Subject: La2_emulation_with_EDS_compressor
Posted by Dimitrios on Tue, 11 Apr 2006 08:56:18 GMT

Hi,
I was comparing eds compressor setting I found with LA2 from UAD1, I think
you can tweak to make it sound the same.
Can anyone try these settings and compare with his UAD1 ?
If someone agrees I might sell then my UAD1 ? :)

Threshold: -96
Ratio: 1.40:1
Attack: 0.80
Release : 00000000
Lookahead 0.004 (lower gives more punch !! ,better than LA2)
Output 10.3

Regards,
Dimitrios

Subject: Re: La2_emulation_with_EDS_compressor
Posted by Dimitrios on Tue, 11 Apr 2006 09:10:30 GMT

By changing the ratio down to 1.25:1 and the lookahead up to 0.012 it is becoming
frighteningly close to LA2

I think the whole new thing is that the EDS compressor becomes a wonderful
compressor if you use 0 as release time as standard and -96 threshold then
you can tailor the sound to your likings.

Cheers,
Dimitrios

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Subject: Re: La2_emulation_with_EDS_compressor
Posted by Tom Bruhl on Tue, 11 Apr 2006 16:21:39 GMT
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This is a multi-part message in MIME format.

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Content-Type: text/plain;
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Content-Transfer-Encoding: quoted-printable

Dimitrios,
What's your application for these settings?
Tom
 "rich" <studiodog_99@yahoo.com> wrote in message =
news:443bd829$1@linux...

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Subject: Re: La2_emulation_with_EDS_compressor
Posted by Rich[3] on Tue, 11 Apr 2006 16:24:09 GMT
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Subject: Re: La2_emulation_with_EDS_compressor
Posted by Deej [1] on Tue, 11 Apr 2006 17:00:07 GMT
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This is a multi-part message in MIME format.

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

Tom,

The LA-2A is a very *sweet* compressor with a definite sonic signature. =
It does some wonderful things for fingerpicked acoustic instruments and =
for certain vocalists. The oft lauded *7-2-5-7* settings for the =
Empirical Labs Distressor which are so popular for acoustic guitar are =
extremely close to the LA-2A response curve.=20

Deej

  "Tom Bruhl" <arpegio@comcast.net> wrote in message =

news:443bd917@linux...
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  Tom
  "rich" <studiodog_99@yahoo.com> wrote in message =
news:443bd829$1@linux...

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Posted by Dimitrios on Tue, 11 Apr 2006 17:40:37 GMT
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Posted by Tom Bruhl on Tue, 11 Apr 2006 19:24:13 GMT
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This is a multi-part message in MIME format.

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Content-Transfer-Encoding: quoted-printable

Dimitrios,
I figured it wasn't vocals when you used the term punchy.
I do like the La2a also on Kk & snr combined with unprocessed
tracks.

I'll give these new settings a try. Thanks!
Tom
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<DIV><FONT face=3DArial size=3D2>tracks.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT> </DIV>
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<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>"Dimitrios" <<A=20
 href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote in =
message=20
 <A =
href=3D"news:443bea15$1@linux">news:443bea15$1@linux</A>...</DIV>
Dear=
=20
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>
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> >
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> >>Threshold:=20
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> >>Ratio: 1.40:1
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   0.80
> >>Release : 00000000
> =
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> =20
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>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =
4.0=20
   Transitional//EN">
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><META =
content=3D3D"MSHTML=20
   6.00.2800.1400"=20
   =
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><STYLE></STYLE>
></HEA=
D>
><BODY=20
   bgColor=3D3D#ffffff>
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=
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>BORDER-LEFT: =
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  solid; MARGIN-RIGHT: 0px">
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>OCKQUOTE></B=
ODY></HTML>
>
>
</BLOCKQUOTE></BODY></HTML>

------=_NextPart_000_0129_01C65D7B.FD4DC210--

Subject: Re: La2_emulation_with_EDS_compressor
Posted by zmora on Tue, 11 Apr 2006 22:00:54 GMT
View Forum Message <> Reply to Message

