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Subject: Does your headphone out work under XP ???  
Posted by [Dimitrios](#) on Tue, 01 May 2007 17:36:37 GMT  
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Well first time I tried I get no signal whatsoever on any headphone out on any of the three mecs I have !!  
Is this a known bug again ??  
Thanks  
Dimitrios

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Subject: Re: Does your headphone out work under XP ???  
Posted by [Tom Bruhl](#) on Tue, 01 May 2007 19:07:42 GMT  
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This is a multi-part message in MIME format.

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Dimitrios,  
You should only get the phone out active on the Submix A Master MEC.  
At least that's been my understanding. =20  
Tom

"Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =  
news:46377aa5\$1@linux...

Well first time I tried I get no signal whatsoever on any headphone =  
out on  
any of the three mecs I have !!  
Is this a known bug again ??  
Thanks  
Dimitrios

I choose Polesoft Lockspam to fight spam, and you?  
<http://www.polesoft.com/refer.html>

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<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
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Subject: Re: Does your headphone out work under XP ???  
Posted by [Dimitrios](#) on Tue, 01 May 2007 19:20:41 GMT  
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---

Thanks Tom but how ?  
I don't get any signal from headphone out.  
regards,  
Dimitrios

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

>  
>  
>Dimitrios,  
>You should only get the phone out active on the Submix A Master MEC.  
>At least that's been my understanding. =20  
>Tom  
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> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =  
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Subject: Re: Does your headphone out work under XP ???  
Posted by [Dimitrios](#) on Tue, 01 May 2007 19:25:27 GMT  
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---

Ah I found it !!  
I should connect the L and R to the Mec's outputs 1 and 2 to get a signal  
for the headphones !!  
I am just using the digital out for monitoring thats why I didn't get any  
signal at the heaphone out !  
Thanks  
Dimitrios

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

>  
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```

---

Subject: Re: Does your headphone out work under XP ???

Posted by [Dimitrios](#) on Tue, 01 May 2007 19:26:38 GMT

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

---

Heh...

Works on all mecs !!

Dimitrios

"Dimitrios" <musurgio@otenet.gr> wrote:

>

>Ah I found it !!

>I should connect the L and R to the Mec's outputs 1 and 2 to get a signal

>for the headphones !!

>I am just using the digital out for monitoring thats why I didn't get any

>signal at the heaphone out !

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

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>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =

>>news:46377aa5\$1@linux...

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>> Dimitrios

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

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Subject: Re: Does your headphone out work under XP ???  
Posted by [Tom Bruhl](#) on Tue, 01 May 2007 20:06:01 GMT  
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Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
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D.,  
Sounds good if you can use it.  
Tom  
"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message =  
news:4637946e\$1 @linux...

Heh...

Works on all mecs !!

Dimitrios

"Dimitrios" <musurgio@otenet.gr> wrote:

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  Thanks<BR>&gt;&gt;&nbsp; =
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first=3D20<BR>&gt;&nbsp; time I tried I get no signal whatsoever =  
on any=20  
headphone out on&lt;BR&gt;any<BR>&gt;=3D<BR>&gt;&gt;of =  
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Subject: Re: Does your headphone out work under XP ???

Posted by [Deej \[4\]](#) on Tue, 01 May 2007 23:40:59 GMT

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Are you getting the same signal on all MECs or the mix signal on MEC on card A and just the submix of the MEC on card B and C. If you're just getting those submixes on the card B & C Mecs, you could route the headphone out of those MECs to a pair of input channels on another MEC (or maybe even loop it back to the same MEC) on a pair of record enabled channels and compress it, etc.....I can't believe I never tried this when I had 4 MECs here..

;o)

"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message  
news:4637946e\$1 @linux...

>

> Heh...

> Works on all mecs !!

> Dimitrios

>

> "Dimitrios" <musurgio@otenet.gr> wrote:

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>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>

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Subject: Re: Does your headphone out work under XP ???

Posted by [Dimitrios](#) on Wed, 02 May 2007 05:56:45 GMT

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---

Hi DJ,

hehe I am already on that testing route even with the L R outputs of other than card's a mecs...

Regarding the headphone outs the one on mec A which is the main one outputs all submixes, the other though ! output only the related submix out so yes you could route it to another mec but on same mec you would get an infinite loop of dry and compressed... because the time you will bring it back on same mec that will be again outputed on headphones and then back again... you get the picture ,feedback.

The other mecs option though will work !!

I don't know if you have considered the other better option !!

The L and R outputs of each mec (except for the main one) outputs ALSO the submix out so you can take this L and R out and send it to a pair of outputs (digital to Pulsar ??) COMPRESS it and then send it back to another submix.

For latency well you know faderworks ?? !!

Regards,

Dimitrios

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```

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Subject: Re: Does your headphone out work under XP ???  
Posted by [Tom Bruhl](#) on Wed, 02 May 2007 06:28:20 GMT  
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This is a multi-part message in MIME format.

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charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Dimitrios are you serious?!?! It outputs the submix only on Cards B, C, =  
D, E ???

I will be summing my drums and guitars from now on 20bit out of the =  
phones jack to my  
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I'm a dope,  
Tom

"Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =  
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wrote=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;in message=20  
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first=3D20<BR>&gt;&gt;&gt;&gt;&nbsp;time I tried I get no signal =  
whatsoever on=20  
any headphone out =  
on&lt;BR&gt;any<BR>&gt;&gt;&gt;=3D<BR >&gt;&gt;&gt;&gt;of=20  
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bug=20  
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again=3D20<BR> &gt;&gt;&gt;&gt;??&lt;BR&gt;Thanks&a mp;&lt;BR&gt;Dimitrios&lt;/B=  
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size=3D3D2&gt;&lt;/BR&gt;&lt;/BR&gt;I choose Polesoft Lockspam to fight=20  
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&lt;A=3D20<BR>&gt;&gt;&gt;&gt;href=3D3D "<A=20  
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Subject: Re: Does your headphone out work under XP ???

Hehe yes !

How come I am the one who tries some things that look obvious to try them out ? :)

Ok you have to return your compressor out to a different mec though to avoid feedback.

Let us know what you will come up with and how will this work beneficially...

Regards,

Dimitrios

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

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> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =

>news:4638281d\$1@linux...

>

> Hi DJ,

> hehe I am already on that testing route even with the L R outputs of =

>other

> than card's a mecs...

> Regarding the headphone outs the one on mec A which is the main one =

>outputs

> all submixes, the other though ! output only the related submix out so

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>yes

> you could route it to another mec but on same mec you would get an =

>infinite

> loop of dry and compressed... because the time you will bring it back

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>on

> same mec that will be again outputed on headphones and then back =

>again...

> you get the picture ,feedback.

> Thed other mecs option though will work !!

> I don't know if you have considered the other better option !!

> The L and R outputs of each mec (except for the main one) outputs ALSO

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> submix out so you can take this L and R out and send it to a pair of =  
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> (digital to Pulsar ??) COMPRESS it and then send it back to another =  
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> For latency well you know faderworks ?? !!  
> Regards,  
> Dimitrios  
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> "DJ" <www.aarrrrggghhh!!!.com> wrote:  
> >Are you getting the same signal on all MECs or the mix signal on MEC  
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> >>>><STYLE></STYLE>  
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> >>>><BODY bgColor=3D3D#ffffff>  
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> >>>>style=3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
>5px; =3D
> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
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> >>>> =3D
> =
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></FONT></DIV></BODY></HTML><BR>>>>><B=
>R>>>>><BR>>>>><BR>>>>=20
> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>

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Subject: Re: Does your headphone out work under XP ???

Posted by [Dimitrios](#) on Wed, 02 May 2007 09:03:55 GMT

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

---

Dear Tom,

ALSO L and R on each submix except for submix1 outputs only the related submix so you can send it to a mec's out (24bit if you like) and then out to your compressor.

Regards,  
Dimitrios

"Tom Bruhl" <[arpeggio@comcast.net](mailto:arpeggio@comcast.net)> wrote:

>

>

>Dimitrios are you serious?!?! It outputs the submix only on Cards B, C,

=

>D, E ???

>I will be summing my drums and guitars from now on 20bit out of the =

>phones jack to my

>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried it?

>

>I'm a dope,

>Tom

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 > wrote:<BR>>Are you getting the same signal on all MECs or the mix =  
 >signal on=20  
 > MEC on<BR>card <BR>>A and just the submix of the MEC on card B and =  
 >C. If=20  
 > you're just getting<BR><BR>>those submixes on the card B & C =  
 >Mecs, you=20  
 > could route the headphone out<BR>of <BR>>those MECs to a pair of =  
 >input=20  
 > channels on another MEC (or maybe even loop<BR>it <BR>>back to the =  
 >same=20  
 > MEC) on a pair of record enabled channels and compress<BR>it,=20  
 > <BR>>etc.....I can't believe I never tried this when I had 4 =  
 >MECs=20  
 > here..<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=20  
 > =  
 >href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=  
 > wrote=20  
 > in message <BR>>news:4637946e\$1@linux...<BR>>><BR>>>=20  
 > Heh...<BR>>> Works on all mecs !!<BR>>>=20  
 > Dimitrios<BR>>><BR>>> "Dimitrios" <<A=20  
 > href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20  
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 >!!<BR>>>>I should=20  
 > connect the L and R to the Mec's outputs 1 and 2 to get a=20  
 > signal<BR>>>>for the headphones !!<BR>>>>I am just =  
 >using the=20  
 > digital out for monitoring thats why I didn't =  
 >get<BR>any<BR>>>>signal=20  
 > at the heaphone out=20  
 > =  
 >!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>&=  
 >gt;"Tom=20  
 > Bruhl" <<A =  
 >href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20

> =  
>wrote:<BR>>>><BR>>>><BR>>>>>Dimitri=  
>os,<BR>>>>>You=20  
> should only get the phone out active on the Submix A Master=20  
> MEC.<BR>>>>>At least that's been my understanding.=20  
> =

>:=20  
> "Dimitrios" <<A=20  
> =  
>href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>>=  
> wrote=20  
> in message=20  
> =  
>=3D<BR>>>>>news:46377aa5\$1@linux...<BR>>>>><BR>>&g=

> Well first time I tried I get no signal whatsoever on any=20  
>any of the=20  
>again=20

> Dimitrios<BR>>>>><BR>>>>><BR>>>>>>I =  
>choose=20  
> Polesoft Lockspam to fight spam, and=20  
> =  
>you?<BR>>>>>http://www.polesoft.com/refer.html<BR>>>>>=  
>:><BR>>>>><!DOCTYPE=20  
> HTML PUBLIC "-//W3C//DTD HTML 4.0=20  
> =  
>Transitional//EN"><BR>>>>><HTML><HEAD><BR>>>=  
>>>><META=20  
> http-equiv=3D3DContent-Type content=3D3D"text/html";=20  
> =  
>=3D<BR>>>>>charset=3D3Diso-8859-1"><BR>>>>><= <= <=  
>:;META=20  
> content=3D3D"MSHTML 6.00.2800.1400"=20  
> =  
>name=3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=  
>>>></HEAD><BR>>>>><BODY=20  
> bgColor=3D3D#ffffff><BR>>>>><DIV><FONT =  
>face=3D3DArial=20  
> =  
>size=3D3D2>Dimitrios,</FONT></DIV><BR>>>>><= <= <=  
>DIV><FONT=20  
> face=3D3DArial size=3D3D2>You should only get the phone out=20  
> =3D<BR>>>>>active on the=3D20<BR>>>>>>Submix A =  
>Master=20

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> MEC.</FONT></DIV><BR>>>><DIV><FONT=20
> face=3D3DArial size=3D3D2>At least that's been my=20
> =3D<BR>>>>understanding.=20
> =
>=3D20<BR>>>></FONT></DIV><BR>>>><=
>;DIV><FONT=20
> face=3D3DArial=20
> =
>size=3D3D2>Tom</FONT></DIV><BR>>>><DIV>=
><FONT=20
> face=3D3DArial size=3D3D2></FONT>=20
> =
></DIV><BR>>>><BLOCKQUOTE=3D20<BR>>>>st=
>yle=3D3D"PADDING-RIGHT:=20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=3D<BR>>>>BORDER-LEFT:=20

> =3D<BR>>>>href=3D3D"<A=20
> =
>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=
>ltto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=
>t:=3D<BR>>>>=20

>=3D<BR>>>>href=3D3D"<A=20
> =
>href=3D'news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV><BR>Well=
>'>news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV>=
>;<BR>Well</A>=3D<BR>>>>=20

>whatsoever on=20
> any headphone out =
>on<BR>any<BR>>>>=3D<BR>>>>of=20

>this a known=20
> bug=20
> =
>again=3D20<BR>>>>??<BR>Thanks<BR>Dimitrios</B=
>LOCKQUOTE><BR>>>><DIV><FONT=20
> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight=20
> =
>spam,<BR>=3D<BR>>>>and=3D20<BR>>>>you?<BR>=
>;<A=3D20<BR>>>>href=3D3D"<A=20
> =
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>=3D<BR>>>>.html</A>=20

```

> =  
></FONT></DIV></BODY></HTML><BR>>>><B=  
>R>>>><BR>>>><BR>>>>=20  
> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
>  
>

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Subject: Re: Does your headphone out work under XP ???  
Posted by [Deej \[4\]](#) on Wed, 02 May 2007 13:16:51 GMT  
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Heheh!!! parallel compression in Paris through a headphone out. Whoda' think? Can't believe I never tried this when I was running 4 x MECs. Just use a card and separate MEC for drum submixes, grab yourself an insert cable, route the headphone out to a stereo compressor (maybe sidechain to an EQ to hipass the LF a little.....or maybe not) and return them to the Paris inputs on a channel pair on a different MEC and you're there. Damn!!!....how simple is this?

;o)

"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message  
news:463853fb\$1@linux...

>  
> Dear Tom,  
> ALSO L and R on each submix except for submix1 outputs only the related  
> submix so you can send it to a mec's out (24bit if you like) and then out  
> to your compressor.  
> Regards,  
> Dimitrios

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

>>  
>>  
>>Dimitrios are you serious?!?! It outputs the submix only on Cards B, C,  
> =  
>>D, E ???  
>>I will be summing my drums and guitars from now on 20bit out of the =  
>>phones jack to my  
>>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried it?

>>  
>>I'm a dope,  
>>Tom

>>  
>>  
>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =  
>>news:4638281d\$1@linux...

>>  
>> Hi DJ,  
>> hehe I am already on that testing route even with the L R outputs of =  
>>other  
>> than card's a mecs...  
>> Regarding the headphone outs the one on mec A which is the main one =  
>>outputs  
>> all submixes, the other though ! output only the related submix out so  
> =  
>>yes  
>> you could route it to another mec but on same mec you would get an =  
>>infinite  
>> loop of dry and compressed... because the time you will bring it back  
> =  
>>on  
>> same mec that will be again outputed on headphones and then back =  
>>again...  
>> you get the picture ,feedback.  
>> Thed other mecs option though will work !!  
>> I don't know if you have considered the other better option !!  
>> The L and R outputs of each mec (except for the main one) outputs ALSO  
> =  
>>the  
>> submix out so you can take this L and R out and send it to a pair of =  
>>outputs  
>> (digital to Pulsar ??) COMPRESS it and then send it back to another =  
>>submix.  
>> For latency well you know faderworks ?? !!  
>> Regards,  
>> Dimitrios  
>>  
>> "DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:  
>> >Are you getting the same signal on all MECs or the mix signal on MEC  
> =  
>>on  
>> card=20  
>> >A and just the submix of the MEC on card B and C. If you're just =  
>>getting  
>>  
>> >those submixes on the card B & C Mecs, you could route the headphone  
> =  
>>out  
>> of=20  
>> >those MECs to a pair of input channels on another MEC (or maybe even  
> =  
>>loop  
>> it=20  
>> >back to the same MEC) on a pair of record enabled channels and =

>>compress  
>> it,=20  
>> >etc.....I can't believe I never tried this when I had 4 MECs =  
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>> >  
>> >;o)  
>> >  
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>> >>  
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>> >>  
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>> >>>  
>> >>>Ah I found it !!  
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>>signal  
>> >>>for the headphones !!  
>> >>>I am just using the digital out for monitoring thats why I didn't =  
>>get  
>> any  
>> >>>signal at the heaphone out !  
>> >>>Thanks  
>> >>>Dimitrios  
>> >>>  
>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>> >>>>  
>> >>>>  
>> >>>>Dimitrios,  
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>>MEC.  
>> >>>>At least that's been my understanding. =3D20  
>> >>>>Tom  
>> >>>>  
>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =3D  
>> >>>>news:46377aa5\$1@linux...  
>> >>>>  
>> >>>> Well first time I tried I get no signal whatsoever on any =  
>>headphone  
>> =3D  
>> >>>>out on  
>> >>>> any of the three mecs I have !!  
>> >>>> Is this a known bug again ??  
>> >>>> Thanks  
>> >>>> Dimitrios

