
Subject: Re: Bad news

Posted by [Miguel Vigil \[1\]](#) on Wed, 14 Dec 2005 15:10:16 GMT

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t;>> heavy

> >>>>> to one side.

> >>>>> That get it?

> >>>>>

> >>>>> AA

> >>>>>

> >>>>>

> >>>>> "RK" <kent510745@hotmail.com> wrote in message

news:439f0b0e@linux...

> >>>>>> With all pans set to center (fader, aux, master, global) I still
get

> >> a

> >>>>>> heavi

Subject: Bad news

Posted by [cujo](#) on Wed, 14 Dec 2005 15:53:35 GMT

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;>>>>>>

>>>>>>>>

>>>>>>>>Morgan <morganp@ntplx.net> wrote:

>>>>>>>>>Greetings ,

Subject: Re: Bad news

Posted by [Neil](#) on Wed, 14 Dec 2005 16:44:38 GMT

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er signal to the left side. Haven't worked in Paris for
awhile

> >>>>>> and

> >>>>>> don't remember that being the case before. Thanks for any
comments.

> >>>>>>

> >>>>>> Kent

> >>>>>>

> >>>>>>

> >>>>>

> >>>>

> >>>

> >>

> >>

>On 12-Dec-2005, John <no#64

Subject: Re: Bad news

Posted by [Deej \[1\]](#) on Wed, 14 Dec 2005 18:02:27 GMT

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ing those sounds yesterday whenever I would access it.

Yipes, this is not right. So I ran some disk utilities but everything checked out fine. What the heck is going on? Then I noticed that the sounds seemed to have a stereo image, even though the drive is way over on the left side of the desk... Wha?

The drive sounds were coming from the monitor speakers!!

When I change the source on the passive volume control to something other than the computer output, the sounds disappeared. Switch back, they return.

That's the stupidest trick I've ever seen a compu

Subject: Re: Bad news

Posted by [RK](#) on Wed, 14 Dec 2005 18:29:43 GMT

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the interest of time, I'm just going to wind up
> mastering them from an audio CD that he generated for mix reference
> listening. He dismissed his engineering shortcomings by claiming to be a
> guitar player. Fortunately, the mixes he did sound great!
>
> Thanks again guys for all the help!!!
> CL
>
>This sounds like a filtering issue, whether that be a bad ground shield in
the USB cable or a capacitor in the usb case or the computer. Betcha' you
have an EFI/RFI issue as a result.
AA

Subject: Re: Bad news

Posted by [Ben Atkins](#) on Wed, 14 Dec 2005 18:33:07 GMT

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etter.

>
> Some of us concentrate on instrumental chops, others on using
> interesting sounds in clever ways, others on getting things perfect,
> others on what's hip and where the scene is headed, and it's all
> bollocks. It's about the song, and there is no substitute.
>
> For every 10, 000 hot players and hip producers there is one
> great songwriter.
>
> We rarely see artists today who can put out a whole disc of great
> writing, but a killer song does come around now and then.
>
> Check this out:
>
> <http://www.mutemath.com/epsite/>
>
> Play with the buttons on the lower right until the song "Control"
> comes up. Man, I wish I had written that one.
>
>

Subject: Re: Bad news

Posted by [Kim](#) on Thu, 15 Dec 2005 03:15:10 GMT

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=
news:43a0fdad@linux...

Neil wrote:

> Hope that's not Cron... he's in Boston, and works on that type
> of stuff, as I recall.

>=20

> Neil

>=20

>=20

> "cujo" <chris@nospamapplemanstudio.com> wrote:

>=20

>>Be careful who you get in your studio.

>>

>>This happened here in Boston last night

>>

>> <http://www.cnn.com/2005/US/12/14/boston.shooting.reut/index.html>

>>

>=20

>=20

Yeah, Cron - check in with us if you read this..

TC
-----=_NextPart_000_00E2_01C6011A.E381F440
Content-Type: text/html;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Subject: Re: Bad news
Posted by [TC](#) on Thu, 15 Dec 2005 05:19:33 GMT
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r />

cujo wrote:

> PPA LD 2ube, and it;s the 3rd one they;ve sent me.
> Stay away.
> It sounds pretty good though. I'd like a darker tube if I had a choice
>
> "Kim W.no@way.com" <no@way.com> wrote:
>
>>Sure did, it fixed it.
>>Not saying that it will work for you, but worth a shot IMO.
>>You could also use the opportunity to experiment with different
>>valves for different sounds (brighter/darker).
>>I wouldn't go as far as spending a mint on NOS Telefunks, though, I have
>>read that even those were subj

Subject: Re: Bad news
Posted by [Tom Bruhl](#) on Thu, 15 Dec 2005 06:57:22 GMT
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>>>>>>
>>>>>>
>>>>>>Kim, are your MXL's modded?
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>>"Kim W." <no@way.com> wrote:
>>>>>>
>>>>>>S
>>>>>>
>>>>>>orry guys, just realised the mic I was referring to was a U67.
>>>>>>
>>>>>>>I take it back.... Never tried a U47.
>>>>>>>Kim

>>>>>>>

>>>>>>>"Kim W." <no@way.asswipe> wrote:

>>>>>>>

>>>>>>>Ahh, the U47.

