
Subject: Compression Format Advice?

Posted by [Bill L](#) on Sun, 27 Apr 2008 20:34:45 GMT

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

I'm compressing a bunch of files for a portable player to be used to play rhythm trax for gigs. I need to use mp3 because I will need iTunes to be able to access them. If you have done some testing do you think 256k mp3s are good enough that in a live situation one can't hear much diff?

Subject: Re: Compression Format Advice?

Posted by [Don Nafe](#) on Mon, 28 Apr 2008 00:49:56 GMT

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

128 will do the job

"Bill L" <bill@billlorentzen.com> wrote in message [news:4814e621@linux...](#)
> I'm compressing a bunch of files for a portable player to be used to play
> rhythm trax for gigs. I need to use mp3 because I will need iTunes to be
> able to access them. If you have done some testing do you think 256k mp3s
> are good enough that in a live situation one can't hear much diff?

Subject: Re: Compression Format Advice?

Posted by [kerryg](#) on Mon, 28 Apr 2008 03:01:33 GMT

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

Yep, I've never had the least problem with 128.

- K

On 4/27/08 1:34 PM, in article [4814e621@linux](#), "Bill L" <bill@billlorentzen.com> wrote:

> I'm compressing a bunch of files for a portable player to be used to
> play rhythm trax for gigs. I need to use mp3 because I will need iTunes
> to be able to access them. If you have done some testing do you think
> 256k mp3s are good enough that in a live situation one can't hear much diff?

Subject: Re: Compression Format Advice?

Posted by [Kim](#) on Mon, 28 Apr 2008 03:23:08 GMT

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

I agree. To go through a PA, which is usually not the best sound quality,

128k is probably enough. For personal listening I usually use 192 or 256, but on a PA 128 would do, assuming your encoder is good.

That said there is the occasional audio file with odd phase stuff going on which doesn't convert well.

Also, if your PA is mono, a mono MP3 at the same bitrate will likely improve quality.

Cheers,
Kim.

Bill L <bill@billlorentzen.com> wrote:

>I'm compressing a bunch of files for a portable player to be used to
>play rhythm trax for gigs. I need to use mp3 because I will need iTunes

>to be able to access them. If you have done some testing do you think
>256k mp3s are good enough that in a live situation one can't hear much diff?

Subject: Re: Compression Format Advice?

Posted by [TCB](#) on Mon, 28 Apr 2008 03:30:54 GMT

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

256 will sound pretty good. If you can get away from iTunes I think OGG files sound better and FLAC files are lossless. Both also happen to be free (as in speech, and as in beer) codecs so my guess is that they'll have legs longer than MP3.

TCB

Bill L <bill@billlorentzen.com> wrote:

>I'm compressing a bunch of files for a portable player to be used to
>play rhythm trax for gigs. I need to use mp3 because I will need iTunes

>to be able to access them. If you have done some testing do you think
>256k mp3s are good enough that in a live situation one can't hear much diff?

Subject: Re: Compression Format Advice?

Posted by [Tom Bruhl](#) on Mon, 28 Apr 2008 04:08:25 GMT

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

This is a multi-part message in MIME format.

-----=_NextPart_000_0035_01C8A8C3.FA77E670

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Hi Bill,

I use 192 and up these days for live DJ and my own music minus one = mixes.

Disk space is too cheap to bother with 128 except for internet = bottlenecking.

A great freeware program to rip CDs or any wavs from a drive is=20

<http://www.audiograbber.com-us.net/download.html>

It does .ogg, .wav, .wma, and with external it can use Lame, FLAC and many others.

With all mp3s and wma s I hear a funky high end thing that is usually unimportant/unnoticeable to my clients at a gig. In the studio it's = plain=20 as day though.

iTunes would not be my first choice as a DJ player that's for sure.

I use PCDJ but there are others that are equal too or better as I = understand.

PCDJ rips very nicely too.

<http://pcdj.com/blogroll/pcdj-dex/>

Tom

"TCB" <nobody@ishere.com> wrote in message news:481544ee\$1@linux...