Bravo Dimitrios, how you discovered it?
Thanks

Zmora

"Tom Bruhl" <arpegio@comcast.net> wrote:
>
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>Dimitrios,
>I figured it wasn't vocals when you used the term punchy.
>I do like the La2a also on Kk & snr combined with unprocessed
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> > >
> >
> >
> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> ><HTML><HEAD>
> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
> >charset=3D3Diso-8859-1">
> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
> ><STYLE></STYLE>
> ></HEAD>
> ><BODY bgColor=3D3D#ffffff>
> ><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
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> ><BLOCKQUOTE=3D20
> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

> > <DIV>"rich" <<A=3D20
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> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20

>to=20

>

>compressor=20

>0 as=20
> release time as standard and -96 =

> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20

> >>I was comparing eds compressor setting I found with LA2 from =
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>sound the=20

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>>>Lookahead=20

> >
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=
>>style=3D3D"PADDING-RIGHT:=20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =
>#000000 2px=20

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>href=3D'mailto:studiodog_99@yahoo.com">studiodog_99@yahoo.com</A'>mailto:=
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>
>

Subject: Re: La2_emulation_with_EDS_compressor
Posted by Dimitrios on Wed, 12 Apr 2006 16:32:24 GMT
View Forum Message <> Reply to Message

Dear Zmora just playing around with some tracks I recorded.

Regarding the settings someone can achieve great compession sounds with percusive sounds.
You can raise the release just a few nS
You can put 0.00005-9, yes only that low because after that the sound becomes harder to fit your needs, I guess...

A great new snare drum setting for EDS compression is:

Threshold :-96
Ratio 2.70:1
Attack 1.80
Release 0.00008
Lookahead 0.003
output 15.8

Regards,
Dimitrios

"zmora" <docent191@wp.pl> wrote:
>
>Bravo Dimitrios, how you discovered it?
>Thanks
>
>Zmora
>
>
>"Tom Bruhl" <arpegio@comcast.net> wrote:
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>> >charset=3D3Diso-8859-1">
>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>> ><STYLE></STYLE>
>> ></HEAD>
>> ><BODY bgColor=3D3D#ffffff>
>> ><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>What's your application for =
>>these=3D20
>> >settings?</FONT></DIV>
>> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>> ><BLOCKQUOTE=3D20
>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
=
>>=3D
>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> > <DIV>"rich" <<A=3D20
>> > =
>>href=3D3D"mailto:studiodog_99@yahoo.com">studiodog_99@yahoo.com</A>> =3D
>> >wrote in=3D20
>> > message <A=3D20
>> > =3D
>> =
>>>href=3D3D"news:443bd829$1@linux">news:443bd829$1@linux</A>...</DIV>
<=
>>BR>=3D
>> >Thanks=3D20
>> > for the info (again - you've had a ton of great posts)... I'm =3D
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to try=3D20
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"Dimitrios" <<A=3D20
>> > href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20
>> > wrote:
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>
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>
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>> >compare with=3D20
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>>If someone agrees I might sell then my =3D
>> >UAD1 ?=3D20
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>>
>>Threshold: -96
>>Ratio:=3D20
>> > 1.40:1
>>Attack: 0.80
>>Release :=3D20
>> > 00000000
>>Lookahead 0.004 (lower gives more punch !! ,better =
>>=3D
>> >than=3D20
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>> > =3D
>> >10.3
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>>ratio=20
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to achieve any desired=20
>> sttings...
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Dimitrios

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>> wrote:
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>
>Dimitrios,
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>> message =

>>
>> for the info (again - you've had a ton of great posts)... I'm=20

>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>>=20

>>to=20

>>

>>compressor=20

>>0 as=20
>> release time as standard and -96 =

>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20

>> >>I was comparing eds compressor setting I found with LA2 from =
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>>sound the=20

>>with=20

>>then my=20

>>>>Lookahead=20

>> >
>
>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =
>>4.0=20
>> Transitional//EN">
><HTML><HEAD>
><META=20
>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
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><META =
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></HEA=
>>D>
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>> =
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><DIV><F=
>>ONT=20
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><DIV>&l=
>>t;FONT=20
>> face=3D3DArial=20
>> =
>>size=3D3D2>Tom</FONT></DIV>
><BLOCKQUOTE=3D20
=
>>>style=3D3D"PADDING-RIGHT:=20

