

---

Subject: Levels and summing  
Posted by [TCB](#) on Fri, 20 Oct 2006 20:13:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

OK, I've been too busy working on my job and my car (new 1966 Thunderbird is the ride, and she's lovely) and haven't posted in a bit. But, during the .35 seconds when DeeJ was going to simplify his rig and go native there was discussion about the way levels are managed from channels/busses to the master output in PARIS. Can someone explain this to me in much greater detail? Keep in mind I know my digital stuff just fine but I know less about how to design a console than I do how to make an anti-gravity machine.

Thanks,

TCB

---

---

Subject: Re: Levels and summing  
Posted by [animix](#) on Fri, 20 Oct 2006 20:45:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Everything is attenuated by -22dB but it doesn't look like it and it still sounds like it's at normal levels, which it isn't, except that since it sounds like it so when you are seeing levels at the submix faders that are at 0 zero dB, they really aren't, they are -22dB lower at the global fader.....except that they will have the same SPL as a normal DAW would at zero dB.....now explain that one.

;o)

"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...

>

> OK, I've been too busy working on my job and my car (new 1966 Thunderbird is the ride, and she's lovely) and haven't posted in a bit. But, during the

> 35 seconds when DeeJ was going to simplify his rig and go native there was discussion about the way levels are managed from channels/busses to the master

> output in PARIS. Can someone explain this to me in much greater detail?

Keep

> in mind I know my digital stuff just fine but I know less about how to design

> a console than I do how to make an anti-gravity machine.

>

> Thanks,

>

> TCB

---

---

Subject: Re: Levels and summing  
Posted by [John \[1\]](#) on Fri, 20 Oct 2006 20:58:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Here goes. Take one part gravity and two parts anti-gravity and mix till you get a jell.....no wait, that's for the anti-gravity machine. Ok for the mixing.....

Here's the Paris Bible on mixing levels

When the lights on the MEC blink you're screwed. When you have the mixer window open and you have meters set to pre-fader, if the light clips, you're screwed.

If you have the meters set to post-fader and the clip light clips on the meters, it's ok !!! Use your ears here.

If you clip on Native inserts you're screwed. If you clip on EDS inserts they are a little forgiving but try not to.

When you are mixing down to the submix and master fader if the clip lights come on, your ok, use your ears here.

Make sure to setup your patchbay to +4 on everything possible to get maximum signal. Like my line 6 amp has an adjustable output, so I crank it up till it just clips on the MEC leds and pre-fader clip lights at MAX output when your at the loudest point in the song. Don't let some singer do a vocal check and not belt it out. Force em to give you levels. Check, Check, One, Two, "Hey, gimme some freaking level" !!!!

Once you get a NON digitally clipped recording the rest is in your ears.

BAD  
Mec clip  
Prefader clip  
Native effects clip

Not so Bad  
EDS effects clip

Good (PUSH IT! Use your ears.)  
Postfader clip on faders, submix and master

Use balanced signal paths wherever possible too.

I hope it helps.  
John

TCB wrote:

> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
> is the ride, and she's lovely) and haven't posted in a bit. But, during the  
> .35 seconds when DeeJ was going to simplify his rig and go native there was  
> discussion about the way levels are managed from channels/busses to the master  
> output in PARIS. Can someone explain this to me in much greater detail? Keep  
> in mind I know my digital stuff just fine but I know less about how to design  
> a console than I do how to make and anti-gravity machine.  
>  
> Thanks,  
>  
> TCB

---

---

Subject: Re: Levels and summing  
Posted by [Don Nafe](#) on Fri, 20 Oct 2006 21:02:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Pics of the bird man, pics of the bird!

Don

"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...

>  
> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
> is the ride, and she's lovely) and haven't posted in a bit. But, during  
> the  
> 35 seconds when DeeJ was going to simplify his rig and go native there was  
> discussion about the way levels are managed from channels/busses to the  
> master  
> output in PARIS. Can someone explain this to me in much greater detail?  
> Keep  
> in mind I know my digital stuff just fine but I know less about how to  
> design  
> a console than I do how to make and anti-gravity machine.  
>  
> Thanks,  
>  
> TCB

---

---

Subject: Re: Levels and summing  
Posted by [TCB](#) on Fri, 20 Oct 2006 21:26:42 GMT

---

Ah, don't have any yet but I'll take some. She really is a lovely one. Standard hardtop (no Landau or convertible), Green, in pretty darn good shape, but of course there's a lot to be done . . .

TCB

"Don Nafe" <dnafe@magma.ca> wrote:

>Pics of the bird man, pics of the bird!

>

>Don

>

>

>"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...

>>

>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird >> is the ride, and she's lovely) and haven't posted in a bit. But, during

>> the

>> 35 seconds when DeeJ was going to simplify his rig and go native there was

>> discussion about the way levels are managed from channels/busses to the

>> master

>> output in PARIS. Can someone explain this to me in much greater detail?

>> Keep

>> in mind I know my digital stuff just fine but I know less about how to

>> design

>> a console than I do how to make an anti-gravity machine.

>>

>> Thanks,

>>

>> TCB

>

>

---

Subject: Re: Levels and summing

Posted by [John \[1\]](#) on Fri, 20 Oct 2006 23:28:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

How do you know that is true? Are you putting an oscilloscope on the Submix masters ?

DJ wrote:

> Everything is attenuated by -22dB but it doesn't look like it and it still  
> sounds like it's at normal levels, which it isn't, except that since it  
> sounds like it so when you are seeing levels at the submix faders that are  
> at 0 zero dB, they really aren't, they are -22dB lower at the global  
> fader.....except that they will have the same SPL as a normal DAW would  
> at zero dB.....now explain that one.  
>  
> ;o)  
>  
>  
>  
> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
> the  
>> 35 seconds when DeeJ was going to simplify his rig and go native there was  
>> discussion about the way levels are managed from channels/busses to the  
> master  
>> output in PARIS. Can someone explain this to me in much greater detail?  
> Keep  
>> in mind I know my digital stuff just fine but I know less about how to  
> design  
>> a console than I do how to make and anti-gravity machine.  
>>  
>> Thanks,  
>>  
>> TCB  
>  
>

---

---

Subject: Re: Levels and summing  
Posted by [chuck duffy](#) on Sat, 21 Oct 2006 00:07:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Find my post that explains it. I wasn't using an oscilloscope, just the source code for the mixer.

Behind the scenes, and without your knowledge, paris is dipping the individual channels by 22 db. Then it applies 22 db makeup on the master. That's why you can push the individual channels so hard and make things 'gel'. This is what many analog consoles do.

Chuck

John <no@no.com> wrote:

>How do you know that is true? Are you putting an oscilloscope on the  
>Submix masters ?

>  
>DJ wrote:  
>> Everything is attenuated by -22dB but it doesn't look like it and it still  
>> sounds like it's at normal levels, which it isn't, except that since it  
>> sounds like it so when you are seeing levels at the submix faders that  
are  
>> at 0 zero dB, they really aren't, they are -22dB lower at the global  
>> fader.....except that they will have the same SPL as a normal DAW  
would  
>> at zero dB.....now explain that one.  
>>  
>> ;o)  
>>  
>>  
>>  
>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>> the  
>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
was  
>>> discussion about the way levels are managed from channels/busses to the  
>> master  
>>> output in PARIS. Can someone explain this to me in much greater detail?  
>> Keep  
>>> in mind I know my digital stuff just fine but I know less about how to  
>> design  
>>> a console than I do how to make and anti-gravity machine.  
>>>  
>>> Thanks,  
>>>  
>>> TCB  
>>  
>>

---

Subject: Re: Levels and summing  
Posted by [chuck duffy](#) on Sat, 21 Oct 2006 00:08:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

PS

you cant use a scope, because the signals I am talking about are inside the  
EDS.

Chuck

"chuck duffy" <c@c.com> wrote:

>  
>Find my post that explains it. I wasn't using an oscilloscope, just the source  
>code for the mixer.  
>  
>Behind the scenes, and without your knowledge, paris is dipping the individual  
>channels by 22 db. Then it applies 22 db makeup on the master. That's why  
>you can push the individual channels so hard and make things 'gel'. This  
>is what many analog consoles do.  
>  
>Chuck  
>  
>John <no@no.com> wrote:  
>>How do you know that is true? Are you putting an oscilloscope on the  
>>Submix masters ?  
>>  
>>DJ wrote:  
>>> Everything is attenuated by -22dB but it doesn't look like it and it still  
>>> sounds like it's at normal levels, which it isn't, except that since it  
>>> sounds like it so when you are seeing levels at the submix faders that  
>are  
>>> at 0 zero dB, they really aren't, they are -22dB lower at the global  
>>> fader.....except that they will have the same SPL as a normal DAW  
>>would  
>>> at zero dB.....now explain that one.  
>>>  
>>> ;o)  
>>>  
>>>  
>>>  
>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>> the  
>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
>was  
>>>> discussion about the way levels are managed from channels/busses to  
the  
>>> master  
>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>> Keep  
>>>> in mind I know my digital stuff just fine but I know less about how  
to  
>>> design  
>>>> a console than I do how to make and anti-gravity machine.

>>>>  
>>>> Thanks,  
>>>>  
>>>> TCB  
>>>  
>>>  
>

---

---

Subject: Re: Levels and summing  
Posted by [chuck duffy](#) on Sat, 21 Oct 2006 00:11:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

100% in the digital domain.

Chuck

John <no@no.com> wrote:

>This is all in the digital domain ? WOW

>

>chuck duffy wrote:

>> Find my post that explains it. I wasn't using an oscilloscope, just the source

>> code for the mixer.

>>

>> Behind the scenes, and without your knowledge, paris is dipping the individual channels by 22 db. Then it applies 22 db makeup on the master. That's why

>> you can push the individual channels so hard and make things 'gel'. This is what many analog consoles do.

>>

>> Chuck

>>

>> John <no@no.com> wrote:

>>> How do you know that is true? Are you putting an oscilloscope on the

>>> Submix masters ?

