nature, are
>>> not
>>> accurate on the sample level, but are fine for most things, as long as
>>> phase
>>> coherency (a la a multi miked drumkit) isn't needed. I have done tests,
>>> however,
>>> and MTC is tighter than SMPTE converted to MTC (Paris as slave)
>>> Rod
>>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>>May I ask how and also how you determined the latency settings for Paris
>>> or
>>>>your second rig and the various plugins you use?
>>>>
>>>>I realise that's a loaded question but I'm having trouble getting zero
>>>>latency just flying back and forth my Paris rig and my other rig with
>>>>
>>>>Cubase / SawStudio / Reaper let alone adding plugs into the equation
>>>>
>>>>Thanks

>>>>
>>>>
>>>>"Gene Lennon" <glennon@NOSP.com> wrote in message
>>>>news:4537e097\$1@linux...
>>>>>
>>>>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>>>>My Paris rig is the presently the master also and like your setup rock
>>>>>>solid...the question was more of a "like to know" question
>>>>>>
>>>>>>As to sample accurate, is this flying tracks to and from Paris or just
>>> to
>>>>>
>>>>>>Paris
>>>>>>
>>>>>>DOn
>>>>>>
>>>>>>
>>>>> Both.
>>>>> Gene
>>>>
>>>>
>>>
>>
>>
>
>

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [Tom Bruhl](#) on Fri, 20 Oct 2006 19:12:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_00A5_01C6F45A.17DBC2B0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Don,
Try SampleSlide and you should get a complete null.
In the process you may need to nudge the track one more/less
millisecond to work.

Tom

"Don Nafe" <dnafe@magma.ca> wrote in message news:4538f824\$1@linux...
I spoke too soon...I can get really close but can not get total =
nulling of=20
two snare tracks (one phase reversed)

I'm getting the equivalent of a drop of 17db when summing the two =
tracks

Is this normal?

Don

"Don Nafe" <dnafe@magma.ca> wrote in message news:4538ed12@linux...
> Nevermind...took a while and a PITA but I think I've got it
>
> Don
>
>
> "Don Nafe" <dnafe@magma.ca> wrote in message news:4538a5f0@linux...
>>I am presently
>>
>> 1) sending stuff to cubase and back
>>
>> 2) recording into cubase or transferring files into cubase, =
processing=20
>> them and then sending them back to Paris.
>>
>> The second option is time aligned and sample accurate (without =
plugs) but=20
>> going out and back creates at least a 50 ms delay (without plugs)
>>
>> My question is how do I determine the exact time delay for the =
round=20
>> trip...I can get close but not close enough. Is this a trial and =
error=20
>> thing or can this be determined accurately beforehand
>>
>>
>> Don
>>
>>
>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message=20
>> news:453843ca\$1@linux...
>>>
>>> Don, FWIW, I have sample accurate sync between Paris and Cubase =
SX3=20
>>> going
>>> either way, with Paris as master, via adat 9 pin sync.
>>> This doesn't take into account any plugs in cubase though, just =
dry=20
>>> tracks.

>>> As far as using Paris as a slave...it's not sample accurate, but =
it's as
>>> close as anything is with smpte or mtc. Those timecodes, by =
nature, are=20
>>> not
>>> accurate on the sample level, but are fine for most things, as =
long as=20
>>> phase
>>> coherency (a la a multi miked drumkit) isn't needed. I have done =
tests,=20
>>> however,
>>> and MTC is tighter than SMPTE converted to MTC (Paris as slave)
>>> Rod
>>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>>May I ask how and also how you determined the latency settings for =
Paris
>>> or
>>>>your second rig and the various plugins you use?
>>>>
>>>>I realise that's a loaded question but I'm having trouble getting =
zero
>>>>latency just flying back and forth my Paris rig and my other rig =
with
>>>
>>>>Cubase / SawStudio / Reaper let alone adding plugs into the =
equation
>>>>
>>>>Thanks
>>>>
>>>>
>>>>"Gene Lennon" <glennon@NOSP.com> wrote in message=20
>>>>news:4537e097\$1@linux...
>>>>
>>>>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>>>>My Paris rig is the presently the master also and like your =
setup rock
>>>>>>solid...the question was more of a "like to know" question
>>>>>>
>>>>>>As to sample accurate, is this flying tracks to and from Paris =
or just
>>> to
>>>>
>>>>>Paris
>>>>>
>>>>>DOn
>>>>>
>>>>>
>>>>> Both.

>>>>> Gene
>>>>
>>>>
>>>
>>
>>
>
>=20

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_00A5_01C6F45A.17DBC2B0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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

<HTML><HEAD>

<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>

<DIV>Don,</DIV>

<DIV>Try SampleSlide and you should get a =
complete=20

null.</DIV>

<DIV>In the process you may need to nudge =
the track one=20

more/less</DIV>

<DIV>millisecond to work.</DIV>

<DIV>Tom</DIV>

<BLOCKQUOTE=20

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

<DIV>"Don Nafe" <<A =
href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20

wrote in message <A=20
href=3D"news:4538f824\$1@linux">news:4538f824\$1@linux...</DIV>I =
spoke too=20

soon...I can get really close but can not get total nulling of
two =
snare=20

tracks (one phase reversed)

I'm getting the equivilent of a drop =
of 17db=20

when summing the two tracks

Is this =
normal?

DON

"Don=20
Nafe" <dnafe@magma.ca> =
wrote in=20
message <A =
href=3D"news:4538ed12@linux">news:4538ed12@linux...
>=20
Nevermind...took a while and a PITA but I think I've got =
it
>
>=20
Don
>
>
> "Don Nafe" <<A=20
href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca> wrote in message =
<A=20
href=3D"news:4538a5f0@linux">news:4538a5f0@linux...
>>I =
am=20
presently
>>
>> 1) sending stuff to cubase and=20
back
>>
>> 2) recording into cubase or transferring =
files=20
into cubase, processing
>> them and then sending them back =
to=20
Paris.
>>
>> The second option is time aligned and =
sample=20
accurate (without plugs) but
>> going out and back creates =
at least=20
a 50 ms delay (without plugs)
>>
>> My question is =
how do I=20
determine the exact time delay for the round
>> trip...I can =
get=20
close but not close enough. Is this a trial and error =

>> thing=20
or can this be determined accurately=20
beforehand
>>
>>
>>=20
Don
>>
>>
>> "Rod Lincoln" <<A=20
=20
href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com=
>=20
wrote in message
>> <A=20
=20
href=3D"news:453843ca\$1@linux">news:453843ca\$1@linux...
>>&g=
t;
>>>=20
Don, FWIW, I have sample accurate sync between Paris and Cubase SX3=20

>>> going
>>> either way, with Paris as =
master, via=20
adat 9 pin sync.
>>> This doesn't take into account any =
plugs in=20
cubase though, just dry
>>> tracks.
>>> As =
far as=20
using Paris as a slave...it's not sample accurate, but it's =
as
>>>=20
close as anything is with smpte or mtc. Those timecodes, by nature, =

are=20

>> not
>> accurate on the sample level, but =
 are=20
 fine for most things, as long as
>> =
 phase
>>=20
 coherency (a la a multi miked drumkit) isn't needed. I have done =
 tests,=20

>> however,
>> and MTC is tighter than =
 SMPTE=20
 converted to MTC (Paris as slave)
>> Rod
>> =
 "Don=20
 Nafe" <dnafe@magma.ca>=20
 wrote:
>>>May I ask how and also how you determined =
 the=20
 latency settings for Paris
>> or
>>>your =
 second=20
 rig and the various plugins you =
 use?
>>>>
>>>>I=20
 realise that's a loaded question but I'm having trouble getting=20
 zero
>>>>latency just flying back and forth my =
 Paris rig=20
 and my other rig with
>>
>>>Cubase =
 /=20
 SawStudio / Reaper let alone adding plugs into the=20
 =
 equation
>>>
>>>>Thanks
>>>=20
 ;
>>>
>>>> "Gene=20
 Lennon" <<A =
 href=3D"mailto:glennon@NOSP.com">glennon@NOSP.com> wrote=20
 in message=20
 =

>>>news:4537e097\$1@linux...
>>>>
&=20
 gt;>>>=20
 "Don Nafe" <<A =
 href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
 wrote:
>>>>>My Paris rig is the presently the =
 master=20
 also and like your setup rock
>>>>>solid...the =
 question=20
 was more of a "like to know"=20
 question
>>>>>
>>>>>As to =
 sample=20
 accurate, is this flying tracks to and from Paris or =
 just
>>=20
 =
 to
>>>>
>>>>>Paris
>>>=20
 t;>>>
>>>>>>DOn
>>>>>=20

>>>>>
>>>>>=20

Both.
>>>>=20
=
Gene
>>>>
>>>>
>>>
>><=
BR>>>
>
>=20

</BLOCKQUOTE>
<DIV>

I choose Polesoft Lockspam to fight spam, =
and=20
you?
<A=20
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html </DIV></BODY ></HTML>

-----=_NextPart_000_00A5_01C6F45A.17DBC2B0--

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [Don Nafe](#) on Fri, 20 Oct 2006 20:27:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_003A_01C6F464.9EA0C0C0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

There might be some other issues going on because side by side snare and =
a reverse polarity snare do not null...hmmmm....very interesting

Any ideas as to why this might ne happening?

Don

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:45391d65@linux...

Don,

Try SampleSlide and you should get a complete null.

In the process you may need to nudge the track one more/less
millisecond to work.

Tom

"Don Nafe" <dnafe@magma.ca> wrote in message =
news:4538f824\$1@linux...

I spoke too soon...I can get really close but can not get total =
nulling of=20

two snare tracks (one phase reversed)

I'm getting the equivilent of a drop of 17db when summing the two =
tracks

Is this normal?

