
Subject: Levels and summing
Posted by [TCB](#) on Fri, 20 Oct 2006 20:13:12 GMT
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OK, I've been too busy working on my job and my car (new 1966 Thunderbird is the ride, and she's lovely) and haven't posted in a bit. But, during the .35 seconds when DeeJ was going to simplify his rig and go native there was discussion about the way levels are managed from channels/busses to the master output in PARIS. Can someone explain this to me in much greater detail? Keep in mind I know my digital stuff just fine but I know less about how to design a console than I do how to make an anti-gravity machine.

Thanks,

TCB

Subject: Re: Levels and summing
Posted by [animix](#) on Fri, 20 Oct 2006 20:45:14 GMT
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Everything is attenuated by -22dB but it doesn't look like it and it still sounds like it's at normal levels, which it isn't, except that since it sounds like it so when you are seeing levels at the submix faders that are at 0 zero dB, they really aren't, they are -22dB lower at the global fader.....except that they will have the same SPL as a normal DAW would at zero dB.....now explain that one.

;o)

"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...

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> Thanks,

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> TCB

Subject: Re: Levels and summing
Posted by [John \[1\]](#) on Fri, 20 Oct 2006 20:58:18 GMT
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Here goes. Take one part gravity and two parts anti-gravity and mix till you get a jell.....no wait, that's for the anti-gravity machine. Ok for the mixing.....

Here's the Paris Bible on mixing levels

When the lights on the MEC blink you're screwed. When you have the mixer window open and you have meters set to pre-fader, if the light clips, you're screwed.

If you have the meters set to post-fader and the clip light clips on the meters, it's ok !!! Use your ears here.

If you clip on Native inserts you're screwed. If you clip on EDS inserts they are a little forgiving but try not to.

When you are mixing down to the submix and master fader if the clip lights come on, your ok, use your ears here.

Make sure to setup your patchbay to +4 on everything possible to get maximum signal. Like my line 6 amp has an adjustable output, so I crank it up till it just clips on the MEC leds and pre-fader clip lights at MAX output when your at the loudest point in the song. Don't let some singer do a vocal check and not belt it out. Force em to give you levels. Check, Check, One, Two, "Hey, gimme some freaking level" !!!!

Once you get a NON digitally clipped recording the rest is in your ears.

BAD
Mec clip
Prefader clip
Native effects clip

Not so Bad
EDS effects clip

Good (PUSH IT! Use your ears.)
Postfader clip on faders, submix and master

Use balanced signal paths wherever possible too.

I hope it helps.
John

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> Thanks,
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> TCB

Subject: Re: Levels and summing
Posted by [Don Nafe](#) on Fri, 20 Oct 2006 21:02:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pics of the bird man, pics of the bird!

Don

"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...

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> OK, I've been too busy working on my job and my car (new 1966 Thunderbird
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Subject: Re: Levels and summing
Posted by [TCB](#) on Fri, 20 Oct 2006 21:26:42 GMT

Ah, don't have any yet but I'll take some. She really is a lovely one. Standard hardtop (no Landau or convertible), Green, in pretty darn good shape, but of course there's a lot to be done . . .

TCB

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

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>"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...

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Subject: Re: Levels and summing

Posted by [John \[1\]](#) on Fri, 20 Oct 2006 23:28:24 GMT

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How do you know that is true? Are you putting an oscilloscope on the Submix masters ?

DJ wrote:

> Everything is attenuated by -22dB but it doesn't look like it and it still
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Subject: Re: Levels and summing
Posted by [chuck duffy](#) on Sat, 21 Oct 2006 00:07:18 GMT
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Behind the scenes, and without your knowledge, paris is dipping the individual channels by 22 db. Then it applies 22 db makeup on the master. That's why you can push the individual channels so hard and make things 'gel'. This is what many analog consoles do.

Chuck

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Subject: Re: Levels and summing
Posted by [chuck duffy](#) on Sat, 21 Oct 2006 00:08:54 GMT
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PS

you cant use a scope, because the signals I am talking about are inside the
EDS.

Chuck

"chuck duffy" <c@c.com> wrote:

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Subject: Re: Levels and summing
Posted by [chuck duffy](#) on Sat, 21 Oct 2006 00:11:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

100% in the digital domain.

