
Subject: Sonar?

Posted by [Gantt Kushner](#) on Sun, 14 Sep 2008 15:41:28 GMT

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Any Sonar users around? I'm looking for something to install on my wife's HP laptop for rempoe gigs w/ a firewire interface. I am, as the saying goes, wide open to suggestion!

Gantt

Subject: Re: Sonar?

Posted by [Chris Ludwig](#) on Sun, 14 Sep 2008 17:47:42 GMT

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Hi Gantt,
WTF is for rempoe? :)

Need to know more about the wife's HP to see if it is even able to reliably do it. Especially with firewire involved.

Also how many channels of audio do you need to record.

If you're using Sonar hardware like Presonus and TC are out.

Chris

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> Gantt

Subject: Re: Sonar?

Posted by [kerryg](#) on Sun, 14 Sep 2008 18:37:52 GMT

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Well, if "rempoe" isn't supposed to be "remote", I'm going to have to conclude that it's something to do with live recording at "lifestyle" or "swingers" parties. From what I've heard, those involve a far larger number of inputs than is traditional.

- K

On 2008-09-14 10:47:42 -0700, Chris Ludwig <chrisl@adkproaudio.com> said:

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Subject: Re: Sonar?

Posted by [Gantt Kushner](#) on Sun, 14 Sep 2008 18:50:07 GMT

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aaargh! My fnirges keep getting all tngeld up!

All I know off the top of my head is that it has a 1.2 GHz processor. I'll find out more when I get upstairs.

Thanks!

Gantt

Chris Ludwig <chrisl@adkproaudio.com> wrote:

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Subject: Re: Sonar?
Posted by [kerryg](#) on Sun, 14 Sep 2008 19:18:04 GMT
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Heya Gantt - REAPER is definitely ready for prime time. For the cost involved (zero, and a painless install that does absolutely zero invasive stuff on your HD) you can't go wrong trying it out.

<http://www.reaper.fm/>

We use it for live recording all the time, and it's been solid as a rock. It also contains a number of features that make it excellent for live recording - for example, you can set it to save audio files on the fly when they reach a certain size, so you never wind up with "poof, it's all gone!" even when recording a full evening at a go. Even a disaster like a kicked-out power bar can be fully recoverable, unlike some apps that shrug and leave you nothing but a "whaddya?" (in fact, that feature right there is part of what prompted my partner's shift to REAPER for live work).

Great sound quality, a ton of plugins and features, and all this for cheap. No dongle for aggressive dancers to bump out; in fact, no copy protection of any sort, it's honor system. 30 day non-expiring shareware (you get a five-second nag at boot after 30 days), then \$50 for non-commercial use and \$225 for full commercial license. There's no difference between the functionality of "trial", "paid" and "paid commercial" though, it's honor system and it's upgradeable so you can use it for free for as long as you like to see if you like it, pay \$50 for the initial license if you do, and then pay the \$175 upgrade fee when commercial remote recordings come in.

Although it's PC native, it also runs on Mac OSX (it's in late beta); Justin's goal (he's nearly there) is to have the two development

branches merged so PC and OSX upgrades stay neck-and-neck. But the beta has been running like a champ for me here, and this opens the possibility of bringing your HD home and plugging it into your OSX rig and being up and running.

And there'll be more news soon re: REAPER and PARIS.

- Kerry

On 2008-09-14 08:41:28 -0700, "Gantt Kushner" <ganttmann@comcast.net> said:

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Subject: Re: Sonar?

Posted by [Gantt Kushner](#) on Sun, 14 Sep 2008 19:23:36 GMT

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darn. now the whole world knows that we're sniwrages. our drity little secret.

new fingers i seem to be needing. even more than a new rempoe recording setup.

KerryGalloway <kg@kerrygalloway.com> wrote:

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Subject: Re: Sonar?
Posted by [Don Nafe](#) on Sun, 14 Sep 2008 21:03:44 GMT
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Yep can't go wrong with Reaper

I remember Justin saying he was going to look into importing Paris Projects into Reaper...if that's the news all I can say is excellent!!!

Don

"KerryGalloway" <kg@kerrygalloway.com> wrote in message
news:48cd6745@linux...

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Subject: Re: Sonar?

