
Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [Don Nafe](#) on Thu, 05 Jan 2006 11:54:10 GMT

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d.

>>

>> 4. Go to Insert/ Delete Time and enter the exact time stated in the
>> Information Bar thing that's been hidden from you lo these many years.

>>

>> BOOM. You're done! Just like that! All your automation, all your markers,

>> all objects in all editor windows, everything has been moved exactly the

>> way you wanted.

>

>I'm 99% sure it would work. I've never done it with drumagog, but, I was WAY
>into triggering off accoustic drums in the mid 90's. I've recorded some trigger
>spikes before and from what I remember it should work. You might have to
>play around with soldering some resistors in line to get the triggers to
>respond the way you want. But from what I understand....you have no problem
>in that area!

;-)

Rod

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

>

>Hi and happy new year.

>I amconsidering trying these roland drum triggers.

>I only wonder can these trigger signals be recorded and asre these reliable

>enough to drive Drumagog's engine ?

>Thus not to buy and trigger to midi device that makes things more complicated.

>I would like to have clean (no leakage) trigger sound that could drive
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>perfectly (if you can say that)

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Subject: Anyone_using_drum_triggers?_need_some_insight

Posted by [Dimitrios](#) on Thu, 05 Jan 2006 12:27:17 GMT

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; 'em around to taste, all together, until you have the best compromise

>> edit.

>>

>> 2. Undo the Edit, returning all edited objects to their previous state,

>> selected and ready to cut or add. Make sure the objects you're deleting

or

>> inserting are selected, and are all the same length, which they will be
if
>> you cut them at the Now Line.
>>
>> 3. Click in the Information Bar to Sel End (Selection Range) to find out

>> the EXACT LENGTH of the objects you've cut/ adde

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Rod Lincoln](#) on Thu, 05 Jan 2006 13:48:30 GMT
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s would be one to consider if you've got the rig to operate
>it or are considering building a dedicated VSTi box.
>
>Man.....this is friggin AWESOME sounding!!!!
>
>Rod, can you explain the steps below another way? I dont get it.
Thanks, John

Rod Lincoln wrote:

> Yup... And if your using bars and beats on a grid, you can nix out most of
> the steps below as well.
> Rod
> "Don Nafe" <dnafe@magma.ca> wrote:
>
>>Are you sure the change also applies to automation?
>>
>>DOn
>>
>>"John" <no@no.com> wrote in message news:43bc7e00@linux...
>>
>>>Can anyone explain this another way? I don't get it.....
>>>
>>>If you want to edit across multiple submixes
>>>
>>>1. Edit your first submix by cutting up all objects at the Now Line and
>
>
>>>deleting (o

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [jef knight\[1\]](#) on Thu, 05 Jan 2006 16:19:12 GMT
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r />

Tony Benson wrote:

> From what I've heard, the Onyx pre's are a pretty big step up from the
> VLZpro. I've had non-VLZ, VLZ, and VLZpro Mackie boards, and though the
> VLZpro pre's were much better, they still had a "harshness" to them that I
> didn't care for. The Onyx are supposed to be much smoother sounding. I'll
> have to borrow my friends for a week so I can comment from first hand
> knowledge.

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> Tony
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>
> "Miguel Vigil" <nospam@nospam.com> wrote in message news:43bd4431@linux...

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>>>know there was a diff in VLZ and VLZpro.

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>>Yes there is a big difference. The VLZpro series is where Mackie rose
>>high on the radar of the pro user for quality, usefullness and bang for
>>the buck mic pre. Of course, you gotta use the insert out via first click
>>method and avoid the channel.

Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [Deej \[1\]](#) on Thu, 05 Jan 2006 17:06:13 GMT

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t;Yeah, avoid that LT man.. cheap hardware, inconsistent volumes across

>>>>
>>>>it
>>>>
>>>>>and
>>>>>
>>>>>>just generally felt shoddy.
>>>>>>I'd take a Behr ADA8000 over it 'any day' to be honest, and it's a
>>>
>>>whole
>>>
>>>>>lot
>>>>>
>>>>>>less money.
>>>>>>Not sure what the current recommend is though bro, I've been out of
>>>
>>>that
>>>
>>>>>>market for a while now and I'd hate to mislead ya.
>>>>>>

>>>>>AA
>>>>>
>>>>>
>>>>>"Rod Lincoln" <rllincoln@kc.rr.com> wrote in message
>>>>>
>>>>>news:43bc0147\$1@linux...
>>>>>
>>>>>>I've got a friend/client who's looking for an 8 channel mic pre that
>>>>>
>>>>>has
>>>>>
>>>>>>lightpipe/spdif
>>>>>>outs. He's running a digi 002 rig and wants to bypass the digi A/D
>>>>>
>>>>>stage.
>>>>>
>>>>>&g