256 will sound pretty good. If you can get away from iTunes I think = OGG files

sound better and FLAC files are lossless. Both also happen to be free = (as in speech, and as in beer) codecs so my guess is that they'll have = legs longer than MP3.=20

TCB

Bill L <bill@billlorentzen.com> wrote:

>I'm compressing a bunch of files for a portable player to be used to=20
>play rhythm trax for gigs. I need to use mp3 because I will need = iTunes

>to be able to access them. If you have done some testing do you think =

>256k mp3s are good enough that in a live situation one can't hear =
much diff?

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_0035_01C8A8C3.FA77E670

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 bgColor=3D#ffffff>

<DIV>Hi Bill,</DIV>

<DIV> </DIV>

<DIV>I use 192 and up these days for live DJ =
and my own=20

music minus one mixes.</DIV>

<DIV>Disk space is too cheap to bother with =
128 except=20

for internet <FONT face=3DArial =
size=3D2>bottlenecking.</DIV>

<DIV> </DIV>

<DIV>A great freeware program to rip CDs or =
any=20

wavs </DIV>

<DIV><A=20
href=3D"http://www.audiograbber.com-us.net/download.html">http://www.audi=
ograbber.com-us.net/download.html</DIV>

<DIV>It does .ogg, .wav, .wma, and with =
external it can=20

use Lame, FLAC</DIV>

<DIV>and many others.</DIV>

<DIV> </DIV>

<DIV>With all mp3s and wma s I hear a funky =
high end=20

thing that is usually</DIV>

<DIV>unimportant/unnoticable </DIV>

clients at=20
a gig. In the studio it's plain </DIV>
<DIV>as day though.</DIV>
<DIV> </DIV>
<DIV>iTunes would not be my first choice as =
a DJ player=20
that's for sure.</DIV>
<DIV>I use PCDJ but there are others that =
are equal too=20
or better as I understand.</DIV>
<DIV>PCDJ rips very nicely too.</DIV>
<DIV><A=20
href=3D"http://pcdj.com/blogroll/pcdj-dex/">http://pcdj.com/blogroll/pcdj=
-dex/</DIV>
<DIV> </DIV>
<DIV>Tom</DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV> </DIV>
<DIV> </DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
 <DIV>"TCB" <<A =
href=3D"mailto:nobody@ishere.com">nobody@ishere.com>=20
 wrote in message <A=20
 =
href=3D"news:481544ee\$1@linux">news:481544ee\$1@linux...</DIV>
256 =
will=20
 sound pretty good. If you can get away from iTunes I think OGG =
files
sound=20
 better and FLAC files are lossless. Both also happen to be free =
(as
in=20
 speech, and as in beer) codecs so my guess is that they'll have legs=20
longer
than MP3.

TCB

Bill L <<A=20
href=3D"mailto:bill@billlorentzen.com">bill@billlorentzen.com>=20
 wrote:
>I'm compressing a bunch of files for a portable player =
to be=20
 used to
>play rhythm trax for gigs. I need to use mp3 because I =
will=20
 need iTunes

>to be able to access them. If you have done =
some=20
 testing do you think
>256k mp3s are good enough that in a live=20
situation one can't hear much diff?
</BLOCKQUOTE>
<DIV>

I choose Polesoft Lockspam to fight spam, =
and=20
you?
<A=20

href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
..html </DIV></BODY ></HTML>

-----=_NextPart_000_0035_01C8A8C3.FA77E670--

Subject: Re: Compression Format Advice?

Posted by [Bill L](#) on Mon, 28 Apr 2008 12:53:25 GMT

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

Thanks all for your advice.

Tom, I would use PCDJ but I am trying to get away from bringing a computer on gigs so I bought a little Sansa RAM drive player, which I hope will be robust (no moving drive parts) and which holds 4 gigs. If I were DJing I would use PCDJ. The guy who started the company is a friend of mine and a drummer who I sometimes play with.

Tom Bruhl wrote:

> Hi Bill,

>

> I use 192 and up these days for live DJ and my own music minus one mixes.

> Disk space is too cheap to bother with 128 except for internet

> bottlenecking.

