
Subject: NOW-its_time_to_ADD_PULSAR_to_PARIS_here_why

Posted by [Dimitrios](#) on Sat, 27 May 2006 17:24:51 GMT

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Hi,

Pulsar as I posted before is an exceptional dsp system.

Except for the best synths around (Moogs,Prophets,etc) it is a hell of a PROCESSING ENVIRONEMENT

Now a new company has produced new plugz for these beasts.

Hold your breath

SSL9000

Neve1084

Pultec

API 550

RMX-16 (AMS reverb !!!)

and an exceptional mastering dynamic EQ that hard to believe what it can do to your mixes.

Only pros could have access to beats like these !

Also BSS dynamic 4 channel eq/dyanamics emulator also announced.

Still with me ?

wHAT IS THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!

Imagine something around 60-70 \$ each main plugin and a bundle with get them all like 500 \$ or something,prices yet to be anounced.

I have tried most plugins out there , believe me these new ones are dream come true for me...

Note that already there is Vinco (1176 comp emulation).

Tons of free ones.

I would not scream so loud so many times but PaRIS users with adat in/outs are "oblidged" to take this route.

Ok UAD1 are already there but a Pulsar card with 6 dsps and all main plugins cost used around 400-500-600 \$

So with normal classic option you will have 16 adat ins and outs plus a spdif in and out plus 2 analog 24/96 in and out plus two (32) midi ins/outs

Now consider the above new plugins buy addon and for around 1000 \$-1100\$ you will have a tremendous resource of fantastic sounding plugins.

If you here their pultec or NEve 1084 eq you will stop using the nice Paris eq...

Well you would need at least one mec and one adat card or best two mecs two adat cards , or one mec two adat cards under Me (win98)

Now if you would want to add more adat ins/outs to your system like DJ wants (me too) you can buy another two Pulsar cards (your plugins are already bought) which leads to another 1000 \$ to have full three pulsar cards with 18 dsp chips !!! and be happy as I am...

well there is the "Kingsize" option.

there are also super Pulsar cards out there each having 15 dsp chips !!!
In outs are the same, each card can be bought for around 900\$-1000-1100\$
used and with three cards you can have 45 dsps !!!!!!!

Ok back to reality...

One Pulsar card with 6 dsps is adequate for mixing a song and using some great plugins as I mentioned.

The same card can be configured for a synth recording platforma...

I am happy to say more if I see anyone interested...

Regards,
Dimitrios

Subject: Re: NOW-its_time_to_ADD_PULSAR_to_PARIS_here_why

Posted by [Aaron Allen](#) on Sat, 27 May 2006 17:42:29 GMT

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I would like to hear more Dimitrios do they play in XP, share IRQ's happily, what is the support route, newsgroups, resources, etc...

What kind of latency does the card exhibit using the adat from paris and back?

AA

"Dimitrios" <musurgio@otenet.gr> wrote in message news:44788b63\$1@linux...

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Subject: Re: NOW-its_time_to_ADD_PULSAR_to_PARIS_here_why
Posted by [Tom Bruhl](#) on Sat, 27 May 2006 18:40:26 GMT
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This is a multi-part message in MIME format.

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OR

Can I continue to use Cubase SX with a Pulsar Pro card in the same box
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If so will this buy me the software power to run Pulsar plugins in =
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He speaks very highly of the Sharc chips.

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<DIV>"Dimitrios" <<A=20
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote =
in message=20
<A=20
=
href=3D"news:44788b63\$1 @linux">news:44788b63\$1 @linux...</DIV>
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BR>Pulsar=20
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Also BSS dynamic 4 channel=20
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?

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Imagine =
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or something,prices yet to be anounced.

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in and out =
plus 2=20

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TCB

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Subject: Re: NOW-its_time_to_ADD_PULSAR_to_PARIS_here_why
Posted by [Dedric Terry](#) on Sat, 27 May 2006 21:23:44 GMT
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A Prophet 10? I'm jealous. :-)

Regards,
Dedric

On 5/27/06 1:51 PM, in article 4478adbc\$1@linux, "TCB" <nobody@ishere.com>
wrote:

>
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> synths were quite simply superb. Their Prophet emulation was outlandishly
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Subject: Re: NOW-its_time_to_ADD_PULSAR_to_PARIS_here_why
Posted by [EK Sound](#) on Sun, 28 May 2006 00:42:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Then you will REALLY HATE one of my customers!!! :-p

<http://www.audities.org/>

David.

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Posted by [Dedric Terry](#) on Sun, 28 May 2006 02:23:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Whoa - the collections page reads more like a vintage gear distributorship.
I had a time just thinking of what might be missing...

Thanks for that. Now I can be even more dismayed at my studio's complete
lack of gearological significance. If only I had kept all of those synths I
sold to buy the next new thing...

Somehow I don't think we'll be looking at softsynth emulations the same way
in 30 years.

Dedric

On 5/27/06 6:42 PM, in article 4478f141\$1@linux, "EK Sound"
<askme@nospam.com> wrote:

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Subject: Re: NOW-its_time_to_ADD_PULSAR_to_PARIS_here_why
Posted by [Dimitrios](#) on Sun, 28 May 2006 11:11:08 GMT
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Dear Parisians...

I will try to answer as much as I can...

First of course there is full support under XP win98/Me etc...

Latency with asio drivers is as low as 1.5 ms so Cubase SX or other app can run along Pulsar.

I use Cubase to run vsti instruments use 32bit Asio driver devices inside Pulsar , you can have up to 64 !!! yes 64 asio 32bit floating devices inside pulsar then use Pulsar mixers ,and what mixers !! like Sony Oxford, use mixer's inserts to use dsp plugins and then route to Paris.

Routing from Paris adat out inside Pulsar is 7,5 sample going in 4 samples the pulsar mixer and another 7,5 sample from adat pulsar out to adat Paris in.

so 19 samples for normal pulsar routing from Paris and back again to Paris. Some plugins like SPL Transient designer (yes SPL has made the algorithm for Pulsar !!, it rocks , I have both the hardware and the pulsar one and they sound about the same !!, this has 39 samples latency.

What I normally do is when routing from Paris to pulsar via adat I use some fixed pluigins like Vinco (1176) compressor, SPL transient designer and then a small free milldelay plugin to delay further for exactly a total of 80 samples !!

YOU KNOW WHY RIGHT ? , TO NUDGE THE TRACK INSIDE pARIS 1 ms back.

Anyway the delay is very minimal the normal 19-20 samples does need any nudging...

Regarding ADAT sync YES there is a addon card that gets wordclock in out and adat sync.

I would wholeheartly suggest Pulsar for your rig to use SX native plugins routing back and forth from/to Paris.

Pulsar according to my oppinion ,at least, is superior to RME cards.

The dsp environement is the most sophisticated from anything out there, and the loving factor, like in pARIS ,IS HUGE !!

You will be addicted and you would not won't go back...

There is continuing support for drivers , they have WDM drivers along with asio drivers and you can have wdm drivewrs along with asio drivers !!

These new plugins -emulators are a word class stuff.

I am in love with these new babies along with the older ones already there.

There are many developeipers for Pulsar , NOTE that Timeworks plugins have been ported to Pulsar too !!

You can have Timeworks 4080 reverrb ! TimeworksX compressor and many otehr from them for Pulsar.

So here is the minimal standard scenario for Pulsar-Paris:

You already Have Paris and one Mec with at least one adat card, right ?
you get Pulsar 6 dsp card -classic option which has 16 adat ins/outs one
spdif in/out and two midi in/outs with studio/effects plugin pack that has
Vinco (1176) Graphic eq, mPSYQ (BBE sonic maximizer) Mastereverb Pro and
other great plugins as standard.

If you use ADAT sync you get the sync addon card.

The you are st to begin your great adventure.

The benefits are tremendous , you will have these great dsp plugins/routing
plus Cubase SX native routing from Paris to Pulsar to SX back to Pulsar and
back again to Paris.

Isn't that a great trip ?

regards,

Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>

>

>Dimitrios,

>Scope pro looks quite impressive! I have a few questions.

>I am on the brink of investing in a killer Cubase rig (dual cores etc.)

=

>which will

>probably include an RME card for 16 channels of ADAT and Midi in/out.

>

> OR

>

>Can I continue to use Cubase SX with a Pulsar Pro card in the same box

>and eliminate the RME card?

>

>If so will this buy me the software power to run Pulsar plugins in =

>Cubase (internally)

>and route in/out to Paris via ADAT in sync? =20

>

>Process Paris tracks with plugins in realtime while sending softsynths =

>to Paris also?

>

>Can I still use Cubase's MIDI to it's fullest including it's softsynths

=

>and return everything to

>Paris? =20

>

>Latency equaling 1.5ms for Pulsar softsynths and 0 for Pulsar plugins =

>right? Close to the same=20

>for Cubase and it's third party softsynths?

>
>Do I need to run Pulsar software mixers or can I call it's plugins and =
>softsynths up
>directly in Cubase? Probably have to use Pulsars patchbay to get to =
>Cubase right?
>
>One Pro card would allow about how many voices of softsynths. =20
>How about a few nice reverbs and 2 or three nice comps with that?
>
>Any crazy workarounds to make this proposed system with Pulsar work =
>(like DJs w/RME)?
>
>What do you use for sequencing?
>
>Is Creamware a company that'll be around for a while? Are they as large =
=
>as Steinberg or RME?
>I'm worried about the EMU syndrome here.
>
>
>A close friend of mine is employed here in Massachusetts by Analog =
>Devices in R&D.
>He speaks very highly of the Sharc chips.
>
>You can probably tell I don't want to learn another mixer/software =
>program. I'd prefer
>Pulsar to interact with Cubase like a UAD-1 card with softsynths. =
>Pulsars' hardware
>looks tough to beat for the cost.=20
>
>I'm seriously interested and also wondering about the used market for =
>Pulsar hardware.
>Thanks for this post and I'll be paying very close attention for your =
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 >
 ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
 ><HTML><HEAD>
 ><META http-equiv=3DContent-Type content=3D"text/html; =
 >charset=3Diso-8859-1">
 ><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
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 ></HEAD>
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Ok back to reality...

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Subject: Re: NOW-its_time_to_ADD_PULSAR_to_PARIS_here_why

Posted by [TCB](#) on Sun, 28 May 2006 16:20:20 GMT

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Also, for those of you not completely married to PARIS Pulsar has a 'VST mode' where the effects can be used directly in apps that support VST plug-ins. In this case all of the latency compensation is done by the host app and the f/x and instruments can be dropped in like any other VST effect. That's what has _me_ looking at Pulsar--all those yummy John Bowen synths running in Live.

TCB

"Dimitrios" <musurgio@otenet.gr> wrote:

>

>Dear Parisians...

>I will try to answer as much as I can...

>

>First of course there is full support under XP win98/Me etc...

>

>Latency with asio drivers is as low as 1.5 ms so Cubase SX or other app can

>run along Pulsar.

>I use Cubase to run vsti instruments use 32bit Asio driver devices inside

>Pulsar , you can have up to 64 !!! yes 64 asio 32bit floating devices inside

>pulsar then use Pulsar mixers ,and what mixers !! like Sony Oxford, use mixer's

>inserts to use dsp plugins and then route to Paris.

>

>Routing from Paris adat out inside Pulsar is 7,5 sample going in 4 samples

>the pulsar mixer and another 7,5 sample from adat pulsar out to adat Paris >in.

>so 19 samples for normal pulsar routing from Paris and back again to Paris.

>Some plugins like SPL Transient designer (yes SPL has made the algorithm

>for Pulsar !!, it rocks , I have both the hardware and the pulsar one and

>they sound about the same !!, this has 39 samples latency.

>What I normally do is when routing from Paris to pulsar via adat I use some

>fixed plugins like Vinco (1176) compressor, SPL transient designer and

>then a small free millidelay plugin to delay further for exactly a total

>of 80 samples !!

>yOU KNOW WHY RIGHT ?, TO NUDGE THE TRACK INSIDE pARIS 1 ms back.

>Anyway the delay is very minimal the normal 19-20 samples does need any

>nudging...

>

>Regarding ADAT sync YES there is a addon card that gets wordclock in out

>and adat sync.

>

>

>I would wholeheartly suggest Pulsar for your rig to use SX native plugins

>routing back and forth from/to Paris.
>Pulsar according to my oppinion ,at least, is superior to RME cards.
>The dsp environement is the most sophisticated from anything out there,
and
>the loving factor, like in pARIS ,IS HUGE !!
>You will be addicted and you would not won't go back...
>There is continuing support for drivers , they have WDM drivers along with
>asio drivers and you can have wdm drivewrs along with asio drivers !!
>
>These new plugins -emulators are a word class stuff.
>I am in love with these new babies along with the older ones already there.
>There are many deveoipers for Pulsar , NOTE that Timeworks plugins have
>been ported to Pulsar too !!
>You can have Timeworks 4080 reverrb ! TimeworksX compressor and many otehr
>from them for Pulsar.
>
>So here is the minimal standard scenario for Pulsar-Paris:
>
>You already Have Paris and one Mec with at least one adat card, right ?
>you get Pulsar 6 dsp card -classic option which has 16 adat ins/outs one
>spdif in/out and two midi in/outs with studio/effects plugin pack that has
>Vinco (1176) Graphic eq, mPSYQ (BBE sonic maximizer) Mastereverb Pro and
>other great plugins as standard.
>
>If you use ADAT sync you get the sync addon card.
>
>The you are st to begin your great adventure.
>The benefits are tremendous , you will have these great dsp plugins/routing
>plus Cubase SX native routing from Paris to Pulsar to SX back to Pulsar
and
>back again to Paris.
>Isn't that a great trip ?
>regards,
>Dimitrios
>
>
>
>"Tom Bruhl" <arpeggio@comcast.net> wrote:
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>>Dimitrios,
>>Scope pro looks quite impressive! I have a few questions.
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Posted by [Tom Bruhl](#) on Sun, 28 May 2006 17:09:40 GMT
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This is a multi-part message in MIME format.

-----=_NextPart_000_0039_01C68257.FA692C00
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Thad,
That sounds like a routing mechanism that is easier to deal with to me. =
So you
think the Pulsar mixer can be omitted from the Paris-Cubase Loop using =
'VST mode'?
Insert the Pulsar softsynths/plugins as VSTs in Cubase? Will Pulsar =
still be doing the

number crunching onboard? Must be.

Otherwise from what I gather, Pulsar would be a submix withing Cubase =
which would be a=20
submix within Paris.

I have to read more about Pulsar's implementation. Any good links guys?
Tom

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>I use Cubase to run vsti instruments use 32bit Asio driver devices =
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>Pulsar , you can have up to 64 !!! yes 64 asio 32bit floating devices =
inside

>pulsar then use Pulsar mixers ,and what mixers !! like Sony Oxford, =
use

mixer's

>inserts to use dsp plugins and then route to Paris.

>

>Routing from Paris adat out inside Pulsar is 7,5 sample going in 4 =

samples

>the pulsar mixer and another 7,5 sample from adat pulsar out to adat = Paris

>in.

>so 19 samples for normal pulsar routing from Paris and back again to = Paris.

>Some plugins like SPL Transient designer (yes SPL has made the = algorithm

>for Pulsar !!, it rocks , I have both the hardware and the pulsar one = and

>they sound about the same !!, this has 39 samples latency.

>What I normally do is when routing from Paris to pulsar via adat I = use some

>fixed plugins like Vinco (1176) compressor, SPL transient designer = and

>then a small free millidelay plugin to delay further for exactly a = total

>of 80 samples !!

>YOU KNOW WHY RIGHT ?, TO NUDGE THE TRACK INSIDE pARIS 1 ms back.

>Anyway the delay is very minimal the normal 19-20 samples does need = any

>nudging...

>

>Regarding ADAT sync YES there is a addon card that gets wordclock in = out

>and adat sync.

>

>

>I would wholeheartly suggest Pulsar for your rig to use SX native = plugins

>routing back and forth from/to Paris.

>Pulsar according to my oppinion ,at least, is superior to RME cards.

>The dsp environment is the most sophisticated from anything out = there,

and

>the loving factor, like in pARIS ,IS HUGE !!

>You will be addicted and you would not won't go back...

>There is continuing support for drivers , they have WDM drivers along = with

>asio drivers and you can have wdm drivewrs along with asio drivers !!

>

>These new plugins -emulators are a word class stuff.

>I am in love with these new babies along with the older ones already = there.

>There are many develoipers for Pulsar , NOTE that Timeworks plugins = have

>been ported to Pulsar too !!

>You can have Timeworks 4080 reverrb ! TimeworksX compressor and many =

otehr

>from them for Pulsar.

>

>So here is the minimal standard scenario for Pulsar-Paris:

>

>You already Have Paris and one Mec with at least one adat card, right =
?

>you get Pulsar 6 dsp card -classic option which has 16 adat ins/outs =
one

>spdif in/out and two midi in/outs with studio/effects plugin pack =
that has

>Vinco (1176) Graphic eq, mPSYQ (BBE sonic maximizer) Mastereverb Pro =
and

>other great plugins as standard.

>

>If you use ADAT sync you get the sync addon card.

>

>The you are st to begin your great adventure.

>The benefits are tremendous , you will have these great dsp =
plugins/routing

>plus Cubase SX native routing from Paris to Pulsar to SX back to =
Pulsar

and

>back again to Paris.

>Isn't that a great trip ?

>regards,

>Dimitrios

>

>

>

>"Tom Bruhl" <arpeggio@comcast.net> wrote:

>>

>>

>>Dimitrios,

>>Scope pro looks quite impressive! I have a few questions.

>>I am on the brink of investing in a killer Cubase rig (dual cores =
etc.)

>=3D

>>which will

>>probably include an RME card for 16 channels of ADAT and Midi =
in/out.

>>

>>

OR

>>

>>Can I continue to use Cubase SX with a Pulsar Pro card in the same =
box

>>and eliminate the RME card?

>>

>>If so will this buy me the software power to run Pulsar plugins in =
=3D
>>Cubase (internally)
>>and route in/out to Paris via ADAT in sync? =3D20
>>
>>Process Paris tracks with plugins in realtime while sending =
softsynths
=3D
>>to Paris also?
>>
>>Can I still use Cubase's MIDI to it's fullest including it's =
softsynths
=3D
>>and return everything to
>>Paris? =3D20
>>
>>Latency equaling 1.5ms for Pulsar softsynths and 0 for Pulsar =
plugins =3D
>>right? Close to the same=3D20
>>for Cubase and it's third party softsynths?
>>
>>Do I need to run Pulsar software mixers or can I call it's plugins =
and
=3D
>>softsynths up
>>directly in Cubase? Probably have to use Pulsars patchbay to get to =
=3D
>>Cubase right?
>>
>>One Pro card would allow about how many voices of softsynths. =3D20
>>How about a few nice reverbs and 2 or three nice comps with that?
>>
>>Any crazy workarounds to make this proposed system with Pulsar work =
=3D
>>(like DJs w/RME)?
>>
>>What do you use for sequencing?
>>
>>Is Creamware a company that'll be around for a while? Are they as =
large
=3D
>>as Steinberg or RME?
>>I'm worried about the EMU syndrome here.
>>
>>
>>A close friend of mine is employed here in Massachusetts by Analog =
=3D
>>Devices in R&D.