DO n

"Don Nafe" <dnafe@magma.ca> wrote in message news:4538ed12@linux...
> Nevermind...took a while and a PITA but I think I've got it
>
> Don
>
>
> "Don Nafe" <dnafe@magma.ca> wrote in message =
news:4538a5f0@linux...
>> I am presently
>>
>> 1) sending stuff to cubase and back
>>
>> 2) recording into cubase or transferring files into cubase, =
processing=20
>> them and then sending them back to Paris.
>>
>> The second option is time aligned and sample accurate (without =
plugs) but=20
>> going out and back creates at least a 50 ms delay (without plugs)
>>
>> My question is how do I determine the exact time delay for the =
round=20
>> trip...I can get close but not close enough. Is this a trial and =
error=20
>> thing or can this be determined accurately beforehand
>>
>>
>> Don
>>
>>
>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message=20
>> news:453843ca\$1@linux...
>>>
>>> Don, FWIW, I have sample accurate sync between Paris and Cubase =
SX3=20
>>> going
>>> either way, with Paris as master, via adat 9 pin sync.
>>> This doesn't take into account any plugs in cubase though, just =
dry=20
>>> tracks.
>>> As far as using Paris as a slave...it's not sample accurate, but =
it's as
>>> close as anything is with smpte or mtc. Those timecodes, by =
nature, are=20

>>> not
 >>> accurate on the sample level, but are fine for most things, as =
 long as=20
 >>> phase
 >>> coherency (a la a multi miked drumkit) isn't needed. I have done =
 tests,=20
 >>> however,
 >>> and MTC is tighter than SMPTE converted to MTC (Paris as slave)
 >>> Rod
 >>> "Don Nafe" <dnafe@magma.ca> wrote:
 >>>> May I ask how and also how you determined the latency settings =
 for Paris
 >>> or
 >>>> your second rig and the various plugins you use?
 >>>>
 >>>> I realise that's a loaded question but I'm having trouble =
 getting zero
 >>>> latency just flying back and forth my Paris rig and my other =
 rig with
 >>>
 >>>> Cubase / SawStudio / Reaper let alone adding plugs into the =
 equation
 >>>>
 >>>> Thanks
 >>>>
 >>>>
 >>>> "Gene Lennon" <glennon@NOSP.com> wrote in message=20
 >>>> news:4537e097\$1@linux...
 >>>>
 >>>>> "Don Nafe" <dnafe@magma.ca> wrote:
 >>>>>> My Paris rig is the presently the master also and like your =
 setup rock
 >>>>>> solid...the question was more of a "like to know" question
 >>>>>>
 >>>>>> As to sample accurate, is this flying tracks to and from Paris =
 or just
 >>> to
 >>>>
 >>>>> Paris
 >>>>>
 >>>>> DOn
 >>>>>
 >>>>>
 >>>>> Both.
 >>>>> Gene
 >>>>
 >>>>
 >>>

>>
>>
>
>=20

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_003A_01C6F464.9EA0C0C0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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

<HTML><HEAD>

<META http-equiv=3DContent-Type content=3D"text/html; =
charset=3Diso-8859-1">

<META content=3D"MSHTML 6.00.2900.2963" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>There might be some other issues going =
on=20

because side by side snare and a reverse polarity snare do not=20

null...hmmmm....very interesting</DIV>

<DIV> </DIV>

<DIV>Any ideas as to why this might ne=20
happening?</DIV>

<DIV> </DIV>

<DIV>Don</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>"Tom Bruhl" <<A=20

href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> wrote =
in message=20

news:45391d65@linux...</DIV>

<DIV>Don,</DIV>

<DIV>Try SampleSlide and you should get a =
complete=20

null.</DIV>

<DIV>In the process you may need to nudge =
the track=20

one more/less</DIV>

<DIV>millisecond to work.</DIV>

<DIV>Tom</DIV>

<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"Don Nafe" <<A =
href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
wrote in message <A=20
href=3D"news:4538f824\$1@linux">news:4538f824\$1@linux...</DIV>I =
spoke too=20
soon...I can get really close but can not get total nulling of =

two snare=20
tracks (one phase reversed)

I'm getting the equivilent of a =
drop of=20
17db when summing the two tracks

Is this=20
normal?

DOn

"Don Nafe" <<A=20
href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca> wrote in =
message <A=20
href=3D"news:4538ed12@linux">news:4538ed12@linux...
>=20
Nevermind...took a while and a PITA but I think I've got =
it
>
>=20
Don
>
>
> "Don Nafe" <<A=20
href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca> wrote in =
message <A=20
href=3D"news:4538a5f0@linux">news:4538a5f0@linux...
>>I =
am=20
presently
>>
>> 1) sending stuff to cubase and=20
back
>>
>> 2) recording into cubase or =
transferring files=20
into cubase, processing
>> them and then sending them back =
to=20
Paris.
>>
>> The second option is time aligned and =
sample=20
accurate (without plugs) but
>> going out and back creates =
at=20
least a 50 ms delay (without plugs)
>>
>> My =
question is=20
how do I determine the exact time delay for the round
>> =
trip...I=20
can get close but not close enough. Is this a trial and error=20

>> thing or can this be determined accurately=20
beforehand
>>
>>
>>=20
Don
>>
>>
>> "Rod Lincoln" <<A=20
=20
href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com=
>=20
wrote in message
>> <A=20
=20
href=3D"news:453843ca\$1@linux">news:453843ca\$1@linux...
>>&g=
t;
>>>=20

Don, FWIW, I have sample accurate sync between Paris and Cubase SX3=20

>> going
>> either way, with Paris as =
 master, via=20
 adat 9 pin sync.
>> This doesn't take into account any =
 plugs in=20
 cubase though, just dry
>> tracks.
>> As =
 far as=20
 using Paris as a slave...it's not sample accurate, but it's=20
 as
>> close as anything is with smpte or mtc. Those =
 timecodes,=20
 by nature, are
>> not
>> accurate on the =
 sample=20
 level, but are fine for most things, as long as
>>=20
 phase
>> coherency (a la a multi miked drumkit) isn't =
 needed. I=20
 have done tests,
>> however,
>> and MTC =
 is=20
 tighter than SMPTE converted to MTC (Paris as slave)
>> =

 Rod
>> "Don Nafe" <<A=20
 href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
 wrote:
>>May I ask how and also how you determined =
 the=20
 latency settings for Paris
>> =
 or
>>>your second=20
 rig and the various plugins you=20
 use?
>>>
>>>>I realise that's a =
 loaded=20
 question but I'm having trouble getting =
 zero
>>>latency just=20
 flying back and forth my Paris rig and my other rig =20
 with
>>>
>>>>Cubase / SawStudio / Reaper =
 let=20
 alone adding plugs into the=20
 =
 equation
>>>>
>>>>Thanks
>>>>=
 ;
>>>>
>>>> "Gene=20
 Lennon" <<A =
 href=3D"mailto:glennon@NOSP.com">glennon@NOSP.com> wrote=20
 in message=20
 =

>>>>news:4537e097\$1@linux...
>>>>>
>>>>>=20
 "Don Nafe" <<A =
 href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
 wrote:
>>>>>>My Paris rig is the presently the =
 master=20
 also and like your setup rock
>>>>>>solid...the =

question was more of a "like to know"=20
 question
>>>>>>
>>>>>>As =
 to sample=20
 accurate, is this flying tracks to and from Paris or =
 just
>>>=20
 =
 to
>>>>>>
>>>>>>Paris
>>&g=
 t;>>>
>>>>>>DOn
>>>>>=

>>>>>
>>>>>=20
 Both.
>>>>>=20
 =
 Gene
>>>
>>>
>>
>>=
>>
>
>=20

</BLOCKQUOTE>
 <DIV>

I choose Polesoft Lockspam to fight spam, =
 and=20
 you?
<A=20
 =
 href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
 ..html </DIV></BLOCKQUOTE ></BODY></HTML>
 -----=_NextPart_000_003A_01C6F464.9EA0C0C0--

Subject: Re: Another Dumb Q Slaving Paris to ????
 Posted by [Rod Lincoln](#) on Sat, 21 Oct 2006 00:54:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Both snares in Paris??correct?????
 Both tracks identical?? level, pan is center??no plugs on either, or the
 same plug with same setting on both???
 You should get a complete null.
 Rod

"Don Nafe" <dnafe@magma.ca> wrote:
 >
 >
 >There might be some other issues going on because side by side snare and
 =
 >a reverse polarity snare do not null...hmmmm....very interesting
 >
 >Any ideas as to why this might ne happening?
 >
 >Don
 > "Tom Bruhl" <arpeggio@comcast.net> wrote in message =
 >news:45391d65@linux...
 > Don,

> Try SampleSlide and you should get a complete null.
 > In the process you may need to nudge the track one more/less
 > millisecond to work.
 > Tom
 > "Don Nafe" <dnafe@magma.ca> wrote in message =
 >news:4538f824\$1@linux...
 > I spoke too soon...I can get really close but can not get total =
 >nulling of=20
 > two snare tracks (one phase reversed)
 >
 > I'm getting the equivalent of a drop of 17db when summing the two =
 >tracks
 >
 > Is this normal?
 >
 > DOn
 >
 >
 > "Don Nafe" <dnafe@magma.ca> wrote in message news:4538ed12@linux...
 > > Nevermind...took a while and a PITA but I think I've got it
 > >
 > > Don
 > >
 > >
 > > "Don Nafe" <dnafe@magma.ca> wrote in message =
 >news:4538a5f0@linux...
 > >>I am presently
 > >>
 > >> 1) sending stuff to cubase and back
 > >>
 > >> 2) recording into cubase or transferring files into cubase, =
 >processing=20
 > >> them and then sending them back to Paris.
 > >>
 > >> The second option is time aligned and sample accurate (without =
 >plugs) but=20
 > >> going out and back creates at least a 50 ms delay (without plugs)
 > >>
 > >> My question is how do I determine the exact time delay for the =
 >round=20
 > >> trip...I can get close but not close enough. Is this a trial and
 >=
 >error=20
 > >> thing or can this be determined accurately beforehand
 > >>
 > >>
 > >> Don
 > >>

> >>
> >> "Rod Lincoln" <rlincoln@nospamn.kc.rr.com> wrote in message=20
> >> news:453843ca\$1@linux...
> >>>
> >>> Don, FWIW, I have sample accurate sync between Paris and Cubase
=
>SX3=20
> >>> going
> >>> either way, with Paris as master, via adat 9 pin sync.
> >>> This doesn't take into account any plugs in cubase though, just
=
>dry=20
> >>> tracks.
> >>> As far as using Paris as a slave...it's not sample accurate, but
=
>it's as
> >>> close as anything is with smpte or mtc. Those timecodes, by =
>nature, are=20
> >>> not
> >>> accurate on the sample level, but are fine for most things, as =
>long as=20
> >>> phase
> >>> coherency (a la a multi miked drumkit) isn't needed. I have done
=
>tests,=20
> >>> however,
> >>> and MTC is tighter than SMPTE converted to MTC (Paris as slave)
> >>> Rod
> >>> "Don Nafe" <dnafe@magma.ca> wrote:
> >>>>May I ask how and also how you determined the latency settings =
>for Paris
> >>> or
> >>>>your second rig and the various plugins you use?
> >>>>
> >>>>I realise that's a loaded question but I'm having trouble =
>getting zero
> >>>>latency just flying back and forth my Paris rig and my other =
>rig with
> >>>>
> >>>>Cubase / SawStudio / Reaper let alone adding plugs into the =
>equation
> >>>>
> >>>>Thanks
> >>>>
> >>>>
> >>>>"Gene Lennon" <glennon@NOSP.com> wrote in message=20
> >>>>news:4537e097\$1@linux...
> >>>>>

> >>>> "Don Nafe" <dnafe@magma.ca> wrote:
> >>>>>My Paris rig is the presently the master also and like your =
>setup rock
> >>>>>solid...the question was more of a "like to know" question
> >>>>>
> >>>>>As to sample accurate, is this flying tracks to and from Paris
=
>or just
> >>> to
> >>>>
> >>>>>Paris
> >>>>>
> >>>>>DOn
> >>>>>
> >>>>>
> >>>>> Both.
> >>>>> Gene
> >>>>
> >>>>
> >>>
> >>
> >>
> >
> >=20
>
>
>
>
> I choose Polesoft Lockspam to fight spam, and you?
> <http://www.polesoft.com/refer.html>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
><HTML><HEAD>
><META http-equiv=3DContent-Type content=3D"text/html; =
>charset=3Diso-8859-1">
><META content=3D"MSHTML 6.00.2900.2963" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV>There might be some other issues going
=
>on=20