>

> A great freeware program to rip CDs or any wavs from a drive is

> <http://www.audiograbber.com-us.net/download.html>

> It does .ogg, .wav, .wma, and with external it can use Lame, FLAC

> and many others.

>

> With all mp3s and wma s I hear a funky high end thing that is usually

> unimportant/unnoticeable to my clients at a gig. In the studio it's plain

> as day though.

>

> iTunes would not be my first choice as a DJ player that's for sure.

> I use PCDJ but there are others that are equal too or better as I

> understand.

> PCDJ rips very nicely too.

> <http://pcdj.com/blogroll/pcdj-dex/>

>

> Tom

>

>

>

>

>

>

>

> "TCB" <nobody@ishere.com <<mailto:nobody@ishere.com>>> wrote in

> message news:481544ee\$1@linux...
>
> 256 will sound pretty good. If you can get away from iTunes I think
> OGG files
> sound better and FLAC files are lossless. Both also happen to be
> free (as
> in speech, and as in beer) codecs so my guess is that they'll have
> legs longer
> than MP3.
>
> TCB
>
> Bill L <bill@billlorentzen.com <mailto:bill@billlorentzen.com>> wrote:
> >I'm compressing a bunch of files for a portable player to be used to
> >play rhythm trax for gigs. I need to use mp3 because I will need
> iTunes
>
> >to be able to access them. If you have done some testing do you think
> >256k mp3s are good enough that in a live situation one can't hear
> much diff?
>
>
>
> I choose Polesoft Lockspam to fight spam, and you?
> <http://www.polesoft.com/refer.html>

Subject: Re: Compression Format Advice?
Posted by [Tom Bruhl](#) on Mon, 28 Apr 2008 15:29:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----=_NextPart_000_0015_01C8A923.1AAC0610
Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Bill,
It sounds like you've got a good plan going.
Good luck with it all.
Tom

"Bill L" <bill@billlorentzen.com> wrote in message =
news:4815cb7f\$1@linux...
Thanks all for your advice.

Tom, I would use PCDJ but I am trying to get away from bringing a=20

computer on gigs so I bought a little Sansa RAM drive player, which I hope will be robust (no moving drive parts) and which holds 4 gigs. If I were DJing I would use PCDJ. The guy who started the company is a friend of mine and a drummer who I sometimes play with.

Tom Bruhl wrote:

- > Hi Bill,
- >
- > I use 192 and up these days for live DJ and my own music minus one = mixes.
- > Disk space is too cheap to bother with 128 except for internet=20
- > bottlenecking.
- >
- > A great freeware program to rip CDs or any wavs from a drive is
- > <http://www.audiograbber.com-us.net/download.html>
- > It does .ogg, .wav, .wma, and with external it can use Lame, FLAC
- > and many others.
- >
- > With all mp3s and wma s I hear a funky high end thing that is = usually
- > unimportant/unnoticable to my clients at a gig. In the studio it's = plain
- > as day though.
- >
- > iTunes would not be my first choice as a DJ player that's for sure.
- > I use PCDJ but there are others that are equal too or better as I=20
- > understand.
- > PCDJ rips very nicely too.
- > <http://pcdj.com/blogroll/pcdj-dex/>
- >
- > Tom
- >
- >
- >
- >
- >
- >
- >
- >
- > "TCB" <nobody@ishere.com <mailto:nobody@ishere.com>> wrote in
- > message news:481544ee\$1@linux...
- >
- > 256 will sound pretty good. If you can get away from iTunes I = think
- > OGG files
- > sound better and FLAC files are lossless. Both also happen to be
- > free (as
- > in speech, and as in beer) codecs so my guess is that they'll =

have
> legs longer
> than MP3.
>=20
> TCB
>=20
> Bill L <bill@billlorentzen.com <mailto:bill@billlorentzen.com>> =

wrote:

> >I'm compressing a bunch of files for a portable player to be =
used to
> >play rhythm trax for gigs. I need to use mp3 because I will =
need
> iTunes
>=20
> >to be able to access them. If you have done some testing do =
you think
> >256k mp3s are good enough that in a live situation one can't =
hear
> much diff?
>=20
>=20
>=20
> I choose Polesoft Lockspam to fight spam, and you?
> <http://www.polesoft.com/refer.html>

