
Subject: OK guys.....just in case you were curious-here's what's on the horizon.
Posted by [animix](#) on Sun, 22 Oct 2006 21:51:34 GMT

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I have ordered 2 x Scope II Project cards and a Sync plate so I can clock these. One of them will have the ADAT interface board (there were only two of these available in North America and since these are rare and apparently abnormal, I like that;o) for 24 ADAT I/O, a spdif I/O and a Midi I/O, the other will have what is called a ZLink interface. This ZLink thingie allows the addition of a couple of analog I/O boxes later on and includes an unbalanced analog I/O, another ADAT I/O and a Midi I/O. Each card has 7 x SHARC DSP's and it's got a lot plugins bundled and there is a lot of third party support. It's sorta what I hoped Paris would evolve into, I think.....sooo.....if things o as planned I'll be patching the 32 I/O of the Scope cards to the ADAT inputs and outputs of 4 Paris ADAT modules across 4 x MECs and thereby have 8 x *realtime (as in no latency)* DSP based processors available per submix. This, along with native plugs and hardware DSP should get me down the road. I'm going to have to get some analog interfaces for this though if I want to be able to chain analog FX along with digital FX to the Paris inserts. I'm going to wait and see if everything else is going to be satisfactory before I jump this far into it. I'll be using this a standalone DSP processor only which is all I've ever wanted all along when trying to integrate Cubase SX and Paris. I never use midi here and if I need it', the Creamware will work with Cubase SX. I just hope the FX are of the same general quality as the UAD-1. I don't expect them to be exactly the same, but I am hoping for the same kind of vibe.

Now the other part of the equation will be using an RME ADI4 DD (an AES to ADAT format converter) to strap my 4 x hardware reverbs across the 4 x Paris submixes by sending the outputs of each of the modules into the RME box, chaining the signal through the second ADAT module of each MEC and returning the signal to the RME box and the AES inputs of the hardware reverbs to complete the loop.

If this works, I'll be moving a bunch of RME audio hardware and UAD-1 cards outta' here PDQ. I'll post them up here to give ya'll first dibs.

Deej