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>This is all in the digital domain ? WOW

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Subject: Re: Levels and summing
Posted by [John \[1\]](#) on Sat, 21 Oct 2006 00:19:14 GMT
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Subject: Re: Levels and summing
Posted by [John \[1\]](#) on Sat, 21 Oct 2006 01:19:32 GMT
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So doing the math to sum em, do they run out of floating point top end
and have to drop -20 to get digital headroom?

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Subject: Re: Levels and summing
Posted by [chuck duffy](#) on Sat, 21 Oct 2006 13:10:55 GMT
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Why do you think there is floating point in paris? It's strictly integer.

They drop the *individual* channels by 22, but show the actual levels on the channel meters. Then they beef up the master by 22 to add it back. It's just like analog consoles used to do.

Chuck

John <no@no.com> wrote:

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Subject: Re: Levels and summing
Posted by [Don Nafe](#) on Sat, 21 Oct 2006 15:20:41 GMT
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I have promised myself that should this recording/mixing thing become a viable business I will treat myself to a) a full dressed Harley or b) a 65/66 T-Bird Convertible

so far we're halfway there

Don

"TCB" <nobody@ishere.com> wrote in message news:45393f12\$1@linux...
>
> Ah, don't have any yet but I'll take some. She really is a lovely one.
> Standard
> hardtop (no Landau or convertible), Green, in pretty darn good shape, but
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> TCB
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Subject: Re: Levels and summing
Posted by [Aaron Allen](#) on Sat, 21 Oct 2006 19:45:17 GMT
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I had a 65' hard top .. tre' cool man. The dash lighting, sequential signals
and flip away steering were definitely the bomb.
AA

"Don Nafe" <dnafe@magma.ca> wrote in message [news:453a38c3\\$1@linux...](mailto:news:453a38c3$1@linux...)
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Subject: Re: Levels and summing
Posted by [TCB](#) on Sun, 22 Oct 2006 00:09:27 GMT
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Hey Chuck,

I still can't find the original post you're talking about, but thanks so much for piping in. That's REALLY interesting. I must needs try some new things with the native systems I use. Wow. Funny stuff. I've got mean things on my mind . . .

TCB

"chuck duffy" <c@c.com> wrote:

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>Find my post that explains it. I wasn't using an oscilloscope, just the source

>code for the mixer.
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Subject: Re: Levels and summing
Posted by [TCB](#) on Sun, 22 Oct 2006 01:07:49 GMT
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I'm scared of two wheelers of any kind but I love my 'bird. The one I bought is amazing on the engine front, purrs like a kitten. But it has pretty serious electrical problems. I've managed to get the basics working, the headlights and (gloriously sequential) taillights work, along with the turn signals and such. But the entire dash is dark and there's a short somewhere so I get all redeck when I drive it and pop the hood to turn off the battery mains whenever I park it. There's some body work to do as well but she's a pretty sweet ride. I'll get some snaps soon.

TCB

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

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>>>> OK, I've been too busy working on my job and my car (new 1966
>>>> Thunderbird
>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during
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>>>> 35 seconds when DeeJ was going to simplify his rig and go native there
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>>>> Keep
>>>> in mind I know my digital stuff just fine but I know less about how
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>>>> a console than I do how to make and anti-gravity machine.
>>>>
>>>> Thanks,
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>>>> TCB
>>>
>>>
>>
>
>

Subject: Re: Levels and summing
Posted by [dc\[3\]](#) on Sun, 22 Oct 2006 03:01:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bitchin' cars.

Just makes you want to catch an old Highlander marathon...

heh

DC

"TCB" <nobody@ishere.com> wrote:

>

>I'm scared of two wheelers of any kind but I love my 'bird. The one I bought
>is amazing on the engine front, purrs like a kitten. But it has pretty serious
>electrical problems. I've managed to get the basics working, the headlights
>and (gloriously sequential) taillights work, along with the turn signals
and
>such. But the entire dash is dark and there's a short somewhere so I get
>all redeck when I drive it and pop the hood to turn off the battery mains
>whenever I park it. There's some body work to do as well but she's a pretty
>sweet ride. I'll get some snaps soon.

>

>TCB

>

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

>>I have promised myself that should this recording/mixing thing become a

>

>>viable business I will treat myself to a) a full dressed Harley or b) a

>

>>65/66 T-Bird Convertible

>>

>>so far we're halfway there

>>

>>Don

>>

>>

>>"TCB" <nobody@ishere.com> wrote in message news:45393f12\$1@linux...

>>>

>>> Ah, don't have any yet but I'll take some. She really is a lovely one.