>>He speaks very highly of the Sharc chips.
>>
>>You can probably tell I don't want to learn another mixer/software =
=3D
>>program. I'd prefer
>>Pulsar to interact with Cubase like a UAD-1 card with softsynths. =
=3D
>>Pulsars' hardware
>>looks tough to beat for the cost.=3D20
>>
>>I'm seriously interested and also wondering about the used market =
for =3D
>>Pulsar hardware.
>>Thanks for this post and I'll be paying very close attention for =
your =3D
>>response.
>>Tom=3D20
>>
>> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D
>>news:44788b63\$1@linux...
>>
>> Hi,
>> Pulsar as I posted before is an exceptional dsp system.
>> Except for the best synths around (Moogs,Prophets,etc) it is a =
hell of
>=3D
>>a
>> PROCESSING ENVIRONEMENT
>> Now a new company has produced new plugz for these beasts.
>> Hold your breath=3D20
>> SSL9000
>> Neve1084
>> Pultec
>> API 550
>> RMX-16 (AMS reverb !!!)
>> and an exceptional mastering dynamic EQ that hard to believe what =
it
=3D
>>can
>> do to your mixes.
>> Only pros could have access to beats like these !
>>
>> Also BSS dynamic 4 channel eq/dymanics emulator also announced.
>> Still with me ?
>>
>> WHAT IS THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!
>> Imagine something around 60-70 \$ each main plugin and a bundle =
with =3D

>>get them
>> all like 500 \$ or something,prices yet to be announced.
>>
>> I have tried most plugins out there , believe me these new ones =
are =3D
>>dream
>> come true for me...
>>
>> Note that already there is Vinco (1176 comp emulation).
>>
>> Tons of free ones.
>>
>> I would not scream so loud so many times but PaRIS users with adat =
=3D
>>in/outs
>> are "oblidged" to take this route.
>> Ok UAD1 are already there but a Pulsar card with 6 dsps and all =
main
=3D
>>plugins
>> cost used around 400-500-600 \$
>> So with normal classic option you will have 16 adat ins and outs =
plus
>=3D
>>a spdif
>> in and out plus 2 analog 24/96 in and out plus two (32) midi =
ins/outs
>>
>> Now consider the above new plugins buy addon and for around 1000 =
=3D
>>\$-1100\$
>> you will have a tremendous resource of fantastic sounding plugins.
>> If you here their pultec or NEve 1084 eq you will stop using the =
nice
>=3D
>>Paris
>> eq...
>>
>> Well you would need at least one mec and one adat card or best two =
=3D
>>mecs two
>> adat cards , or one mec two adat cards under Me (win98)
>>
>> Now if you would want to add more adat ins/outs to your system =
like DJ
>=3D
>>wants
>> (me too) you can buy another two Pulsar cards (your plugins are =

=3D
>>already bought)
>> which leads to another 1000 \$ to have full three pulsar cards with =
18
>=3D
>>dsp
>> chips !!! and be happy as I am...
>>
>> well there is the "Kingsize" option.
>> there are also super Pulsar cards out there each having 15 dsp =
chips
=3D
>>!!!
>> In outs are the same, each card can be bought for around =3D
>>900\$-1000-1100\$
>> used and with three cards you can have 45 dsps !!!!!!!
>> Ok back to reality...
>>
>> One Pulsar card with 6 dsps is adequate for mixing a song and =
using =3D
>>some
>> great plugins as I mentioned.
>> The same card can be configured for a synth recording platforma...
>>
>> I am happy to say more if I see anyone interested...
>>
>> Regards,
>> Dimitrios
>>
>>
>>
>>I choose Polesoft Lockspam to fight spam, and you?
>><http://www.polesoft.com/refer.html> =20
>>
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>><BODY bgColor=3D3D#ffffff>
>><DIV>Dimitrios,</DIV>
>><DIV>Scope pro looks quite =
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>>I have a=3D20
>>few questions.</DIV>
>><DIV>I am on the brink of investing =

in a =3D
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 >>ADAT and Midi in/out.</DIV>
 >><DIV> </DIV>
 >><DIV><FONT face=3D3DArial=3D20
 >>size=3D3D2> &nbs=3D
 >>p; =3D
 >>; =3D
 >> =3D20
 >>OR</DIV>
 >><DIV> </DIV>
 >><DIV>Can I continue to use Cubase SX =
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 >>card in the same box</DIV>
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 >>card?</DIV>
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be paying
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>>very close=3D20
>>attention for your response.</DIV>
>><DIV>Tom </DIV>
>><DIV> </DIV>
>><BLOCKQUOTE=3D20
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>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> <DIV>"Dimitrios" <<A=3D20
>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote =
in =3D
>>message=3D20
>> <A=3D20
>> =3D
=
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=
Hi,<=3D
>>BR>Pulsar=3D20
>> as I posted before is an exceptional dsp system.
Except for the =
=3D
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>> around (Moogs,Prophets,etc) it is a hell of a
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Now a new company has produced new plugz for =

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 >> beasts.
Hold your breath =

SSL9000
Neve1084
Pultec
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 >> 550
RMX-16 (AMS reverb !!!)
and an exceptional mastering =
 dynamic
 >=3D
 >>EQ that=3D20
 >> hard to believe what it can
do to your mixes.
Only pros =
 could =3D
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 >> access to beats like these !

Also BSS dynamic 4 =
 channel=3D20
 >> eq/dymanics emulator also announced.
Still with me =3D
 >>?

wHAT IS=3D20
 >> THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!
Imagine =
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 >> around 60-70 \$ each main plugin and a bundle with get them
all =
 like
 >=3D
 >>500 \$=3D20
 >> or something,prices yet to be anounced.

I have tried most =
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 >> there , believe me these new ones are dream
come true for =3D
 >>me...

Note=3D20
 >> that already there is Vinco (1176 comp emulation).

Tons of =
 free
 >=3D
 >>
 >> ones.

I would not scream so loud so many times but PaRIS =
 users
 >=3D
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 >> adat in/outs
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 >> there but a Pulsar card with 6 dsps and all main plugins
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 used
 >=3D
 >>around=3D20
 >> 400-500-600 \$
So with normal classic option you will have 16 =
 adat
 =3D
 >>ins and=3D20
 >> outs plus a spdif
in and out plus 2 analog 24/96 in and out =
 plus =3D
 >>two (32)=3D20

>> midi ins/outs

Now consider the above new plugins buy addon =
and
>=3D
>>for=3D20
>> around 1000 \$-1100\$
you will have a tremendous resource of =3D
>>fantastic=3D20
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If you here their pultec or NEve 1084 eq you =
will
>=3D
>>stop=3D20
>> using the nice Paris
eq...

Well you would need at least =
one
>=3D
>>mec and=3D20
>> one adat card or best two mecs two
adat cards , or one mec two =
adat
>=3D
>>cards=3D20
>> under Me (win98)

Now if you would want to add more adat =3D
>>ins/outs to=3D20
>> your system like DJ wants
(me too) you can buy another two =
Pulsar
=3D
>>cards=3D20
>> (your plugins are already bought)
which leads to another 1000 \$ =
to
>=3D
>>have=3D20
>> full three pulsar cards with 18 dsp
chips !!! and be happy as =
l=3D20
>> am...

