
Subject: Bus insert...

Posted by [Goran Stojiljkovic](#) on Fri, 02 Jan 2009 11:03:17 GMT

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

I have 3 eds system with one mec and 2 24bit Ins and 1 24bit out...I s there any chance to somehow external compress with my disstresors only drum bus(card2)..(not to mixdown)...maybe some new ideas?
Sory for my English...

Goran

Subject: Re: Bus insert...

Posted by [Mike Audet](#) on Fri, 02 Jan 2009 16:38:49 GMT

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

Hi Goran,

It's tricky, but it can be done. You have to set an effect send to pre fader and mix your drums through the effect send. The pan and send volume work, and you mix through these. Turn the track faders all the way down. Set an external effect on your effect bus, and patch you compressor in there.

You really have to mix with your ears and not with your eyes, but it works.

All the best,

Mike

Subject: Re: Bus insert...

Posted by [Robert](#) on Fri, 02 Jan 2009 16:40:55 GMT

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

Wow.....!!! This would be so awesome.

>

> I know its possible because way, way back when there was a guy from

> ensoniq

> who made a hack that allowed you to patch an effect over a single submix

> just like goran is describing.

>

> Chuck

>

Subject: Re: Bus insert...

Posted by [Erling](#) on Fri, 02 Jan 2009 17:07:02 GMT

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

....it seems you're setting new ideas in Mike's head here....;-)

Erling

"chuck duffy" <c@c.com> skrev i melding news:495e45bc\$1@linux...

>

> Which brings me to something I used to think about alot when I was working
> on paris.

>

> Apparently the patch bay and effects subsystem only exposes a small
> portion
> of the possible patch points, and only allows you to connect them in the
> ways exposed, even though there are potentially hundreds of other ways to
> patch them.

>

> I always wanted to figure out the patching code and make an 'effect' that
> would allow you to communicate with the PSCL and repatch things in
> different
> ways.

>

> I know its possible because way, way back when there was a guy from
> ensoniq
> who made a hack that allowed you to patch an effect over a single submix
> just like goran is describing.

>

> Chuck

>

> "Mike Audet" <mike@...> wrote:

>>

>>Hi Goran,

>>

>>It's tricky, but it can be done. You have to set an effect send to pre
> fader

>>and mix your drums through the effect send. The pan and send volume work,
>>and you mix through these. Turn the track faders all the way down. Set
>>an external effect on your effect bus, and patch you compressor in there.

>>

>>You really have to mix with your ears and not with your eyes, but it
>>works.

>>

>>All the best,

>>

>>Mike

>

Subject: Re: Bus insert...

Posted by [chuck duffy](#) on Fri, 02 Jan 2009 17:50:04 GMT

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

Which brings me to something I used to think about alot when I was working on paris.

Apparently the patch bay and effects subsystem only exposes a small portion of the possible patch points, and only allows you to connect them in the ways exposed, even though there are potentially hundreds of other ways to patch them.

I always wanted to figure out the patching code and make an 'effect' that would allow you to communicate with the PSCL and repatch things in different ways.

I know its possible because way, way back when there was a guy from ensoniq who made a hack that allowed you to patch an effect over a single submix just like goran is describing.

Chuck

"Mike Audet" <mike@...> wrote:

>

>Hi Goran,

>

>It's tricky, but it can be done. You have to set an effect send to pre fader

>and mix your drums through the effect send. The pan and send volume work,

>and you mix through these. Turn the track faders all the way down. Set

>an external effect on your effect bus, and patch you compressor in there.

>

>You really have to mix with your ears and not with your eyes, but it works.

>

>All the best,

>

>Mike

Subject: Re: Bus insert...

Posted by [chuck duffy](#) on Fri, 02 Jan 2009 20:45:10 GMT

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

There are many things that I wanted to do that I didn't have the time or the skills to accomplish.....