```

>> >>>>
>> >>>>
>> >>>>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=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>You should only get the phone
> =
>>out =3D
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>> >>>>Submix A Master MEC.</FONT></DIV>
>> >>>><DIV><FONT face=3D3DArial size=3D3D2>At least that's been my =3D
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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>"Dimitrios" <<A=3D20
>> >>>> =3D
>> =
>>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</=
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>>R>Well=3D
>> >>>> first=3D20
>> >>>> time I tried I get no signal whatsoever on any headphone out =
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>> >>>>=3D
>> >>>>of the=3D20
>> >>>> three mecs I have !!<BR>Is this a known bug again=3D20
>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
>> >>>><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight
> =

```

```

>>spam,
>> =3D
>> >>>>and=3D20
>> >>>>you?<BR><A=3D20
>> =
>>>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
>>/refer=3D
>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>> >>>>
>> >>>>
>> >>>
>> >>=20
>> >
>> >
>>
>>
>><!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>
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>><DIV><FONT face=3DArial size=3D2>Dimitrios are you serious?!?! It =
>>outputs the=20
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>><DIV><FONT face=3DArial size=3D2>I will be summing my drums and guitars
> =
>>from now on=20
>>20bit out of the phones jack to my</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>outboard comps for sure!!!!!! =20
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>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2>I'm a dope,</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>><DIV><FONT face=3DArial size=3D2></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:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>=
>> wrote=20
>> in message <A=20
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>>href=3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR>Hi=20

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> =  
>>on mec=20  
>> A which is the main one outputs<BR>all submixes, the other though ! =  
>>output=20  
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>>mec but on=20  
>> same mec you would get an infinite<BR>loop of dry and compressed... =  
>>because=20  
>> the time you will bring it back on<BR>same mec that will be again =  
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>>;><BR>>>>><!DOCTYPE=20  
>> HTML PUBLIC "-//W3C//DTD HTML 4.0=20  
>> =  
>>Transitional//EN"><BR>>>>><HTML><HEAD><BR>>>>=

```

>>>><META=20
>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>> =
>>=3D<BR>>>> charset=3D3Diso-8859-1"><BR>>>><=
>>;META=20
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>> =
>>size=3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=
>>DIV><FONT=20
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>> =3D<BR>>>>>active on the=3D20<BR>>>>>Submix A =
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>><FONT=20
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>> =
>></DIV><BR>>>>><BLOCKQUOTE=3D20<BR>>>>>st=
>>yle=3D3D"PADDING-RIGHT:=20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>=3D<BR>>>>>BORDER-LEFT:=20
>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =20
>> <DIV>"Dimitrios" <<A=3D20<BR>>>>> =20
>> =3D<BR>>>>>href=3D3D"<A=20
>> =
>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=
>>|to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=
>>t;=3D<BR>>>>>=20
>> wrote=3D20<BR>>>>> in message=20
>> <A=3D20<BR>>>>> =
>>=3D<BR>>>>>href=3D3D"<A=20
>> =
>>href=3D'news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV><BR>Well=
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>> first=3D20<BR>>>>> time I tried I get no signal =

```

>>whatsoever on=20  
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>>on<BR>any<BR>>>=3D<BR>>>>of=20  
>> the=3D20<BR>>>> three mecs I have !!<BR>Is =  
>>this a known=20  
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>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight=20  
>> =  
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>>;<A=3D20<BR>>>>href=3D3D"<A=20  
>> =  
>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=  
>>>=3D<BR>>>>.html</A>=20  
>> =  
>></FONT></DIV></BODY></HTML><BR>>>><B=  
>>R>>>><BR>>>><BR>>>>=20  
>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
>>  
>>  
>

---

Subject: Re: Does your headphone out work under XP ???

Posted by [Dimitrios](#) on Wed, 02 May 2007 13:26:31 GMT

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Yeah Dj,

Why not then use the simple L R outputs in patch bay where every submix has these and route them to the related mec's out into your compressor and then back to your other mec.

Is the headphone out of any quality ?

You can use also the digital outs to connect to a Pulsar VINCO compressor and then back to other mec ...

Well you have to note here.

the audio coming in the other submix will be delayed to the non compressed drumtracks... what will you do ?

You can of course record it and then nudge or better use Faderworks...

Ok so now you are tempted to come back to Paris or not ??

We are waiting for you...

Regards,

Dimitrios

"DJ" <www.aarrrrggghhh!!!.com> wrote:  
>Heheh!!! parallel compression in Paris through a headphone out. Whoda'  
>think? Can't believe I never tried this when I was running 4 x MECs. Just  
>use a card and separate MEC for drum submixes, grab yourself an insert  
>cable, route the headphone out to a stereo compressor (maybe sidechain  
to  
>an EQ to hipass the LF a little.....or maybe not) and return them  
to  
>the Paris inputs on a channel pair on a different MEC and you're there.

>Damn!!!....how simple is this?

>

>;o)

>

>"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message

>news:463853fb\$1@linux...

>>

>> Dear Tom,

>> ALSO L and R on each submix except for submix1 outputs only the related

>> submix so you can send it to a mec's out (24bit if you like) and then

out

>> to your compressor.

>> Regards,

>> Dimitrios

>>

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

>>>

>>>

>>>Dimitrios are you serious?!?! It outputs the submix only on Cards B,

C,

>> =

>>>D, E ???

>>>I will be summing my drums and guitars from now on 20bit out of the =

>>>phones jack to my

>>>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried it?

>>>

>>>I'm a dope,

>>>Tom

>>>

>>>

>>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =

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>>>

>>> Hi DJ,

>>> hehe I am already on that testing route even with the L R outputs of

=

>>>other  
>>> than card's a mecs...  
>>> Regarding the headphone outs the one on mec A which is the main one  
=  
>>>outputs  
>>> all submixes, the other though ! output only the related submix out  
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>> =  
>>>yes  
>>> you could route it to another mec but on same mec you would get an =  
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>> =  
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>>> Thed other mecs option though will work !!  
>>> I don't know if you have considered the other better option !!  
>>> The L and R outputs of each mec (except for the main one) outputs ALSO  
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>>>the  
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>>> (digital to Pulsar ??) COMPRESS it and then send it back to another  
=  
>>>submix.  
>>> For latency well you know faderworks ?? !!  
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>>>  
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>>> >Are you getting the same signal on all MECs or the mix signal on MEC  
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>>> card=20  
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>>>getting  
>>>  
>>> >those submixes on the card B & C Mecs, you could route the headphone  
>> =  
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>>> >etc.....I can't believe I never tried this when I had 4 MECs  
=  
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>>> >  
>>> >;o)  
>>> >  
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>>> >news:4637946e\$1@linux...  
>>> >>  
>>> >> Heh...  
>>> >> Works on all mecs !!  
>>> >> Dimitrios  
>>> >>  
>>> >> "Dimitrios" <musurgio@otenet.gr> wrote:  
>>> >>>  
>>> >>>Ah I found it !!  
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a  
>> =  
>>>signal  
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>>> >>>  
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>>> >>>>You should only get the phone out active on the Submix A Master  
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>>>MEC.  
>>> >>>>At least that's been my understanding. =3D20  
>>> >>>>Tom  
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>>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =3D  
>>> >>>>news:46377aa5\$1@linux...  
>>> >>>>  
>>> >>>> Well first time I tried I get no signal whatsoever on any =  
>>>headphone  
>>> =3D

```

>>> >>>>out on
>>> >>>> any of the three mecs I have !!
>>> >>>> Is this a known bug again ??
>>> >>>> Thanks
>>> >>>> Dimitrios
>>> >>>>
>>> >>>>
>>> >>>>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=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>You should only get the phone
>> =
>>>>out =3D
>>> >>>>active on the=3D20
>>> >>>>Submix A Master MEC.</FONT></DIV>
>>> >>>><DIV><FONT face=3D3DArial size=3D3D2>At least that's been my =3D
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>>> >>>></FONT></DIV>
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>>> >>>><DIV><FONT face=3D3DArial size=3D3D2></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>"Dimitrios" <<A=3D20
>>> >>>> =3D
>>> =
>>>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</=
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>>> >>>> in message <A=3D20
>>> >>>> =3D
>>> =
>>>>>>>href=3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV><B=
>>>R>Well=3D
>>> >>>> first=3D20
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>>>>on<BR>any
>>> >>>>=3D

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```

>>> >>>>of the=3D20
>>> >>>> three mecs I have !!<BR>Is this a known bug again=3D20
>>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
>>> >>>><DIV><FONT size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight
>> =
>>>spam,
>>> =3D
>>> >>>>and=3D20
>>> >>>>you?<BR><A=3D20
>>> =
>>>>>>>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com=
>>>/refer=3D
>>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>>> >>>>
>>> >>>>
>>> >>>
>>> >>=20
>>> >
>>> >
>>>
>>>
>>><!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 are you serious?!?! It =
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>>><DIV><FONT face=3DArial size=3D2>I will be summing my drums and guitars
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>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>I'm a dope,</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2></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:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>=  
>>> wrote=20  
>>> in message <A=20  
>>> =  
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>>>outputs of=20  
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>> =  
>>>on mec=20  
>>> A which is the main one outputs<BR>all submixes, the other though !  
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>>>output=20  
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=  
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=  
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>>> main one) outputs ALSO the<BR>submix out so you can take this L and  
R  
>> =  
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>>>faderworks ??=20  
>>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=20  
>>> =  
>>>href=3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=20  
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>>>signal on=20  
>>> MEC on<BR>card <BR>>A and just the submix of the MEC on card B and =  
>>>C. If=20  
>>> you're just getting<BR><BR>>those submixes on the card B & C =  
>>>Mecs, you=20  
>>> could route the headphone out<BR>of <BR>>those MECs to a pair of =  
>>>input=20

>>> channels on another MEC (or maybe even loop  
>>>back to the =  
>>>same=20  
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>>>it,=20  
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>>>MECs=20  
>>> here..<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=20  
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>>> =  
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>>>gt;>"Tom=20  
>>> Bruhl" <<A =  
>>>href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20  
>>> =  
>>>wrote:<BR>>>>><BR>>>>><BR>>>>>Dimitri=  
>>>os,<BR>>>>>You=20  
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>>> =  
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>>>t;>>> =20  
>>> Well first time I tried I get no signal whatsoever on any=20  
>>> headphone<BR>=3D<BR>>>>>out on<BR>>>>> =  
>>>any of the=20  
>>> three mecs I have !!<BR>>>>> Is this a known bug =  
>>>again=20  
>>> ??<BR>>>>> Thanks<BR>>>>> =20

```

>>> Dimitrios<BR>>>><BR>>>><BR>>>>>I =
>>>choose=20
>>> Polesoft Lockspam to fight spam, and=20
>>> =
>>>you?<BR>>>>http://www.polesoft.com/refer.html<BR>>>>=
>>>;<BR>>>><!DOCTYPE=20
>>> HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>>> =
>>>Transitional//EN"><BR>>>><HTML><HEAD><BR>>=
>>>>><META=20
>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>>> =
>>>=3D<BR>>>>>charset=3D3Diso-8859-1"><BR>>>>><=
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>>> =
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>>>>>></HEAD><BR>>>>>><BODY=20
>>> bgColor=3D3D#ffffff><BR>>>>>><DIV><FONT =
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>>> =
>>>size=3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=
>>>DIV><FONT=20
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>>> =3D<BR>>>>>>active on the=3D20<BR>>>>>>Submix A =
>>>Master=20
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>>> =
>>></DIV><BR>>>>>><BLOCKQUOTE=3D20<BR>>>>>>>st=
>>>yle=3D3D"PADDING-RIGHT:=20
>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>=3D<BR>>>>>>>BORDER-LEFT:=20
>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>>> =20
>>> <DIV>"Dimitrios" <<A=3D20<BR>>>>>>> =20
>>> =3D<BR>>>>>>>href=3D3D"<A=20
>>> =
>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=
>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=

```

>>>t;=3D<BR>>>>=20  
>>> wrote=3D20<BR>>>> in message=20  
>>> <A=3D20<BR>>>> =  
>>>=3D<BR>>>>href=3D3D"<A=20  
>>> =  
>>>href=3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV><BR>Well=  
>>>'>news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV>=  
>>>;<BR>Well</A>=3D<BR>>>>=20  
>>> first=3D20<BR>>>> time I tried I get no signal =  
>>>whatsoever on=20  
>>> any headphone out =  
>>>on<BR>any<BR>>>>=3D<BR>>>>of=20  
>>> the=3D20<BR>>>> three mecs I have !!<BR>ls =  
>>>this a known=20  
>>> bug=20  
>>> =  
>>>again=3D20<BR>>>>??<BR>Thanks<BR>Dimitrios</B=  
>>>LOCKQUOTE><BR>>>><DIV><FONT=20  
>>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight=20  
>>> =  
>>>spam,<BR>=3D<BR>>>>and=3D20<BR>>>>you?<BR>=  
>>>;<A=3D20<BR>>>>href=3D3D"<A=20  
>>> =  
>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=  
>>>=3D<BR>>>>.html</A>=20  
>>> =  
>>></FONT></DIV></BODY></HTML><BR>>>><B=  
>>>R>>>><BR>>>><BR>>>>=20  
>>> <BR>>>><BR>>>></BLOCKQUOTE></BODY></HTML>  
>>>  
>>>  
>>  
>  
>

---

Subject: Re: Does your headphone out work under XP ???

Posted by [Deej \[4\]](#) on Wed, 02 May 2007 13:39:42 GMT

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

---

"Dimitrios" <musurgio@otenetNOSP.gr> wrote in message  
news:46389187\$1@linux...

>  
> Yeah Dj,  
> Why not then use the simple L R outputs in patch bay where every submix  
> has  
> these and route them to the related mec's out into your compressor and

- > then
- > back to your other mec.
- > Is the headphone out of any quality ?
- > You can use also the digital outs to connect to a Pulsar VINCO compressor
- > and then back to other mec ...
- >
- > Well you have to note here.
- > the audio coming in the other submix will be delayed to the non compressed
- > drumtracks... what will you do ?

You build a \$3000.00 computer (and an RME MADI with 64 ADAT I/O) that is powerful enough to loop everything through Cubase via ADAT while monitoring and delay compensating in real time so that you can use Cubase as a delay compensator and processor for Paris.....errrr.....wait, that sounds sorta' familiar.

;o)

Hmmm.....can you hear flammings with a 14 sample latency?? .....probably so since you will also have the 1.5ms AD/DA conversion....hmm.....maybe worth a try, just to check.

> You can of course record it and then nudge or better use Faderworks...

>

> Ok so now you are tempted to come back to Paris or not ??

> We are waiting for you...

> Regards,

> Dimitrios

>

> "DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:

>>Heheh!!! parallel compression in Paris through a headphone out. Whoda'

>

>>thunk? Can't believe I never tried this when I was running 4 x MECs.

>>Just

>

>>use a card and separate MEC for drum submixes, grab yourself an insert

>>cable, route the headphone out to a stereo compressor (maybe sidechain

> to

>>an EQ to hipass the LF a little.....or maybe not) and return them

> to

>>the Paris inputs on a channel pair on a different MEC and you're there.

>

>>Damn!!!....how simple is this?

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>>"Dimitrios" <[musurgio@otenetNOSPAM.gr](mailto:musurgio@otenetNOSPAM.gr)> wrote in message

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>>> Dear Tom,  
>>> ALSO L and R on each submix except for submix1 outputs only the  
>>> related  
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>>>> hehe I am already on that testing route even with the L R outputs of  
> =  
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>>>>outputs  
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>>>> same mec that will be again outputed on headphones and then back =  
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>>>> The other mecs option though will work !!  
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>>>>out  
>>>> of=20  
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 >>>> >>>for the headphones !!  
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 >>>> >>>><http://www.polesoft.com/refer.html>  
 >>>> >>>>  
 >>>> >>>><!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=#ffffff>
>>>> >>>><DIV><FONT face=Arial size=12>Dimitrios,</FONT></DIV>
>>>> >>>><DIV><FONT face=Arial size=12>You should only get the phone
>>> =
>>>>out =
>>>> >>>>active on the
>>>> >>>>Submix A Master MEC.</FONT></DIV>
>>>> >>>><DIV><FONT face=Arial size=12>At least that's been my
>>>> >>>>understanding.
>>>> >>>></FONT></DIV>
>>>> >>>><DIV><FONT face=Arial size=12>Tom</FONT></DIV>
>>>> >>>><DIV><FONT face=Arial size=12></FONT> </DIV>
>>>> >>>><BLOCKQUOTE=
>>>> >>>>style="PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =
>>>>5px; =
>>>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> >>>> <DIV>"Dimitrios" <<A=
>>>> >>>> =
>>>> >>>> >>>>>>>>href="mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</=
>>>> >>>>A>>=
>>>> >>>> >>>> wrote
>>>> >>>> >>>> in message <A=
>>>> >>>> =
>>>> >>>> >>>>>>>>href="news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV><B=
>>>> >>>>R>Well=
>>>> >>>> >>>> first
>>>> >>>> >>>> time I tried I get no signal whatsoever on any headphone out =
>>>> >>>>on<BR>any
>>>> >>>>=
>>>> >>>> >>>>of the
>>>> >>>> >>>> three mecs I have !!<BR>Is this a known bug again=
>>>> >>>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
>>>> >>>><DIV><FONT size=12><BR><BR>I choose Polesoft Lockspam to fight
>>> =
>>>> >>>>spam,
>>>> =
>>>> >>>> >>>>and=
>>>> >>>> >>>>you?<BR><A=
>>>> >>>> =
>>>> >>>>>>>>href="http://www.polesoft.com/refer.html">http://www.polesoft.com=
>>>> >>>>/refer=
>>>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>>>> >>>>
>>>> >>>>
>>>> >>>
>>>> >>=20
```

```

>>>> >
>>>> >
>>>>
>>>>
>>>><!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 are you serious?!?! It =
>>>> outputs the=20
>>>> submix only on Cards B, C, D, E ???</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2>I will be summing my drums and guitars
>>> =
>>>> from now on=20
>>>> 20bit out of the phones jack to my</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2>outboard comps for sure!!!!!! =20
>>>> Sweeeeeet! How come I never tried it?</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>><DIV><FONT face=3DArial size=3D2>'I'm a dope,</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>><DIV><FONT face=3DArial size=3D2></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:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>=
>>>> wrote=20
>>>> in message <A=20
>>>> =
>>>> href=3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR>Hi=20
>>>> DJ,<BR>hehe I am already on that testing route even with the L R =
>>>> outputs of=20
>>>> other<BR>than card's a mecs...<BR>Regarding the headphone outs the one
>>> =
>>>> on mec=20
>>>> A which is the main one outputs<BR>all submixes, the other though !
> =
>>>> output=20
>>>> only the related submix out so yes<BR>you could route it to another
> =
>>>> mec but on=20
>>>> same mec you would get an infinite<BR>loop of dry and compressed...

