Subject: New Mic Files Posted Posted by Tony Benson on Thu, 17 Nov 2005 18:42:35 GMT View Forum Message <> Reply to Message

5kjWd2tbe1aFu5+NF+LJK7SEeArSvTQQ/wCrSfN/Tdl3+VfpP0PZ 3B852+98183WuzvfM/Htrt2/BX97Qf/Z

---=_linux437d03d0--This is a multi-part message in MIME format.

-----=_NextPart_000_0045_01C5EB9C.B33A38D0 Content-Type: text/plain; charset="iso-8859-1" Content-Transfer-Encoding: quoted-printable

I agree! Wow.

I'm going to be shedding some of those likes shortly. Tom

<david@revealaudio.com> wrote in message news:437cb414@linux...

Subject: Re: New Mic Files Posted Posted by cujo on Fri, 18 Nov 2005 02:08:01 GMT View Forum Message <> Reply to Message

nd to duplicate their

> > sound sets across a lot of their synth platforms. I like Roland

> > stuff, but I also tend to edit most of their patches quite a bit.

> >

- > > You might consider an entirely different brand of synth for some
- > > more variety (if that's part of what you're looking for). I know
- > > a lot of folks are getting more & more into VSTI's, so you might
- > > consider that as well; but you need to make sure your 'puter can
- > > handle it since they do tend to suck up CPU cycles rather
- > > rapidly once you start adding more than a couple instances
- > > of 'em.
- > >
- > > Neil
- >

>I thought some of you might be interested in this.

http://www.audient.co.uk/Audient_Products.jsp?WhatToDo=SHOW_ITEM&CatID=22&ItemID=50

JamesOS is XP Pro with SP1. Video card is nVidia MX400 dual vga outs. Paris is sharing an IRQ with the onboard sound card on Abit MB. Haven't made any changes since I installed Paris. I had the rig tweaked for video work, but removed the capture card before installing the EDS card.

"Aaron Allen" <nospam@not_here.dude> wrote in message news:437cb69e\$1@linux...

> FWIW, this is not the problem that I am referencing..... in version 2.2 you

> can't do what I was talking about with the 'dead space' under 17/18. This is

> going to be something else. This sounds more native system in origin to me.

> A coup