Chuck

"Erling" <erling.lovik@lyse.net> wrote:

>...it seems you're setting new ideas in Mike's head here....;-)
>
>Erling
>
>"chuck duffy" <c@c.com> skrev i melding news:495e45bc\$1@linux...
>>
>> Which brings me to something I used to think about alot when I was working
>> on paris.
>>
>> Apparently the patch bay and effects subsystem only exposes a small
>> portion
>> of the possible patch points, and only allows you to connect them in the
>> ways exposed, even though there are potentially hundreds of other ways
to
>> patch them.
>>
>> I always wanted to figure out the patching code and make an 'effect' that
>> would allow you to communicate with the PSCL and repatch things in
>> different
>> ways.
>>
>> I know its possible because way, way back when there was a guy from
>> ensoniq
>> who made a hack that allowed you to patch an effect over a single submix
>> just like goran is describing.
>>
>> Chuck
>>
>> "Mike Audet" <mike@...> wrote:
>>>
>>>Hi Goran,
>>>
>>>It's tricky, but it can be done. You have to set an effect send to pre
>> fader
>>>and mix your drums through the effect send. The pan and send volume work,
>>>and you mix through these. Turn the track faders all the way down. Set
>>>an external effect on your effect bus, and patch you compressor in there.
>>>
>>>You really have to mix with your ears and not with your eyes, but it
>>>works.
>>>
>>>All the best,
>>>
>>>Mike
>>
>
>
>

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

[illegible]

Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
WowWow
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
Wow Wow Wow Wow Wow Wow WowWow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

```
"Erling" <erling.lovik@lyse.net> wrote in message news:495e4d46$1@linux...
> ...it seems you're setting new ideas in Mike's head here....;-)
>
> Erling
>
> "chuck duffy" <c@c.com> skrev i melding news:495e45bc$1@linux...
>>
>> Which brings me to something I used to think about alot when I was
>> working
>> on paris.
>>
>> Apparently the patch bay and effects subsystem only exposes a small
>> portion
>> of the possible patch points, and only allows you to connect them in the
```

>> ways exposed, even though there are potentially hundreds of other ways to
>> patch them.
>>
>> I always wanted to figure out the patching code and make an 'effect' that
>> would allow you to communicate with the PSCL and repatch things in
>> different
>> ways.
>>
>> I know its possible because way, way back when there was a guy from
>> ensoniq
>> who made a hack that allowed you to patch an effect over a single submix
>> just like goran is describing.
>>
>> Chuck
>>
>> "Mike Audet" <mike@...> wrote:
>>>
>>>Hi Goran,
>>>
>>>It's tricky, but it can be done. You have to set an effect send to pre
>> fader
>>>and mix your drums through the effect send. The pan and send volume work,
>>>and you mix through these. Turn the track faders all the way down. Set
>>>an external effect on your effect bus, and patch you compressor in there.
>>>
>>>You really have to mix with your ears and not with your eyes, but it
>>>works.
>>>
>>>All the best,
>>>
>>>Mike
>>
>
>
>

Subject: Re: Bus insert...
Posted by [Tom Bruhl](#) on Fri, 02 Jan 2009 21:50:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_0015_01C96CFA.43FCBAF0
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

and WOW

"Rob_A" <mani1147@hotmail.com> wrote in message =
news:495e8d47@linux...

> If a couple "Wow's will trigger Mike's creativity, here ya =
go.....!!!!

>=20

>=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=

Wow Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=

Wow Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=

Wow Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=

Wow Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=

Wow Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=

Wow Wow=20

> Wow WowWow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =

Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=

Wow Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=

Wow Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow WowWow Wow Wow Wow Wow Wow Wow
Wow =

Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=

Wow Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=

Wow Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =

Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=

Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
WowWow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow WowWow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow WowWow Wow Wow Wow
Wow =

Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
=
Wow Wow=20
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>=20
> Have more if required.
>=20
>=20
>=20
>=20
>=20
>=20
>=20
> "Erling" <erling.lovik@lyse.net> wrote in message =
news:495e4d46\$1@linux...
>> ...it seems you're setting new ideas in Mike's head here....;-)
>>
>> Erling
>>
>> "chuck duffy" <c@c.com> skrev i melding news:495e45bc\$1@linux...
>>>
>>> Which brings me to something I used to think about alot when I was=20
>>> working
>>> on paris.
>>>
>>> Apparently the patch bay and effects subsystem only exposes a small=20
>>> portion
>>> of the possible patch points, and only allows you to connect them in =
the
>>> ways exposed, even though there are potentially hundreds of other =
ways to
>>> patch them.
>>>
>>> I always wanted to figure out the patching code and make an 'effect' =
that
>>> would allow you to communicate with the PSCL and repatch things in=20
>>> different
>>> ways.
>>>
>>> I know its possible because way, way back when there was a guy from=20
>>> ensoniq

>>> who made a hack that allowed you to patch an effect over a single =
submix
>>> just like goran is describing.
>>>
>>> Chuck
>>>
>>> "Mike Audet" <mike@...> wrote:
>>>>
>>>>Hi Goran,
>>>>
>>>>It's tricky, but it can be done. You have to set an effect send to =
pre
>>> fader
>>>>and mix your drums through the effect send. The pan and send volume =
work,
>>>>and you mix through these. Turn the track faders all the way down. =
Set
>>>>an external effect on your effect bus, and patch you compressor in =
there.
>>>>
>>>>You really have to mix with your ears and not with your eyes, but it =

>>>>works.

>>>>

>>>>All the best,

>>>>

>>>>Mike

>>>

>>

>>

>>=20

>=20

>

-----=_NextPart_000_0015_01C96CFA.43FCBAF0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!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 6.00.2900.2180" name=3DGENERATOR>

<STYLE></STYLE>

</HEAD>

<BODY>

<DIV>and <FONT=20
size=3D7>WOW</DIV>

<DIV>"Rob_A" <mani1147athotmaildotcom> =
wrote in=20
message <FONT face=3DArial=20
size=3D2>news:495e8d47@linux<FONT face=3DArial=20
size=3D2>...</DIV>> If a couple =
"Wow's will=20
trigger Mike's creativity, here ya go.....!!!!
>
> =

> Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =

>=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow
> Wow WowWow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow
> Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow
> Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
> Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
> Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow WowWow Wow Wow
> Wow Wow Wow
Wow =

Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
> Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
> Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
> Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow =

> Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =

>=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow=20

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
WowWow
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow
> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow
> Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow
> Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow
> Wow Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20

Wow Wow Wow Wow Wow Wow Wow Wow
> Wow Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow WowWow Wow Wow Wow Wow Wow
> Wow Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
> Wow Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
> Wow Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
> Wow Wow Wow
Wow =
Wow Wow=20
Wow Wow Wow Wow Wow Wow Wow Wow
>
> Have more if =
required.
>=20

>
>
>
>
>
>
> "Erling"=20
< <FONT face=3DArial=20
size=3D2>erling.lovik@lyse.net<FONT face=3DArial =
size=3D2>> wrote in=20
message <FONT face=3DArial=20
size=3D2>news:495e4d46\$1@linux<FONT face=3DArial =
size=3D2>...
>>=20
....it seems you're setting new ideas in Mike's head=20
here....;-)
>>
>> Erling
>>
>> =
"chuck duffy"=20
< <FONT face=3DArial=20
size=3D2>c@c.com> skrev i =
melding <A=20
href=3D"news:495e45bc\$1@linux"><FONT face=3DArial=20
size=3D2>news:495e45bc\$1@linux<FONT face=3DArial=20
size=3D2>...
>>>
>>> Which brings me to =
something I used=20
to think about alot when I was
>>> working
>>> =
on=20
paris.
>>>
>>> Apparently the patch bay and =
effects=20
subsystem only exposes a small
>>> portion
>>> =
of the=20
possible patch points, and only allows you to connect them in=20
the
>>> ways exposed, even though there are potentially =
hundreds of=20
other ways to
>>> patch =
them.
>>>
>>> I=20
always wanted to figure out the patching code and make an 'effect'=20
that
>>> would allow you to communicate with the PSCL and =
repatch=20