well there is the "Kingsize" option.
there are =
also =3D
>>super=3D20
>> Pulsar cards out there each having 15 dsp chips !!!
In outs are =
the
>=3D
>>same,=3D20
>> each card can be bought for around 900\$-1000-1100\$
used and =
with =3D
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Ok back to =
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One
>=3D
>>Pulsar=3D20
>> card with 6 dsps is adequate for mixing a song and using =
some
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>=3D
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```
>> as I mentioned.<BR>The same card can be configured for a synth =3D
>>recording=3D20
>> platforma...<BR><BR>I am happy to say more if I see anyone=3D20
>> interested...<BR><BR>Regards,<BR>Dimitrios<BR></BLOCKQUOTE >
>><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
spam, =3D
>>and=3D20
>>you?<BR><A=3D20
=
>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/r=
efer=3D
>>.html</A> </FONT></DIV></BODY></HTML>
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>>
>
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<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Thad,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>That sounds like a routing mechanism =
that is easier=20
to deal with to me.&nbsp; So you</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>think the Pulsar mixer can be omitted =
from the=20
Paris-Cubase Loop using 'VST mode'?</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Insert the&nbsp;Pulsar =
softsynths/plugins as VSTs=20
in Cubase?&nbsp; Will Pulsar still be doing the</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>number crunching onboard?&nbsp; Must=20
be.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>Otherwise from what I gather, Pulsar =
would be a=20
submix withing Cubase which would be a </FONT></DIV>
<DIV><FONT face=3DArial size=3D2>submix within Paris.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>I have to read more about Pulsar's=20
```

implementation. Any good links guys?</DIV>
<DIV>Tom</DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
<DIV>"TCB" <<A =
href=3D"mailto:nobody@ishere.com">nobody@ishere.com>=20
wrote in message <A=20
=
href=3D"news:4479cdc4\$1 @linux">news:4479cdc4\$1 @linux...</DIV>
Also=
, for=20
those of you not completely married to PARIS Pulsar has a 'VST =
mode'
where=20
the effects can be used directly in apps that support VST =
plug-ins.
In this=20
case all of the latency compensation is done by the host app =
and
the f/x=20
and instruments can be dropped in like any other VST effect. =
That's
what=20
has _me_ looking at Pulsar--all those yummy John Bowen synths =
running
in=20
Live.

TCB

"Dimitrios" <<A=20
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20
wrote:
>
>Dear Parisians...
>I will try to answer as =
much as=20
I can...
>
>First of course there is full support under XP =

win98/Me etc...
>
>Latency with asio drivers is as low as =
1.5 ms=20
so Cubase SX or other app
can
>run along Pulsar.
>I use =
Cubase=20
to run vsti instruments use 32bit Asio driver devices =
inside
>Pulsar ,=20
you can have up to 64 !!! yes 64 asio 32bit floating devices=20
inside
>pulsar then use Pulsar mixers ,and what mixers !! like =
Sony=20
Oxford, use
mixer's
>inserts to use dsp plugins and then =
route to=20
Paris.
>
>Routing from Paris adat out inside Pulsar is 7,5 =
sample=20
going in 4 samples
>the pulsar mixer and another 7,5 sample from =
adat=20
pulsar out to adat Paris
>in.
>so 19 samples for normal =
pulsar=20
routing from Paris and back again to Paris.
>Some plugins like =

SPL=20

Transient designer (yes SPL has made the algorithm
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support for drivers , they have WDM drivers along with
>asio =
drivers and=20

you can have wdm drivewrs along with asio drivers =

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>These new=20

plugins -emulators are a word class stuff.
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babies along with the older ones already there.
>There are many=20

develoipers for Pulsar , NOTE that Timeworks plugins have
>been =
ported=20

to Pulsar too !!
>You can have Timeworks 4080 reverrb ! =

TimeworksX=20

compressor and many otehr
>from them for =

Pulsar.
>
>So here=20

is the minimal standard scenario for Pulsar-Paris:
>
>You =
already=20

Have Paris and one Mec with at least one adat card, right ?
>you =
get=20

1.5ms for=20

Pulsar softsynths and 0 for Pulsar plugins =3D
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Close to=20

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>&He=20

speaks very highly of the Sharc chips.
>&
>&You can =
probably=20

tell I don't want to learn another mixer/software =
=3D
>&program. =20

I'd prefer
>&Pulsar to interact with Cubase like a UAD-1 card =
with=20

softsynths. =3D
>&Pulsars' hardware
>&looks =
tough to=20

beat for the cost.=3D20
>&
>&I'm seriously =
interested and also=20

wondering about the used market for =3D
>&Pulsar=20
hardware.
>&Thanks for this post and I'll be paying very =
close=20

attention for your=20

=
=3D
>&response.
>&Tom=3D20
>& =
;=20

"Dimitrios" <<A =
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20

wrote in message=20
=3D
>&news:44788b63\$1@linux...
>& =20

Hi, Pulsar as I posted before is an exceptional dsp system. Except for the best synths around (Moogs, Prophets, etc) it is a hell of a PROCESSING ENVIRONMENT. Now a new company has produced new plugz for these beasts. Hold your breath SSL9000 Neve1084 Pultec API = 550 RMX-16 (AMS reverb !!!) and an exceptional mastering = dynamic EQ that hard to believe what can do to your mixes. Only pros could have access to beats like these!
! Also BSS dynamic 4 channel = eq/dynamics emulator also announced. Still with me? WHAT IS THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !! Imagine something around 60-70 \$ = each main plugin and a bundle with = 3D get them all = like 500 \$ or something, prices yet to be announced. I have tried most plugins out there , believe me these new ones are = 3D dream come true for me... Note that already there is Vinco = (1176 comp emulation). Tons of free ones. I would not scream so loud so many = times but PaRIS users with adat = 3D in/outs are "oblidged" to take this route. Ok UAD1 are already = there but a Pulsar card with 6 dsps and all main = 3D plugins cost used around = 400-500-600 \$ So with normal classic option you will have 16 = adat ins and outs plus = 3D a spdif in and = out plus 2 analog 24/96 in and out plus two (32) midi = ins/outs Now consider the above new = plugins buy

addon and for around 1000 =3D
>>\$-1100\$
>> you =
will have=20
a tremendous resource of fantastic sounding plugins.
>> =
If you=20
here their pultec or NEve 1084 eq you will stop using the=20
nice
>=3D
>>Paris
>> =20
eq...
>>
>> Well you would need at least one =
mec and=20
one adat card or best two =3D
>>mecs two
>> =
adat cards ,=20
or one mec two adat cards under Me =
(win98)
>>
>> Now=20
if you would want to add more adat ins/outs to your system like=20
DJ
>=3D
>>wants
>> (me too) you can buy =
another=20
two Pulsar cards (your plugins are =3D
>>already=20
bought)
>> which leads to another 1000 \$ to have full =
three=20
pulsar cards with 18
>=3D
>>dsp
>> chips =
!!! and=20
be happy as I am...
>>
>> well there is the =
"Kingsize"=20
option.
>> there are also super Pulsar cards out there =
each=20
having 15 dsp chips
=3D
>>!!!
>> In outs =
are the=20
same, each card can be bought for around=20
=3D
>>900\$-1000-1100\$
>> used and with three =
cards you=20
can have 45 dsps !!!!!!!
>> Ok back to=20
reality...
>>
>> One Pulsar card with 6 dsps =
is=20
adequate for mixing a song and using =
=3D
>>some
>> great=20
plugins as I mentioned.
>> The same card can be =
configured for=20
a synth recording platforma...
>>
>> I am =
happy to say=20
more if I see anyone interested...
>>
>> =20
Regards,
>> =20
Dimitrios
>>
>>
>>
>>I choose =
Polesoft=20
Lockspam to fight spam, and=20
you?
>>http://www.polesoft.com/refer.html =20

>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
=
Transitional//EN">
>><HTML><HEAD>
>><=

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>><META =
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6.00.2800.1400"=20
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name=3D3DGENERATOR>
>><STYLE></STYLE>
>>=
</HEAD>
>><BODY=20
bgColor=3D3D#ffffff>
>><DIV><FONT face=3D3DArial=20
=
size=3D3D2>Dimitrios,</DI V>
>><DIV><=
lt;FONT=20
face=3D3DArial size=3D3D2>Scope pro looks quite impressive! =20
=3D
>>I have a=3D20
>>few=20
questions.</DIV>
>><DIV><FONT=20
face=3D3DArial size=3D3D2>I am on the brink of investing in a=20
=3D
>>killer Cubase=3D20
>>rig (dual cores etc.) =
which=20
will</DIV>
>><DIV><FONT =
face=3D3DArial=20
size=3D3D2>probably include an RME card for 16 =
=3D
>>channels=20
of=3D20
>>ADAT and Midi=20
in/out.</DIV>
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size=3D3D2> =
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>>OR</DIV>
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NT=20
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size=3D3D2>Can I=20
continue to use Cubase SX with a
>=3D
>>Pulsar=20
Pro=3D20
>>card in the same=20
box</DIV>
>><DIV><FONT =
face=3D3DArial=20
size=3D3D2>and eliminate the RME=20

=
=3D
 >>card?</DIV&g t;
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ONT=20
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size=3D3D2><lf so=20
will this buy me the software =3D
>>power to =
run=3D20
>>Pulsar=20
plugins in Cubase=20
(internally)</DIV>
>><DIV><FONT=20
face=3D3DArial size=3D3D2><and route in/out to Paris via ADAT=20
in
=3D
>>sync?=20
=
=3D20
>></DIV>
>><DIV><FONT=
=20
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</DIV>
>><DIV><FONT face=3D3DArial =
size=3D3D2><Process=20
Paris tracks with plugins in =3D
>>realtime =
while=3D20
>>sending=20
softsynths to Paris=20
also?</DIV>
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face=3D3DArial size=3D3D2><Can I still use Cubase's MIDI =
=3D
>>to it's=20
fullest=3D20
>>including it's softsynths and return =
everything=20
to</DIV>
>><DIV><FONT =
face=3D3DArial=20
size=3D3D2><Paris? =20
</DIV>
>><DIV><FONT =
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size=3D3D2> =
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>><DIV><FONT=20
face=3D3DArial size=3D3D2><Latency equaling 1.5ms for Pulsar=20
=3D
>>softsynths and 0=3D20
>>for Pulsar plugins =
right? =20
Close to the same =
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>><DIV><FONT=20
face=3D3DArial size=3D3D2><for Cubase and it's third=20
=
party=3D20
 >>softsynths?</DIV >
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face=3D3DArial size=3D3D2>=20
</DIV>
>><DIV><FONT face=3D3DArial =
size=3D3D2><Do I need=20

to run Pulsar software mixers
 or can =
 its plugins and softsynths
 up
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 size=20
 directly in Cubase? Probably have =
 =
 use=20
 Pulsars patchbay to get to Cubase=20
 right?
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 One Pro card would allow about how=20
 many
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 softsynths. =20
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 How about a few nice reverbs and 2 =
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=3D
 three=20
 nice=3D20
 comps with=20
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</DIV>=20
 face=3D3DArial size=3D3D2
 Any crazy workarounds to make this=20
 =3D
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 system with Pulsar work (like =
 DJs=20
 w/RME)?</DIV>
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 What do you use for=20
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 Creamware a company that'll be =3D
 around for=20
 a=3D20
 while? Are they as large as Steinberg or=20
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 syndrome=3D20
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size=3D3D2>A close=20
friend of mine is employed=20
here
>=3D
>>in=3D20
>>Massachusetts by Analog =
Devices in=20
R&D.</DIV>
></DIV></FONT =
face=3D3DArial=20
size=3D3D2>He speaks very highly of the=20
=
Sharcs=3D20
 >>chips.</DIV>
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</FONT=20
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size=3D3D2>You can probably tell I don't want =
to
=3D
>>learn=20
another=3D20
>>mixer/software program. I'd=20
prefer</DIV>
></DIV></FONT =
face=3D3DArial=20
size=3D3D2>Pulsar to interact with Cubase like =3D
>>a=20
UAD-1=3D20
>>card with softsynths. Pulsars'=20
hardware</DIV>
></DIV></FONT =
face=3D3DArial=20
size=3D3D2>looks tough to beat for the=3D20
>>cost.=20
</DIV>
></DIV></FONT =
face=3D3DArial=20
size=3D3D2> =
</DIV>
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face=3D3DArial size=3D3D2>I'm seriously interested and also=20
=3D
>>wondering about=3D20
>>the used market for =
Pulsar=20
hardware.</DIV>
></DIV></FONT =
face=3D3DArial=20
size=3D3D2>Thanks for this post and I'll be =
paying
>=3D
>>very=20
close=3D20
>>attention for your=20
response.</DIV>
></DIV></FONT =
face=3D3DArial=20
size=3D3D2>Tom =
</DIV>
></DIV></FONT=20
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</DIV>
></BLOCKQUOTE=3D20
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0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
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2px solid; MARGIN-RIGHT: 0px">
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>> href=3D3D"<A=20
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href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
@otenet.gr">musurgio@otenet.gr</A>>=20
wrote in =3D
>>message=3D20
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>>href=3D3D"<A=20
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href=3D'news:44788b63\$1 @linux">news:44788b63\$1 @linux...</DIV>
Hi'>=
news:44788b63\$1 @linux">news:44788b63\$1 @linux...</DIV>&=
lt;BR>Hi,<=3D
>>BR>Pulsar=3D20
>> =20
as I posted before is an exceptional dsp system.
Except for =
the=20
=3D
>>best synths=3D20
>> around =
(Moogs, Prophets, etc) it=20
is a hell of a
PROCESSING=3D20
>> =20
ENVIRONEMENT
Now a new company has produced new plugz for=20
these=3D20
>> beasts.
Hold your breath=20
=

SSL9000
Neve1084<B R>Pultec
API=3D20
=
>>> =20
550
RMX-16 (AMS reverb !!!)
and an exceptional =
mastering=20
dynamic
>=3D
>>EQ that=3D20
>> hard to =
believe what=20
it can
do to your mixes.
Only pros could=20
=3D
>>have=3D20
>> access to beats like these=20
!

Also BSS dynamic 4 channel=3D20
>> =

eq/dynamics emulator also announced.
Still with me=20
=3D
>>?

WHAT IS=3D20
>> THE =
MOST=20
INTERESTING THE PRICES WILL BE LOW BALLERS !!
Imagine=20
=3D
>>something=3D20
>> around 60-70 \$ each =
main plugin=20
and a bundle with get them
all like
>=3D
>>500 =

\$=3D20
>> or something,prices yet to be=20
anounced.

I have tried most =3D
>>plugins=20
out=3D20
>> there , believe me these new ones are=20
dream
come true for=20
=3D
>>me...

Not e=3D20
>> =
that already=20
there is Vinco (1176 comp emulation).

Tons of=20
free
>=3D
>>
>> =

ones. I would not scream so loud so many times but Paris users in/outs "obliged" to take this route. Ok UAD1 already there but a Pulsar card with 6 dsp and all main plugins used \$ 400-500-600 = \$ So with normal classic option you will have 16 adat and 2 analog 24/96 in and out plus two (32) midi ins/outs add on and \$-1100\$ you will have a tremendous resource of fantastic sounding plugins. If you here their pultec or NEve 1084 eq you will Paris eq... Well you would need at least one or best two mecs two adat cards , or one mec two adat (win98) Now if you would want to add more ins/outs to your system like DJ wants (me too) you can buy another two Pulsar are already bought) which leads to another 1000 \$ to cards with 18 dsp chips !!! and be happy as I am... well there is the "Kingsize" = option. are also there each having 15 dsp chips !!! the be bought for around 900\$-1000-1100\$ used and with three cards you can have 45 dsps =

!!!!!!
>Ok back to=20
=
reality...
>
>One
>=3D
>>Pulsar=3D20
>=g=
t;> =20
card with 6 dsps is adequate for mixing a song and using=20
=
some
>great
>=3D
>>plugins=3D20
>> =
as l=20
mentioned.
>The same card can be configured for a synth=20
=3D
>>recording=3D20
>> =
platforma...
>
>l=20
am happy to say more if I see anyone=3D20
>> =20
=
interested...
>
>Regards,&am p;
>Dimitrios
>
>=</BLOCKQUOTE>>
>><DIV>><FONT=20
size=3D3D2>
>
>I choose Polesoft Lockspam to fight =
spam,=20
=
=3D
>>and=3D20
>>you?
><A=3D20
>>hr=
ef=3D3D"<A=20
=
href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
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 >>.html = 20
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</DIV></BODY></HTML>
>>
>>g=
t;
>
</BLOCKQUOTE></BODY></HTML>

-----=_NextPart_000_0039_01C68257.FA692C00--

Subject: Re: NOW-its_time_to_ADD_PULSAR_to_PARIS_here_why
Posted by [TCB](#) on Sun, 28 May 2006 17:34:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was talking about people who are willing to use a VST host as their primary app. For the routing madness that DJ and others do (PARIS as host/tracking app, VST host on other computer for f/x) probably the Pulsar mixer is a better idea.

TCB

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>
>

>Thad,

>That sounds like a routing mechanism that is easier to deal with to me.

=

>So you
>think the Pulsar mixer can be omitted from the Paris-Cubase Loop using =
>'VST mode'?
>Insert the Pulsar softsynths/plugins as VSTs in Cubase? Will Pulsar =
>still be doing the
>number crunching onboard? Must be.
>
>Otherwise from what I gather, Pulsar would be a submix withing Cubase =
>which would be a=20
>submix within Paris.
>
>I have to read more about Pulsar's implementation. Any good links guys?
>Tom
>
>
>
> "TCB" <nobody@ishere.com> wrote in message news:4479cdc4\$1@linux...
>
> Also, for those of you not completely married to PARIS Pulsar has a =
>'VST mode'
> where the effects can be used directly in apps that support VST =
>plug-ins.
> In this case all of the latency compensation is done by the host app =
>and
> the f/x and instruments can be dropped in like any other VST effect. =
>That's
> what has _me_ looking at Pulsar--all those yummy John Bowen synths =
>running
> in Live.=20
>
> TCB
>
> "Dimitrios" <musurgio@otenet.gr> wrote:
> >
> >Dear Parisians...
> >I will try to answer as much as I can...
> >
> >First of course there is full support under XP win98/Me etc...
> >
> >Latency with asio drivers is as low as 1.5 ms so Cubase SX or other =
>app
> can
> >run along Pulsar.
> >I use Cubase to run vsti instruments use 32bit Asio driver devices =
>inside
> >Pulsar , you can have up to 64 !!! yes 64 asio 32bit floating devices
=
>inside

> >pulsar then use Pulsar mixers ,and what mixers !! like Sony Oxford, =
>use
> mixer's
> >inserts to use dsp plugins and then route to Paris.
> >
> >Routing from Paris adat out inside Pulsar is 7,5 sample going in 4 =
>samples
> >the pulsar mixer and another 7,5 sample from adat pulsar out to adat
=
>Paris
> >in.
> >so 19 samples for normal pulsar routing from Paris and back again to
=
>Paris.
> >Some plugins like SPL Transient designer (yes SPL has made the =
>algorithm
> >for Pulsar !!, it rocks , I have both the hardware and the pulsar one
=
>and
> >they sound about the same !!, this has 39 samples latency.
> >What I normally do is when routing from Paris to pulsar via adat I =
>use some
> >fixed pluijgins like Vinco (1176) compressor, SPL transient designer
=
>and
> >then a small free millidelay plugin to delay further for exactly a =
>total
> >of 80 samples !!
> >YOU KNOW WHY RIGHT ?, TO NUDGE THE TRACK INSIDE pARIS 1 ms back.
> >Anyway the delay is very minimal the normal 19-20 samples does need
=
>any
> >nudging...
> >
> >Regarding ADAT sync YES there is a addon card that gets wordclock in
=
>out
> >and adat sync.
> >
> >
> >I would wholeheartly suggest Pulsar for your rig to use SX native =
>plugins
> >routing back and forth from/to Paris.
> >Pulsar according to my oppinion ,at least, is superior to RME cards.
> >The dsp environement is the most sophisticated from anything out =
>there,
> and
> >the loving factor, like in pARIS ,IS HUGE !!

> >You will be addicted and you would not won't go back...
> >There is continuing support for drivers , they have WDM drivers along
=
>with
> >asio drivers and you can have wdm drivewrs along with asio drivers !!
> >
> >These new plugins -emulators are a word class stuff.
> >I am in love with these new babies along with the older ones already
=
>there.
> >There are many developeipers for Pulsar , NOTE that Timeworks plugins =
>have
> >been ported to Pulsar too !!
> >You can have Timeworks 4080 reverrb ! TimeworksX compressor and many
=
>otehr
> >from them for Pulsar.
> >
> >So here is the minimal standard scenario for Pulsar-Paris:
> >
> >You already Have Paris and one Mec with at least one adat card, right
=
>?
> >you get Pulsar 6 dsp card -classic option which has 16 adat ins/outs
=
>one
> >spdif in/out and two midi in/outs with studio/effects plugin pack =
>that has
> >Vinco (1176) Graphic eq, mPSYQ (BBE sonic maximizer) Mastereverb Pro
=
>and
> >other great plugins as standard.
> >
> >If you use ADAT sync you get the sync addon card.
> >
> >The you are st to begin your great adventure.
> >The benefits are tremendous , you will have these great dsp =
>plugins/routing
> >plus Cubase SX native routing from Paris to Pulsar to SX back to =
>Pulsar
> and
> >back again to Paris.
> >Isn't that a great trip ?
> >regards,
> >Dimitrios
> >
> >
> >

> >"Tom Bruhl" <arpeggio@comcast.net> wrote:
> >>
> >>
> >>Dimitrios,
> >>Scope pro looks quite impressive! I have a few questions.
> >>I am on the brink of investing in a killer Cubase rig (dual cores =
>etc.)
> >=3D
> >>which will
> >>probably include an RME card for 16 channels of ADAT and Midi =
>in/out.
> >>
> >> OR
> >>
> >>Can I continue to use Cubase SX with a Pulsar Pro card in the same =
>box
> >>and eliminate the RME card?
> >>
> >>If so will this buy me the software power to run Pulsar plugins in =
>=3D
> >>Cubase (internally)
> >>and route in/out to Paris via ADAT in sync? =3D20
> >>
> >>Process Paris tracks with plugins in realtime while sending =
>softsynths
> =3D
> >>to Paris also?
> >>
> >>Can I still use Cubase's MIDI to it's fullest including it's =
>softsynths
> >=3D
> >>and return everything to
> >>Paris? =3D20
> >>
> >>Latency equaling 1.5ms for Pulsar softsynths and 0 for Pulsar =
>plugins =3D
> >>right? Close to the same=3D20
> >>for Cubase and it's third party softsynths?
> >>
> >>Do I need to run Pulsar software mixers or can I call it's plugins =
>and
> =3D
> >>softsynths up
> >>directly in Cubase? Probably have to use Pulsars patchbay to get to
>=
>=3D
> >>Cubase right?
> >>

> >>One Pro card would allow about how many voices of softsynths. =3D20
> >>How about a few nice reverbs and 2 or three nice comps with that?
> >>
> >>Any crazy workarounds to make this proposed system with Pulsar work
=
>=3D
> >>(like DJs w/RME)?
> >>
> >>What do you use for sequencing?
> >>
> >>Is Creamware a company that'll be around for a while? Are they as =
>large
> >=3D
> >>as Steinberg or RME?
> >>I'm worried about the EMU syndrome here.
> >>
> >>
> >>A close friend of mine is employed here in Massachusetts by Analog =
>=3D
> >>Devices in R&D.
> >>He speaks very highly of the Sharc chips.
> >>
> >>You can probably tell I don't want to learn another mixer/software =
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> >>Thanks for this post and I'll be paying very close attention for =
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> >>Tom=3D20
> >>
> >> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D
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> >>
> >> Hi,
> >> Pulsar as I posted before is an exceptional dsp system.
> >> Except for the best synths around (Moogs,Prophets,etc) it is a =
>hell of
> >=3D
> >>a
> >> PROCESSING ENVIRONEMENT

> >> Now a new company has produced new plugz for these beasts.
> >> Hold your breath=3D20
> >> SSL9000
> >> Neve1084
> >> Pultec
> >> API 550
> >> RMX-16 (AMS reverb !!!)
> >> and an exceptional mastering dynamic EQ that hard to believe what
=
>it
> =3D
> >>can
> >> do to your mixes.
> >> Only pros could have access to beats like these !
> >>
> >> Also BSS dynamic 4 channel eq/dymanics emulator also announced.
> >> Still with me ?
> >>
> >> wHAT IS THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!
> >> Imagine something around 60-70 \$ each main plugin and a bundle =
>with =3D
> >>get them
> >> all like 500 \$ or something,prices yet to be anounced.
> >>
> >> I have tried most plugins out there , believe me these new ones =
>are =3D
> >>dream
> >> come true for me...
> >>
> >> Note that already there is Vinco (1176 comp emulation).
> >>
> >> Tons of free ones.
> >>
> >> I would not scream so loud so many times but PaRIS users with adat
=
>=3D
> >>in/outs
> >> are "oblidged" to take this route.
> >> Ok UAD1 are already there but a Pulsar card with 6 dsps and all =
>main
> =3D
> >>plugins
> >> cost used around 400-500-600 \$
> >> So with normal classic option you will have 16 adat ins and outs =
>plus
> >=3D
> >>a spdif
> >> in and out plus 2 analog 24/96 in and out plus two (32) midi =

>ins/outs
> >>
> >> Now consider the above new plugins buy addon and for around 1000 =
>=3D
> >>\$-1100\$
> >> you will have a tremendous resource of fantastic sounding plugins.
> >> If you here their pultec or NEve 1084 eq you will stop using the =
>nice
> >=3D
> >>Paris
> >> eq...
> >>
> >> Well you would need at least one mec and one adat card or best two
=
>=3D
> >>mecs two
> >> adat cards , or one mec two adat cards under Me (win98)
> >>
> >> Now if you would want to add more adat ins/outs to your system =
>like DJ
> >=3D
> >>wants
> >> (me too) you can buy another two Pulsar cards (your plugins are =
>=3D
> >>already bought)
> >> which leads to another 1000 \$ to have full three pulsar cards with
=
>18
> >=3D
> >>dsp
> >> chips !!! and be happy as I am...
> >>
> >> well there is the "Kingsize" option.
> >> there are also super Pulsar cards out there each having 15 dsp =
>chips
> =3D
> >>!!!
> >> In outs are the same, each card can be bought for around =3D
> >>900\$-1000-1100\$
> >> used and with three cards you can have 45 dsps !!!!!!!
> >> Ok back to reality...
> >>
> >> One Pulsar card with 6 dsps is adequate for mixing a song and =
>using =3D
> >>some
> >> great plugins as I mentioned.
> >> The same card can be configured for a synth recording platforma...
> >>

> >> I am happy to say more if I see anyone interested...

> >>

> >> Regards,

> >> Dimitrios

> >>

> >>

> >>

> >>I choose Polesoft Lockspam to fight spam, and you?

> >><http://www.polesoft.com/refer.html> =20

> >>

> >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

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> >><BODY bgColor=3D3D#ffffff>

> >><DIV>Dimitrios,</DIV>

> >><DIV>Scope pro looks quite =

> >>impressive! =3D

> >>I have a=3D20

> >>few questions.</DIV>

> >><DIV>I am on the brink of investing

=

> >>in a =3D

> >>killer Cubase=3D20

> >>rig (dual cores etc.) which will</DIV>

> >><DIV>probably include an RME card =

> >>for 16 =3D

> >>channels of=3D20

> >>ADAT and Midi in/out.</DIV>

> >><DIV> </DIV>

> >><DIV><FONT face=3D3DArial=3D20

> >>size=3D3D2> =3D

> >>p; =3D

> >>; =3D

> >> =3D20

> >>OR</DIV>

> >><DIV> </DIV>

> >><DIV>Can I continue to use Cubase SX

=

> >>with a

> >>=3D

> >>Pulsar Pro=3D20

> >>card in the same box</DIV>

> >><DIV>and eliminate the RME =3D

> >>card?</DIV>

> >><DIV> </DIV>
> >><DIV>If so will this buy me the =
>software =3D
> >>power to run=3D20
> >>Pulsar plugins in Cubase (internally)</DIV>
> >><DIV>and route in/out to Paris via =
>ADAT in
> =3D
> >>sync? =3D20
> >></DIV>
> >><DIV> </DIV>
> >><DIV>Process Paris tracks with =
>plugins in =3D
> >>realtime while=3D20
> >>sending softsynths to Paris also?</DIV>
> >><DIV> </DIV>
> >><DIV>Can I still use Cubase's MIDI =
>=3D
> >>to it's fullest=3D20
> >>including it's softsynths and return everything to</DIV>
> >><DIV>Paris? </DIV>
> >><DIV> </DIV>
> >><DIV>Latency equaling 1.5ms for =
>Pulsar =3D
> >>softsynths and 0=3D20
> >>for Pulsar plugins right? Close to the same </DIV>
> >><DIV>for Cubase and it's third =
>party=3D20
> >>softsynths?</DIV>
> >><DIV> </DIV>
> >><DIV>Do I need to run Pulsar =
>software mixers
> =3D
> >>or can I=3D20
> >>call it's plugins and softsynths up</DIV>
> >><DIV>directly in Cubase? Probably =
>have =3D
> >>to use=3D20
> >>Pulsars patchbay to get to Cubase right?</DIV>
> >><DIV> </DIV>
> >><DIV>One Pro card would allow about
>=
>how many
> =3D
> >>voices of=3D20
> >>softsynths. </DIV>
> >><DIV>How about a few nice reverbs =
>and 2 or

> =3D
> >>three nice=3D20
> >>comps with that?</DIV>
> >><DIV> </DIV>
> >><DIV>Any crazy workarounds to make =
>this =3D
> >>proposed=3D20
> >>system with Pulsar work (like DJs w/RME)?</DIV>
> >><DIV> </DIV>
> >><DIV>What do you use for =3D
> >>sequencing?</DIV>
> >><DIV> </DIV>
> >><DIV>Is Creamware a company that'll
=
>be =3D
> >>around for a=3D20
> >>while? Are they as large as Steinberg or =3D
> >>RME?</DIV>
> >><DIV>I'm worried about the EMU =
>syndrome=3D20
> >>here.</DIV>
> >><DIV> </DIV>
> >><DIV>
> >><DIV> </DIV>
> >><DIV>A close friend of mine is =
>employed here
> >=3D
> >>in=3D20
> >>Massachusetts by Analog Devices in R&D.</DIV>
> >><DIV>He speaks very highly of the =
>Sharc=3D20
> >>chips.</DIV>
> >><DIV> </DIV></DIV>
> >><DIV>You can probably tell I don't =
>want to
> =3D
> >>learn another=3D20
> >>mixer/software program. I'd prefer</DIV>
> >><DIV>Pulsar to interact with Cubase
=
>like =3D
> >>a UAD-1=3D20
> >>card with softsynths. Pulsars' hardware</DIV>
> >><DIV>looks tough to beat for =
>the=3D20
> >>cost. </DIV>
> >><DIV> </DIV>
> >><DIV>I'm seriously interested and =

>also =3D
 > >>wondering about=3D20
 > >>the used market for Pulsar hardware.</DIV>
 > >><DIV>Thanks for this post and I'll =
 >be paying
 > >=3D
 > >>very close=3D20
 > >>attention for your response.</DIV>
 > >><DIV>Tom </DIV>
 > >><DIV> </DIV>
 > >><BLOCKQUOTE=3D20
 > >>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
 =
 >=3D
 > >>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 > >> <DIV>"Dimitrios" <<A=3D20
 > >> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote
 =
 >in =3D
 > >>message=3D20
 > >> <A=3D20
 > >> =3D
 > =
 >>>href=3D3D"news:44788b63\$1 @linux">news:44788b63\$1 @linux...</DIV>
=
 >Hi,<=3D
 > >>BR>Pulsar=3D20
 > >> as I posted before is an exceptional dsp system.
Except for the
 =
 >=3D
 > >>best synths=3D20
 > >> around (Moogs,Prophets,etc) it is a hell of a
PROCESSING=3D20
 > >> ENVIRONEMENT
Now a new company has produced new plugz for =
 >these=3D20
 > >> beasts.
Hold your breath =
 >
SSL9000
Neve1084
Pultec
API=3D20
 > >> 550
RMX-16 (AMS reverb !!!)
and an exceptional mastering =
 >dynamic
 > >=3D
 > >>EQ that=3D20
 > >> hard to believe what it can
do to your mixes.
Only pros =
 >could =3D
 > >>have=3D20
 > >> access to beats like these !

Also BSS dynamic 4 =
 >channel=3D20
 > >> eq/dymanics emulator also announced.
Still with me =3D
 > >>?

WHAT IS=3D20
 > >> THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!
Imagine
 =

>=3D
> >>something=3D20
> >> around 60-70 \$ each main plugin and a bundle with get them
all
=
>like
> >=3D
> >>500 \$=3D20
> >> or something,prices yet to be anounced.

I have tried most =
>=3D
> >>plugins out=3D20
> >> there , believe me these new ones are dream
come true for =3D
> >>me...

Note=3D20
> >> that already there is Vinco (1176 comp emulation).

Tons of
=
>free
> >=3D
> >>
> >> ones.

I would not scream so loud so many times but PaRIS =
>users
> >=3D
> >>with=3D20
> >> adat in/outs
are "oblidged" to take this route.
Ok UAD1 are
=
>=3D
> >>already=3D20
> >> there but a Pulsar card with 6 dsps and all main plugins
cost =
>used
> >=3D
> >>around=3D20
> >> 400-500-600 \$
So with normal classic option you will have 16 =
>adat
> =3D
> >>ins and=3D20
> >> outs plus a spdif
in and out plus 2 analog 24/96 in and out =
>plus =3D
> >>two (32)=3D20
> >> midi ins/outs

Now consider the above new plugins buy addon
=
>and
> >=3D
> >>for=3D20
> >> around 1000 \$-1100\$
you will have a tremendous resource of =3D
> >>fantastic=3D20
> >> sounding plugins.
If you here their pultec or NEve 1084 eq you
=
>will
> >=3D
> >>stop=3D20

> >> using the nice Paris
eq...

Well you would need at least
=
>one
> >=3D
> >>mec and=3D20
> >> one adat card or best two mecs two
adat cards , or one mec two
=
>adat
> >=3D
> >>cards=3D20
> >> under Me (win98)

Now if you would want to add more adat =3D
> >>ins/outs to=3D20
> >> your system like DJ wants
(me too) you can buy another two =
>Pulsar
> =3D
> >>cards=3D20
> >> (your plugins are already bought)
which leads to another 1000 \$
=
>to
> >=3D
> >>have=3D20
> >> full three pulsar cards with 18 dsp
chips !!! and be happy as =
>I=3D20
> >> am...

well there is the "Kingsize" option.
there are =
>also =3D
> >>super=3D20
> >> Pulsar cards out there each having 15 dsp chips !!!
In outs are
=
>the
> >=3D
> >>same,=3D20
> >> each card can be bought for around 900\$-1000-1100\$
used and =
>with =3D
> >>three=3D20
> >> cards you can have 45 dsps !!!!!!!
Ok back to =
>reality...

One
> >=3D
> >>Pulsar=3D20
> >> card with 6 dsps is adequate for mixing a song and using =
>some
great
> >=3D
> >>plugins=3D20
> >> as I mentioned.
The same card can be configured for a synth =3D
> >>recording=3D20
> >> platforma...

I am happy to say more if I see anyone=3D20
> >> interested...

Regards,
Dimitrios
</BLOCKQUOTE >
> >><DIV>

I choose Polesoft Lockspam to fight =
>spam, =3D

