Subject: 2 card question
Posted by RK on Wed, 04 Jan 2006 00:28:27 GMT
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;>>I'm
> >>>>>
> >>>>>
> >>>>>>>considering switching to protools.
> >>>>>>>
> >>>>>>>jef
> >>>>>>>
> >>>>>>>DJ wrote:
> >>>>>>>
> >>>>>>>
> >>>>>>>
> >>>>>>>
> >>>>>>>> http://akwww.digidesign.com/support/docs/WhitePaper_48BitMix er.pdf
> >>>>>>>>
> >>>>>>>>Any comments? It appears to me that the signals are recorded at 24
> >>>>>>>>bit, then processed at whatever bit rate the p

Subject: Re: 2 card question
Posted by John [1] on Wed, 04 Jan 2006 00:48:48 GMT
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rt to the default setup.
>>Assign submix 1 card B to virtual ***. This disconnects EDS card 2 from
>>submix 1
>>Assign submix 2 card A to card B.   This assigns the MEC and EDS card 2
>>to submix 2.
>>Assign submix 1 to card A.
>>
>>This puts submix 1 back on card A. Make sure to turn CARD back on from
>>Virtual.
>>
>> -- --------------
>
> --------------------
>
>>How to move your MEC from submix to submix for a 1 card system.
>> -- --------------
>
> --------------------
>
>>In this example, the MEC is tied to EDS card 1 and is assigned to submix
>
> 1.

>
>>Open Master Mixer.
>>Assign submix 1 card A to virtual. This disconnects EDS card 1 from
>>submix 1
>>Assign submix 2 card A.   This assigns the MEC and EDS card 1 to
>>submix 2.
>>
>>To revert to the default setup.
>>Assign submix 2 to virtual. This disconnects EDS card 2 from submix 1
>>Assign submix 1 to card A.   This assigns the MEC and EDS card 1 back
>>to submix 1.
>>
>>Make sure to turn CARD back on from Virtual.
>>
>>
>>RK wrote:
>>
>>>So I got the two cards hooked up (I don't necessarily need 32 channels,
>
> but
>
>>>want extra FX resources) and I want to load FX up on the global inserts
>>>(card A) and record on card B (with various compressors, FX, etc. and
>
> lots
>
>>>of resource room.)   I understand the global FX are assigned to card A,
>
> but
>
>>>then I can't record to card B (sumbix 2 where my per channel compression
>>>is.) If I assign the submix to different cards, it doesn't matter
>
> because
>
>>>now submix two is card A and there are no resources left for the global
>>>inserts. Of course, now submix one has all kinds of resources, but I
>
> can't
>
>>>record to it. Is this a Catch-22? Am I just an idiot? (ok, don't
>
> answer
>
>>>that!)
>>>
>>>Do you have to be happy with the resources on the card you are recording
>>>with (both mixer and global inserts) as there is no sharing of

>
> resources?
>
>>>Thanks
>>>
>>>Kent
>>>
>>>
>>>
>
>
>I have a two card system with one MEC. I do have a 442, however, and I'm
wondering if I can hook it up to the second card?

Thanks
Kentsometimes, when playing, if I hit play again it locks up.

John wrote:

> Can anyone add or clarify my new list of Paris no nos ?
>
>
>
> Things to keep you from crashing.

Subject: Re: 2 card question
Posted by RK on Wed, 04 Jan 2006 00:58:34 GMT

/>
>
>
> In STOP mode
>
>   DON'T
>   *   select a new Native Effect if the current one is open
>   *   enter record mode without first setting your record path
> (Ctrl-R)
>   *   use the name of the project for your recording path
>   *   save with looping enabled
>
> During Playback or Recording
>
>   DON'T
>   *   change inserts (native or eds)
>   *   move loop or punch points
>   *   enable or disable loop or punch

>
> Rendering
>
>   DON'T
>   *   render tracks with different lengths
>
> NoLimit
>
>   DON'T
>   *   use 0 or 50 valuesYes!

"RK" <kent510745@hotmail.com> wrote:
>I have a two card system with one MEC. I do have a 442, however, and I'm
>wondering if I can hook it up to the second card?
>
>Thanks
>Kent
>
>Bitchin'. Will I then have two active submixes? Do I leave the cards
connected in the computer? Still can't share card resources though, right?

Thanks.

Kent

"James McCloskey" <excelsm@hotmail.com> wrote in message
news:43bb2b84$1@linux...
>
> Yes!
>
> "RK" <kent510745@hotmail.com> wrote:
> >I have a two card system with one MEC. I do have a 442, however, and I'm
> >wondering if I can hook it up to the second card?
> >
> >Thanks
> >Kent
> >
> >
>"LaMont" <jjdpro@ameritech.net> wrote:
>
>Hey guys,
>
>I know that this is an old thread, but I have to disagree with assessments
>on Pro Tools sound quality.
>
>First, I mix with Pro Tools HD at our Church's studio for major release
Gospel
>Cds. Pro Tools HD sounds wonderful with low and high track counts

To "sum" it up, IMO...   HD = "Good"; earlier PT systems = "Bad"

Never mixed in "LE", so I cna't comment there, but I've done
some overdubs in it... the 002's convertors were adequate/OK.