things in
>> different
>>=20
ways.
>>
>> I know its possible because way, =
way back=20
when there was a guy from
>> ensoniq
>> who =
made a=20
hack that allowed you to patch an effect over a single =
submix
>>=20
just like goran is describing.
>>
>>=20
Chuck
>>
>> "Mike Audet" <mike@...>=20
wrote:
>>
>>Hi=20
Goran,
>>
>>It's tricky, but it can be =

done. You have to set an effect send to pre
>>=20
fader
>>&and mix your drums through the effect send. The =
pan and=20
send volume work,
>>&and you mix through these. =
Turn the=20
track faders all the way down. Set
>>&an external =
effect=20
on your effect bus, and patch you compressor in=20
there.
>>
>>You really have to mix =
with your=20
ears and not with your eyes, but it=20

>>works.
>>
>>&All =
the=20
best,
>>
>>Mike
>>
>>=
>
>
>=20

>
></BODY></HTML>

-----=_NextPart_000_0015_01C96CFA.43FCBAF0--

Subject: Re: Bus insert...

Posted by [Tom Bruhl](#) on Fri, 02 Jan 2009 21:55:51 GMT

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

We're going to have to name

"Rob_A" <mani1147@hotmail.com> wrote in message news:495e8d47@linux...

> If a couple "Wow's will trigger Mike's creativity, here ya go.....!!!!

>

>

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

[illegible]

Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> WowWow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow

>

> Have more if required.

>

>

>

>

>

>

>

>

> "Erling" <erling.lovik@lyse.net> wrote in message news:495e4d46\$1@linux...

>> ...it seems you're setting new ideas in Mike's head here....;-)

>>

>> Erling

>>

>> "chuck duffy" <c@c.com> skrev i melding news:495e45bc\$1@linux...

>>>

>>> Which brings me to something I used to think about alot when I was

>>> working

>>> on paris.

>>>

>>> Apparently the patch bay and effects subsystem only exposes a small

>>> portion

>>> of the possible patch points, and only allows you to connect them in the

>>> ways exposed, even though there are potentially hundreds of other ways

>>> to

>>> patch them.

>>>

>>> I always wanted to figure out the patching code and make an 'effect'

>>> that

>>> would allow you to communicate with the PSCL and repatch things in

>>> different

>>> ways.

>>>
>>> I know its possible because way, way back when there was a guy from
>>> ensoniq
>>> who made a hack that allowed you to patch an effect over a single submix
>>> just like goran is describing.
>>>
>>> Chuck
>>>
>>> "Mike Audet" <mike@...> wrote:
>>>>
>>>>Hi Goran,
>>>>
>>>>It's tricky, but it can be done. You have to set an effect send to pre
>>> fader
>>>>and mix your drums through the effect send. The pan and send volume
>>>>work,
>>>>and you mix through these. Turn the track faders all the way down. Set
>>>>an external effect on your effect bus, and patch you compressor in
>>>>there.
>>>>
>>>>You really have to mix with your ears and not with your eyes, but it
>>>>works.
>>>>
>>>>All the best,
>>>>
>>>>Mike
>>>
>>
>>
>>
>
>

Subject: Re: Bus insert...

Posted by [Tom Bruhl](#) on Fri, 02 Jan 2009 21:57:16 GMT

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

We're going to have to rename Paris "Oh, Canada" !

John

"Rob_A" <mani1147athotmaildotcom> wrote in message news:495e8d47@linux...

> If a couple "Wow's will trigger Mike's creativity, here ya go.....!!!!

>

>

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

[illegible]

Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> WowWow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

> Wow Wow Wow Wow

>

> Have more if required.

>

>

>

>

>

>

>

> "Erling" <erling.lovik@lyse.net> wrote in message news:495e4d46\$1@linux...

>> ...it seems you're setting new ideas in Mike's head here....;-)

>>

>> Erling

>>

>> "chuck duffy" <c@c.com> skrev i melding news:495e45bc\$1@linux...

