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Subject: Senderella\_Reverb\_No\_latency\_compensation

Posted by [Dimitrios](#) on Tue, 11 Oct 2005 12:51:43 GMT

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egards,

> Dimitrios

> On tracks 15 and 16 on EDS card (assuming you have one) .

>

>This is a multi-part message in MIME format.

-----=\_NextPart\_000\_00B8\_01C5CE4D.615D3830

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Dimitrios,

That's cool. I have to try it just to implement my hardware in that way too.

Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =  
news:434bc7fb@linux...

You can do the same for outboard Reverb like my beloved R-880

You just use the eds inserts for external on Tracks 15 and 16.

You get a 60 samples latency which is not big deal for reverb....

Regards,

Dimitrios

same thing just add the external

"Dimitrios" <musurgio@otenet.gr> wrote in message =  
news:434bb593@linux...

> Now we all not have UAD or Powercore cards.

> Maybe some of us who have don't think that they sound exceptional

> Also some may think that certain DX or VST reverbs sound equal or =  
even

> better

>

> So,

> We put EDSTransfer=3D8,16 on top of Paris.cfg

> We use Spinaudiolite FREE (see previous psot for link) to wrap =  
senderella.

> We put senderella configured as send (default anyway) we put around =  
50% of

> volume (that is to prevent buffer clipping inside senderella) and we

> REDIRECT the sound on bottom of senderella.

> We put senderella as a send on each of the tracks we want to use =  
reverb.

> Say we have a lead vocal and background voices plus a solo gtr.

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Subject: Re: Senderella\_Reverb\_No\_latency\_compensation

Posted by [Dimitrios](#) on Tue, 11 Oct 2005 13:45:13 GMT

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uot;>

<META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

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</HEAD>

<BODY bgColor=3D#ffffff>

<DIV><FONT face=3DArial size=3D2>Dimitrios,</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>That's cool.&nbsp; I have to try it =  
just to=20

implement my hardware</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>in that way too.</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

<BLOCKQUOTE=20

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BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Dimitrios" &lt;<A=20

href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt; wrote in =  
message=20

<A href=3D"news:434bc7fb@linux">news:434bc7fb@linux</A>...</DIV>You =  
can do the=20

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message=20

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volume (that=20

is to prevent buffer clipping inside senderella) and we<BR>&gt; =  
REDIRECT the=20

sound on bottom of senderella.<BR>&gt; We put senderella as a send on =  
each of=20

the tracks we want to use reverb.<BR>&gt; Say we have a lead vocal and =  
background voices plus a solo gtr.<BR>&gt; So on all that tracks we =  
put=20  
senderella as above.<BR>&gt; NOW<BR>&gt; On tracks 15 and 16 you load =  
your=20  
EMPTY 16 bit paf file of a lenght equal<BR>or<BR>&gt; bigger than your =  
actual=20  
song.<BR>&gt; On first Native slot you put FFX-4 (free too) as a

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Subject: Re: Senderella\_Reverb\_No\_latency\_compensation  
Posted by [Dimitrios](#) on Tue, 11 Oct 2005 14:10:15 GMT  
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p;gt; around 50% (as a start)=20  
volume.<BR>&gt; NOW you open inside FFX-4 on second slot a stereo =  
reverb like=20  
Waves<BR>>trueverb<BR>&gt; (if you have it) or DSPFX Studioverb or the =  
FREE and=20  
nice sounding<BR>Galceverb<BR>&gt; !, FreeverbToo, Classicverb and =  
others ( I=20  
will gladly email all free and<BR>&gt; nice reverbs if asked =  
to)<BR>&gt; NOW=20  
you should be hearing your reverb return on tracks 15 and 16 and=20  
you<BR>can<BR>&gt; check the NO LATENVY with just having a dry signal =  
on=20  
reverb's return and<BR>&gt; flip the polarity.<BR>&gt; So we managed =  
to have a=20  
DX reverb on aux buss inside Paris WHICH CAN BE<BR>&gt; ACROSS =  
SUBMIXES=20  
!<BR>&gt; Only a small delay of 12 samples plus 2 samples after that =  
for=20  
additional<BR>&gt; eds cards.<BR>&gt; That is no problem at =  
all.<BR>&gt;=20  
Afterall you need predelay almost everytime with a reverb.<BR>&gt; If =  
you=20  
struggle for no predelay just put your precious audio tracks=20  
on<BR>first<BR>&gt; submix.<BR>&gt;<BR>&gt; Regards,<BR>&gt; =  
Dimitrios<BR>&gt;=20  
On tracks 15 and 16 on EDS card (assuming you have one)=20  
.<BR>&gt;<BR>&gt;<BR><BR></BLOCKQUOTE></BODY ></HTML>

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Content-Type: text/plain;  
charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

The files are Winamp Media Files which are mp3s. =20  
I want to lay guitar tracks over Steely Dan covers for him. =20  
Can I make them individual wavs with either Paris, strip wav or  
Wavelab 3.0?

He can send me the individual wavs and I can convert those but we're=20  
trying to save a step for him I guess...  
Tom

PS Don't eat too much roasted garlic at one sitting.

-----=\_NextPart\_000\_00F1\_01C5CE51.DB2A1C10

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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Subject: Re: Senderella\_Reverb\_No\_latency\_compensation  
Posted by [Tom Bruhl](#) on Tue, 11 Oct 2005 14:20:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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which are=20  
mp3s.&nbsp;</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>I want to lay guitar </FONT><FONT =  
face=3DArial=20  
size=3D2>tracks over Steely Dan covers for him.&nbsp;</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Can I make them individual wavs with =  
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<DIV><FONT face=3DArial size=3D2>Wavelab 3.0?</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>He </FONT><FONT face=3DArial =  
size=3D2>can send me=20  
</FONT><FONT face=3DArial size=3D2>the individual wavs and I can convert =  
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```
<DIV><FONT face=3DArial size=3D2>trying </FONT><FONT face=3DArial =
size=3D2>to save a=20
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<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>PS &nbsp;</FONT>Don't eat too much roasted =
garlic at one=20
sitting.</FONT></DIV></BODY></HTML>
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-----=\_NextPart\_000\_0068\_01C5CE8E.91AF7480

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Dear Tom,

If you load mp3's on wavelab you can then save them as wave files.

It is that simple.

Regards,

Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =  
news:434bd28b@linux...

The files are Winamp Media Files which are mp3s. =20

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charset="iso-8859-1"

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</HEAD>
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<DIV><FONT face=3DArial size=3D2>Dimitrios</FONT></DIV>  
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<DIV>"Tom Bruhl" &lt;<A=20  
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; wrote =  
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-----=\_NextPart\_000\_001B\_01C5CE57.E83744E0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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<STYLE></STYLE>
</HEAD>
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<DIV>&nbsp;</DIV>
<BLOCKQUOTE dir=3Dltr=20
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```

<BLOCKQUOTE

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