>>>>>>>I love the sound of it as much as I love the sound of my two MXL

>

> v69's.

>

>>>>>>>After spending some time over the space of a week A/Bing the two

>

> mics,

>

>>>>>>>with

>>>>>>>

>>>>>>>a variety of sources, I really wanted to hate the V69, but I couldn't.

>>>>>>>

>>>>>>>The two sounded sooo similar, but the V69 was quieter.

>>>>>>>My Rode Classic II wasn't in the league.

>>>>>>>....Ouch.... watch the flames begin....

>>>>>>>

>>>>>>>

>>>>>>>Morgan <morganp@ntplx.net> wrote:

>>>>>>>

>>>>>>>Greetings ,

>>>>>>>

>>>>>>>Since no one has successfully put the mics in order

>>>>>>>so far .

>>>>>>>Listen to the files and guess which one is the

>>>>>>>Holy grail of mics - the U47 :)

>>>>>>>

>>>>>>> [http://www.mercysakes.com/paris/Morgan%20Pettinato/Mic%20Con test/](http://www.mercysakes.com/paris/Morgan%20Pettinato/Mic%20Con%20test/)

>>>>>>>

>>>>>>>Good Luck - Prizes will still stand !

>>>>>>>info on my previous post (Listening challenge @ the File vault

>

>)

>

>>>>>>>Morgan

>>>>>>>

>>>>>>>Is it possible to run Wizoo W2 in Paris? As VST I just get a blank popup and wrapped in spinaudio as DX I get a glorious crash. What a nice sounding verb though. I'm sold.

JohnYeah I think Southie?

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>

>
>I don't think Cron was from Dorchester. I was thinking either
>Boston proper or the north shore.
>I might be wrong though.
>
>Tom
>
>
> "TC" <tc@spammetodeathyoubastards.org> wrote in message =
>news:43a0fdad@linux...
> Neil wrote:
> > Hope that's not Cron... he's in Boston, and works on that type
> > of stuff, as I recall.
> >=20
> > Neil
> >=20
> >=20
> > "cujo" <chris@nospamapplemanstudio.com> wrote:
> >=20
> >>Be careful who you get in your studio.
> >>
> >>This happened here in Boston last night
> >>
> >> http://www.cnn.com/2005/US/12/14/boston.shooting.reut/index. html
> >>
> >=20
> >=20
>
>
&

Subject: Re: Bad news
Posted by [rick](#) on Thu, 15 Dec 2005 09:19:16 GMT
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gt; Yeah, Cron - check in with us if you read this..
>
> TC
>
><!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>I don't think Cron was from =

>thinking either</DIV>

><DIV>Boston proper or the north =

>shore.</DIV>

><DIV>I might be wrong though.</DIV>

><DIV>

Subject: Re: Bad news

Posted by [cujo](#) on Thu, 15 Dec 2005 16:09:23 GMT

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of you would be willing to share your music with the group. It seems

> like a lot of you have really taken the Paris to the highest sonic levels

> and I would like to hear what you all are getting.

>

> If you wanted to take a small portion of some work and keep it as a wav file

> that would be really great. I'm hoping that hearing some good tones will

> inspire me to get back into it.

>

> Much appreciated.

>

> Barry

>

> p.s. music that has vocals would be preferred. thanks.

>

>Yes, it's possible. You must have Chainer installed so you can use it as a

VST plugin. It cost a lot but it's one of best 'verbs I've ever heard, if

not the best, well worth the money. It's latency free too.

Erling

"John" <no@no.com> skrev i melding news:43a15d94@linux...

> Is it possible to run Wizoo W2 in Paris? As VST I just get a blank popup

> and wrapped in spinaudio as DX I get a glorious crash. What a nice

> sounding verb though. I'm sold.

>

> JohnHis work is top notch indeed. I'm hoping for some more pop type classic rock sounds.

"John" <no@no.com> wrote in message [news:43a189fb\\$1@linux...](mailto:news:43a189fb$1@linux...)

> The talented Jason Miles CD will surely fire you up.