Posted by [Martin Harrington](#) on Sun, 14 Sep 2008 23:03:32 GMT

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"for remote""

Martin H

On 15/09/08 3:47 AM, in article 48cd5210\$1@linux, "Chris Ludwig"
<chrisl@adkproaudio.com> wrote:

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Subject: Re: Sonar?

Posted by [Aaron Allen](#) on Mon, 15 Sep 2008 03:20:24 GMT

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If only Reaper did clickable playlists..... I'm about to blow out the playback rig for my live act, and I would LOVE to set up for Reaper. AFAIK, only Sonar has this capability. I'd do reaper in a heartbeat if it could import sonar projects and playlist them. Time between songs is everything live :)

AA

"Don Nafe" <dnafe@rogers.com> wrote in message <news:48cd7fd7@linux...>

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Subject: Re: Sonar?

Posted by [Gantt Kushner](#) on Mon, 15 Sep 2008 05:20:28 GMT

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Subject: Re: Sonar?
Posted by [Aaron Allen](#) on Mon, 15 Sep 2008 05:44:35 GMT
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my advice then, is to look at the feature set in Reaper and if it fits the bill and you like how it operates (go get it, and see how you like it with the demo) then put your bucks on hardware and use Reaper. If you need more then you have to know that ahead of time, and spend on the software accordingly.

AA

"Gantt Kushner" <ganttmann@comcast.net> wrote in message
news:48cdf09c@linux...

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Subject: Re: Sonar?
Posted by [chuck duffy](#) on Mon, 15 Sep 2008 10:16:54 GMT
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I second that. I finally set up my rig again.

Firepod
Reaper
Groove Agent
Halion
Sony Vaio laptop running VISTA!

I recorded a quick and dirty version of
<http://www.bobdylan.com/#/songs/it-takes-lot-laugh-it-takes-train-cry>
on saturday and it was all rock solid.

Chuck

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Posted by [Chris Ludwig](#) on Mon, 15 Sep 2008 13:13:41 GMT

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Hi Gantt,

If this is a 1.2 GHz laptop it's probably a Centrino based one.

YOU most reliable host for for this probably be Reaper.

The Presonus does not work right with Presonus gear so you will ahve to use Reaper of other host.

The older FP10(Firepod works fine but all the Firestudio based units do not work well becuae of the way Sonar does its ASIO.

Chris

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Subject: Re: Sonar?

Posted by [Stevehwan](#) on Mon, 15 Sep 2008 16:22:07 GMT

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I checked on the web and only found version 1.3 for Mac OSX. Is this all that's available for the trial version? I saw something also about a version 8 being the latest version.

Steve

"chuck duffy" <c@c.com> wrote:

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Subject: Re: Sonar?
Posted by [Ed](#) on Mon, 15 Sep 2008 17:33:21 GMT
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Out of interest, I was kinda following this thread to see what's going on.
I am unfamiliar with the way Reaper works and from what I am reading so far, it sounds interesting. I just hope it isn't something that is so deep and embedded and bloated that it takes a gyro-symmetric engineer to figure out just how to do some things. I have a small setup with an Alesis io14 and used Sonar. Some things are not that easy to figure out.

Anyways... I seen this mentioned before in the thread and it confuses me.
Is it a typo or could explain what you mean by, "The Presonus does not work right with Presonus gear". What Presonus won't work right with the Presonus gear? Does Presonus have a recording software that comes with their gear... and you are saying that software doesn't work with that gear? I am unfamiliar with Presonus and was just wondering what you all meant by that. Sounds like I will stay from Presonus, if that is the case...

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Subject: Re: Sonar?

Posted by [Aaron Allen](#) on Mon, 15 Sep 2008 17:49:02 GMT

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If it's any kind of help or benchmark I've got SONAR 6 running ASIO on a Tascam FW unit on a PCI TI chipset card reliably at about 10 mSec using all 18 I/O's on a nVidia based mobo, AMD 3700+ dual core. Anything faster and it craps out. SONAR seems to really like WDM models better but I hate the latency that presents. Haven't tried Reaper on that setup as I build very specific systems to do what they should and nothing else, and being in the middle of projects isn't the time I want to experiment. YMMV.
AA

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news:48ce635e\$1@linux...

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Subject: Re: Sonar?

Posted by [Aaron Allen](#) on Mon, 15 Sep 2008 17:53:18 GMT

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"Ed" <askme@email.com> wrote in message news:48ce9c61\$1@linux...