```

> =  
>>>>because=20  
>>>> the time you will bring it back on<BR>same mec that will be again =  
>>>>outputed on=20  
>>>> headphones and then back again...<BR>you get the picture =  
>>>>,feedback.<BR>Thed=20  
>>>> other mecs option though will work !!<BR>I don't know if you have =  
>>>>considered=20  
>>>> the other better option !!<BR>The L and R outputs of each mec (except  
>>> =  
>>>>for the=20  
>>>> main one) outputs ALSO the<BR>submix out so you can take this L and  
> R  
>>> =  
>>>>out and=20  
>>>> send it to a pair of outputs<BR>(digital to Pulsar ??) COMPRESS it and  
>>> =  
>>>>then=20  
>>>> send it back to another submix.<BR>For latency well you know =  
>>>>faderworks ??=20  
>>>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=20  
>>>> =  
>>>>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>=>20  
>>>> wrote:<BR>>Are you getting the same signal on all MECs or the mix =  
>>>>signal on=20  
>>>> MEC on<BR>card <BR>>A and just the submix of the MEC on card B and =  
>>>>C. If=20  
>>>> you're just getting<BR><BR>>those submixes on the card B & C =  
>>>>Mecs, you=20  
>>>> could route the headphone out<BR>of <BR>>those MECs to a pair of =  
>>>>input=20  
>>>> channels on another MEC (or maybe even loop<BR>it <BR>>back to the =  
>>>>same=20  
>>>> MEC) on a pair of record enabled channels and compress<BR>it,=20  
>>>> <BR>>etc.....I can't believe I never tried this when I had 4 =  
>>>>MECs=20  
>>>> here..<BR>><BR>>;o<BR>><BR>>"Dimitrios" <<A=20  
>>>> =  
>>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>=>=  
>>>> wrote=20  
>>>> in message <BR>>news:4637946e\$1@linux...<BR>>><BR>>>=20  
>>>> Heh...<BR>>> Works on all mecs !!<BR>>>=20  
>>>> Dimitrios<BR>>><BR>>> "Dimitrios" <<A=20  
>>>> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=>20  
>>>> wrote:<BR>>>><BR>>>>Ah I found it =  
>>>>!!<BR>>>>I should=20  
>>>> connect the L and R to the Mec's outputs 1 and 2 to get a=20  
>>>> signal<BR>>>>>for the headphones !!<BR>>>>>I am just =

```

>>>>using the=20
>>>> digital out for monitoring thats why I didn't =
>>>>get<BR>any<BR>>>>signal=20
>>>> at the heaphone out=20
>>>> =
>>>>!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>>&=
>>>>gt;"Tom=20
>>>> Bruhl" <<A =
>>>>href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20
>>>> =
>>>>wrote:<BR>>>><BR>>>><BR>>>><BR>>>>Dimitri=
>>>>os,<BR>>>>>You=20
>>>> should only get the phone out active on the Submix A Master=20
>>>> MEC.<BR>>>>>At least that's been my understanding.=20
>>>> =
>>>>=3D20<BR>>>>>Tom<BR>>>>><BR>>>>> =
>>>>;=20
>>>> "Dimitrios" <<A=20
>>>> =
>>>>href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>>=
>>>> wrote=20
>>>> in message=20
>>>> =
>>>>=3D<BR>>>>>news:46377aa5$1@linux...<BR>>>>><BR>>>>&g=
>>>>t;>>> =20
>>>> Well first time I tried I get no signal whatsoever on any=20
>>>> headphone<BR>=3D<BR>>>>>>out on<BR>>>>> =
>>>>any of the=20
>>>> three mecs I have !!<BR>>>>> Is this a known bug =
>>>>again=20
>>>> ??<BR>>>>>> Thanks<BR>>>>>> =20
>>>> Dimitrios<BR>>>>>><BR>>>>>><BR>>>>>>I =
>>>>choose=20
>>>> Polesoft Lockspam to fight spam, and=20
>>>> =
>>>>you?<BR>>>>>>http://www.polesoft.com/refer.html<BR>>>>>=
>>>>;><BR>>>>>><!DOCTYPE=20
>>>> HTML PUBLIC "-//W3C//DTD HTML 4.0=20
>>>> =
>>>>Transitional//EN"><BR>>>>>><HTML><HEAD><BR>>>=
>>>>>>><META=20
>>>> http-equiv=3D3DContent-Type content=3D3D"text/html";=20
>>>> =
>>>>=3D<BR>>>>>>>charset=3D3Diso-8859-1"><BR>>>>>>><=
>>>>;META=20
>>>> content=3D3D"MSHTML 6.00.2800.1400"=20
>>>> =
>>>>name=3D3DGENERATOR><BR>>>>>>><STYLE></STYLE><BR>=

```

```
>>>>>></HEAD><BR>>>>><BODY=20
>>>> bgcolor=3D3D#ffffff><BR>>>>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> =
>>>>size=3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=
>>>>DIV><FONT=20
>>>> face=3D3DArial size=3D3D2>You should only get the phone out=20
>>>> =3D<BR>>>>>active on the=3D20<BR>>>>>Submix A =
>>>>Master=20
>>>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2>At least that's been my=20
>>>> =3D<BR>>>>>understanding.=20
>>>> =
>>>>=3D20<BR>>>>></FONT></DIV><BR>>>>><=
>>>>;DIV><FONT=20
>>>> face=3D3DArial=20
>>>> =
>>>>size=3D3D2>Tom</FONT></DIV><BR>>>>><DIV>=
>>>><FONT=20
>>>> face=3D3DArial size=3D3D2></FONT>=20
>>>> =
>>>></DIV><BR>>>>><BLOCKQUOTE=3D20<BR>>>>>st=
>>>>yle=3D3D"PADDING-RIGHT:=20
>>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>>=3D<BR>>>>>BORDER-LEFT:=20
>>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =20
>>>> <DIV>"Dimitrios" <<A=3D20<BR>>>>> =20
>>>> =3D<BR>>>>>href=3D3D"<A=20
>>>> =
>>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=
>>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=
>>>>t:=3D<BR>>>>>=20
>>>> wrote=3D20<BR>>>>> in message=20
>>>> <A=3D20<BR>>>>> =
>>>>=3D<BR>>>>>href=3D3D"<A=20
>>>> =
>>>>href=3D'news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV><BR>Well=
>>>>'>news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV>=
>>>>;<BR>Well</A>=3D<BR>>>>>=20
>>>> first=3D20<BR>>>>> time I tried I get no signal =
>>>>whatsoever on=20
>>>> any headphone out =
>>>>on<BR>any<BR>>>>>=3D<BR>>>>>of=20
>>>> the=3D20<BR>>>>> three mecs I have !!<BR>Is =
>>>>this a known=20
>>>> bug=20
>>>> =
>>>>again=3D20<BR>>>>>??<BR>Thanks<BR>Dimitrios</B=
```

```
>>>>LOCKQUOTE><BR>>>><DIV><FONT=20
>>>> size=3D3D2><BR><BR>I choose Polesoft Lockspam to fight=20
>>>> =
>>>>spam,<BR>=3D<BR>>>>>and=3D20<BR>>>>>you?<BR>=
>>>>;<A=3D20<BR>>>>>href=3D3D"<A=20
>>>> =
>>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>>=3D<BR>>>>>.html</A>=20
>>>> =
>>>></FONT></DIV></BODY></HTML><BR>>>>><B=
>>>>R>>>>><BR>>>>><BR>>>>=20
>>>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>>>>
>>>>
>>>
>>
>>
>
>
```

---

Subject: Re: Does your headphone out work under XP ???  
Posted by [Tom Bruhl](#) on Wed, 02 May 2007 14:05:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.

```
-----=_NextPart_000_005F_01C78CA1.58504F70
Content-Type: text/plain;
 charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
```

Dimitrios,  
I could have sworn that I tried the L&R outs of the Mecs and never got =  
signal.  
You are saying that gives you submix only data? This is crazy.  
I'll be experimenting today for sure.  
Tom

After the Beatle Juice show I guess.  
"Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =  
news:46389187\$1@linux...

Yeah Dj,  
Why not then use the simple L R outputs in patch bay where every =  
submix has  
these and route them to the related mec's out into your compressor and =  
then

back to your other mec.  
Is the headphone out of any quality ?  
You can use also the digital outs to connect to a Pulsar VINCO =  
compressor  
and then back to other mec ...

Well you have to note here.  
the audio coming in the other submix will be delayed to the non =  
compressed  
drumtracks... what will you do ?  
You can of course record it and then nudge or better use Faderworks...

Ok so now you are tempted to come back to Paris or not ??  
We are waiting for you...  
Regards,  
Dimitrios

"DJ" <www.aarrrrggghh!!!.com> wrote:  
>Heheh!!! parallel compression in Paris through a headphone out. =  
Whoda'

>thunk? Can't believe I never tried this when I was running 4 x =  
MECs. Just

>use a card and separate MEC for drum submixes, grab yourself an =  
insert=20  
>cable, route the headphone out to a stereo compressor (maybe =  
sidechain  
to=20  
>an EQ to hipass the LF a little.....or maybe not) and return =  
them  
to=20  
>the Paris inputs on a channel pair on a different MEC and you're =  
there.

>Damn!!!.....how simple is this?  
>  
>;o)  
>  
>"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20  
>news:463853fb\$1 @linux...  
>>  
>> Dear Tom,  
>> ALSO L and R on each submix except for submix1 outputs only the =  
related  
>> submix so you can send it to a mec's out (24bit if you like) and =  
then  
out

>> to your compressor.  
>> Regards,  
>> Dimitrios  
>>  
>> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>>  
>>>  
>>>Dimitrios are you serious?!?! It outputs the submix only on Cards =  
B,  
C,  
>> =3D  
>>>D, E ???  
>>>I will be summing my drums and guitars from now on 20bit out of the =  
=3D  
>>>phones jack to my  
>>>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried =  
it?  
>>>  
>>>I'm a dope,  
>>>Tom  
>>>  
>>>  
>>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D  
>>>news:4638281d\$1@linux...  
>>>  
>>> Hi DJ,  
>>> hehe I am already on that testing route even with the L R outputs =  
of  
=3D  
>>>other  
>>> than card's a mecs...  
>>> Regarding the headphone outs the one on mec A which is the main =  
one  
=3D  
>>>outputs  
>>> all submixes, the other though ! output only the related submix =  
out  
so  
>> =3D  
>>>yes  
>>> you could route it to another mec but on same mec you would get =  
an =3D  
>>>infinite  
>>> loop of dry and compressed... because the time you will bring it =  
back  
>> =3D  
>>>on  
>>> same mec that will be again outputed on headphones and then back =

=3D  
>>>again...  
>>> you get the picture ,feedback.  
>>> Thed other mecs option though will work !!  
>>> I don't know if you have considered the other better option !!  
>>> The L and R outputs of each mec (except for the main one) outputs =  
ALSO  
>> =3D  
>>>the  
>>> submix out so you can take this L and R out and send it to a pair =  
of  
=3D  
>>>outputs  
>>> (digital to Pulsar ??) COMPRESS it and then send it back to =  
another  
=3D  
>>>submix.  
>>> For latency well you know faderworks ?? !!  
>>> Regards,  
>>> Dimitrios  
>>>  
>>> "DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:  
>>> >Are you getting the same signal on all MECs or the mix signal on =  
MEC  
>> =3D  
>>>on  
>>> card=3D20  
>>> >A and just the submix of the MEC on card B and C. If you're just =  
=3D  
>>>getting  
>>>  
>>> >those submixes on the card B & C Mecs, you could route the =  
headphone  
>> =3D  
>>>out  
>>> of=3D20  
>>> >those MECs to a pair of input channels on another MEC (or maybe =  
even  
>> =3D  
>>>loop  
>>> it=3D20  
>>> >back to the same MEC) on a pair of record enabled channels and =  
=3D  
>>>compress  
>>> it,=3D20  
>>> >etc.....I can't believe I never tried this when I had 4 =  
MECs  
=3D

```

>>>here..
>>> >
>>> >;o)
>>> >
>>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20
>>> >news:4637946e$1 @linux...
>>> >>
>>> >> Heh...
>>> >> Works on all mecs !!
>>> >> Dimitrios
>>> >>
>>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
>>> >>>
>>> >>>Ah I found it !!
>>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to =
get
a
>> =3D
>>>signal
>>> >>>for the headphones !!
>>> >>>I am just using the digital out for monitoring thats why I =
didn't
=3D
>>>get
>>> any
>>> >>>signal at the heaphone out !
>>> >>>Thanks
>>> >>>Dimitrios
>>> >>>
>>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>> >>>>
>>> >>>>
>>> >>>>Dimitrios,
>>> >>>>You should only get the phone out active on the Submix A =
Master
=3D
>>>MEC.
>>> >>>>At least that's been my understanding. =3D3D20
>>> >>>>Tom
>>> >>>>
>>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =
=3D3D
>>> >>>>news:46377aa5$1 @linux...
>>> >>>>
>>> >>>> Well first time I tried I get no signal whatsoever on any =
=3D
>>>headphone
>>> =3D3D