>null...hmmmm....very interesting</DIV>

><DIV>Any ideas as to why this might ne=20
>happening?</DIV>

```

><DIV><FONT face=3DArial size=3D2>Don</FONT></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>"Tom Bruhl" <<A=20
> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>> wrote =
>in message=20
> <A href=3D"news:45391d65@linux">news:45391d65@linux</A>...</DIV>
> <DIV><FONT face=3DArial size=3D2>Don,</FONT></DIV>
> <DIV><FONT face=3DArial size=3D2>Try SampleSlide and you should get a
=
>complete=20
> null.</FONT></DIV>
> <DIV><FONT face=3DArial size=3D2>In the process you may need to nudge
=
>the track=20
> one more/less</FONT></DIV>
> <DIV><FONT face=3DArial size=3D2>millisecond to work.</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>"Don Nafe" <<A =
>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>>=20
> wrote in message <A=20
> href=3D"news:4538f824$1@linux">news:4538f824$1@linux</A>...</DIV>I =
>spoke too=20
> soon...I can get really close but can not get total nulling of =
><BR>two snare=20
> tracks (one phase reversed)<BR><BR>I'm getting the equivilent of a =
>drop of=20
> 17db when summing the two tracks<BR><BR>Is this=20
> normal?<BR><BR>DOn<BR><BR><BR>"Don Nafe" <<A=20
> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote in =
>message <A=20
> href=3D"news:4538ed12@linux">news:4538ed12@linux</A>...<BR>>=20
> Nevermind...took a while and a PITA but I think I've got =
>it<BR>><BR>>=20
> Don<BR>><BR>><BR>> "Don Nafe" <<A=20
> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote in =
>message <A=20
> href=3D"news:4538a5f0@linux">news:4538a5f0@linux</A>...<BR>>>I =
>am=20
> presently<BR>>><BR>>> 1) sending stuff to cubase and=20
> back<BR>>><BR>>> 2) recording into cubase or =
>transferring files=20
> into cubase, processing <BR>>> them and then sending them back =
>to=20

```

> Paris.
>>
>> The second option is time aligned and =
>sample=20
> accurate (without plugs) but
>> going out and back creates =
>at=20
> least a 50 ms delay (without plugs)
>>
>> My =
>question is=20
> how do I determine the exact time delay for the round
>> =
>trip...I=20

>
>> thing or can this be determined accurately=20
> beforehand
>>
>>
>>=20
> Don
>>
>>
>> "Rod Lincoln" <<A=20
> =
>href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com=
>>=20
> wrote in message
>> <A=20
> =
>href=3D"news:453843ca\$1@linux">news:453843ca\$1@linux...
>>>&g=
>t;
>>>=20
> Don, FWIW, I have sample accurate sync between Paris and Cubase SX3=20
>
>>> going
>>> either way, with Paris as =
>master, via=20
> adat 9 pin sync.
>>> This doesn't take into account any =
>plugs in=20
> cubase though, just dry
>>> tracks.
>>> As =
>far as=20
> using Paris as a slave...it's not sample accurate, but it's=20
> as
>>> close as anything is with smpte or mtc. Those =
>timecodes,=20
> by nature, are
>>> not
>>> accurate on the =
>sample=20
> level, but are fine for most things, as long as
>>>=20
> phase
>>> coherency (a la a multi miked drumkit) isn't =
>needed. I=20
> have done tests,
>>> however,
>>> and MTC =
>is=20
> tighter than SMPTE converted to MTC (Paris as slave)
>>> =
>
> Rod
>>> "Don Nafe" <<A=20
> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
> wrote:
>>>>May I ask how and also how you determined =
>the=20
> latency settings for Paris
>>> =
>or
>>>>your second=20
> rig and the various plugins you=20
> use?
>>>>
>>>>I realise that's a =
>loaded=20
> question but I'm having trouble getting =

>zero
>>>latency just=20

> with
>>>
>>>>Cubase / SawStudio / Reaper =
>let=20

> alone adding plugs into the=20

> =

>equation
>>>
>>>>Thanks
>>>>=
>;
>>>
>>>>"Gene=20

> Lennon" <<A =
>href=3D"mailto:glennon@NOSP.com">glennon@NOSP.com> wrote=20

> in message=20

> =

>
>>>>news:4537e097\$1@linux...
>>>>>
&=
>gt;>>>=20

> "Don Nafe" <<A =
>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20

> wrote:
>>>>>>My Paris rig is the presently the =
>master=20

> also and like your setup rock
>>>>>>solid...the =
>

> question was more of a "like to know"=20

> question
>>>>>>
>>>>>>As =
>to sample=20

> accurate, is this flying tracks to and from Paris or =
>just
>>>>=20

> =

>to
>>>>>>
>>>>>>>Paris
>>>>&g=
>t;>>>
>>>>>>>DOn
>>>>>>>=
>
>>>>>>
>>>>>>=20

> Both.
>>>>>>=20

> =

>Gene
>>>>>>
>>>>>>
>>>>
>>><=
>BR>>>>
>>
>=20

>

</BLOCKQUOTE>

> <DIV>

I choose Polesoft Lockspam to fight spam,
=

>and=20

> you?
<A=20

> =

>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

>

>

Subject: Re: Another Dumb Q Slaving Paris to ????

Posted by [Don Nafe](#) on Sat, 21 Oct 2006 01:12:57 GMT

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:45396fb4\$1@linux...

> Both snares in Paris??correct?????

yes

> Both tracks identical?? level, pan is center??no plugs on either???

yes

> You should get a complete null.

Nope...about a 30db drop in volume...have to crank the level but it's
there....I'll be checking things again tomorrow because something isn't
right here

Don

> Rod

>

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

>>

>>

>>There might be some other issues going on because side by side snare and

> =

>>a reverse polarity snare do not null...hmmmm....very interesting

>>

>>Any ideas as to why this might ne happening?

>>

>>Don

>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =

>>news:45391d65@linux...

>> Don,

>> Try SampleSlide and you should get a complete null.

>> In the process you may need to nudge the track one more/less

>> millisecond to work.

>> Tom

>> "Don Nafe" <dnafe@magma.ca> wrote in message =

>>news:4538f824\$1@linux...

>> I spoke too soon...I can get really close but can not get total =

>>nulling of=20

>> two snare tracks (one phase reversed)

>>

>> I'm getting the equivilent of a drop of 17db when summing the two =

>>tracks

```

>>
>> Is this normal?
>>
>> DOn
>>
>>
>> "Don Nafe" <dnafe@magma.ca> wrote in message news:4538ed12@linux...
>> > Nevermind...took a while and a PITA but I think I've got it
>> >
>> > Don
>> >
>> >
>> > "Don Nafe" <dnafe@magma.ca> wrote in message =
>>news:4538a5f0@linux...
>> >>I am presently
>> >>
>> >> 1) sending stuff to cubase and back
>> >>
>> >> 2) recording into cubase or transferring files into cubase, =
>>processing=20
>> >> them and then sending them back to Paris.
>> >>
>> >> The second option is time aligned and sample accurate (without =
>>plugs) but=20
>> >> going out and back creates at least a 50 ms delay (without plugs)
>> >>
>> >> My question is how do I determine the exact time delay for the =
>>round=20
>> >> trip...I can get close but not close enough. Is this a trial and
> =
>>error=20
>> >> thing or can this be determined accurately beforehand
>> >>
>> >>
>> >> Don
>> >>
>> >>
>> >> "Rod Lincoln" <rlincoln@nospam.n.kc.rr.com> wrote in message=20
>> >> news:453843ca$1@linux...
>> >>>
>> >>> Don, FWIW, I have sample accurate sync between Paris and Cubase
> =
>>SX3=20
>> >>> going
>> >>> either way, with Paris as master, via adat 9 pin sync.
>> >>> This doesn't take into account any plugs in cubase though, just
> =
>>dry=20

```

>> >>> tracks.

>> >>> As far as using Paris as a slave...it's not sample accurate, but

> =

>>it's as

>> >>> close as anything is with smpte or mtc. Those timecodes, by =

>>nature, are=20

>> >>> not

>> >>> accurate on the sample level, but are fine for most things, as =

>>long as=20

>> >>> phase

>> >>> coherency (a la a multi miked drumkit) isn't needed. I have done

> =

>>tests,=20

>> >>> however,

>> >>> and MTC is tighter than SMPTE converted to MTC (Paris as slave)

>> >>> Rod

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

>> >>>>May I ask how and also how you determined the latency settings =

>>for Paris

>> >>> or

>> >>>>your second rig and the various plugins you use?

>> >>>>

>> >>>>I realise that's a loaded question but I'm having trouble =

>>getting zero

>> >>>>latency just flying back and forth my Paris rig and my other =

>>rig with

>> >>>

>> >>>>Cubase / SawStudio / Reaper let alone adding plugs into the =

>>equation

>> >>>>

>> >>>>Thanks

>> >>>>

>> >>>>

>> >>>>"Gene Lennon" <glennon@NOSP.com> wrote in message=20

>> >>>>news:4537e097\$1@linux...

>> >>>>>

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

>> >>>>>>My Paris rig is the presently the master also and like your =

>>setup rock

>> >>>>>>solid...the question was more of a "like to know" question

>> >>>>>>

>> >>>>>>As to sample accurate, is this flying tracks to and from Paris

> =

>>or just

>> >>> to

>> >>>>>

>> >>>>>>Paris

>> >>>>>>>

```

>> >>>>>>DOn
>> >>>>>>
>> >>>>>>
>> >>>>> Both.
>> >>>>> Gene
>> >>>>
>> >>>>
>> >>>
>> >>
>> >>
>> >
>> >=20
>>
>>
>>
>> I choose Polesoft Lockspam to fight spam, and you?
>> http://www.polesoft.com/refer.html
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>><HTML><HEAD>
>><META http-equiv=3DContent-Type content=3D"text/html; =
>>charset=3Diso-8859-1">
>><META content=3D"MSHTML 6.00.2900.2963" name=3DGENERATOR>
>><STYLE></STYLE>
>></HEAD>
>><BODY bgColor=3D#ffffff>
>><DIV><FONT face=3DArial size=3D2>There might be some other issues going
> =
>>on=20
>>because side by side snare and a reverse polarity snare do not=20
>>null...hmmmm....very interesting</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2>Any ideas as to why this might ne=20
>>happening?</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2>Don</FONT></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>"Tom Bruhl" <<A=20
>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> wrote =
>>in message=20
>> <A href=3D"news:45391d65@linux">news:45391d65@linux</A>...</DIV>
>> <DIV><FONT face=3DArial size=3D2>Don,</FONT></DIV>
>> <DIV><FONT face=3DArial size=3D2>Try SampleSlide and you should get a
> =
>>complete=20

```

```

>> null.</FONT></DIV>
>> <DIV><FONT face=3DArial size=3D2>In the process you may need to nudge
> =
>>the track=20
>> one more/less</FONT></DIV>
>> <DIV><FONT face=3DArial size=3D2>millisecond to work.</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>"Don Nafe" <<A =
>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>>=20
>> wrote in message <A=20
>> href=3D"news:4538f824$1@linux">news:4538f824$1@linux</A>...</DIV>I =
>>spoke too=20
>> soon...I can get really close but can not get total nulling of =
>><BR>two snare=20
>> tracks (one phase reversed)<BR><BR>I'm getting the equivlent of a =
>>drop of=20
>> 17db when summing the two tracks<BR><BR>Is this=20
>> normal?<BR><BR>DOn<BR><BR><BR>"Don Nafe" <<A=20
>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote in =
>>message <A=20
>> href=3D"news:4538ed12@linux">news:4538ed12@linux</A>...<BR>>=20
>> Nevermind...took a while and a PITA but I think I've got =
>>it<BR>><BR>>=20
>> Don<BR>><BR>><BR>> "Don Nafe" <<A=20
>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote in =
>>message <A=20
>> href=3D"news:4538a5f0@linux">news:4538a5f0@linux</A>...<BR>>>I =
>>am=20
>> presently<BR>>><BR>>> 1) sending stuff to cubase and=20
>> back<BR>>><BR>>> 2) recording into cubase or =
>>transferring files=20
>> into cubase, processing <BR>>> them and then sending them back =
>>to=20
>> Paris.<BR>>><BR>>> The second option is time aligned and =
>>sample=20
>> accurate (without plugs) but <BR>>> going out and back creates =
>>at=20
>> least a 50 ms delay (without plugs)<BR>>><BR>>> My =
>>question is=20
>> how do I determine the exact time delay for the round <BR>>> =
>>trip...I=20
>> can get close but not close enough. Is this a trial and error=20
>> <BR>>> thing or can this be determined accurately=20
>> beforehand<BR>>><BR>>><BR>>>=20
>> Don<BR>>><BR>>><BR>>> "Rod Lincoln" <<A=20

