

> on every channel of my Cubase mix template. Now each track is being dithered
> as it is passed from SX to Paris. I'm mixing a small project that I tracked
> yesterday. What I'm hearing at the end of the songs as they fade sounds just
> like tape hiss. I used mostly class A, solid state preamps on this project
> and even my tube gear is dead quiet.....so I'm almost positive this is
> cumulative dither noise. Fading the tracks takes care of it and the final
> stage of the process is yet another dither.
>
> Rather than thinking it unpleasant, I'm actually liking the sound of this,
> though it certainly isn't digital purity by any stretch.
>
> I ned to paly around with this some more though. This is a small
> project.....15 tracks tops. I don't know how this would sound in a
> project with 40 + tracks. Might be a problem.
>
> Hmmmm.....
>
>2 x RME HDSP 9652's and an RME Multiface.

"Rob Arsenault" <mani2@nbnnet.nb.ca> wrote in message
news:431cbb13\$1@linux...

> DJ, what adat card are you using in your SX rig?
>
>
> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message
> news:431ca4b0@linux...
> > I've posted before about using Cubase SX and Paris in a doubleDAW mix
> > scenario. One of the *issues* with this is that files are being
processed
> at
> > 32 bit in SX and then lightpiped over the 20 bit feed to Paris.
> >
> > I have done some critical listening on this and I discovered that
> cumulative
> > quantization errors when streaming many tracks while truncating from 32
> bit
> > float through a 20 bit digital feed was creating some harshness in the
> > 1-2kHz frequency range.
> >
> > To solve this, I found a very flexible dither algo and have instantiated
> it
> > on every channel of my Cubase mix templa