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Subject: Re: Sonar?

Posted by [kerryg](#) on Mon, 15 Sep 2008 18:02:43 GMT

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Yeah, you got a lemon. Unfortunately everyone I know who bought it got

the same lemon and I suspect it only came in lemon flavor :D

If I recall, it was swiftly ditched swiftly by my partner in preference to more stable gear.

- Kerry

On 2008-09-15 10:53:18 -0700, "Aaron Allen" <know-spam@not_here.dude> said:

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Subject: Re: Sonar?

Posted by [Gantt Kushner](#) on Mon, 15 Sep 2008 18:15:39 GMT

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Hi Chris,

I'm not sure I understand what you mean. Are you saying that the Presonus Firepod and Firestudio units would probably work well w/ Reaper?

By the way - out HP laptop has a "AMD Turion64" sticker on it.

Thanks!

Gantt

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Subject: Re: Sonar?
Posted by [Gantt Kushner](#) on Mon, 15 Sep 2008 18:23:20 GMT
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Hey Kerry,

I was liking the looks and prices of the Presonus firewire interfaces. Are they not all that?

Gantt

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Subject: Re: Sonar?

Posted by [kerryg](#) on Mon, 15 Sep 2008 19:16:04 GMT

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I can't answer the Presonus question, but I'll field the REAPER one.

It's the complete antithesis of bloatware - lean, fast and mean. It's so tightly coded that the installer's a mere 3.3 meg, and it installs nothing in your system - in fact it can be run from a USB key. It boots lightning fast and editing/mixing is a breeze.

I got turned on to it by my production partner last year. I was dubious at first - why would I be interested when I'm already running Logic 8? Well, after playing with the pre-beta (really an alpha) build for a while and virtually *never* having it crash (while Logic 8 crashes more often than the Jamaican Bobsled Team) I started looking at it more seriously.

It's the brainchild of Justin Frankel, the guy who wrote WinAmp and sold it later (his family walked out with somewhere in the hundred million range from that sale). Now that he was able to do anything he wanted, he set out to design the DAW that he wanted to use - an answer to the bloated, expensive and often unacceptably flaky offerings on the market.

The features are insane and the design philosophy is deep-rooted; it represents a serious challenge to the status quo. Justin's stated that he wanted to make it open source but it was problematic because of the licensing requirements for technologies like ReWire etc, but he's done the next closest thing - he's opened the architecture and provided kits so developoer/users can code their own "extensions". These are completely different beasts from "audio plugins" - with these extensions you can write your own support for an audio file format, or for a control surface (even a non-MIDI one). He's got the user community completely in a lather writing macros, skins, control surface support (one user's already got REAPER remote controlled from a Nintendo DS! <http://www.youtube.com/watch?v=eAvv11U9K5E>), workflow automation...

It's the most exciting thing I've seen in conventional DAWs in a long time (setting aside radical reframings like Melodyne or Ableton). Definitely a "must check out" - after all, the download's free, it does nothing to mess with your computer and the trial period's effectively limitless.

- Kerry

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Subject: Re: Sonar?
Posted by [kerryg](#) on Mon, 15 Sep 2008 19:17:27 GMT
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I'll pass this on to Tony and let you know what he says.

- K

On 2008-09-15 11:23:20 -0700, "Gantt Kushner" <ganttmann@comcast.net> said:

>
> Hey Kerry,
>
> I was liking the looks and prices of the Presonus firewire interfaces. Are
> they not all that?
>
> Gantt
>
> KerryGalloway <kg@kerrygalloway.com> wrote:
>> Yeah, you got a lemon. Unfortunately everyone I know who bought it got
>> the same lemon and I suspect it only came in lemon flavor :D
>>
>> If I recall, it was swiftly ditched swiftly by my partner in preference
>
>> to more stable gear.
>>
>> - Kerry
>>
>> On 2008-09-15 10:53:18 -0700, "Aaron Allen" <know-spam@not_here.dude> said:
>>
>>>
>>>> "Ed" <askme@email.com> wrote in message [news:48ce9c61\\$1@linux...](news:48ce9c61$1@linux...)
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>>> It's not really hard at all to figure out, in fact I saw an option to
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> in
>>> it as a live tool. That's a pretty small footprint for install and a GREAT
>>> failsafe if the PC blows up in the middle of a gig.
>>>
>>>>
>>>> Anyways... I seen this mentioned before in the thread and it confuses
> me.
>>>> Is it a typo or could explain what you mean by, "The Presonus does not
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Subject: Re: Sonar?