```

```

>>> >>>>out on
>>> >>>> any of the three mecs I have !!
>>> >>>> Is this a known bug again ??
>>> >>>> Thanks
>>> >>>> Dimitrios
>>> >>>>
>>> >>>>
>>> >>>>I choose Polesoft Lockspam to fight spam, and you?
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>>> >>>><HTML><HEAD>
>>> >>>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
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>>> >>>>charset=3D3D3Diso-8859-1">
>>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
>>> >>>><STYLE></STYLE>
>>> >>>></HEAD>
>>> >>>><BODY bgColor=3D3D3D#ffffff>
>>> >>>><DIV><FONT face=3D3D3DArial =
size=3D3D3D2>Dimitrios,</FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>You should only get =
the phone
>> =3D
>>>>out =3D3D
>>> >>>>active on the=3D3D20
>>> >>>>Submix A Master MEC.</FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>At least that's been =
my =3D3D
>>> >>>>understanding. =3D3D20
>>> >>>></FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>>> >>>><BLOCKQUOTE=3D3D20
>>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
MARGIN-LEFT: =3D
>>>>5px; =3D3D
>>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> >>>> <DIV>"Dimitrios" <<A=3D3D20
>>> >>>> =3D3D
>>> =3D
=
>>>>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet=
..gr</=3D
>>>>A>>=3D3D
>>> >>>> wrote=3D3D20

```

```

>>> >>>> in message <A=3D3D20
>>> >>>> =3D3D
>>> =3D
=
>>>>>>href=3D3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</D=
IV><B=3D
>>>R>Well=3D3D
>>> >>>> first=3D3D20
>>> >>>> time I tried I get no signal whatsoever on any headphone =
out =3D
>>>>on<BR>any
>>> >>>=3D3D
>>> >>>>of the=3D3D20
>>> >>>> three mecs I have !!<BR>Is this a known bug again=3D3D20
>>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
>>> >>>><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to =
fight
>> =3D
>>>spam,
>>> =3D3D
>>> >>>>and=3D3D20
>>> >>>>you?<BR><A=3D3D20
>>> =3D
=
>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
t.com=3D
>>>/refer=3D3D
>>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>>> >>>>
>>> >>>>
>>> >>>
>>> >>=3D20
>>> >
>>> >
>>>
>>>
>>><!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 are you serious?!?! =
It =3D
>>>outputs the=3D20
>>>submix only on Cards B, C, D, E ???</FONT></DIV>

```

>>><DIV><FONT face=3D3DArial size=3D3D2>I will be summing my drums and =  
guitars  
>> =3D  
>>>from now on=3D20  
>>>20bit out of the phones jack to my</FONT></DIV>  
>>><DIV><FONT face=3D3DArial size=3D3D2>outboard comps for sure!!!!!! =  
=3D20  
>>>Sweeeeeet! How come I never tried it?</FONT></DIV>  
>>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
>>><DIV><FONT face=3D3DArial size=3D3D2>I'm a dope,</FONT></DIV>  
>>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>  
>>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
>>><DIV><FONT face=3D3DArial size=3D3D2></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>"Dimitrios" <<A=3D20  
>>> =3D  
=  
>>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A=  
>>=3D  
>>> wrote=3D20  
>>> in message <A=3D20  
>>> =3D  
=  
>>>href=3D3D"news:4638281d\$1@linux">news:4638281d\$1@linux</A>...</DIV><BR=  
>Hi=3D20  
>>> DJ,<BR>hehe I am already on that testing route even with the L R =  
=3D  
>>>outputs of=3D20  
>>> other<BR>than card's a mecs...<BR>Regarding the headphone outs =  
the one  
>> =3D  
>>>on mec=3D20  
>>> A which is the main one outputs<BR>all submixes, the other though =  
!  
=3D  
>>>output=3D20  
>>> only the related submix out so yes<BR>you could route it to =  
another  
=3D  
>>>mec but on=3D20  
>>> same mec you would get an infinite<BR>loop of dry and =  
compressed...  
=3D  
>>>because=3D20  
>>> the time you will bring it back on<BR>same mec that will be again =

=3D  
 >>>outputed on=3D20  
 >>> headphones and then back again...<BR>you get the picture =3D  
 >>>,feedback.<BR>Thed=3D20  
 >>> other mecs option though will work !!<BR>I don't know if you have =  
 =3D  
 >>>considered=3D20  
 >>> the other better option !!<BR>The L and R outputs of each mec =  
 (except  
 >> =3D  
 >>>for the=3D20  
 >>> main one) outputs ALSO the<BR>submix out so you can take this L =  
 and  
 R  
 >> =3D  
 >>>out and=3D20  
 >>> send it to a pair of outputs<BR>(digital to Pulsar ??) COMPRESS =  
 it and  
 >> =3D  
 >>>then=3D20  
 >>> send it back to another submix.<BR>For latency well you know =3D  
 >>>faderworks ??=3D20  
 >>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D20  
 >>> =3D  
 =  
 >>>href=3D3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=  
 =3D20  
 >>> wrote:<BR>>Are you getting the same signal on all MECs or the mix =  
 =3D  
 >>>signal on=3D20  
 >>> MEC on<BR>card <BR>>A and just the submix of the MEC on card B =  
 and =3D  
 >>>C. If=3D20  
 >>> you're just getting<BR><BR>>those submixes on the card B & C =3D  
 >>>Mecs, you=3D20  
 >>> could route the headphone out<BR>of <BR>>those MECs to a pair of =  
 =3D  
 >>>input=3D20  
 >>> channels on another MEC (or maybe even loop<BR>it <BR>>back to =  
 the =3D  
 >>>same=3D20  
 >>> MEC) on a pair of record enabled channels and =  
 compress<BR>it,=3D20  
 >>> <BR>>etc.....I can't believe I never tried this when I had =  
 4 =3D  
 >>>MECs=3D20  
 >>> here..<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=3D20  
 >>> =3D

=  
>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A=  
>>=3D  
>>> wrote=3D20  
>>> in message <BR>>news:4637946e\$1@linux...<BR>>><BR>>>=3D20  
>>> Heh...<BR>>> Works on all mecs !!<BR>>>=3D20  
>>> Dimitrios<BR>>><BR>>> "Dimitrios" <<A=3D20  
>>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=3D20  
>>> wrote:<BR>>>><BR>>>>Ah I found it =3D  
>>>!!<BR>>>>I should=3D20  
>>> connect the L and R to the Mec's outputs 1 and 2 to get a=3D20  
>>> signal<BR>>>>for the headphones !!<BR>>>>I am just =3D  
>>>using the=3D20  
>>> digital out for monitoring thats why I didn't =3D  
>>>get<BR>any<BR>>>>signal=3D20  
>>> at the heaphone out=3D20  
>>> =3D  
>>>!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>>&=3D  
>>>gt;"Tom=3D20  
>>> Bruhl" <<A =3D  
>>>href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=3D20  
>>> =3D  
>>>wrote:<BR>>>>><BR>>>>><BR>>>>>Dimitri=3D  
>>>os,<BR>>>>>You=3D20  
>>> should only get the phone out active on the Submix A Master=3D20  
>>> MEC.<BR>>>>>At least that's been my understanding.=3D20  
>>> =3D  
>>>=3D3D20<BR>>>>>Tom<BR>>>>><BR>>>>> =3D  
>>>;=3D20  
>>> "Dimitrios" <<A=3D20  
>>> =3D  
=  
>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=  
>>=3D  
>>> wrote=3D20  
>>> in message=3D20  
>>> =3D  
>>>=3D3D<BR>>>>>news:46377aa5\$1@linux...<BR>>>>><BR>>>>>&g=3D  
>>>t;>>> =3D20  
>>> Well first time I tried I get no signal whatsoever on any=3D20  
>>> headphone<BR>=3D3D<BR>>>>>out on<BR>>>>> =3D  
>>>any of the=3D20  
>>> three mecs I have !!<BR>>>>> Is this a known bug =3D  
>>>again=3D20  
>>> ??<BR>>>>> Thanks<BR>>>>> =3D20  
>>> Dimitrios<BR>>>>><BR>>>>><BR>>>>>I =3D  
>>>choose=3D20  
>>> Polesoft Lockspam to fight spam, and=3D20

```

>>> =3D
>>>you?<BR>>>>http://www.polesoft.com/refer.html<BR>>>>=3D
>>>;<BR>>>><!DOCTYPE=3D20
>>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
>>> =3D
>>>Transitional//EN"><BR>>>><HTML><HEAD><BR>>>=3D
>>>>><META=3D20
>>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html";=3D20
>>> =3D
>>>=3D3D<BR>>>> charset=3D3D3Diso-8859-1"><BR>>>><=3D
>>>;META=3D20
>>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20
>>> =3D
>>>name=3D3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>=3D
>>>>></HEAD><BR>>>><BODY=3D20
>>> bgColor=3D3D3D#ffffff><BR>>>><DIV><FONT =3D
>>>face=3D3D3DArial=3D20
>>> =3D
>>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>><=3D
>>>DIV><FONT=3D20
>>> face=3D3D3DArial size=3D3D3D2>You should only get the phone =
out=3D20
>>> =3D3D<BR>>>>active on the=3D3D20<BR>>>>Submix A =3D
>>>Master=3D20
>>> MEC.</FONT></DIV><BR>>>><DIV><FONT=3D20
>>> face=3D3D3DArial size=3D3D3D2>At least that's been my=3D20
>>> =3D3D<BR>>>>understanding.=3D20
>>> =3D
>>>=3D3D20<BR>>>></FONT></DIV><BR>>>><=3D
>>>;DIV><FONT=3D20
>>> face=3D3D3DArial=3D20
>>> =3D
>>>size=3D3D3D2>Tom</FONT></DIV><BR>>>><DIV>=3D
>>><FONT=3D20
>>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
>>> =3D
>>></DIV><BR>>>><BLOCKQUOTE=3D3D20<BR>>>>>st=3D
>>>yle=3D3D3D"PADDING-RIGHT:=3D20
>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>>=3D3D<BR>>>>>BORDER-LEFT:=3D20
>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D20
>>> <DIV>"Dimitrios" <<A=3D3D20<BR>>>>> =3D20
>>> =3D3D<BR>>>>>href=3D3D3D"<A=3D20
>>> =3D
=
>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
'>mai=3D
>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D

```

>>>t;=3D3D<BR>>>>=3D20  
>>> wrote=3D3D20<BR>>>> in message=3D20  
>>> <A=3D3D20<BR>>>> =3D  
>>>=3D3D<BR>>>>href=3D3D3D"<A=3D20  
>>> =3D  
=  
>>>href=3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV><BR=  
>Well=3D  
>>>'>news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV>=3D  
>>>;<BR>Well</A>=3D3D<BR>>>>=3D20  
>>> first=3D3D20<BR>>>> time I tried I get no signal =3D  
>>>whatsoever on=3D20  
>>> any headphone out =3D  
>>>on<BR>any<BR>>>>=3D3D<BR>>>>of=3D20  
>>> the=3D3D20<BR>>>> three mecs I have !!<BR>ls =3D  
>>>this a known=3D20  
>>> bug=3D20  
>>> =3D  
>>>again=3D3D20<BR>>>>??<BR>Thanks<BR>Dimitrios</B=3D  
>>>LOCKQUOTE><BR>>>><DIV><FONT=3D20  
>>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight=3D20  
>>> =3D  
>>>spam,<BR>=3D3D<BR>>>>and=3D3D20<BR>>>>you?<BR>=3D  
>>>;<A=3D3D20<BR>>>>href=3D3D3D"<A=3D20  
>>> =3D  
=  
>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/=refer=3D  
=  
>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=  
=3D  
>>>>=3D3D<BR>>>>.html</A>=3D20  
>>> =3D  
>>></FONT></DIV></BODY></HTML><BR>>>><B=3D  
>>>R>>>><BR>>>><BR>>>=3D20  
>>> <BR>>>><BR>>>><BR>>>></BLOCKQUOTE></BODY></HTML>  
>>>  
>>>  
>>=20  
>  
>

-----=\_NextPart\_000\_005F\_01C78CA1.58504F70  
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>Dimitrios,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I could have sworn that I tried the =
L&amp;R outs of=20
the Mecs and never got signal.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>You are saying that gives you submix =
only=20
data?&nbsp; This is crazy.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>I'll be experimenting today for =
sure.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>After the Beatle Juice show I =
guess.</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" &lt;<A=20
  href=3D"mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>&gt; =
wrote in=20
  message <A=20
  =
href=3D"news:46389187$1 @linux">news:46389187$1 @linux</A>...</DIV><BR>Yeah=
=20
  Dj,<BR>Why not then use the simple L R outputs in patch bay where =
every submix=20
  has<BR>these and route them to the related mec's out into your =
compressor and=20
  then<BR>back to your other mec.<BR>Is the headphone out of any quality =

