
Subject: Punchdown patchbays

Posted by [Deej \[4\]](#) on Mon, 16 Apr 2007 18:06:16 GMT

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As my old cheap modular (switchablenormalled/half normalled/straight thru) patchbays start to age, I'm thinking about getting something a bit more *pro*. I'm looking at some o the ADC and Bittree products with punchdown blocks just because I don't want to spend the next three months sucking solder fumes. I could probably clip the TRS jacks off my existing snakes and have these punched down in a couple of days, if it's as simple as it looks to be. Then again, since these old modular PB's have lasted over 8 years with only two modules going south, maybe I should stick with what works???.....nawwww.....

Any problems with reliability with punch down PB's?

Thanks,

Deej

Subject: Re: Punchdown patchbays

Posted by [EK Sound](#) on Mon, 16 Apr 2007 19:18:48 GMT

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They are used a LOT in larger studios. Wire size is KEY for these things... even a slight difference in diameter can ruin your day with punch blocks. This means you can't use *just any wire*. There is a guy over on GS that built a room and used them:

<http://www.gearslutz.com/board/high-end/48460-steves-new-recording-studio-start-18.html>

Start reading the thread about mid-way down the page. He had quite a bit to say about the blocks and wire.

I don't like them personally... something frightens me about insulation displacement connections...

David.

DJ wrote:

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> Any problems with reliability with punch down PB's?
>
> Thanks,
>
> Deej
>
>

Subject: Re: Punchdown patchbays
Posted by [dc\[3\]](#) on Mon, 16 Apr 2007 19:35:43 GMT
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Bittree programmable.

Use the E3 connector rather than the punchdown. You can do it all with their crimp tool, but we crimp and then solder. Great gear, easily programmable for normalling on the front panel and with the E3, easily changed on the back. We have had zero service calls on these.

I can get you a good price once you get your part number.

DC

"DJ" <www.aarrrrggghhh!!!.com> wrote:

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>Any problems with reliability with punch down PB's?
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>Thanks,
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>Deej
>
>

Subject: Re: Punchdown patchbays
Posted by [Deej \[4\]](#) on Mon, 16 Apr 2007 19:56:40 GMT
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Cool. I'm dealing with lots of different size wire here. big Mogami/ little Mogami of various snake sizes ranging from 2 pair to 32 pair.

"DC" <dc@spammersinhell.com> wrote in message news:4623d00f\$1@linux...

>
> Bittree programmable.
>
> Use the E3 connector rather than the punchdown. You can do it all with
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> DC

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>>Thanks,
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>

Subject: Re: Punchdown patchbays
Posted by [dc\[3\]](#) on Mon, 16 Apr 2007 20:09:53 GMT
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The E3 accepts most any gauge cable. The little Mogami console cable (2944) should probably be soldered as well as crimped, and you have to buy their crimper, but it's a great system

DC

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>Cool. I'm dealing with lots of different size wire here. big Mogami/ little

>
>
>"DC" <dc@spammersinhell.com> wrote in message [news:4623d00f\\$1@linux...](news:4623d00f$1@linux...)

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>>>Deej
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Subject: Re: Punchdown patchbays
Posted by [Neil](#) on Mon, 16 Apr 2007 22:50:28 GMT
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How about NO patch bays?

Be a purist - fewer connections, etc, etc.

I don't use one & wouldn't bother with one now unless I had a console - had a bay for awhile, but got rid of it 2-3 years ago, just couldn't see the advantage.

Neil

"DJ" <www.aarrrrggghh!!!.com> wrote:

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>Thanks,

>

>Deej

>

>

Subject: Re: Punchdown patchbays

Posted by [dc\[3\]](#) on Mon, 16 Apr 2007 23:11:52 GMT

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Absolutely...

If you have enough I/O in your DAW, why not?

You can always patch things around in the app.

DC

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

>

>How about NO patch bays?

>

>Be a purist - fewer connections, etc, etc.

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Subject: Re: Punchdown patchbays
Posted by [Nil](#) on Tue, 17 Apr 2007 06:09:24 GMT
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Yup... don't need 'em: Mic/mic pre/convertors - why insert an extra few feet of cable & open-air, unshielded contacts into your signal chain? I can reach behind my rack just as easily as I can reach over to the front of it if I wanna try another preamp or insert a compressor inline or sumthin'.

Admittely, if you're running a big desk, you gotta have 'em. You can't be climbing behind the console all the time to patch & repatch stuff.

Neil

"DC" [nhell.com](#)> wrote:

>
>Absolutely...
>
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Subject: Re: Punchdown patchbays
Posted by [Deej \[4\]](#) on Tue, 17 Apr 2007 15:33:58 GMT
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I've got 18 preamp channels, 31 outboard processors (25 analog and 6 digital) that I interface during mixdown , 26 AD's and DA's and few other odds and ends that I am swapping around during tracking and mixing. PB's just work better for my purposes.I'm not having any *issues* with signal degradation or intermittent connections. Climbing around behind my racks

just isn't ergonomically feasible or practical. It's much easier to just lean over from my perch in the sweet spot, grab a cable and plug it in if need be. Right now, I'm using 3 x 48 point PB's that are configured straight through (1:1). I'll be making better use of normalling/half normalling, if and when, to reduce th number of patch cables necessary, but this won't be for any reason having to do with fidelity, just convenience.

Deej

"Neil" <IUOIU@OIU.com> wrote in message news:46246494\$1 @linux...

>
> Yup... don't need 'em: Mic/mic pre/convertors - why insert an
> extra few feet of cable & open-air, unshielded contacts into
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> I can reach over to the front of it if I wanna try another
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> Neil

>
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>>DC

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Sorry, you can't convince me... I'm certain that I gain at least
3.5Khz on the top end, -6db lower noise levels and an extra 14db
of dynamic range by avoiding the use of patchbays.

:D
;)

Subject: Re: Punchdown patchbays
Posted by [dc\[3\]](#) on Tue, 17 Apr 2007 16:11:51 GMT
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Yes, and the high end has that sheen! Way more three-
dimensionality...

heh

DC

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

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>3.5Khz on the top end, -6db lower noise levels and an extra 14db
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>
>:D
>:)

Subject: Re: Punchdown patchbays
Posted by [Neil](#) on Tue, 17 Apr 2007 16:15:41 GMT
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Absolutely, it's like having a built-in "soar" button.

:)

"DC" <dc@spammersinhell.com> wrote:

>
>Yes, and the high end has that sheen! Way more three-
>dimensionality...

>
>heh

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>DC

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

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>>:D
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>