```

```

>> =
>>href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=
>>>=20
>> wrote in message <BR>>> <A=20
>> =
>>href=3D"news:453843ca$1@linux">news:453843ca$1@linux</A>...<BR>>>&g=
>>t;<BR>>>>=20
>> Don, FWIW, I have sample accurate sync between Paris and Cubase SX3=20
>> <BR>>>> going<BR>>>> either way, with Paris as =
>>master, via=20
>> adat 9 pin sync.<BR>>>> This doesn't take into account any =
>>plugs in=20
>> cubase though, just dry <BR>>>> tracks.<BR>>>> As =
>>far as=20
>> using Paris as a slave...it's not sample accurate, but it's=20
>> as<BR>>>> close as anything is with smpte or mtc. Those =
>>timecodes,=20
>> by nature, are <BR>>>> not<BR>>>> accurate on the =
>>sample=20
>> level, but are fine for most things, as long as <BR>>>>=20
>> phase<BR>>>> coherency (a la a multi miked drumkit) isn't =
>>needed. I=20
>> have done tests, <BR>>>> however,<BR>>>> and MTC =
>>is=20
>> tighter than SMPTE converted to MTC (Paris as slave)<BR>>>> =
>>
>> Rod<BR>>>> "Don Nafe" <<A=20
>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>>=20
>> wrote:<BR>>>>>May I ask how and also how you determined =
>>the=20
>> latency settings for Paris<BR>>>> =
>>or<BR>>>>>your second=20
>> rig and the various plugins you=20
>> use?<BR>>>>><BR>>>>>I realise that's a =
>>loaded=20
>> question but I'm having trouble getting =
>>zero<BR>>>>>latency just=20
>> flying back and forth my Paris rig and my other rig =20
>> with<BR>>>>><BR>>>>>Cubase / SawStudio / Reaper =
>>let=20
>> alone adding plugs into the=20
>> =
>>equation<BR>>>>><BR>>>>>Thanks<BR>>>>>=
>>;<BR>>>>><BR>>>>>"Gene=20
>> Lennon" <<A =
>>href=3D"mailto:glennon@NOSP.com">glennon@NOSP.com</A>> wrote=20
>> in message=20
>> =

```

>>
>>>news:4537e097\$1@linux...
>>>>
&=
>>gt;>=20
>> "Don Nafe" <<A =
>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
>> wrote:
>>>>>My Paris rig is the presently the =
>>master=20
>> also and like your setup rock
>>>>>solid...the =
>>
>> question was more of a "like to know"=20
>> question
>>>>>
>>>>>As =
>>to sample=20
>> accurate, is this flying tracks to and from Paris or =
>>just
>>>=20
>> =
>>to
>>>>>
>>>>>Paris
>>>>>&g=
>>t;>>>
>>>>>>DOn
>>>>>>=
>>
>>>>>>
>>>>>>=20
>> Both.
>>>>>=20
>> =
>>Gene
>>>>>
>>>>>
>>>>>
>>>>><=
>>BR>>>>>>
>>>>>=20
>>

</BLOCKQUOTE>
>> <DIV>

I choose Polesoft Lockspam to fight spam,
> =
>>and=20
>> you?
<A=20
>> =
>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>.html </DIV></BLOCKQUOTE></BODY></HTML>
>>
>>
>

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [Don Nafe](#) on Sat, 21 Oct 2006 01:16:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually come to think of it they aren't identical...I had to render the
snare track to get the invert poarity to work...wouldn't do the original
track for some reason...I have an idea why and I'll get back to you on this
tomorrow

DOn

"Don Nafe" <dnafe@magma.ca> wrote in message news:45397215@linux...
> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message

> news:45396fb4\$1@linux...
>
>> Both snares in Paris??correct?????
>
> yes
>
>> Both tracks identical?? level, pan is center??no plugs on either???
>
> yes
>
>> You should get a complete null.
>
> Nope...about a 30db drop in volume...have to crank the level but it's
> there....I'll be checking things again tomorrow because something isn't
> right here
>
> Don
>
>
>> Rod
>>
>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>
>>>
>>>There might be some other issues going on because side by side snare and
>> =
>>>a reverse polarity snare do not null...hmmmm....very interesting
>>>
>>>Any ideas as to why this might ne happening?
>>>
>>>Don
>>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =
>>>news:45391d65@linux...
>>> Don,
>>> Try SampleSlide and you should get a complete null.
>>> In the process you may need to nudge the track one more/less
>>> millisecond to work.
>>> Tom
>>> "Don Nafe" <dnafe@magma.ca> wrote in message =
>>>news:4538f824\$1@linux...
>>> I spoke too soon...I can get really close but can not get total =
>>>nulling of=20
>>> two snare tracks (one phase reversed)
>>>
>>> I'm getting the equivilent of a drop of 17db when summing the two =
>>>tracks
>>>
>>> Is this normal?


```

>>>
>>> DOn
>>>
>>>
>>> "Don Nafe" <dnafe@magma.ca> wrote in message news:4538ed12@linux...
>>> > Nevermind...took a while and a PITA but I think I've got it
>>> >
>>> > Don
>>> >
>>> >
>>> > "Don Nafe" <dnafe@magma.ca> wrote in message =
>>>news:4538a5f0@linux...
>>> >>I am presently
>>> >>
>>> >> 1) sending stuff to cubase and back
>>> >>
>>> >> 2) recording into cubase or transferring files into cubase, =
>>>processing=20
>>> >> them and then sending them back to Paris.
>>> >>
>>> >> The second option is time aligned and sample accurate (without =
>>>plugs) but=20
>>> >> going out and back creates at least a 50 ms delay (without plugs)
>>> >>
>>> >> My question is how do I determine the exact time delay for the =
>>>round=20
>>> >> trip...I can get close but not close enough. Is this a trial and
>> =
>>>error=20
>>> >> thing or can this be determined accurately beforehand
>>> >>
>>> >>
>>> >> Don
>>> >>
>>> >>
>>> >> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message=20
>>> >> news:453843ca$1@linux...
>>> >>>
>>> >>> Don, FWIW, I have sample accurate sync between Paris and Cubase
>> =
>>>SX3=20
>>> >>> going
>>> >>> either way, with Paris as master, via adat 9 pin sync.
>>> >>> This doesn't take into account any plugs in cubase though, just
>> =
>>>dry=20
>>> >>> tracks.
>>> >>> As far as using Paris as a slave...it's not sample accurate, but

```

```

>> =
>>>it's as
>>> >>> close as anything is with smpte or mtc. Those timecodes, by =
>>>nature, are=20
>>> >>> not
>>> >>> accurate on the sample level, but are fine for most things, as =
>>>long as=20
>>> >>> phase
>>> >>> coherency (a la a multi miked drumkit) isn't needed. I have done
>> =
>>>tests,=20
>>> >>> however,
>>> >>> and MTC is tighter than SMPTE converted to MTC (Paris as slave)
>>> >>> Rod
>>> >>> "Don Nafe" <dnafe@magma.ca> wrote:
>>> >>>>May I ask how and also how you determined the latency settings =
>>>for Paris
>>> >>> or
>>> >>>>your second rig and the various plugins you use?
>>> >>>>
>>> >>>>I realise that's a loaded question but I'm having trouble =
>>>getting zero
>>> >>>>latency just flying back and forth my Paris rig and my other =
>>>rig with
>>> >>>
>>> >>>>Cubase / SawStudio / Reaper let alone adding plugs into the =
>>>equation
>>> >>>>
>>> >>>>Thanks
>>> >>>>
>>> >>>>
>>> >>>>"Gene Lennon" <glennon@NOSP.com> wrote in message=20
>>> >>>>news:4537e097$1@linux...
>>> >>>>
>>> >>>>> "Don Nafe" <dnafe@magma.ca> wrote:
>>> >>>>>>My Paris rig is the presently the master also and like your =
>>>setup rock
>>> >>>>>>solid...the question was more of a "like to know" question
>>> >>>>>>
>>> >>>>>>As to sample accurate, is this flying tracks to and from Paris
>> =
>>>or just
>>> >>> to
>>> >>>>
>>> >>>>>Paris
>>> >>>>>
>>> >>>>>>DOn
>>> >>>>>>

```

```

>>> >>>>>
>>> >>>> Both.
>>> >>>> Gene
>>> >>>>
>>> >>>>
>>> >>>
>>> >>
>>> >>
>>> >
>>> >=20
>>>
>>>
>>>
>>> I choose Polesoft Lockspam to fight spam, and you?
>>> http://www.polesoft.com/refer.html
>>>
>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>><HTML><HEAD>
>>><META http-equiv=3DContent-Type content=3D"text/html; =
>>> charset=3Diso-8859-1">
>>><META content=3D"MSHTML 6.00.2900.2963" name=3DGENERATOR>
>>><STYLE></STYLE>
>>></HEAD>
>>><BODY bgColor=3D#ffffff>
>>><DIV><FONT face=3DArial size=3D2>There might be some other issues going
>> =
>>>on=20
>>>because side by side snare and a reverse polarity snare do not=20
>>>null...hmmmm....very interesting</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>Any ideas as to why this might ne=20
>>>happening?</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>Don</FONT></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>"Tom Bruhl" <<A=20
>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> wrote =
>>>in message=20
>>> <A href=3D"news:45391d65@linux">news:45391d65@linux</A>...</DIV>
>>> <DIV><FONT face=3DArial size=3D2>Don,</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2>Try SampleSlide and you should get a
>> =
>>>complete=20
>>> null.</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2>In the process you may need to nudge