>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =
>>#000000 2px=20

>> =
>>href=3D'mailto:studiodog_99@yahoo.com">studiodog_99@yahoo.com</A'>mailto:=
>>studiodog_99@yahoo.com">studiodog_99@yahoo.com</A</A>>>=20

>> =3D
>href=3D3D"<A=20
>> =
>>href=3D'news:443bd829$1@linux">news:443bd829$1@linux</A>...</DIV>
<BR'=
>>>news:443bd829$1@linux">news:443bd829$1@linux</A>...</DIV>=

>> for the info (again - you've had a ton of great posts)... I'm=20

>>

>>href=3D3D"<A=20
>> =
>>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20'>mailto:m=
>>usurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20</A>
>&n=
>>bsp;=20
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>
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>>and the=20

>> is
becoming
frighteningly close =

>> LA2
>
>I think the whole new thing is that the =
>>EDS=20

>> wonderful
>compressor if you use 0 as release time as=20

>>then
>you can=20

>> =
>>=3D
>likings.
>
>Cheers,
>Dimit=
>>rios
>
>
>"=3D
>Dimitrios"=3D20=

>> <<A href=3D3D"<A=20
>> =
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>>from UAD1, I=20

>> think
>>you can tweak =3D
>>to =

>> sound the same.
>>Can anyone try these settings and=20

>>?
>>If someone=20

>> :)
>>
>>Threshold:=20

>>1.40:1
>>Attack:=20

>> 00000000
>>Lookahead 0.004 (lower gives more punch !! =
>>,better=20

>> =
>>=3D
>10.3
>>
>>Regards,
>>=
>>>Dimitrios
>
</BL=3D
>OCKQUOTE></B=
>>ODY></HTML>
>
>
</BLOCKQUOTE></BODY></HTML >
>>
>>
>

Subject: Re: La2_emulation_with_EDS_compressor
Posted by zmora on Wed, 12 Apr 2006 18:31:02 GMT

Thanks Dimitrios, thaanks.Now I have more better compressor as most vst!!!Really
good for my ears.Apart,I thought about gift codes from Chuck, times goes
and nobody make something with it(?!)....

Cheers

Zmora

 "Dimitrios" <musurgio@otenet.gr> wrote:
>
>Dear Zmora just playing around with some tracks I recorded.
>
>Regarding the settings someone can achieve great compession sounds with
percusive
>sounds.
>You can raise the release just a few nS
>You can put 0.00005-9, yes only that low because after that the sound becomes
>harder to fit your needs, I guess...
>A great new snare drum setting for EDS compression is:
>

>Threshold :-96
>Ratio 2.70:1
>Attack 1.80
>Release 0.00008
>Lookahead 0.003
>output 15.8
>
>Regards,
>Dimitrios
>
>
>"zmora" <docent191@wp.pl> wrote:
>>
>>Bravo Dimitrios, how you discovered it?
>>Thanks
>>
>>Zmora
>>
>>
>>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>>
>>>
>>>Dimitrios,
>>>I figured it wasn't vocals when you used the term punchy.
>>>I do like the La2a also on Kk & snr combined with unprocessed
>>>tracks.
>>>
>>>I'll give these new settings a try. Thanks!
>>>Tom
>>> "Dimitrios" <musurgio@otenet.gr> wrote in message =
>>>news:443bea15$1@linux...
>>>
>>> Dear Tom,
>>> I was trying it on a snare...
>>> I believe that the 0 release is a new way of using that eds =
>>>compressor.
>>> I am now very satisfied with the results I get changing the lookahead
>>=
>>>(try
>>> 0 lookahead for great punch) the ratio from 1.15 to 1.40 and then the
>>=
>>>attack
>>> to achieve any desired sttings...
>>> Regards,
>>> Dimitrios
>>>
>>>
>>> "Tom Bruhl" <arpegio@comcast.net> wrote:

>>> >
>>> >
>>> >Dimitrios,
>>> >What's your application for these settings?
>>> >Tom
>>> > "rich" <studiodog_99@yahoo.com> wrote in message =3D
>>> >news:443bd829$1@linux...
>>> >
>>> >
>>> > Thanks for the info (again - you've had a ton of great posts)...
=
>>>I'm =3D
>>> >going
>>> > to try this one out ASAP! =3D20
>>> >
>>> > "Dimitrios" <musurgio@otenet.gr> wrote:
>>> > >
>>> > >By changing the ratio down to 1.25:1 and the lookahead up to 0.012
>>=
>>>it
>>> =3D
>>> >is
>>> > becoming
>>> > >frighteningly close to LA2
>>> > >
>>> > >I think the whole new thing is that the EDS compressor becomes a
>=
>>>=3D
>>> >wonderful
>>> > >compressor if you use 0 as release time as standard and -96 =
>>>threshold
>>> =3D
>>> >then
>>> > >you can tailor the sound to your likings.
>>> > >
>>> > >Cheers,
>>> > >Dimitrios
>>> > >
>>> > >
>>> > >"Dimitrios" <musurgio@otenet.gr> wrote:
>>> > >>
>>> > >>Hi,
>>> > >>I was comparing eds compressor setting I found with LA2 from =
>>>UAD1, I
>>> =3D
>>> >think
>>> > >>you can tweak to make it sound the same.
>>> > >>Can anyone try these settings and compare with his UAD1 ?

>>> > >>If someone agrees I might sell then my UAD1 ? :)
>>> > >>
>>> > >>Threshold: -96
>>> > >>Ratio: 1.40:1
>>> > >>Attack: 0.80
>>> > >>Release : 00000000
>>> > >>Lookahead 0.004 (lower gives more punch !! ,better than LA2)
>>> > >>Output 10.3
>>> > >>
>>> > >>Regards,
>>> > >>Dimitrios
>>> > >
>>> >
>>> >
>>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>> ><HTML><HEAD>
>>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>> >charset=3D3Diso-8859-1">
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>>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
>=
>>>=3D
>>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> > <DIV>"rich" <<A=3D20
>>> > =
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>>> > wrote:
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>By changing the ratio down to 1.25:1 and the =3D
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>>> > up to 0.012 it is
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>frighteningly close to=3D20
>>> > LA2
>
>I think the whole new thing is that the EDS =3D
>>> >compressor=3D20
>>> > becomes a wonderful
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>>=
>>>=3D
>>> >standard=3D20
>>> > and -96 threshold then
you can tailor the sound to your=3D20
>>> > =3D
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>
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>>Hi,
>>I was comparing eds =3D
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>>> > setting I found with LA2 from UAD1, I think
>>you can tweak =3D
>>> >to make=3D20
>>> > it sound the same.
>>Can anyone try these settings and =3D
>>> >compare with=3D20
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>>If someone agrees I might sell then my =3D
>>> >UAD1 ?=3D20
>>> > :)
>>
>>Threshold: -96
>>Ratio:=3D20
>>> > 1.40:1
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>>Release :=3D20
>>> > 00000000
>>Lookahead 0.004 (lower gives more punch !! ,better
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>>> >than=3D20
>>> > LA2)
>>Output=3D20
>>> > =3D
>>> >10.3
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>>>punchy.</FONT></DIV>

>>>& snr=20
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>>><DIV><FONT face=3DArial size=3D2>tracks.</FONT></DIV>

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>>> I get changing the lookahead (try
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>Dimitrios,
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>>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20

>>>to=20

>>>

>>>compressor=20

>>>0 as=20
>>> release time as standard and -96 =

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>>>sound the=20

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>>>then my=20

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>>>t;FONT=20
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=

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>>>#000000 2px=20

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>>>studiodog_99@yahoo.com">studiodog_99@yahoo.com</A</A>>>=20

>>> =3D
>href=3D3D"<A=20
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>>>href=3D'news:443bd829$1@linux">news:443bd829$1@linux</A>...</DIV>
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>>>

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>>>usurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20</A>
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>
>"=3D
>Dimitrios"=3D20=

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>>>from UAD1, I=20
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>>you can tweak =3D
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>>Can anyone try these settings and=20

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>>If someone=20

>>> :)
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>>>1.40:1
>>Attack:=20

>>> 00000000
>>Lookahead 0.004 (lower gives more punch !! =
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>>>=3D
>10.3
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>>Regards,
>=
>>>>Dimitrios
>
</BL=3D
>OCKQUOTE></B=
>>>ODY></HTML>
>
>
</BLOCKQUOTE></BODY></HTML >
>>>
>>>
>>
>

Subject: Re: La2_emulation_with_EDS_compressor
Posted by Rich[3] on Wed, 12 Apr 2006 19:57:08 GMT
View Forum Message <> Reply to Message

Thank you and great job - I tryed the setting last night - nice!