```

> >>and=3D20
> >>you?<BR><A=3D20
> =
>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/r=
>efer=3D
> >>.html</A> </FONT></DIV></BODY></HTML>
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> >>
> >
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><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
><STYLE></STYLE>
></HEAD>
><BODY bgColor=3D#ffffff>
><DIV><FONT face=3DArial size=3D2>Thad,</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>That sounds like a routing mechanism =
>that is easier=20
>to deal with to me. So you</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>think the Pulsar mixer can be omitted =
>from the=20
>Paris-Cubase Loop using 'VST mode'?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Insert the Pulsar =
>softsynths/plugins as VSTs=20
>in Cubase? Will Pulsar still be doing the</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>number crunching onboard? Must=20
>be.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>Otherwise from what I gather, Pulsar =
>would be a=20
>submix withing Cubase which would be a </FONT></DIV>
><DIV><FONT face=3DArial size=3D2>submix within Paris.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2>I have to read more about Pulsar's=20
>implementation. Any good links guys?</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
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> <DIV>"TCB" <<A =
>href=3D"mailto:nobody@ishere.com">nobody@ishere.com</A>>=20

```


> wrote in message <A=20
> =
>[news:4479cdc4\\$1@linux](mailto:news:4479cdc4$1@linux)...</DIV>
Also=
>, for=20
> those of you not completely married to PARIS Pulsar has a 'VST =
>mode'
where=20
> the effects can be used directly in apps that support VST =
>plug-ins.
In this=20
> case all of the latency compensation is done by the host app =
>and
the f/x=20
> and instruments can be dropped in like any other VST effect. =
>That's
what=20
> has _me_ looking at Pulsar--all those yummy John Bowen synths =
>running
in=20
> Live.

TCB

"Dimitrios" <<A=20
> musurgio@otenet.gr>=20
> wrote:
>
>Dear Parisians...
>I will try to answer as =
>much as=20
> I can...
>
>First of course there is full support under XP =
>
> win98/Me etc...
>
>Latency with asio drivers is as low as =
>1.5 ms=20
> so Cubase SX or other app
can
>run along Pulsar.
>I use =
>Cubase=20
> to run vsti instruments use 32bit Asio driver devices =
>inside
>Pulsar ,=20
> you can have up to 64 !!! yes 64 asio 32bit floating devices=20
> inside
>pulsar then use Pulsar mixers ,and what mixers !! like =
>Sony=20
> Oxford, use
mixer's
>inserts to use dsp plugins and then =
>route to=20
> Paris.
>
>Routing from Paris adat out inside Pulsar is 7,5 =
>sample=20
> going in 4 samples
>the pulsar mixer and another 7,5 sample from =
>adat=20
> pulsar out to adat Paris
>in.
>so 19 samples for normal =
>pulsar=20
> routing from Paris and back again to Paris.
>Some plugins like =
>SPL=20
> Transient designer (yes SPL has made the algorithm
>for Pulsar =
>!!, it=20
> rocks , I have both the hardware and the pulsar one and
>they =
>sound=20
> about the same !!, this has 39 samples latency.
>What I normally =
>do is=20
> when routing from Paris to pulsar via adat I use some
>fixed =
>pluigins=20
> like Vinco (1176) compressor, SPL transient designer and
>then =

>a small=20
 > free millidelay plugin to delay further for exactly a total
>of =
 >80=20
 > samples !!
>YOU KNOW WHY RIGHT ?, TO NUDGE THE TRACK INSIDE =
 >pARIS 1 ms=20
 > back.
>Anyway the delay is very minimal the normal 19-20 =
 >samples =20
 > does need any
>nudging...
>
>Regarding ADAT sync YES =
 >there=20
 > is a addon card that gets wordclock in out
>and adat=20
 > sync.
>
>
>I would wholeheartly suggest Pulsar for =
 >your rig=20
 > to use SX native plugins
>routing back and forth from/to=20
 > Paris.
>Pulsar according to my oppinion ,at least, is superior =
 >to RME=20
 > cards.
>The dsp environement is the most sophisticated from =
 >anything out=20
 > there,
and
>the loving factor, like in pARIS ,IS HUGE =
 >!!
>You=20
 > will be addicted and you would not won't go back...
>There is =
 >continuing=20
 > support for drivers , they have WDM drivers along with
>asio =
 >drivers and=20
 > you can have wdm drivewrs along with asio drivers =
 >!!
>
>These new=20
 > plugins -emulators are a word class stuff.
>I am in love with =
 >these new=20
 > babies along with the older ones already there.
>There are many=20
 > developeipers for Pulsar , NOTE that Timeworks plugins have
>been =
 >ported=20
 > to Pulsar too !!
>You can have Timeworks 4080 reverrb ! =
 >TimeworksX=20
 > compressor and many otehr
>from them for =
 >Pulsar.
>
>So here=20
 > is the minimal standard scenario for Pulsar-Paris:
>
>You =
 >already=20
 > Have Paris and one Mec with at least one adat card, right ?
>you =
 >get=20
 > Pulsar 6 dsp card -classic option which has 16 adat ins/outs =
 >one
>spdif=20
 > in/out and two midi in/outs with studio/effects plugin pack that=20
 > has
>Vinco (1176) Graphic eq, mPSYQ (BBE sonic maximizer) =
 >Mastereverb=20
 > Pro and
>other great plugins as standard.
>
>If you =
 >use ADAT=20
 > sync you get the sync addon card.
>
>The you are st to =
 >begin your=20
 > great adventure.
>The benefits are tremendous , you will have =

>these=20
 > great dsp plugins/routing
>plus Cubase SX native routing from =
 >Paris to=20
 > Pulsar to SX back to Pulsar
>and
>back again to =
 >Paris.
>Isn't=20
 > that a great trip=20
 > ?
>regards,
>Dimitrios
>
>
>
>"Tom =
 >Bruhl"=20
 > <arpeggio@comcast.net> =
 >
 > wrote:
>
>
>>Dimitrios,
>>Scope =
 >pro=20
 > looks quite impressive! I have a few questions.
>>I am =
 >on the=20
 > brink of investing in a killer Cubase rig (dual cores=20
 > etc.)
>=3D
>>which will
>>probably include an =
 >RME card=20
 > for 16 channels of ADAT and Midi=20
 > =
 >in/out.
>>
>> =
 > &=
 >nbsp; &n=
 >bsp; =20
 > OR
>>
>>Can I continue to use Cubase SX with a =
 >Pulsar Pro=20
 > card in the same box
>>and eliminate the RME=20
 > card?
>>
>>If so will this buy me the software power =
 >to run=20
 > Pulsar plugins in =3D
>>Cubase (internally)
>>and =
 >route in/out=20
 > to Paris via ADAT in sync? =3D20
>>
>>Process Paris =
 >tracks=20
 > with plugins in realtime while sending softsynths
=3D
>>to =
 >Paris=20
 > also?
>>
>>Can I still use Cubase's MIDI to it's =
 >fullest=20
 > including it's softsynths
>=3D
>>and return everything=20
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>>Paris? =3D20
>>
>>Latency equaling =
 >1.5ms for=20
 > Pulsar softsynths and 0 for Pulsar plugins =3D
>>right? =
 >Close to=20
 > the same=3D20
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 >mixers or=20
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 >up
>>directly=20
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 > =3D
>>Cubase right?
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>allow=20
> about how many voices of softsynths. =3D20
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>nice=20
> reverbs and 2 or three nice comps with =
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>>Any crazy=20
> workarounds to make this proposed system with Pulsar work =
>=3D
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> DJs w/RME)?
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>around=20
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>>as =
>Steinberg or=20
> RME?
>>I'm worried about the EMU syndrome=20
> here.
>>
>>
>>A close friend of mine is =
>employed=20
> here in Massachusetts by Analog =3D
>>Devices in =
>R&D.
>>He=20
> speaks very highly of the Sharc chips.
>>
>>You can =
>probably=20
> tell I don't want to learn another mixer/software =
>=3D
>>program. =20
> I'd prefer
>>Pulsar to interact with Cubase like a UAD-1 card =
>with=20
> softsynths. =3D
>>Pulsars' hardware
>>looks =
>tough to=20
> beat for the cost.=3D20
>>
>>I'm seriously =
>interested and also=20
> wondering about the used market for =3D
>>Pulsar=20
> hardware.
>>Thanks for this post and I'll be paying very =
>close=20
> attention for your=20
> =
>=3D
>>response.
>>Tom=3D20
>>
>> =
>;=20
> "Dimitrios" <<A =
>href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20
> wrote in message=20
> =3D
>>news:44788b63\$1@linux...
>>
>> =20
> Hi,
>> Pulsar as I posted before is an exceptional dsp=20
> system.
>> Except for the best synths around=20
> (Moogs,Prophets,etc) it is a hell =
>of
>=3D
>>a
>> =20
> PROCESSING ENVIRONEMENT
>> Now a new company has =
>produced new=20
> plugz for these beasts.
>> Hold your=20
> breath=3D20
>> SSL9000
>> =20
> Neve1084
>> Pultec
>> API =
>550
>> =20

> RMX-16 (AMS reverb !!!)
>> and an exceptional mastering =
 >dynamic=20
 > EQ that hard to believe what =
 >it
=3D
>>can
>> do to=20
 > your mixes.
>> Only pros could have access to beats =
 >like these=20
 > !
>>
>> Also BSS dynamic 4 channel =
 >eq/dymanics =20
 > emulator also announced.
>> Still with me=20
 > ?
>>
>> WHAT IS THE MOST INTERESTING THE =
 >PRICES WILL=20
 > BE LOW BALLERS !!
>> Imagine something around 60-70 \$ =
 >each main=20
 > plugin and a bundle with =3D
>>get them
>> all =
 >like 500=20
 > \$ or something,prices yet to be =
 >anounced.
>>
>> I have=20
 > tried most plugins out there , believe me these new ones are=20
 > =3D
>>dream
>> come true for=20
 > me...
>>
>> Note that already there is Vinco =
 >(1176=20
 > comp emulation).
>>
>> Tons of free=20
 > ones.
>>
>> I would not scream so loud so many =
 >times=20
 > but PaRIS users with adat =3D
>>in/outs
>> are =
 >
 > "oblidged" to take this route.
>> Ok UAD1 are already =
 >there but=20
 > a Pulsar card with 6 dsps and all=20
 > main
=3D
>>plugins
>> cost used around =
 >400-500-600=20
 > \$
>> So with normal classic option you will have 16 =
 >adat ins=20
 > and outs plus
>=3D
>>a spdif
>> in and =
 >out plus 2=20
 > analog 24/96 in and out plus two (32) midi=20
 > ins/outs
>>
>> Now consider the above new =
 >plugins buy=20
 > addon and for around 1000 =3D
>>\$-1100\$
>> you =
 >will have=20
 > a tremendous resource of fantastic sounding plugins.
>> =
 >If you=20
 > here their pultec or NEve 1084 eq you will stop using the=20
 > nice
>=3D
>>Paris
>> =20
 > eq...
>>
>> Well you would need at least one =
 >mec and=20
 > one adat card or best two =3D
>>mecs two
>> =
 >adat cards ,=20

> or one mec two adat cards under Me =
 >(win98)
>>
>> Now=20
 > if you would want to add more adat ins/outs to your system like=20
 > DJ
>=3D
>>wants
>> (me too) you can buy =
 >another=20
 > two Pulsar cards (your plugins are =3D
>>already=20
 > bought)
>> which leads to another 1000 \$ to have full =
 >three=20
 > pulsar cards with 18
>=3D
>>dsp
>> chips =
 >!!! and=20
 > be happy as I am...
>>
>> well there is the =
 >"Kingsize"=20
 > option.
>> there are also super Pulsar cards out there =
 >each=20
 > having 15 dsp chips
=3D
>>!!!
>> In outs =
 >are the=20
 > same, each card can be bought for around=20
 > =3D
>>900\$-1000-1100\$
>> used and with three =
 >cards you=20
 > can have 45 dsps !!!!!!!
>> Ok back to=20
 > reality...
>>
>> One Pulsar card with 6 dsps =
 >is=20
 > adequate for mixing a song and using =
 >=3D
>>some
>> great=20
 > plugins as I mentioned.
>> The same card can be =
 >configured for=20
 > a synth recording platforma...
>>
>> I am =
 >happy to say=20
 > more if I see anyone interested...
>>
>> =20
 > Regards,
>> =20
 > Dimitrios
>>
>>
>>
>>I choose =
 >Polesoft=20
 > Lockspam to fight spam, and=20
 > you?
>>http://www.polesoft.com/refer.html =20
 >
>>
>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
 >
 > =
 >Transitional//EN">
>><HTML><HEAD>
>><=

 >META=20
 > http-equiv=3D3DContent-Type content=3D3D"text/html;=20
 > =3D
>>charset=3D3Diso-8859-1">
>><META =
 >content=3D3D"MSHTML=20
 > 6.00.2800.1400"=20
 > =
 >name=3D3DGENERATOR>
>><STYLE></STYLE>
>>=
 ></HEAD>
>><BODY=20
 > bgColor=3D3D#ffffff>
>><DIV><FONT face=3D3DArial=20
 > =

>size=3D3D2>Dimitrios,</DIV>
>><DIV>&=
 >It;FONT=20
 > face=3D3DArial size=3D3D2>Scope pro looks quite impressive! =20
 > =3D
>>I have a=3D20
>>few=20
 > questions.</DIV>
>><DIV><FONT=20
 > face=3D3DArial size=3D3D2>I am on the brink of investing in a=20
 > =3D
>>killer Cubase=3D20
>>rig (dual cores etc.) =
 >which=20
 > will</DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2>probably include an RME card for 16 =
 >=3D
>>channels=20
 > of=3D20
>>ADAT and Midi=20
 > in/out.</DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2> =
 ></DIV>
>><DIV><FONT=20
 > =
 >face=3D3DArial=3D20
>>size=3D3D2> =
 >p; =20
 > =
 > =3D
>>p; =
 > =20
 > =
 >=3D
>>; &nb=
 >sp; =20
 > =3D
>> =20
 > =
 >=3D20
>>OR</DIV>
>><DIV><FO=
 >NT=20
 > face=3D3DArial size=3D3D2>=20
 > </DIV>
>><DIV><FONT face=3D3DArial =
 >size=3D3D2>Can I=20
 > continue to use Cubase SX with a
>=3D
>>Pulsar=20
 > Pro=3D20
>>card in the same=20
 > box</DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2>and eliminate the RME=20
 > =
 >=3D
>>card?</DIV>
>><DIV><F=
 >ONT=20
 > face=3D3DArial size=3D3D2>=20
 > </DIV>
>><DIV><FONT face=3D3DArial =
 >size=3D3D2>If so=20
 > will this buy me the software =3D
>>power to =
 >run=3D20
>>Pulsar=20
 > plugins in Cubase=20
 > (internally)</DIV>
>><DIV><FONT=20

> face=3D3DArial size=3D3D2>and route in/out to Paris via ADAT=20
> in
=3D
>>sync?=20
> =
>=3D20
>></DIV>
>><DIV><FONT=
>=20
> face=3D3DArial size=3D3D2>=20
> </DIV>
>><DIV><FONT face=3D3DArial =
>size=3D3D2>Process=20
> Paris tracks with plugins in =3D
>>realtime =
>while=3D20
>>sending=20
> softsynths to Paris=20
> also?</DIV>
>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2> =
></DIV>
>><DIV><FONT=20
> face=3D3DArial size=3D3D2>Can I still use Cubase's MIDI =
>=3D
>>to it's=20
> fullest=3D20
>>including it's softsynths and return =
>everything=20
> to</DIV>
>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>Paris? =20
> </DIV>
>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2> =
></DIV>
>><DIV><FONT=20
> face=3D3DArial size=3D3D2>Latency equaling 1.5ms for Pulsar=20
> =3D
>>softsynths and 0=3D20
>>for Pulsar plugins =
>right? =20
> Close to the same =
></DIV>
>><DIV><FONT=20
> face=3D3DArial size=3D3D2>for Cubase and it's third=20
> =
>party=3D20
>>softsynths?</DIV>
>><= </DIV><FONT=20
> face=3D3DArial size=3D3D2>=20
> </DIV>
>><DIV><FONT face=3D3DArial =
>size=3D3D2>Do I need=20
> to run Pulsar software mixers
>=3D
>>or can =
>I=3D20
>>call=20
> it's plugins and softsynths=20
> up</DIV>
>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>directly in Cubase? Probably have =
>=3D
>>to=20
> use=3D20
>>Pulsars patchbay to get to Cubase=20
> right?</DIV>
>><DIV><FONT =
>face=3D3DArial=20

> size=3D3D2> =
 ></DIV>
>><DIV><FONT=20
 > face=3D3DArial size=3D3D2>One Pro card would allow about how=20
 > many
>=3D
>>voices =
 >of=3D20
>><FONT=20
 > face=3D3DArial size=3D3D2>softsynths. =20
 > </DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2>How about a few nice reverbs and 2 =
 >or
=3D
>>three=20
 > nice=3D20
>>comps with=20
 > that?</DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2> =
 ></DIV>
>><DIV><FONT=20
 > face=3D3DArial size=3D3D2>Any crazy workarounds to make this=20
 > =3D
>>proposed=3D20
>>system with Pulsar work (like =
 >DJs=20
 > w/RME)?</DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2> =
 ></DIV>
>><DIV><FONT=20
 > face=3D3DArial size=3D3D2>What do you use for=20
 > =
 >=3D
>>sequencing?</DIV>
>><DIV>=
 >;<FONT=20
 > face=3D3DArial size=3D3D2>=20
 > </DIV>
>><DIV><FONT face=3D3DArial =
 >size=3D3D2>ls=20
 > Creamware a company that'll be =3D
>>around for=20
 > a=3D20
>>while? Are they as large as Steinberg or=20
 > =
 >=3D
>>RME?</DIV>
>><DIV><FO=
 >NT=20
 > face=3D3DArial size=3D3D2>I'm worried about the EMU=20
 > =
 >syndrome=3D20
>>here.</DIV>
>><DI=
 >V><FONT=20
 > face=3D3DArial size=3D3D2>=20
 > </DIV>
>><DIV>
>><DIV><FONT=20
 > face=3D3DArial size=3D3D2>=20
 > </DIV>
>><DIV><FONT face=3D3DArial =
 >size=3D3D2>A close=20
 > friend of mine is employed=20
 > here
>=3D
>>in=3D20
>>Massachusetts by Analog =
 >Devices in=20
 > R&D.</DIV>
>><DIV><FONT =
 >face=3D3DArial=20