>>>

>>> Which brings me to something I used to think about alot when I was

>>> working

>>> on paris.

>>>

>>> Apparently the patch bay and effects subsystem only exposes a small

>>> portion

>>> of the possible patch points, and only allows you to connect them in the

>>> ways exposed, even though there are potentially hundreds of other ways

>>> to

>>> patch them.

>>>
>>> I always wanted to figure out the patching code and make an 'effect'
>>> that
>>> would allow you to communicate with the PSCL and repatch things in
>>> different
>>> ways.
>>>
>>> I know its possible because way, way back when there was a guy from
>>> ensoniq
>>> who made a hack that allowed you to patch an effect over a single submix
>>> just like goran is describing.
>>>
>>> Chuck
>>>
>>> "Mike Audet" <mike@...> wrote:
>>>>
>>>>Hi Goran,
>>>>
>>>>It's tricky, but it can be done. You have to set an effect send to pre
>>> fader
>>>>and mix your drums through the effect send. The pan and send volume
>>>>work,
>>>>and you mix through these. Turn the track faders all the way down. Set
>>>>an external effect on your effect bus, and patch you compressor in
>>>>there.
>>>>
>>>>You really have to mix with your ears and not with your eyes, but it
>>>>works.
>>>>
>>>>All the best,
>>>>
>>>>Mike
>>>
>>
>>
>>
>
>

Subject: Re: Bus insert...

Posted by [Ted Gerber](#) on Fri, 02 Jan 2009 22:15:51 GMT

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

double wow

T

"Rob Arsenault" <mani1147athotmaildotcom> wrote:

>Wow.....!!! This would be so awesome.

>

>>

>> I know its possible because way, way back when there was a guy from

>> ensoniq

>> who made a hack that allowed you to patch an effect over a single submix

>> just like goran is describing.

>>

>> Chuck

>>

>

>

Subject: Re: Bus insert...

Posted by [Mike Audet](#) on Sun, 04 Jan 2009 14:36:25 GMT

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

:)

I took a look at the insert code. The next big PARIS step is the ASIO driver.

But, adding a submix knob to nolimit or the variable knee compressor sounds like an interesting idea to me.

All the best,

Mike

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

>We're going to have to rename Paris "Oh, Canada" !

>

>John

>

>

>"Rob_A" <mani1147athotmaildotcom> wrote in message news:495e8d47@linux...

>> If a couple "Wow's will trigger Mike's creativity, here ya go.....!!!!

>>

>>

>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow

>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow

>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow

Wow Wow

>> Wow

>> Wow

>> Wow

>> Wow Wow Wow Wow Wow Wow Wow Wow WowWow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow

>> Wow

>> Wow

>> Wow
WowWow
Wow

>> Wow

>> Wow

>> Wow

>> Wow Wow Wow Wow Wow Wow Wow Wow WowWow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow
Wow

>> Wow

>> Wow

>> Wow

>> Wow

>> Wow

Wow Wow

>> Wow

>> Wow

>> Wow

>> Wow

>> Wow

>> WowWow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow

>> Wow

>> Wow

>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow WowWow Wow Wow Wow Wow Wow Wow Wow Wow
Wow

>> Wow

>> Wow

>> Wow

>> WowWow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow

>> Wow

>> Wow

>> Wow

Wow Wow

>> Wow Wow Wow Wow

>>

>> Have more if required.

>>

>>

>>

>>

>>

>>

>>

>> "Erling" <erling.lovik@lyse.net> wrote in message news:495e4d46\$1@linux...

>>> ...it seems you're setting new ideas in Mike's head here....;-)

>>>

>>> Erling

>>>

>>> "chuck duffy" <c@c.com> skrev i melding news:495e45bc\$1@linux...

>>>>

>>>> Which brings me to something I used to think about alot when I was

>>>> working

>>>> on paris.