-----=_NextPart_000_0015_01C8A923.1AAC0610

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 bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Bill,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>It sounds like you've got a good plan=20
going.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Good luck with it all.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV>&nbsp;</DIV>
<BLOCKQUOTE=20
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
  <DIV>"Bill L" &lt;<A=20
    href=3D"mailto:bill@billlorentzen.com">bill@billlorentzen.com</A>&gt; =
```

wrote in=20
message <A=20
=
[news:4815cb7f\\$1@linux](mailto:nobody@ishere.com)">[news:4815cb7f\\$1@linux](#)...</DIV>Thanks =
all for=20
your advice.

Tom, I would use PCDJ but I am trying to get away =
from=20
bringing a
computer on gigs so I bought a little Sansa RAM drive =
player.=20
which I
hope will be robust (no moving drive parts) and which =
holds 4=20
gigs. If I
were DJing I would use PCDJ. The guy who started the =
company is=20
a friend
of mine and a drummer who I sometimes play =
with.

Tom Bruhl=20
wrote:
> Hi Bill,
>
> I use 192 and up these =
days for=20
live DJ and my own music minus one mixes.
> Disk space is too =
cheap to=20
bother with 128 except for internet
> =
bottlenecking.
> =20

> A great freeware program to rip CDs or any ways from a drive=20
is
> <A=20
=
[http://www.audiograbber.com-us.net/download.html"](http://www.audiograbber.com-us.net/download.html)>[http://www.audiograbb](#)=
[er.com-us.net/download.html](#)
>=20
It does .ogg, .wav, .wma, and with external it can use Lame, =
FLAC
> and=20
many others.
>
> With all mp3s and wma s I hear a =
funky=20
high end thing that is usually
> unimportant/unnoticable to my =
clients=20
at a gig. In the studio it's plain
> as day =
though.
> =20

> iTunes would not be my first choice as a DJ player that's for =
sure.
> I use PCDJ but there are others that are equal too or =
better as=20
I
> understand.
> PCDJ rips very nicely too.
> <A=20
=
[http://pcdj.com/blogroll/pcdj-](http://pcdj.com/blogroll/pcdj-dex/)
[dex/](#)
> =20

> Tom
>
>
>
>
> "TCB" <<A=20
[mailto:nobody@ishere.com">nobody@ishere.com](mailto:nobody@ishere.com) <<A=20
[mailto:nobody@ishere.com">mailto:nobody@ishere.com](mailto:nobody@ishere.com)>> =
wrote=20

How would you compare PCDJ to the Traktor line? I use the NI stuff just sorta because. And I wrote the (really horrible, sorry) manual to Traktor 2 so I know it pretty well. Anyway, I'd be interested.

I have been working with Stylus RMX for a couple of weeks now as a potential live DJ/improv/dub session tool. With the crossfader in Live it's the closest I've ever been to getting that to work.

Cool toys are good,

TCB

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

>
>
>Hi Bill,
>
>I use 192 and up these days for live DJ and my own music minus one =
>mixes.
>Disk space is too cheap to bother with 128 except for internet =
>bottlenecking.
>
>A great freeware program to rip CDs or any wavs from a drive is=20
><http://www.audiograbber.com-us.net/download.html>
>It does .ogg, .wav, .wma, and with external it can use Lame, FLAC
>and many others.
>
>With all mp3s and wma s I hear a funky high end thing that is usually
>unimportant/unnoticable to my clients at a gig. In the studio it's =
>plain=20
>as day though.
>
>iTunes would not be my first choice as a DJ player that's for sure.
>I use PCDJ but there are others that are equal too or better as I =
>understand.
>PCDJ rips very nicely too.
><http://pcdj.com/blogroll/pcdj-dex/>
>
>Tom
>
>
>
>
>
> "TCB" <nobody@ishere.com> wrote in message news:481544ee\$1@linux...
>
> 256 will sound pretty good. If you can get away from iTunes I think =
>OGG files

> sound better and FLAC files are lossless. Both also happen to be free
 =