NeilDon't forget the BNC cable from MEC out to 442 in, that's assuming your MEC
is on card A. NO, can't share resources between submixes. Yeap, cards stay
connected as before. That's my setup here, 2 card on MEC/442 works great.

Have fun..!
Rob_A

"RK" <kent510745@hotmail.com> wrote in message news:43bb2ca7@linux...
> Bitchin'. Will I then have two active submixes? Do I leave the cards
> connected in the computer? Still can't share card resources though,
right?
>
> Thanks.
>
> Kent
>
> "James McCloskey" <excelsm@hotmail.com> wrote in message
> nws:43bb2b84$1@linux...
> >
> > Yes!
> >
> > "RK" <kent510745@hotmail.com> wrote:
> > >I have a two card system with one MEC. I do have a 442, however, and
I'm
> > >wondering if I can hook it up to the second card?
> > >
> > >Thanks
> > >Kent
> > >
> > >
> >
>
>Don't try to edit the leng

 a new Native Effect if the current one is open

>>   *   enter record mode without first setting your record path
>> (Ctrl-R)
>>   *   use the name of the project for your recording path
>>   *   save with looping enabled
>>
>> During Playback or Recording
>>
>>   DON'T
>>   *   change inserts (native or eds)
>>   *   move loop or punch points
>>   *   enable or disable loop or punch
>>
>> Rendering
>>   DON'T
>>   *   render tracks with different lengths
>>
>> NoLimit
>>
>>   DON'T
>>   *   use 0 or 50 valuesCan you import 24bit wav. or SD II files in to a 16bit PARIS project? If
so, what happens to the 24 bit files, are they truncated? Will it screw
up the sound of the 24bit files?

Thanks
JDThis is a multi-part message in MIME format.

------=_NextPart_000_0034_01C610B3.181A8760
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

If you cut them all to the same length that seems to minimize
the likelyhood of a crash. Save before trying anyway.
Tom
  "Don Nave" <dnafe@magma.ca> wrote in message news:43bb3811@linux...
  Don't try to edit the length or move too many tracks at one time in =
the edit=20
  window...crash city.

  "jef knight" <thestudio@allknightmusic.com> wrote in message=20
  news:43bb23ef@linux...
  > sometimes, when playing, if I hit play again it locks up.
  >
  > John wrote:
  >
  >> Can anyone add or clarify my new list of Paris no nos ?
  >>

>>
>>
>> Things to keep you from crashing.
>>
>>
>> In STOP mode
>>
>>   DON'T
>>   *   select a new Native Effect if the current one is open
>>   *   enter record mode without first setting your record path=20
>> (Ctrl-R)
>>   *   use the name of the project for your recording path
>>   *   save with looping enabled
>>
>> During Playback or Recording
>>
>>   DON'T
>>   *   change inserts (native or eds)
>>   *   move loop or punch points
>>   *   enable or disable loop or punch
>>
>> Rendering
>>   DON'T
>>   *   render tracks with different lengths
>>
>> NoLimit
>>
>>   DON'T
>>   *   use 0 or 50 values=20

------=_NextPart_000_0034_01C610B3.181A8760
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 6.00.2800.1400" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>If you cut them all to the same length =
that seems=20
to minimize</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>the likelyhood of a crash. Save =

before trying=20
anyway.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Don Nave" <<A =
href=3D"mailto:dnafe@magma.ca">dnafe@magma.ca</A>>=20
  wrote in message <A=20
  href=3D"news:43bb3811@linux">news:43bb3811@linux</A>...</DIV>Don't try =
to edit=20
  the length or move too many tracks at one time in the edit =

window...crash=20
  city.