>>>

>>> DJ wrote:

>>>> Everything is attenuated by -22dB but it doesn't look like it and it still

>>>> sounds like it's at normal levels, which it isn't, except that since it

>>>> sounds like it so when you are seeing levels at the submix faders that >> are

>>>> at 0 zero dB, they really aren't, they are -22dB lower at the global

>>>> fader.....except that they will have the same SPL as a normal DAW

>> would



>>>> at zero dB.....now explain that one.  
>>>>  
>>>> ;o)  
>>>>  
>>>>  
>>>>  
>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>>> the  
>>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
>> was  
>>>>> discussion about the way levels are managed from channels/busses to  
the  
>>>> master  
>>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>>> Keep  
>>>>> in mind I know my digital stuff just fine but I know less about how  
to  
>>>> design  
>>>>> a console than I do how to make and anti-gravity machine.  
>>>>>  
>>>>> Thanks,  
>>>>>  
>>>>> TCB  
>>>>  
>>

---

Subject: Re: Levels and summing  
Posted by [John \[1\]](#) on Sat, 21 Oct 2006 00:19:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

This is all in the digital domain ? WOW

chuck duffy wrote:

> Find my post that explains it. I wasn't using an oscilloscope, just the source  
> code for the mixer.  
>  
> Behind the scenes, and without your knowledge, paris is dipping the individual  
> channels by 22 db. Then it applies 22 db makeup on the master. That's why  
> you can push the individual channels so hard and make things 'gel'. This  
> is what many analog consoles do.  
>  
> Chuck  
>  
> John <no@no.com> wrote:  
>> How do you know that is true? Are you putting an oscilloscope on the

>> Submix masters ?  
>>  
>> DJ wrote:  
>>> Everything is attenuated by -22dB but it doesn't look like it and it still  
>>> sounds like it's at normal levels, which it isn't, except that since it  
>>> sounds like it so when you are seeing levels at the submix faders that  
> are  
>>> at 0 zero dB, they really aren't, they are -22dB lower at the global  
>>> fader.....except that they will have the same SPL as a normal DAW  
> would  
>>> at zero dB.....now explain that one.  
>>>  
>>> ;o)  
>>>  
>>>  
>>>  
>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>> the  
>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
> was  
>>>> discussion about the way levels are managed from channels/busses to the  
>>> master  
>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>> Keep  
>>>> in mind I know my digital stuff just fine but I know less about how to  
>>> design  
>>>> a console than I do how to make and anti-gravity machine.  
>>>>  
>>>> Thanks,  
>>>>  
>>>> TCB  
>>>  
>

---

---

Subject: Re: Levels and summing  
Posted by [John \[1\]](#) on Sat, 21 Oct 2006 01:19:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So doing the math to sum em, do they run out of floating point top end  
and have to drop -20 to get digital headroom?

chuck duffy wrote:  
> 100% in the digital domain.  
>  
> Chuck

>  
> John <no@no.com> wrote:  
>> This is all in the digital domain ? WOW  
>>  
>> chuck duffy wrote:  
>>> Find my post that explains it. I wasn't using an oscilloscope, just the  
> source  
>>> code for the mixer.  
>>>  
>>> Behind the scenes, and without your knowledge, paris is dipping the individual  
>>> channels by 22 db. Then it applies 22 db makeup on the master. That's  
> why  
>>> you can push the individual channels so hard and make things 'gel'. This  
>>> is what many analog consoles do.  
>>>  
>>> Chuck  
>>>  
>>> John <no@no.com> wrote:  
>>>> How do you know that is true? Are you putting an oscilloscope on the  
>  
>>>> Submix masters ?  
>>>>  
>>>> DJ wrote:  
>>>>> Everything is attenuated by -22dB but it doesn't look like it and it  
> still  
>>>>> sounds like it's at normal levels, which it isn't, except that since  
> it  
>>>>> sounds like it so when you are seeing levels at the submix faders that  
>>> are  
>>>>> at 0 zero dB, they really aren't, they are -22dB lower at the global  
>>>>> fader.....except that they will have the same SPL as a normal DAW  
>>> would  
>>>>> at zero dB.....now explain that one.  
>>>>>  
>>>>> ;o)  
>>>>>  
>>>>>  
>>>>>  
>>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>>>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>>>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>>>> the  
>>>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
>>> was  
>>>>>> discussion about the way levels are managed from channels/busses to  
> the  
>>>>> master  
>>>>>> output in PARIS. Can someone explain this to me in much greater detail?

>>>> Keep  
>>>>> in mind I know my digital stuff just fine but I know less about how  
> to  
>>>> design  
>>>>> a console than I do how to make and anti-gravity machine.  
>>>>>  
>>>>> Thanks,  
>>>>>  
>>>>> TCB  
>

---

---

Subject: Re: Levels and summing  
Posted by [chuck duffy](#) on Sat, 21 Oct 2006 13:10:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Why do you think there is floating point in paris? It's strictly integer.

They drop the \*individual\* channels by 22, but show the actual levels on the channel meters. Then they beef up the master by 22 to add it back. It's just like analog consoles used to do.

Chuck

John <no@no.com> wrote:

>So doing the math to sum em, do they run out of floating point top end  
>and have to drop -20 to get digital headroom?

>

>chuck duffy wrote:

>> 100% in the digital domain.

>>

>> Chuck

>>

>> John <no@no.com> wrote:

>>> This is all in the digital domain ? WOW

>>>

>>> chuck duffy wrote:

>>>> Find my post that explains it. I wasn't using an oscilloscope, just the

>> source

>>>> code for the mixer.

>>>>

>>>> Behind the scenes, and without your knowledge, paris is dipping the individual

>>>> channels by 22 db. Then it applies 22 db makeup on the master. That's

>> why

>>>> you can push the individual channels so hard and make things 'gel'.  
This  
>>>> is what many analog consoles do.  
>>>>  
>>>> Chuck  
>>>>  
>>>> John <no@no.com> wrote:  
>>>>> How do you know that is true? Are you putting an oscilloscope on the  
>>  
>>>>> Submix masters ?  
>>>>>  
>>>>> DJ wrote:  
>>>>>> Everything is attenuated by -22dB but it doesn't look like it and  
it  
>> still  
>>>>>> sounds like it's at normal levels, which it isn't, except that since  
>> it  
>>>>>> sounds like it so when you are seeing levels at the submix faders  
that  
>>>> are  
>>>>>> at 0 zero dB, they really aren't, they are -22dB lower at the global  
>>>>>> fader.....except that they will have the same SPL as a normal  
DAW  
>>>> would  
>>>>>> at zero dB.....now explain that one.  
>>>>>>  
>>>>>> ;o)  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>>>>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>>>>>>> is the ride, and she's lovely) and haven't posted in a bit. But,  
during  
>>>>>>> the  
>>>>>>>> 35 seconds when DeeJ was going to simplify his rig and go native  
there  
>>>> was  
>>>>>>>> discussion about the way levels are managed from channels/busses  
to  
>> the  
>>>>>>>> master  
>>>>>>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>>>>>>> Keep  
>>>>>>>>> in mind I know my digital stuff just fine but I know less about how  
>> to  
>>>>>>>>> design  
>>>>>>>>>> a console than I do how to make and anti-gravity machine.

>>>>>>  
>>>>>> Thanks,  
>>>>>>  
>>>>>> TCB  
>>

---

---

Subject: Re: Levels and summing  
Posted by [Don Nafe](#) on Sat, 21 Oct 2006 15:20:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have promised myself that should this recording/mixing thing become a viable business I will treat myself to a) a full dressed Harley or b) a 65/66 T-Bird Convertible

so far we're halfway there

Don

"TCB" <nobody@ishere.com> wrote in message news:45393f12\$1@linux...  
>  
> Ah, don't have any yet but I'll take some. She really is a lovely one.  
> Standard  
> hardtop (no Landau or convertible), Green, in pretty darn good shape, but  
> of course there's a lot to be done . . .  
>  
> TCB  
>  
> "Don Nafe" <dnafe@magma.ca> wrote:  
>>Pics of the bird man, pics of the bird!  
>>  
>>Don  
>>  
>>  
>>"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>  
>>> OK, I've been too busy working on my job and my car (new 1966  
>>> Thunderbird  
>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>  
>>> the  
>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
> was  
>>> discussion about the way levels are managed from channels/busses to the  
>  
>>> master  
>>> output in PARIS. Can someone explain this to me in much greater detail?

>  
>>> Keep  
>>> in mind I know my digital stuff just fine but I know less about how to  
>  
>>> design  
>>> a console than I do how to make and anti-gravity machine.  
>>>  
>>> Thanks,  
>>>  
>>> TCB  
>>  
>>  
>

---

---

Subject: Re: Levels and summing  
Posted by [Aaron Allen](#) on Sat, 21 Oct 2006 19:45:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I had a 65' hard top .. tre' cool man. The dash lighting, sequential signals  
and flip away steering were definitely the bomb.  
AA

"Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote in message [news:453a38c3\\$1@linux...](mailto:news:453a38c3$1@linux...)  
>I have promised myself that should this recording/mixing thing become a  
>viable business I will treat myself to a) a full dressed Harley or b) a  
>65/66 T-Bird Convertible  
>  
> so far we're halfway there  
>  
> Don  
>  
>  
> "TCB" <[nobody@ishere.com](mailto:nobody@ishere.com)> wrote in message [news:45393f12\\$1@linux...](mailto:news:45393f12$1@linux...)  
>>  
>> Ah, don't have any yet but I'll take some. She really is a lovely one.  
>> Standard  
>> hardtop (no Landau or convertible), Green, in pretty darn good shape, but  
>> of course there's a lot to be done . . .  
>>  
>> TCB  
>>  
>> "Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote:  
>>>Pics of the bird man, pics of the bird!  
>>>  
>>>Don  
>>>

>>>  
>>>"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>>  
>>>> OK, I've been too busy working on my job and my car (new 1966  
>>>> Thunderbird  
>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>  
>>>> the  
>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
>> was  
>>>> discussion about the way levels are managed from channels/busses to the  
>>  
>>>> master  
>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>  
>>>> Keep  
>>>> in mind I know my digital stuff just fine but I know less about how to  
>>  
>>>> design  
>>>> a console than I do how to make and anti-gravity machine.  
>>>>  
>>>> Thanks,  
>>>>  
>>>> TCB  
>>>  
>>>  
>>  
>  
>

---

---

Subject: Re: Levels and summing  
Posted by [TCB](#) on Sun, 22 Oct 2006 00:09:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hey Chuck,

I still can't find the original post you're talking about, but thanks so much for piping in. That's REALLY interesting. I must needs try some new things with the native systems I use. Wow. Funny stuff. I've got mean things on my mind . . .