```

```

>> =
>>>the track=20
>>> one more/less</FONT></DIV>
>>> <DIV><FONT face=3DArial size=3D2>millisecond to work.</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>"Don Nafe" <<A =
>>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>>=20
>>> wrote in message <A=20
>>> href=3D"news:4538f824$1@linux">news:4538f824$1@linux</A>...</DIV>I =
>>>spoke too=20
>>> soon...I can get really close but can not get total nulling of =
>>><BR>two snare=20
>>> tracks (one phase reversed)<BR><BR>I'm getting the equivilent of a =
>>>drop of=20
>>> 17db when summing the two tracks<BR><BR>Is this=20
>>> normal?<BR><BR>DOn<BR><BR><BR>"Don Nafe" <<A=20
>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote in =
>>>message <A=20
>>> href=3D"news:4538ed12@linux">news:4538ed12@linux</A>...<BR>>=20
>>> Nevermind...took a while and a PITA but I think I've got =
>>>it<BR>><BR>>=20
>>> Don<BR>><BR>><BR>> "Don Nafe" <<A=20
>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote in =
>>>message <A=20
>>> href=3D"news:4538a5f0@linux">news:4538a5f0@linux</A>...<BR>>>I =
>>>am=20
>>> presently<BR>>><BR>>> 1) sending stuff to cubase and=20
>>> back<BR>>><BR>>> 2) recording into cubase or =
>>>transferring files=20
>>> into cubase, processing <BR>>> them and then sending them back =
>>>to=20
>>> Paris.<BR>>><BR>>> The second option is time aligned and =
>>>sample=20
>>> accurate (without plugs) but <BR>>> going out and back creates =
>>>at=20
>>> least a 50 ms delay (without plugs)<BR>>><BR>>> My =
>>>question is=20
>>> how do I determine the exact time delay for the round <BR>>> =
>>>trip...I=20
>>> can get close but not close enough. Is this a trial and error=20
>>> <BR>>> thing or can this be determined accurately=20
>>> beforehand<BR>>><BR>>><BR>>>=20
>>> Don<BR>>><BR>>><BR>>> "Rod Lincoln" <<A=20
>>> =
>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com</A>=

```

>>>>=20
>>> wrote in message
>> <A=20
>>> =
>>>href=3D"news:453843ca\$1@linux">news:453843ca\$1@linux...
>>>&g=
>>>t;
>>>=20
>>> Don, FWIW, I have sample accurate sync between Paris and Cubase
>>> SX3=20
>>>
>>> going
>>> either way, with Paris as =
>>>master, via=20
>>> adat 9 pin sync.
>>> This doesn't take into account any =
>>>plugs in=20
>>> cubase though, just dry
>>> tracks.
>>> As =
>>>far as=20
>>> using Paris as a slave...it's not sample accurate, but it's=20
>>> as
>>> close as anything is with smpte or mtc. Those =
>>>timecodes,=20
>>> by nature, are
>>> not
>>> accurate on the =
>>>sample=20
>>> level, but are fine for most things, as long as
>>>=20
>>> phase
>>> coherency (a la a multi miked drumkit) isn't =
>>>needed. I=20
>>> have done tests,
>>> however,
>>> and MTC =
>>>is=20
>>> tighter than SMPTE converted to MTC (Paris as slave)
>>> =
>>>
>>> Rod
>>> "Don Nafe" <<A=20
>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
>>> wrote:
>>>>May I ask how and also how you determined =
>>>the=20
>>> latency settings for Paris
>>> =
>>>or
>>>>your second=20
>>> rig and the various plugins you=20
>>> use?
>>>>
>>>>I realise that's a =
>>>loaded=20
>>> question but I'm having trouble getting =
>>>zero
>>>>latency just=20
>>> flying back and forth my Paris rig and my other rig =20
>>> with
>>>>
>>>>Cubase / SawStudio / Reaper =
>>>let=20
>>> alone adding plugs into the=20
>>> =
>>>equation
>>>>
>>>>Thanks
>>>>=
>>>;
>>>>
>>>>"Gene=20
>>> Lennon" <<A =
>>>href=3D"mailto:glennon@NOSP.com">glennon@NOSP.com> wrote=20
>>> in message=20
>>> =
>>>
>>>>news:4537e097\$1@linux...
>>>>>
>>>>&=

>>>gt;>>=20
>>> "Don Nafe" <<A =
>>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
>>> wrote:
>>>>>>My Paris rig is the presently the =
>>>master=20
>>> also and like your setup rock
>>>>>>solid...the =
>>>
>>> question was more of a "like to know"=20
>>> question
>>>>>>
>>>>>>As =
>>>to sample=20
>>> accurate, is this flying tracks to and from Paris or =
>>>just
>>>=20
>>> =
>>>to
>>>>>>
>>>>>>Paris
>>>&g=
>>>t;>>>
>>>>>>>DOn
>>>>>>=
>>>
>>>>>>>
>>>>>>=20
>>> Both.
>>>>>>=20
>>> =
>>>Gene
>>>>>>
>>>>>>
>>>
>>><=
>>>BR>>>>
>>>
>>=20
>>>

</BLOCKQUOTE>
>>> <DIV>

I choose Polesoft Lockspam to fight spam,
>> =
>>>and=20
>>> you?
<A=20
>>> =
>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>.html </DIV></BLOCKQUOTE></BODY></HTML>
>>>
>>>
>>
>
>

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [Rod Lincoln](#) on Sat, 21 Oct 2006 01:39:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

huh? Are you doing this in Paris? if so, just flip the phase switch on the Paris Mixer channel, just below the eq(you have to select show phase on the eq pull down menu.

Rod

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

>Actually come to think of it they aren't identical...I had to render the

>snare track to get the invert poarity to work...wouldn't do the original

>track for some reason...I have an idea why and I'll get back to you on this

>tomorrow

>

>DOn

>

>

>"Don Nafe" <dnafe@magma.ca> wrote in message news:45397215@linux...

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

>> news:45396fb4\$1@linux...

>>

>>> Both snares in Paris??correct?????

>>

>> yes

>>

>>> Both tracks identical?? level, pan is center??no plugs on either???

>>

>> yes

>>

>>> You should get a complete null.

>>

>> Nope...about a 30db drop in volume...have to crank the level but it's

>> there....I'll be checking things again tomorrow because something isn't

>> right here

>>

>> Don

>>

>>

>>> Rod

>>>

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

>>>>

>>>>

>>>>There might be some other issues going on because side by side snare

and

>>> =

>>>>a reverse polarity snare do not null...hmmmm....very interesting

>>>>

>>>>Any ideas as to why this might ne happening?

>>>>

>>>>Don

>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =

>>>>news:45391d65@linux...

>>>> Don,

>>>> Try SampleSlide and you should get a complete null.

>>>> In the process you may need to nudge the track one more/less

```

>>>> millisecond to work.
>>>> Tom
>>>> "Don Nafe" <dnafe@magma.ca> wrote in message =
>>>>news:4538f824$1@linux...
>>>> I spoke too soon...I can get really close but can not get total =
>>>>nulling of=20
>>>> two snare tracks (one phase reversed)
>>>>
>>>> I'm getting the equivalent of a drop of 17db when summing the two
>>>>=
>>>>tracks
>>>>
>>>> Is this normal?
>>>>
>>>> DOn
>>>>
>>>>
>>>> "Don Nafe" <dnafe@magma.ca> wrote in message news:4538ed12@linux...
>>>> > Nevermind...took a while and a PITA but I think I've got it
>>>> >
>>>> > Don
>>>> >
>>>> >
>>>> > "Don Nafe" <dnafe@magma.ca> wrote in message =
>>>>news:4538a5f0@linux...
>>>> >>I am presently
>>>> >>
>>>> >> 1) sending stuff to cubase and back
>>>> >>
>>>> >> 2) recording into cubase or transferring files into cubase, =
>>>>processing=20
>>>> >> them and then sending them back to Paris.
>>>> >>
>>>> >> The second option is time aligned and sample accurate (without
>>>>=
>>>>plugs) but=20
>>>> >> going out and back creates at least a 50 ms delay (without plugs)
>>>> >>
>>>> >> My question is how do I determine the exact time delay for the
>>>>=
>>>>round=20
>>>> >> trip...I can get close but not close enough. Is this a trial
>>>>and
>>>>=
>>>>error=20
>>>> >> thing or can this be determined accurately beforehand
>>>> >>
>>>> >>

```



```

>>>> >> Don
>>>> >>
>>>> >>
>>>> >> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message=20
>>>> >> news:453843ca$1@linux...
>>>> >>>
>>>> >>> Don, FWIW, I have sample accurate sync between Paris and Cubase
>>> =
>>>>SX3=20
>>>> >>> going
>>>> >>> either way, with Paris as master, via adat 9 pin sync.
>>>> >>> This doesn't take into account any plugs in cubase though, just
>>> =
>>>>dry=20
>>>> >>> tracks.
>>>> >>> As far as using Paris as a slave...it's not sample accurate,
but
>>> =
>>>>it's as
>>>> >>> close as anything is with smpte or mtc. Those timecodes, by =
>>>>nature, are=20
>>>> >>> not
>>>> >>> accurate on the sample level, but are fine for most things, as
=
>>>>long as=20
>>>> >>> phase
>>>> >>> coherency (a la a multi miked drumkit) isn't needed. I have done
>>> =
>>>>tests,=20
>>>> >>> however,
>>>> >>> and MTC is tighter than SMPTE converted to MTC (Paris as slave)
>>>> >>> Rod
>>>> >>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>> >>>>May I ask how and also how you determined the latency settings
=
>>>>for Paris
>>>> >>> or
>>>> >>>>your second rig and the various plugins you use?
>>>> >>>>
>>>> >>>>I realise that's a loaded question but I'm having trouble =
>>>>getting zero
>>>> >>>>latency just flying back and forth my Paris rig and my other
=
>>>>rig with
>>>> >>>
>>>> >>>>Cubase / SawStudio / Reaper let alone adding plugs into the =
>>>>equation
>>>> >>>>

```

```

>>>> >>>>Thanks
>>>> >>>>
>>>> >>>>
>>>> >>>>"Gene Lennon" <glennon@NOSP.com> wrote in message=20
>>>> >>>>news:4537e097$1@linux...
>>>> >>>>>
>>>> >>>>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>> >>>>>>My Paris rig is the presently the master also and like your
=
>>>>setup rock
>>>> >>>>>>solid...the question was more of a "like to know" question
>>>> >>>>>>
>>>> >>>>>>As to sample accurate, is this flying tracks to and from Paris
>>> =
>>>>or just
>>>> >>> to
>>>> >>>>>
>>>> >>>>>>Paris
>>>> >>>>>>
>>>> >>>>>>DOn
>>>> >>>>>>
>>>> >>>>>>
>>>> >>>>>> Both.
>>>> >>>>>> Gene
>>>> >>>>
>>>> >>>>
>>>> >>>
>>>> >>
>>>> >>
>>>> >
>>>> >=20
>>>>
>>>>
>>>>
>>>> I choose Polesoft Lockspam to fight spam, and you?
>>>> http://www.polesoft.com/refer.html
>>>>
>>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>><HTML><HEAD>
>>>><META http-equiv=3DContent-Type content=3D"text/html"; =
>>>>charset=3Diso-8859-1">
>>>><META content=3D"MSHTML 6.00.2900.2963" name=3DGENERATOR>
>>>><STYLE></STYLE>
>>>></HEAD>
>>>><BODY bgColor=3D#ffffff>
>>>><DIV><FONT face=3DArial size=3D2>There might be some other issues going
>>> =