>

>>> Standard

>>> hardtop (no Landau or convertible), Green, in pretty darn good shape,

>but

>>> of course there's a lot to be done . . .

>>>

>>> TCB

>>>

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

>>>>Pics of the bird man, pics of the bird!

>>>>

>>>>Don

>>>>

>>>>

>>>>"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...

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>>>>
>>>
>>
>>
>

Subject: Re: Levels and summing
Posted by [John \[1\]](#) on Sun, 22 Oct 2006 10:45:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can you remove some fuses to the dash until you find the short?

TCB wrote:

> I'm scared of two wheelers of any kind but I love my 'bird. The one I bought
> is amazing on the engine front, purrs like a kitten. But it has pretty serious
> electrical problems. I've managed to get the basics working, the headlights
> and (gloriously sequential) taillights work, along with the turn signals and
> such. But the entire dash is dark and there's a short somewhere so I get
> all redeck when I drive it and pop the hood to turn off the battery mains
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>>>>> Thanks,
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>>>>> TCB
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>>>>>
>>

>

Subject: Re: Levels and summing
Posted by [chuck duffy](#) on Sun, 22 Oct 2006 15:25:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thad,

I wish I could write a simple vst plug that would mimic what paris does in a native system, but I can't figure out how to make the (say cubase for example) meters show anything other than what's really in the signal path.

It would be cool if only to see if it made any kind of difference in a native mix.

Chuck

"TCB" <nobody@ishere.com> wrote:

>

>Hey Chuck,

>

>I still can't find the original post you're talking about, but thanks so
>much for piping in. That's REALLY interesting. I must needs try some new
>things with the native systems I use. Wow. Funny stuff. I've got mean things
>on my mind . . .

>

>TCB

>

>"chuck duffy" <c@c.com> wrote:

>>

>>Find my post that explains it. I wasn't using an oscilloscope, just the

>source

>>code for the mixer.

>>

>>Behind the scenes, and without your knowledge, paris is dipping the individual
>>channels by 22 db. Then it applies 22 db makeup on the master. That's

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>>you can push the individual channels so hard and make things 'gel'. This

>>is what many analog consoles do.

>>

>>Chuck

>>

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

>>>How do you know that is true? Are you putting an oscilloscope on the

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>>>DJ wrote:

>>>> Everything is attenuated by -22dB but it doesn't look like it and it

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>>>> sounds like it so when you are seeing levels at the submix faders that

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>>>> at 0 zero dB, they really aren't, they are -22dB lower at the global

>>>> fader.....except that they will have the same SPL as a normal DAW

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>>>> at zero dB.....now explain that one.

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>>>> ;o)

>>>>

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>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...

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>>>>> Thanks,

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>>>>> TCB

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>

Subject: Re: Levels and summing
Posted by [chuck duffy](#) on Sun, 22 Oct 2006 15:30:52 GMT

duh duh duh, Thad (or anyone else) is there a way to set an insert effect to post fader, post meter in cubase?

Does the resistor on a channel prior to summing in an analog console change the sonic characteristics at all? If it does it would probably be fairly simple to model dontcha think?

Chuck

"chuck duffy" <c@c.com> wrote:

>

>Thad,

>

>I wish I could write a simple vst plug that would mimic what paris does in

>a native system, but I can't figure out how to make the (say cubase for example)

>meters show anything other than what's really in the signal path.

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>It would be cool if only to see if it made any kind of difference in a native

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>Chuck

>

>

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>

>

>"TCB" <nobody@ishere.com> wrote:

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>>

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>>>code for the mixer.

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>>>
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>>>>>> Thanks,
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>>>>>> TCB
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>

>>
>

Subject: Re: Levels and summing
Posted by [Neil](#) on Sun, 22 Oct 2006 15:55:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

"chuck duffy" <c@c.com> wrote:

>
>duh duh duh, Thad (or anyone else) is there a way to set an insert effect
>to post fader, post meter in cubase?

I don't believe there is, Chuck - I just checked to make sure &
I couldn't find a way to do it. Is there any way to enter a
prompt line in the plugin code to show the metering as being
higher than the actual level?

Neil

Subject: Re: Levels and summing
Posted by [chuck duffy](#) on Sun, 22 Oct 2006 16:00:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Neil,

AFAIK the meters are driven by directly reading samples from the buffer.
I don't know how to drive the channel meters any other way.

Chuck

"Neil" <OIUOIU@OIU.com> wrote:

>
>"chuck duffy" <c@c.com> wrote:
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>higher than the actual level?