TCB

"chuck duffy" <c@c.com> wrote:

>  
>Find my post that explains it. I wasn't using an oscilloscope, just the source



>code for the mixer.  
>  
>Behind the scenes, and without your knowledge, paris is dipping the individual  
>channels by 22 db. Then it applies 22 db makeup on the master. That's  
why  
>you can push the individual channels so hard and make things 'gel'. This  
>is what many analog consoles do.  
>  
>Chuck  
>  
>John <no@no.com> wrote:  
>>How do you know that is true? Are you putting an oscilloscope on the  
>>Submix masters ?  
>>  
>>DJ wrote:  
>>> Everything is attenuated by -22dB but it doesn't look like it and it  
still  
>>> sounds like it's at normal levels, which it isn't, except that since  
it  
>>> sounds like it so when you are seeing levels at the submix faders that  
>are  
>>> at 0 zero dB, they really aren't, they are -22dB lower at the global  
>>> fader.....except that they will have the same SPL as a normal DAW  
>would  
>>> at zero dB.....now explain that one.  
>>>  
>>> ;o)  
>>>  
>>>  
>>>  
>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>> the  
>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
>was  
>>>> discussion about the way levels are managed from channels/busses to  
the  
>>> master  
>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>> Keep  
>>>> in mind I know my digital stuff just fine but I know less about how  
to  
>>> design  
>>>> a console than I do how to make and anti-gravity machine.  
>>>>  
>>>> Thanks,  
>>>>

>>>> TCB  
>>>  
>>>  
>

---

---

Subject: Re: Levels and summing  
Posted by [TCB](#) on Sun, 22 Oct 2006 01:07:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm scared of two wheelers of any kind but I love my 'bird. The one I bought is amazing on the engine front, purrs like a kitten. But it has pretty serious electrical problems. I've managed to get the basics working, the headlights and (gloriously sequential) taillights work, along with the turn signals and such. But the entire dash is dark and there's a short somewhere so I get all redeck when I drive it and pop the hood to turn off the battery mains whenever I park it. There's some body work to do as well but she's a pretty sweet ride. I'll get some snaps soon.

TCB

"Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote:

>I have promised myself that should this recording/mixing thing become a

>viable business I will treat myself to a) a full dressed Harley or b) a

>65/66 T-Bird Convertible

>

>so far we're halfway there

>

>Don

>

>

>"TCB" <[nobody@ishere.com](mailto:nobody@ishere.com)> wrote in message [news:45393f12\\$1@linux...](news:45393f12$1@linux...)

>>

>> Ah, don't have any yet but I'll take some. She really is a lovely one.

>> Standard

>> hardtop (no Landau or convertible), Green, in pretty darn good shape, but

>> of course there's a lot to be done . . .

>>

>> TCB

>>

>> "Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote:

>>>Pics of the bird man, pics of the bird!

>>>

>>>Don

>>>  
>>>  
>>>"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>>  
>>>> OK, I've been too busy working on my job and my car (new 1966  
>>>> Thunderbird  
>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>  
>>>> the  
>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
>> was  
>>>> discussion about the way levels are managed from channels/busses to  
the  
>>  
>>>> master  
>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>  
>>>> Keep  
>>>> in mind I know my digital stuff just fine but I know less about how  
to  
>>  
>>>> design  
>>>> a console than I do how to make and anti-gravity machine.  
>>>>  
>>>> Thanks,  
>>>>  
>>>> TCB  
>>>  
>>>  
>>  
>  
>

---

---

Subject: Re: Levels and summing  
Posted by [dc\[3\]](#) on Sun, 22 Oct 2006 03:01:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Bitchin' cars.

Just makes you want to catch an old Highlander marathon...

heh

DC

"TCB" <nobody@ishere.com> wrote:

>

>I'm scared of two wheelers of any kind but I love my 'bird. The one I bought  
>is amazing on the engine front, purrs like a kitten. But it has pretty serious  
>electrical problems. I've managed to get the basics working, the headlights  
>and (gloriously sequential) taillights work, along with the turn signals  
and  
>such. But the entire dash is dark and there's a short somewhere so I get  
>all redeck when I drive it and pop the hood to turn off the battery mains  
>whenever I park it. There's some body work to do as well but she's a pretty  
>sweet ride. I'll get some snaps soon.

>

>TCB

>

>"Don Nafe" <dnafe@magma.ca> wrote:

>>I have promised myself that should this recording/mixing thing become a

>

>>viable business I will treat myself to a) a full dressed Harley or b) a

>

>>65/66 T-Bird Convertible

>>

>>so far we're halfway there

>>

>>Don

>>

>>

>>"TCB" <nobody@ishere.com> wrote in message news:45393f12\$1@linux...

>>>

>>> Ah, don't have any yet but I'll take some. She really is a lovely one.

>

>>> Standard

>>> hardtop (no Landau or convertible), Green, in pretty darn good shape,

>but

>>> of course there's a lot to be done . . .

>>>

>>> TCB

>>>

>>> "Don Nafe" <dnafe@magma.ca> wrote:

>>>>Pics of the bird man, pics of the bird!

>>>>

>>>>Don

>>>>

>>>>

>>>>"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...

>>>>>

>>>>> OK, I've been too busy working on my job and my car (new 1966

>>>>> Thunderbird

>>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during

>>>  
>>>> the  
>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
>>> was  
>>>> discussion about the way levels are managed from channels/busses to  
>the  
>>>  
>>>> master  
>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>>  
>>>> Keep  
>>>> in mind I know my digital stuff just fine but I know less about how  
>to  
>>>  
>>>> design  
>>>> a console than I do how to make and anti-gravity machine.  
>>>>  
>>>> Thanks,  
>>>>  
>>>> TCB  
>>>>  
>>>>  
>>>  
>>  
>>  
>

---

---

Subject: Re: Levels and summing  
Posted by [John \[1\]](#) on Sun, 22 Oct 2006 10:45:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Can you remove some fuses to the dash until you find the short?

TCB wrote:

> I'm scared of two wheelers of any kind but I love my 'bird. The one I bought  
> is amazing on the engine front, purrs like a kitten. But it has pretty serious  
> electrical problems. I've managed to get the basics working, the headlights  
> and (gloriously sequential) taillights work, along with the turn signals and  
> such. But the entire dash is dark and there's a short somewhere so I get  
> all redeck when I drive it and pop the hood to turn off the battery mains  
> whenever I park it. There's some body work to do as well but she's a pretty  
> sweet ride. I'll get some snaps soon.

>

> TCB

>

> "Don Nafe" <[dnafe@magma.ca](mailto:dnafe@magma.ca)> wrote:

>> I have promised myself that should this recording/mixing thing become a

>  
>> viable business I will treat myself to a) a full dressed Harley or b) a  
>  
>> 65/66 T-Bird Convertible  
>>  
>> so far we're halfway there  
>>  
>> Don  
>>  
>>  
>> "TCB" <nobody@ishere.com> wrote in message news:45393f12\$1@linux...  
>>> Ah, don't have any yet but I'll take some. She really is a lovely one.  
>  
>>> Standard  
>>> hardtop (no Landau or convertible), Green, in pretty darn good shape,  
> but  
>>> of course there's a lot to be done . . .  
>>>  
>>> TCB  
>>>  
>>> "Don Nafe" <dnafe@magma.ca> wrote:  
>>>> Pics of the bird man, pics of the bird!  
>>>>  
>>>> Don  
>>>>  
>>>>  
>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>>> OK, I've been too busy working on my job and my car (new 1966  
>>>>> Thunderbird  
>>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>>>> the  
>>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
>>> was  
>>>>> discussion about the way levels are managed from channels/busses to  
> the  
>>>>> master  
>>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>>>> Keep  
>>>>> in mind I know my digital stuff just fine but I know less about how  
> to  
>>>>> design  
>>>>> a console than I do how to make and anti-gravity machine.  
>>>>>  
>>>>> Thanks,  
>>>>>  
>>>>> TCB  
>>>>>  
>>>>>  
>>

>

---

---

Subject: Re: Levels and summing  
Posted by [chuck duffy](#) on Sun, 22 Oct 2006 15:25:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thad,

I wish I could write a simple vst plug that would mimic what paris does in a native system, but I can't figure out how to make the (say cubase for example) meters show anything other than what's really in the signal path.

It would be cool if only to see if it made any kind of difference in a native mix.

Chuck

"TCB" <nobody@ishere.com> wrote:

>

>Hey Chuck,

>

>I still can't find the original post you're talking about, but thanks so  
>much for piping in. That's REALLY interesting. I must needs try some new  
>things with the native systems I use. Wow. Funny stuff. I've got mean things  
>on my mind . . .

>

>TCB

>

>"chuck duffy" <c@c.com> wrote:

>>

>>Find my post that explains it. I wasn't using an oscilloscope, just the  
>source

>>code for the mixer.

>>

>>Behind the scenes, and without your knowledge, paris is dipping the individual  
>>channels by 22 db. Then it applies 22 db makeup on the master. That's

>why

>>you can push the individual channels so hard and make things 'gel'. This  
>>is what many analog consoles do.

>>

>>Chuck

>>

>>John <no@no.com> wrote:

>>>How do you know that is true? Are you putting an oscilloscope on the

>>>Submix masters ?

>>>

>>>DJ wrote:

>>>> Everything is attenuated by -22dB but it doesn't look like it and it

>still

>>>> sounds like it's at normal levels, which it isn't, except that since

>it

>>>> sounds like it so when you are seeing levels at the submix faders that

>>are

>>>> at 0 zero dB, they really aren't, they are -22dB lower at the global

>>>> fader.....except that they will have the same SPL as a normal DAW

>>would

>>>> at zero dB.....now explain that one.

>>>>

>>>> ;o)

>>>>

>>>>

>>>>

>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...