```

```

>>>>on=20
>>>>because side by side snare and a reverse polarity snare do not=20
>>>>null...hmmmm....very interesting</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>><DIV><FONT face=3DArial size=3D2>Any ideas as to why this might ne=20
>>>>happening?</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>><DIV><FONT face=3DArial size=3D2>Don</FONT></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>"Tom Bruhl" <<A=20
>>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> wrote
=
>>>>in message=20
>>>> <A href=3D"news:45391d65@linux">news:45391d65@linux</A>...</DIV>
>>>> <DIV><FONT face=3DArial size=3D2>Don,</FONT></DIV>
>>>> <DIV><FONT face=3DArial size=3D2>Try SampleSlide and you should get
a
>>> =
>>>>complete=20
>>>> null.</FONT></DIV>
>>>> <DIV><FONT face=3DArial size=3D2>In the process you may need to nudge
>>> =
>>>>the track=20
>>>> one more/less</FONT></DIV>
>>>> <DIV><FONT face=3DArial size=3D2>millisecond to work.</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>"Don Nafe" <<A =
>>>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>>=20
>>>> wrote in message <A=20
>>>> href=3D"news:4538f824$1@linux">news:4538f824$1@linux</A>...</DIV>I
=
>>>>spoke too=20
>>>> soon...I can get really close but can not get total nulling of =
>>>><BR>two snare=20
>>>> tracks (one phase reversed)<BR><BR>I'm getting the equivilent of a
=
>>>>drop of=20
>>>> 17db when summing the two tracks<BR><BR>Is this=20
>>>> normal?<BR><BR>DOn<BR><BR><BR>"Don Nafe" <<A=20
>>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote in =
>>>>message <A=20
>>>> href=3D"news:4538ed12@linux">news:4538ed12@linux</A>...<BR>>=20
>>>> Nevermind...took a while and a PITA but I think I've got =

```

>>>>it
>
>=20
 >>>> Don
>
>
> "Don Nafe" <<A=20
 >>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca> wrote in =
 >>>>message <A=20
 >>>> href=3D"news:4538a5f0@linux">news:4538a5f0@linux...
>>I =
 >>>>am=20
 >>>> presently
>>
>> 1) sending stuff to cubase and=20
 >>>> back
>>
>> 2) recording into cubase or =
 >>>>transferring files=20
 >>>> into cubase, processing
>> them and then sending them back =
 >>>>to=20
 >>>> Paris.
>>
>> The second option is time aligned and =
 >>>>sample=20
 >>>> accurate (without plugs) but
>> going out and back creates =
 >>>>at=20
 >>>> least a 50 ms delay (without plugs)
>>
>> My =
 >>>>question is=20
 >>>> how do I determine the exact time delay for the round
>> =
 >>>>trip...I=20
 >>>> can get close but not close enough. Is this a trial and error=20
 >>>>
>> thing or can this be determined accurately=20
 >>>> beforehand
>>
>>
>>=20
 >>>> Don
>>
>>
>> "Rod Lincoln" <<A=20
 >>>> =
 >>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
 >>>>=20
 >>>> wrote in message
>> <A=20
 >>>> =
 >>>>href=3D"news:453843ca\$1@linux">news:453843ca\$1@linux...
>>>&g=
 >>>>t;
>>>=20
 >>>> Don, FWIW, I have sample accurate sync between Paris and Cubase
 >>>> SX3=20
 >>>>
>>> going
>>> either way, with Paris as =
 >>>>master, via=20
 >>>> adat 9 pin sync.
>>> This doesn't take into account any =
 >>>>plugs in=20
 >>>> cubase though, just dry
>>> tracks.
>>> As =
 >>>>far as=20
 >>>> using Paris as a slave...it's not sample accurate, but it's=20
 >>>> as
>>> close as anything is with smpte or mtc. Those =
 >>>>timecodes,=20
 >>>> by nature, are
>>> not
>>> accurate on the =
 >>>>sample=20
 >>>> level, but are fine for most things, as long as
>>>=20
 >>>> phase
>>> coherency (a la a multi miked drumkit) isn't =
 >>>>needed. I=20
 >>>> have done tests,
>>> however,
>>> and MTC =
 >>>>is=20

>>>> tighter than SMPTE converted to MTC (Paris as slave)
>>> =
>>>>
>>>> Rod
>>> "Don Nafe" <<A=20
>>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
>>>> wrote:
>>>>>May I ask how and also how you determined =
>>>>the=20
>>>> latency settings for Paris
>>> =
>>>>or
>>>>>your second=20
>>>> rig and the various plugins you=20
>>>> use?
>>>>>
>>>>>I realise that's a =
>>>>loaded=20
>>>> question but I'm having trouble getting =
>>>>zero
>>>>>latency just=20
>>>> flying back and forth my Paris rig and my other rig =20
>>>> with
>>>>>
>>>>>Cubase / SawStudio / Reaper =
>>>>let=20
>>>> alone adding plugs into the=20
>>>> =
>>>>equation
>>>>>
>>>>>Thanks
>>>>>=
>>>>;
>>>>>
>>>>>"Gene=20
>>>> Lennon" <<A =
>>>>href=3D"mailto:glennon@NOSP.com">glennon@NOSP.com> wrote=20
>>>> in message=20
>>>> =
>>>>
>>>>>news:4537e097\$1@linux...
>>>>>>
&=
>>>>gt;>>>=20
>>>> "Don Nafe" <<A =
>>>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
>>>> wrote:
>>>>>>>My Paris rig is the presently the =
>>>>master=20
>>>> also and like your setup rock
>>>>>>>solid...the =
>>>>
>>>> question was more of a "like to know"=20
>>>> question
>>>>>>>
>>>>>>>As =
>>>>to sample=20
>>>> accurate, is this flying tracks to and from Paris or =
>>>>just
>>>>>=20
>>>> =
>>>>to
>>>>>>>
>>>>>>>Paris
>>>>>&g=
>>>>t;>>>
>>>>>>>DOn
>>>>>>>=
>>>>
>>>>>>>
>>>>>>>=20
>>>> Both.
>>>>>>>=20
>>>> =
>>>>Gene
>>>>>>>
>>>>>>>
>>>>>>>
>>>>><=
>>>>BR>>>>>>
>>>>>=20
>>>>

</BLOCKQUOTE>
>>>> <DIV>

I choose Polesoft Lockspam to fight spam,
>>>> =

>>>>and=20
>>>> you?
<A=20
>>>> =
>>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>.html </DIV></BLOCKQUOTE></BODY></HTML>
>>>>
>>>>
>>>
>>
>>
>
>

Subject: Re: Another Dumb Q Slaving Paris to ????
Posted by [Rod Lincoln](#) on Sat, 21 Oct 2006 14:08:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

No problem

;-)

Rod

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

>You're not going to believe this but I'd completely forgot tat button was

>there and yes I now have total, sample accurate, time aligned, there and

>back tracking

>

>Can you say DUH!

>

>thanks

>

>Don

>

>

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

>news:45397a4c\$1@linux...

>>

>> huh? Are you doing this in Paris? if so, just flip the phase switch on
the

>> Paris Mixer channel, just below the eq(you have to select show phase on

>> the

>> eq pull down menu.

>> Rod

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

>>>Actually come to think of it they aren't identical...I had to render the

>>

>>>snare track to get the invert poarity to work...wouldn't do the original
>>
>>>track for some reason...I have an idea why and I'll get back to you on

>>>this
>>
>>>tomorrow
>>>
>>>DOn
>>>
>>>
>>>"Don Nafe" <dnafe@magma.ca> wrote in message news:45397215@linux...
>>>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
>>>> news:45396fb4\$1@linux...
>>>>
>>>>> Both snares in Paris??correct?????
>>>>
>>>> yes
>>>>
>>>>> Both tracks identical?? level, pan is center??no plugs on either???
>>>>
>>>> yes
>>>>
>>>>> You should get a complete null.
>>>>
>>>> Nope...about a 30db drop in volume...have to crank the level but it's
>>
>>>> there....I'll be checking things again tomorrow because something isn't
>>
>>>> right here
>>>>
>>>> Don
>>>>
>>>>
>>>>> Rod
>>>>>
>>>>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>>>>
>>>>>>
>>>>>>There might be some other issues going on because side by side snare
>> and
>>>>> =
>>>>>>a reverse polarity snare do not null...hmmmm....very interesting
>>>>>>
>>>>>>Any ideas as to why this might ne happening?
>>>>>>
>>>>>>Don
>>>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =

```

>>>>>news:45391d65@linux...
>>>>> Don,
>>>>> Try SampleSlide and you should get a complete null.
>>>>> In the process you may need to nudge the track one more/less
>>>>> millisecond to work.
>>>>> Tom
>>>>> "Don Nafe" <dnafe@magma.ca> wrote in message =
>>>>>news:4538f824$1@linux...
>>>>> I spoke too soon...I can get really close but can not get total
=
>>>>>nulling of=20
>>>>> two snare tracks (one phase reversed)
>>>>>
>>>>> I'm getting the equivalent of a drop of 17db when summing the two
>> =
>>>>>tracks
>>>>>
>>>>> Is this normal?
>>>>>
>>>>> DOn
>>>>>
>>>>>
>>>>> "Don Nafe" <dnafe@magma.ca> wrote in message news:4538ed12@linux...
>>>>> > Nevermind...took a while and a PITA but I think I've got it
>>>>> >
>>>>> > Don
>>>>> >
>>>>> >
>>>>> > "Don Nafe" <dnafe@magma.ca> wrote in message =
>>>>>news:4538a5f0@linux...
>>>>> >>I am presently
>>>>> >>
>>>>> >> 1) sending stuff to cubase and back
>>>>> >>
>>>>> >> 2) recording into cubase or transferring files into cubase,
=
>>>>>processing=20
>>>>> >> them and then sending them back to Paris.
>>>>> >>
>>>>> >> The second option is time aligned and sample accurate (without
>> =
>>>>>plugs) but=20
>>>>> >> going out and back creates at least a 50 ms delay (without
>>>>> plugs)
>>>>> >>
>>>>> >> My question is how do I determine the exact time delay for the
>> =
>>>>>round=20

```



```

>>>>> >> trip...I can get close but not close enough. Is this a trial
>> and
>>>>> =
>>>>>>error=20
>>>>> >> thing or can this be determined accurately beforehand
>>>>> >>
>>>>> >>
>>>>> >> Don
>>>>> >>
>>>>> >>
>>>>> >> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message=20
>>>>> >> news:453843ca$1@linux...
>>>>> >>>
>>>>> >>> Don, FWIW, I have sample accurate sync between Paris and Cubase
>>>>> =
>>>>>>SX3=20
>>>>> >>> going
>>>>> >>> either way, with Paris as master, via adat 9 pin sync.
>>>>> >>> This doesn't take into account any plugs in cubase though,
just
>>>>> =
>>>>>>dry=20
>>>>> >>> tracks.
>>>>> >>> As far as using Paris as a slave...it's not sample accurate,
>> but
>>>>> =
>>>>>>it's as
>>>>> >>> close as anything is with smpte or mtc. Those timecodes, by
=
>>>>>>nature, are=20
>>>>> >>> not
>>>>> >>> accurate on the sample level, but are fine for most things,
as
>> =
>>>>>>long as=20
>>>>> >>> phase
>>>>> >>> coherency (a la a multi miked drumkit) isn't needed. I have

>>>>>> done
>>>>> =
>>>>>>tests,=20
>>>>> >>> however,
>>>>> >>> and MTC is tighter than SMPTE converted to MTC (Paris as slave)
>>>>> >>> Rod
>>>>> >>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>>> >>>>May I ask how and also how you determined the latency settings
>> =
>>>>>>for Paris