  ?<BR>You can use also the digital outs to connect to a Pulsar VINCO=20
  compressor<BR>and then back to other mec ...<BR><BR>Well you have to =
note=20
  here.<BR>the audio coming in the other submix will be delayed to the =
non=20
  compressed<BR>drumtracks... what will you do ?<BR>You can of course =
record it=20
  and then nudge or better use Faderworks...<BR><BR>Ok so now you are =
tempted to=20
  come back to Paris or not ??<BR>We are waiting for=20
  you...<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" &lt;<A=20
  =
```

<http://www.aarrrrggghhh!!!.com>>www.aarrrrggghhh!!!.com</A>&gt;=20  
wrote:<BR>&gt;Heheh!!! parallel compression in Paris through a =  
headphone=20  
out.&nbsp; Whoda'<BR><BR>&gt;think? Can't believe I never tried =  
this&nbsp;=20  
when I was running 4 x MECs. Just<BR><BR>&gt;use a card and separate =  
MEC for=20  
drum submixes, grab yourself an insert <BR>&gt;cable, route the =  
headphone out=20  
to a stereo compressor&nbsp; (maybe sidechain<BR>to <BR>&gt;an EQ to =  
hipass=20  
the LF a little.....or maybe not) and return them<BR>to =  
<BR>&gt;the=20  
Paris inputs on a channel pair on a different MEC and you're=20  
there.<BR><BR>&gt;Damn!!!....how simple is=20  
this?<BR>&gt;<BR>&gt;o)<BR>&gt;<BR>&gt; "Dimitrios" &lt;<A=20  
=  
<mailto:musurgio@otenetNOSPAM.gr>>musurgio@otenetNOSPAM.gr</A>&gt;=  
wrote=20  
in message <BR>&gt;news:463853fb\$1 @linux...<BR>&gt;&gt;<BR>&gt;&gt; =  
Dear=20  
Tom,<BR>&gt;&gt; ALSO&nbsp;&nbsp;&nbsp; L and R on each submix except for =  
submix1=20  
outputs only the related<BR>&gt;&gt; submix so you can send it to a =  
mec's out=20  
(24bit if you like) and then<BR>out<BR>&gt;&gt; to your=20  
compressor.<BR>&gt;&gt; Regards,<BR>&gt;&gt; =  
Dimitrios<BR>&gt;&gt;<BR>&gt;&gt;=20  
"Tom Bruhl" &lt;<A=20  
<mailto:arpeggio@comcast.net>>arpeggio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt; Dimitrios are =  
you=20  
serious?!?!&nbsp; It outputs the submix only on Cards =  
B,<BR>C,<BR>&gt;&gt;=20  
=3D<BR>&gt;&gt;&gt;D, E ???<BR>&gt;&gt;&gt;I will be summing my drums =  
and=20  
guitars from now on 20bit out of the =3D<BR>&gt;&gt;&gt;phones jack to =  
  
my<BR>&gt;&gt;&gt;outboard comps for sure!!!!!!&nbsp; Sweeeeeet!&nbsp; =  
How=20  
come I never tried it?<BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;I'm a=20  
=  
dope,<BR>&gt;&gt;&gt;Tom<BR>&gt;&gt;&gt; <BR>&gt;&gt;&gt;<BR>&gt;&gt;&gt;&=  
nbsp;=20  
"Dimitrios" &lt;<A=20  
=  
<mailto:musuNOSPAMrgio@otenet.gr>>musuNOSPAMrgio@otenet.gr</A>&gt;=  
wrote=20

in message=20  
=  
=3D<BR>&gt;&gt;news:4638281d\$1@linux...<BR>&gt;&gt;<BR>&gt;&gt;g=  
t;&nbsp;=20  
Hi DJ,<BR>&gt;&gt;&nbsp; hehe I am already on that testing route =  
even with=20  
the L R outputs of<BR>=3D<BR>&gt;&gt;other<BR>&gt;&gt;&nbsp; =  
than card's=20  
a mecs...<BR>&gt;&gt;&nbsp; Regarding the headphone outs the one =  
on mec A=20  
which is the main =  
one<BR>=3D<BR>&gt;&gt;outputs<BR>&gt;&gt;&nbsp; all=20  
submixes, the other though ! output only the related submix=20  
out<BR>so<BR>&gt;&gt; =3D<BR>&gt;&gt;yes<BR>&gt;&gt;&nbsp; you =  
could=20  
route it to another mec but on same mec you would get an=20  
=3D<BR>&gt;&gt;infinite<BR>&gt;&gt;&nbsp; loop of dry and =  
compressed...=20  
because the time you will bring it back<BR>&gt;&gt;=20  
=3D<BR>&gt;&gt;on<BR>&gt;&gt;&nbsp; same mec that will be =  
again outputed=20  
on headphones and then back =  
=3D<BR>&gt;&gt;again...<BR>&gt;&gt;&nbsp;=20  
you get the picture ,feedback.<BR>&gt;&gt;&nbsp; The other mecs =  
option=20  
though will work !!<BR>&gt;&gt;&nbsp; I don't know if you have =  
considered=20  
the other better option !!<BR>&gt;&gt;&nbsp; The L and R outputs =  
of each=20  
mec (except for the main one) outputs ALSO<BR>&gt;&gt;=20  
=3D<BR>&gt;&gt;the<BR>&gt;&gt;&nbsp; submix out so you can =  
take this L=20  
and R out and send it to a pair=20  
of<BR>=3D<BR>&gt;&gt;outputs<BR>&gt;&gt;&nbsp; (digital to =  
Pulsar ??)=20  
COMPRESS it and then send it back to=20  
another<BR>=3D<BR>&gt;&gt;submix.<BR>&gt;&gt;&nbsp; For =  
latency well you=20  
know faderworks ?? !!<BR>&gt;&gt;&nbsp; =  
Regards,<BR>&gt;&gt;&nbsp;=20  
Dimitrios<BR>&gt;&gt;<BR>&gt;&gt;&nbsp; "DJ" &lt;<A=20  
=  
href=3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>&gt;=20  
wrote:<BR>&gt;&gt;&nbsp; &gt;Are you getting the same signal on =  
all MECs=20  
or the mix signal on MEC<BR>&gt;&gt; =  
=3D<BR>&gt;&gt;on<BR>&gt;&gt;&nbsp;=20  
card=3D20<BR>&gt;&gt;&nbsp; &gt;A and just the submix of the MEC =

on card B=20  
 and C. If you're just=20  
 =3D<BR>&gt;&gt;getting<BR>&gt;&gt; <BR>&gt;&gt;&nbsp; =  
 &gt;those=20  
 submixes on the card B & C Mecs, you could route the =  
 headphone<BR>&gt;&gt;=20  
 =3D<BR>&gt;&gt;out<BR>&gt;&gt;&nbsp; =  
 of=3D20<BR>&gt;&gt;&nbsp;=20  
 &gt;those MECs to a pair of input channels on another MEC (or maybe=20  
 even<BR>&gt;&gt; =3D<BR>&gt;&gt;loop<BR>&gt;&gt;&nbsp;=20  
 it=3D20<BR>&gt;&gt;&nbsp; &gt;back to the same MEC) on a pair of =  
 record=20  
 enabled channels and =3D<BR>&gt;&gt;compress<BR>&gt;&gt;&nbsp; =  
  
 it,=3D20<BR>&gt;&gt;&nbsp; &gt;etc.....I can't believe I =  
 never tried=20  
 this when I had 4 =  
 MECs<BR>=3D<BR>&gt;&gt;here..<BR>&gt;&gt;&nbsp;=20  
 &gt;<BR>&gt;&gt;&nbsp; &gt;;o)<BR>&gt;&gt;&nbsp;=20  
 &gt;<BR>&gt;&gt;&nbsp; &gt;"Dimitrios" &lt;<A=20  
 =  
 href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>&gt;=  
 wrote=20  
 in message=3D20<BR>&gt;&gt;&nbsp;=20  
 &gt;news:4637946e\$1@linux...<BR>&gt;&gt;&nbsp;=20  
 &gt;&gt;<BR>&gt;&gt;&nbsp; &gt;&gt; Heh...<BR>&gt;&gt;&nbsp;=  
 &gt;&gt;=20  
 Works on all mecs !!<BR>&gt;&gt;&nbsp; &gt;&gt;=20  
 Dimitrios<BR>&gt;&gt;&nbsp; &gt;&gt;<BR>&gt;&gt;&nbsp; =  
 &gt;&gt;=20  
 "Dimitrios" &lt;<A =  
 href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt;=20  
 wrote:<BR>&gt;&gt;&nbsp; &gt;&gt;<BR>&gt;&gt;&nbsp; =  
 &gt;&gt;&gt;Ah=20  
 I found it !!<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;I should connect the L =  
 and R=20  
 to the Mec's outputs 1 and 2 to get<BR>a<BR>&gt;&gt;=20  
 =3D<BR>&gt;&gt;signal<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;for the =  
 headphones=20  
 !!<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;I am just using the digital out =  
 for=20  
 monitoring thats why I =  
 didn't<BR>=3D<BR>&gt;&gt;get<BR>&gt;&gt;&nbsp;=20  
 any<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;signal at the heaphone out=20  
 !<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;Thanks<BR>&gt;&gt;&nbsp;=20  
 &gt;&gt;&gt;Dimitrios<BR>&gt;&gt;&nbsp; =  
 &gt;&gt;&gt;<BR>&gt;&gt;&nbsp;=20  
 &gt;&gt;&gt;"Tom Bruhl" &lt;<A=20

<mailto:arpeggio@comcast.net>>arpeggio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;Dimitrios,<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;You =  
should=20  
only get the phone out active on the Submix A=20  
Master<BR>=3D<BR>&gt;&gt;&gt;MEC.<BR>&gt;&gt;&gt;&nbsp; =  
&gt;&gt;&gt;&gt;At least=20  
that's been my understanding. =3D3D20<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;Tom<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&nbsp; =  
"Dimitrios"=20  
&lt;<A =  
<mailto:musurgio@NOSPAMotenet.gr>>musurgio@NOSPAMotenet.gr</A>&gt;=  
=20  
wrote in message =3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;news:46377aa5\$1@linux...<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&nbsp; Well =  
first time=20  
I tried I get no signal whatsoever on any=20  
=3D<BR>&gt;&gt;&gt;headphone<BR>&gt;&gt;&gt;&nbsp; =  
=3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;out on<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&nbsp; =  
any of the=20  
three mecs I have !!<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&nbsp; Is =  
this a=20  
known bug again ??<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&nbsp;=20  
Thanks<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&nbsp;=20  
Dimitrios<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp; =  
  
&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;I choose =  
Polesoft=20  
Lockspam to fight spam, and you?<BR>&gt;&gt;&gt;&nbsp;=20  
=  
&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp; =  
  
&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&lt;!DOCTYPE =  
HTML=20  
PUBLIC "-//W3C//DTD HTML 4.0 =  
Transitional//EN"&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;&lt;HTML&gt;&lt; HEAD&gt; <BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;&lt;META http-equiv=3D3D3DContent-Type =  
content=3D3D3D"text/html;=20  
=3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;charset=3D3D3Diso-8859-1"&gt; <BR>&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;&lt;META content=3D3D3D"MSHTML 6.00.2800.1400"=20  
name=3D3D3DGENERATOR&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
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only get the phone<BR>&gt;&gt; =3D<BR>&gt;&gt;&gt;out =  
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size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV&gt;&gt;<BR>&gt;&gt;&gt;&nbsp;=20  
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&gt;&gt;&gt;&gt;&nbsp; time=20  
I tried I get no signal whatsoever on any headphone out=20  
=3D<BR>&gt;&gt;&gt;on&lt;BR>any<BR >&gt;&gt;&gt;&nbsp;=20  
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the=3D3D20<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&nbsp; three mecs I =  
have=20  
!!&lt;BR>&gt;Is this a known bug again=3D3D20<BR>&gt;&gt;&nbsp;=20  
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&gt;&gt;&gt;&gt;??&lt;BR>&gt;Thanks&a mp;&lt;BR>&gt;Dimitrios&lt;/BLOCKQUOTE&gt; <=  
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Polesoft Lockspam to fight<BR>&gt;&gt;=20  
=3D<BR>&gt;&gt;&gt;spam,<BR>&gt;&gt;&gt;&nbsp; =  
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://www.polesoft.com/refer.html"&gt;http://www.polesoft.com</A>=3D<BR>&gt;=  
&gt;&gt;&gt;/refer=3D3D<BR>&gt;&gt;&gt;&nbsp;=20  
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=  
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=20  
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&gt;<BR>&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt; <BR>&gt;&gt;&gt;&gt;&lt;!DOCTYPE HTML =  
PUBLIC=20  
"-//W3C//DTD HTML 4.0=20  
=  
Transitional//EN"&gt;<BR> &gt;&gt;&gt;&gt;&lt;HTML&gt;&lt;HEAD& amp ;&gt; <BR>&gt;&gt;=  
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bgColor=3D3D#ffffff&gt;<BR>&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT =  
face=3D3DArial=20  
size=3D3D2&gt;Dimitrios are you serious?!?! It =

=3D<BR>&gt;&gt;outputs=20  
the=3D20<BR>&gt;&gt;submix only on Cards B, C, D, E=20  
???&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT =  
face=3D3DArial=20  
size=3D3D2&gt;&lt;/FONT&gt;I will be summing my drums and guitars<BR>&gt;&gt;=20  
=3D<BR>&gt;&gt;from now on=3D20<BR>&gt;&gt;20bit out of the =  
phones jack to=20  
my&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT =  
face=3D3DArial=20  
size=3D3D2&gt;&lt;/FONT&gt;outboard comps for sure!!!! =  
=3D20<BR>&gt;&gt;Sweeeeeet! How=20  
come I never tried=20  
it?&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT =  
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size=3D3D2&gt;&lt;/FONT&gt; =  
&lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT=20  
face=3D3DArial size=3D3D2&gt;&lt;/FONT&gt;I'm a=20  
dope,&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&gt;&lt;/DIV&gt;&lt;/FONT =  
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=  
size=3D3D2&gt;&lt;/FONT&gt;Tom&lt;/FONT&gt;&lt;/DIV&gt; t; <BR>&gt;&gt;&lt;/DIV&gt;&lt;/=   
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lto:musuNOSPAMrgio@otenet.gr"&gt;musuNOSPAMrgio@otenet.gr&lt;/A/>&gt;&g=   
t;=3D<BR>&gt;&gt;=20  
wrote=3D20<BR>&gt;&gt;&nbsp; in message =  
&lt;A=3D20<BR>&gt;&gt;&nbsp;=20  
=3D<BR>&gt;&gt;&lt;/DIV&gt;"<A=20  
=  
href=3D'news:4638281d\$1 @linux">news:4638281d\$1 @linux</A>...</DIV><BR>Hi=3D=   
20'>news:4638281d\$1 @linux"&gt;news:4638281d\$1 @linux&lt;/A&gt;...&lt;/DIV&=   
gt;&lt;/BR&gt;Hi=3D20</A><BR>&gt;&gt;&nbsp;=20  
DJ,&lt;/BR&gt;hehe I am already on that testing route even with the L R =  
  
=3D<BR>&gt;&gt;outputs of=3D20<BR>&gt;&gt;&nbsp; =  
other&lt;/BR&gt;than=20

card's a mecs...<br>Regarding the headphone outs the =  
one<br>&gt;=20  
=3D<br>&gt;&gt;on mec=3D20<br>&gt;&gt;&nbsp; A which is the =  
main one=20  
outputs<br>&gt;all submixes, the other though=20  
!<br>=3D<br>&gt;&gt;&gt;output=3D20<br>&gt;&gt;&nbsp; only the =  
related submix=20  
out so yes<br>&gt;you could route it to =  
another<br>=3D<br>&gt;&gt;&gt;mec but=20  
on=3D20<br>&gt;&gt;&nbsp; same mec you would get an =  
infinite<br>&gt;loop=20  
of dry and =  
compressed...<br>=3D<br>&gt;&gt;&gt;because=3D20 <br>&gt;&gt;&nbsp;=20  
the time you will bring it back on<br>&gt;same mec that will be =  
again=20  
=3D<br>&gt;&gt;&gt;outputed on=3D20<br>&gt;&gt;&nbsp; headphones =  
and then back=20  
again...<br>&gt;you get the picture=20  
=3D<br>&gt;&gt;&gt;,feedback.<br>&gt;The=3D2 0 <br>&gt;&gt;&nbsp; =  
other mecs=20  
option though will work !!<br>&gt;I don't know if you have=20  
=3D<br>&gt;&gt;&gt;considered=3D20<br>&gt;&gt;&nbsp; the other =  
better option=20  
!!<br>&gt;The L and R outputs of each mec (except<br>&gt;&gt;=20  
=3D<br>&gt;&gt;&gt;for the=3D20<br>&gt;&gt;&nbsp; main one) =  
outputs ALSO=20  
the<br>&gt;submix out so you can take this L and<br>&gt;R<br>&gt;&gt;=20  
=3D<br>&gt;&gt;&gt;out and=3D20<br>&gt;&gt;&nbsp; send it to a =  
pair of=20  
outputs<br>&gt;(digital to Pulsar ??) COMPRESS it and<br>&gt;&gt;=20  
=3D<br>&gt;&gt;&gt;then=3D20<br>&gt;&gt;&nbsp; send it back to =  
another=20  
submix.<br>&gt;For latency well you know =  
=3D<br>&gt;&gt;&gt;faderworks=20  
??=3D20<br>&gt;&gt;&nbsp;=20  
!!<br>&gt;Regards,<br>&gt;Dimitrios<br>&gt;&gt; "DJ"=20  
&lt;&lt;A=3D20<br>&gt;&gt;&nbsp; =3D<br>&gt;&gt;&gt;href=3D3D"<A=20  
=  
href=3D'http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>=3D20=  
'>http://www.aarrrrggghh!!!.com"&gt;www.aarrrrggghh!!!.com</A&gt;&gt;=  
;=3D20</A><br>&gt;&gt;&nbsp;=20  
wrote:<br>&gt;&gt;Are you getting the same signal on all MECs or the =  
mix=20  
=3D<br>&gt;&gt;&gt;signal on=3D20<br>&gt;&gt;&nbsp; MEC =  
on<br>&gt;card=20  
&lt;&gt;&gt;A and just the submix of the MEC on card B and=20  
=3D<br>&gt;&gt;&gt;C. If=3D20<br>&gt;&gt;&nbsp; you're just=20  
getting<br>&gt;&gt;those submixes on the card B & C=20

=3D<BR>&gt;&gt;Mecs, you=3D20<BR>&gt;&gt;&nbsp; could route =  
 the headphone=20  
 out&lt;BR&gt;&gt;of &lt;BR&gt;&gt;those MECs to a pair of=20  
 =3D<BR>&gt;&gt;input=3D20<BR>&gt;&gt;&nbsp; channels on =  
 another MEC (or=20  
 maybe even loop&lt;BR&gt;&gt;it &lt;BR&gt;&gt;&gt;back to the=20  
 =3D<BR>&gt;&gt;same=3D20<BR>&gt;&gt;&nbsp; MEC) on a pair of =  
 record=20  
 enabled channels and compress&lt;BR&gt;&gt;it,=3D20<BR>&gt;&gt;&nbsp;=20  
 &lt;BR&gt;&gt;etc.....I can't believe I never tried this when I =  
 had 4=20  
 =3D<BR>&gt;&gt;MECs=3D20<BR>&gt;&gt;&nbsp;=20  
 =  
 here..&lt;BR&gt;&gt;&lt;BR&gt;&gt;;o )&lt;BR&gt;&gt;&lt;BR&gt;&gt; "Dimitri=  
 os"=20  
 &lt;&lt;A=3D20<BR>&gt;&gt;&nbsp; =3D<BR>&gt;&gt;href=3D3D"<A=20  
 =  
 href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>mai=  
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 ;=3D20<BR>&gt;&gt;&nbsp;=20  
 Heh...&lt;BR&gt;&gt;&gt; Works on all mecs=20  
 !!&lt;BR&gt;&gt;&gt;=3D20<BR>&gt;&gt;&nbsp;=20  
 Dimitrios&lt;BR&gt;&gt;&gt;&lt;BR&gt;&gt; ;&gt;&gt; "Dimitrios"=20  
 &lt;&lt;A=3D20<BR>&gt;&gt;&nbsp; href=3D3D"<A=20  
 =  
 href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20'>mailto:m=  
 usurgio@otenet.gr"&gt;musurgio@otenet.gr&lt;/A/>&gt;=3D20</A><BR>&gt;&g=  
 t;&gt;&nbsp;=20  
 wrote:&lt;BR&gt;&gt;&gt;&lt;BR&a mp;gt;&gt;&gt;Ah I found it=20  
