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Subject: Re: More Pulsar Observations

Posted by [AlexPlasko](#) on Mon, 25 Dec 2006 16:32:09 GMT

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thanks neil! and merry christmas!

"Neil" <IUOIU@OIU.com> wrote in message news:458ff58b\$1@linux...

>

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Subject: More Pulsar Observations

Posted by Nil on Mon, 25 Dec 2006 17:00:11 GMT

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5.) Finally, DSP: DO NOT be fooled by your brain telling you: "Wow that card has THREE whole DSP chips! That should be PLENTY of power for what I want to do, since I have exactly ZERO DSP chips now!!!" Lemme tellya something... I have the Project Card - six DSP chips - and if I insert one big plugin like the Optimaster, I can insert exactly ONE more plugin before it gives me the white flag of DSP surrender. If I don't have a "big" plugin like the Optimaster inserted, I can insert, for example - exactly FIVE Vinco compressors before the DSP resources are exceeded. There's a thing called SBC (Spectral Balance Controller), and even if NO OTHER PLUGINS are inserted,

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Merry Creamwaresmas!

Neil

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Subject: Re: More Pulsar Observations  
Posted by [DJ](#) on Mon, 25 Dec 2006 17:18:04 GMT  
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Hi Neil,

Obviously the higher sample rates are hitting the DSP's pretty hard. I've got a pretty huge mixer matrix set up and still have leftover DSP, but I'm running 21 DSP's over 3 x cards. I'm pretty much in agreement about the plugins, but the stock plugins are better than a lot of the native plugins,

I've used.....if you've got the DSP left over to run them.  
Keep in mind that I haven't used "native" plugins in a couple of years. I've been running strictly UAD-1 stuff and a few specialty items like Antares AVOX and Autotune.

There is an audio recording program for this. I think it's called tripleDAT and I think there is also an editor. I don't think either of them would hold a candle to Cubase though.

I'm glad you are getting some joy out of it though and I can continue to lurch happily through the Transylvanian villages without fearing the angry mob.

;) )

Merry Christmas.

Deej

"Neil" <IUOIU@OIU.com> wrote in message news:458ff58b\$1@linux...

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Subject: Re: More Pulsar Observations  
Posted by [DJ](#) on Mon, 25 Dec 2006 17:47:24 GMT  
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Wait!!!....I'm running 2 x Project cards (a Plus plate on one and an ADAT  
Plate on the other) and one Home card so that's how many?.....17 DSP's?  
I forget.

;o)

"Neil" <IOUOIU@OIU.com> wrote in message news:4590081d\$1@linux...



>  
> "DJ" <nowayjose@dude.net> wrote:  
>>Hi Neil,  
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>>Obviously the higher sample rates are hitting the DSP's pretty hard. I've  
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Posted by [neil\[1\]](#) on Mon, 25 Dec 2006 18:19:25 GMT  
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Neil

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Subject: Re: More Pulsar Observations

Posted by [TCB](#) on Mon, 25 Dec 2006 18:43:33 GMT

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Hey Neil,

As DeeJ said, I wonder if the sample rate you're using is part of the problem. 88.2 means half the DSP f/x no matter what, but it sounds to me like you're getting even less than that. Dunno. I have the pro card and I can get a lot more f/x than you're talking about, not just twice more but even more than that.

I haven't messed with the f/x that much, but I think in general you're right, the stock f/x are pretty vanilla. The synths, though, are anything but--they're chocolate and raspberry and poppyseed flan and tobasco chutney and that's not even counting the modular synth which I'm starting to learn.

I think it's an incredible system when paired with a UAD card or two. But I make electronic music so that might have an influence on such things.

TCB

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>any kind of business in the first place).

>

>Anyway, the stuff doens't suck, and I'm sure some of you could  
>find it useful; just pick your cards and i/o options carefully  
>is what I'm trying to say, because it's very unlikely that if  
>you need to swap something out, these guys will be willing to  
>make it happen. Or they'll bitch & whine if they do - who needs  
>that when you're forking over hundreds or perhaps thousands of  
>\$\$\$? Not me, baby! lol

>

>Merry Creamwaresmas!

>

>Neil

>

>

>

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Subject: Re: More Pulsar Observations  
Posted by [Nil](#) on Mon, 25 Dec 2006 18:52:35 GMT  
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"TCB" <nobody@ishere.com> wrote:

>  
>Hey Neil,  
>  
>As DeeJ said, I wonder if the sample rate you're using is part of the problem.  
>88.2 means half the DSP f/x no matter what, but it sounds to me like you're  
>getting even less than that. Dunno. I have the pro card and I can get a  
>lot  
>more f/x than you're talking about, not just twice more but even more than  
>that.  
>  
>I haven't messed with the f/x that much, but I think in general you're right,  
>the stock f/x are pretty vanilla. The synths, though, are anything but--they're  
>chocolate and raspberry and poppyseed flan and tobasco chutney and that's  
>not even counting the modular synth which I'm starting to learn.  
>  
>I think it's an incredible system when paired with a UAD card or two. But  
>I make electronic music so that might have an influence on such things.