>
>Neil

Subject: Re: Levels and summing
Posted by [Nil](#) on Sun, 22 Oct 2006 17:08:29 GMT
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OK, then how about this... (and I don't even know if this is possible, as I'm no codehead, but...) can you make part of that plugin's GUI package a separate meter that overlays the Cubase channel meter, permanently/constantly, when that plugin is installed & that particular view for the channel is selected? If so, then you can make that meter read 22 db higher than the actual Cubase meter and voila!

And make it that nice pretty Paris gold color, too, so that when they just look at the channel itself they'll know if that plugin is inserted without having to go to the "inserts" menu.

Neil

"chuck duffy" <c@c.com> wrote:

>
>Neil,
>
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>

Subject: Re: Levels and summing
Posted by [John \[1\]](#) on Sun, 22 Oct 2006 18:57:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

What if we just drop the levels of tracks 20db in cubase and crank our mixer out and power amps up 20db in total?

Would that do it ?

chuck duffy wrote:

> Thad,

>

> I wish I could write a simple vst plug that would mimic what paris does in
> a native system, but I can't figure out how to make the (say cubase for example)
> meters show anything other than what's really in the signal path.

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> It would be cool if only to see if it made any kind of difference in a native
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>> much for piping in. That's REALLY interesting. I must needs try some new
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Subject: Re: Levels and summing
Posted by [John \[1\]](#) on Sun, 22 Oct 2006 18:59:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

can you put plugs on totalmix on an hdsp9652 and send it back in on two more tracks ? now I'm just rambling. hehe

chuck duffy wrote:

> duh duh duh, Thad (or anyone else) is there a way to set an insert effect
> to post fader, post meter in cubase?
>
> Does the resistor on a channel prior to summing in an analog console change
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>>>>>>>> TCB
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>

Subject: Re: Levels and summing
Posted by [Chris Ludwig](#) on Sun, 22 Oct 2006 22:04:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Chuck,
Here is the signal flow for the inserts in Cubase/Nuendo.

insert audio path

Chris

chuck duffy wrote:

>duh duh duh, Thad (or anyone else) is there a way to set an insert effect
>to post fader, post meter in cubase?
>
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>

--
Chris Ludwig
ADK
chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>
www.adkproaudio.com <http://www.adkproaudio.com/>
(859) 635-5762

Subject: Re: Levels and summing
Posted by [animix](#) on Sun, 22 Oct 2006 22:06:41 GMT
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I tried that. I also tried creating busses, attenuating them by 20dB and then applying various optimizers there, also tried lowering the main mix bus

and applying various gain makeup plugins there and all sorts of combinations of the above on the busses and individual channels. Some of them sounded very good actually and if I was mixing a lot of pop/rock/metal music which lent itself well to this kind of processing, I wouldn't even think twice about it. I liked it a lot. the thing about it that didn't work for me is that what we do the most of here involves recording acoustic instruments into microphones and mixing them. I need an unprocessed palate to start from for what I do and the Paris mix bus works better for this than any combination of stuff I tried in SX. Adding processing to make the bus(es) sound bigger, worked, but it also made the mix sound processed. I'm not saying that it's not possible to get there though and I'm going to continue plugging away at it in Cubase in my spare time. If Chuck/Skunkworks could code a plugin that is colorless, it might be the magic bullet. I'm hoping to find something like that in the Scope platform.

Deej

Deej

"John" <no@no.com> wrote in message news:453bbbfd@linux...

> What if we just drop the levels of tracks 20db in cubase and crank our
> mixer out and power amps up 20db in total?

>

> Would that do it ?

>

> chuck duffy wrote:

> > Thad,

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> >>

> >> I still can't find the original post you're talking about, but thanks
so
> >> much for piping in. That's REALLY interesting. I must needs try some
new
> >> things with the native systems I use. Wow. Funny stuff. I've got mean
things
> >> on my mind . . .
> >>
> >> TCB
> >>
> >> "chuck duffy" <c@c.com> wrote:
> >>> Find my post that explains it. I wasn't using an oscilloscope, just
the
> >> source
> >>> code for the mixer.
> >>>
> >>> Behind the scenes, and without your knowledge, paris is dipping the
individual
> >>> channels by 22 db. Then it applies 22 db makeup on the master.
That's
> >> why
> >>> you can push the individual channels so hard and make things 'gel'.
This
> >>> is what many analog consoles do.
> >>>
> >>> Chuck
> >>>
> >>> John <no@no.com> wrote:
> >>>> How do you know that is true? Are you putting an oscilloscope on the
> >
> >>>> Submix masters ?
> >>>>
> >>>> DJ wrote:
> >>>>> Everything is attenuated by -22dB but it doesn't look like it and it
> >> still
> >>>>> sounds like it's at normal levels, which it isn't, except that since
> >> it
> >>>>> sounds like it so when you are seeing levels at the submix faders
that
> >>> are
> >>>>> at 0 zero dB, they really aren't, they are -22dB lower at the global
> >>>>> fader.....except that they will have the same SPL as a normal
DAW
> >>> would
> >>>>> at zero dB.....now explain that one.
> >>>>>
> >>>>> ;o)
> >>>>>

> >>>>
> >>>>
> >>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...
> >>>>>> OK, I've been too busy working on my job and my car (new 1966
Thunderbird
> >>>>>> is the ride, and she's lovely) and haven't posted in a bit. But,
during
> >>>>> the
> >>>>>> 35 seconds when DeeJ was going to simplify his rig and go native
there
> >>> was
> >>>>>> discussion about the way levels are managed from channels/busses to
> >> the
> >>>>> master
> >>>>>> output in PARIS. Can someone explain this to me in much greater
detail?
> >>>>> Keep
> >>>>>> in mind I know my digital stuff just fine but I know less about how
> >> to
> >>>>> design
> >>>>>> a console than I do how to make and anti-gravity machine.
> >>>>>>>
> >>>>>>> Thanks,
> >>>>>>>
> >>>>>>> TCB
> >>>>>>>
> >

Subject: Re: Levels and summing
Posted by [Chris Ludwig](#) on Mon, 23 Oct 2006 00:16:13 GMT
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This is a multi-part message in MIME format.
-----070402030407090602030907
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit

ok lets try this with an attached image instead.

Chris Ludwig wrote:

> Hi Chuck,
> Here is the signal flow for the inserts in Cubase/Nuendo.
>
>
> insert audio path

>
>
>
> Chris
>
> chuck duffy wrote:
>
>> duh duh duh, Thad (or anyone else) is there a way to set an insert
>> effect
>> to post fader, post meter in cubase?
>>
>> Does the resistor on a channel prior to summing in an analog console
>> change
>> the sonic characteristics at all? If it does it would probably be
>> fairly
>> simple to model dontcha think?
>>
>> Chuck
>> "chuck duffy" <c@c.com> wrote:
>>
>>
>>> Thad,
>>>
>>> I wish I could write a simple vst plug that would mimic what paris does
>>>
>>
>> in
>>
>>
>>> a native system, but I can't figure out how to make the (say cubase for
>>>
>>
>> example)
>>
>>
>>> meters show anything other than what's really in the signal path.
>>> It would be cool if only to see if it made any kind of difference in
>>> a native
>>> mix.
>>>
>>> Chuck
>>>
>>>
>>>
>>>
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>

--

Chris Ludwig

ADK

chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>

www.adkproaudio.com <http://www.adkproaudio.com/>

(859) 635-5762

-----070402030407090602030907

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Content-Transfer-Encoding: base64
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-----070402030407090602030907--

Subject: Re: Levels and summing
Posted by [Neil](#) on Mon, 23 Oct 2006 00:35:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

<bump>
Chuck did you see this (below), would this work?

Neil

"Neil" <IUOIU@OIU.com> wrote:

>
>OK, then how about this... (and I don't even know if this is
>possible, as I'm no codehead, but...) can you make part of that
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>channel meter, permanently/constantly, when that plugin is
>installed & that particular view for the channel is selected? If
>so, then you can make that meter read 22 db higher than the
>actual Cubase meter and voila!

>
>And make it that nice pretty Paris gold color, too, so that
>when they just look at the channel itself they'll know if that
>plugin is inserted without having to go to the "inserts" menu.

>
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>
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>"chuck duffy" <c@c.com> wrote:

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>>Neil,
>>
>>AFAIK the meters are driven by directly reading samples from the buffer.
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Subject: Re: Levels and summing
Posted by [Dedric Terry](#) on Mon, 23 Oct 2006 03:32:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

BTW - Nuendo/Cubase meters can be pre and post fader.