 >(as
 > in speech, and as in beer) codecs so my guess is that they'll have =
 >legs longer
 > than MP3.=20
 >
 > TCB
 >
 > Bill L <bill@billlorentzen.com> wrote:
 > >I'm compressing a bunch of files for a portable player to be used to=20
 > >play rhythm trax for gigs. I need to use mp3 because I will need =
 >iTunes
 >
 > >to be able to access them. If you have done some testing do you think
 =
 >
 > >256k mp3s are good enough that in a live situation one can't hear =
 >much diff?
 >
 >
 >
 >I choose Polesoft Lockspam to fight spam, and you?
 ><http://www.polesoft.com/refer.html>
 >
 ><!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 bgColor=3D#ffffff>
 ><DIV>Hi Bill,</DIV>
 ><DIV> </DIV>
 ><DIV>I use 192 and up these days for live DJ
 =
 >and my own=20
 >music minus one mixes.</DIV>
 ><DIV>Disk space is too cheap to bother with
 =
 >128 except=20
 >for internet <FONT face=3DArial =
 >size=3D2>bottlenecking.</DIV>
 ><DIV> </DIV>
 ><DIV>A great freeware program to rip CDs or
 =
 >any=20

>wavs from a drive is </DIV>

><DIV><A=20

>href=3D"http://www.audiograbber.com-us.net/download.html">http://www.audiograbber.com-us.net/download.html</DIV>

><DIV>It does .ogg, .wav, .wma, and with =

>external it can=20

>use Lame, FLAC</DIV>

><DIV>and many others.</DIV>

><DIV> </DIV>

><DIV>With all mp3s and wma s I hear a funky =

>high end=20

>thing that is usually</DIV>

><DIV>unimportant/unnoticable to my =

>clients at=20

>a gig. In the studio it's plain </DIV>

><DIV>as day though.</DIV>

><DIV> </DIV>

><DIV>iTunes would not be my first choice as =

>a DJ player=20

>that's for sure.</DIV>

><DIV>I use PCDJ but there are others that =

>are equal too=20

>or better as I understand.</DIV>

><DIV>PCDJ rips very nicely too.</DIV>

><DIV><A=20

>href=3D"http://pcdj.com/blogroll/pcdj-dex/">http://pcdj.com/blogroll/pcdj-dex</DIV>

><DIV> </DIV>

><DIV>Tom</DIV>

><DIV> </DIV>

><DIV> </DIV>

><DIV> </DIV>

><DIV> </DIV>

><DIV> </DIV>

><BLOCKQUOTE=20

>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =

>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

> <DIV>"TCB" <<A =

>href=3D"mailto:nobody@ishere.com">nobody@ishere.com>=20

> wrote in message <A=20

> =

>href=3D"news:481544ee\$1@linux">news:481544ee\$1@linux...</DIV>
256

=

>will=20

> sound pretty good. If you can get away from iTunes I think OGG =

>files
sound=20

> better and FLAC files are lossless. Both also happen to be free =
>(as
in=20
> speech, and as in beer) codecs so my guess is that they'll have legs=20
> longer
than MP3.

TCB

Bill L <<A=20
> href=3D"mailto:bill@billlorentzen.com">bill@billlorentzen.com>=20
> wrote:
>I'm compressing a bunch of files for a portable player =
>to be=20
> used to
>play rhythm trax for gigs. I need to use mp3 because I =
>will=20
> need iTunes

>to be able to access them. If you have done =
>some=20
> testing do you think
>256k mp3s are good enough that in a live=20
> situation one can't hear much diff?
</BLOCKQUOTE>
><DIV>

I choose Polesoft Lockspam to fight spam, =
>and=20
>you?
<A=20
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>.html </DIV></BODY></HTML>
>
>

Subject: Re: Compression Format Advice?

Posted by [Aaron Allen](#) on Mon, 28 Apr 2008 17:40:18 GMT

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

For live I'd suggest 128k. Mix to mono, and put your click on the left, track on the right. That way you can fix any phase funnies in a more controlled environment and up the sample rate as/if needed.

Try using MediaMonkey for controlling your iPod device (or equivalent). Nice thing is, you can put all this into a laptop and take that as a 'uh oh' device should your little dude forget who it is.

www.mediamonkey.com

- a.. Organize music and edit tags in your audio library with a powerful, intuitive interface