>>>>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird

>>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during

>>>> the

>>>>> 35 seconds when DeeJ was going to simplify his rig and go native there

>>was

>>>>> discussion about the way levels are managed from channels/busses to

>the

>>>> master

>>>>> output in PARIS. Can someone explain this to me in much greater detail?

>>>> Keep

>>>>> in mind I know my digital stuff just fine but I know less about how

>to

>>>> design

>>>>> a console than I do how to make and anti-gravity machine.

>>>>>

>>>>> Thanks,

>>>>>

>>>>> TCB

>>>>

>>>>

>>

>

---

Subject: Re: Levels and summing  
Posted by [chuck duffy](#) on Sun, 22 Oct 2006 15:30:52 GMT



duh duh duh, Thad (or anyone else) is there a way to set an insert effect to post fader, post meter in cubase?

Does the resistor on a channel prior to summing in an analog console change the sonic characteristics at all? If it does it would probably be fairly simple to model dontcha think?

Chuck

"chuck duffy" <c@c.com> wrote:

>

>Thad,

>

>I wish I could write a simple vst plug that would mimic what paris does in

>a native system, but I can't figure out how to make the (say cubase for example)

>meters show anything other than what's really in the signal path.

>

>It would be cool if only to see if it made any kind of difference in a native

>mix.

>

>Chuck

>

>

>

>

>

>"TCB" <nobody@ishere.com> wrote:

>>

>>Hey Chuck,

>>

>>I still can't find the original post you're talking about, but thanks so

>>much for piping in. That's REALLY interesting. I must needs try some new

>>things with the native systems I use. Wow. Funny stuff. I've got mean things

>>on my mind . . .

>>

>>TCB

>>

>>"chuck duffy" <c@c.com> wrote:

>>>

>>>Find my post that explains it. I wasn't using an oscilloscope, just the

>>>source

>>>code for the mixer.

>>>

>>>Behind the scenes, and without your knowledge, paris is dipping the individual

>>>channels by 22 db. Then it applies 22 db makeup on the master. That's

>>>why

>>>you can push the individual channels so hard and make things 'gel'. This  
>>>is what many analog consoles do.  
>>>  
>>>Chuck  
>>>  
>>>John <no@no.com> wrote:  
>>>>How do you know that is true? Are you putting an oscilloscope on the  
>  
>>>>Submix masters ?  
>>>>  
>>>>DJ wrote:  
>>>>> Everything is attenuated by -22dB but it doesn't look like it and it  
>>still  
>>>>> sounds like it's at normal levels, which it isn't, except that since  
>>it  
>>>>> sounds like it so when you are seeing levels at the submix faders that  
>>>are  
>>>>> at 0 zero dB, they really aren't, they are -22dB lower at the global  
>>>>> fader.....except that they will have the same SPL as a normal DAW  
>>>would  
>>>>> at zero dB.....now explain that one.  
>>>>>  
>>>>> ;o)  
>>>>>  
>>>>>  
>>>>>  
>>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>>>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>>>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>>>> the  
>>>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
>>>was  
>>>>>> discussion about the way levels are managed from channels/busses to  
>>the  
>>>>> master  
>>>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>>>> Keep  
>>>>>> in mind I know my digital stuff just fine but I know less about how  
>>to  
>>>>> design  
>>>>>> a console than I do how to make and anti-gravity machine.  
>>>>>>  
>>>>>> Thanks,  
>>>>>>  
>>>>>> TCB  
>>>>>  
>>>>>  
>>>

>>  
>

---

Subject: Re: Levels and summing  
Posted by [Neil](#) on Sun, 22 Oct 2006 15:55:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

"chuck duffy" <c@c.com> wrote:

>  
>duh duh duh, Thad (or anyone else) is there a way to set an insert effect  
>to post fader, post meter in cubase?

I don't believe there is, Chuck - I just checked to make sure &  
I couldn't find a way to do it. Is there any way to enter a  
prompt line in the plugin code to show the metering as being  
higher than the actual level?

Neil

---

Subject: Re: Levels and summing  
Posted by [chuck duffy](#) on Sun, 22 Oct 2006 16:00:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Neil,

AFAIK the meters are driven by directly reading samples from the buffer.  
I don't know how to drive the channel meters any other way.

Chuck

"Neil" <OIUOIU@OIU.com> wrote:

>  
>"chuck duffy" <c@c.com> wrote:  
>>  
>>duh duh duh, Thad (or anyone else) is there a way to set an insert effect  
>>to post fader, post meter in cubase?

>  
>I don't believe there is, Chuck - I just checked to make sure &  
>I couldn't find a way to do it. Is there any way to enter a  
>prompt line in the plugin code to show the metering as being  
>higher than the actual level?

>  
>Neil

Subject: Re: Levels and summing  
Posted by [Nil](#) on Sun, 22 Oct 2006 17:08:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

OK, then how about this... (and I don't even know if this is possible, as I'm no codehead, but...) can you make part of that plugin's GUI package a separate meter that overlays the Cubase channel meter, permanently/constantly, when that plugin is installed & that particular view for the channel is selected? If so, then you can make that meter read 22 db higher than the actual Cubase meter and voila!

And make it that nice pretty Paris gold color, too, so that when they just look at the channel itself they'll know if that plugin is inserted without having to go to the "inserts" menu.

Neil

"chuck duffy" <c@c.com> wrote:

>  
>Neil,  
>  
>AFAIK the meters are driven by directly reading samples from the buffer.  
> I don't know how to drive the channel meters any other way.  
>  
>Chuck  
>  
>"Neil" <OIUOIU@OIU.com> wrote:  
>>  
>>"chuck duffy" <c@c.com> wrote:  
>>>  
>>>duh duh duh, Thad (or anyone else) is there a way to set an insert effect  
>>>to post fader, post meter in cubase?  
>>  
>>I don't believe there is, Chuck - I just checked to make sure &  
>>I couldn't find a way to do it. Is there any way to enter a  
>>prompt line in the plugin code to show the metering as being  
>>higher than the actual level?  
>>  
>>Neil  
>

---

Subject: Re: Levels and summing  
Posted by [John \[1\]](#) on Sun, 22 Oct 2006 18:57:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What if we just drop the levels of tracks 20db in cubase and crank our mixer out and power amps up 20db in total?

Would that do it ?

chuck duffy wrote:

> Thad,

>

> I wish I could write a simple vst plug that would mimic what paris does in  
> a native system, but I can't figure out how to make the (say cubase for example)  
> meters show anything other than what's really in the signal path.

>

> It would be cool if only to see if it made any kind of difference in a native  
> mix.

>

> Chuck

>

>

>

>

>

> "TCB" <nobody@ishere.com> wrote:

>> Hey Chuck,

>>

>> I still can't find the original post you're talking about, but thanks so  
>> much for piping in. That's REALLY interesting. I must needs try some new  
>> things with the native systems I use. Wow. Funny stuff. I've got mean things  
>> on my mind . . .

>>

>> TCB

>>

>> "chuck duffy" <c@c.com> wrote:

>>> Find my post that explains it. I wasn't using an oscilloscope, just the  
>> source

>>> code for the mixer.

>>>

>>> Behind the scenes, and without your knowledge, paris is dipping the individual  
>>> channels by 22 db. Then it applies 22 db makeup on the master. That's  
>> why

>>> you can push the individual channels so hard and make things 'gel'. This  
>>> is what many analog consoles do.

>>>

>>> Chuck

>>>

>>> John <no@no.com> wrote:

>>>> How do you know that is true? Are you putting an oscilloscope on the

>

>>>> Submix masters ?

>>>>  
>>>> DJ wrote:  
>>>>> Everything is attenuated by -22dB but it doesn't look like it and it  
>> still  
>>>>> sounds like it's at normal levels, which it isn't, except that since  
>> it  
>>>>> sounds like it so when you are seeing levels at the submix faders that  
>>> are  
>>>>> at 0 zero dB, they really aren't, they are -22dB lower at the global  
>>>>> fader.....except that they will have the same SPL as a normal DAW  
>>> would  
>>>>> at zero dB.....now explain that one.  
>>>>>  
>>>>> ;o)  
>>>>>  
>>>>>  
>>>>>  
>>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>>>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>>>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>>>> the  
>>>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
>>> was  
>>>>>> discussion about the way levels are managed from channels/busses to  
>> the  
>>>>> master  
>>>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>>>> Keep  
>>>>>> in mind I know my digital stuff just fine but I know less about how  
>> to  
>>>>> design  
>>>>>> a console than I do how to make and anti-gravity machine.  
>>>>>>  
>>>>>> Thanks,  
>>>>>>  
>>>>>> TCB  
>>>>>  
>

---

Subject: Re: Levels and summing  
Posted by [John \[1\]](#) on Sun, 22 Oct 2006 18:59:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

can you put plugs on totalmix on an hdsp9652 and send it back in on two more tracks ? now I'm just rambling. hehe

chuck duffy wrote:

> duh duh duh, Thad (or anyone else) is there a way to set an insert effect  
> to post fader, post meter in cubase?  
>  
> Does the resistor on a channel prior to summing in an analog console change  
> the sonic characteristics at all? If it does it would probably be fairly  
> simple to model dontcha think?  
>  
> Chuck  
> "chuck duffy" <c@c.com> wrote:  
>> Thad,  
>>  
>> I wish I could write a simple vst plug that would mimic what paris does  
> in  
>> a native system, but I can't figure out how to make the (say cubase for  
> example)  
>> meters show anything other than what's really in the signal path.  
>>  
>> It would be cool if only to see if it made any kind of difference in a native  
>> mix.  
>>  
>> Chuck  
>>  
>>  
>>  
>>  
>>  
>>  
>> "TCB" <nobody@ishere.com> wrote:  
>>> Hey Chuck,  
>>>  
>>> I still can't find the original post you're talking about, but thanks so  
>>> much for piping in. That's REALLY interesting. I must needs try some new  
>>> things with the native systems I use. Wow. Funny stuff. I've got mean things  
>>> on my mind . . .  
>>>  
>>> TCB  
>>>  
>>> "chuck duffy" <c@c.com> wrote:  
>>>> Find my post that explains it. I wasn't using an oscilloscope, just the  
>>>> source  
>>>> code for the mixer.  
>>>>  
>>>> Behind the scenes, and without your knowledge, paris is dipping the individual  
>>>> channels by 22 db. Then it applies 22 db makeup on the master. That's  
>>>> why  
>>>> you can push the individual channels so hard and make things 'gel'. This  
>>>> is what many analog consoles do.  
>>>>  
>>>> Chuck