Dedric

On 10/22/06 6:35 PM, in article 453c0e59\$1@linux, "Neil" <OIUOI@OI.com>
wrote:

>
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>>>>> Neil
>>>
>>
>

Subject: Re: Levels and summing
Posted by [chuck duffy](#) on Mon, 23 Oct 2006 11:40:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would need a post fader, post meter insert.

Chuck

Dedric Terry <dterry@keyofd.net> wrote:
>BTW - Nuendo/Cubase meters can be pre and post fader.
>
>Dedric
>
>On 10/22/06 6:35 PM, in article 453c0e59\$1 @linux, "Neil" <OIUOI@OI.com>
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>
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```
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>>>> AFAIK the meters are driven by directly reading samples from the buffer.
>>>> I don't know how to drive the channel meters any other way.
>>>>
>>>> Chuck
>>>>
>>>> "Neil" <OIUOIU@OIU.com> wrote:
>>>>>
>>>>> "chuck duffy" <c@c.com> wrote:
>>>>>>
>>>>>> duh duh duh, Thad (or anyone else) is there a way to set an insert
effect
>>>>>> to post fader, post meter in cubase?
>>>>>>
>>>>>> I don't believe there is, Chuck - I just checked to make sure &
>>>>>> I couldn't find a way to do it. Is there any way to enter a
>>>>>> prompt line in the plugin code to show the metering as being
>>>>>> higher than the actual level?
>>>>>>
>>>>>> Neil
>>>>>
>>>>
>>>
>>
>
```

Subject: Re: Levels and summing
Posted by [Neil](#) on Mon, 23 Oct 2006 12:59:36 GMT
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Dedric Terry <dterry@keyofd.net> wrote:
>BTW - Nuendo/Cubase meters can be pre and post fader.

Yeah, but if I were to switch to pre-fader metering, then everything just shows +5 all the time.

:D

Subject: Re: Levels and summing
Posted by [TCB](#) on Mon, 23 Oct 2006 18:30:44 GMT
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What about routing every track to a group bus, i.e. a default project with 32 audio tracks, 16 f/x tracks, 16 instrument tracks, and 64 group tracks. Then the groups are knocked down -22 db and then get routed to a) more groups or b) the master. And the gain is made up at the master.

Even if this is cumbersome, is it 'sonically' correct?

TCB

"chuck duffy" <c@c.com> wrote:

>
>I would need a post fader, post meter insert.
>
>Chuck
>
>Dedric Terry <dterry@keyofd.net> wrote:
>>BTW - Nuendo/Cubase meters can be pre and post fader.
>>
>>Dedric
>>
>>On 10/22/06 6:35 PM, in article 453c0e59\$1@linux, "Neil" <OIUOI@OI.com>
>>wrote:
>>
>>>
>>> <bump>
>>> Chuck did you see this (below), would this work?
>>>
>>> Neil
>>>
>>> "Neil" <IUOIU@OIU.com> wrote:
>>>>

Hi Thad,

This might do it. I wasn't really looking for sonic correctness, just testing a theory that people who like the paris sound, could get a more 'paris like' mix, by making the native app do the *only* major difference I can spot in the paris code.

Chuck

"TCB" <nobody@ishere.com> wrote:

>

>What about routing every track to a group bus, i.e. a default project with >32 audio tracks, 16 f/x tracks, 16 instrument tracks, and 64 group tracks.

>Then the groups are knocked down -22 db and then get routed to a) more groups >or b) the master. And the gain is made up at the master.

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>"chuck duffy" <c@c.com> wrote:

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>>>

>>>On 10/22/06 6:35 PM, in article 453c0e59\$1@linux, "Neil" <OIUOI@OI.com>

>>>wrote:

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>>>>

>>>> <bump>

>>>> Chuck did you see this (below), would this work?

>>>>

>>>> Neil

>>>>

>>>> "Neil" <IUOIU@OIU.com> wrote:

>>>>>

>>>>> OK, then how about this... (and I don't even know if this is

>>>>> possible, as I'm no codehead, but...) can you make part of that

>>>>> plugin's GUI package a separate meter that overlays the Cubase

>>>>> channel meter, permanently/constantly, when that plugin is

>>>>> installed & that particular view for the channel is selected? If

>>>>> so, then you can make that meter read 22 db higher than the
>>>>> actual Cubase meter and voila!
>>>>>
>>>>> And make it that nice pretty Paris gold color, too, so that
>>>>> when they just look at the channel itself they'll know if that
>>>>> plugin is inserted without having to go to the "inserts" menu.
>>>>>
>>>>> Neil
>>>>>
>>>>>
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