```

> size=3D3D2>He speaks very highly of the=20
> =
>Sharc=3D20<BR>>>chips.</FONT></DIV><BR>>><DIV&=
>gt;<FONT=20
> face=3D3DArial size=3D3D2></FONT>=20
> </DIV></DIV><BR>>><DIV><FONT face=3D3DArial =
>
> size=3D3D2>You can probably tell I don't want =
>to<BR>=3D<BR>>>learn=20
> another=3D20<BR>>>mixer/software program. I'd=20
> prefer</FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>Pulsar to interact with Cubase like =3D<BR>>>a=20
> UAD-1=3D20<BR>>>card with softsynths. Pulsars'=20
> hardware</FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>looks tough to beat for the=3D20<BR>>>cost.=20
> </FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2></FONT> =
></DIV><BR>>><DIV><FONT=20
> face=3D3DArial size=3D3D2>I'm seriously interested and also=20
> =3D<BR>>>wondering about=3D20<BR>>>the used market for =
>Pulsar=20
> hardware.</FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>Thanks for this post and I'll be =
>paying<BR>=3D<BR>>>very=20
> close=3D20<BR>>>attention for your=20
> response.</FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>Tom =
></FONT></DIV><BR>>><DIV><FONT=20
> face=3D3DArial size=3D3D2></FONT>=20
> =
></DIV><BR>>><BLOCKQUOTE=3D20<BR>>>style=3D3D"PADDING=
>-RIGHT:=20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>>BORDER-LEFT: =
>#000000=20
> 2px solid; MARGIN-RIGHT: 0px"><BR>>> =
><DIV>"Dimitrios"=20
> <<A=3D20<BR>>> href=3D3D"<A=20
> =
>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>mailto:musurgio=
>@otenet.gr">musurgio@otenet.gr</A/>>>=20
> wrote in =3D<BR>>>message=3D20<BR>>> =
><A=3D20<BR>>> =20
> =3D<BR>>>href=3D3D"<A=20

```

> =
>href="news:44788b63\$1@linux">news:44788b63\$1@linux...</DIV>
Hi'>=
>news:44788b63\$1@linux">news:44788b63\$1@linux...</DIV>&=
>lt;BR>Hi,

>
Pulsar
>> =20
> as I posted before is an exceptional dsp system.
Except for =
>the=20
> =3D
>>best synths=3D20
>> around =
>(Moogs,Prophets,etc) it=20
> is a hell of a
PROCESSING=3D20
>> =20
> ENVIRONEMENT
Now a new company has produced new plugz for=20
> these=3D20
>> beasts.
Hold your breath=20
> =
>
SSL9000
Neve1084
Pultec
API=3D20
=
>>> =20
> 550
RMX-16 (AMS reverb !!!)
and an exceptional =
>mastering=20
> dynamic
>=3D
>>EQ that=3D20
>> hard to =
>believe what=20
> it can
do to your mixes.
Only pros could=20
> =3D
>>have=3D20
>> access to beats like these=20
> !

Also BSS dynamic 4 channel=3D20
>> =
>
> eq/dymanics emulator also announced.
Still with me=20
> =3D
>>?

wHAT IS=3D20
>> THE =
>MOST=20
> INTERESTING THE PRICES WILL BE LOW BALLERS !!
Imagine=20
> =3D
>>something=3D20
>> around 60-70 \$ each =
>main plugin=20
> and a bundle with get them
all like
>=3D
>>500 =
>
> \$=3D20
>> or something,prices yet to be=20
> anounced.

I have tried most =3D
>>plugins=20
> out=3D20
>> there , believe me these new ones are=20
> dream
come true for=20
> =3D
>>me...

Note=3D20
>> =
>that already=20
> there is Vinco (1176 comp emulation).

Tons of=20
> free
>=3D
>>
>> =
>ones.

I would=20
> not scream so loud so many times but PaRIS=20
> users
>=3D
>>with=3D20
>> adat =
>in/outs
are=20
> "oblidged" to take this route.
Ok UAD1 are=20
> =3D
>>already=3D20
>> there but a Pulsar card =
>with 6 dsps=20
> and all main plugins
cost=20
> used
>=3D
>>around=3D20
>> 400-500-600 =
>\$
So=20

> with normal classic option you will have 16 adats
=>ins =
 >
 > and
=> outs plus a spdif
in and out plus =
 >2 analog=20
 > 24/96 in and out plus =>two (32)=> =
 >midi=20
 > ins/outs

Now consider the above new plugins buy =
 >addon=20
 > and
=>for=> around 1000=20
 > \$-1100\$
you will have a tremendous resource of=20
 > =>fantastic=> sounding =
 >plugins.
If you=20
 > here their pultec or NEve 1084 eq you=20
 > will
=>stop=> using the nice=20
 > Paris
eq...

Well you would need at least=20
 > one
=>mec and=> one adat card =
 >or best two=20
 > mecs two
adat cards , or one mec two=20
 > adat
=>cards=> under Me=20
 > (win98)

Now if you would want to add more adat=20
 > =>ins/outs to=> your system like DJ=20
 > wants
(me too) you can buy another two=20
 > Pulsar
=>cards=> (your plugins =
 >are already=20
 > bought)
which leads to another 1000 \$=20
 > to
=>have=> full three pulsar =
 >cards with=20
 > 18 dsp
chips !!! and be happy as I=> =20
 > am...

well there is the "Kingsize" =
 >option.
there=20
 > are also =>super=> Pulsar cards out =
 >there each=20
 > having 15 dsp chips !!!
In outs are=20
 > the
=>same,=> each card can =
 >be bought for=20
 > around 900\$-1000-1100\$
used and with=20
 > =>three=> cards you can have 45 dsps =
 >
 > !!!!!!!
Ok back to=20
 > =
 >reality...

One
=>Pulsar=>&g=
 >t;> =20
 > card with 6 dsps is adequate for mixing a song and using=20
 > =
 >some
great
=>plugins=> =
 >as I=20
 > mentioned.
The same card can be configured for a synth=20
 > =>recording=> =

>platforma...

I=20
> am happy to say more if I see anyone=3D20
>> =20
> =
>interested...

Regards,
Dimitrios
<=
>;/BLOCKQUOTE>
>><DIV><FONT=20
> size=3D3D2>

I choose Polesoft Lockspam to fight =
>spam,=20
> =
>=3D
>>and=3D20
>>you?
<A=3D20
>>hr=
>ef=3D3D"<A=20
> =
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>=3D
>>.html =20
> =
></DIV></BODY></HTML>
>>
>>&g=
>t;
>
</BLOCKQUOTE></BODY></HTML>
>
>

Subject: Re: NOW-its_time_to_ADD_PULSAR_to_PARIS_here_why
Posted by [Deej \[1\]](#) on Sun, 28 May 2006 18:42:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't see how it could work any other way for *VST* plugins (especially high latency stuff like SIR and UAD), unless the Pulsar mixer/control panel had it's own plugin delay compensation that was powered by it's own DSP chips, thus eliminating the need for the Cubase host for PDC. If it had this I would be all over Pulsar so fast it would spin the planet backwards in time. Imagine PDC in real time, powered by onboard DSP , with digital audio routings.....come to think of it there is some kind of box out there that runs VSTi's in real time. If this could accept a Magma host card for live/no latency use of UAD-1 cards and POCO cards and other DSP based FW interfaces, had a VGA output and, say 24 ADAT I/O, I'd find a way to snag one.

;o)

"TCB" <nobody@ishere.com> wrote in message news:4479df3b\$1@linux...
>
> I was talking about people who are willing to use a VST host as their primary
> app. For the routing madness that DJ and others do (PARIS as host/tracking
> app, VST host on other computer for f/x) probably the Pulsar mixer is a better

> idea.
>
> TCB
>
> "Tom Bruhl" <arpegio@comcast.net> wrote:
>>
>>
>>Thad,
>>That sounds like a routing mechanism that is easier to deal with to me.
> =
>>So you
>>think the Pulsar mixer can be omitted from the Paris-Cubase Loop using =
>>'VST mode'?
>>Insert the Pulsar softsynths/plugins as VSTs in Cubase? Will Pulsar =
>>still be doing the
>>number crunching onboard? Must be.
>>
>>Otherwise from what I gather, Pulsar would be a submix withing Cubase =
>>which would be a=20
>>submix within Paris.
>>
>>I have to read more about Pulsar's implementation. Any good links guys?
>>Tom
>>
>>
>>
>> "TCB" <nobody@ishere.com> wrote in message news:4479cdc4\$1@linux...
>>
>> Also, for those of you not completely married to PARIS Pulsar has a =
>>'VST mode'
>> where the effects can be used directly in apps that support VST =
>>plug-ins.
>> In this case all of the latency compensation is done by the host app =
>>and
>> the f/x and instruments can be dropped in like any other VST effect. =
>>That's
>> what has _me_ looking at Pulsar--all those yummy John Bowen synths =
>>running
>> in Live.=20
>>
>> TCB
>>
>> "Dimitrios" <musurgio@otenet.gr> wrote:
>> >
>> >Dear Parisians...
>> >I will try to answer as much as I can...
>> >
>> >First of course there is full support under XP win98/Me etc...

> > >
> > >Latency with asio drivers is as low as 1.5 ms so Cubase SX or other =
> >app
> > can
> > >run along Pulsar.
> > >I use Cubase to run vsti instruments use 32bit Asio driver devices =
> >inside
> > >Pulsar , you can have up to 64 !!! yes 64 asio 32bit floating devices
> =
> >inside
> > >pulsar then use Pulsar mixers ,and what mixers !! like Sony Oxford, =
> >use
> > mixer's
> > >inserts to use dsp plugins and then route to Paris.
> > >
> > >Routing from Paris adat out inside Pulsar is 7,5 sample going in 4 =
> >samples
> > >the pulsar mixer and another 7,5 sample from adat pulsar out to adat
> =
> >Paris
> > >in.
> > >so 19 samples for normal pulsar routing from Paris and back again to
> =
> >Paris.
> > >Some plugins like SPL Transient designer (yes SPL has made the =
> >algorithm
> > >for Pulsar !!, it rocks , I have both the hardware and the pulsar one
> =
> >and
> > >they sound about the same !!, this has 39 samples latency.
> > >What I normally do is when routing from Paris to pulsar via adat I =
> >use some
> > >fixed pluiugins like Vinco (1176) compressor, SPL transient designer
> =
> >and
> > >then a small free millidelay plugin to delay further for exactly a =
> >total
> > >of 80 samples !!
> > >yOU KNOW WHY RIGHT ?, TO NUDGE THE TRACK INSIDE pARIS 1 ms back.
> > >Anyway the delay is very minimal the normal 19-20 samples does need
> =
> >any
> > >nudging...
> > >
> > >Regarding ADAT sync YES there is a addon card that gets wordclock in
> =
> >out
> > >and adat sync.

> > >
> > >
> > >I would wholeheartly suggest Pulsar for your rig to use SX native =
> >plugins
> > >routing back and forth from/to Paris.
> > >Pulsar according to my oppinion ,at least, is superior to RME cards.
> > >The dsp environement is the most sophisticated from anything out =
> >there,
> > and
> > >the loving factor, like in pARIS ,IS HUGE !!
> > >You will be addicted and you would not won't go back...
> > >There is continuing support for drivers , they have WDM drivers along
> =
> >with
> > >asio drivers and you can have wdm drivewrs along with asio drivers !!
> > >
> > >These new plugins -emulators are a word class stuff.
> > >I am in love with these new babies along with the older ones already
> =
> >there.
> > >There are many develoipers for Pulsar , NOTE that Timeworks plugins =
> >have
> > >been ported to Pulsar too !!
> > >You can have Timeworks 4080 reverrb ! TimeworksX compressor and many
> =
> >otehr
> > >from them for Pulsar.
> > >
> > >So here is the minimal standard scenario for Pulsar-Paris:
> > >
> > >You already Have Paris and one Mec with at least one adat card, right
> =
> >?
> > >you get Pulsar 6 dsp card -classic option which has 16 adat ins/outs
> =
> >one
> > >spdif in/out and two midi in/outs with studio/effects plugin pack =
> >that has
> > >Vinco (1176) Graphic eq, mPSYQ (BBE sonic maximizer) Mastereverb Pro
> =
> >and
> > >other great plugins as standard.
> > >
> > >If you use ADAT sync you get the sync addon card.
> > >
> > >The you are st to begin your great adventure.
> > >The benefits are tremendous , you will have these great dsp =
> >plugins/routing

> > >plus Cubase SX native routing from Paris to Pulsar to SX back to =
> >Pulsar
> > and
> > >back again to Paris.
> > >Isn't that a great trip ?
> > >regards,
> > >Dimitrios
> > >
> > >
> > >
> > >"Tom Bruhl" <arpeggio@comcast.net> wrote:
> > >>
> > >>
> > >>Dimitrios,
> > >>Scope pro looks quite impressive! I have a few questions.
> > >>I am on the brink of investing in a killer Cubase rig (dual cores =
> >etc.)
> > >=3D
> > >>which will
> > >>probably include an RME card for 16 channels of ADAT and Midi =
> >in/out.
> > >>
> > >> OR
> > >>
> > >>Can I continue to use Cubase SX with a Pulsar Pro card in the same =
> >box
> > >>and eliminate the RME card?
> > >>
> > >>If so will this buy me the software power to run Pulsar plugins in =
> >=3D
> > >>Cubase (internally)
> > >>and route in/out to Paris via ADAT in sync? =3D20
> > >>
> > >>Process Paris tracks with plugins in realtime while sending =
> >softsynths
> > =3D
> > >>to Paris also?
> > >>
> > >>Can I still use Cubase's MIDI to it's fullest including it's =
> >softsynths
> > =3D
> > >>and return everything to
> > >>Paris? =3D20
> > >>
> > >>Latency equaling 1.5ms for Pulsar softsynths and 0 for Pulsar =
> >plugins =3D
> > >>right? Close to the same=3D20
> > >>for Cubase and it's third party softsynths?

> > >>
> > >>Do I need to run Pulsar software mixers or can I call it's plugins =
> >and
> > =3D
> > >>softsynths up
> > >>directly in Cubase? Probably have to use Pulsars patchbay to get to
> =
> >=3D
> > >>Cubase right?
> > >>
> > >>One Pro card would allow about how many voices of softsynths. =3D20
> > >>How about a few nice reverbs and 2 or three nice comps with that?
> > >>
> > >>Any crazy workarounds to make this proposed system with Pulsar work
> =
> >=3D
> > >>(like DJs w/RME)?
> > >>
> > >>What do you use for sequencing?
> > >>
> > >>Is Creamware a company that'll be around for a while? Are they as =
> >large
> > >=3D
> > >>as Steinberg or RME?
> > >>I'm worried about the EMU syndrome here.
> > >>
> > >>
> > >>A close friend of mine is employed here in Massachusetts by Analog =
> >=3D
> > >>Devices in R&D.
> > >>He speaks very highly of the Sharc chips.
> > >>
> > >>You can probably tell I don't want to learn another mixer/software =

> >=3D
> > >>program. I'd prefer
> > >>Pulsar to interact with Cubase like a UAD-1 card with softsynths. =
> >=3D
> > >>Pulsars' hardware
> > >>looks tough to beat for the cost.=3D20
> > >>
> > >>I'm seriously interested and also wondering about the used market =
> >for =3D
> > >>Pulsar hardware.
> > >>Thanks for this post and I'll be paying very close attention for =
> >your =3D
> > >>response.
> > >>Tom=3D20

> > >>
> > >> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D
> > >>news:44788b63\$1@linux...
> > >>
> > >> Hi,
> > >> Pulsar as I posted before is an exceptional dsp system.
> > >> Except for the best synths around (Moogs,Prophets,etc) it is a =
> >hell of
> > >=3D
> > >>a
> > >> PROCESSING ENVIRONEMENT
> > >> Now a new company has produced new plugz for these beasts.
> > >> Hold your breath=3D20
> > >> SSL9000
> > >> Neve1084
> > >> Pultec
> > >> API 550
> > >> RMX-16 (AMS reverb !!!)
> > >> and an exceptional mastering dynamic EQ that hard to believe what
> =
> >it
> > =3D
> > >>can
> > >> do to your mixes.
> > >> Only pros could have access to beats like these !
> > >>
> > >> Also BSS dynamic 4 channel eq/dymanics emulator also announced.
> > >> Still with me ?
> > >>
> > >> WHAT IS THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!
> > >> Imagine something around 60-70 \$ each main plugin and a bundle =
> >with =3D
> > >>get them
> > >> all like 500 \$ or something,prices yet to be anounced.
> > >>
> > >> I have tried most plugins out there , believe me these new ones =
> >are =3D
> > >>dream
> > >> come true for me...
> > >>
> > >> Note that already there is Vinco (1176 comp emulation).
> > >>
> > >> Tons of free ones.
> > >>
> > >> I would not scream so loud so many times but PaRIS users with adat
> =
> >=3D
> > >>in/outs

> > >> are "oblidged" to take this route.
> > >> Ok UAD1 are already there but a Pulsar card with 6 dsps and all =
> >main
> > =3D
> > >>plugins
> > >> cost used around 400-500-600 \$
> > >> So with normal classic option you will have 16 adat ins and outs =
> >plus
> > >=3D
> > >>a spdif
> > >> in and out plus 2 analog 24/96 in and out plus two (32) midi =
> >ins/outs
> > >>
> > >> Now consider the above new plugins buy addon and for around 1000 =
> >=3D
> > >>\$-1100\$
> > >> you will have a tremendous resource of fantastic sounding plugins.
> > >> If you here their pultec or NEve 1084 eq you will stop using the =
> >nice
> > >=3D
> > >>Paris
> > >> eq...
> > >>
> > >> Well you would need at least one mec and one adat card or best two
> =
> >=3D
> > >>mecs two
> > >> adat cards , or one mec two adat cards under Me (win98)
> > >>
> > >> Now if you would want to add more adat ins/outs to your system =
> >like DJ
> > >=3D
> > >>wants
> > >> (me too) you can buy another two Pulsar cards (your plugins are =
> >=3D
> > >>already bought)
> > >> which leads to another 1000 \$ to have full three pulsar cards with
> =
> >18
> > >=3D
> > >>dsp
> > >> chips !!! and be happy as I am...
> > >>
> > >> well there is the "Kingsize" option.
> > >> there are also super Pulsar cards out there each having 15 dsp =
> >chips
> > =3D
> > >>!!!

> > >> In outs are the same, each card can be bought for around =3D
> > >>900\$-1000-1100\$
> > >> used and with three cards you can have 45 dsps !!!!!!!
> > >> Ok back to reality...
> > >>
> > >> One Pulsar card with 6 dsps is adequate for mixing a song and =
> > using =3D
> > >>some
> > >> great plugins as I mentioned.
> > >> The same card can be configured for a synth recording platforma...
> > >>
> > >> I am happy to say more if I see anyone interested...
> > >>
> > >> Regards,
> > >> Dimitrios
> > >>
> > >>
> > >>I choose Polesoft Lockspam to fight spam, and you?
> > >><http://www.polesoft.com/refer.html> =20
> > >>
> > >><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> > >><HTML><HEAD>
> > >><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> > >>charset=3D3Diso-8859-1">
> > >><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> > >><STYLE></STYLE>
> > >></HEAD>
> > >><BODY bgColor=3D3D#ffffff>
> > >><DIV>Dimitrios,</DIV>
> > >><DIV>Scope pro looks quite =
> > impressive! =3D
> > >>I have a=3D20
> > >>few questions.</DIV>
> > >><DIV>I am on the brink of investing
> > =
> > in a =3D
> > >>killer Cubase=3D20
> > >>rig (dual cores etc.) which will</DIV>
> > >><DIV>probably include an RME card =
> > for 16 =3D
> > >>channels of=3D20
> > >>ADAT and Midi in/out.</DIV>
> > >><DIV> </DIV>
> > >><DIV><FONT face=3D3DArial=3D20
> > >>size=3D3D2> =3D
> > >>p; =3D
> > >>; =3D

> > >> =3D20
> > >>OR</DIV>
> > >><DIV> </DIV>
> > >><DIV>Can I continue to use Cubase SX
> =
> >with a
> > >=3D
> > >>Pulsar Pro=3D20
> > >>card in the same box</DIV>
> > >><DIV>and eliminate the RME =3D
> > >>card?</DIV>
> > >><DIV> </DIV>
> > >><DIV>If so will this buy me the =
> >software =3D
> > >>power to run=3D20
> > >>Pulsar plugins in Cubase (internally)</DIV>
> > >><DIV>and route in/out to Paris via =
> >ADAT in
> > =3D
> > >>sync? =3D20
> > >></DIV>
> > >><DIV> </DIV>
> > >><DIV>Process Paris tracks with =
> >plugins in =3D
> > >>realtime while=3D20
> > >>sending softsynths to Paris also?</DIV>
> > >><DIV> </DIV>
> > >><DIV>Can I still use Cubase's MIDI =
> >=3D
> > >>to it's fullest=3D20
> > >>including it's softsynths and return everything to</DIV>
> > >><DIV>Paris? </DIV>
> > >><DIV> </DIV>
> > >><DIV>Latency equaling 1.5ms for =
> >Pulsar =3D
> > >>softsynths and 0=3D20
> > >>for Pulsar plugins right? Close to the same </DIV>
> > >><DIV>for Cubase and it's third =
> >party=3D20
> > >>softsynths?</DIV>
> > >><DIV> </DIV>
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> > >=3D
> > >>or can I=3D20
> > >>call it's plugins and softsynths up</DIV>
> > >><DIV>directly in Cubase? Probably =
> >have =3D

> > >>to use=3D20
> > >>Pulsars patchbay to get to Cubase right?</DIV>
> > >><DIV> </DIV>
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> =
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> > >=3D
> > >>voices of=3D20
> > >>softsynths. </DIV>
> > >><DIV>How about a few nice reverbs =
> >and 2 or
> > =3D
> > >>three nice=3D20
> > >>comps with that?</DIV>
> > >><DIV> </DIV>
> > >><DIV>Any crazy workarounds to make =
> >this =3D
> > >>proposed=3D20
> > >>system with Pulsar work (like DJs w/RME)?</DIV>
> > >><DIV> </DIV>
> > >><DIV>What do you use for =3D
> > >>sequencing?</DIV>
> > >><DIV> </DIV>
> > >><DIV>Is Creamware a company that'll
> =
> >be =3D
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> > >>while? Are they as large as Steinberg or =3D
> > >>RME?</DIV>
> > >><DIV>I'm worried about the EMU =
> >syndrome=3D20
> > >>here.</DIV>
> > >><DIV> </DIV>
> > >><DIV>
> > >><DIV> </DIV>
> > >><DIV>A close friend of mine is =
> >employed here
> > >=3D
> > >>in=3D20
> > >>Massachusetts by Analog Devices in R&D.</DIV>
> > >><DIV>He speaks very highly of the =
> >Sharc=3D20
> > >>chips.</DIV>
> > >><DIV> </DIV></DIV>
> > >><DIV>You can probably tell I don't =
> >want to
> > =3D
> > >>learn another=3D20

> > >>mixer/software program. I'd prefer</DIV>
> > >><DIV>Pulsar to interact with Cubase
> =
> >like =3D
> > >>a UAD-1=3D20
> > >>card with softsynths. Pulsars' hardware</DIV>
> > >><DIV>looks tough to beat for =
> >the=3D20
> > >>cost. </DIV>
> > >><DIV> </DIV>
> > >><DIV>I'm seriously interested and =
> >also =3D
> > >>wondering about=3D20
> > >>the used market for Pulsar hardware.</DIV>
> > >><DIV>Thanks for this post and I'll =
> >be paying
> > >=3D
> > >>very close=3D20
> > >>attention for your response.</DIV>
> > >><DIV>Tom </DIV>
> > >><DIV> </DIV>
> > >><BLOCKQUOTE=3D20
> > >>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
> =
> >=3D
> > >>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > >> <DIV>"Dimitrios" <<A=3D20
> > >> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote
> =
> >in =3D
> > >>message=3D20
> > >> <A=3D20
> > >> =3D
> > =
>
>>>href=3D3D"news:44788b63\$1 @linux">news:44788b63\$1 @linux...</DIV>
=
> >Hi,<=3D
> > >>BR>Pulsar=3D20
> > >> as I posted before is an exceptional dsp system.
Except for the
> =
> >=3D
> > >>best synths=3D20
> > >> around (Moogs,Prophets,etc) it is a hell of a
PROCESSING=3D20
> > >> ENVIRONEMENT
Now a new company has produced new plugz for =
> >these=3D20
> > >> beasts.
Hold your breath =
> >
SSL9000
Neve1084
Pultec
API=3D20
> > >> 550
RMX-16 (AMS reverb !!!)
and an exceptional mastering =

> >dynamic
> > >=3D
> > >>EQ that=3D20
> > >> hard to believe what it can
do to your mixes.
Only pros =
> >could =3D
> > >>have=3D20
> > >> access to beats like these !

Also BSS dynamic 4 =
> >channel=3D20
> > >> eq/dynamics emulator also announced.
Still with me =3D
> > >>?

wHAT IS=3D20
> > >> THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!
Imagine
> =
> >=3D
> > >>something=3D20
> > >> around 60-70 \$ each main plugin and a bundle with get them
all
> =
> >like
> > >=3D
> > >>500 \$=3D20
> > >> or something,prices yet to be anounced.

I have tried most =
> >=3D
> > >>plugins out=3D20
> > >> there , believe me these new ones are dream
come true for =3D
> > >>me...

Note=3D20
> > >> that already there is Vinco (1176 comp emulation).

Tons of
> =
> >free
> > >=3D
> > >>
> > >> ones.

I would not scream so loud so many times but PaRIS =
> >users
> > >=3D
> > >>with=3D20
> > >> adat in/outs
are "oblidged" to take this route.
Ok UAD1 are
> =
> >=3D
> > >>already=3D20
> > >> there but a Pulsar card with 6 dsps and all main plugins
cost =
> >used
> > >=3D
> > >>around=3D20
> > >> 400-500-600 \$
So with normal classic option you will have 16 =
> >adat
> > =3D
> > >>ins and=3D20
> > >> outs plus a spdif
in and out plus 2 analog 24/96 in and out =
> >plus =3D
> > >>two (32)=3D20

> > >> midi ins/outs

Now consider the above new plugins buy addon
> =
> >and
> > >=3D
> > >>for=3D20
> > >> around 1000 \$-1100\$
you will have a tremendous resource of =3D
> > >>fantastic=3D20
> > >> sounding plugins.
If you here their pultec or NEve 1084 eq you
> =
> >will
> > >=3D
> > >>stop=3D20
> > >> using the nice Paris
eq...

Well you would need at least
> =
> >one
> > >=3D
> > >>mec and=3D20
> > >> one adat card or best two mecs two
adat cards , or one mec two
> =
> >adat
> > >=3D
> > >>cards=3D20
> > >> under Me (win98)

Now if you would want to add more adat =3D
> > >>ins/outs to=3D20
> > >> your system like DJ wants
(me too) you can buy another two =
> >Pulsar
> > =3D
> > >>cards=3D20
> > >> (your plugins are already bought)
which leads to another 1000 \$
> =
> >to
> > >=3D
> > >>have=3D20
> > >> full three pulsar cards with 18 dsp
chips !!! and be happy as =
> >|=3D20
> > >> am...

well there is the "Kingsize" option.
there are =
> >also =3D
> > >>super=3D20
> > >> Pulsar cards out there each having 15 dsp chips !!!
In outs are
> =
> >the
> > >=3D
> > >>same,=3D20
> > >> each card can be bought for around 900\$-1000-1100\$
used and =
> >with =3D
> > >>three=3D20
> > >> cards you can have 45 dsps !!!!!!!
Ok back to =
> >reality...

One