 =3D<BR>&gt; &gt;&gt;&gt;!!&lt;BR&gt;&gt;&gt; &gt;I =  
 should=3D20<BR>&gt;&gt;&nbsp;=20  
 connect the L and R to the Mec's outputs 1 and 2 to get=20  
 a=3D20<BR>&gt;&gt;&nbsp; signal&lt;BR&gt;&gt;&gt;&gt;for the =  
 headphones=20  
 !!&lt;BR&gt;&gt;&gt;&gt;I am just =3D<BR>&gt;&gt;&gt;using=20  
 the=3D20<BR>&gt;&gt;&nbsp; digital out for monitoring thats why I =  
 didn't=20  
 =  
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 gt;&gt;&nbsp;=20  
 at the heaphone out=3D20<BR>&gt;&gt;&nbsp;=20  
 =  
 =3D<BR>&gt; &gt;&gt;&gt;!&lt;BR&gt;&gt;&gt;& amp;gt;Thanks&lt;BR&gt;&gt;&gt;&gt;Dim=  
 itrios&lt;BR&gt;&gt;&gt;&lt;BR&a mp;gt;&gt;&gt;=3D <BR>&gt;&gt;&gt;=

"Tom=3D20<BR>&gt;&gt;&nbsp;=20  
Bruhl" &lt;&lt;A =3D<BR>&gt;&gt;&gt;href=3D3D"<A=20  
=  
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20'>mailto=  
:arpeggio@comcast.net"&gt;arpeggio@comcast.net&lt;/A&gt;&gt;=3D20</A><BR>&g=  
t;&gt;&gt;&nbsp;=20  
=  
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&gt;&lt;BR&gt;&gt;&gt;&gt;&gt;Di mitri=3D <BR>&gt;&gt;&gt;os,&lt;BR&gt;&gt;&gt;=  
&gt;&gt;&gt;You=3D20<BR>&gt;&gt;&nbsp;=20  
should only get the phone out active on the Submix A=20  
Master=3D20<BR>&gt;&gt;&nbsp; MEC.&lt;BR&gt;&gt;&gt;&gt;&gt;At =  
least that's=20  
been my understanding.=3D20<BR>&gt;&gt;&nbsp;=20  
=  
=3D<BR> &gt;&gt;&gt;=3D3D20&lt;BR&gt;&gt;&gt; am p;&gt;&gt;&gt;Tom&lt;BR&gt;&gt;&gt;=  
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=3D<BR>&gt;&gt;&gt;=3D20<BR>&gt;&gt;&nbsp; "Dimitrios"=20  
&lt;&lt;A=3D20<BR>&gt;&gt;&nbsp; =3D<BR>&gt;&gt;&gt;href=3D3D"<A=20  
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href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=  
lto:musurgio@NOSPAMotenet.gr"&gt;musurgio@NOSPAMotenet.gr&lt;/A</A>&gt;&g=  
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gt;=20  
=3D20<BR>&gt;&gt;&nbsp; Well first time I tried I get no signal =  
whatsoever=20  
on any=3D20<BR>&gt;&gt;&nbsp;=20  
headphone&lt;BR&gt;=3D3D&lt;BR&gt;&gt;& amp;&gt;&gt;&gt;out=20  
on&lt;BR&gt;&gt;&gt;&gt;&gt; =3D<BR>&gt;&gt;&gt;any of=20  
the=3D20<BR>&gt;&gt;&nbsp; three mecs I have =  
!!&lt;BR&gt;&gt;&gt;&gt;&gt; Is=20  
this a known bug =3D<BR>&gt;&gt;&gt;again=3D20<BR>&gt;&gt;&nbsp;=20  
??&lt;BR&gt;&gt;&gt;&gt;&gt; Thanks&lt;BR&gt;&gt;&gt;&gt;&gt;=20  
=3D20<BR>&gt;&gt;&nbsp;=20  
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Dimitrios&lt;BR&gt;&gt;&gt;&gt;&gt;& amp;&lt;BR&gt;&gt;&gt;&gt;&gt;&lt;BR& amp;&gt;&gt;=  
t;&gt;&gt;&gt;&gt;=20  
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to fight=20  
spam, and=3D20<BR>&gt;&gt;&nbsp;=20  
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=3D<BR> &gt;&gt;&gt;you?&lt;BR&gt;&gt;&gt;& g t;&gt;&gt;&gt;http://www.polesoft.com/=  
refer.html&lt;BR&gt;&gt;&gt;&gt;=3D<BR> &gt;&gt;&gt;&gt;& amp;&gt;=

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content=3D3D3D"text/html;=3D20<BR>&gt;&gt;&nbsp;=20  
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=3D<BR> &gt;&gt;&gt;=3D3D&lt;BR&gt;&gt;& g t;&gt;&gt; charset=3D3D3Diso-8859=  
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STYLE&gt;&lt;/STYLE&gt;&lt;BR&gt;=3D<BR > &gt;&gt;&gt;&gt;&gt;& a mp ;lt;/=  
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&gt;&gt;&gt;&gt;&gt;&lt;=3D<BR>&gt;&gt;&gt;DIV&gt;&lt;FONT=3D20 <BR>&gt;&gt;=  
&gt;&gt;&nbsp;=20  
face=3D3D3DArial size=3D3D3D2&gt;You should only get the phone=20  
out=3D20<BR>&gt;&gt;&nbsp; =3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;activ e =  
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the=3D3D20&lt;BR&gt;&gt;&gt;&gt;&gt; Submix A=20  
=3D<BR>&gt;&gt;&gt;Master=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
=  
MEC.&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& g t;&gt;&gt;&gt;&gt;&lt;DIV&gt;&lt;FON=  
T=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
face=3D3D3DArial size=3D3D3D2&gt;At least that's been =  
my=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
=  
=3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;under standing.=3D20 <BR>&gt;&gt;&gt;&nbsp; =  
  
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0<BR>&gt;&gt;&gt;&nbsp;=20  
face=3D3D3DArial=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
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=3D<BR> &gt;&gt;&gt;size=3D3D3D2&gt;Tom&lt;/FONT &gt;&lt;/DIV&gt;&lt;BR&gt;=  
&gt;&gt;&gt;&gt;&lt;DIV&gt;=3D<BR>&gt;&gt;&gt;&lt;FONT=3D20 <BR>&gt;&gt;&gt;&g=  
t;&nbsp;=20  
face=3D3D3DArial =  
size=3D3D3D2&gt;&lt;/FONT&gt;=3D20<BR>&gt;&gt;&gt;&nbsp;=20

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3D20&lt;BR&gt;&gt;&gt;&gt;&gt;&gt;st=3D<BR >&gt;&gt;&gt;yle=3D3D3D"PADDING-RIG=  
HT:=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
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=3D<BR> &gt;&gt;&gt;=3D3D&lt;BR&gt;&gt;& g t;&gt;&gt;&gt;BORDER-LEFT:=3D20 <BR>&g=  
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#000000 2px solid; MARGIN-RIGHT: 0px" &gt;&lt;BR&gt;&gt;&gt;&gt;&gt;=2 0  
=3D20<BR>&gt;&gt;&gt;&nbsp; &lt;DIV&gt;"Dimitrios"=20  
&lt;&lt;A=3D3D20&lt;BR&gt;&gt;&gt;& a mp;gt;&gt; =3D20<BR>&gt;&gt;&gt;&nbsp; =  
  
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=3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;href= 3D3D3D "&lt;A=3D20<BR>&gt;&gt;&gt;&nbsp;=  
p;=20  
=  
=3D<BR>&gt;&gt;&gt;href=3D3D'mailto:musurgio@NOSPAMotenet.gr"&gt;musurgio=  
@NOSPAMotenet.gr&lt;/A'&gt;mai=3D<BR>&gt;&gt;&gt;to:musurgio@NOSPAMotene=  
t.gr"&gt;musurgio@NOSPAMotenet.gr&lt;/A&lt;/A&gt;&gt;&g=3D<BR>&gt;&gt;=  
&gt;&gt;t;=3D3D&lt;BR&gt;&gt;&gt;&gt;& a mp;gt;=3D20 <BR>&gt;&gt;&gt;&nbsp;=20  
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message=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
&lt;A=3D3D20&lt;BR&gt;&gt;&gt;&gt;& a mp;gt;=20  
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=3D<BR> &gt;&gt;&gt;=3D3D&lt;BR&gt;&gt;& g t;&gt;&gt;&gt;href=3D3D3D "&lt;A=3D20<=  
BR>&gt;&gt;&gt;&nbsp;=20  
=  
=3D<BR>&gt;&gt;&gt;href=3D3D'news:46377aa5\$1 @linux"&gt;news:46377aa5\$1 @li=  
nux&lt;/A&gt;...&lt;/DIV&gt;&lt;BR&g t;Well=3D <BR>&gt;&gt;&gt;'&gt;news:46=  
377aa5\$1 @linux"&gt;news:46377aa5\$1 @linux&lt;/A&gt;...&lt;/DIV&gt;=3D<BR>&=  
gt;&gt;&gt;&gt;&lt;BR&gt;Well&lt;/A&gt; =3D3D&lt;BR&gt;&gt;&gt;&gt;&gt;=3D20 <=  
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first=3D3D20&lt;BR&gt;&gt;&gt;&gt;& g t; time I tried I get no signal=20  
=3D<BR>&gt;&gt;&gt;whatsoever on=3D20<BR>&gt;&gt;&gt;&nbsp; any =  
headphone out=20  
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=3D<BR> &gt;&gt;&gt;on&lt;BR&gt;any&lt;BR&am p;gt;&gt;&gt;&gt;=3D3D&lt;BR&gt;&gt;g=  
t;&gt;&gt;&gt;&gt;of=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
the=3D3D20&lt;BR&gt;&gt;&gt;&gt;&gt; three mecs I have !!&lt;BR&gt;ls=20  
=3D<BR>&gt;&gt;&gt;this a known=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
bug=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
=  
=3D<BR> &gt;&gt;&gt;again=3D3D20&lt;BR&gt;&g t;&gt;&gt;&gt;??&lt;BR&gt;Than=  
ks&lt;BR&gt;Dimitrios&lt;/B=3D<BR> &gt;&gt;&gt;LOCKQUOTE&gt;&lt;BR&gt;& amp;gt;=  
&gt;&gt;&gt;&lt;/DIV&gt;&lt;FONT=3D20 <BR>&gt;&gt;&gt;&nbsp;=20  
size=3D3D3D2&gt;&lt;BR&gt;&lt;BR&gt;l choose Polesoft Lockspam to=20  
fight=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
=  
=

=3D<BR> &gt;&gt;&gt;spam,&lt;BR&gt;=3D3D&lt; BR&gt;&gt;&gt;&gt;&gt;and=3D3D=  
20&lt;BR&gt;&gt;&gt;&gt;&gt;&gt;you?&amp ;lt;BR&gt;=3D <BR>&gt;&gt;&gt;;&lt;A=3D3D2=  
0&lt;BR&gt;&gt;&gt;&gt;&gt;&gt;href=3D3D 3D "&lt;A=3D20<BR>&gt;&gt;&gt;&nbsp;=20  
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=3D<BR>&gt;&gt;&gt;href=3D3D'http://www.polesoft.com/refer.html"&gt;http:=  
//www.polesoft.com/refer=3D<BR>&gt;&gt;&gt;'&gt;http://www.polesoft.com/r=  
efer.html"&gt;http://www.polesoft.com/refer&lt;/A=3D<BR>&gt;&gt;&gt;=3D=  
3D&lt;BR&gt;&gt;&gt;&gt;&gt;&gt;.html&am p;lt;/A&gt;=3D20 <BR>&gt;&gt;&gt;&nbsp;=20  
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=3D<BR> &gt;&gt;&gt;&lt;/FONT&gt;&lt;/DIV&am p;gt;&lt;/BODY&gt;&lt;/HTML&gt;&lt;=  
&BR&gt;&gt;&gt;&gt;&gt;&lt;B=3D<BR> &gt;&gt;&gt;&gt;&gt;&gt;&am p;gt;&lt;B=  
R&gt;&gt;&gt;&gt;&lt;BR&gt;&gt;&gt;& amp;gt;=3D20 <BR>&gt;&gt;&gt;&nbsp;=20  
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&lt;BR&gt;&gt;&lt;BR&gt;&gt;&lt; BR&gt;&lt;/BLOCKQUOTE&gt;&lt;/BODY&gt;&a mp;lt=  
>/HTML&gt;<BR>&gt;&gt;<BR>&gt;&gt;<BR>&gt;&gt; <BR>&gt;&gt;=20  
<BR>&gt;<BR>&gt;<BR></BLOCKQUOTE></BODY></HTML >

-----=\_NextPart\_000\_005F\_01C78CA1.58504F70--

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Subject: Re: Does your headphone out work under XP ???

Posted by [Dimitrios](#) on Wed, 02 May 2007 14:16:54 GMT

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

Dear Tom,

I am not only saying but I am confirming !!

The L and R of all submixes except for the main one outputs the related submixes mix.

You can have a 5 card Paris system where you sacrifice card 1 and use the four other stereo mixes thru mex digital spdif output to a card like Scope Pulsar and then insert on every submix your effects or outboard too.

You will just be mixing 4 stereo tracks under Pulsar which anyway is far superior mixing engine than cubase nuendo and all that s..t.

Regards,

Dimitrios

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

>

>

>Dimitrios,

>I could have sworn that I tried the L&R outs of the Mecs and never got =

>signal.

>You are saying that gives you submix only data? This is crazy.

>I'll be experimenting today for sure.

>Tom

>

>After the Beatle Juice show I guess.

> "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =

>news:46389187\$1@linux...  
>  
> Yeah Dj,  
> Why not then use the simple L R outputs in patch bay where every =  
>submix has  
> these and route them to the related mec's out into your compressor and  
=  
>then  
> back to your other mec.  
> Is the headphone out of any quality ?  
> You can use also the digital outs to connect to a Pulsar VINCO =  
>compressor  
> and then back to other mec ...  
>  
> Well you have to note here.  
> the audio coming in the other submix will be delayed to the non =  
>compressed  
> drumtracks... what will you do ?  
> You can of course record it and then nudge or better use Faderworks...  
>  
> Ok so now you are tempted to come back to Paris or not ??  
> We are waiting for you...  
> Regards,  
> Dimitrios  
>  
> "DJ" <[www.aarrrrggghh!!!.com](http://www.aarrrrggghh!!!.com)> wrote:  
> >Heheh!!! parallel compression in Paris through a headphone out. =  
>Whoda'  
>  
> >thunk? Can't believe I never tried this when I was running 4 x =  
>MECs. Just  
>  
> >use a card and separate MEC for drum submixes, grab yourself an =  
>insert=20  
> >cable, route the headphone out to a stereo compressor (maybe =  
>sidechain  
> to=20  
> >an EQ to hipass the LF a little.....or maybe not) and return  
=  
>them  
> to=20  
> >the Paris inputs on a channel pair on a different MEC and you're =  
>there.  
>  
> >Damn!!!....how simple is this?  
> >  
> >;0)  
> >

> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20  
> >news:463853fb\$1@linux...  
> >>  
> >> Dear Tom,  
> >> ALSO L and R on each submix except for submix1 outputs only the =  
> >related  
> >> submix so you can send it to a mec's out (24bit if you like) and =  
> >then  
> > out  
> >> to your compressor.  
> >> Regards,  
> >> Dimitrios  
> >>  
> >> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
> >>>  
> >>>  
> >>>Dimitrios are you serious?!?! It outputs the submix only on Cards  
> =  
> >B,  
> > C,  
> >> =3D  
> >>>D, E ???  
> >>>I will be summing my drums and guitars from now on 20bit out of the  
> =  
> >=3D  
> >>>phones jack to my  
> >>>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried =  
> >it?  
> >>>  
> >>>I'm a dope,  
> >>>Tom  
> >>>  
> >>>  
> >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D  
> >>>news:4638281d\$1@linux...  
> >>>  
> >>> Hi DJ,  
> >>> hehe I am already on that testing route even with the L R outputs  
> =  
> >of  
> > =3D  
> >>>other  
> >>> than card's a mecs...  
> >>> Regarding the headphone outs the one on mec A which is the main =  
> >one  
> > =3D  
> >>>outputs  
> >>> all submixes, the other though ! output only the related submix =

>out  
> so  
> >> =3D  
> >>>yes  
> >>> you could route it to another mec but on same mec you would get =  
>an =3D  
> >>>infinite  
> >>> loop of dry and compressed... because the time you will bring it  
=  
>back  
> >> =3D  
> >>>on  
> >>> same mec that will be again outputed on headphones and then back  
=  
>=3D  
> >>>again...  
> >>> you get the picture ,feedback.  
> >>> Thed other mecs option though will work !!  
> >>> I don't know if you have considered the other better option !!  
> >>> The L and R outputs of each mec (except for the main one) outputs  
=  
>ALSO  
> >> =3D  
> >>>the  
> >>> submix out so you can take this L and R out and send it to a pair  
=  
>of  
> =3D  
> >>>outputs  
> >>> (digital to Pulsar ??) COMPRESS it and then send it back to =  
>another  
> =3D  
> >>>submix.  
> >>> For latency well you know faderworks ?? !!  
> >>> Regards,  
> >>> Dimitrios  
> >>>  
> >>> "DJ" <[www.aarrrrggghh!!!.com](http://www.aarrrrggghh!!!.com)> wrote:  
> >>> >Are you getting the same signal on all MECs or the mix signal on  
=  
>MEC  
> >> =3D  
> >>>on  
> >>> card=3D20  
> >>> >A and just the submix of the MEC on card B and C. If you're just  
=  
>=3D  
> >>>getting

> >>>  
 > >>> >those submixes on the card B & C Mecs, you could route the =  
 >headphone  
 > >> =3D  
 > >>>out  
 > >>> of=3D20  
 > >>> >those MECs to a pair of input channels on another MEC (or maybe  
 =  
 >even  
 > >> =3D  
 > >>>loop  
 > >>> it=3D20  
 > >>> >back to the same MEC) on a pair of record enabled channels and =  
 >=3D  
 > >>>compress  
 > >>> it,=3D20  
 > >>> >etc.....I can't believe I never tried this when I had 4 =  
 >MECs  
 > =3D  
 > >>>here..  
 > >>> >  
 > >>> >;o)  
 > >>> >  
 > >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20  
 > >>> >news:4637946e\$1@linux...  
 > >>> >>  
 > >>> >> Heh...  
 > >>> >> Works on all mecs !!  
 > >>> >> Dimitrios  
 > >>> >>  
 > >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:  
 > >>> >>>  
 > >>> >>>Ah I found it !!  
 > >>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to =  
 >get  
 > a  
 > >> =3D  
 > >>>signal  
 > >>> >>>for the headphones !!  
 > >>> >>>I am just using the digital out for monitoring thats why I =  
 >didn't  
 > =3D  
 > >>>get  
 > >>> any  
 > >>> >>>signal at the heaphone out !  
 > >>> >>>Thanks  
 > >>> >>>Dimitrios  
 > >>> >>>

> >> >>>"Tom Bruhl" <arpegio@comcast.net> wrote:  
> >> >>>>  
> >> >>>>  
> >> >>>>Dimitrios,  
> >> >>>>You should only get the phone out active on the Submix A =  
>Master  
> =3D  
> >>>MEC.  
> >> >>>>At least that's been my understanding. =3D3D20  
> >> >>>>Tom  
> >> >>>>  
> >> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =  
>=3D3D  
> >> >>>>news:46377aa5\$1@linux...  
> >> >>>>  
> >> >>>> Well first time I tried I get no signal whatsoever on any =  
>=3D  
> >>>headphone  
> >> =3D3D  
> >> >>>>out on  
> >> >>>> any of the three mecs I have !!  
> >> >>>> Is this a known bug again ??  
> >> >>>> Thanks  
> >> >>>> Dimitrios  
> >> >>>>  
> >> >>>>  
> >> >>>>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=3D3D3DContent-Type content=3D3D3D"text/html;  
=  
>=3D3D  
> >> >>>>charset=3D3D3Diso-8859-1">  
> >> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400" =  
>name=3D3D3DGENERATOR>  
> >> >>>><STYLE></STYLE>  
> >> >>>></HEAD>  
> >> >>>><BODY bgColor=3D3D3D#ffffff>  
> >> >>>><DIV><FONT face=3D3D3DArial =  
>size=3D3D3D2>Dimitrios,</FONT></DIV>  
> >> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>You should only get  
=  
>the phone  
> >> =3D  
> >>>out =3D3D