- a.. Automatically lookup and tag Album Art and other metadata
- a.. Manage 50,000+ files in your music collection without bogging down
- a.. Play MP3s and other audio formats, and never again worry about varying volume
- a.. Record CDs into OGG, MP3, FLAC and WMA files
- a.. Convert MP3s, M4A, OGG, FLAC and WMA files into other formats
- a.. Create playlists and music mixes quickly and easily to suit any occasion
- a.. Synchronize with iPods / MP3 players effortlessly and convert tracks on-the-fly

AA

"Bill L" <bill@billlorentzen.com> wrote in message news:4814e621@linux...
> I'm compressing a bunch of files for a portable player to be used to play
> rhythm trax for gigs. I need to use mp3 because I will need iTunes to be
> able to access them. If you have done some testing do you think 256k mp3s
> are good enough that in a live situation one can't hear much diff?

Subject: Re: Compression Format Advice?
Posted by [Bill L](#) on Mon, 28 Apr 2008 22:29:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

I do mix in mono and I put the count off on the left and feed only the left channel to the monitors.

I am going to get another little Sansa as a backup. They are pretty cheap.

Aaron Allen wrote:

> For live I'd suggest 128k. Mix to mono, and put your click on the left,
> track on the right. That way you can fix any phase funnies in a more
> controlled environment and up the sample rate as/if needed.
>
> Try using MediaMonkey for controlling your iPod device (or equivalent). Nice
> thing is, you can put all this into a laptop and take that as a 'uh oh'
> device should your little dude forget who it is.
>
> www.mediamonkey.com
>
> a.. Organize music and edit tags in your audio library with a powerful,
> intuitive interface
> a.. Automatically lookup and tag Album Art and other metadata
> a.. Manage 50,000+ files in your music collection without bogging down
> a.. Play MP3s and other audio formats, and never again worry about varying
> volume
> a.. Record CDs into OGG, MP3, FLAC and WMA files
> a.. Convert MP3s, M4A, OGG, FLAC and WMA files into other formats
> a.. Create playlists and music mixes quickly and easily to suit any occasion
> a.. Synchronize with iPods / MP3 players effortlessly and convert tracks
> on-the-fly
>
> AA
>
>
> "Bill L" <bill@billlorentzen.com> wrote in message news:4814e621@linux...
>> I'm compressing a bunch of files for a portable player to be used to play
>> rhythm trax for gigs. I need to use mp3 because I will need iTunes to be

>> able to access them. If you have done some testing do you think 256k mp3s
>> are good enough that in a live situation one can't hear much diff?
>
>

Subject: Re: Compression Format Advice?

Posted by [suckup worshiper](#) on Fri, 02 May 2008 17:35:56 GMT

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

"TCB" <nobody@ishere.com> wrote:

>
>256 will sound pretty good. If you can get away from iTunes I think OGG
files
>sound better and FLAC files are lossless. Both also happen to be free (as
>in speech, and as in beer) codecs so my guess is that they'll have legs
longer
>than MP3.
>
>TCB

YES, LISTEN TO THE ALL MIGHTY ALL KNOWING THAD, HE KNOWS EVERYTHING ABOUT
SOUND. THE ALL KNOWING THAD SAYS TO STAY AWAY FROM ITUNES, STAY AWAY
FROM
ITUNES!!! ITUNES BAD, UBUNTU GOOD! THAD THE KNOW IT ALL, SAYS ALL THINGS
APPLE SUCK, LISTEN TO THAD HE IS AN EXPERT ON ALL THINGS!

JUST ASK HIM, YOU'LL GET IT STRAIT FROM THE HORSES MOUTH!

>
>Bill L <bill@billlorentzen.com> wrote:
>>I'm compressing a bunch of files for a portable player to be used to
>>play rhythm trax for gigs. I need to use mp3 because I will need iTunes
>
>>to be able to access them. If you have done some testing do you think
>>256k mp3s are good enough that in a live situation one can't hear much
diff?
>