You also got the Synth & Sampler pack (I take it), right? Sounds that way, anyhoo... I got the Mix & Master Pack; so yeah, if that's what you got, then we've got totally different needs & approaches there.

Neil

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Subject: Re: More Pulsar Observations  
Posted by [TCB](#) on Mon, 25 Dec 2006 19:31:37 GMT  
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With the pro card, which I needed 'cause I'm so pro I don't even need to mention the fessional, one gets both the synth/sampler and mix/master pack. It's a pretty good argument for the higher end card if one will be using it for both kinds of sounds.

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

>  
>"TCB" <nobody@ishere.com> wrote:  
>>  
>>Hey Neil,  
>>  
>>As DeeJ said, I wonder if the sample rate you're using is part of the problem.

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>that's what you got, then we've got totally different needs &  
>approaches there.  
>  
>Neil

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Subject: Re: More Pulsar Observations  
Posted by [Bill Lorentzen](#) on Tue, 26 Dec 2006 01:15:33 GMT  
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Hey Neil,

I missed the origination of this thread. What is the purpose of this card for you? Does it serve as a mixdown processor? What are you running it with?

And Merry XMas to all!

Bill L

"Neil" <IUOIU@OIU.com> wrote in message news:458ff58b\$1@linux...

>  
> OK, after twiddling around with this beast quite a bit more  
> yesterday, I have a few more observations, FWIW, in case any  
> others of you were still thinking of going this route:  
>  
> 1.) The overall sound, is, IMO, really good... in the  
> configuration in which I am able to use it, I can only get a  
> total of 8 inputs (4 stereo submixes in my case, running  
> through 2 lightpipe in's), but even with just that (i.e.: not  
> being able to sum like all 40 channels of a given project or

> whatnot) I am definitely hearing a bit more well-defined or  
> clearer sound.  
>  
> 2.) I'm not all that impressed with the plugins...  
> the "Optimaster" one is very useful, and the MasterVerbPro &  
> Vinco are also pretty cool, but since I'm using this as a  
> summing tool, I'm not about to slap a reverb across the 2-buss  
> or one of the submixes - same goes for the Vinco (it's a  
> pretty much dead-on 1176 emulation; sounds great, but there's not  
> much of a chance I'm going to use that particular comp across  
> an entire mix or submix). While some of the other plugins  
> are "cool" in concept (like the PsyQ, which is a spatial  
> manipulator, of sorts), IME they're not very useful - the  
> PsyQ, for instance, has about two degrees of manipulation  
> available before it starts sounding like crap LOL now  
> that's kind of a waste of code, if you ask me! There are quite  
> a few plugs like that one in the bunch, trust me, but again,  
> there are also a few useful ones... I'm just not all that  
> impressed with a lot of them. Maybe I was expecting more from a  
> whole crop of DSP-based plugs, I dunno.  
>  
> 3.) The Mixer, is not much of a mixer... if you're expecting  
> something like you'll find in Paris or Cubase/Nuendo in terms  
> of versatility, automation, etc, forget it. It sure LOOKS  
> pretty, though! :) it doesn't have built-in EQ, you have to  
> select an EQ plugin (of which there are a couple), and there  
> are only a couple of plugin slots per channel (depending on  
> which Mixer you select).  
>  
> 4.) The software is not very intuitive, but it's also not  
> overly cumbersome, either - once you learn how to speak German,  
> you'll be fine LOL j/k... seriously, though, once you learn  
> how "they" do things (certain click/drops & "is it a right or a  
> left click?" - stuff like that), you'll find that those  
> patterns pretty much repeat themselves across all the windows &  
> menus/submenus. It's very much like Paris in the sense that  
> it's got a routing window (virtual patchbay-style), a main  
> project window, a separate mixer window, etc. It does NOT have  
> an editor of any kind (that I have come across, anyway), or a  
> tracking feature similar in any way shape or form to any DAW  
> wherein you have a window that shows what audio tracks you  
> have, where they start & stop, etc, etc. You CAN track a number  
> of tracks to disk through this gear alone, but then you'd  
> have to reimport those into some DAW app to do anything really  
> useful with them... so in case there was any confusion, the  
> Creamware stuff in & of itself, is NOT really useable as a  
> standalone DAW application - you'd have to have some other ASIO-  
> compliant DAW partnered with it to be able to work in any