Posted by [Gantt Kushner](#) on Mon, 15 Sep 2008 20:20:41 GMT

Have you been using the Mac version or PC?

KerryGalloway <kg@kerrygalloway.com> wrote:

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>It's the complete antithesis of bloatware - lean, fast and mean. It's

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Subject: Re: Sonar?

Posted by [Chris Ludwig](#) on Mon, 15 Sep 2008 21:35:16 GMT

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Hi Gantt,

Sorry for any vagueness.

I mean to say that the Older Firepod which was re-branded for what ever reason into the FP10 was more reliable over all. They designed that unit using an older BridgeCo Fire wire chip which didn't have any bells and whistle features of some FW chips but worked OK. It pretty much won't work reliably under 10ms with most any system but for live recording setups that is not a big deal. Thats more important for studio and VSTi people.

The Firestudio series are using TC electronics Dice 2 chip which is full of compatibility issues and performance issues. Some Devices from TC, Presonus , M-Audio, Mackie, Apogee plus other use this chip and almost

all have some form of compatibility problem with Sonar and even with other apps that have a correct implementation of ASIO. Most of the issues involve compatibility issues with Fire wire chip sets though. Even TI ones.

The only fire wire interfaces I've seen be the least problematic are the ONLY manufacturers that use their own fire wire chip design. MOTU and RME.

The Turion64 is a slow processor but if all you need to do is record 2 to 8 tracks at 44.1k or 48k you should be fine.

Reaper will by far be the best choice for this on a slower machine.

There are something you will want to find out before you invest in ANY audio interface for this laptop.

What OS version

How much ram.

How big and what speed is th internal drive?

What Fire wire chip set is the laptop using?

Being a AMD laptop it might be using a Via CPU chip and Fire wire chip set. Which actually might be a good thing.

For a laptop you really need to have either TI or Via based fire wire to improve the odds of it working.

Chris

Gantt Kushner wrote:

> Hi Chris,

>

> I'm not sure I understand what you mean. Are you saying that the Presonus

> Firepod and Firestudio units would probably work well w/ Reaper?

>

> By the way - out HP laptop has a "AMD Turion64" sticker on it.

>

> Thanks!

>

> Gantt

>

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Subject: Re: Sonar?

Posted by [Chris Ludwig](#) on Mon, 15 Sep 2008 21:37:57 GMT

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Hi Kerry,

Yes we had lots of lemons in the fire studio series.

They seemed to have gotten whatever manufacture ring issues they had out

of the way but still haven't gotten drivers sorted out to be a stable as they should be.

Chris

KerryGalloway wrote:

> Yeah, you got a lemon. Unfortunately everyone I know who bought it got
> the same lemon and I suspect it only came in lemon flavor :D
>
> If I recall, it was swiftly ditched swiftly by my partner in preference
> to more stable gear.
>
> - Kerry
>
> On 2008-09-15 10:53:18 -0700, "Aaron Allen" <know-spam@not_here.dude> said:
>
>>
>> "Ed" <askme@email.com> wrote in message news:48ce9c61\$1@linux...
>>>
>>> Out of interest, I was kinda following this thread to see what's
>>> going on.
>>> I am unfamiliar with the way Reaper works and from what I am reading so
>>> far, it sounds interesting. I just hope it isn't something that is so
>>> deep
>>> and embedded and bloated that it takes a gyro-symmetric engineer to
>>> figure
>>> out just how to do somethings. I have a small setup with an Alesis io14
>>> and used Sonar. Some things are not that easy to figure out.
>>
>> It's not really hard at all to figure out, in fact I saw an option to
>> install Reaper to a USB/removable key which reeeally peaked my
>> interest in
>> it as a live tool. That's a pretty small footprint for install and a
>> GREAT
>> failsafe if the PC blows up in the middle of a gig.
>>
>>>
>>> Anyways... I seen this mentioned before in the thread and it
>>> confuses me.
>>> Is it a typo or could explain what you mean by, "The Presonus does not
>>> work
>>> right with Presonus gear". What Presonus won't work right with the
>>> Presonus
>>> gear? Does Presonus have a recording software that comes with thier
>>> gear...
>>> and you are saying that software doesn't work with that gear? I am
>>> unfamiliar