```

> >>> >>>>active on the=3D3D20
> >>> >>>>Submix A Master MEC.</FONT></DIV>
> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>At least that's been
=
>my =3D3D
> >>> >>>>understanding. =3D3D20
> >>> >>>></FONT></DIV>
> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> >>> >>>><BLOCKQUOTE=3D3D20
> >>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>MARGIN-LEFT: =3D
> >>>5px; =3D3D
> >>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >>> >>>> <DIV>"Dimitrios" <<A=3D3D20
> >>> >>>> =3D3D
> >>> =3D
> =
>>>>>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet=
>.gr</=3D
> >>>A>>=3D3D
> >>> >>>> wrote=3D3D20
> >>> >>>> in message <A=3D3D20
> >>> >>>> =3D3D
> >>> =3D
> =
>>>>>>>>href=3D3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</D=
>IV><B=3D
> >>>R>Well=3D3D
> >>> >>>> first=3D3D20
> >>> >>>> time I tried I get no signal whatsoever on any headphone =
>out =3D
> >>>on<BR>any
> >>> >>>>=3D3D
> >>> >>>>>of the=3D3D20
> >>> >>>> three mecs I have !!<BR>Is this a known bug again=3D3D20
> >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
> >>> >>>><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to
=
>fight
> >> =3D
> >>>spam,
> >>> =3D3D
> >>> >>>>and=3D3D20
> >>> >>>>you?<BR><A=3D3D20
> >>> =3D
> =
>>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=

```

```

>t.com=3D
> >>>/refer=3D3D
> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
> >>> >>>>
> >>> >>>>
> >>> >>>
> >>> >>=3D20
> >>> >
> >>> >
> >>>
> >>><!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 are you serious?!?!
=
>lt =3D
> >>>outputs the=3D20
> >>>submix only on Cards B, C, D, E ???</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>I will be summing my drums and
=
>guitars
> >> =3D
> >>>from now on=3D20
> >>>20bit out of the phones jack to my</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>outboard comps for sure!!!!
=
>=3D20
> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>I'm a dope,</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
> >>><DIV><FONT face=3D3DArial size=3D3D2></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>"Dimitrios" <<A=3D20
> >>> =3D
> =
>>>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A=

```

```

>>>=3D
> >>> wrote=3D20
> >>> in message <A=3D20
> >>> =3D
> =
>>>>href=3D3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR=
>>Hi=3D20
> >>> DJ,<BR>hehe I am already on that testing route even with the L R
=
>=3D
> >>>outputs of=3D20
> >>> other<BR>than card's a mecs...<BR>Regarding the headphone outs =
>the one
> >> =3D
> >>>on mec=3D20
> >>> A which is the main one outputs<BR>all submixes, the other though
=
>!
> =3D
> >>>output=3D20
> >>> only the related submix out so yes<BR>you could route it to =
>another
> =3D
> >>>mec but on=3D20
> >>> same mec you would get an infinite<BR>loop of dry and =
>compressed...
> =3D
> >>>because=3D20
> >>> the time you will bring it back on<BR>same mec that will be again
=
>=3D
> >>>outputed on=3D20
> >>> headphones and then back again...<BR>you get the picture =3D
> >>>,feedback.<BR>Thed=3D20
> >>> other mecs option though will work !!<BR>I don't know if you have
=
>=3D
> >>>considered=3D20
> >>> the other better option !!<BR>The L and R outputs of each mec =
>(except
> >> =3D
> >>>for the=3D20
> >>> main one) outputs ALSO the<BR>submix out so you can take this L =
>and
> R
> >> =3D
> >>>out and=3D20
> >>> send it to a pair of outputs<BR>(digital to Pulsar ??) COMPRESS =

```

>it and  
 > >> =3D  
 > >>>then=3D20  
 > >>> send it back to another submix.<BR>For latency well you know =3D  
 > >>>faderworks ??=3D20  
 > >>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D20  
 > >>> =3D  
 > =  
 >>>>href=3D3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=  
 >=3D20  
 > >>> wrote:<BR>>>Are you getting the same signal on all MECs or the mix  
 =  
 >=3D  
 > >>>signal on=3D20  
 > >>> MEC on<BR>card <BR>>>A and just the submix of the MEC on card B =  
 >and =3D  
 > >>>C. If=3D20  
 > >>> you're just getting<BR><BR>>>those submixes on the card B & C =3D  
 > >>>Mecs, you=3D20  
 > >>> could route the headphone out<BR>of <BR>>>those MECs to a pair of  
 =  
 >=3D  
 > >>>input=3D20  
 > >>> channels on another MEC (or maybe even loop<BR>it <BR>>>back to =  
 >the =3D  
 > >>>same=3D20  
 > >>> MEC) on a pair of record enabled channels and =  
 >compress<BR>it,=3D20  
 > >>> <BR>>>etc.....I can't believe I never tried this when I had  
 =  
 >4 =3D  
 > >>>MECs=3D20  
 > >>> here..<BR>>><BR>>>;o)<BR>>><BR>>>"Dimitrios" <<A=3D20  
 > >>> =3D  
 > =  
 >>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A=3D20  
 >>>=3D  
 > >>> wrote=3D20  
 > >>> in message <BR>>>news:4637946e\$1@linux...<BR>>><BR>>>=3D20  
 > >>> Heh...<BR>>>> Works on all mecs !!<BR>>>=3D20  
 > >>> Dimitrios<BR>>>><BR>>>> "Dimitrios" <<A=3D20  
 > >>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=3D20  
 > >>> wrote:<BR>>>><BR>>>>>Ah I found it =3D  
 > >>>!!<BR>>>>>I should=3D20  
 > >>> connect the L and R to the Mec's outputs 1 and 2 to get a=3D20  
 > >>> signal<BR>>>>>for the headphones !!<BR>>>>>I am just =3D  
 > >>>using the=3D20  
 > >>> digital out for monitoring thats why I didn't =3D

> >>>get<BR>any<BR>>>>signal=3D20  
 > >>> at the heaphone out=3D20  
 > >>> =3D  
 > >>>!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>>&=3D  
 > >>>gt;"Tom=3D20  
 > >>> Bruhl" <<A =3D  
 > >>>href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>=3D20  
 > >>> =3D  
 > >>>>wrote:<BR>>>>><BR>>>>><BR>>>>>Dimitri=3D  
 > >>>os,<BR>>>>>You=3D20  
 > >>> should only get the phone out active on the Submix A Master=3D20  
 > >>> MEC.<BR>>>>>At least that's been my understanding.=3D20  
 > >>> =3D  
 > >>>=3D3D20<BR>>>>>Tom<BR>>>>><BR>>>>> =3D  
 > >>>;=3D20  
 > >>> "Dimitrios" <<A=3D20  
 > >>> =3D  
 > =  
 >>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=  
 >>>>=3D  
 > >>> wrote=3D20  
 > >>> in message=3D20  
 > >>> =3D  
 > >>>=3D3D<BR>>>>>news:46377aa5\$1 @linux...<BR>>>>><BR>>>>>&g=3D  
 > >>>t;>>> =3D20  
 > >>> Well first time I tried I get no signal whatsoever on any=3D20  
 > >>> headphone<BR>=3D3D<BR>>>>>out on<BR>>>>> =3D  
 > >>>any of the=3D20  
 > >>> three mecs I have !!<BR>>>>> Is this a known bug =3D  
 > >>>again=3D20  
 > >>> ??<BR>>>>> Thanks<BR>>>>> =3D20  
 > >>> Dimitrios<BR>>>>><BR>>>>><BR>>>>>I =3D  
 > >>>choose=3D20  
 > >>> Polesoft Lockspam to fight spam, and=3D20  
 > >>> =3D  
 > >>>you?<BR>>>>>http://www.polesoft.com/refer.html<BR>>>>>=3D  
 > >>>;><BR>>>>><!DOCTYPE=3D20  
 > >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20  
 > >>> =3D  
 > >>>Transitional//EN"><BR>>>>><HTML><HEAD><BR>>=3D  
 > >>>>><META=3D20  
 > >>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20  
 > >>> =3D  
 > >>>=3D3D<BR>>>>>charset=3D3D3Diso-8859-1"><BR>>>>><=3D  
 > >>>;META=3D20  
 > >>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20  
 > >>> =3D  
 > >>>name=3D3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=3D

```

> >>>>></HEAD><BR>>>>><BODY=3D20
> >>> bgColor=3D3D3D#ffffff><BR>>>>><DIV><FONT =3D
> >>>face=3D3D3DArial=3D20
> >>> =3D
> >>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D
> >>>DIV><FONT=3D20
> >>> face=3D3D3DArial size=3D3D3D2>You should only get the phone =
>out=3D20
> >>> =3D3D<BR>>>>>active on the=3D3D20<BR>>>>>Submix A =3D
> >>>Master=3D20
> >>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=3D20
> >>> face=3D3D3DArial size=3D3D3D2>At least that's been my=3D20
> >>> =3D3D<BR>>>>>understanding.=3D20
> >>> =3D
> >>>=3D3D20<BR>>>>></FONT></DIV><BR>>>>><=3D
> >>>;DIV><FONT=3D20
> >>> face=3D3D3DArial=3D20
> >>> =3D
> >>>size=3D3D3D2>Tom</FONT></DIV><BR>>>>><DIV>=3D
> >>><FONT=3D20
> >>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> >>> =3D
> >>></DIV><BR>>>>><BLOCKQUOTE=3D3D20<BR>>>>>st=3D
> >>>yle=3D3D3D"PADDING-RIGHT:=3D20
> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
> >>>=3D3D<BR>>>>>BORDER-LEFT:=3D20
> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D20
> >>> <DIV>"Dimitrios" <<A=3D3D20<BR>>>>> =3D20
> >>> =3D3D<BR>>>>>href=3D3D3D"<A=3D20
> >>> =3D
> =
>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
>'>mai=3D
> >>>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D
> >>>t;=3D3D<BR>>>>>=3D20
> >>> wrote=3D3D20<BR>>>>> in message=3D20
> >>> <A=3D3D20<BR>>>>> =3D
> >>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20
> >>> =3D
> =
>>>>href=3D3D'news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV><BR=
>>Well=3D
> >>>'>news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV>=3D
> >>>;<BR>Well</A>=3D3D<BR>>>>>=3D20
> >>> first=3D3D20<BR>>>>> time I tried I get no signal =3D
> >>>whatsoever on=3D20
> >>> any headphone out =3D
> >>>on<BR>any<BR>>>>>=3D3D<BR>>>>>of=3D20

```