"zmora" <docent191@wp.pl> wrote:
>
>
>
>Thanks Dimitrios, thaanks.Now I have more better compressor as most vst!!!Really
>good for my ears.Apart,I thought about gift codes from Chuck, times goes
>and nobody make something with it(?!)....
>
>Cheers
>
>Zmora
>
>
> "Dimitrios" <musurgio@otenet.gr> wrote:
>>
>>Dear Zmora just playing around with some tracks I recorded.

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>>Regarding the settings someone can achieve great compession sounds with
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>>You can raise the release just a few nS
>>You can put 0.00005-9, yes only that low because after that the sound becomes
>>harder to fit your needs, I guess...
>>A great new snare drum setting for EDS compression is:
>>
>>Threshold :-96
>>Ratio 2.70:1
>>Attack 1.80
>>Release 0.00008
>>Lookahead 0.003
>>output 15.8
>>
>>Regards,
>>Dimitrios
>>
>>
>>"zmora" <docent191@wp.pl> wrote:
>>>
>>>Bravo Dimitrios, how you discovered it?
>>>Thanks
>>>
>>>Zmora
>>>
>>>
>>>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>>>
>>>>
>>>>Dimitrios,
>>>>I figured it wasn't vocals when you used the term punchy.
>>>>I do like the La2a also on Kk & snr combined with unprocessed
>>>>tracks.
>>>>
>>>>I'll give these new settings a try. Thanks!
>>>>Tom
>>>> "Dimitrios" <musurgio@otenet.gr> wrote in message =
>>>>news:443bea15$1@linux...
>>>>
>>>> Dear Tom,
>>>> I was trying it on a snare...
>>>> I believe that the 0 release is a new way of using that eds =
>>>>compressor.
>>>> I am now very satisfied with the results I get changing the lookahead
>>>=
>>>>(try

>>>> 0 lookahead for great punch) the ratio from 1.15 to 1.40 and then the
>>>=
>>>>attack
>>>> to achieve any desired sttings...
>>>> Regards,
>>>> Dimitrios
>>>>
>>>>
>>>> "Tom Bruhl" <arpegio@comcast.net> wrote:
>>>> >
>>>> >
>>>> >Dimitrios,
>>>> >What's your application for these settings?
>>>> >Tom
>>>> > "rich" <studiodog_99@yahoo.com> wrote in message =3D
>>>> >news:443bd829$1@linux...
>>>> >
>>>> >
>>>> > Thanks for the info (again - you've had a ton of great posts)...
>=
>>>>I'm =3D
>>>> >going
>>>> > to try this one out ASAP! =3D20
>>>> >
>>>> > "Dimitrios" <musurgio@otenet.gr> wrote:
>>>> > >
>>>> > >By changing the ratio down to 1.25:1 and the lookahead up to 0.012
>>>=
>>>>it
>>>> =3D
>>>> >is
>>>> > becoming
>>>> > >frighteningly close to LA2
>>>> > >
>>>> > >I think the whole new thing is that the EDS compressor becomes
a
>>=
>>>>=3D
>>>> >wonderful
>>>> > >compressor if you use 0 as release time as standard and -96 =
>>>>threshold
>>>> =3D
>>>> >then
>>>> > >you can tailor the sound to your likings.
>>>> > >
>>>> > >Cheers,
>>>> > >Dimitrios
>>>> > >