>>> with Presonus and was just wondering what you all meant by that. Sounds
>>> like I will stay from Presonus, if that is the case...
>>
>> FWIW, and I may have gotten a lemon, I had horrid luck with Presonus FW.
>>
>> AA
>>>
>>> ~ Ed
>>>
>>>
>>> Chris Ludwig <chrisl@adkproaudio.com> wrote:
>>>> HI Gantt,
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Subject: Re: Sonar?

Posted by [Chris Ludwig](#) on Mon, 15 Sep 2008 21:56:20 GMT

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Hi Aaron,

If Tascam didn't have the worst customer support period I would be recommending one to him. I didn't think their support could have gotten worse but now it is basically non-existent. Which is too bad because that was a great unit when it came out.

I'm pretty sure Sonar was designed from the bottom up to use Microsoft's WDM. Pretty dumb idea IMHO. WDM was a disaster waiting to happen. Never quite being finished. Having to be hacked by driver developers to even get it to work at anything close to ASIO. Even then MS was constantly changing "improving?" it with little or no interaction with the Pro Audio world. The only real improvement in WDM had to do with gaming and home theater use. Which Logically was more important than the tiny tiny Pro audio market.

Other than some sort of strange politics of the time I'm not sure why Cakewalk didn't develop Sonar around ASIO instead. Oh yeah they said that they didn't want to be at the mercy of a competitor. So it's better we go with a driver model that is completely unproven developed by a company that has no interest in the Pro Audio market. Go Figure.

I must say it is the most daring development design idea they ever had at least. :)

Chris

Aaron Allen wrote:

> If it's any kind of help or benchmark I've got SONAR 6 running ASIO on a
> Tascam FW unit on a PCI TI chipset card reliably at about 10 mSec using all
> 18 I/O's on a nVidia based mobo, AMD 3700+ dual core. Anything faster and it
> craps out. SONAR seems to really like WDM models better but I hate the
> latency that presents. Haven't tried Reaper on that setup as I build very
> specific systems to do what they should and nothing else, and being in the
> middle of projects isn't the time I want to experiment. YMMV.

> AA

>

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> "Chris Ludwig" <chrisl@adkproaudio.com> wrote in message

> news:48ce635e\$1@linux...

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>

Subject: Re: Sonar?

Posted by [kerryg](#) on Tue, 16 Sep 2008 01:41:26 GMT

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As of this point - both. I have the dual G5 running the Mac version on OSX and the PC version on that Athlon I wrote about. Very little difference between the two either.

- K

On 2008-09-15 13:20:41 -0700, "gantt Kushner" <ganttmann@comcast.net> said:

>

> Have you been using the Mac version or PC?

>

> KerryGalloway <kg@kerrygalloway.com> wrote:

>> I can't answer the Presonus question, but I'll field the REAPER one.

>>

>> It's the complete antithesis of bloatware - lean, fast and mean. It's

>> so tightly coded that the installer's a mere 3.3 meg, and it installs

>> nothing in your system - in fact it can be run from a USB key. It boots

>

>> lightning fast and editing/mixing is a breeze.

>>

>> I got turned on to it by my production partner last year. I was dubious

>

>> at first - why would I be interested when I'm already running Logic 8?

>> Well, after playing with the pre-beta (really an alpha) build for a

>> while and virtually *never* having it crash (while Logic 8 crashes more

>

>> often than the Jamaican Bobsled Team) I started looking at it more

>> seriously.

>>

>> It's the brainchild of Justin Frankel, the guy who wrote WinAmp and

>> sold it later (his family walked out with somewhere in the hundred

>> million range from that sale). Now that he was able to do anything he

>> wanted, he set out to design the DAW that he wanted to use - an answer

>> to the bloated, expensive and often unacceptably flaky offerings on the

>

>> market.