```

> > >=3D
> > >>Pulsar=3D20
> > >> card with 6 dsps is adequate for mixing a song and using =
> >some<BR>great
> > >=3D
> > >>plugins=3D20
> > >> as I mentioned.<BR>The same card can be configured for a synth =3D
> > >>recording=3D20
> > >> platforma...<BR><BR>I am happy to say more if I see anyone=3D20
> > >> interested...<BR><BR>Regards,<BR>Dimitrios<BR></BLOCKQUOTE >
> > >><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight =
> >spam, =3D
> > >>and=3D20
> > >>you?<BR><A=3D20
> > =
>
>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/r=
> >efer=3D
> > >>.html</A> </FONT></DIV></BODY></HTML>
> > >>
> > >>
> > >
> >
> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> ><HTML><HEAD>
> ><META http-equiv=3DContent-Type content=3D"text/html; =
> >charset=3Diso-8859-1">
> ><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D#ffffff>
> ><DIV><FONT face=3DArial size=3D2>Thad,</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>That sounds like a routing mechanism =
> >that is easier=20
> >to deal with to me. So you</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>think the Pulsar mixer can be omitted =
> >from the=20
> >Paris-Cubase Loop using 'VST mode'?</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>Insert the Pulsar =
> >softsynths/plugins as VSTs=20
> >in Cubase? Will Pulsar still be doing the</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2>number crunching onboard? Must=20
> >be.</FONT></DIV>
> ><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
> ><DIV><FONT face=3DArial size=3D2>Otherwise from what I gather, Pulsar =
> >would be a=20
> >submix withing Cubase which would be a </FONT></DIV>

```

> ><DIV>submix within Paris.</DIV>
> ><DIV> </DIV>
> ><DIV>I have to read more about Pulsar's=20
> >implementation. Any good links guys?</DIV>
> ><DIV>Tom</DIV>
> ><DIV> </DIV>
> ><DIV> </DIV>
> ><DIV> </DIV>
> ><BLOCKQUOTE=20
> >style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"TCB" <<A =
> >href=3D"mailto:nobody@ishere.com">nobody@ishere.com>=20
> > wrote in message <A=20
> > =
> >
> >href=3D"news:4479cdc4\$1@linux">news:4479cdc4\$1@linux...</DIV>
Also=
> >, for=20
> > those of you not completely married to PARIS Pulsar has a 'VST =
> >mode'
where=20
> > the effects can be used directly in apps that support VST =
> >plug-ins.
In this=20
> > case all of the latency compensation is done by the host app =
> >and
the f/x=20
> > and instruments can be dropped in like any other VST effect. =
> >That's
what=20
> > has _me_ looking at Pulsar--all those yummy John Bowen synths =
> >running
in=20
> > Live.

TCB

"Dimitrios" <<A=20
> > href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20
> > wrote:
>
>Dear Parisians...
>I will try to answer as =
> >much as=20
> > I can...
>
>First of course there is full support under XP =
> >
> > win98/Me etc...
>
>Latency with asio drivers is as low as =
> >1.5 ms=20
> > so Cubase SX or other app
can
>run along Pulsar.
>I use =
> >Cubase=20
> > to run vsti instruments use 32bit Asio driver devices =
> >inside
>Pulsar ,=20
> > you can have up to 64 !!! yes 64 asio 32bit floating devices=20
> > inside
>pulsar then use Pulsar mixers ,and what mixers !! like =
> >Sony=20
> > Oxford, use
mixer's
>inserts to use dsp plugins and then =
> >route to=20
> > Paris.
>
>Routing from Paris adat out inside Pulsar is 7,5 =
> >sample=20
> > going in 4 samples
>the pulsar mixer and another 7,5 sample from =

> >adat=20
> > pulsar out to adat Paris
>in.
>so 19 samples for normal =
> >pulsar=20
> > routing from Paris and back again to Paris.
>Some plugins like =
> >SPL=20
> > Transient designer (yes SPL has made the algorithm
>for Pulsar =
> >!!, it=20
> > rocks , I have both the hardware and the pulsar one and
>they =
> >sound=20
> > about the same !!, this has 39 samples latency.
>What I normally =
> >do is=20
> > when routing from Paris to pulsar via adat I use some
>fixed =
> >pluigins=20
> > like Vinco (1176) compressor, SPL transient designer and
>then =
> >a small=20
> > free millidelay plugin to delay further for exactly a total
>of =
> >80=20
> > samples !!
>yOU KNOW WHY RIGHT ?, TO NUDGE THE TRACK INSIDE =
> >pARIS 1 ms=20
> > back.
>Anyway the delay is very minimal the normal 19-20 =
> >samples =20
> > does need any
>nudging...
>
>Regarding ADAT sync YES =
> >there=20
> > is a addon card that gets wordclock in out
>and adat=20
> > sync.
>
>
>I would wholeheartly suggest Pulsar for =
> >your rig=20
> > to use SX native plugins
>routing back and forth from/to=20
> > Paris.
>Pulsar according to my oppinion ,at least, is superior =
> >to RME=20
> > cards.
>The dsp environement is the most sophisticated from =
> >anything out=20
> > there,
and
>the loving factor, like in pARIS ,IS HUGE =
> >!!
>You=20
> > will be addicted and you would not won't go back...
>There is =
> >continuing=20
> > support for drivers , they have WDM drivers along with
>asio =
> >drivers and=20
> > you can have wdm drivewrs along with asio drivers =
> >!!
>
>These new=20
> > plugins -emulators are a word class stuff.
>I am in love with =
> >these new=20
> > babies along with the older ones already there.
>There are many=20
> > devaloipers for Pulsar , NOTE that Timeworks plugins have
>been =
> >ported=20
> > to Pulsar too !!
>You can have Timeworks 4080 reverrb ! =
> >TimeworksX=20
> > compressor and many otehr
>from them for =
> >Pulsar.
>
>So here=20

> > is the minimal standard scenario for Pulsar-Paris:
>
>You =
> >already=20
> > Have Paris and one Mec with at least one adat card, right ?
>you =
> >get=20
> > Pulsar 6 dsp card -classic option which has 16 adat ins/outs =
> >one
>spdif=20
> > in/out and two midi in/outs with studio/effects plugin pack that=20
> > has
>Vinco (1176) Graphic eq, mPSYQ (BBE sonic maximizer) =
> >Mastereverb=20
> > Pro and
>other great plugins as standard.
>
>If you =
> >use ADAT=20
> > sync you get the sync addon card.
>
>The you are st to =
> >begin your=20
> > great adventure.
>The benefits are tremendous , you will have =
> >these=20
> > great dsp plugins/routing
>plus Cubase SX native routing from =
> >Paris to=20
> > Pulsar to SX back to Pulsar
and
>back again to =
> >Paris.
>Isn't=20
> > that a great trip=20
> > ?
>regards,
>Dimitrios
>
>
>
>"Tom =
> >Bruhl"=20
> > <arpegio@comcast.net> =
> >
> > wrote:
>>
>>
>>Dimitrios,
>>Scope =
> >pro=20
> > looks quite impressive! I have a few questions.
>>I am =
> >on the=20
> > brink of investing in a killer Cubase rig (dual cores=20
> > etc.)
>=3D
>>which will
>>probably include an =
> >RME card=20
> > for 16 channels of ADAT and Midi=20
> > =
> >in/out.
>>
>> =
> > &=
> >nbsp; &n=
> >bsp; =20
> > OR
>>
>>Can I continue to use Cubase SX with a =
> >Pulsar Pro=20
> > card in the same box
>>and eliminate the RME=20
> > card?
>>
>>If so will this buy me the software power =
> >to run=20
> > Pulsar plugins in =3D
>>Cubase (internally)
>>and =
> >route in/out=20
> > to Paris via ADAT in sync? =3D20
>>
>>Process Paris =
> >tracks=20
> > with plugins in realtime while sending softsynths
=3D
>>to =
> >Paris=20

> > also?
>>
>>Can I still use Cubase's MIDI to it's =
> >fullest=20
> > including it's softsynths
>=3D
>>and return everything=20
> > to
>>Paris? =3D20
>>
>>Latency equaling =
> >1.5ms for=20
> > Pulsar softsynths and 0 for Pulsar plugins =3D
>>right? =
> >Close to=20
> > the same=3D20
>>for Cubase and it's third party=20
> > softsynths?
>>
>>Do I need to run Pulsar software =
> >mixers or=20
> > can I call it's plugins and
=3D
>>softsynths =
> >up
>>directly=20
> > in Cubase? Probably have to use Pulsars patchbay to get to=20
> > =3D
>>Cubase right?
>>
>>One Pro card would =
> >allow=20
> > about how many voices of softsynths. =3D20
>>How about a few =
> >nice=20
> > reverbs and 2 or three nice comps with =
> >that?
>>
>>Any crazy=20
> > workarounds to make this proposed system with Pulsar work =
> >=3D
>>(like=20
> > DJs w/RME)?
>>
>>What do you use for=20
> > sequencing?
>>
>>Is Creamware a company that'll be =
> >around=20
> > for a while? Are they as large
>=3D
>>as =
> >Steinberg or=20
> > RME?
>>I'm worried about the EMU syndrome=20
> > here.
>>
>>
>>A close friend of mine is =
> >employed=20
> > here in Massachusetts by Analog =3D
>>Devices in =
> >R&D.
>>He=20
> > speaks very highly of the Sharc chips.
>>
>>You can =
> >probably=20
> > tell I don't want to learn another mixer/software =
> >=3D
>>program. =20
> > I'd prefer
>>Pulsar to interact with Cubase like a UAD-1 card =
> >with=20
> > softsynths. =3D
>>Pulsars' hardware
>>looks =
> >tough to=20
> > beat for the cost.=3D20
>>
>>I'm seriously =
> >interested and also=20
> > wondering about the used market for =3D
>>Pulsar=20
> > hardware.
>>Thanks for this post and I'll be paying very =
> >close=20
> > attention for your=20
> > =
> >=3D
>>response.
>>Tom=3D20
>>
>> =
> >;=20

> > "Dimitrios" <<A =
> > href="mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20
> > wrote in message=20
> > =3D
>>news:44788b63\$1@linux...
>>
>> =20
> > Hi,
>> Pulsar as I posted before is an exceptional dsp=20
> > system.
>> Except for the best synths around=20
> > (Moogs,Prophets,etc) it is a hell =
> > of
>=3D
>>a
>> =20
> > PROCESSING ENVIRONEMENT
>> Now a new company has =
> > produced new=20
> > plugz for these beasts.
>> Hold your=20
> > breath=3D20
>> SSL9000
>> =20
> > Neve1084
>> Pultec
>> API =
> > 550
>> =20
> > RMX-16 (AMS reverb !!!)
>> and an exceptional mastering =
> > dynamic=20
> > EQ that hard to believe what =
> > it
=3D
>>can
>> do to=20
> > your mixes.
>> Only pros could have access to beats =
> > like these=20
> > !
>>
>> Also BSS dynamic 4 channel =
> > eq/dymanics =20
> > emulator also announced.
>> Still with me=20
> > ?
>>
>> WHAT IS THE MOST INTERESTING THE =
> > PRICES WILL=20
> > BE LOW BALLERS !!
>> Imagine something around 60-70 \$ =
> > each main=20
> > plugin and a bundle with =3D
>>get them
>> all =
> > like 500=20
> > \$ or something,prices yet to be =
> > anounced.
>>
>> I have=20
> > tried most plugins out there , believe me these new ones are=20
> > =3D
>>dream
>> come true for=20
> > me...
>>
>> Note that already there is Vinco =
> > (1176=20
> > comp emulation).
>>
>> Tons of free=20
> > ones.
>>
>> I would not scream so loud so many =
> > times=20
> > but PaRIS users with adat =3D
>>in/outs
>> are =
> >
> > "oblidged" to take this route.
>> Ok UAD1 are already =
> > there but=20
> > a Pulsar card with 6 dsps and all=20
> > main
=3D
>>plugins
>> cost used around =
> > 400-500-600=20
> > \$
>> So with normal classic option you will have 16 =
> > adat ins=20
> > and outs plus
>=3D
>>a spdif
>> in and =

> >out plus 2=20
> > analog 24/96 in and out plus two (32) midi=20
> > ins/outs
>>
>> Now consider the above new =
> >plugins buy=20
> > addon and for around 1000 =3D
>>\$-1100\$
>> you =
> >will have=20
> > a tremendous resource of fantastic sounding plugins.
>> =
> >If you=20
> > here their pultec or NEve 1084 eq you will stop using the=20
> > nice
>>=3D
>>Paris
>> =20
> > eq...
>>
>> Well you would need at least one =
> >mec and=20
> > one adat card or best two =3D
>>mecs two
>> =
> >adat cards ,=20
> > or one mec two adat cards under Me =
> >(win98)
>>
>> Now=20
> > if you would want to add more adat ins/outs to your system like=20
> > DJ
>>=3D
>>wants
>> (me too) you can buy =
> >another=20
> > two Pulsar cards (your plugins are =3D
>>already=20
> > bought)
>> which leads to another 1000 \$ to have full =
> >three=20
> > pulsar cards with 18
>>=3D
>>dsp
>> chips =
> >!!! and=20
> > be happy as I am...
>>
>> well there is the =
> >"Kingsize"=20
> > option.
>> there are also super Pulsar cards out there =
> >each=20
> > having 15 dsp chips
=3D
>>!!!
>> In outs =
> >are the=20
> > same, each card can be bought for around=20
> > =3D
>>900\$-1000-1100\$
>> used and with three =
> >cards you=20
> > can have 45 dsps !!!!!
>> Ok back to=20
> > reality...
>>
>> One Pulsar card with 6 dsps =
> >is=20
> > adequate for mixing a song and using =
> >=3D
>>some
>> great=20
> > plugins as I mentioned.
>> The same card can be =
> >configured for=20
> > a synth recording platforma...
>>
>> I am =
> >happy to say=20
> > more if I see anyone interested...
>>
>> =20
> > Regards,
>> =20
> > Dimitrios
>>
>>
>>
>>I choose =
> >Polesoft=20
> > Lockspam to fight spam, and=20
> > you?
>><http://www.polesoft.com/refer.html> =20

```

> > <BR>>><BR>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =
> >
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> > Transitional//EN"><BR>>><HTML><HEAD><BR>>><=
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> > 6.00.2800.1400"=20
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> > name=3D3DGENERATOR><BR>>><STYLE></STYLE><BR>>>=
> > </HEAD><BR>>><BODY=20
> > bgcolor=3D3D#ffffff><BR>>><DIV><FONT face=3D3DArial=20
> > =
> > size=3D3D2>Dimitrios,</FONT></DIV><BR>>><DIV>&=
> > lt;FONT=20
> > face=3D3DArial size=3D3D2>Scope pro looks quite impressive! =20
> > =3D<BR>>> I have a=3D20<BR>>> few=20
> > questions.</FONT></DIV><BR>>><DIV><FONT=20
> > face=3D3DArial size=3D3D2>I am on the brink of investing in a=20
> > =3D<BR>>> killer Cubase=3D20<BR>>> rig (dual cores etc.) =
> > which=20
> > will</FONT></DIV><BR>>><DIV><FONT =
> > face=3D3DArial=20
> > size=3D3D2>probably include an RME card for 16 =
> > =3D<BR>>> channels=20
> > of=3D20<BR>>> ADAT and Midi=20
> > in/out.</FONT></DIV><BR>>><DIV><FONT =
> > face=3D3DArial=20
> > size=3D3D2></FONT> =
> > </DIV><BR>>><DIV><FONT=20
> > =
> > face=3D3DArial=3D20<BR>>> size=3D3D2> &nbs=
> > p; =20
> > =
> > &nbs=3D<BR>>> p; =
> > =20
> > =
> > =3D<BR>>>; &nb=
> > sp; =20
> > =3D<BR>>> =20
> > =
> > =3D20<BR>>> OR</FONT></DIV><BR>>><DIV><FO=
> > NT=20
> > face=3D3DArial size=3D3D2></FONT>=20
> > </DIV><BR>>><DIV><FONT face=3D3DArial =
> > size=3D3D2>Can I=20
> > continue to use Cubase SX with a<BR>>=3D<BR>>> Pulsar=20

```