>>>>

>>>> Apparently the patch bay and effects subsystem only exposes a small

>>>> portion

>>>> of the possible patch points, and only allows you to connect them in
the

>>>> ways exposed, even though there are potentially hundreds of other ways

>>>> to

>>>> patch them.

>>>>

>>>> I always wanted to figure out the patching code and make an 'effect'

>>>> that

>>>> would allow you to communicate with the PSCL and repatch things in

>>>> different

>>>> ways.

>>>>

>>>> I know its possible because way, way back when there was a guy from

>>>> ensoniq

>>>> who made a hack that allowed you to patch an effect over a single submix

>>>> just like goran is describing.

>>>>

>>>> Chuck

>>>>

>>>> "Mike Audet" <mike@...> wrote:
>>>>
>>>>Hi Goran,
>>>>
>>>>It's tricky, but it can be done. You have to set an effect send to
pre
>>>> fader
>>>>and mix your drums through the effect send. The pan and send volume

>>>>work,
>>>>and you mix through these. Turn the track faders all the way down.
Set
>>>>an external effect on your effect bus, and patch you compressor in
>>>>there.
>>>>
>>>>You really have to mix with your ears and not with your eyes, but it

>>>>works.
>>>>
>>>>All the best,
>>>>
>>>>Mike
>>>>
>>>
>>>
>>>
>>
>>
>
>

Subject: Re: Bus insert...
Posted by [Goran Stojiljkovic](#) on Tue, 06 Jan 2009 15:37:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

....Thank you very much for your answers..I am thinking about leavin Paris
platform only because i really miss real Bus inserts...
my dream is that Master Mixer have inserts above Submix strips....then you
ad 'external 'and pach wires...wow.....
.....at least i can say...I have dream.....:-)

Thanks....

"Goran Stojiljkovic" <goran.stojiljkovic@os.t-com.hr> wrote in message
news:495df802@linux...
>I have 3 eds system with one mec and 2 24bit Ins and 1 24bit out...I s

>there any chance to somehow external compress with my disstresors only drum
>bus(card2)..(not to mixdown)...maybe some new ideas?
> Sory for my English...
>
> Goran
>

Subject: Re: Bus insert...

Posted by [Tom Bruhl](#) on Tue, 06 Jan 2009 15:58:17 GMT

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

Goran,

I am in your dream too . . .

Tom

"Goran Stojiljkovic" <goran.stojiljkovic@os.t-com.hr> wrote in message
news:49637e26@linux...

> ...Thank you very much for your answers..I am thinking about leavin Paris
> platform only because i really miss real Bus inserts...
> my dream is that Master Mixer have inserts above Submix strips....then you
> ad 'external 'and pach wires...wow.....
>at least i can say...I have dream.....:-)
>
> Thanks....

>
>
> "Goran Stojiljkovic" <goran.stojiljkovic@os.t-com.hr> wrote in message
> news:495df802@linux...

>>I have 3 eds system with one mec and 2 24bit Ins and 1 24bit out...I s
>>there any chance to somehow external compress with my disstresors only
>>drum bus(card2)..(not to mixdown)...maybe some new ideas?
>> Sory for my English...

>>
>> Goran
>>
>
>

Subject: Re: Bus insert...

Posted by [Robert](#) on Tue, 06 Jan 2009 21:12:39 GMT

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

Me three...!!

Rob_A

"Tom Bruhl" <arpeggio@comcast.net> wrote in message news:49638310\$1@linux...

> Goran,

>

> I am in your dream too . . .

>

> Tom

>

>

> "Goran Stojiljkovic" <goran.stojiljkovic@os.t-com.hr> wrote in message

> news:49637e26@linux...

>> ...Thank you very much for your answers..I am thinking about leavin Paris

>> platform only because i really miss real Bus inserts...

>> my dream is that Master Mixer have inserts above Submix strips....then

>> you ad 'external 'and pach wires...wow.....

>>at least i can say...I have dream.....:-)

>>

>> Thanks....