>>

>> The features are insane and the design philosophy is deep-rooted; it

>> represents a serious challenge to the status quo. Justin's stated that

>> he wanted to make it open source but it was problematic because of the

>> licensing requirements for technologies like ReWire etc, but he's done

>> the next closest thing - he's opened the architecture and provided kits

>

>> so developer/users can code their own "extensions". These are

>> completely different beasts from "audio plugins" - with these

>> extensions you can write your own support for an audio file format, or
>> for a control surface (even a non-MIDI one). He's got the user
>> community completely in a lather writing macros, skins, control surface
>
>> support (one user's already got REAPER remote controlled from a
>> Nintendo DS! <http://www.youtube.com/watch?v=eAvv11U9K5E>), workflow
>> automation...
>>
>> It's the most exciting thing I've seen in conventional DAWs in a long
>> time (setting aside radical reframings like Melodyne or Ableton).
>> Definitely a "must check out" - after all, the download's free, it does
>
>> nothing to mess with your computer and the trial period's effectively
>> limitless.
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Subject: Re: Sonar?

Posted by [kerryg](#) on Tue, 16 Sep 2008 01:44:53 GMT

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Hmm, version 1.3 of what? Reaper? The current Mac version, 2.46, is here:

<http://www.reaper.fm/download.php>

- K

On 2008-09-15 09:22:07 -0700, "Steve Cox" <stevec1@charter.net> said:

>
> I checked on the web and only found version 1.3 for Mac OSX. Is this all that's
> available for the trial version? I saww something also about a version 8
> being the latest version.

> Steve

>
> "chuck duffy" <c@c.com> wrote:

>>
>> I second that. I finally set up my rig again.

>>
>> Firepod
>> Reaper
>> Groove Agent
>> Halion

>> Sony Vaio laptop running VISTA!

>>
>> I recorded a quick and dirty version of
>> <http://www.bobdylan.com/#/songs/it-takes-lot-laugh-it-takes-train-cry>
>> on saturday and it was all rock solid.

>>
>> Chuck

>>
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Subject: Re: Sonar?
Posted by [Aaron Allen](#) on Tue, 16 Sep 2008 01:46:00 GMT
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If I may be so rude, Tascam support sucks donkey balls. And badly at that.

AA

"Chris Ludwig" <chrisl@adkproaudio.com> wrote in message
news:48cedddc@linux...

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Subject: Re: Sonar?
Posted by [chuck duffy](#) on Tue, 16 Sep 2008 04:04:54 GMT
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Posted by [Ed](#) on Tue, 16 Sep 2008 17:20:28 GMT
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Posted by [chuck duffy](#) on Tue, 16 Sep 2008 21:03:41 GMT
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Posted by [Ed](#) on Wed, 17 Sep 2008 11:57:34 GMT
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[snip snip]

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Posted by [chuck duffy](#) on Wed, 17 Sep 2008 12:09:14 GMT

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>>>>>>>> disaster like a kicked-out power bar can be fully recoverable, unlike
>>>>>>>
>>>>>>>> some apps that shrug and leave you nothing but a "whaddya?" (in
fact,
>>>>>>>
>>>>>>>> that feature right there is part of what prompted my partner's shift
>>>>>>to
>>>>>>>>
>>>>>>>> REAPER for live work).
>>>>>>>>
>>>>>>>>> Great sound quality, a ton of plugins and features, and all this
>for
>>>>>>>
>>>>>>>>> cheap. No dongle for aggressive dancers to bump out; in fact, no
>copy
>>>>>>>>
>>>>>>>>>> protection of any sort, it's honor system. 30 day non-expiring

>>>>>>> shareware (you get a five-second nag at boot after 30 days), then
>>\$50
>>>>>>>
>>>>>>> for non-commercial use and \$225 for full commercial license. There's
>>>>>>>no
>>>>>>>
>>>>>>> difference between the functionality of "trial", "paid" and "paid
>>
>>>>>>> commercial" though, it's honor system and it's upgradeable so you
>>can
>>>>>>>
>>>>>>> use it for free for as long as you like to see if you like it, pay
>>>\$50
>>>>>>>
>>>>>>> for the initial license if you do, and then pay the \$175 upgrade
>fee
>>>>>>>
>>>>>>> when commercial remote recordings come in.
>>>>>>>
>>>>>>> Although it's PC native, it also runs on Mac OSX (it's in late beta);
>>>>>>>
>>>>>>> Justin's goal (he's nearly there) is to have the two development
>
>>>>>>> branches merged so PC and OSX upgrades stay neck-and-neck. But the
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>>>>>>>
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>>>>>>> And there'll be more news soon re: REAPER and PARIS.
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>>>>>>>
>>>>>>>
>>>>>
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>>
>>
>

Subject: Re: Sonar?
Posted by [Ed](#) on Wed, 17 Sep 2008 15:48:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

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"chuck duffy" <c@c.com> wrote:

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Subject: Re: Sonar?
Posted by [chuck duffy](#) on Wed, 17 Sep 2008 22:46:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

No thanks. Anything I would write in an email, I'm perfectly willing to post here.

