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Subject: Re: ADAT lightpipe loop  
Posted by [audioguy\\_nospam\\_](#) on Sun, 14 Aug 2005 15:22:54 GMT  
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d.

Global Master Out,  
Dubya

(all written "tongue-in-cheek" I assure you).

"Brandon" <brandon\_goodwin@REMOVETHISsbcglobal.net> wrote in message  
news:

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Subject: Re: ADAT lightpipe loop  
Posted by [audioguy\\_nospam\\_](#) on Sun, 14 Aug 2005 16:33:34 GMT  
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s is a multi-part message in MIME format.

---=\_linux4300894e  
Content-Type: text/plain  
Content-Transfer-Encoding: 7bit

---=\_linux4300894e  
Content-Type: image/jpeg; name="gasprices.jpg"  
Content-Transfer-Encoding: base64  
Content-Disposition: attachment; filename="gasprices.jpg"

```
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DBkSEw8UHRofHh0aHBwgJC4nIClIxwcKDCplDAxNDQ0Hyc5PTgyPC4zNDL/  
2wBDAAQkJCQwLDBgNDRgyIRwhMjlyMjlyMjlyMjlyMjlyMjlyMjlyMjlyMjly  
MjlyMjlyMjlyMjlyMjlyMjlyMjlyMjlyMjlyMjlyMjlyMjlyMjlyMjlyMjlyMjly  
HAAAAQUBAQEAAAAAAAAAAAAAAAAABwIDBAUGAQAQAI/8QAVhAAAQMDAwEEBQYICgYH  
CQEAAQIDBAAFEQYSITETQVFhBxQicYEVMPghscEWIzQ1QIJy0SQIM0Nic4KS  
orJTY5PC4fAXNIRkdIPSCCY3RHWEo7Px4v/EABsBAAEFAQEAAAAAAAAAAAAAAAA  
AAMAAQIEBQYH/8QAOREAAQQAawIDBQYFAwUAAAAAAAAQACAxEEBRIhEzEyQVEG  
FCJhgRUzNEJxkRYjJbHBjGKhUIOC0fD/2gAMAwEAAhEDEQA/ADRMUtEyG4rc  
ApwJKe4HOPsJqFcifwnglbbQCeVrA9ojwpN1mF6
```

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Subject: Re: ADAT lightpipe loop  
Posted by [Aaron Allen](#) on Mon, 15 Aug 2005 00:12:25 GMT

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JLoEhsMtuDaCoe0diRn7ay7kRBOQIIPupn1RJHIFlwj1S6pW9YdTIKnB  
typWBzngdKdZisMBQaYaQFK3KCEgZPj76HSoDah83n34rrbbzK07HXAMjorF  
R6HoU/VWQuf5wf8A6xWfprmmx/1gGDna0M/2V0mecznSM4Kj9td04v2r4M8F  
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ruVu48wcV5oxmReyVh47HzCwTG/0Vlbbai0xfVG3VPNJWVNJc5LfkPdU0OLy  
MKORWOjapt9tltRPIhidBcUEocLmXWT3BX6yfPqK1QUcncKhSCMhQ5FVM3Hn  
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nEZcb2/3SbG7urXs7hqJW0ByHbT

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Subject: ADAT lightpipe loop  
Posted by [Brandon](#) on Mon, 15 Aug 2005 15:10:19 GMT

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circa 1899... now if it could just sync to the player piano :)

TCexcellent!

d

"TC"

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Subject: Re: ADAT lightpipe loop  
Posted by [Brandon](#) on Mon, 15 Aug 2005 15:39:30 GMT

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42ff5fda@linux...

- > Global Master Outs to the ADAT lightpipe outs
- > Hard Loop from ADAT lightpipe Out to ADAT lightpipe In
- > ADAT lightpipe In to Tacks 15 & 16 (L&R respectively)
- > Mute Tracks 15 & 16 and Insert instance of Wormhole on each track
- > Open WaveLab and Or CoolEdit Pro and Insert Wormhole on two new tracks
- > (L&R)
- > Use VST/DX plugs from within and bounce inside the second app. Should not
- > loose any PARIS sound since Digital transfer correct?
- > Then go SPDIF out to converter to XLR for my monitors
- >
- > This is all on one machine.
- >
- > Possible?????

>  
> I don't know if wormhole works like this or if I can hard loop on A

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