
Subject: New Patchbay
Posted by [excelav](#) on Wed, 28 Jun 2006 05:21:58 GMT
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Here is an interesting new patchbay that's coming out. It's the switchcraft StudioPatch 6425.

Check it out at: <http://switchcraft.com/>

James

Subject: Re: New Patchbay
Posted by [rick](#) on Wed, 28 Jun 2006 09:11:39 GMT
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HEY>>>DID YOU THINK THAT MAYBE DEEJ MIGHT JUST SEE THIS???????????????????? way insensitive to a brother affliction man...way insensitive...but cool.

On 28 Jun 2006 15:21:58 +1000, "James McCloskey" <excelsm@hotmail.com> wrote:

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>James

Subject: Re: New Patchbay
Posted by [Deej \[1\]](#) on Wed, 28 Jun 2006 14:07:32 GMT
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the first thing I zeroerd in on was that it is an analog and digital PB and that it can pass phantom power. I've never really thought about phantom powering my digital gear. I see potential for all sorts of experimentation here..

;o)

"rick" <parnell68@hotmail.com> wrote in message
news:4rh4a2dqbuvs61knj9q6rqdu6gblf9femb@4ax.com...

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Subject: Re: New Patchbay
Posted by [rick](#) on Wed, 28 Jun 2006 15:25:53 GMT
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my fears have been realized...oh lord...

On Wed, 28 Jun 2006 08:07:32 -0600, "DJ"
<animix_spam-this-ahole_@animas.net> wrote:

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Subject: Re: New Patchbay
Posted by [Don Nafe](#) on Wed, 28 Jun 2006 15:44:07 GMT
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I can hear the gear a'whirling from here....now if we could only harness that energy for the greater good

Don

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>>> >James
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Subject: Re: New Patchbay
Posted by [rick](#) on Thu, 29 Jun 2006 08:03:37 GMT
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if only that were possible...sigh...

On Wed, 28 Jun 2006 11:44:07 -0400, "Don Nafe" <dnafe@magma.ca> wrote:

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Subject: Re: New Patchbay
Posted by [Deej \[1\]](#) on Thu, 29 Jun 2006 13:51:21 GMT
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After watching War Of the Worlds the other night, I have noticed some similarities between the tripods and my DAW. I am thinking that simultaneously sending phantom power to both my analog and digital devices while looping a sample of a foghorn through multiple infinite delay lines, I may be able to actually animate the DAW so that it no longer needs AC.

I'm working on the design for the three legs right now.

<http://drzeus.best.vwh.net/wotw/other/gait/>

I'm pretty sure that if I can get it up and walking, I can get it to do all that other cool stuff too. I have located a big sealed beam flashlight and a high power magnification device and the prototype death ray looks promising. I just need to finish the surface mount.

;o)

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Subject: Re: New Patchbay

Posted by [excelav](#) on Fri, 30 Jun 2006 05:54:11 GMT

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This might go with that patchbay!

<http://news.harmony-central.com/Newp/2006/RME-BOB-32.html>

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Subject: Re: New Patchbay

Posted by [rick](#) on Fri, 30 Jun 2006 09:27:02 GMT

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glad to see you're on the right track again and not just testing half

baked ideas...

On Thu, 29 Jun 2006 07:51:21 -0600, "DJ"
<animix_spam-this-ahole_@animas.net> wrote:

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Subject: Re: New Patchbay
Posted by [rick](#) on Fri, 30 Jun 2006 09:29:32 GMT
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DON"T POKE THE BEAR!!!!!!!!!!!!!!

On 30 Jun 2006 15:54:11 +1000, "James McCloskey" <excelsm@hotmail.com>
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