```

```

>>>>> >>> or
>>>>> >>>>your second rig and the various plugins you use?
>>>>> >>>>
>>>>> >>>>I realise that's a loaded question but I'm having trouble =
>>>>>getting zero
>>>>> >>>>latency just flying back and forth my Paris rig and my other
>> =
>>>>>>rig with
>>>>> >>>
>>>>> >>>>Cubase / SawStudio / Reaper let alone adding plugs into the
=
>>>>>>equation
>>>>> >>>>
>>>>> >>>>Thanks
>>>>> >>>>
>>>>> >>>>
>>>>> >>>>"Gene Lennon" <glennon@NOSP.com> wrote in message=20
>>>>> >>>>news:4537e097$1@linux...
>>>>> >>>>
>>>>> >>>>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>>> >>>>>>My Paris rig is the presently the master also and like your
>> =
>>>>>>setup rock
>>>>> >>>>>>solid...the question was more of a "like to know" question
>>>>> >>>>>>
>>>>> >>>>>>As to sample accurate, is this flying tracks to and from

>>>>>> Paris
>>>>> =
>>>>>>or just
>>>>> >>> to
>>>>> >>>>>
>>>>> >>>>>>Paris
>>>>> >>>>>>
>>>>> >>>>>>DOn
>>>>> >>>>>>
>>>>> >>>>>>
>>>>> >>>>> Both.
>>>>> >>>>> Gene
>>>>> >>>>
>>>>> >>>>
>>>>> >>>
>>>>> >>
>>>>> >>
>>>>> >
>>>>> >=20
>>>>>>
>>>>>>

```

```

>>>>>
>>>>>
>>>>> I choose Polesoft Lockspam to fight spam, and you?
>>>>> http://www.polesoft.com/refer.html
>>>>>
>>>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>>><HTML><HEAD>
>>>>><META http-equiv=3DContent-Type content=3D"text/html; =
>>>>> charset=3Diso-8859-1">
>>>>><META content=3D"MSHTML 6.00.2900.2963" name=3DGENERATOR>
>>>>><STYLE></STYLE>
>>>>></HEAD>
>>>>><BODY bgColor=3D#ffffff>
>>>>><DIV><FONT face=3DArial size=3D2>There might be some other issues going
>>>>> =
>>>>>on=20
>>>>>because side by side snare and a reverse polarity snare do not=20
>>>>>null...hmmmm....very interesting</FONT></DIV>
>>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>>><DIV><FONT face=3DArial size=3D2>Any ideas as to why this might ne=20
>>>>>happening?</FONT></DIV>
>>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>>><DIV><FONT face=3DArial size=3D2>Don</FONT></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>"Tom Bruhl" <<A=20
>>>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> wrote
>> =
>>>>>in message=20
>>>>> <A href=3D"news:45391d65@linux">news:45391d65@linux</A>...</DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>Don,</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>Try SampleSlide and you should get
>> a
>>>>> =
>>>>>complete=20
>>>>> null.</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>In the process you may need to nudge
>>>>> =
>>>>>the track=20
>>>>> one more/less</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>millisecond to work.</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>"Don Nafe" <<A =

```

>>>>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
 >>>>> wrote in message <A=20
 >>>>> href=3D"news:4538f824\$1@linux">news:4538f824\$1@linux...</DIV>I
 >> =
 >>>>>spoke too=20
 >>>>> soon...I can get really close but can not get total nulling of
 =
 >>>>>
two snare=20
 >>>>> tracks (one phase reversed)

I'm getting the equivalent of
 a
 >> =
 >>>>>drop of=20
 >>>>> 17db when summing the two tracks

Is this=20
 >>>>> normal?

Don

"Don Nafe" <<A=20
 >>>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca> wrote in =
 >>>>>message <A=20
 >>>>> href=3D"news:4538ed12@linux">news:4538ed12@linux...
>=20
 >>>>> Nevermind...took a while and a PITA but I think I've got =
 >>>>>it
>
>=20
 >>>>> Don
>
>
> "Don Nafe" <<A=20
 >>>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca> wrote in =
 >>>>>message <A=20
 >>>>> href=3D"news:4538a5f0@linux">news:4538a5f0@linux...
>>I
 =
 >>>>>am=20
 >>>>> presently
>>
>> 1) sending stuff to cubase and=20
 >>>>> back
>>
>> 2) recording into cubase or =
 >>>>>transferring files=20
 >>>>> into cubase, processing
>> them and then sending them back
 =
 >>>>>to=20
 >>>>> Paris.
>>
>> The second option is time aligned and =
 >>>>>sample=20
 >>>>> accurate (without plugs) but
>> going out and back creates
 =
 >>>>>at=20
 >>>>> least a 50 ms delay (without plugs)
>>
>> My =
 >>>>>question is=20
 >>>>> how do I determine the exact time delay for the round
>> =
 >>>>>trip...I=20
 >>>>> can get close but not close enough. Is this a trial and error=20
 >>>>>
>> thing or can this be determined accurately=20
 >>>>> beforehand
>>
>>
>>=20
 >>>>> Don
>>
>>
>> "Rod Lincoln" <<A=20
 >>>>> =
 >>>>>href=3D"mailto:rlincoln@nospam.kc.rr.com">rlincoln@nospam.kc.rr.com=
 >>>>>>=20
 >>>>> wrote in message
>> <A=20

>>>>> =
 >>>>>href=3D"news:453843ca\$1@linux">news:453843ca\$1@linux...
>>>>&g=
 >>>>>t;
>>>>=20
 >>>>> Don, FWIW, I have sample accurate sync between Paris and Cubase
 >>>>> SX3=20
 >>>>>
>>>> going
>>>> either way, with Paris as =
 >>>>>master, via=20
 >>>>> adat 9 pin sync.
>>>> This doesn't take into account any =
 >>>>>plugs in=20
 >>>>> cubase though, just dry
>>>> tracks.
>>>> As =
 >>>>>far as=20
 >>>>> using Paris as a slave...it's not sample accurate, but it's=20
 >>>>> as
>>>> close as anything is with smpte or mtc. Those =
 >>>>>timecodes,=20
 >>>>> by nature, are
>>>> not
>>>> accurate on the =
 >>>>>sample=20
 >>>>> level, but are fine for most things, as long as
>>>>=20
 >>>>> phase
>>>> coherency (a la a multi miked drumkit) isn't =
 >>>>>needed. I=20
 >>>>> have done tests,
>>>> however,
>>>> and MTC =
 >>>>>is=20
 >>>>> tighter than SMPTE converted to MTC (Paris as slave)
>>>> =
 >>>>>
 >>>>> Rod
>>>> "Don Nafe" <<A=20
 >>>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca=20
 >>>>> wrote:
>>>>>May I ask how and also how you determined =
 >>>>>the=20
 >>>>> latency settings for Paris
>>>> =
 >>>>>or
>>>>>your second=20
 >>>>> rig and the various plugins you=20
 >>>>> use?
>>>>>
>>>>>I realise that's a =
 >>>>>loaded=20
 >>>>> question but I'm having trouble getting =
 >>>>>zero
>>>>>latency just=20
 >>>>> flying back and forth my Paris rig and my other rig =20
 >>>>> with
>>>>
>>>>>Cubase / SawStudio / Reaper =
 >>>>>let=20
 >>>>> alone adding plugs into the=20
 >>>>> =
 >>>>>equation
>>>>>
>>>>>Thanks
>>>>>=
 >>>>>;
>>>>>
>>>>>"Gene=20
 >>>>> Lennon" <<A =
 >>>>>href=3D"mailto:glennon@NOSP.com">glennon@NOSP.com> wrote=20
 >>>>> in message=20
 >>>>> =
 >>>>>
>>>>>news:4537e097\$1@linux...
>>>>>>
>>>>&=
 >>>>>gt;>>>>=20
 >>>>> "Don Nafe" <<A =

```

>>>>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>>=20
>>>>> wrote:<BR>>>>>>>My Paris rig is the presently the =
>>>>>master=20
>>>>> also and like your setup rock<BR>>>>>>>solid...the =
>>>>>
>>>>> question was more of a "like to know"=20
>>>>> question<BR>>>>>>><BR>>>>>>>As =
>>>>>to sample=20
>>>>> accurate, is this flying tracks to and from Paris or =
>>>>>just<BR>>>>>=20
>>>>> =
>>>>>to<BR>>>>>>><BR>>>>>>>Paris<BR>>>>>>>&g=
>>>>>t;>>><BR>>>>>>>DOn<BR>>>>>>>=
>>>>><BR>>>>>>><BR>>>>>>>=20
>>>>> Both.<BR>>>>>>>=20
>>>>> =
>>>>>Gene<BR>>>>>>><BR>>>>>>><BR>>>>>>><BR>>>>><=
>>>>>BR>>>>><BR>>>>><BR>>>>>=20
>>>>> <BR><BR></BLOCKQUOTE>
>>>>> <DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam,
>>>>> =
>>>>>and=20
>>>>> you?<BR><A=20
>>>>> =
>>>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>>.html</A> </FONT></DIV></BLOCKQUOTE></BODY></HTML>
>>>>>
>>>>>
>>>>>
>>>>
>>>>
>>>
>>>
>>
>>
>
>

```

Subject: Re: Another Dumb Q Slaving Paris to ????

Posted by [Don Nafe](#) on Sat, 21 Oct 2006 14:13:38 GMT

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

You're not going to believe this but I'd completely forgot tat button was there and yes I now have total, sample accurate, time aligned, there and back tracking

Can you say DUH!

thanks

Don

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
news:45397a4c\$1@linux...

>

> huh? Are you doing this in Paris? if so, just flip the phase switch on the
> Paris Mixer channel, just below the eq(you have to select show phase on
> the
> eq pull down menu.

> Rod

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

>>Actually come to think of it they aren't identical...I had to render the

>

>>snare track to get the invert poarity to work...wouldn't do the original

>

>>track for some reason...I have an idea why and I'll get back to you on

>>this

>

>>tomorrow

>>

>>DOn

>>

>>

>>"Don Nafe" <dnafe@magma.ca> wrote in message news:45397215@linux...

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

>>> news:45396fb4\$1@linux...

>>>

>>>> Both snares in Paris??correct?????

>>>

>>> yes

>>>

>>>> Both tracks identical?? level, pan is center??no plugs on either???

>>>

>>> yes

>>>

>>>> You should get a complete null.

>>>

>>> Nope...about a 30db drop in volume...have to crank the level but it's

>

>>> there....I'll be checking things again tomorrow because something isn't

>

>>> right here

>>>

>>> Don

>>>

>>>

>>>> Rod

>>>>

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

>>>>>

>>>>>

>>>>> There might be some other issues going on because side by side snare

> and

>>>> =

>>>>> a reverse polarity snare do not null...hmmmm....very interesting

>>>>>

>>>>> Any ideas as to why this might ne happening?

>>>>>

>>>>> Don

>>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =

>>>>> news:45391d65@linux...

>>>>> Don,

>>>>> Try SampleSlide and you should get a complete null.

>>>>> In the process you may need to nudge the track one more/less

>>>>> millisecond to work.

>>>>> Tom

>>>>> "Don Nafe" <dnafe@magma.ca> wrote in message =

>>>>> news:4538f824\$1@linux...

>>>>> I spoke too soon...I can get really close but can not get total =

>>>>> nulling of=20

>>>>> two snare tracks (one phase reversed)

>>>>>

>>>>> I'm getting the equivilent of a drop of 17db when summing the two

> =

>>>>> tracks

>>>>>

>>>>> Is this normal?

>>>>>

>>>>> DOn

>>>>>

>>>>>

>>>>> "Don Nafe" <dnafe@magma.ca> wrote in message news:4538ed12@linux...

>>>>> > Nevermind...took a while and a PITA but I think I've got it

>>>>> >

>>>>> > Don

>>>>> >

>>>>> >

>>>>> > "Don Nafe" <dnafe@magma.ca> wrote in message =

>>>>> news:4538a5f0@linux...