> manner even remotely close to what you're currently used to.  
>  
> 5.) Finally, DSP: DO NOT be fooled by your brain telling  
> you: "Wow that card has THREE whole DSP chips! That should be  
> PLENTY of power for what I want to do, since I have exactly  
> ZERO DSP chips now!!!" Lemme tellya something... I have the  
> Project Card - six DSP chips - and if I insert one big plugin  
> like the Optimaster, I can insert exactly ONE more plugin  
> before it gives me the white flag of DSP surrender. If I don't  
> have a "big" plugin like the Optimaster inserted, I can insert,  
> for example - exactly FIVE Vinco compressors before the DSP  
> resources are exceeded. There's a thing called SBC (Spectral  
> Balance Controller), and even if NO OTHER PLUGINS are inserted,  
> if I insert that at 88.2k, all DSP resources become maxed-out.  
> Now I can also kinda see why DeeJ opted for a couple of  
> the "Home" (3-DSP) cards & one of the Project (6-DSP) cards,  
> because there's also an i/o & routing issue, and so DeeJ ended  
> up with a dozen total DSP chips across the three cards he's  
> got, plus a bit better i/o flexibility as compared to if he'd  
> gotten just one of the Pro (14-DSP) Cards. Now also, keep in  
> mind I'm running at 88.2k, so that indeed is going to take more  
> DSP horsepower to process in three different Pulsar stages  
> (Mixer channels/any plugins/and Mixer bus) than those of you  
> running at 44.1 or 48, but if I can only insert TWO big plugins  
> or five normal less-DSP-intensive ones on this card, how many  
> instances could you get at 44.1k? Far from what we're used to  
> in Paris or Native, methinks.  
>  
> So if you're looking to get into this stuff, I'd say do your  
> homework here first, asking the guys who have it already,  
> and don't trust what tyhe Creamware reps tell you, because in  
> my own personal experience, they don't know their product very  
> well, and they certaily they don't stand behind it (I mean, when  
> a guy whines to me that he's going to lose money if he takes  
> the product back, even after he told me it WOULD do something  
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> \$\$\$? Not me, baby! lol  
>  
> Merry Creamwaresmas!  
>



> Neil  
>  
>  
>

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Subject: Re: More Pulsar Observations  
Posted by [Bill Lorentzen](#) on Tue, 26 Dec 2006 02:02:48 GMT  
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I listened to your samples and yes there is a big diff. Is that Cubase you're using?

"Neil" <IUOIU@OIU.com> wrote in message news:459076c2\$1 @linux...

>  
> "Bill Lorentzen" <bill@lorentzen.ws> wrote:  
>> Hey Neil,  
>>  
>> I missed the origination of this thread. What is the purpose of this card  
>  
>> for you? Does it serve as a mixdown processor? What are you running it  
>> with?  
>  
> Hey Bill...  
>  
> I'm using it as a summing device, basically, so I can sum  
> "outside the box", yet still keep everything in the digital  
> domain all the way through as I do this (going out of two  
> lightpipe outs into the Pulsar Cards' 2 lightpipe in's).  
>  
> Neil

---

Subject: Re: More Pulsar Observations  
Posted by [Nil](#) on Tue, 26 Dec 2006 02:11:30 GMT  
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"Bill Lorentzen" <bill@lorentzen.ws> wrote:  
> Hey Neil,  
>  
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Neil

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Subject: Re: More Pulsar Observations  
Posted by [DJ](#) on Tue, 26 Dec 2006 02:26:54 GMT  
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Yep!!

;o)

"Bill Lorentzen" <bill@lorentzen.ws> wrote in message  
news:45908023\$1@linux...

>I listened to your samples and yes there is a big diff. Is that Cubase  
>you're using?

>

>

> "Neil" <IUOIU@OIU.com> wrote in message news:459076c2\$1@linux...

>>

>> "Bill Lorentzen" <bill@lorentzen.ws> wrote:

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>>

>> Neil

>

>

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Subject: Re: More Pulsar Observations  
Posted by [Neil](#) on Tue, 26 Dec 2006 05:26:15 GMT  
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Bill, yep, Cubase on both of 'em, same mix, just summed differently.

....and probably rigged, if you ask Lamont.

:D

Neil

"Bill Lorentzen" <bill@lorentzen.ws> wrote:

>I listened to your samples and yes there is a big diff. Is that Cubase

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>

>

>"Neil" <IUOIU@OIU.com> wrote in message news:459076c2\$1@linux...

>>

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>