```

> > Pro=3D20<BR>>>card in the same=20
> > box</FONT></DIV><BR>>><DIV><FONT =
> >face=3D3DArial=20
> > size=3D3D2>and eliminate the RME=20
> > =
> >=3D<BR>>>card?</FONT></DIV><BR>>><DIV><F=
> >ONT=20
> > face=3D3DArial size=3D3D2></FONT>=20
> > </DIV><BR>>><DIV><FONT face=3D3DArial =
> >size=3D3D2>If so=20
> > will this buy me the software =3D<BR>>>power to =
> >run=3D20<BR>>>Pulsar=20
> > plugins in Cubase=20
> > (internally)</FONT></DIV><BR>>><DIV><FONT=20
> > face=3D3DArial size=3D3D2>and route in/out to Paris via ADAT=20
> > in<BR>=3D<BR>>>sync?=20
> > =
> >=3D20<BR>>></FONT></DIV><BR>>><DIV><FONT=
> >=20
> > face=3D3DArial size=3D3D2></FONT>=20
> > </DIV><BR>>><DIV><FONT face=3D3DArial =
> >size=3D3D2>Process=20
> > Paris tracks with plugins in =3D<BR>>>realtime =
> >while=3D20<BR>>>sending=20
> > softsynths to Paris=20
> > also?</FONT></DIV><BR>>><DIV><FONT =
> >face=3D3DArial=20
> > size=3D3D2></FONT> =
> ></DIV><BR>>><DIV><FONT=20
> > face=3D3DArial size=3D3D2>Can I still use Cubase's MIDI =
> >=3D<BR>>>to it's=20
> > fullest=3D20<BR>>>including it's softsynths and return =
> >everything=20
> > to</FONT></DIV><BR>>><DIV><FONT =
> >face=3D3DArial=20
> > size=3D3D2>Paris? =20
> > </FONT></DIV><BR>>><DIV><FONT =
> >face=3D3DArial=20
> > size=3D3D2></FONT> =
> ></DIV><BR>>><DIV><FONT=20
> > face=3D3DArial size=3D3D2>Latency equaling 1.5ms for Pulsar=20
> > =3D<BR>>>softsynths and 0=3D20<BR>>>for Pulsar plugins =
> >right? =20
> > Close to the same =
> ></FONT></DIV><BR>>><DIV><FONT=20
> > face=3D3DArial size=3D3D2>for Cubase and it's third=20
> > =
> >party=3D20<BR>>>softsynths?</FONT></DIV><BR>>><=

```

> >;DIV><FONT=20
> > face=3D3DArial size=3D3D2>=20
> > </DIV>
>><DIV><FONT face=3D3DArial =
> >size=3D3D2>Do I need=20
> > to run Pulsar software mixers
>=3D
>>or can =
> >l=3D20
>>call=20
> > it's plugins and softsynths=20
> > up</DIV>
>><DIV><FONT =
> >face=3D3DArial=20
> > size=3D3D2>directly in Cubase? Probably have =
> >=3D
>>to=20
> > use=3D20
>>Pulsars patchbay to get to Cubase=20
> > right?</DIV>
>><DIV><FONT =
> >face=3D3DArial=20
> > size=3D3D2> =
> ></DIV>
>><DIV><FONT=20
> > face=3D3DArial size=3D3D2>One Pro card would allow about how=20
> > many
>=3D
>>voices =
> >of=3D20
>><FONT=20
> > face=3D3DArial size=3D3D2>softsynths. =20
> > </DIV>
>><DIV><FONT =
> >face=3D3DArial=20
> > size=3D3D2>How about a few nice reverbs and 2 =
> >or
=3D
>>three=20
> > nice=3D20
>>comps with=20
> > that?</DIV>
>><DIV><FONT =
> >face=3D3DArial=20
> > size=3D3D2> =
> ></DIV>
>><DIV><FONT=20
> > face=3D3DArial size=3D3D2>Any crazy workarounds to make this=20
> > =3D
>>proposed=3D20
>>system with Pulsar work (like =
> >DJs=20
> > w/RME)?</DIV>
>><DIV><FONT =
> >face=3D3DArial=20
> > size=3D3D2> =
> ></DIV>
>><DIV><FONT=20
> > face=3D3DArial size=3D3D2>What do you use for=20
> > =
> >=3D
>>sequencing?</DIV>
>><DIV>=
> >;<FONT=20
> > face=3D3DArial size=3D3D2>=20
> > </DIV>
>><DIV><FONT face=3D3DArial =
> >size=3D3D2>ls=20
> > Creamware a company that'll be =3D
>>around for=20
> > a=3D20
>>while? Are they as large as Steinberg or=20
> > =
> >=3D
>>RME?</DIV>
>><DIV><FO=
> >NT=20

> > face=3D3DArial size=3D3D2>I'm worried about the EMU=20
> > =
> > syndrome=3D20
>>here.</DIV>
>><DI=
> > V><FONT=20
> > face=3D3DArial size=3D3D2>=20
> > </DIV>
>><DIV>
>><DIV><FONT=20
> > face=3D3DArial size=3D3D2>=20
> > </DIV>
>><DIV><FONT face=3D3DArial =
> > size=3D3D2>A close=20
> > friend of mine is employed=20
> > here
>=3D
>>in=3D20
>>Massachusetts by Analog =
> > Devices in=20
> > R&D.</DIV>
>><DIV><FONT =
> > face=3D3DArial=20
> > size=3D3D2>He speaks very highly of the=20
> > =
> > Sharc=3D20
>>chips.</DIV>
>><DIV&=
> > gt;<FONT=20
> > face=3D3DArial size=3D3D2>=20
> > </DIV></DIV>
>><DIV><FONT face=3D3DArial =
> >
> > size=3D3D2>You can probably tell I don't want =
> > to
=3D
>>learn=20
> > another=3D20
>>mixer/software program. I'd=20
> > prefer</DIV>
>><DIV><FONT =
> > face=3D3DArial=20
> > size=3D3D2>Pulsar to interact with Cubase like =3D
>>a=20
> > UAD-1=3D20
>>card with softsynths. Pulsars'=20
> > hardware</DIV>
>><DIV><FONT =
> > face=3D3DArial=20
> > size=3D3D2>looks tough to beat for the=3D20
>>cost.=20
> > </DIV>
>><DIV><FONT =
> > face=3D3DArial=20
> > size=3D3D2> =
> > </DIV>
>><DIV><FONT=20
> > face=3D3DArial size=3D3D2>I'm seriously interested and also=20
> > =3D
>>wondering about=3D20
>>the used market for =
> > Pulsar=20
> > hardware.</DIV>
>><DIV><FONT =
> > face=3D3DArial=20
> > size=3D3D2>Thanks for this post and I'll be =
> > paying
>=3D
>>very=20
> > close=3D20
>>attention for your=20
> > response.</DIV>
>><DIV><FONT =
> > face=3D3DArial=20
> > size=3D3D2>Tom =
> > </DIV>
>><DIV><FONT=20
> > face=3D3DArial size=3D3D2>=20

> > =
> ></DIV>
>><BLOCKQUOTE=3D20
>>style=3D3D"PADDING=
> >-RIGHT:=20
> > 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>BORDER-LEFT: =
> >#000000=20
> > 2px solid; MARGIN-RIGHT: 0px">
>> =
> ><DIV>"Dimitrios"=20
> > <<A=3D20
>> href=3D3D"<A=20
> > =
>
>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.grmailto:musurgio=
> >@otenet.gr">musurgio@otenet.gr</A>>=20
> > wrote in =3D
>>message=3D20
>> =
> ><A=3D20
>> =20
> > =3D
>>href=3D3D"<A=20
> > =
>
>href=3D'news:44788b63\$1 @linux">news:44788b63\$1 @linux...</DIV>
Hi'>=
> >news:44788b63\$1 @linux">news:44788b63\$1 @linux...</DIV>&=
> >lt;BR>Hi,<=3D
>>BR>Pulsar=3D20
>> =20
> > as I posted before is an exceptional dsp system.
Except for =
> >the=20
> > =3D
>>best synths=3D20
>> around =
> >(Moogs,Prophets,etc) it=20
> > is a hell of a
PROCESSING=3D20
>> =20
> > ENVIRONEMENT
Now a new company has produced new plugz for=20
> > these=3D20
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Hold your breath=20
> > =
> >
SSL9000
Neve1084
Pultec
API=3D20
=
> >>> =20
> > 550
RMX-16 (AMS reverb !!!)
and an exceptional =
> >mastering=20
> > dynamic
>=3D
>>EQ that=3D20
>> hard to =
> >believe what=20
> > it can
do to your mixes.
Only pros could=20
> > =3D
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Also BSS dynamic 4 channel=3D20
>> =
> >
> > eq/dymanics emulator also announced.
Still with me=20
> > =3D
>>?

WHAT IS=3D20
>> THE =
> >MOST=20
> > INTERESTING THE PRICES WILL BE LOW BALLERS !!
Imagine=20
> > =3D
>>something=3D20
>> around 60-70 \$ each =
> >main plugin=20
> > and a bundle with get them
all like
>=3D
>>500 =
> >
> > \$=3D20
>> or something,prices yet to be=20
> > anounced.

I have tried most =3D
>>plugins=20

> > out=3D20
>> there , believe me these new ones are=20
 > > dream
come true for=20
 > > =3D
>>me...

Note=3D20
>> =
 > >that already=20
 > > there is Vinco (1176 comp emulation).

Tons of=20
 > > free
>=3D
>>
>> =
 > >ones.

I would=20
 > > not scream so loud so many times but PaRIS=20
 > > users
>=3D
>>with=3D20
>> adat =
 > >in/outs
are=20
 > > "oblidged" to take this route.
Ok UAD1 are=20
 > > =3D
>>already=3D20
>> there but a Pulsar card =
 > >with 6 dsps=20
 > > and all main plugins
cost=20
 > > used
>=3D
>>around=3D20
>> 400-500-600 =
 > >\$
So=20
 > > with normal classic option you will have 16 adat
=3D
>>ins =
 > >
 > > and=3D20
>> outs plus a spdif
in and out plus =
 > >2 analog=20
 > > 24/96 in and out plus =3D
>>two (32)=3D20
>> =
 > >midi=20
 > > ins/outs

Now consider the above new plugins buy =
 > >addon=20
 > > and
>=3D
>>for=3D20
>> around 1000=20
 > > \$-1100\$
you will have a tremendous resource of=20
 > > =3D
>>fantastic=3D20
>> sounding =
 > >plugins.
If you=20
 > > here their pultec or NEve 1084 eq you=20
 > > will
>=3D
>>stop=3D20
>> using the nice=20
 > > Paris
eq...

Well you would need at least=20
 > > one
>=3D
>>mec and=3D20
>> one adat card =
 > >or best two=20
 > > mecs two
adat cards , or one mec two=20
 > > adat
>=3D
>>cards=3D20
>> under Me=20
 > > (win98)

Now if you would want to add more adat=20
 > > =3D
>>ins/outs to=3D20
>> your system like DJ=20
 > > wants
(me too) you can buy another two=20
 > > Pulsar
=3D
>>cards=3D20
>> (your plugins =
 > >are already=20
 > > bought)
which leads to another 1000 \$=20
 > > to
>=3D
>>have=3D20
>> full three pulsar =
 > >cards with=20
 > > 18 dsp
chips !!! and be happy as I=3D20
>> =20
 > > am...

well there is the "Kingsize" =
 > >option.
there=20
 > > are also =3D
>>super=3D20
>> Pulsar cards out =
 > >there each=20

> > having 15 dsp chips !!!
In outs are=20
> > the
>=3D
>>same,=3D20
>> each card can =
> > be bought for=20
> > around 900\$-1000-1100\$
used and with=20
> > =3D
>>three=3D20
>> cards you can have 45 dsps =
> >
> > !!!!!
Ok back to=20
> > =
> > reality...

One
>=3D
>>Pulsar=3D20
&g=
> >t;> =20
> > card with 6 dsps is adequate for mixing a song and using=20
> > =
> > some
great
>=3D
>>plugins=3D20
>> =
> > as I=20
> > mentioned.
The same card can be configured for a synth=20
> > =3D
>>recording=3D20
>> =
> > platforma...

I=20
> > am happy to say more if I see anyone=3D20
>> =20
> > =
> > interested...

Regards,
Dimitrios
<=
> >;/BLOCKQUOTE>
>><DIV><FONT=20
> > size=3D3D2>

I choose Polesoft Lockspam to fight =
> > spam,=20
> > =
> >=3D
>>and=3D20
>>you?
<A=3D20
>>hr=
> >ef=3D3D"<A=20
> > =
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> href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
> >'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
> >>=3D
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> > =
> ></DIV></BODY></HTML>
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> >t;
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</BLOCKQUOTE></BODY></HTML>
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> >
>

Subject: Re: NOW-its_time_to_ADD_PULSAR_to_PARIS_here_why
Posted by [Jesse Skeens](#) on Sun, 28 May 2006 19:17:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dimitrios,

Hi these news of these new vintage plugins is really great, been waiting so long for some good eqs and more compression options (although Vinco is excellent).

I still run Paris but only as and effects box for my Creamware mixer.

Jesse

Subject: Re: NOW-its_time_to_ADD_PULSAR_to_PARIS_here_why
Posted by [Dimitrios](#) on Sun, 28 May 2006 20:09:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,
Pulsar's environment the "scope" as they call it is the one you WANNA use and not avoid.
Latency within pulsar is around 20 samples including adat in/out.
You can wire in and out whatever you can think off like adat ins /outs to from mixers ins/outs to effects ins outs to/from ASIO ins/outs whatever you can imagine and stay with 32 bit fixed not floating "fixed" meaning true 32bits as opposed to 32bit floating which is 24bits actually.
Just pristine audio no matter whatever routings you take or give...
You can ofcourse use Pulsar cards without the "scope"environment like RME cards but what is the point of doing that ?
Missing all that great routings and dsp effects ?

go to:

www.planetz.com/forums
And read your heart's out !!
You will be needing days and days of reading there...

Regards,
Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>
>
>Thad,
>That sounds like a routing mechanism that is easier to deal with to me.
=
>So you
>think the Pulsar mixer can be omitted from the Paris-Cubase Loop using =
>'VST mode'?
>Insert the Pulsar softsynths/plugins as VSTs in Cubase? Will Pulsar =
>still be doing the
>number crunching onboard? Must be.
>
>Otherwise from what I gather, Pulsar would be a submix withing Cubase =
>which would be a=20
>submix within Paris.

>
>I have to read more about Pulsar's implementation. Any good links guys?
>Tom
>
>
>
> "TCB" <nobody@ishere.com> wrote in message news:4479cdc4\$1@linux...
>
> Also, for those of you not completely married to PARIS Pulsar has a =
>'VST mode'
> where the effects can be used directly in apps that support VST =
>plug-ins.
> In this case all of the latency compensation is done by the host app =
>and
> the f/x and instruments can be dropped in like any other VST effect. =
>That's
> what has _me_ looking at Pulsar--all those yummy John Bowen synths =
>running
> in Live.=20
>
> TCB
>
> "Dimitrios" <musurgio@otenet.gr> wrote:
> >
> >Dear Parisians...
> >I will try to answer as much as I can...
> >
> >First of course there is full support under XP win98/Me etc...
> >
> >Latency with asio drivers is as low as 1.5 ms so Cubase SX or other =
>app
> can
> >run along Pulsar.
> >I use Cubase to run vsti instruments use 32bit Asio driver devices =
>inside
> >Pulsar , you can have up to 64 !!! yes 64 asio 32bit floating devices
=
>inside
> >pulsar then use Pulsar mixers ,and what mixers !! like Sony Oxford, =
>use
> mixer's
> >inserts to use dsp plugins and then route to Paris.
> >
> >Routing from Paris adat out inside Pulsar is 7,5 sample going in 4 =
>samples
> >the pulsar mixer and another 7,5 sample from adat pulsar out to adat
=
>Paris

> >in.
> >so 19 samples for normal pulsar routing from Paris and back again to
=
>Paris.
> >Some plugins like SPL Transient designer (yes SPL has made the =
>algorithm
> >for Pulsar !!, it rocks , I have both the hardware and the pulsar one
=
>and
> >they sound about the same !!, this has 39 samples latency.
> >What I normally do is when routing from Paris to pulsar via adat I =
>use some
> >fixed plugins like Vinco (1176) compressor, SPL transient designer
=
>and
> >then a small free millidelay plugin to delay further for exactly a =
>total
> >of 80 samples !!
> >yOU KNOW WHY RIGHT ?, TO NUDGE THE TRACK INSIDE pARIS 1 ms back.
> >Anyway the delay is very minimal the normal 19-20 samples does need
=
>any
> >nudging...
> >
> >Regarding ADAT sync YES there is a addon card that gets wordclock in
=
>out
> >and adat sync.
> >
> >
> >I would wholeheartly suggest Pulsar for your rig to use SX native =
>plugins
> >routing back and forth from/to Paris.
> >Pulsar according to my oppinion ,at least, is superior to RME cards.
> >The dsp environement is the most sophisticated from anything out =
>there,
> and
> >the loving factor, like in pARIS ,IS HUGE !!
> >You will be addicted and you would not won't go back...
> >There is continuing support for drivers , they have WDM drivers along
=
>with
> >asio drivers and you can have wdm drivewrs along with asio drivers !!
> >
> >These new plugins -emulators are a word class stuff.
> >I am in love with these new babies along with the older ones already
=
>there.

> >There are many developers for Pulsar , NOTE that Timeworks plugins =
>have
> >been ported to Pulsar too !!
> >You can have Timeworks 4080 reverb ! TimeworksX compressor and many
=
>otehr
> >from them for Pulsar.
> >
> >So here is the minimal standard scenario for Pulsar-Paris:
> >
> >You already Have Paris and one Mec with at least one adat card, right
=
>?
>you get Pulsar 6 dsp card -classic option which has 16 adat ins/outs
=
>one
> >spdif in/out and two midi in/outs with studio/effects plugin pack =
>that has
> >Vinc0 (1176) Graphic eq, mPSYQ (BBE sonic maximizer) Mastereverb Pro
=
>and
> >other great plugins as standard.
> >
> >If you use ADAT sync you get the sync addon card.
> >
> >The you are st to begin your great adventure.
> >The benefits are tremendous , you will have these great dsp =
>plugins/routing
> >plus Cubase SX native routing from Paris to Pulsar to SX back to =
>Pulsar
> and
> >back again to Paris.
> >Isn't that a great trip ?
> >regards,
> >Dimitrios
> >
> >
> >
> >"Tom Bruhl" <arpeggio@comcast.net> wrote:
> >>
> >>
> >>Dimitrios,
> >>Scope pro looks quite impressive! I have a few questions.
> >>I am on the brink of investing in a killer Cubase rig (dual cores =
>etc.)
> >=3D
> >>which will
> >>probably include an RME card for 16 channels of ADAT and Midi =

>in/out.

> >>

> >>

OR

> >>

> >>Can I continue to use Cubase SX with a Pulsar Pro card in the same =
>box

> >>and eliminate the RME card?

> >>

> >>If so will this buy me the software power to run Pulsar plugins in =
>=3D

> >>Cubase (internally)

> >>and route in/out to Paris via ADAT in sync? =3D20

> >>

> >>Process Paris tracks with plugins in realtime while sending =
>softsynths

> =3D

> >>to Paris also?

> >>

> >>Can I still use Cubase's MIDI to it's fullest including it's =
>softsynths

> =3D

> >>and return everything to

> >>Paris? =3D20

> >>

> >>Latency equaling 1.5ms for Pulsar softsynths and 0 for Pulsar =
>plugins =3D

> >>right? Close to the same=3D20

> >>for Cubase and it's third party softsynths?

> >>

> >>Do I need to run Pulsar software mixers or can I call it's plugins =
>and

> =3D

> >>softsynths up

> >>directly in Cubase? Probably have to use Pulsars patchbay to get to
=

>=3D

> >>Cubase right?

> >>

> >>One Pro card would allow about how many voices of softsynths. =3D20

> >>How about a few nice reverbs and 2 or three nice comps with that?

> >>

> >>Any crazy workarounds to make this proposed system with Pulsar work
=

>=3D

> >>(like DJs w/RME)?

> >>

> >>What do you use for sequencing?

> >>

> >>Is Creamware a company that'll be around for a while? Are they as =
>large
> >=3D
> >>as Steinberg or RME?
> >>I'm worried about the EMU syndrome here.
> >>
> >>
> >>A close friend of mine is employed here in Massachusetts by Analog =
>=3D
> >>Devices in R&D.
> >>He speaks very highly of the Sharc chips.
> >>
> >>You can probably tell I don't want to learn another mixer/software =
>=3D
> >>program. I'd prefer
> >>Pulsar to interact with Cubase like a UAD-1 card with softsynths. =
>=3D
> >>Pulsars' hardware
> >>looks tough to beat for the cost.=3D20
> >>
> >>I'm seriously interested and also wondering about the used market =
>for =3D
> >>Pulsar hardware.
> >>Thanks for this post and I'll be paying very close attention for =
>your =3D
> >>response.
> >>Tom=3D20
> >>
> >> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D
> >>news:44788b63\$1@linux...
> >>
> >> Hi,
> >> Pulsar as I posted before is an exceptional dsp system.
> >> Except for the best synths around (Moogs,Prophets,etc) it is a =
>hell of
> >=3D
> >>a
> >> PROCESSING ENVIRONEMENT
> >> Now a new company has produced new plugz for these beasts.
> >> Hold your breath=3D20
> >> SSL9000
> >> Neve1084
> >> Pultec
> >> API 550
> >> RMX-16 (AMS reverb !!!)
> >> and an exceptional mastering dynamic EQ that hard to believe what
=
>it

> =3D
 > >>can
 > >> do to your mixes.
 > >> Only pros could have access to beats like these !
 > >>
 > >> Also BSS dynamic 4 channel eq/dynamics emulator also announced.
 > >> Still with me ?
 > >>
 > >> wHAT IS THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!
 > >> Imagine something around 60-70 \$ each main plugin and a bundle =
 >with =3D
 > >>get them
 > >> all like 500 \$ or something,prices yet to be anounced.
 > >>
 > >> I have tried most plugins out there , believe me these new ones =
 >are =3D
 > >>dream
 > >> come true for me...
 > >>
 > >> Note that already there is Vinco (1176 comp emulation).
 > >>
 > >> Tons of free ones.
 > >>
 > >> I would not scream so loud so many times but PaRIS users with adat
 =
 >=3D
 > >>in/outs
 > >> are "oblidged" to take this route.
 > >> Ok UAD1 are already there but a Pulsar card with 6 dsps and all =
 >main
 > =3D
 > >>plugins
 > >> cost used around 400-500-600 \$
 > >> So with normal classic option you will have 16 adat ins and outs =
 >plus
 > >=3D
 > >>a spdif
 > >> in and out plus 2 analog 24/96 in and out plus two (32) midi =
 >ins/outs
 > >>
 > >> Now consider the above new plugins buy addon and for around 1000 =
 >=3D
 > >>\$-1100\$
 > >> you will have a tremendous resource of fantastic sounding plugins.
 > >> If you here their pultec or NEve 1084 eq you will stop using the =
 >nice
 > >=3D
 > >>Paris

> >> eq...
> >>
> >> Well you would need at least one mec and one adat card or best two
=
>=3D
> >>mecs two
> >> adat cards , or one mec two adat cards under Me (win98)
> >>
> >> Now if you would want to add more adat ins/outs to your system =
>like DJ
> >=3D
> >>wants
> >> (me too) you can buy another two Pulsar cards (your plugins are =
>=3D
> >>already bought)
> >> which leads to another 1000 \$ to have full three pulsar cards with
=
>18
> >=3D
> >>dsp
> >> chips !!! and be happy as I am...
> >>
> >> well there is the "Kingsize" option.
> >> there are also super Pulsar cards out there each having 15 dsp =
>chips
> =3D
> >>!!!
> >> In outs are the same, each card can be bought for around =3D
> >>900\$-1000-1100\$
> >> used and with three cards you can have 45 dsps !!!!!!!
> >> Ok back to reality...
> >>
> >> One Pulsar card with 6 dsps is adequate for mixing a song and =
>using =3D
> >>some
> >> great plugins as I mentioned.
> >> The same card can be configured for a synth recording platforma...
> >>
> >> I am happy to say more if I see anyone interested...
> >>
> >> Regards,
> >> Dimitrios
> >>
> >>
> >>
> >>I choose Polesoft Lockspam to fight spam, and you?
> >><http://www.polesoft.com/refer.html> =20
> >>