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Don Nafe](#) on Thu, 05 Jan 2006 17:10:58 GMT
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e" on the drums, you should be
> able to make triggers and drumagog work. Don't plan on being able to do
> jazz or snare parts with ghost notes, etc. One thing you might also want
> to look into is putting mesh heads on the drums in addition to filling the
> shells with foam, packing peanuts, etc. That would reduce to "click"
> attack you'll get with regular drum heads.
>
> Tony
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>
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> "jef knight" <thestudio@allknightmusic.com> wrote in message
> news:43bd4794@linux...
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>>>Any insight in this direction would be appreciatted.
>>>Regards,
>>>Dimitrios
>
>Well, maybe OnyxVLZpro? ;>)

Tony

"John" <no@no.com> wrote in message news:43bd4a7b\$1@linux...
> so what will their next pres be? Even better, and then they'll have to
> come up with some adjectives to describe what is wrong with the Onyx's. I
> loves audio !
>
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>> Tony
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>>
>> "Miguel Vigil" <

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Tony Benson](#) on Thu, 05 Jan 2006 17:12:12 GMT
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spam.com" target="_blank">nospam@nospam.com> wrote in message
>> news:43bd4431@linux...
>>
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>>>
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>>>Regards,
>>>
>>>El Miguel
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>>>news:43bd177a\$1@linux...
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>>>>><http://www.studioprojects.com/sp828.html>
>>>>>This is an 8 channel mic pre about \$800, that needs to be run into an
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>>>
>>>>>Just ideas to keep cost in check.
>>>>>
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>>>>"Aaron Allen" <nospam@not_here.dude> wrote in message
>>>
>>>news:43bca3d6@linux...
>>>
>>>>&g

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Tony Benson](#) on Thu, 05 Jan 2006 17:27:47 GMT
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't make reasonably good stuff. Always use your own ears. I remember reading somewhere on Gearslutz where somebody was taking their Onyx Mixer back because the mic pres were too shrill and harsh. Of course every bodies got different ears, so listen for yourself!

John <no@no.com> wrote:

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> I loves audio !

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>Tony Benson wrote:

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Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Dimitrios](#) on Thu, 05 Jan 2006 18:02:10 GMT
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magog BFD in which you can trigger BFD instruments with Drumagog. At this point, I think good cymbals and a *decent* kit will still be necessary because it would be hard to replace the room mics and OH's in Drumagog (but still maybe possible), but as far as kick, nsare and toms go, it's going to be a whole new world, I think.. I tied using a TrapKat with BFD about a year ago and wasn't too happy with the trigger responses. I'm thinking that the ddrum redhat triggers might be a good choice if the Roland triggers don't get you there.

Deej

"Dimitrios" <musurgio@otenet.gr> wrote in message news:43bd0295\$1@linux...

>
> Hi and happy new year.
> I am considering trying these roland drum triggers.
> I only wonder can these trigger signals be recorded and asre these reliable
> enough to drive Drumagog's engine ?
> Thus not to buy and trigger to midi device that makes things more complicated.
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> perfectly (if you can say that)
> I am already using it with real drum sounds but sometimes leakage is an
> enemy to perfect sound replacement.
> Any insight in this direction would be appreciated.
> Regards,
> DimitriosI've heard nothing but good things about the Silicon Image SATA conrrollers. I have a question about this though. If I'm reading my manual correctly, the onboard VIA controller on my mobo has it's own separate bus for SATA RAID which is independent of the PCI bus. I would think that, if this is the case, using an onboard controller would be a better choice as long as it's got a separate bus. The Promise controller on my

Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [excelav](#) on Fri, 06 Jan 2006 00:19:20 GMT

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rote in message

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Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Aaron Allen](#) on Fri, 06 Jan 2006 05:15:52 GMT
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They do work great BUT.. and this might be a big one depending what you want from it.... they have major conversion latency. That being said they do some of the coolest stuff if you're triggering say, multisamples out of a sampler. You can bend the note, change the note, whatever.. dependant on velocity. That's pretty trick :)
(Own one here, hasn't seen much use since I got a D4, DM5 and DmPro for standard drum triggerin').
AA

"Don Nafe" <dnafe@magma.ca> wrote in message news:43bd0972@linux...
> If these drums are strictly for triggering and not for gigging or
> rehearsals, fill them up with styrafoam packing peanuts to reduce the

> drums volume (and leakage)
>
> As for recording the triggers that's an excellent question but I still
> think you'd need to convert that to an audio signal for Drumagog or a midi
> signal for BFD or DFH...on the otherhand it just might work.
>
> Also check out EBAY for a Roland PM 16...there were three
> yesterday...great mic/trigger to midi converter interface for the \$\$\$
>
> Don
>
>
> "Dimitrios" <musurgio@otenet.gr> wrote in message news:43bd0295\$1@linux...
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Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Aaron Allen](#) on Fri, 06 Jan 2006 05:17:13 GMT

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Another sweet trick is to put triggers on a conventional kit and use them to
open the gates :)
AA

"Tony Benson" <tony@standinghampton.com> wrote in message
news:43bd53ff@linux...