>>>>  
>>>> John <no@no.com> wrote:  
>>>>> How do you know that is true? Are you putting an oscilloscope on the  
>>>>> Submix masters ?  
>>>>>  
>>>>> DJ wrote:  
>>>>>> Everything is attenuated by -22dB but it doesn't look like it and it  
>>> still  
>>>>>> sounds like it's at normal levels, which it isn't, except that since  
>>> it  
>>>>>> sounds like it so when you are seeing levels at the submix faders that  
>>>> are  
>>>>>> at 0 zero dB, they really aren't, they are -22dB lower at the global  
>>>>>> fader.....except that they will have the same SPL as a normal DAW  
>>>> would  
>>>>>> at zero dB.....now explain that one.  
>>>>>>  
>>>>>> ;o)  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>>>>> OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>>>>>>> is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>>>>>> the  
>>>>>>> 35 seconds when DeeJ was going to simplify his rig and go native there  
>>>>> was  
>>>>>>> discussion about the way levels are managed from channels/busses to  
>>> the  
>>>>>>> master  
>>>>>>> output in PARIS. Can someone explain this to me in much greater detail?  
>>>>>> Keep  
>>>>>>> in mind I know my digital stuff just fine but I know less about how  
>>>> to  
>>>>>>> design  
>>>>>>> a console than I do how to make and anti-gravity machine.  
>>>>>>>  
>>>>>>> Thanks,  
>>>>>>>  
>>>>>>> TCB  
>>>>>>>  
>

---

Subject: Re: Levels and summing  
Posted by [Chris Ludwig](#) on Sun, 22 Oct 2006 22:04:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---



Hi Chuck,  
Here is the signal flow for the inserts in Cubase/Nuendo.

insert audio path

Chris

chuck duffy wrote:

>duh duh duh, Thad (or anyone else) is there a way to set an insert effect  
>to post fader, post meter in cubase?  
>  
>Does the resistor on a channel prior to summing in an analog console change  
>the sonic characteristics at all? If it does it would probably be fairly  
>simple to model dontcha think?  
>  
>Chuck  
>"chuck duffy" <c@c.com> wrote:  
>  
>  
>>Thad,  
>>  
>>I wish I could write a simple vst plug that would mimic what paris does  
>>  
>>  
>in  
>  
>  
>>a native system, but I can't figure out how to make the (say cubase for  
>>  
>>  
>example)  
>  
>  
>>meters show anything other than what's really in the signal path.  
>>  
>>It would be cool if only to see if it made any kind of difference in a native  
>>mix.  
>>  
>>Chuck  
>>  
>>  
>>  
>>  
>>

>>"TCB" <nobody@ishere.com> wrote:  
>>  
>>  
>>>Hey Chuck,  
>>>  
>>>I still can't find the original post you're talking about, but thanks so  
>>>much for piping in. That's REALLY interesting. I must needs try some new  
>>>things with the native systems I use. Wow. Funny stuff. I've got mean things  
>>>on my mind . . .  
>>>  
>>>TCB  
>>>  
>>>"chuck duffy" <c@c.com> wrote:  
>>>  
>>>  
>>>>Find my post that explains it. I wasn't using an oscilloscope, just the  
>>>>  
>>>>  
>>>>source  
>>>>  
>>>>  
>>>>code for the mixer.  
>>>>  
>>>>Behind the scenes, and without your knowledge, paris is dipping the individual  
>>>>channels by 22 db. Then it applies 22 db makeup on the master. That's  
>>>>  
>>>>  
>>>>why  
>>>>  
>>>>  
>>>>>you can push the individual channels so hard and make things 'gel'. This  
>>>>>is what many analog consoles do.  
>>>>>  
>>>>>Chuck  
>>>>>  
>>>>>John <no@no.com> wrote:  
>>>>>  
>>>>>  
>>>>>>How do you know that is true? Are you putting an oscilloscope on the  
>>>>>>  
>>>>>>  
>>>>>>Submix masters ?  
>>>>>>  
>>>>>>DJ wrote:  
>>>>>>  
>>>>>>  
>>>>>>>Everything is attenuated by -22dB but it doesn't look like it and it  
>>>>>>>

>>>>>  
>>>still  
>>>  
>>>  
>>>>>sounds like it's at normal levels, which it isn't, except that since  
>>>>>  
>>>>>  
>>>it  
>>>  
>>>  
>>>>>sounds like it so when you are seeing levels at the submix faders that  
>>>>>  
>>>>>  
>>>>are  
>>>>  
>>>>  
>>>>>at 0 zero dB, they really aren't, they are -22dB lower at the global  
>>>>>fader.....except that they will have the same SPL as a normal DAW  
>>>>>  
>>>>>  
>>>>would  
>>>>  
>>>>  
>>>>>at zero dB.....now explain that one.  
>>>>>  
>>>>>;o)  
>>>>>  
>>>>>  
>>>>>  
>>>>>"TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>>>  
>>>>>  
>>>>>>OK, I've been too busy working on my job and my car (new 1966 Thunderbird  
>>>>>>is the ride, and she's lovely) and haven't posted in a bit. But, during  
>>>>>>  
>>>>>>  
>>>>>>the  
>>>>>>  
>>>>>>  
>>>>>>>35 seconds when DeeJ was going to simplify his rig and go native there  
>>>>>>>  
>>>>>>>  
>>>>>was  
>>>>>  
>>>>>  
>>>>>>>discussion about the way levels are managed from channels/busses to  
>>>>>>>  
>>>>>>>

>>>the  
>>>  
>>>  
>>>>>master  
>>>>>  
>>>>>  
>>>>>>output in PARIS. Can someone explain this to me in much greater detail?  
>>>>>>  
>>>>>>  
>>>>>>Keep  
>>>>>>  
>>>>>>  
>>>>>>>in mind I know my digital stuff just fine but I know less about how  
>>>>>>>  
>>>>>>>  
>>>to  
>>>  
>>>  
>>>>>>design  
>>>>>>  
>>>>>>  
>>>>>>>a console than I do how to make and anti-gravity machine.  
>>>>>>>  
>>>>>>>Thanks,  
>>>>>>>  
>>>>>>>TCB  
>>>>>>>  
>>>>>>>  
>>>>>>>  
>>>>>>>  
>  
>  
>

--  
Chris Ludwig  
ADK  
chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>  
www.adkproaudio.com <http://www.adkproaudio.com/>  
(859) 635-5762

---

Subject: Re: Levels and summing  
Posted by [animix](#) on Sun, 22 Oct 2006 22:06:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I tried that. I also tried creating busses, attenuating them by 20dB and then applying various optimizers there, also tried lowering the main mix bus

and applying various gain makeup plugins there and all sorts of combinations of the above on the busses and individual channels. Some of them sounded very good actually and if I was mixing a lot of pop/rock/metal music which lent itself well to this kind of processing, I wouldn't even think twice about it. I liked it a lot. the thing about it that didn't work for me is that what we do the most of here involves recording acoustic instruments into microphones and mixing them. I need an unprocessed palate to start from for what I do and the Paris mix bus works better for this than any combination of stuff I tried in SX. Adding processing to make the bus(es) sound bigger, worked, but it also made the mix sound processed. I'm not saying that it's not possible to get there though and I'm going to continue plugging away at it in Cubase in my spare time. If Chuck/Skunkworks could code a plugin that is colorless, it might be the magic bullet. I'm hoping to find something like that in the Scope platform.

Deej

Deej

"John" <no@no.com> wrote in message news:453bbbfd@linux...

> What if we just drop the levels of tracks 20db in cubase and crank our  
> mixer out and power amps up 20db in total?

>

> Would that do it ?

>

> chuck duffy wrote:

> > Thad,

> >

> > I wish I could write a simple vst plug that would mimic what paris does  
in

> > a native system, but I can't figure out how to make the (say cubase for  
example)

> > meters show anything other than what's really in the signal path.

> >

> > It would be cool if only to see if it made any kind of difference in a  
native

> > mix.

> >

> > Chuck

> >

> >

> >

> >

> >

> > "TCB" <nobody@ishere.com> wrote:

> >> Hey Chuck,

> >>

> >> I still can't find the original post you're talking about, but thanks  
so  
> >> much for piping in. That's REALLY interesting. I must needs try some  
new  
> >> things with the native systems I use. Wow. Funny stuff. I've got mean  
things  
> >> on my mind . . .  
> >>  
> >> TCB  
> >>  
> >> "chuck duffy" <c@c.com> wrote:  
> >>> Find my post that explains it. I wasn't using an oscilloscope, just  
the  
> >> source  
> >>> code for the mixer.  
> >>>  
> >>> Behind the scenes, and without your knowledge, paris is dipping the  
individual  
> >>> channels by 22 db. Then it applies 22 db makeup on the master.  
That's  
> >> why  
> >>> you can push the individual channels so hard and make things 'gel'.  
This  
> >>> is what many analog consoles do.  
> >>>  
> >>> Chuck  
> >>>  
> >>> John <no@no.com> wrote:  
> >>>> How do you know that is true? Are you putting an oscilloscope on the  
> >  
> >>>> Submix masters ?  
> >>>>  
> >>>> DJ wrote:  
> >>>>> Everything is attenuated by -22dB but it doesn't look like it and it  
> >> still  
> >>>>> sounds like it's at normal levels, which it isn't, except that since  
> >> it  
> >>>>> sounds like it so when you are seeing levels at the submix faders  
that  
> >>> are  
> >>>>> at 0 zero dB, they really aren't, they are -22dB lower at the global  
> >>>>> fader.....except that they will have the same SPL as a normal  
DAW  
> >>> would  
> >>>>> at zero dB.....now explain that one.  
> >>>>>  
> >>>>> ;o)  
> >>>>>

> >>>>  
> >>>>  
> >>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
> >>>>>> OK, I've been too busy working on my job and my car (new 1966  
Thunderbird  
> >>>>>> is the ride, and she's lovely) and haven't posted in a bit. But,  
during  
> >>>>> the  
> >>>>>> 35 seconds when DeeJ was going to simplify his rig and go native  
there  
> >>> was  
> >>>>>> discussion about the way levels are managed from channels/busses to  
> >> the  
> >>>>> master  
> >>>>>> output in PARIS. Can someone explain this to me in much greater  
detail?  
> >>>>> Keep  
> >>>>>> in mind I know my digital stuff just fine but I know less about how  
> >> to  
> >>>>> design  
> >>>>>> a console than I do how to make and anti-gravity machine.  
> >>>>>>>  
> >>>>>>> Thanks,  
> >>>>>>>  
> >>>>>>> TCB  
> >>>>>>>  
> >

---

Subject: Re: Levels and summing  
Posted by [Chris Ludwig](#) on Mon, 23 Oct 2006 00:16:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.  
-----070402030407090602030907  
Content-Type: text/plain; charset=ISO-8859-1; format=flowed  
Content-Transfer-Encoding: 7bit

ok lets try this with an attached image instead.