"jef knight" &

Subject: Re: 2 card question
Posted by Deej [1] on Wed, 04 Jan 2006 08:46:02 GMT
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> 	Cubase CH 9>RME 1 ADAT 2-9 out > Paris CH 9
> 	Cubase CH 10>RME 1 ADAT 2-10 out > Paris CH 10
> 	Cubase CH 11>RME 1 ADAT 2-11 out > Paris CH 11
> 	Cubase CH 12>RME 1 ADAT 2-12 out > Paris CH 12
> 	Cubase CH 13>RME 1 ADAT 2-13 out > Paris CH 13
> 	Cubase CH 14>RME 1 ADAT 2-14 out > Paris CH 14
> 	Cubase ST CH 15L/ Stereo Group 1 L> RME 1 ADAT 2-15 out > Paris
> 	CH 15
> 	Cubase ST CH 15R/ Stereo Group 1 R> RME 1 ADAT 2-16 out > Paris
> 	CH 16
>
> 	Paris Submix #2
>
> 	Cubase CH 16>RME 1 ADAT 3-17 out > Paris CH 1
> 	Cubase CH 17>RME 1 ADAT 3-18 out > Paris CH 2
> 	Cubase CH 18>RME 1 ADAT 3-19 out > Paris CH 3
> 	Cubase CH 19>RME 1 ADAT 3-20 out > Paris CH 4
> 	Cubase CH 20>RME 1 ADAT 3-21 out > Paris CH 5
> 	Cubase CH 21>RME 1 ADAT 3-22 out > Paris CH 6
> 	Cubase CH 22>RME 1 ADAT 3-23 out > Paris CH 7
> 	Cubase CH 23>RME 1 ADAT 3-24 out > Paris CH 8
>
> 	Using RME HDSP 9652 Card #2 bussing to Paris Submix 2 AND 3
>
> 	Cubase CH 24>RME 2 ADAT 1-1 out > Paris CH 9
> 	Cubase CH 25>RME 2 ADAT 1-2 out > Paris CH 10
> 	Cubase CH 26>RME 2 ADAT 1-3 out > Paris CH 11

>   Cubase CH 27>RME 2 ADAT 1-4 out > Paris CH 12
>   Cubase CH 28>RME 2 ADAT 1-5 out > Paris CH 13
>   Cubase CH 29>RME 2 ADAT 1-6 out > Paris CH 14
>   Cubase CH 30>RME 2 ADAT 1-7 out > Paris CH 15
>   Cubase CH 31>RME 2 ADAT 1-8 out > Paris CH 16
>
>   Paris Submix #3
>
>   Cubase CH 32>RME 2 ADAT 2-9 out > Paris CH 1
>   Cubase CH 33>RME 2 ADAT 2-10 out > Paris CH 2
>   Cubase CH 34>RME 2 ADAT 2-11 out > Paris CH 3
>   Cubase CH 35>RME 2 ADAT 2-12 out > Paris CH 4
>   Cubase CH 36>RME 2 ADAT 2-13 out > Paris CH 5
>   Cubase CH 37>RME 2 ADAT 2-14 out > Paris CH 6
>   Cubase CH 38>RME 2 ADAT 2-15 out > Paris CH 7
>   Cubase CH 39>RME 2 ADAT 2-16 out > Paris CH 8
>   Cubase CH 40>RME 2 ADAT 3-17 out > Paris CH 9
>   Cubase CH 41>RME 2 ADAT 3-18 out > Paris CH 10
>   Cubase CH 42>RME 2 ADAT 3-19 out > Paris CH 11
>   Cubase CH 43>RME 2 ADAT 3-20 out > Paris CH 12
>   Cubase CH 45>RME 2 ADAT 3-21 out > Paris CH 13
>   Cubase CH 46>RME 2 ADAT 3-22 out > Paris CH 14
>   Cubase ST CH 47L/ Stereo Group 2 L> RME 3 ADAT 3-23 out > Paris
>   CH 15
>   Cubase ST CH 48R/ Stereo Group 2 R> RME 3 ADAT 3-24 out > Paris
>   CH 16
>
>   ....then you need to remember to turn on all of the external
>   digital
>   procesors that5 are interfacing with Paris and Cubase through
>   the digital
>   patchbay or directly before you turn on your external word clock
>   module,
>   followed by booting the DAW which is running the control panel
>   for your
>   digital patchbays and starting the digital FX processors in
>   this box, then
>   boot your Paris DAW, launch the Paris app and then boot your
>   Cubase DAW and
>   launch cubase. If you don't do it in this order, Paris will
>   crash.....and
>   I'm pretty pissed that this was nowhere in the manual.
>
>   ;oD
>
>
>
>   "John" <no@no.com <mailto:no@no.com>> wrote in message

>   news:43bb2108@linux...
>   > Can anyone add or clarify my new list of Paris no nos ?
>   >
>   >
>   >
>   > Things to keep you from crashing.
>   >
>   >
>   > In STOP mode
>   >
>   > DON'T
>   > * select a new Native Effect if the current one is open
>   > * enter record mode without first setting your record path
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>   > * use the name of the project for your recording path
>   > * save with looping enabled
>   >
>   > During Playback or Recording
>   >
>   > DON'T
>   > * change inserts (native or eds)
>   > * move loop or punch points
>   > * enable or disable loop or punch
>   >
>   > Rendering
>   >
>   > DON'T
>   > * render tracks with different lengths
>   >
>   > NoLimit
>   >
>   > DON'T
>   > * use 0 or 50 values
>And after all the things we did for that schmuck...made him the EA he is
today....sheesh!

Don

;-)

"John" <no@no.com> wrote in message news:43bbbc9a@linux...
> Yeah he totally left u