>>

>>

>> "Goran Stojiljkovic" <goran.stojiljkovic@os.t-com.hr> wrote in message

>> news:495df802@linux...

>>>I have 3 eds system with one mec and 2 24bit Ins and 1 24bit out...I s

>>>there any chance to somehow external compress with my disstresors only

>>>drum bus(card2)..(not to mixdown)...maybe some new ideas?

>>> Sory for my English...

>>>

>>> Goran

>>>

>>

>>

>

>

Subject: Re: Bus insert...

Posted by [Dimitrios](#) on Wed, 07 Jan 2009 02:20:05 GMT

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

Hey Mike,

That sounds great !

Plese take into account that every submix has its own delay !!

So a submix knob should be always post fader as so no dry mix will be added because phasing effect will occur.

Please put a submix knob on the stock stereo compressor too !

Please note that the digital out on every meca outputs their related submix output.
The best thing would be an insert slot on every submix but I guess this must be impossible to do...

One other great thing would be the VST possibility on stereo out inserts.

Happy New Year
Dimitrios

"Mike Audet" <mike@...> wrote:

>
>:)
>
>I took a look at the insert code. The next big PARIS step is the ASIO driver.
> But, adding a submix knob to nolimit or the variable knee compressor sounds
>like an interesting idea to me.
>
>All the best,
>
>Mike
>
>
>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>We're going to have to rename Paris "Oh, Canada" !
>>
>>John
>>
>>
>>"Rob_A" <mani1147athotmaildotcom> wrote in message news:495e8d47@linux...
>>> If a couple "Wow's will trigger Mike's creativity, here ya go.....!!!!
>>>
>>>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
Wow Wow
>

[illegible]

>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> WowWow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>Wow
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow WowWow Wow Wow Wow Wow Wow Wow
>Wow
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> WowWow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>Wow
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow Wow
>
>>> Wow Wow Wow Wow
>>>
>>> Have more if required.

>>>
>>>
>>>
>>>
>>>
>>>
>>>
>>> "Erling" <erling.lovik@lyse.net> wrote in message news:495e4d46\$1@linux...
>>>> ...it seems you're setting new ideas in Mike's head here....;-)
>>>>
>>>> Erling
>>>>
>>>> "chuck duffy" <c@c.com> skrev i melding news:495e45bc\$1@linux...
>>>>>
>>>>> Which brings me to something I used to think about alot when I was

>>>>> working
>>>>> on paris.
>>>>>
>>>>> Apparently the patch bay and effects subsystem only exposes a small
>
>>>>> portion
>>>>> of the possible patch points, and only allows you to connect them in
>the
>>>>> ways exposed, even though there are potentially hundreds of other ways
>
>>>>> to
>>>>> patch them.
>>>>>
>>>>> I always wanted to figure out the patching code and make an 'effect'
>
>>>>> that
>>>>> would allow you to communicate with the PSCL and repatch things in

>>>>> different
>>>>> ways.
>>>>>
>>>>> I know its possible because way, way back when there was a guy from
>
>>>>> ensoniq
>>>>> who made a hack that allowed you to patch an effect over a single submix
>>>>> just like goran is describing.
>>>>>
>>>>> Chuck
>>>>>
>>>>> "Mike Audet" <mike@...> wrote:
>>>>>>
>>>>>>Hi Goran,

```
>>>>>>
>>>>>>>It's tricky, but it can be done. You have to set an effect send to
>pre
>>>>>> fader
>>>>>>>and mix your drums through the effect send. The pan and send volume
>
>>>>>>>work,
>>>>>>>and you mix through these. Turn the track faders all the way down.
> Set
>>>>>>>an external effect on your effect bus, and patch you compressor in

>>>>>>>there.
>>>>>>
>>>>>>>You really have to mix with your ears and not with your eyes, but it
>
>>>>>>>works.
>>>>>>
>>>>>>>All the best,
>>>>>>
>>>>>>>Mike
>>>>>
>>>>
>>>>
>>>>
>>>
>>>
>>
>>
>>
>
```