>>>> > >
>>>> > >"Dimitrios" <musurgio@otenet.gr> wrote:
>>>> > >>
>>>> > >>Hi,
>>>> > >>I was comparing eds compressor setting I found with LA2 from =
>>>>UAD1, I
>>>> =3D
>>>> >think
>>>> > >>you can tweak to make it sound the same.
>>>> > >>Can anyone try these settings and compare with his UAD1 ?
>>>> > >>If someone agrees I might sell then my UAD1 ? :)
>>>> > >>
>>>> > >>Threshold: -96
>>>> > >>Ratio: 1.40:1
>>>> > >>Attack: 0.80
>>>> > >>Release : 00000000
>>>> > >>Lookahead 0.004 (lower gives more punch !! ,better than LA2)
>>>> > >>Output 10.3
>>>> > >>
>>>> > >>Regards,
>>>> > >>Dimitrios
>>>> > >
>>>> >
>>>> >
>>>> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>>>> ><HTML><HEAD>
>>>> ><META http-equiv=3D3DContent-Type content=3D3D"text/html; =3D
>>>> >charset=3D3Diso-8859-1">
>>>> ><META content=3D3D"MSHTML 6.00.2800.1400" name=3D3DGENERATOR>
>>>> ><STYLE></STYLE>
>>>> ></HEAD>
>>>> ><BODY bgColor=3D3D#ffffff>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Dimitrios,</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>What's your application for =
>>>>these=3D20
>>>> >settings?</FONT></DIV>
>>>> ><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>>> ><BLOCKQUOTE=3D20
>>>> >style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;
>>=
>>>>=3D
>>>> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> > <DIV>"rich" <<A=3D20
>>>> > =
>>>>href=3D3D"mailto:studiodog_99@yahoo.com">studiodog_99@yahoo.com</A>>
=3D
>>>> >wrote in=3D20
>>>> > message <A=3D20

>>>> > =3D
>>>> =
>>>>>href=3D3D"news:443bd829$1@linux">news:443bd829$1@linux</A>...</DIV>
<=
>>>>BR>=3D
>>>> >Thanks=3D20
>>>> > for the info (again - you've had a ton of great posts)... I'm =3D
>>>> >going
to try=3D20
>>>> > this one out ASAP!

"Dimitrios" <<A=3D20
>>>> > href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20
>>>> > wrote:
>BR>>By changing the ratio down to 1.25:1 and the =3D
>>>> >lookahead=3D20
>>>> > up to 0.012 it is
becoming
>frighteningly close to=3D20
>>>> > LA2
>BR>>I think the whole new thing is that the EDS =3D
>>>> >compressor=3D20
>>>> > becomes a wonderful
compressor if you use 0 as release time
as
>>>=
>>>>>=3D
>>>> >standard=3D20
>>>> > and -96 threshold then
>you can tailor the sound to your=3D20
>>>> > =3D
>>>> >likings.
>BR>>Cheers,
>Dimitrios
>BR>>BR >>"=3D
>>>> >Dimitrios"=3D20
>>>> > <<A =
>>>>>href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20
>>>> > wrote:
>BR>>>Hi,
>>I was comparing eds =3D
>>>> >compressor=3D20
>>>> > setting I found with LA2 from UAD1, I think
>>you can tweak =3D
>>>> >to make=3D20
>>>> > it sound the same.
>>Can anyone try these settings and =3D
>>>> >compare with=3D20
>>>> > his UAD1 ?
>>If someone agrees I might sell then my =3D
>>>> >UAD1 ?=3D20
>>>> > :)
>>BR>>Threshold: -96
>>Ratio:=3D20
>>>> > 1.40:1
>>Attack: 0.80
>>Release :=3D20
>>>> > 00000000
>>Lookahead 0.004 (lower gives more punch !! ,better
>=
>>>>>=3D
>>>> >than=3D20
>>>> > LA2)
>>Output=3D20
>>>> > =3D
>>>> >10.3
>>BR>>Regards,
>Dimitrios
>BR></BL=3D
>>>> >OCKQUOTE></BODY></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 6.00.2800.1400" name=3DGENERATOR>
>>>><STYLE></STYLE>
>>>></HEAD>
>>>><BODY bgColor=3D#ffffff>
>>>><DIV><FONT face=3DArial size=3D2>Dimitrios,</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2>I figured it wasn't vocals when you
=
>>>>used the term=20
>>>>punchy.</FONT></DIV>