Chuck

"Ed" <askme@email.com> wrote:
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>Actually, perhaps it would have been better that you didn't respond... ASSHOLE!
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In the end, I want to be free to say, without moderation that I find Eds attitude really shitty, and that I stand behind every single word I said in my previous response to Ed.

And I want Ed to feel completely free to respond that I am a Moron, and an asshole.

Chuck

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

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This thread is dead! Jerk!

"chuck duffy" <c@c.com> wrote:

>

>Mike,

>

>I wholeheartedly disagree. Obviously I started this chain of events, and
>to some extent it's territorial pissing, but who is to blame?, Ed for his
>cantankerous fuck you don't mess with me stance, or me for pointing out
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>I really don't like Ed's cantankerous fuck you don't mess with me stance.

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>The last time I had an interaction like this with anyone on this NG there
>were veiled 'i know where you live' threats thrown around, and so I begged
>off. I wasn't about to put my family life in jeopardy because someone doesn't
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>
>>>>>>>>>
>>>>>>>>> I dunno. I need to do this on the cheap!
>>>>>>>>>
>>>>>>>>> Gantt
>>>>>>>>>
>>>>>>>>> KerryGalloway <kg@kerrygalloway.com> wrote:
>>>>>>>>>> Heya Gantt - REAPER is definitely ready for prime time. For
the
>>>>cost
>>>>>>>>>
>>>>>>>>>>> involved (zero, and a painless install that does absolutely
zero
>>>>>
>>>>>>>>>>> invasive stuff on your HD) you can't go wrong trying it out.
>>>>>>>>>>>
>>>>>>>>>>>> <http://www.reaper.fm/>
>>>>>>>>>>>>
>>>>>>>>>>>>> We use it for live recording all the time, and it's been solid
>>>as
>>>>>>>a
>>>>>>>>>
>>>>>>>>>>>>> rock. It also contains a number of features that make it excellent
>>>>>>>>>>>for
>>>>>>>>>>>>>
>>>>>>>>>>>>>>> live recording - for example, you can set it to save audio files
>>>>>on
>>>>>>>>the
>>>>>>>>>>>>>
>>>>>>>>>>>>>>> fly when they reach a certain size, so you never wind up with
>>"poof,
>>>>>>>>>>>>>
>>>>>>>>>>>>>>>>> it's all gone!" even when recording a full evening at a go.

Subject: Re: Sonar?

Posted by [TC](#) on Sat, 20 Sep 2008 22:03:10 GMT

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Ah, now this is more like the old Paris NG as I remembered it...

No way man, I'm keeping this thread open..

Next topics of discussion.. politics and religion!

Cheers,

TC

Ed wrote:

> Ha ha ha! And you're so funny too!

>

> And you don't even know me... you got this summation from a few posts I created
> on this newsgroup? Mostly asking questions cause I don't monitor this newsgroup
> daily. Just how were my questions perverse, ugly or even malicious? Please
> explain this to me and especially your fan group.

>

> To me you are nothing but a jerk! And one that I would love to meet in person,
> cause your old beastie ass can't hide behide a keyboard with your "Yea me,
> fuck thee" sissy attitude that you have shown more than once.

>

> Or perhaps you got me mistaken with someone else? I am not sure what your
> problem is... but you certainly got issues!

>

> And your post about the threats of the family was silly too. You make me
> laugh! Or perhaps you've dissed others and maybe they weren't going to put
> up with your cantankerous bullshit either?

>

> Allow me to give you a piece of advice. You see a post on here you don't
> like... you can really chose to ignore it, OR you can be bold and post like
> an idiot and start personal trouble (like you just have) with peopl you don't
> even know. The red pill or the blue pill. You chose!

>

> This thread is dead! Jerk!

>

>

> "chuck duffy" <c@c.com> wrote:
