
Subject: Gas Prices

Posted by [Mike CIMike Claytor](#) on Mon, 15 Aug 2005 12:23:42 GMT

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lzaOMAmr38JfRw5HbC2Je3gBsrX7A+mINao9GseQlxul+lbfCVDF39e+m6gU
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tNpnYkp/Kldsop9l0AnkZSa56yvp2rJpF1FOp9l2hFKwm3vY8SggfbXmfSHo
Z1Ku0tzjZH6yDz9dF95Hoh/Z8/om0uKUoe019tZecx2lwSnaBIWAdgH01rF6
+0GIJ/gK+RztQf31TRdZaHTMIh+3vvMbgWNYtkZHIHPSOIBVmlFijHLUF9S
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YJT62tK21EdArk1B1RHNvkRXW1OdQ42tQwfM8eYrS3VKZOrLQ26kEFsgkdcZ
qj12DubWVE5UpIBPACSQMUZnakMr6WsU+FeLNBmCC0tT7CHMIAzkpFYn0kaa
hLuVlvDMZtuQxPbbdQwPbWIXQ8eBFRfRLcpKtNW9tS9yWwQnPXAwa3t3jtvO
r3bhkhRKVEZx44qn2Kn3QuddDz7qkdCs15y3PXOLJislaWp6MQkOL2jhYJyf
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qFUOL2nYpQkgLWVHJ99XmpkhF/kxkjDcUIYaHgkIHxPnUgOKR8SFsryCq5E
uZMeMmdKU9JXnc46So9PGoqgDjyqbFAGPZB5PX3VDwKIWrVxWBj3tCSa4MEY
pR4pPfUa5V0rxSDXtuBXa6BmpUEqCRgZ86UBXsAGl44pg1OBaQeOtc3buBXV
VxCRzSIUSeaXSoAYJpQUewKQTjfnGOM48aaUM04kbUhIJ2nnGe+ltUHOJNJJ
VzSRIRpSxg1wHChT0pXam2xKk3COQSB2gz50S445T7xQ0gLUbhHGeO0FEyN0
T7xRYxQWJq4p4Vf6VWA5qWAc9Lc39qq9TnpP/wCsch/6c19qq9Vc91qYRPQa
v//Z

---=_linux4300894e--Yes, Deej. We wants our precious.

Jimmy

"Brandon" <brandon_goodwin@REMOVETHISsbcglobal.net> wrote in message
news:42ff588a@linux...

> hey dj what ever happend to the hardware modules you were working on?

>

>

> "DJ" <animix_spam-this-ahole_@animas.net> wrote in message

> news:42fec453@linux...

>> Chuck,

>>

>> Any news at all on this? Is it possible that any or all of these will

>> work,

>> even sorta'kinda'maybesometimes ?

>>

>> Thanks,

>>

>> DJ

>>

>>

>

>This Wormhole stuff is a question for Gene Lennon and/or Dimitrios. I've
never tried it. I do know a little about Lava Lamps though.

;o)

"W. Mark Wilson" <wmarkwilson@verizon.net> wrote in message
news:43004a41\$1@linux...

> Ask Deej; he'll know for sure. Hey, and while your at it, I think you

> should find some place in your loops to insert a nice warm sounding 70's
> lavalamp.... reddish orange would probably sound good.
>
> Global Master Out,
> Dubya
>
> (all written "tongue-in-cheek" I assure you).
>
>
> "Brandon" <brandon_goodwin@REMOVETHISsbcglobal.net> wrote in message
> news: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 ADAT
>> like that without clocking.
>>
>>
>
>Does *anything* in the Paris system operate in a 16 bit environment?
(Primarily in the software.) If it does, can I use the 64 bit processor?

Spappy14.6 mpg in the bmw is hurtin me...

I might have to 'upgrade' to one of those 250mpg modified prius' with the
extra batteriesAre mixers and effects ever going to get where the inputs are optical
and you just send optical from your guitar processor / effect processor
to the the mixer over fiber? Current technology seems so 80's.

John"Rich Lamanna" <richard.lamanna@verizon.net> wrote:
>Jason, whose playing with you? I'm up in Albany but will try to make a trip

Myself-keys
Aaron heick-sax
Dominic Faranacci-trumpet
Josh Dion -Drums

Sherrod Barnes-Guitar
Jonathan Maron-Bass
DJ Logic-Turntables

Peace, JMthe only thing that comforts me is that all our refineries are having problems at the same time and are getting a huge tax break to help them out during these record profit times...thank god...our government is there to help.

On 15 Aug 2005 22:23:42 +1000, "mike claytor" <claytor@nospam.com> wrote:

>"I do know a little about Lava Lamps though"

but isn't that an inhale deeply and forget thing???

On Mon, 15 Aug 2005 09:13:53 -0600, "DJ"
<animix_spam-this-ahole_@animas.net> wrote:

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>

>;o)

>

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>news:43004a41\$1@linux...

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>>

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>>

>>

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>> > Hard Loop from ADAT lightpipe Out to ADAT lightpipe In

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>> >
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>> >
>> > Possible?????
>> >
>> > I don't know if wormhole works like this or if I can hard loop on ADAT
>> > like that without clocking.
>> >
>> >
>>
>>
>huh?????

"rick" <parnell68@hotmail.com> wrote in message
news:iut1g15mjl6tq0j32fur8r5havd4kb72v9@4ax.com...

> "I do know a little about Lava Lamps though"

>

> but isn't that an inhale deeply and forget thing???

>

> On Mon, 15 Aug 2005 09:13:53 -0600, "DJ"

> <animix_spam-this-ahole_@animas.net> wrote:

>

> >This Wormhole stuff is a question for Gene Lennon and/or Dimitrios. I've

> >never tried it. I do know a little about Lava Lamps though.

> >

> >;o)

> >

> >"W. Mark Wilson" <wmarkwilson@verizon.net> wrote in message

> >news:43004a41\$1@linux...

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> >> should find some place in your loops to insert a nice warm sounding
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> >>

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tracks

Subject: Re: Gas Prices

Posted by [rick](#) on Mon, 15 Aug 2005 20:14:22 GMT

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same time and are getting a huge tax break to help

>>>them out during these record profit times...thank god...our government

>>>is there to help.

>>>

>>>On 15 Aug 2005 22:23:42 +1000, "mike claytor" <claytor@nospam.com>

>>>wrote:

>>>

>>>

>&

Subject: Re: Gas Prices

Posted by [justcron](#) on Mon, 15 Aug 2005 22:56:41 GMT

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t; Cheers,

> >

> > TC

> >

> > justcron wrote:

> >> Nigeria can get gas for 38 cents a gallon, but we gotta pay 10 times

> >> that??? BULLSHIT

> >> http://money.cnn.com/pf/features/lists/global_gasprices/

> >>

> >> "rick" <parnell68@hotmail.com> wrote in message

> >> news:dot1g1142vkrb7l298ddn399lpbl55gro3@4ax.com...

> >>

> >>>the only thing that comforts me is that all our refineries are having

> >>>problems at the same time and are getting a huge tax break to help

> >>>them out during these record profit times...thank god...our government

> >

Subject: Re: Gas Prices

Posted by [TC](#) on Tue, 16 Aug 2005 00:06:49 GMT

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>>is there to help.

> >>>

> >>>On 15 Aug 2005 22:23:42 +1000, "mike claytor" <claytor@nospam.com>

> >>>wrote:

> >>>

> >>>

> >>

>Here's some interesting reading and listening.

Cheers,

TC

<http://www.informationclearinghouse.info/article4066.htm>

<http://web.amnesty.org/library/Index/ENGAFR440232004?open&am p;of=ENG-NGA>

justcron wrote:

> In otherwise the energy companies jack it to exactly the level that the
> civilians can afford?

>

> Man, thats exploitation accross the globe.OK thats the only reasonable explanation. Didn't
realize they were a huge
oil exporter. That's reasonable to have cheap oil.

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:43013742@linux...

> There are lots of *possible* explanations.....s

Subject: Re: Gas Prices

Posted by [Martin Harrington](#) on Tue, 16 Aug 2005 00:27:46 GMT

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uch as the fact

> that

> Nigeria is an oil *exporting* country. It may

> have an actual surplus of oil, per capita and it's also possible that

> there

> are subsidized or artificial price controls on domestic production due to

> the royalty structuring of the operating agreements with the corporations

> who are producing the oil, in other words, Nigeria's royalties may be

> taken

> *in kind* rather than *in cash* or a combination of both, which could,

> given

> very productive wells, create an actual oil surplus within it's borders. I

> have4n't studied this so it's pure speculation on my part and may be

> woron,

> but the above scenarios are definitely possible. If we were producing more

> oil than we could use here, it would be cheap too.

>

> Deej

>

> "justcron" <justcron@hydrorecords.compound> wrote in message

> news:43013501@linux...

>> Amigo, but how does that actually explain the low price of gas there?
>>
>> "TC" <tc@spammetodeathyoubastards.org> wrote in message
>> news:43012e4a@linux...
>> > Sure, but can the average Nigerian pay that? Or even afford a car?
> That's
>> > probably a
>> > pretty small token gesture for what the oil companies get in return for
>> > the exploitation
>> > of Nigeria.. although I am sure the government officials do well..
>> >
>> > Cheers,
>> >
>> > TC
>> >
>

Subject: Re: Gas Prices
Posted by [justcron](#) on Tue, 16 Aug 2005 00:35:28 GMT
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> > justcron wrote:
>> >> Nigeria can get gas for 38 cents a gallon, but we gotta pay 10 times
>> >> that??? BULLSHIT
>> >> http://money.cnn.com/pf/features/lists/global_gasprices/
>> >>
>> >> "rick" <parnell68@hotmail.com> wrote in message
>> >> news:dot1g1l42vkrb7l298ddn399lpbl55gro3@4ax.com...
>> >>
>> >>>the only thing that comforts me is that all our refineries are having
>> >>>problems at the same time and are getting a huge tax break to help
>> >>>them out during these record profit times...thank god...our government
>> >>>is there to help.
>> >>>
>> >>>On 15 Aug 2005 22:23:42 +1000, "mike claytor" <claytor@nospam.com>
>> >>>wrote:
>> >>>
>> >>>
>> >>
>>
>
>Amy Goodman is my hero.

Thanks

"TC" <tc@spammetodeathyoubastards.org> wrote in message
news:43013955\$1@linux...

> Here's some interesting reading and listening.
>
> Cheers,
>
> TC
>
>

Subject: Re: Gas Prices
Posted by [justcron](#) on Tue, 16 Aug 2005 00:39:02 GMT
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t="_blank"><http://www.informationclearinghouse.info/article4066.htm>
> <http://web.amnesty.org/library/Index/ENGAFR440232004?open&of=ENG-NGA>
>
> justcron wrote:
>> In otherwise the energy companies jack it to exactly the level that the
>> civilians can afford?
>>
>> Man, thats exploitation accross the globe.No problem.

Fucking sickening isn't it? It's pretty hard to watch that whole doc and not lose all faith in humanity.

Cheers,

TC

justcron wrote:
> Amy Goodman is my hero.
>
> Thanks
>
> "TC" <tc@spammetodeathyoubastards.org> wrote in message
> news:43013955\$1@linux...
>
>>Here's some interesting reading and listening.
>>Well... between the tar sands project and the millions of holes in the ground around this province, Alberta is in that boat. Record profits here for the oil patch. Our regular gas here in Calgary is at \$0.99 Can/Litre which equals \$3.11951 US/US Gallon.

We also produce WAY more Natural Gas than our Country can use so we sell at *least* half to the US. My "locked-in-as-of-two-years-ago" gas rate is \$6.85 Can/GJ. The funny part about that is that my gas "cost" for last

month (middle of summer) was \$6.64, but they charged me \$15.98 in assorted fees (Fixed charge, Variable charge, Production Rider, Storage Rider and Franchise fee). These fees go up with the gas bill, so they aren't fixed.

The oil companies have us by the "short and curlies"... and they know it. :-\

David.

DJ wrote:

- > There are lots of *possible* explanations.....such as the fact that
- > Nigeria is an oil *exporting* country. It may
- > have an actual surplus of oil, per capita and it's also possible that there
- > are subsidized or artificial price controls on domestic production due to
- > the royalty structuring of t

Subject: Re: Gas Prices

Posted by [Deej \[1\]](#) on Tue, 16 Aug 2005 00:47:51 GMT

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>>>>>is there to help.
>>>>>
>>>>>On 15 Aug 2005 22:23:42 +1000, "mike claytor" <claytor@nospam.com>
>>>>>wrote:
>>>>>
>>>>>
>>>>>
>
>I'm needing to get pretty anal retentive with this stuff these days. I'm

Subject: Re: Gas Prices
Posted by [TC](#) on Tue, 16 Aug 2005 00:53:58 GMT
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in
a very small market and I am starting to carve out a niche for myself. The
engineers in the other studios around here have many more years behind the
board than I do (average of around 30 years of full-time *earning a living
at it* kind of experience so I'm a comparative newbie)

I've learned a few things over the years of turd polishing and doing small
demo projects and I'm starting to actually get some small labels sniffing
around my door so I must be doing something right in spite of myself and the
rather limited and haphazard education and experience I've managed to

Subject: Re: Gas Prices

Posted by [justcron](#) on Tue, 16 Aug 2005 01:28:22 GMT

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accumulate.

I'm really feelin' the need to get my head around the finer points of this craft if I'm going to make a go of this. A huge part of this is soundstaging and needing to spend the time to do much more than just pan a reverb send here and there to create a semblance of realism. To that end I've been doing a bit of research and I'm beginning some more in depth experimentation with this. I just want to make sure that my methodology is somewhat sound and that I'm not tilting at windmills here. I've got a full plate so though I'd like to be able to spend the next 6 months floundering around learning by making mistakes (my normal MO), but I don't seem to have that luxury right now.

I figure that if I've got a group of musicians on a stage 50' wide, then each panning increment in the 100-100 L/R spread equals 0.25' so for every 4 increments, I'm moving the performer to the left or right by 1'. For example, if I wanted to position the band members within a space 30' across, then from the center, to place the guitarist 15' to stage left, I would pan him left to 60.

This would theoretically put him 10' from the closest wall and 35' from the farthest wall.

Now a few questions about early reflections and predelay and soundstaging in general, as follows:

1. If I'm using a stereo reverb, since the performer is stage left at pan position 60, I would pan the reverb return to stage right 60 and set the ER's for the right side to around 35ms and the ER's to the left to around 10ms with the levels about 2/3 to 3/4 (or less) of the strength of the original signal. This would theoretically give me a basic two dimensional (L/R) location of the musician in an ambient space, right?

Also, do you pan the reverb send to mirror the return? I'm just not getting this for some reason. Seems that panning the send does nothing. Maybe I'm just too overwhelmed at the moment to notice.

2. In order to get the front/back positioning of the musician relative to the other band members and the front/back of the room, using predealy would provide some dimensional space.....right? what I'm not clear about is whether the predelay should be set for positioning the performers relative to the fall of the space that is farthest from them or from the wall that is behind them. I know that since they are broadcasting into the room, that the front makes sense, but music travels all directions and it seems it would

make smoe sense to at least take the back wall into consideration.

Also, I'm thinking that using actual short (2-3 ms delays) between the instruments/performers themselves would help to create some sense of relative front-to-back relational spatiality.

I'm working mostly with acoustic musicians, some drums, but very little in the way of special FX like phaser/chorus/synth stuff,.....just trying to create a realistic optimal and dimensionally realistic space for the performance.

How big a soundstage is generally used for commercial studio projects? I know it's all relative, but if there is some sxort of *go-by* here that is an accepted standard, I'd like to know.

Thanks for indulging my ignorance and enlightening me..Also, I've got an MP3 of a mix that I did last night that I'd like to get some of your opinions on. It's a very talented bluegrass band-5 pieces. It's about 2.5 MB and the soundstage I created for it is small.....around 30' wide. I was trying to get an intimate, realistic feeling to this as it was tracked live in my studio wit

Subject: Re: Gas Prices
Posted by [justcron](#) on Tue, 16 Aug 2005 01:29:59 GMT
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h 10 open mics.

I'd be glad to e-mail it to those here who would be willing to critique it.

TIA for the enlightenment.

;o)

Deej

DeejGeezzzz.....some of my calculations were way off in the description of the location of the performer relative to the walls of the room I described, but the principal is the same.

Also when I'm talking about the front-to-back walls, by front, I mean the farthest wall from the front, facing the stage and the players and the back wall would be the wall behind the musicians. Is this the correct terminology to use?

;oP

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:430146c7@linux...
> I'm needing to get pretty anal retentive with

Subject: Re: Gas Prices
Posted by [TC](#) on Tue, 16 Aug 2005 01:34:59 GMT
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Subject: Re: Gas Prices
Posted by [audioguy_nospam_](#) on Tue, 16 Aug 2005 01:45:53 GMT
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> original signal. This would theoretically give me a basic two dimensional
> (L/R) location of the musician in an ambient space, right?

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> just too overwhelmed at the moment to notice.

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> studio with 10 open mics.
>
> I

Subject: Re: Gas Prices

Posted by [Deej \[1\]](#) on Tue, 16 Aug 2005 03:01:26 GMT

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>
>
> Too much trouble for not enough benefit... try thinning for
> distance instead. Leave the arrival time intact, it will
> help to maintain the "impact" of the piece..
>
> >
> > I'm working mostly with acoustic musicians, some drums, but very little
in
> > the way of special FX like phaser/chorus/synth stuff,.....just
trying
> > to create a realistic optimal and dimensionally realistic space for the
> > performance.
> >
> > How big a soundstage is generally used for commercial studio projects? I
> > know it's all relative, but if there is some sort of *go-by* here that
is
> > an accepted standard, I'd like to know.
>
> I think only classical people would get really fussy about
> this stuff... Don??? I think for your type of projects, you
> won't have to get too crazy with sound stage. The two
> things you have going for you in a stereo mix are position
> and timbre. Make sonic "holes" for different instruments to
> sit in. What sounds killer in a mix will often sound weak
> or stale soloed. Don't make your EQ decisions in solo
> mode... always tweak it with other instruments going. Make

> it louder than it's surroundings to make EQ judgments, then
> pull it way down in the mix and bring up slowly to taste.
> You should find that the instrument is more audible at a
> lower volume or fader level. If you are struggling to hear
> it and the meters are pegged, your tone is off.
>
> >
> > Thanks for indulging my ignorance and enlightening me..Also, I've got an
MP3
> > of a mix that I did last night that I'd like to get some of your
opinions
> > on. It's a very talented bluegrass band-5 pieces. It's about 2.5 MB and
> > the soundstage I created for it is small.....around 30' wide. I was
trying
> > to get an intimate, realistic feeling to this as it was tracked live in
my
> > studio with 10 open mics.
>
> Keep in mind, intimate means CLOSE... this means full sounds
> and WIDE panning as they would be literally right in front
> of you. I really think you are overANALizing things too
> far... Can you hear all the instruments clearly? Do they
> sound pleasing in the mix? Is there some "space or air"
> around the instruments (not piled on top of each other
> acoustically). Is there some "ear-candy" present (subtle,
> but not instantly audible).
>
> I may be way off base to what others do, so take this with a
> truck-load of salt! ;-)
>
> My \$.02
>
> David.
>
> >
> > I'd be glad to e-mail it to those here who would be willing to critique
it.
> >
> > TIA for the enlightenment.
> >
> > ;o)
> >
> > DeejDeej, you are waaaay out in left field as far as I am concerned. I'm not
sure if you're missing the point entirely, or simply much, much smarter than
me. But I'm an artist, not an engineer, so what do I know? Nothing, I
suppose.

To me, that's the thing about being an engineer that would scare the shit

out of me: the idea that I've got to do anything more complicated than push a few faders up, or tweak one band of EQ on a few channels, lordy! I wouldn't know what to do as an engineer if the band I was recording didn't make it sound magical mostly all by themselves. To me, an engineer shouldn't have to worry about much besides mic placement and gain staging.

But I don't engineer for a living, so I should probably shut up.

Jimmy

"DJ" <animix_spam-this-ahole_@animas.net> wrote in message
news:4301580a\$1@linux...

> Thanks Dave,

>

> I do have 3 x discrete stereo reverbs, plus, I thought the Paris reverbs
> were *true* stereo. So your thinking is more along the lines of the not
> screwing around with the L/R early reflections? (your reply referred to
> predealys but i think you may have meant ER's)

>

> Rolling off the HF of the return makes sense to me. I get your drift on
this

> one.....and also carving out the space with EQ, of course.

>

> I appreciate your feedback on this. The devil's always in the details, but
> Mr. Simplicity can *always* make things harder and more complicated than
> they need to be.

>

> ;o)

>

> "Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote in message
> news:43014e3c\$1@linux...

>> OK, a few thoughts... below.

>>

>> DJ wrote:

>>

>> <snip>