>

> <http://tinyurl.com/bh43a>

>

> Sanbar wrote:

> > Hi
> >
> > I'm trying to get inspired to work the ole Paris again and was wondering if
> > any of you would be willing to share your music with the group. It seems
> > like a lot of you have really taken the Paris to the highest sonic levels
> > and I would like to hear what you all are getting.
> >
> > If you wanted to take a small portion of some work and keep it as a wav file
> > that would be really great. I'm hoping that hearing some good tones will
> > inspire me to get back into it.
> >
> > Much appreciated.
> >
> > Barry
> >
> > p.s. music that has vocals would be preferred. thanks.
> >
> > Yep. No FX at all. Just rendering the tracks as continuous ..paf's with 00:00:00:00 starting points.

"John" <no@no.com> wrote in message news:43a0c506@linux...

> DJ, So are you doing render WITHOUT effects, just basically splicing
> objects together on the playing field into "whole" files per track?
>
> Thanks,
> John
>
> DJ wrote:
> > Periodically, here's what I do....
> >
> > A complete backup of the project to another drive in case I screw up the
> > next steps.....
> >
> > Next, I choose a song and unlock all files in the Audio bin..
> >
> > Then I render all active submix audio files to a new folder in the project
> > folder with names that are easily recognizable which puts the rendered files
> > at the top of the files shown in the Audio bin....naming the channels
> > something likie AAKick, AASnare, AAVox, etc. so that the renders show up
> > with this at the top of the list of files in the audio bin and are easily
> > recognizable for the next step. I also save my .ppj to this folder so I

> > don't delete it.
> >
> > Next I back this folder up with the newly rendered audio files and the new
> > .ppj.
> >
> > Open the Audio Window and lock these newly rendered files (they are easy to
> > find now because they are the topmost files in the audio bin)
> >
> > Close the Project I'm working on.
> >
> > Using *My Computer*, go into the project folder, highlight all *audio* files
> > except the ones in the new folder I created with the new renders and manually
> > delete all of

Subject: Re: Bad news
Posted by [Neil](#) on Thu, 15 Dec 2005 16:13:04 GMT
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the unused files (this way they can still be recovered if I
> > screw up.....be sure not to delete your old .ppj's if you think you will
> > need them....you can always import the newly rendered files into them if you
> > have settings there that you are experimenting with)
> >
> > Open the project back up and make sure all of my rendered files are still
> > populating the editor window and the project plays back properly.
> >
> > Since all of the deleted file names will still be shown in the audio window,
> > I double check to make sure that all of my rendered files are locked before
> > I go to the next step.....
> >
> > in the Audio Window, I do a *select all* and highlight all
> > files (since I unlocked all files in step 2 and locked the newly rendered
> > files afterwards, at this point, all of the deleted files will be unlocked
> > and all of the rendered files will be locked)

> >
> > Now I do a delete of all files. This permanently deletes all files in
the
> > project except the ones that are locked. Now I have only the newly
rendered
> > files in the project. If I screw this up somehow by forgetting to lock a
> > newly rendered file, I've got a back of the rendered files on another
drive.
> >
> > Now I rename my channels and, if I want to, the audio files themselves.
> >
> > After doing this, I defrag my audio drive.
> >
> > Simple....huh?
> >
> >
> > "John" <no@no.com> wrote in message news:439d7003@linux...
> >
> >>Wow, what an important feature to be broken
> >>So I guess the files just pile up and eat up tons of drive space unless
> >>you go through every object and delete files manually that don't have an
> >>object. bummer
> >>
> >>Aaron Allen wrote:
> >>
> >>>It is broken in 3.00... every version that included that feature
leading
> >
> > up
> >
> >>>to that point works fine.
> >>>AA
> >>>
> >>>
> >>>"John" <no@no.com> wrote in message news:439c2b61@linux...
> >>>
> >>>
> >>>>My notes also show that Compacting is broken. Is that accurate?
> >>>>
> >>>>How to delete files on hard drive that are NOT used in the project.
No
> >>>>objects exit on the playing field and no segments exist in the audio
> >>>>window but when I pick Select Unused Files from the Audio window
nothing
> >>>>is selected.
> >>>>
> >>>>I recorded a bunch of tracks in constrained mode and then removed the
> >>>>objects from the playing field and their segments from the Audio

window

> >

> > so

> >

> >>>>that only the filename was left. So, is there a way to get Paris to

> >

> > clean

> >

> >>>>up unused items? Am I missing something?

> >>>>

> >>>>Thanks,

> >>>>John

> >>>

> >>>

> >>>

> >

> >Yikes.

So for future reference tell him to do all his PT sessions in broadcast wav format, and make sure that "enforce Mac/PC compatibility" is checked in the session setup options.

That is that standard that most people use these days..

The SDII files could be batch converted on a mac..

Cheers,

TC

Chris Latham wrote:

> That seems like that would be the thing to do. I asked him about that, and
> neither he nor his buddy had no idea how to make that happen. I'm not a mac
> guy, so I couldn't tell him how to do it. I have calls in to a couple
> other guys that might can shed some light on it. I'll hold off thru the
> weekend to see if somebody who can make the conversion g