>>>>& snr=20
>>>>combined with unprocessed</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2>tracks.</FONT></DIV>

>>>><DIV><FONT face=3DArial size=3D2>I'll give these new settings a =

>>>>Thanks!</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">
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I believe that the 0 release
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>>>> way of using that eds compressor.
I am now very satisfied with the
>>>=
>>>>results=20
>>>> I get changing the lookahead (try
0 lookahead for great punch) the
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>>>>ratio=20
>>>> from 1.15 to 1.40 and then the attack
to achieve any desired=20
>>>> sttings...
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"Tom Bruhl" <<A=20
>>>> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
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>Dimitrios,
>What's your =
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>>>> href=3D"mailto:studiodog_99@yahoo.com">studiodog_99@yahoo.com</A>>
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>>>>wrote in=20
>>>> message =

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>>>> for the info (again - you've had a ton of great posts)... I'm=20

>>>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20

>>>>to=20

>>>>

>>>>compressor=20

>>>>0 as=20
>>>> release time as standard and -96 =

>>>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20

>>>> >>I was comparing eds compressor setting I found with LA2 from =
>>>>UAD1,=20

>>>>sound the=20

>>>>with=20

>>>>then my=20

>>>>>>Lookahead=20

>>>> >
>
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><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML =
>>>>4.0=20
>>>> Transitional//EN">
><HTML><HEAD>
><META=20
>>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
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><BODY=20
>>>> bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial=20
>>>> =
>>>>size=3D3D2>Dimitrios,</FONT></DIV>
><DIV><F=
>>>>ONT=20
>>>> face=3D3DArial size=3D3D2>What's your application for=20
>>>> =
>>>>these=3D20
>settings?</FONT></DIV>
><DIV>&l=
>>>>t;FONT=20
>>>> face=3D3DArial=20
>>>> =
>>>>size=3D3D2>Tom</FONT></DIV>
><BLOCKQUOTE=3D20
=
>>>>>style=3D3D"PADDING-RIGHT:=20
>>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: =
>>>>#000000 2px=20

>>>> =
>>>>href=3D'mailto:studiodog_99@yahoo.com">studiodog_99@yahoo.com</A'>mailto:=
>>>>studiodog_99@yahoo.com">studiodog_99@yahoo.com</A</A>>>=20

>>>> =3D
>href=3D3D"<A=20
>>>> =
>>>>href=3D'news:443bd829$1@linux">news:443bd829$1@linux</A>...</DIV>
<BR'=
>>>>>news:443bd829$1@linux">news:443bd829$1@linux</A>...</DIV>=

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>>>>

>>>>href=3D3D"<A=20
>>>> =
>>>>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20'>mailto:m=
>>>>usurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20</A>
>&n=
>>>>bsp;=20
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>
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>>>>and the=20

>>>> is
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>>>> LA2
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>I think the whole new thing is that the =
>>>>EDS=20

>>>> wonderful
>compressor if you use 0 as release time as=20

>>>>then
>you can=20

>>>> =
>>>>=3D
>likings.
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>Cheers,
>Dimit=
>>>>rios
>
>
>"=3D
>Dimitrios"=3D20=

>>>> <<A href=3D3D"<A=20
>>>> =
>>>>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20'>mailto:m=
>>>>usurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20</A>
>&n=
>>>>bsp;=20
>>>> wrote:
>
>>Hi,
>>I was =
>>>>comparing=20

>>>>from UAD1, I=20
>>>> think
>>you can tweak =3D
>to =

>>>> sound the same.
>>Can anyone try these settings and=20

>>>>?
>>If someone=20

>>>> :)
>>
>>Threshold:=20

>>>>1.40:1
>>Attack:=20

>>>> 00000000
>>Lookahead 0.004 (lower gives more punch !! =
>>>>,better=20

>>>> =
>>>>=3D
>10.3
>>
>>Regards,
>>=
>>>>>Dimitrios
>
</BL=3D
>OCKQUOTE></B=
>>>>ODY></HTML>
>
>
</BLOCKQUOTE></BODY></HTML >
>>>>
>>>>
>>>
>>
>