Chris Ludwig wrote:

> Hi Chuck,  
> Here is the signal flow for the inserts in Cubase/Nuendo.  
>  
>  
> insert audio path

>  
>  
>  
> Chris  
>  
> chuck duffy wrote:  
>  
>> duh duh duh, Thad (or anyone else) is there a way to set an insert  
>> effect  
>> to post fader, post meter in cubase?  
>>  
>> Does the resistor on a channel prior to summing in an analog console  
>> change  
>> the sonic characteristics at all? If it does it would probably be  
>> fairly  
>> simple to model dontcha think?  
>>  
>> Chuck  
>> "chuck duffy" <c@c.com> wrote:  
>>  
>>  
>>> Thad,  
>>>  
>>> I wish I could write a simple vst plug that would mimic what paris does  
>>>  
>>  
>> in  
>>  
>>  
>>> a native system, but I can't figure out how to make the (say cubase for  
>>>  
>>  
>> example)  
>>  
>>  
>>> meters show anything other than what's really in the signal path.  
>>> It would be cool if only to see if it made any kind of difference in  
>>> a native  
>>> mix.  
>>>  
>>> Chuck  
>>>  
>>>  
>>>  
>>>  
>>>  
>>> "TCB" <nobody@ishere.com> wrote:  
>>>



>>>  
>>>> Hey Chuck,  
>>>>  
>>>> I still can't find the original post you're talking about, but  
>>>> thanks so  
>>>> much for piping in. That's REALLY interesting. I must needs try  
>>>> some new  
>>>> things with the native systems I use. Wow. Funny stuff. I've got  
>>>> mean things  
>>>> on my mind . . .  
>>>> TCB  
>>>>  
>>>> "chuck duffy" <c@c.com> wrote:  
>>>>  
>>>>  
>>>>> Find my post that explains it. I wasn't using an oscilloscope,  
>>>>> just the  
>>>>>  
>>>>>  
>>>>> source  
>>>>>  
>>>>>  
>>>>> code for the mixer.  
>>>>>  
>>>>> Behind the scenes, and without your knowledge, paris is dipping  
>>>>> the individual  
>>>>> channels by 22 db. Then it applies 22 db makeup on the master.  
>>>>> That's  
>>>>>  
>>>>>  
>>>>> why  
>>>>>  
>>>>>  
>>>>> you can push the individual channels so hard and make things  
>>>>> 'gel'. This  
>>>>> is what many analog consoles do.  
>>>>>  
>>>>> Chuck  
>>>>> John <no@no.com> wrote:  
>>>>>  
>>>>>  
>>>>>> How do you know that is true? Are you putting an oscilloscope on  
>>>>>> the  
>>>>>>  
>>>>>> Submix masters ?  
>>>>>>  
>>>>>> DJ wrote:  
>>>>>>

>>>>>  
>>>>>> Everything is attenuated by -22dB but it doesn't look like it  
>>>>>> and it  
>>>>>>  
>>>>>>  
>>>> still  
>>>>  
>>>>  
>>>>>> sounds like it's at normal levels, which it isn't, except that  
>>>>>> since  
>>>>>>  
>>>>>>  
>>>> it  
>>>>  
>>>>  
>>>>>> sounds like it so when you are seeing levels at the submix  
>>>>>> faders that  
>>>>>>  
>>>>>>  
>>>>> are  
>>>>>  
>>>>>  
>>>>>> at 0 zero dB, they really aren't, they are -22dB lower at the  
>>>>>> global  
>>>>>> fader.....except that they will have the same SPL as a  
>>>>>> normal DAW  
>>>>>>  
>>>>>>  
>>>>> would  
>>>>>  
>>>>>  
>>>>>> at zero dB.....now explain that one.  
>>>>>>  
>>>>>> ;o)  
>>>>>>  
>>>>>>  
>>>>>>  
>>>>>> "TCB" <nobody@ishere.com> wrote in message news:45392dd8\$1@linux...  
>>>>>>  
>>>>>>  
>>>>>>> OK, I've been too busy working on my job and my car (new 1966  
>>>>>>> Thunderbird  
>>>>>>> is the ride, and she's lovely) and haven't posted in a bit.  
>>>>>>> But, during  
>>>>>>>  
>>>>>>>  
>>>>>>> the  
>>>>>>>

>>>>>>  
>>>>>>> 35 seconds when Deej was going to simplify his rig and go  
>>>>>>> native there  
>>>>>>>  
>>>>>>>  
>>>>> was  
>>>>>  
>>>>>  
>>>>>>> discussion about the way levels are managed from  
>>>>>>> channels/busses to  
>>>>>>>  
>>>>>>>  
>>>> the  
>>>>  
>>>>  
>>>>>>> master  
>>>>>>>  
>>>>>>>  
>>>>>>>> output in PARIS. Can someone explain this to me in much greater  
>>>>>>>> detail?  
>>>>>>>>  
>>>>>>>>  
>>>>>>>> Keep  
>>>>>>>>  
>>>>>>>>  
>>>>>>>>> in mind I know my digital stuff just fine but I know less about  
>>>>>>>>> how  
>>>>>>>>>  
>>>>>>>>>  
>>>>> to  
>>>>  
>>>>  
>>>>>>>> design  
>>>>>>>>  
>>>>>>>>  
>>>>>>>>> a console than I do how to make and anti-gravity machine.  
>>>>>>>>>  
>>>>>>>>> Thanks,  
>>>>>>>>>  
>>>>>>>>> TCB  
>>>>>>>>>  
>>>>>>>>>  
>>>>>>>>>  
>>>>>>>>>  
>>  
>>  
>>  
>

--

Chris Ludwig

ADK

chrisl@adkproaudio.com <mailto:chrisl@adkproaudio.com>

www.adkproaudio.com <http://www.adkproaudio.com/>

(859) 635-5762

-----070402030407090602030907

Content-Type: image/gif;  
name="steinberg-insert-path.gif"  
Content-Transfer-Encoding: base64  
Content-Disposition: inline;  
filename="steinberg-insert-path.gif"

R0IGODIhpgCMAaIAAP///8zMzJmZmWZmZjMzMwAAAAAAAAAACH5BAAAAAA  
LAAAAACmAlwB  
AAP/CLrc/jDKSau9OOvNu/9gKI5kaZ5oqq5s675wLM90bd94ru987//AoHBI 3BSOyKRyyWw6  
n9CodNrsUa/YrHZb5XG/4DDYeizakORCozDoBdQ0tLfMYLvbcbpOvrCPCgFm EHw6hAB+IoCC  
D4Y4hnZvAQMFAn0CAgQEIQqKnAFvjZJHAp2imgpvJdsgSyNN49tbwOXBHhH  
AwGYt62HgW8C  
vaismlrAn7YAqYeUoslor2d6nLJwAKTUC5G+fa2dDAN4ysbi2MuU3a7TObHj 2nDoltye9Gub  
9Z8C4Wrnv8p0Wq0W+bu0D2D8+b9U1XnF5tg5uD5e3YiYB5r2QieE7ct/962 hAvCvQuUTEHE  
eiChrXO0DpK1c6wCIBygSV8nVg1mfZoUKFy+I58kplthccbAl/BqnQrJqhMp Ag5E5eo0SZMk  
Av2Gqigqg+saiho+NQTiFUZZrR00LtyzEIZbCWs32KolzsdfZ3dTcjB10O5b gX8XbQ1sLDg  
ioZj5D0MYjHRxlz/QH4hprLly0zSYN7MeYvmzqBDP4msmLTpRKdTe8CourUF 1q5jR4Atu3Yd  
27hRfYq0O7drUEv6+jbdBOxwpxOWHG8NHInw5YybA4WuOrlj6j5llamLPXLz 590FJzEeXlBy  
qOVNgwKffpDo9/CTfl5Pn/P8+vgrp+Gha/8c2v/MTIZXi1xFyAzAALGGil2 yATHJOx1oM8E  
1wFU4AkEVbDURxnENYyBawzYQjSmZEhBkQISCbZwINyhojoLViPKPXwxgikt 3tAIX06TODIO  
Ltb90uNBxeTyY1tBtdjHi4/FOA4tu6iCDB4+XcXJQ7oA8oxMwchUTZek/GKV lwpUGeY4wcym  
5JUjFuYkQRG1Isk4vZyCillcqQlinmOxGGaetWxJoL+9VHNO2UWYJVJS7QR T0EhKhElnwiO  
hw0j5B0yalUqvYmUNja1EeZuYn2DJwA4kooPHKn2dqluKDGyKZODEYqoTH5+ 46OptImEClbz  
LOOrMlhx6KuH2cBFq4X/tg7zZD7o0fTTPLOck1NMx8oJh06SUFnsmZqSx6CA bXZ1oVqoJGek  
SQTglJCDBta4qjZVEdnuutcoqiaFy3Z64In9llbugZwK/C+/A5sV8HEFm9Dw cA+TEHFuEyey  
MMQXS5zfxpbdx/HHWHgM8shRHGxyYySnTIXIKrdccQgux9wFWwm39zLKNad3  
8wc7x9ZzBySa  
/DMHQTFyYbqIRalBkpkMbcWGJOW+ILFxcgQWiTuBIL5iUGFCqwVrALFASuYVm BAiE9Cpql46q  
7LijA1JVwmKQyqxp470OGWJsgk1/fe5DURo0ZZ47oYcLRFrmNGYyx2QpZpcz 5el4mhThO7YD  
/313+PcCcaZLp9iV3NmrntQ6C8CwwH0D6NSfu5fziJubXm8r2iXhKI20MVF6 Qbq/+pUESyj7  
OoxrHGq6MqHmS2qp1dLWqljBsiq5qxhBj2zwwpetKaSp4DpMUL3s2vwDqANL afngh8QLBKQk  
Teh/xXPPT0yYIPntns0D+o7k2ZrOra/Smly4HIC33rhOey5BVN1w0YuloQRe UanXUDQiQc7h  
jXP6glmDgi/k5Gtgx6MIPZC+D6akVCEIDxhCQuRNdxkrmsyi+ELlyDDGrKs hiBToQ53SBwc  
yuyGptwYEIOInxGGclavaaFtkFgBJh7GiQiL38mgmD1B5cBBSBuBKf/w9UET WpFrF5BapmZD  
ES8pBWvDa5IUS3AqMh6vQxTx3aMwp0ScxS8SaEuX2u7GNoO4LRR2mxsShPSQ  
u+GkOQ2YkDw4  
6EVDPYkuUiLT6fhnOCyNSnGQ+9K0iJVJwk3OWg/QBU9mU0eexS5frZsTh+yk J/KRLnp9+t6f  
vGEcFIWxkWZT4OwYpYtBKTBS44FlpQbpu7EAb44oxOX20IWK5I1KVbx6wPNo abppollb1GyA

j5hCyjTW6o6f8h6djBW68TkAfcJEn7HW14DL0aSbCDSeO7hVv9Pdb3eUuxb/ 2LmM/3lrkwPU  
IJRGyUgWNqsgonDXNS74rntFcl/z0uNS2KX/0KdEkKEFZUcpcfzRoHW0NVSE 5w5DmlESkrSL  
KjwpHb1JHZUCk4gkGyJM4yPTmb6npjYNDU5z2hkjetCILmIpdIC6pK0J7aNO M6rRHoRMEUwU  
pRpVqhajtgcOdS1TeSypW6QqgjYOQItEI492IkRUNoFzRml76o3WRYk/riRu R9rHdOBqwUO+  
TYNhE6kyXQKIkjRDkIV6JzNo4bgtLU6TnzysJ88EynaGjqxl9dtBO1e31qEq dK085yvPR7pZ  
xkp9DNGrQcGpS7XRrIEleWNRg0mp3gFoLeBqalDjKT9Q9Uh5y3uX86ZnPbCi ireB8F1vVyop  
rUrjoN1Dzzh1Vc5f/4KDI+bzrTp1xU64kUqhK6UtuugZrXvqVn8f2gk/t4Wt fwoQu5iDrFAN  
ZkVmJhRfDmzouBY4Ua/Ji6LwzeAg1OvTKUZWc+tl2H9hGGCMFVhjB6bYgGm4  
4MiUdYUnfPCD  
/ZJgi/H0Yzu9MGYyrOGO/afDRfwwiOnD4RGPIYURbnATVfxEFkfxi0etMMYe dgMsnk62G5AO  
siRMYxJ4VZpVzd1Xo6IIAxpXQWv0cc68BkciM1jGdmzv2R5134X2sa22uKse fSTludqtrkZC  
pAbje+SLgLOvt+jkJAAt3JcJeEm6KbRxfBvmTzYjkWorBhq1aw3KqvlbrHQu aL+Xzs6qLv+b  
NqrLflvK59luKI+9TC2kgspa37p2yBOYhGijStrjidlOz+xNNAkl3IhaU7il DsIBBAAtVliCX  
H8pNXfiag9pYEmt3woJu+mK5Fk0PgZ08fvWzdNHdTfIKvMPuH0LLaz+AovcN NcnEnlGcQP+p  
q4EMNZVDeQRRYdLXXhXVL70w2uqt8jDY53bxLVOq7k2btN1IPhi6Rwrvcv+0 3sQ1MXxKrG/P  
iLjfOv03wHsq8IFvht8GXxmK3w1Uzacow/36IKUK298J5MTFK+BdhSwbRGc h2kWn20dMu7x  
JQOLoB0C0b1osuOQM3rkJ/D1a6jzkfm2z5HxNtfEb1yMWLeLQR//p0ZVtEws RVXjCJlwTtEv  
9/NTiFls/ICeu80N86rsAyrQzhJ6MIGLPRndGVsihr7+Zwyxb90qaNNJO5OO 9HVzuupUmR8e  
6geu7elX5gzlBAYnRXOOKzdMdT+WgdqF9kWblpdQkbmvm74J6yABKojA+2qV 7gdfM8Emgxg8  
oPnm8sP3lfHWkPIV9MWT3EY+d8UyYOXhkXqx4N16ms875yNOtJaAnpsEbV/d k3F6acZ6T31H  
1e+zdA+9bw/P9xD3xd/++RtzM+sOIkzRnn6bb4DKzdKlq+znn1UTf8mT+U4 G1g+7b3ePIG/  
Qnr41J+sH5HcQYhYvTZ+Xpfz3CM55CM8/8hpn9R081+y/tdfMSaAFfd/ABaA C3dEnQdhDldw  
CScFDviAUBCBEugEPHSBRGCAGGgEG/gDGtiBXQOCViCCXkCCe2CCNdAt+xAO  
1oeCLaBj0+GC  
L+B4E6ZCtbMdMggDOuY+OYhg9SDM6gEQPgC3zGELtAcY2SEI2AdSugC2jEo  
TdhVoxCF+eZD  
DEdEVxhEdehJCLaFZLGAzOeBYOhqG0CDMWgSNDEXtfeBguAYVnMJlyAn7QIm  
ypdEbGgGbpqg  
0iZQAKiAaSR5e+cAdWeHXogBgIh+RAaFy1eAZdhWcOgNLWJ4U0cwTGKGkjh5  
B+iHjQgBh3h8  
T1aIF9CJg0hoBP8GihbQicL3DKg4iQGS3D4iOnnZkmniCJ3b394eYnGQDeW hLXoX2zlg704  
gEFQg1T3hXdYBMTtoeb4oBMmlZMM4hluFhX4objZlJVR4jdi4RNlIFNu4Fd0I EN8IDeFYEEpO  
MOUIAirYI+EAjOd4LbrTjo2oHPCoNKg1jxmwg/YoWT+Yj4YohPylAUX4jxeA hNVYgSFGIAaZ  
HwqTkAcJO8eoObz0jAg5BPVKEhEPIrfJgN8EDqyRV5hWlvegSF8TkVb1YhOJ  
VzYyNUKWFqRo  
Y010kRUJMGzYCHM0LB+ZAhMVfiqCATqZc12oTb+XNCvpARwylJ81AcXEiuyV kqdVLT3/MhGT  
tierIAu3ZUF9IJLDgAvfBjdPWQpfhkdBxotIFArxMCyY4GwOMRaKII7RRiWU pFvncZVUUhLc  
0i6PMzjQpj84togbqU1f8msYRA8ZlpWMEpir1BcMQhWnZT8jMUm58gySGlXq JliAAC4c0hFp  
mQ72pQY3qJUw9i76YHkH4XWSgieR+XIneS2h2ZiEVnZq6VvuEGpSZ2vzwHVZ Elr0YE2myYNj  
+Rb70DzhYziZ+TmbaVkteE308CqXgjqKMF3XIpYNFg0bdzdo+SxX423C4I0o KZhaoh0O0SWj  
5E+Thpwm6ZAQgD25iC+lgDf442I9Rm6DNg83EgyCJRUFIS8m/3KcSukw0BhK  
RkmUNdObD5kW  
wKICJel2kykls3kCyFaexJODAtqDEQqh0dmfbVihDFkfC5mhNEUZHEpiAmmE AwqElyqhlcqB  
J9ohKaqiK0pDLXpMuPiiL7WPMsoU8lijGBRpOPoOSsCO//hzNLqjkNZ2Qsqj U1ikq5WRAsmE  
/vehJ0YzTvoFFOikBBgDIjlaCZiCPmqeWZqCVaoYPfyv84ZzNXy0PKc1OOit C5IkU8WTYWkE  
YPFX3bKfOsemUnhVtfYacTprdAqmnoJWErU2bKUjgFRIXUYOhQRmefNWi9mn ayplaBZJkcNm  
g4U4C8olePIXc6ZmZIJ2DRqXCFqMuf9UmPcpI6DjiafCnLj2IibWQKI2TiTH I8fVaQWxS0OK  
g1SWO0uwqmxika9FHgCqql5qtzjTEUmaubUTqUmTKdWPa/KkTLZaM4iTrKm arrlSvPHq475

K7u2rR7ikY7qocLGXc02OccWdvsUUeJpT87GRYHooGQoZQr0XtjmLto2X/dl XxWEXw1Uh84X  
rV0qjMpkIqKaYiVqb8sYslyosGK6gFEaBIP6oRHLoUhasRYLUg8rpQWXsVMw sRn6pa3osBYa  
hiRLsLP6mQ17sNmFsjRgY1mFjiynn5JZsKe5F1RFik1GQIUHbCLLVSHwY5gD mzm7nfYUrqIp  
NoC6lVY5qG7sBRtwdaiE1lIO9HQ4y2oru1fVEKmA1hvWamFhUmZSod3ybWb 1FhiU3jIh6WO  
BCfzlyemynGYJWi2hpmy06qc86w3FkxqKq60KiyMxUu2l2mn8o6ttatJeZR5 ZSV7e7TL9CnN  
dFuyiU+nYk3MwMqodpSv5yFjSqzJ9ZjWOmp+ma2Flq3rdJR1N4qoqbacK3fQ Uq5ncq76JF7q  
ymzsel7uKnyX8LLCambyam26yK8P1HFpIXywWWVkJZIGCCJ+76yYIOLCayLCU qLLLm7lgazM9  
27wGxbFZ4LEMMyb0JebHgG77iO77kW77me74vkAAAOw==  
-----070402030407090602030907--

---

---

Subject: Re: Levels and summing  
Posted by [Neil](#) on Mon, 23 Oct 2006 00:35:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

<bump>  
Chuck did you see this (below), would this work?