> The voltage from the triggers will record just like audio. Basically, a
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> narrow and the sensitivity is much less than a conventional microphone.
> You will need to do some tweaking to get the gain and sensitivity right,

> but that shouldn't be too difficult. One thing to remember though is that
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> Tony

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Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [jef knight\[1\]](#) on Fri, 06 Jan 2006 13:21:18 GMT

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This is a multi-part message in MIME format.

-----040603070302090905060006

Content-Type: text/plain; charset=ISO-8859-1; format=flowed

Content-Transfer-Encoding: 7bit

now **that's** a good trick!

still suspicious of the other use though. for the 199 you can pick up a dm-5 for it doesn't seem, to me anyway, worth the exp hassles.

just my 2cents

Aaron Allen wrote:

>Another sweet trick is to put triggers on a conventional kit and use them to
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-----040603070302090905060006
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Content-Transfer-Encoding: 7bit

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<html>
<head>
  <meta content="text/html; charset=ISO-8859-1" http-equiv="Content-Type">
</head>
<body bgcolor="#ffffff" text="#000000">
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Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [Tony Benson](#) on Fri, 06 Jan 2006 16:06:04 GMT

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

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"jef knight" <thestudio@allknightmusic.com> wrote in message news:43be6f5c@linux...

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>>news:43bd53ff@linux...

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Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [jef knight\[1\]](#) on Fri, 06 Jan 2006 20:45:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

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Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [jef knight\[1\]](#) on Fri, 06 Jan 2006 21:16:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

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Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [Tony Benson](#) on Fri, 06 Jan 2006 21:24:10 GMT

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Drumagog is a very cool "drum replacer" plug-in. It uses your recorded drum tracks to trigger it's own samples. It uses banks of multi velocity sample libraries. You can blend the level of the sample in with your recorded sound, or have it totally replace your recorded sound. It will also convert your recorded drums to midi output to send out to hardware sound sources. I think what Dimitrios wants to do is, record using triggers to remove as much of the drum sound from his cymbal tracks, then use Drumagog to "replace" the trigger pulses with the samples of his choice. Kind of like recording an electronic drum kit, but with real cymbals. Since he uses Drumagog, he could do this by only having to deaden his real drums and use triggers to record pulses to trigger the Drumagog samples. Here's a link if you want to check into it:

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

Tony

"jef knight" <thestudio@allknightmusic.com> wrote in message
news:43bed75d@linux...

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Posted by [Tony Benson](#) on Fri, 06 Jan 2006 22:06:27 GMT

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Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Chris Wargo](#) on Sat, 07 Jan 2006 06:04:44 GMT
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Tony, It sounds like you are actually describing a pad. Piezos have very high output impedances and need a buffer amp as an input when passing audio, like the on board preamps used on an acoustic guitar. The purpose of this buffer amp is to raise the input impedance that the transducer sees. This prevents the transducer from being unduly loaded by the input amplifier and keeps the frequency response even and allows for maximum signal transfer between pickup and amplifier. Plugging a piezo into a normal 10Kohm line input actually would drop the signal down versus the same piezo through a proper buffer amp at unity gain feeding the same pre. Since the audio quality isn't a concern with the trigger signal, pretty much any method of getting the right signal voltage would be fine. I've triggered drumgog with a radioshack piezo taped to a wooden board. I ran this into a little mackie and then into my recording software. I can't recall if I needed to use a mic or line input though, but whatever gets the required gain should be fine.

-Chris

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Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Tony Benson](#) on Sat, 07 Jan 2006 06:29:53 GMT
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Exactly Chris. You obviously have a much better technical understanding of it than I do, but that's what I was trying to say. As long as you can get the trigger signal recorded with a decent amount of dynamic range, you should be able to get great results with Drumagog.