>>>>> >> I am presently

>>>>> >>

>>>>> >> 1) sending stuff to cubase and back

>>>>> >>


```

>>>>> >> 2) recording into cubase or transferring files into cubase, =
>>>>>processing=20
>>>>> >> them and then sending them back to Paris.
>>>>> >>
>>>>> >> The second option is time aligned and sample accurate (without
> =
>>>>>plugs) but=20
>>>>> >> going out and back creates at least a 50 ms delay (without
>>>>> plugs)
>>>>> >>
>>>>> >> My question is how do I determine the exact time delay for the
> =
>>>>>round=20
>>>>> >> trip...I can get close but not close enough. Is this a trial
> and
>>>>> =
>>>>>error=20
>>>>> >> thing or can this be determined accurately beforehand
>>>>> >>
>>>>> >>
>>>>> >> Don
>>>>> >>
>>>>> >>
>>>>> >> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message=20
>>>>> >> news:453843ca$1@linux...
>>>>> >>>
>>>>> >>> Don, FWIW, I have sample accurate sync between Paris and Cubase
>>>>> =
>>>>>SX3=20
>>>>> >>> going
>>>>> >>> either way, with Paris as master, via adat 9 pin sync.
>>>>> >>> This doesn't take into account any plugs in cubase though, just
>>>>> =
>>>>>dry=20
>>>>> >>> tracks.
>>>>> >>> As far as using Paris as a slave...it's not sample accurate,
> but
>>>>> =
>>>>>it's as
>>>>> >>> close as anything is with smpte or mtc. Those timecodes, by =
>>>>>nature, are=20
>>>>> >>> not
>>>>> >>> accurate on the sample level, but are fine for most things, as
> =
>>>>>long as=20
>>>>> >>> phase
>>>>> >>> coherency (a la a multi miked drumkit) isn't needed. I have
>>>>> done

```

```

>>>> =
>>>>>tests,=20
>>>>> >>> however,
>>>>> >>> and MTC is tighter than SMPTE converted to MTC (Paris as slave)
>>>>> >>> Rod
>>>>> >>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>>> >>>>May I ask how and also how you determined the latency settings
> =
>>>>>for Paris
>>>>> >>> or
>>>>> >>>>your second rig and the various plugins you use?
>>>>> >>>>
>>>>> >>>>I realise that's a loaded question but I'm having trouble =
>>>>>getting zero
>>>>> >>>>latency just flying back and forth my Paris rig and my other
> =
>>>>>rig with
>>>>> >>>
>>>>> >>>>Cubase / SawStudio / Reaper let alone adding plugs into the =
>>>>>equation
>>>>> >>>>
>>>>> >>>>Thanks
>>>>> >>>>
>>>>> >>>>
>>>>> >>>>"Gene Lennon" <glennon@NOSP.com> wrote in message=20
>>>>> >>>>news:4537e097$1@linux...
>>>>> >>>>>
>>>>> >>>>> "Don Nafe" <dnafe@magma.ca> wrote:
>>>>> >>>>>>My Paris rig is the presently the master also and like your
> =
>>>>>setup rock
>>>>> >>>>>>solid...the question was more of a "like to know" question
>>>>> >>>>>>
>>>>> >>>>>>>As to sample accurate, is this flying tracks to and from
>>>>> Paris
>>>>> =
>>>>>>or just
>>>>>> >>> to
>>>>>> >>>>>
>>>>>> >>>>>>Paris
>>>>>> >>>>>>>
>>>>>> >>>>>>>DOn
>>>>>> >>>>>>>
>>>>>> >>>>>>>
>>>>>> >>>>>> Both.
>>>>>> >>>>>> Gene
>>>>>> >>>>>
>>>>>> >>>>>

```

```

>>>>> >>>
>>>>> >>
>>>>> >>
>>>>> >
>>>>> >=20
>>>>>
>>>>>
>>>>>
>>>>>
>>>>> I choose Polesoft Lockspam to fight spam, and you?
>>>>> http://www.polesoft.com/refer.html
>>>>>
>>>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>>><HTML><HEAD>
>>>>><META http-equiv=3DContent-Type content=3D"text/html; =
>>>>> charset=3Diso-8859-1">
>>>>><META content=3D"MSHTML 6.00.2900.2963" name=3DGENERATOR>
>>>>><STYLE></STYLE>
>>>>></HEAD>
>>>>><BODY bgColor=3D#ffffff>
>>>>><DIV><FONT face=3DArial size=3D2>There might be some other issues going
>>>> =
>>>>>on=20
>>>>>because side by side snare and a reverse polarity snare do not=20
>>>>>null...hmmmm....very interesting</FONT></DIV>
>>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>>><DIV><FONT face=3DArial size=3D2>Any ideas as to why this might ne=20
>>>>>happening?</FONT></DIV>
>>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>>><DIV><FONT face=3DArial size=3D2>Don</FONT></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>"Tom Bruhl" <<A=20
>>>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>> wrote
>>>> =
>>>>>in message=20
>>>>> <A href=3D"news:45391d65@linux">news:45391d65@linux</A>...</DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>Don,</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>Try SampleSlide and you should get
>>>> a
>>>> =
>>>>>complete=20
>>>>> null.</FONT></DIV>
>>>>> <DIV><FONT face=3DArial size=3D2>In the process you may need to nudge
>>>> =
>>>>>the track=20
>>>>> one more/less</FONT></DIV>

```

```

>>>>> <DIV><FONT face=3DArial size=3D2>millisecond to work.</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>"Don Nafe" <<A =
>>>>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>>=20
>>>>> wrote in message <A=20
>>>>> href=3D"news:4538f824$1@linux">news:4538f824$1@linux</A>...</DIV>I
> =
>>>>>spoke too=20
>>>>> soon...I can get really close but can not get total nulling of =
>>>>><BR>two snare=20
>>>>> tracks (one phase reversed)<BR><BR>I'm getting the equivlent of a
> =
>>>>>drop of=20
>>>>> 17db when summing the two tracks<BR><BR>Is this=20
>>>>> normal?<BR><BR>DON<BR><BR><BR>"Don Nafe" <<A=20
>>>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote in =
>>>>>message <A=20
>>>>> href=3D"news:4538ed12@linux">news:4538ed12@linux</A>...<BR>>=20
>>>>> Nevermind...took a while and a PITA but I think I've got =
>>>>>it<BR>><BR>>=20
>>>>> Don<BR>><BR>><BR>> "Don Nafe" <<A=20
>>>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>> wrote in =
>>>>>message <A=20
>>>>> href=3D"news:4538a5f0@linux">news:4538a5f0@linux</A>...<BR>>>I =
>>>>>am=20
>>>>> presently<BR>>><BR>>> 1) sending stuff to cubase and=20
>>>>> back<BR>>><BR>>> 2) recording into cubase or =
>>>>>transferring files=20
>>>>> into cubase, processing <BR>>> them and then sending them back =
>>>>>to=20
>>>>> Paris.<BR>>><BR>>> The second option is time aligned and =
>>>>>sample=20
>>>>> accurate (without plugs) but <BR>>> going out and back creates =
>>>>>at=20
>>>>> least a 50 ms delay (without plugs)<BR>>><BR>>> My =
>>>>>question is=20
>>>>> how do I determine the exact time delay for the round <BR>>> =
>>>>>trip...I=20
>>>>> can get close but not close enough. Is this a trial and error=20
>>>>> <BR>>> thing or can this be determined accurately=20
>>>>> beforehand<BR>>><BR>>><BR>>>=20
>>>>> Don<BR>>><BR>>><BR>>> "Rod Lincoln" <<A=20
>>>>> =
>>>>>href=3D"mailto:rlincoln@nospamn.kc.rr.com">rlincoln@nospamn.kc.rr.com</A>=
>>>>>>=20

```

>>>> wrote in message
>> <A=20
 >>>> =
 >>>> href=3D"news:453843ca\$1@linux">news:453843ca\$1@linux...
>>>&g=
 >>>>t;
>>>=20
 >>>> Don, FWIW, I have sample accurate sync between Paris and Cubase
 >>>> SX3=20
 >>>>
>>> going
>>> either way, with Paris as =
 >>>>master, via=20
 >>>> adat 9 pin sync.
>>> This doesn't take into account any =
 >>>>plugs in=20
 >>>> cubase though, just dry
>>> tracks.
>>> As =
 >>>>far as=20
 >>>> using Paris as a slave...it's not sample accurate, but it's=20
 >>>> as
>>> close as anything is with smpte or mtc. Those =
 >>>>timecodes,=20
 >>>> by nature, are
>>> not
>>> accurate on the =
 >>>>sample=20
 >>>> level, but are fine for most things, as long as
>>>=20
 >>>> phase
>>> coherency (a la a multi miked drumkit) isn't =
 >>>>needed. I=20
 >>>> have done tests,
>>> however,
>>> and MTC =
 >>>>is=20
 >>>> tighter than SMPTE converted to MTC (Paris as slave)
>>> =
 >>>>
 >>>> Rod
>>> "Don Nafe" <<A=20
 >>>> href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca=20
 >>>> wrote:
>>>>May I ask how and also how you determined =
 >>>>the=20
 >>>> latency settings for Paris
>>> =
 >>>>or
>>>>your second=20
 >>>> rig and the various plugins you=20
 >>>> use?
>>>>
>>>>I realise that's a =
 >>>>loaded=20
 >>>> question but I'm having trouble getting =
 >>>>zero
>>>>latency just=20
 >>>> flying back and forth my Paris rig and my other rig =20
 >>>> with
>>>>
>>>>Cubase / SawStudio / Reaper =
 >>>>let=20
 >>>> alone adding plugs into the=20
 >>>> =
 >>>>equation
>>>>
>>>>Thanks
>>>>=
 >>>>;
>>>>
>>>>"Gene=20
 >>>> Lennon" <<A =
 >>>> href=3D"mailto:glennon@NOSP.com">glennon@NOSP.com> wrote=20
 >>>> in message=20
 >>>> =
 >>>>
>>>>news:4537e097\$1@linux...
>>>>>
>>>&=
 >>>>gt;>>>=20

>>>>> "Don Nafe" <<A =
>>>>>href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca>=20
>>>>> wrote:
>>>>>>My Paris rig is the presently the =
>>>>>master=20
>>>>> also and like your setup rock
>>>>>>solid...the =
>>>>>
>>>>> question was more of a "like to know"=20
>>>>> question
>>>>>>
>>>>>>As =
>>>>>to sample=20
>>>>> accurate, is this flying tracks to and from Paris or =
>>>>>just
>>>>=20
>>>>> =
>>>>>to
>>>>>>
>>>>>>Paris
>>>>>>&g=
>>>>>t;>>>
>>>>>>>DOn
>>>>>>>=
>>>>>
>>>>>>>
>>>>>>>=20
>>>>> Both.
>>>>>>=20
>>>>> =
>>>>>Gene
>>>>>>
>>>>>>
>>>>>>
>>>>><=
>>>>>BR>>>>>
>>>>
>>>>=20
>>>>>

</BLOCKQUOTE>
>>>>> <DIV>

I choose Polesoft Lockspam to fight spam,
>>>>> =
>>>>>and=20
>>>>> you?
<A=20
>>>>> =
>>>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>>.html </DIV></BLOCKQUOTE></BODY></HTML>
>>>>>
>>>>>
>>>>>
>>>>
>>>
>>>
>>
>>
>
