
Subject: Re: ADAT lightpipe loop
Posted by [audioguy_nospam_](#) on Sun, 14 Aug 2005 15:22:54 GMT
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d.

Global Master Out,
Dubya

(all written "tongue-in-cheek" I assure you).

"Brandon" <brandon_goodwin@REMOVETHISsbcglobal.net> wrote in message
news:

Subject: Re: ADAT lightpipe loop
Posted by [audioguy_nospam_](#) on Sun, 14 Aug 2005 16:33:34 GMT
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s is a multi-part message in MIME format.

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Content-Type: text/plain
Content-Transfer-Encoding: 7bit

---=_linux4300894e
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Content-Transfer-Encoding: base64
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ApwJKe4HOPsJqFcifwnglbbQCeVrA9ojwpN1mF6
```

Subject: Re: ADAT lightpipe loop
Posted by [Aaron Allen](#) on Mon, 15 Aug 2005 00:12:25 GMT

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JLoEhsMtuDaCoe0diRn7ay7kRBOQIIPupn1RJHIFlwj1S6pW9YdTIKnB
typWBzngdKdZisMBQaYaQFK3KCEgZPj76HSoDah83n34rrbbzK07HXAMjorF
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nEZcb2/3SbG7urXs7hqJW0ByHbT

Subject: ADAT lightpipe loop
Posted by [Brandon](#) on Mon, 15 Aug 2005 15:10:19 GMT

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circa 1899... now if it could just sync to the player piano :)

TCexcellent!

d

"TC"

Subject: Re: ADAT lightpipe loop
Posted by [Brandon](#) on Mon, 15 Aug 2005 15:39:30 GMT

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42ff5fda@linux...

- > Global Master Outs to the ADAT lightpipe outs
- > Hard Loop from ADAT lightpipe Out to ADAT lightpipe In
- > ADAT lightpipe In to Tacks 15 & 16 (L&R respectively)
- > Mute Tracks 15 & 16 and Insert instance of Wormhole on each track
- > Open WaveLab and Or CoolEdit Pro and Insert Wormhole on two new tracks
- > (L&R)
- > Use VST/DX plugs from within and bounce inside the second app. Should not
- > loose any PARIS sound since Digital transfer correct?
- > Then go SPDIF out to converter to XLR for my monitors
- >
- > This is all on one machine.
- >
- > Possible?????

>
> I don't know if wormhole works like this or if I can hard loop on A