Tony

On 1/7/06 12:04 AM, in article 43bf4bec\$1@linux, "Chris Wargo" <na@na.na> wrote:

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> amp at unity gain feeding the same pre. Since the audio quality isn't a
> concern
> with the trigger signal, pretty much any method of getting the right signal
> voltage would be fine. I've triggered drumgog with a radioshack piezo taped
> to a wooden board. I ran this into a little mackie and then into my recording

> software. I can't recall if I needed to use a mic or line input though,
> but whatever gets the required gain should be fine.
>
> -Chris
>
> "Tony Benson" <tony@standinghampton.com> wrote:
>> Yes, the voltage output of a piezo drum trigger is proportional to how much
>
>> it vibrates. They work just a piezo bridge on a guitar. The problem is that
>
>> they don't always operate at an impedance consistent with audio gear. This
>
>> is why it might be necessary to experiment with "buffer" resistors between
>
>> the hot and ground connection of the triggers. One way to do this would
> be
>> to run the trigger into the line in of a mixer channel and use the gain
>
>> control to adjust the level of the direct output back into your recording
>
>> gear. If the output is too hot even at the lowest gain setting, it's time
> to
>> get the solder iron out. I remember some triggers I used to use back in
> the
>> late 80's had resistors soldered between the hot and ground lugs of the
> 1/4
>> plugs. And that was to buffer the output down to work with regular trigger
>
>> inputs. You'd have to experiment to get it right for audio inputs. It should
>
>> actually work very well with Drumagog.
>>
>> Tony
>>
>>
>> "jef knight" <thestudio@allknightmusic.com> wrote in message
>> news:43bedeb9@linux...
>>> could you still get velocity info this way, or would it be edit-city?
>>>
>>> Tony Benson wrote:
>>>
>>>> Jef,
>>>>
>>>> Since Dimitrios wants to use Drumagog as his sound source, an external
>
>>>> trigger to midi device really wouldn't be necessary and might actually
>
>>>> introduce some extra latency from the midi conversion. I think a recorded

>
>>>> trigger pulse would actually be the best way to "trigger" Drumagog as
>
>>>> there would be much less crosstalk and the threshold on Drumagog could
> be
>>>> lowered quite a bit. I may actually experiment with this scenario a
>>>> little. I don't think I'll quit recording my "real" drums, but now I'm
>
>>>> intrigued.
>>>>
>>>> Tony
>>>>
>>>>
>>>> "jef knight" <thestudio@allknightmusic.com> wrote in message
>>>> news:43be6f5c@linux...
>>>>
>>>>> now *that's* a good trick!
>>>>>
>>>>> still suspicious of the other use though. for the 199 you can pick up
> a
>>>>> dm-5 for it doesn't seem, to me anyway, worth the exp hassles.
>>>>>
>>>>> just my 2cents
>>>>>
>>>>>
>>>>> Aaron Allen wrote:
>>>>>
>>>>>
>>>>>> Another sweet trick is to put triggers on a conventional kit and use
>
>>>>>> them to
>>>>>> open the gates :)
>>>>>> AA
>>>>>>
>>>>>>
>>>>>> "Tony Benson" <tony@standinghampton.com> wrote in message
>>>>>> news:43bd53ff@linux...
>>>>>>
>>>>>>
>>>>>>
>>>>>>> The voltage from the triggers will record just like audio. Basically,
> a
>>>>>>> piezo trigger acts as a contact microphone. The bandwidth is usually
>
>>>>>>> very
>>>>>>> narrow and the sensitivity is much less than a conventional microphone.
>>>>>>> You will need to do some tweaking to get the gain and sensitivity
>>>>>>> right,

>>>>>> but that shouldn't be too difficult. One thing to remember though is
>
>>>>>> that
>>>>>> triggers are sensitive to vibration from the whole drum kit. There
> will
>>>>>> be
>>>>>> a trade off between sensitivity and reducing false triggering, so that
>>>>>> means it's difficult to get a wide range of trigger velocities without
>>>>>> risking some double or false triggering. This is one area where an
>>>>>> external trigger input device can help, as they can be set to ignore
>>>>>> double triggering and usually have various settings to optimize the
>>>>>> trigger's output. Anyway, if your doing pop, rock, or other music that
>>>>>> doesn't necessarily require a lot of "finesse" on the drums, you should
>
>>>>>> be
>>>>>> able to make triggers and drumagog work. Don't plan on being able to
> do
>>>>>> jazz or snare parts with ghost notes, etc. One thing you might also
>
>>>>>> want
>>>>>> to look into is putting mesh heads on the drums in addition to filling
>
>>>>>> the
>>>>>> shells with foam, packing peanuts, etc. That would reduce to "click"
>>>>>> attack you'll get with regular drum heads.
>>>>>>
>>>>>> Tony
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>> "jef knight" <thestudio@allknightmusic.com> wrote in message
>>>>>> news:43bd4794@linux...
>>>>>>
>>>>>>
>>>>>>
>>>>>>> I use triggers both in the studio and live (kick only).
>>>>>>> I don't see how triggers could work w/o an interface between them
> and
>>>>>>> the
>>>>>>> software. What are you thinkin', just put them into an audio input?
>
>>>>>>> I'm
>>>>>>> not familiar with drumagog but w/o the interface where will you
> get
>>>>>>> all
>>>>>>> the velocity etc info? Won't you have to convert the voltage from
> the