Neil

"Neil" <IUOIU@OIU.com> wrote:

>  
>OK, then how about this... (and I don't even know if this is  
>possible, as I'm no codehead, but...) can you make part of that  
>plugin's GUI package a separate meter that overlays the Cubase  
>channel meter, permanently/constantly, when that plugin is  
>installed & that particular view for the channel is selected? If  
>so, then you can make that meter read 22 db higher than the  
>actual Cubase meter and voila!

>  
>And make it that nice pretty Paris gold color, too, so that  
>when they just look at the channel itself they'll know if that  
>plugin is inserted without having to go to the "inserts" menu.

>  
>Neil

>  
>  
>"chuck duffy" <c@c.com> wrote:

>>  
>>Neil,  
>>  
>>AFAIK the meters are driven by directly reading samples from the buffer.  
>> I don't know how to drive the channel meters any other way.

>>  
>>Chuck

>>  
>>"Neil" <OIUOIU@OIU.com> wrote:

>>>

>>>"chuck duffy" <c@c.com> wrote:  
>>>>  
>>>>duh duh duh, Thad (or anyone else) is there a way to set an insert effect  
>>>>to post fader, post meter in cubase?  
>>>  
>>>I don't believe there is, Chuck - I just checked to make sure &  
>>>I couldn't find a way to do it. Is there any way to enter a  
>>>prompt line in the plugin code to show the metering as being  
>>>higher than the actual level?  
>>>  
>>>Neil  
>>  
>

---

---

Subject: Re: Levels and summing  
Posted by [Dedric Terry](#) on Mon, 23 Oct 2006 03:32:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

BTW - Nuendo/Cubase meters can be pre and post fader.

Dedric

On 10/22/06 6:35 PM, in article 453c0e59\$1@linux, "Neil" <OIUOI@OI.com>  
wrote:

>  
> <bump>  
> Chuck did you see this (below), would this work?  
>  
> Neil  
>  
> "Neil" <IUOIU@OIU.com> wrote:  
>>  
>> OK, then how about this... (and I don't even know if this is  
>> possible, as I'm no codehead, but...) can you make part of that  
>> plugin's GUI package a separate meter that overlays the Cubase  
>> channel meter, permanently/constantly, when that plugin is  
>> installed & that particular view for the channel is selected? If  
>> so, then you can make that meter read 22 db higher than the  
>> actual Cubase meter and voila!  
>>  
>> And make it that nice pretty Paris gold color, too, so that  
>> when they just look at the channel itself they'll know if that  
>> plugin is inserted without having to go to the "inserts" menu.  
>>  
>> Neil  
>>

>>  
>> "chuck duffy" <c@c.com> wrote:  
>>>  
>>> Neil,  
>>>  
>>> AFAIK the meters are driven by directly reading samples from the buffer.  
>>> I don't know how to drive the channel meters any other way.  
>>>  
>>> Chuck  
>>>  
>>> "Neil" <OIUOIU@OIU.com> wrote:  
>>>>  
>>>> "chuck duffy" <c@c.com> wrote:  
>>>>>  
>>>>> duh duh duh, Thad (or anyone else) is there a way to set an insert effect  
>>>>> to post fader, post meter in cubase?  
>>>>>  
>>>>> I don't believe there is, Chuck - I just checked to make sure &  
>>>>> I couldn't find a way to do it. Is there any way to enter a  
>>>>> prompt line in the plugin code to show the metering as being  
>>>>> higher than the actual level?  
>>>>>  
>>>>> Neil  
>>>  
>>  
>

---

Subject: Re: Levels and summing  
Posted by [chuck duffy](#) on Mon, 23 Oct 2006 11:40:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I would need a post fader, post meter insert.

Chuck

Dedric Terry <dterry@keyofd.net> wrote:  
>BTW - Nuendo/Cubase meters can be pre and post fader.  
>  
>Dedric  
>  
>On 10/22/06 6:35 PM, in article 453c0e59\$1 @linux, "Neil" <OIUOI@OI.com>  
>wrote:  
>  
>>  
>> <bump>  
>> Chuck did you see this (below), would this work?  
>>



```
>> Neil
>>
>> "Neil" <IUOIU@OIU.com> wrote:
>>>
>>> OK, then how about this... (and I don't even know if this is
>>> possible, as I'm no codehead, but...) can you make part of that
>>> plugin's GUI package a separate meter that overlays the Cubase
>>> channel meter, permanently/constantly, when that plugin is
>>> installed & that particular view for the channel is selected? If
>>> so, then you can make that meter read 22 db higher than the
>>> actual Cubase meter and voila!
>>>
>>> And make it that nice pretty Paris gold color, too, so that
>>> when they just look at the channel itself they'll know if that
>>> plugin is inserted without having to go to the "inserts" menu.
>>>
>>> Neil
>>>
>>>
>>> "chuck duffy" <c@c.com> wrote:
>>>>
>>>> Neil,
>>>>
>>>> AFAIK the meters are driven by directly reading samples from the buffer.
>>>> I don't know how to drive the channel meters any other way.
>>>>
>>>> Chuck
>>>>
>>>> "Neil" <OIUOIU@OIU.com> wrote:
>>>>>
>>>>> "chuck duffy" <c@c.com> wrote:
>>>>>>
>>>>>> duh duh duh, Thad (or anyone else) is there a way to set an insert
effect
>>>>>> to post fader, post meter in cubase?
>>>>>>
>>>>>> I don't believe there is, Chuck - I just checked to make sure &
>>>>>> I couldn't find a way to do it. Is there any way to enter a
>>>>>> prompt line in the plugin code to show the metering as being
>>>>>> higher than the actual level?
>>>>>>
>>>>>> Neil
>>>>>>
>>>>
>>>
>>
>
```

Subject: Re: Levels and summing  
Posted by [Neil](#) on Mon, 23 Oct 2006 12:59:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dedric Terry <dterry@keyofd.net> wrote:  
>BTW - Nuendo/Cubase meters can be pre and post fader.

Yeah, but if I were to switch to pre-fader metering, then everything just shows +5 all the time.

:D

---

Subject: Re: Levels and summing  
Posted by [TCB](#) on Mon, 23 Oct 2006 18:30:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What about routing every track to a group bus, i.e. a default project with 32 audio tracks, 16 f/x tracks, 16 instrument tracks, and 64 group tracks. Then the groups are knocked down -22 db and then get routed to a) more groups or b) the master. And the gain is made up at the master.

Even if this is cumbersome, is it 'sonically' correct?

TCB

"chuck duffy" <c@c.com> wrote:

>  
>I would need a post fader, post meter insert.  
>  
>Chuck  
>  
>Dedric Terry <dterry@keyofd.net> wrote:  
>>BTW - Nuendo/Cubase meters can be pre and post fader.  
>>  
>>Dedric  
>>  
>>On 10/22/06 6:35 PM, in article 453c0e59\$1@linux, "Neil" <OIUOI@OI.com>  
>>wrote:  
>>  
>>>  
>>> <bump>  
>>> Chuck did you see this (below), would this work?  
>>>  
>>> Neil  
>>>  
>>> "Neil" <IUOIU@OIU.com> wrote:  
>>>>



Hi Thad,

This might do it. I wasn't really looking for sonic correctness, just testing a theory that people who like the paris sound, could get a more 'paris like' mix, by making the native app do the \*only\* major difference I can spot in the paris code.

Chuck

"TCB" <nobody@ishere.com> wrote:

>

>What about routing every track to a group bus, i.e. a default project with >32 audio tracks, 16 f/x tracks, 16 instrument tracks, and 64 group tracks.

>Then the groups are knocked down -22 db and then get routed to a) more groups >or b) the master. And the gain is made up at the master.

>

>Even if this is cumbersome, is it 'sonically' correct?

>

>TCB

>

>"chuck duffy" <c@c.com> wrote:

>>

>>I would need a post fader, post meter insert.

>>

>>Chuck

>>

>>Dedric Terry <dterry@keyofd.net> wrote:

>>>BTW - Nuendo/Cubase meters can be pre and post fader.

>>>

>>>Dedric

>>>

>>>On 10/22/06 6:35 PM, in article 453c0e59\$1@linux, "Neil" <OIUOI@OI.com>

>>>wrote:

>>>

>>>>

>>>> <bump>

>>>> Chuck did you see this (below), would this work?

>>>>

>>>> Neil

>>>>

>>>> "Neil" <IUOIU@OIU.com> wrote:

>>>>>

>>>>> OK, then how about this... (and I don't even know if this is

>>>>> possible, as I'm no codehead, but...) can you make part of that

>>>>> plugin's GUI package a separate meter that overlays the Cubase

>>>>> channel meter, permanently/constantly, when that plugin is

>>>>> installed & that particular view for the channel is selected? If

>>>> so, then you can make that meter read 22 db higher than the  
>>>> actual Cubase meter and voila!  
>>>>  
>>>> And make it that nice pretty Paris gold color, too, so that  
>>>> when they just look at the channel itself they'll know if that  
>>>> plugin is inserted without having to go to the "inserts" menu.  
>>>>  
>>>> Neil  
>>>>  
>>>>  
>>>> "chuck duffy" <c@c.com> wrote:  
>>>>>  
>>>>> Neil,  
>>>>>  
>>>>> AFAIK the meters are driven by directly reading samples from the buffer.  
>>>>> I don't know how to drive the channel meters any other way.  
>>>>>  
>>>>> Chuck  
>>>>>  
>>>>> "Neil" <OIUOIU@OIU.com> wrote:  
>>>>>>  
>>>>>> "chuck duffy" <c@c.com> wrote:  
>>>>>>>  
>>>>>>> duh duh duh, Thad (or anyone else) is there a way to set an insert  
>>effect  
>>>>>>> to post fader, post meter in cubase?  
>>>>>>>  
>>>>>>> I don't believe there is, Chuck - I just checked to make sure &  
>>>>>>> I couldn't find a way to do it. Is there any way to enter a  
>>>>>>> prompt line in the plugin code to show the metering as being  
>>>>>>> higher than the actual level?  
>>>>>>>  
>>>>>>> Neil  
>>>>>>>  
>>>>>  
>>>>  
>>>  
>>  
>

---