```

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> >><STYLE></STYLE>
> >></HEAD>
> >><BODY bgColor=3D3D#ffffff>
> >><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
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> >><DIV><FONT face=3D3DArial=3D20
> >>size=3D3D2> &nbs=3D
> >>p; =3D
> >>; =3D
> >> =3D20
> >>OR</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>Can I continue to use Cubase SX
=
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> >>card in the same box</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>and eliminate the RME =3D
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> >><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>If so will this buy me the =
> >software =3D
> >>power to run=3D20
> >>Pulsar plugins in Cubase (internally)</FONT></DIV>
> >><DIV><FONT face=3D3DArial size=3D3D2>and route in/out to Paris via =
> >ADAT in
> >=3D
> >>sync? =3D20
> >></FONT></DIV>

```

> >><DIV> </DIV>
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>also =3D
> >>wondering about=3D20
> >>the used market for Pulsar hardware.</DIV>
> >><DIV>Thanks for this post and I'll =
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> >=3D
> >>very close=3D20
> >>attention for your response.</DIV>
> >><DIV>Tom </DIV>
> >><DIV> </DIV>

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>=3D
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> >> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote
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>>>href=3D3D"news:44788b63\$1 @linux">news:44788b63\$1 @linux...</DIV>
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> >>BR>Pulsar=3D20
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Except for the
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> >> around (Moogs,Prophets,etc) it is a hell of a
PROCESSING=3D20
> >> ENVIRONEMENT
Now a new company has produced new plugz for =
>these=3D20
> >> beasts.
Hold your breath =
>
SSL9000
Neve1084
Pultec
API=3D20
> >> 550
RMX-16 (AMS reverb !!!)
and an exceptional mastering =
>dynamic
> >=3D
> >>EQ that=3D20
> >> hard to believe what it can
do to your mixes.
Only pros =
>could =3D
> >>have=3D20
> >> access to beats like these !

Also BSS dynamic 4 =
>channel=3D20
> >> eq/dymanics emulator also announced.
Still with me =3D
> >>?

wHAT IS=3D20
> >> THE MOST INTERESTING THE PRICES WILL BE LOW BALLERS !!
Imagine
=
>=3D
> >>something=3D20
> >> around 60-70 \$ each main plugin and a bundle with get them
all
=
>like
> >=3D
> >>500 \$=3D20
> >> or something,prices yet to be anounced.

I have tried most =
>=3D
> >>plugins out=3D20

> >> there , believe me these new ones are dream
come true for =3D
 > >>me...

Note=3D20
 > >> that already there is Vinco (1176 comp emulation).

Tons of
 =
 >free
 > >=3D
 > >>
 > >> ones.

I would not scream so loud so many times but PaRIS =
 >users
 > >=3D
 > >>with=3D20
 > >> adat in/outs
are "oblidged" to take this route.
Ok UAD1 are
 =
 >=3D
 > >>already=3D20
 > >> there but a Pulsar card with 6 dsps and all main plugins
cost =
 >used
 > >=3D
 > >>around=3D20
 > >> 400-500-600 \$
So with normal classic option you will have 16 =
 >adat
 > =3D
 > >>ins and=3D20
 > >> outs plus a spdif
in and out plus 2 analog 24/96 in and out =
 >plus =3D
 > >>two (32)=3D20
 > >> midi ins/outs

Now consider the above new plugins buy addon
 =
 >and
 > >=3D
 > >>for=3D20
 > >> around 1000 \$-1100\$
you will have a tremendous resource of =3D
 > >>fantastic=3D20
 > >> sounding plugins.
If you here their pultec or NEve 1084 eq you
 =
 >will
 > >=3D
 > >>stop=3D20
 > >> using the nice Paris
eq...

Well you would need at least
 =
 >one
 > >=3D
 > >>mec and=3D20
 > >> one adat card or best two mecs two
adat cards , or one mec two
 =
 >adat
 > >=3D
 > >>cards=3D20

> >> under Me (win98)

Now if you would want to add more adat =3D
> >>ins/outs to=3D20
> >> your system like DJ wants
(me too) you can buy another two =
>Pulsar
> =3D
> >>cards=3D20
> >> (your plugins are already bought)
which leads to another 1000 \$
=
>to
> >=3D
> >>have=3D20
> >> full three pulsar cards with 18 dsp
chips !!! and be happy as =
>I=3D20
> >> am...

well there is the "Kingsize" option.
there are =
>also =3D
> >>super=3D20
> >> Pulsar cards out there each having 15 dsp chips !!!
In outs are
=
>the
> >=3D
> >>same,=3D20
> >> each card can be bought for around 900\$-1000-1100\$
used and =
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> >>three=3D20
> >> cards you can have 45 dsps !!!!!!!
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> >>plugins=3D20
> >> as I mentioned.
The same card can be configured for a synth =3D
> >>recording=3D20
> >> platforma...

I am happy to say more if I see anyone=3D20
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Regards,
Dimitrios
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><STYLE></STYLE>
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><DIV><FONT face=3DArial size=3D2>submix within Paris.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>I have to read more about Pulsar's=20

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

><BLOCKQUOTE=20
>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"TCB" <<A =
>href=3D"mailto:nobody@ishere.com">nobody@ishere.com</A>>=20
> wrote in message <A=20
> =
>href=3D"news:4479cdc4$1@linux">news:4479cdc4$1@linux</A>...</DIV><BR>Also=
>, for=20
> those of you not completely married to PARIS Pulsar has a 'VST =
>mode'<BR>where=20
> the effects can be used directly in apps that support VST =
>plug-ins.<BR>In this=20
> case all of the latency compensation is done by the host app =
>and<BR>the f/x=20

```

> and instruments can be dropped in like any other VST effect. =
 >That's
what=20
 > has _me_ looking at Pulsar--all those yummy John Bowen synths =
 >running
in=20
 > Live.

TCB

"Dimitrios" <<A=20
 > href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr=20
 > wrote:
>
>Dear Parisians...
>I will try to answer as =
 >much as=20
 > I can...
>
>First of course there is full support under XP =
 >
 > win98/Me etc...
>
>Latency with asio drivers is as low as =
 >1.5 ms=20
 > so Cubase SX or other app
can
>run along Pulsar.
>I use =
 >Cubase=20
 > to run vsti instruments use 32bit Asio driver devices =
 >inside
>Pulsar ,=20
 > you can have up to 64 !!! yes 64 asio 32bit floating devices=20
 > inside
>pulsar then use Pulsar mixers ,and what mixers !! like =
 >Sony=20
 > Oxford, use
mixer's
>inserts to use dsp plugins and then =
 >route to=20
 > Paris.
>
>Routing from Paris adat out inside Pulsar is 7,5 =
 >sample=20
 > going in 4 samples
>the pulsar mixer and another 7,5 sample from =
 >adat=20
 > pulsar out to adat Paris
>in.
>so 19 samples for normal =
 >pulsar=20
 > routing from Paris and back again to Paris.
>Some plugins like =
 >SPL=20
 > Transient designer (yes SPL has made the algorithm
>for Pulsar =
 >!!, it=20
 > rocks , I have both the hardware and the pulsar one and
>they =
 >sound=20
 > about the same !!, this has 39 samples latency.
>What I normally =
 >do is=20
 > when routing from Paris to pulsar via adat I use some
>fixed =
 >pluigins=20
 > like Vinco (1176) compressor, SPL transient designer and
>then =
 >a small=20
 > free milldelay plugin to delay further for exactly a total
>of =
 >80=20
 > samples !!
>yOU KNOW WHY RIGHT ?, TO NUDGE THE TRACK INSIDE =
 >pARIS 1 ms=20
 > back.
>Anyway the delay is very minimal the normal 19-20 =

 > does need any
>nudging...
>
>Regarding ADAT sync YES =
 >there=20
 > is a addon card that gets wordclock in out
>and adat=20

> sync.

>I would wholeheartly suggest Pulsar for =
>your rig=20
> to use SX native plugins
>routing back and forth from/to=20
> Paris.
>Pulsar according to my oppinion ,at least, is superior =
>to RME=20
> cards.
>The dsp environement is the most sophisticated from =
>anything out=20
> there,
and
>the loving factor, like in pARIS ,IS HUGE =
>!!
>You=20
> will be addicted and you would not won't go back...
>There is =
>continuing=20
> support for drivers , they have WDM drivers along with
>asio =
>drivers and=20
> you can have wdm drivewrs along with asio drivers =
>!!
>
>These new=20
> plugins -emulators are a word class stuff.
>I am in love with =
>these new=20
> babies along with the older ones already there.
>There are many=20
> developeipers for Pulsar , NOTE that Timeworks plugins have
>been =
>ported=20
> to Pulsar too !!
>You can have Timeworks 4080 reverrb ! =
>TimeworksX=20
> compressor and many otehr
>from them for =
>Pulsar.
>
>So here=20
> is the minimal standard scenario for Pulsar-Paris:
>
>You =
>already=20
> Have Paris and one Mec with at least one adat card, right ?
>you =
>get=20
> Pulsar 6 dsp card -classic option which has 16 adat ins/outs =
>one
>spdif=20
> in/out and two midi in/outs with studio/effects plugin pack that=20
> has
>Vinco (1176) Graphic eq, mPSYQ (BBE sonic maximizer) =
>Mastereverb=20
> Pro and
>other great plugins as standard.
>
>If you =
>use ADAT=20
> sync you get the sync addon card.
>
>The you are st to =
>begin your=20
> great adventure.
>The benefits are tremendous , you will have =
>these=20
> great dsp plugins/routing
>plus Cubase SX native routing from =
>Paris to=20
> Pulsar to SX back to Pulsar
and
>back again to =
>Paris.
>Isn't=20
> that a great trip=20
> ?
>regards,
>Dimitrios
>
>
>
>"Tom =
>Bruhl"=20
> <arpegio@comcast.net> =
>

> wrote:
>>
>>
>>Dimitrios,
>>Scope =
>pro=20

>on the=20
> brink of investing in a killer Cubase rig (dual cores=20
> etc.)
>=3D
>>which will
>>probably include an =
>RME card=20
> for 16 channels of ADAT and Midi=20
> =

> OR
>>
>>Can I continue to use Cubase SX with a =
>Pulsar Pro=20
> card in the same box
>>and eliminate the RME=20
> card?
>>
>>If so will this buy me the software power =
>to run=20
> Pulsar plugins in =3D
>>Cubase (internally)
>>and =
>route in/out=20
> to Paris via ADAT in sync? =3D20
>>
>>Process Paris =
>tracks=20
> with plugins in realtime while sending softsynths
=3D
>>to =
>Paris=20
> also?
>>
>>Can I still use Cubase's MIDI to it's =
>fullest=20
> including it's softsynths
>=3D
>>and return everything=20
> to
>>Paris? =3D20
>>
>>Latency equaling =
>1.5ms for=20

>Close to=20
> the same=3D20
>>for Cubase and it's third party=20
> softsynths?
>>
>>Do I need to run Pulsar software =
>mixers or=20
> can I call it's plugins and
=3D
>>softsynths =
>up
>>directly=20

> =3D
>>Cubase right?
>>
>>One Pro card would =
>allow=20
> about how many voices of softsynths. =3D20
>>How about a few =
>nice=20
> reverbs and 2 or three nice comps with =
>that?
>>
>>Any crazy=20
> workarounds to make this proposed system with Pulsar work =
>=3D
>>(like=20
> DJs w/RME)?
>>
>>What do you use for=20
> sequencing?
>>
>>Is Creamware a company that'll be =
>around=20

>Steinberg or=20
> RME?
>>I'm worried about the EMU syndrome=20
> here.
>>
>>
>>A close friend of mine is =
>employed=20
> here in Massachusetts by Analog =3D
>>Devices in =
>R&D.
>>He=20
> speaks very highly of the Sharc chips.
>>
>>You can =
>probably=20
> tell I don't want to learn another mixer/software =

> I'd prefer
>>Pulsar to interact with Cubase like a UAD-1 card =
>with=20

>tough to=20
> beat for the cost.=3D20
>>
>>I'm seriously =
>interested and also=20
> wondering about the used market for =3D
>>Pulsar=20
> hardware.
>>Thanks for this post and I'll be paying very =
>close=20
> attention for your=20
> =

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

> (Moogs,Prophets,etc) it is a hell =

>produced new=20

>dynamic=20
> EQ that hard to believe what =

>like these=20

>PRICES WILL=20

>each main=20

>like 500=20

> \$ or something,prices yet to be =

> tried most plugins out there , believe me these new ones are=20

>(1176=20

>times=20

>

>there but=20

> a Pulsar card with 6 dsps and all=20

>400-500-600=20

>adat ins=20

>out plus 2=20

> analog 24/96 in and out plus two (32) midi=20

>plugins buy=20

>will have=20

>If you=20

> here their pultec or NEve 1084 eq you will stop using the=20

>mec and=20

>adat cards ,=20

> or one mec two adat cards under Me =

> if you would want to add more adat ins/outs to your system like=20

>another=20

> two Pulsar cards (your plugins are =3D
>>already=20

>three=20

>!!! and=20

>"Kingsize"=20

>each=20

>are the=20

> same, each card can be bought for around=20

>cards you=20

>is=20

> adequate for mixing a song and using =

>configured for=20

>happy to say=20

> Dimitrios
>>
>>
>>
>>I choose =

>Polesoft=20

> Lockspam to fight spam, and=20

>
>>
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>

> =

>Transitional//EN">
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> 6.00.2800.1400"=20

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>name=3D3DGENERATOR>
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>><BODY=20

> bgColor=3D3D#ffffff>
>><DIV><FONT face=3D3DArial=20

> =

>size=3D3D2>Dimitrios,</DIV>
>><DIV>&=

>lt;FONT=20

> =3D
>>I have a=3D20
>>few=20

> questions.</DIV>
>><DIV><FONT=20

> face=3D3DArial size=3D3D2>I am on the brink of investing in a=20

> =3D
>>killer Cubase=3D20
>>rig (dual cores etc.) =

>which=20

> will</DIV>
>><DIV><FONT =

>face=3D3DArial=20

> size=3D3D2>probably include an RME card for 16 =
 >=3D
>>channels=20
 > of=3D20
>>ADAT and Midi=20
 > in/out.</DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2> =
 ></DIV>
>><DIV><FONT=20
 > =

 > =

 > =

 > =
 >=3D20
>>OR</DIV>
>><DIV><FO=
 >NT=20
 > face=3D3DArial size=3D3D2>=20
 > </DIV>
>><DIV><FONT face=3D3DArial =
 >size=3D3D2>Can I=20
 > continue to use Cubase SX with a
>=3D
>>Pulsar=20
 > Pro=3D20
>>card in the same=20
 > box</DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2>and eliminate the RME=20
 > =
 >=3D
>>card?</DIV>
>><DIV><F=
 >ONT=20
 > face=3D3DArial size=3D3D2>=20
 > </DIV>
>><DIV><FONT face=3D3DArial =
 >size=3D3D2>If so=20
 > will this buy me the software =3D
>>power to =
 >run=3D20
>>Pulsar=20
 > plugins in Cubase=20
 > (internally)</DIV>
>><DIV><FONT=20
 > face=3D3DArial size=3D3D2>and route in/out to Paris via ADAT=20
 > in
=3D
>>sync?=20
 > =
 >=3D20
>></DIV>
>><DIV><FONT=
 >=20
 > face=3D3DArial size=3D3D2>=20
 > </DIV>
>><DIV><FONT face=3D3DArial =
 >size=3D3D2>Process=20
 > Paris tracks with plugins in =3D
>>realtime =
 >while=3D20
>>sending=20

> softsynths to Paris=20
 > also?</DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2> =
 ></DIV>
>><DIV><FONT=20
 > face=3D3DArial size=3D3D2>Can I still use Cubase's MIDI =
 >=3D
>>to it's=20
 > fullest=3D20
>>including it's softsynths and return =
 >everything=20
 > to</DIV>
>><DIV><FONT =
 >face=3D3DArial=20

 > </DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2> =
 ></DIV>
>><DIV><FONT=20
 > face=3D3DArial size=3D3D2>Latency equaling 1.5ms for Pulsar=20
 > =3D
>>softsynths and 0=3D20
>>for Pulsar plugins =

 > Close to the same =
 ></DIV>
>><DIV><FONT=20
 > face=3D3DArial size=3D3D2>for Cubase and it's third=20
 > =
 >party=3D20
>>softsynths?</DIV>
>><= <= <= <=
 ></DIV><FONT=20
 > face=3D3DArial size=3D3D2>=20
 > </DIV>
>><DIV><FONT face=3D3DArial =
 >size=3D3D2>Do I need=20
 > to run Pulsar software mixers
>=3D
>>or can =
 >I=3D20
>>call=20
 > it's plugins and softsynths=20
 > up</DIV>
>><DIV><FONT =
 >face=3D3DArial=20

 >=3D
>>to=20
 > use=3D20
>>Pulsars patchbay to get to Cubase=20
 > right?</DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2> =
 ></DIV>
>><DIV><FONT=20
 > face=3D3DArial size=3D3D2>One Pro card would allow about how=20
 > many
>=3D
>>voices =
 >of=3D20
>><FONT=20

 > </DIV>
>><DIV><FONT =
 >face=3D3DArial=20
 > size=3D3D2>How about a few nice reverbs and 2 =
 >or
=3D
>>three=20

> nice=3D20
>>comps with=20
> that?</DIV>
>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2> =
></DIV>
>><DIV><FONT=20
> face=3D3DArial size=3D3D2>Any crazy workarounds to make this=20
> =3D
>>proposed=3D20
>>system with Pulsar work (like =
>DJs=20
> w/RME)?</DIV>
>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2> =
></DIV>
>><DIV><FONT=20
> face=3D3DArial size=3D3D2>What do you use for=20
> =
>=3D
>>sequencing?</DIV>
>><DIV>=
>;<FONT=20
> face=3D3DArial size=3D3D2>=20
> </DIV>
>><DIV><FONT face=3D3DArial =
>size=3D3D2>Is=20
> Creamware a company that'll be =3D
>>around for=20

> =
>=3D
>>RME?</DIV>
>><DIV><FO=
>NT=20
> face=3D3DArial size=3D3D2>I'm worried about the EMU=20
> =
>syndrome=3D20
>>here.</DIV>
>><DI=
>V><FONT=20
> face=3D3DArial size=3D3D2>=20
> </DIV>
>><DIV>
>><DIV><FONT=20
> face=3D3DArial size=3D3D2>=20
> </DIV>
>><DIV><FONT face=3D3DArial =
>size=3D3D2>A close=20
> friend of mine is employed=20
> here
>=3D
>>in=3D20
>>Massachusetts by Analog =
>Devices in=20
> R&D.</DIV>
>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>He speaks very highly of the=20
> =
>Sharc=3D20
>>chips.</DIV>
>><DIV>&=
>gt;<FONT=20
> face=3D3DArial size=3D3D2>=20
> </DIV></DIV>
>><DIV><FONT face=3D3DArial =
>
> size=3D3D2>You can probably tell I don't want =
>to
=3D
>>learn=20


```

> prefer</FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>Pulsar to interact with Cubase like =3D<BR>>>a=20

> hardware</FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>looks tough to beat for the=3D20<BR>>>cost.=20
> </FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2></FONT> =
></DIV><BR>>><DIV><FONT=20
> face=3D3DArial size=3D3D2>I'm seriously interested and also=20
> =3D<BR>>>wondering about=3D20<BR>>>the used market for =
>Pulsar=20
> hardware.</FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>Thanks for this post and I'll be =
>paying<BR>>=3D<BR>>>very=20
> close=3D20<BR>>>attention for your=20
> response.</FONT></DIV><BR>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>Tom =
></FONT></DIV><BR>>><DIV><FONT=20
> face=3D3DArial size=3D3D2></FONT>=20
> =
></DIV><BR>>><BLOCKQUOTE=3D20<BR>>>style=3D3D"PADDING=
>-RIGHT:=20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>>BORDER-LEFT: =
>#000000=20

><DIV>"Dimitrios"=20

> =
>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=
>@otenet.gr">musurgio@otenet.gr</A/>>=20

> =3D<BR>>>href=3D3D"<A=20
> =
>href=3D'news:44788b63$1 @linux">news:44788b63$1 @linux</A>...</DIV><BR>Hi'>=
>news:44788b63$1 @linux">news:44788b63$1 @linux</A>...</DIV>&=

> as I posted before is an exceptional dsp system.<BR>Except for =
>the=20

>(Moogs,Prophets,etc) it=20

> ENVIRONEMENT<BR>Now a new company has produced new plugz for=20

```

> =
>
SSL9000
Neve1084
Pultec
API=3D20
=

> 550
RMX-16 (AMS reverb !!!)
and an exceptional =
>mastering=20

>believe what=20
> it can
do to your mixes.
Only pros could=20

>

>MOST=20
> INTERESTING THE PRICES WILL BE LOW BALLERS !!
Imagine=20

>main plugin=20
> and a bundle with get them
all like
=>3D
=>500 =
>

> announced.

I have tried most =3D
=>plugins=20

> dream
come true for=20

>that already=20
> there is Vinco (1176 comp emulation).

Tons of=20

>ones.

I would=20
> not scream so loud so many times but PaRIS=20

>in/outs
are=20
> "oblidged" to take this route.
Ok UAD1 are=20

>with 6 dsps=20
> and all main plugins
cost=20

>\$
So=20
> with normal classic option you will have 16 adat
=3D
=>ins =
>

>2 analog=20

>midi=20
> ins/outs

Now consider the above new plugins buy =
>addon=20

> \$-1100\$
you will have a tremendous resource of=20

>plugins.
If you=20
> here their pultec or NEve 1084 eq you=20

> Paris
eq...

Well you would need at least=20

>or best two=20
> mecs two
adat cards , or one mec two=20

> (win98)

Now if you would want to add more adat=20

> wants
(me too) you can buy another two=20

>are already=20
> bought)
which leads to another 1000 \$=20

>cards with=20

> am...

well there is the "Kingsize" =
>option.
there=20

>there each=20
> having 15 dsp chips !!!
In outs are=20

>be bought for=20
> around 900\$-1000-1100\$
used and with=20

>
> !!!!!!!
Ok back to=20
> =
>reality...

One
>=3D
>>Pulsar=3D20
&g=

> card with 6 dsps is adequate for mixing a song and using=20
> =

>as l=20
> mentioned.
The same card can be configured for a synth=20

>platforma...

l=20

> =
>interested...

Regards,
Dimitrios
<=
>;/BLOCKQUOTE>
>><DIV><FONT=20
> size=3D3D2>

I choose Polesoft Lockspam to fight =
>spam,=20
> =
>=3D
>>and=3D20
>>you?
<A=3D20
>>hr=
>ef=3D3D"<A=20

> =
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=

> =
></DIV></BODY></HTML>
>>
>>&g=
>t;
>
</BLOCKQUOTE></BODY></HTML>
>
>