```

> >>> the=3D3D20<BR>>>> three mecs I have !!<BR>Is =3D
> >>>this a known=3D20
> >>> bug=3D20
> >>> =3D
> >>>again=3D3D20<BR>>>>??<BR>Thanks<BR>Dimitrios</B=3D
> >>>LOCKQUOTE><BR>>>>><DIV><FONT=3D20
> >>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight=3D20
> >>> =3D
> >>>spam,<BR>=3D3D<BR>>>>>and=3D3D20<BR>>>>>you?<BR>=3D
> >>>;<A=3D3D20<BR>>>>>href=3D3D3D"<A=3D20
> >>> =3D
> =
>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/=
>refer=3D
> =
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>=3D
> >>>>=3D3D<BR>>>>>.html</A>=3D20
> >>> =3D
> >>></FONT></DIV></BODY></HTML><BR>>>>><B=3D
> >>>R>>>>><BR>>>>><BR>>>>=3D20
> >>> <BR>>><BR>>><BR></BLOCKQUOTE></BODY></HTML>
> >>>
> >>>
> >>=20
> >
> >
>
>
><!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 could have sworn that I tried the =
>L&R outs of=20
>the Mecs and never got signal.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>You are saying that gives you submix =
>only=20

><DIV><FONT face=3DArial size=3D2>I'll be experimenting today for =
>sure.</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

```

><DIV><FONT face=3DArial size=3D2>After the Beatle Juice show I =  
>guess.</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@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>> =  
>wrote in=20  
> message <A=20  
> =  
>href=3D"news:46389187\$1@linux">news:46389187\$1@linux</A>...</DIV><BR>Yeah=  
>=20  
> Dj,<BR>Why not then use the simple L R outputs in patch bay where =  
>every submix=20  
> has<BR>these and route them to the related mec's out into your =  
>compressor and=20  
> then<BR>back to your other mec.<BR>Is the headphone out of any quality  
=  
>  
> ?<BR>You can use also the digital outs to connect to a Pulsar VINCO=20  
> compressor<BR>and then back to other mec ...<BR><BR>Well you have to =  
>note=20  
> here.<BR>the audio coming in the other submix will be delayed to the =  
>non=20  
> compressed<BR>drumtracks... what will you do ?<BR>You can of course =  
>record it=20  
> and then nudge or better use Faderworks...<BR><BR>Ok so now you are =  
>tempted to=20  
> come back to Paris or not ??<BR>We are waiting for=20  
> you...<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=20  
> =  
>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=20  
> wrote:<BR>>Heheh!!! parallel compression in Paris through a =  
>headphone=20  
  
> when I was running 4 x MECs. Just<BR><BR>>use a card and separate =  
>MEC for=20  
> drum submixes, grab yourself an insert <BR>>cable, route the =  
>headphone out=20  
  
>hipass=20  
> the LF a little.....or maybe not) and return them<BR>to =  
><BR>>the=20  
> Paris inputs on a channel pair on a different MEC and you're=20  
> there.<BR><BR>>Damn!!!....how simple is=20  
> this?<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=20  
> =

>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=  
> wrote=20  
> in message <BR>>news:463853fb\$1@linux...<BR>>><BR>>> =  
>Dear=20

>submix1=20  
> outputs only the related<BR>>> submix so you can send it to a =  
>mec's out=20  
> (24bit if you like) and then<BR>out<BR>>> to your=20  
> compressor.<BR>>> Regards,<BR>>> =  
>Dimitrios<BR>>><BR>>>=20  
> "Tom Bruhl" <<A=20  
> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20  
> wrote:<BR>>>><BR>>>><BR>>>>Dimitrios are =  
>you=20

>B,<BR>C,<BR>>>=20  
> =3D<BR>>>>D, E ???<BR>>>>I will be summing my drums =  
>and=20  
> guitars from now on 20bit out of the =3D<BR>>>>phones jack to =  
>

>How=20  
> come I never tried it?<BR>>>><BR>>>>I'm a=20  
> =  
>dope,<BR>>>>Tom<BR>>>><BR>>>><BR>>>>&=  
>nbsp;=20  
> "Dimitrios" <<A=20  
> =  
>href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>=  
> wrote=20  
> in message=20  
> =  
>=3D<BR>>>>news:4638281d\$1@linux...<BR>>>><BR>>>>&g=

>even with=20

>than card's=20

>on mec A=20  
> which is the main =

> submixes, the other though ! output only the related submix=20

>could=20  
> route it to another mec but on same mec you would get an=20

>compressed...=20

> because the time you will bring it back<BR>>>=20

>again outputed=20

> on headphones and then back =

>option=20

>considered=20

>of each=20

> mec (except for the main one) outputs ALSO<BR>>>=20

>take this L=20

> and R out and send it to a pair=20

>Pulsar ??)=20

> COMPRESS it and then send it back to=20

>latency well you=20

> =

>href=3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=20

>all MECs=20

> or the mix signal on MEC<BR>>> =

>on card B=20

> and C. If you're just=20

>>those=20

> submixes on the card B & C Mecs, you could route the =

>headphone<BR>>>=20

> >those MECs to a pair of input channels on another MEC (or maybe=20

>record=20

>

>never tried=20

> this when I had 4 =

> =  
> href="mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>=<br>>  
> wrote=20

>>>=20

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

>>>>Ah=20

>and R=20  
> to the Mec's outputs 1 and 2 to get<BR>a<BR>>>=20

>headphones=20

>for=20  
> monitoring thats why I =

> >>>"Tom Bruhl" <<A=20  
> href="mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20

>should=20  
> only get the phone out active on the Submix A=20

>>>>>At least=20

>"Dimitrios"=20  
> <<A =  
> href="mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>>=  
>=20

>first time=20  
> I tried I get no signal whatsoever on any=20

>any of the=20

>this a=20

>

>Polesoft=20

> =

>

>HTML=20

> PUBLIC "-//W3C//DTD HTML 4.0 =

> >>>><META http-equiv=3D3D3DContent-Type =  
>content=3D3D3D"text/html;=20

> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400"=20

>>>>><BODY=20

> >>>><DIV><FONT face=3D3D3DArial=20

> =

>=20

> >>>><DIV><FONT face=3D3D3DArial =

>size=3D3D3D2>You should=20

> only get the phone<BR>>> =3D<BR>>>>out =

> >>>>Submix A Master=20

> >>>><DIV><FONT face=3D3D3DArial =

>size=3D3D3D2>At least=20

>>>>understanding.=20

> >>>><DIV><FONT face=3D3D3DArial=20

> >>>><DIV><FONT face=3D3D3DArial =  
>size=3D3D3D2></FONT>=20

> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =  
>MARGIN-LEFT:=20

>>>>>BORDER-LEFT:=20

>=3D<BR>>>>>>>>href=3D3D3D"<A=20

> =

>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>mail=  
>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>=3D<BR>&=

>=3D<BR>>>>>>>>href=3D3D3D"<A=20

> =

>href=3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><B'>news=  
>:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><B=

> I tried I get no signal whatsoever on any headphone out=20

>have=20

> =

>>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE><=

> >>>><DIV><FONT =

>size=3D3D3D2><BR><BR>I choose=20

> Polesoft Lockspam to fight<BR>>>=20

```

> =3D<BR>>>>>>>href=3D3D3D"<A=20
> =
>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>http=
>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D<BR>>=

> >>>>.html</A>=20
> =

>=20

>

> ><BR>>>><BR>>>><BR>>>><!DOCTYPE HTML =
>PUBLIC=20
> "-//W3C//DTD HTML 4.0=20
> =
>Transitional//EN"><BR>>>><HTML><HEAD><BR>>>=
>><META=20
> http-equiv=3D3DContent-Type content=3D3D"text/html";=20
> =3D<BR>>>>charset=3D3Diso-8859-1"><BR>>>><META =
>
> content=3D3D"MSHTML 6.00.2800.1400"=20
> =
>name=3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>>=
>>></HEAD><BR>>>><BODY=20
> bgColor=3D3D#ffffff><BR>>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>Dimitrios are you serious?!?! It =
>=3D<BR>>>>outputs=20
> the=3D20<BR>>>>submix only on Cards B, C, D, E=20
> ???</FONT></DIV><BR>>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>I will be summing my drums and guitars<BR>>>>=20
> =3D<BR>>>>from now on=3D20<BR>>>>20bit out of the =
>phones jack to=20
> my</FONT></DIV><BR>>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2>outboard comps for sure!!!!!! =
>=3D20<BR>>>>Sweeeeeet! How=20
> come I never tried=20
> it?</FONT></DIV><BR>>>><DIV><FONT =
>face=3D3DArial=20
> size=3D3D2></FONT> =
></DIV><BR>>>><DIV><FONT=20
> face=3D3DArial size=3D3D2>I'm a=20

```

> dope,</FONT></DIV><BR>>><DIV><FONT =  
>face=3D3DArial=20  
> =  
>size=3D3D2>Tom</FONT></DIV><BR>>><DIV><= <= <= <=  
>FONT=20  
> face=3D3DArial size=3D3D2></FONT>=20  
> </DIV><BR>>><DIV><FONT face=3D3DArial=20  
> size=3D3D2></FONT>=20  
> =  
></DIV><BR>>><BLOCKQUOTE=3D20<BR>>>>style=3D3D=  
>"PADDING-RIGHT:=20  
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
>=3D<BR>>>>BORDER-LEFT:=20

> =3D<BR>>>>href=3D3D"<A=20  
> =  
>href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>mai=  
>Ito:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A/>>&g=  
>t:=3D<BR>>>>=20

> =3D<BR>>>>href=3D3D"<A=20  
> =  
>href=3D'news:4638281d\$1@linux">news:4638281d\$1@linux</A>...</DIV><BR>Hi=3D=  
>20'>news:4638281d\$1@linux">news:4638281d\$1@linux</A>...</DIV&=

> DJ,<BR>hehe I am already on that testing route even with the L R =  
>

>other<BR>than=20  
> card's a mecs...<BR>Regarding the headphone outs the =  
>one<BR>>>=20

>main one=20  
> outputs<BR>all submixes, the other though=20

>related submix=20  
> out so yes<BR>you could route it to =  
>another<BR>=3D<BR>>>>mec but=20

>infinite<BR>loop=20  
> of dry and =

> the time you will bring it back on<BR>same mec that will be =  
>again=20

>and then back=20

> again...<BR>you get the picture=20

>other mecs=20

> option though will work !!<BR>I don't know if you have=20

>better option=20

> !!<BR>The L and R outputs of each mec (except<BR>>)=20

>outputs ALSO=20

> the<BR>submix out so you can take this L and<BR>R<BR>>=20

>pair of=20

> outputs<BR>(digital to Pulsar ??) COMPRESS it and<BR>>=20

>another=20

> submix.<BR>For latency well you know =

>=3D<BR>>>>faderworks=20

> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ"=20

> =

>href=3D'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=3D20=  
>'>http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=

> wrote:<BR>>Are you getting the same signal on all MECs or the =

>mix=20

>on<BR>card=20

> <BR>>A and just the submix of the MEC on card B and=20

> getting<BR><BR>>those submixes on the card B & C=20

>the headphone=20

> out<BR>of <BR>>those MECs to a pair of=20

>another MEC (or=20

> maybe even loop<BR>it <BR>>back to the=20

>record=20

> <BR>>etc.....I can't believe I never tried this when I =

>had 4=20

> =

>here..<BR><BR>;o)<BR><BR>"Dimitri=  
>os"=20

> =

>href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A'>mai=  
>ltto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A</A>>&g=  
>t;=3D<BR>>>>=20

> =  
><BR>>news:4637946e\$1@linux...<BR>>><BR>>>=

> Heh...<BR>>> Works on all mecs=20

> Dimitrios<BR>>><BR>>> "Dimitrios"=20

> =  
>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20'>mailto:m=  
>usurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20</A><BR>>&g=

> wrote:<BR>>>><BR>>>>Ah I found it=20  
> =3D<BR>>>>!!<BR>>>>I =

> connect the L and R to the Mec's outputs 1 and 2 to get=20

>headphones=20  
> !!<BR>>>>I am just =3D<BR>>>>using=20

>didn't=20  
> =  
>=3D<BR>>>>get<BR>any<BR>>>>signal=3D20<BR>&=

> =  
>=3D<BR>>>>!<BR>>>>Thanks<BR>>>>Dim=  
>itrios<BR>>>><BR>>&=3D<BR>>>>gt;=

> Bruhl" <<A =3D<BR>>>>href=3D3D"<A=20

> =  
>href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20'>mailto=  
>:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20</A><BR>&g=

> =  
>=3D<BR>>>>wrote:<BR>>>>><BR>>>>=  
>><BR>>>>>Dimitri=3D<BR>>>>os,<BR>>>=

> should only get the phone out active on the Submix A=20

>least that's=20

> =  
>=3D<BR>>>>=3D3D20<BR>>>>>Tom<BR>>>>=  
>>><BR>>>>>=20

> =  
>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=  
>mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=  
>t;=3D<BR>>>>=20

>  
> =  
>=3D<BR>>>>=3D3D<BR>>>>news:46377aa5\$1@linux..=  
>.<BR>>>><BR>&g=3D<BR>>>>t;=>&=  
>gt;=20

>whatsoever=20

> headphone<BR>=3D3D<BR>>>>out=20  
> on<BR>>>> =3D<BR>>>>any of=20

>!!<BR>>>> Is=20

> ??<BR>>>> Thanks<BR>>>>=20

> =  
>Dimitrios<BR>>>><BR>>>><BR>&g=  
>t;=>>=20

>to fight=20

> =  
>=3D<BR>>>>you?<BR>>>>http://www.polesoft.com/=  
>refer.html<BR>>>>=3D<BR>>>>;<BR>>>=

> =  
>=3D<BR>>>>Transitional//EN"><BR>>>><HTM=  
>L><HEAD><BR>=3D<BR>>>>>><META=3D=

> http-equiv=3D3D3DContent-Type =

> =  
>=3D<BR>>>>=3D3D<BR>>>>charset=3D3D3Diso-8859=-  
>1"><BR>>>><=3D<BR>>>>;META=3D20<BR>>=

> =  
>=3D<BR>>>>name=3D3D3DGENERATOR><BR>>>><=  
>STYLE></STYLE><BR>=3D<BR>>>>>>></=

> bgcolor=#ffffff>>>><DIV><FONT =  
>  
> =  
>=3D<BR>>>>size=3D3D3D2>Dimitrios,</FONT></DIV><=  
>;<BR>>>><=3D<BR>>>><DIV><FONT=3D20<BR>>=  
> face=3D3D3DArial size=3D3D3D2>You should only get the phone=20  
>on=20  
> the=3D3D20<BR>>>>>Submix A=20  
> =  
>MEC.</FONT></DIV><BR>>>>><DIV><FON=  
> face=3D3D3DArial size=3D3D3D2>At least that's been =  
> =  
>  
> =  
>=3D<BR>>>>=3D3D20<BR>>>>></FONT></DIV=  
>><BR>>>><=3D<BR>>>>;<DIV><FONT=3D2=  
> =  
>=3D<BR>>>>size=3D3D3D2>Tom</FONT></DIV><BR>=  
>>>><DIV>=3D<BR>>>><FONT=3D20<BR>>>>&g=  
> face=3D3D3DArial =  
> =  
>=3D<BR>>>></DIV><BR>>>>><BLOCKQUOTE=3D=  
>3D20<BR>>>>>st=3D<BR>>>>yle=3D3D3D"PADDING-RIG=  
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20  
> =  
>=3D<BR>>>>=3D3D<BR>>>>>BORDER-LEFT:=3D20<BR>&g=  
> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>=20  
>  
> =  
>=3D3D<BR>>>>>href=3D3D3D"<A=3D20<BR>>>>&nbs=  
>p;=20  
> =  
>=3D<BR>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=

>@NOSPAMotenet.gr</A'>mai=3D<BR>>>>lto:musurgio@NOSPAMotene=  
>t.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D<BR>>>=  
> wrote=3D3D20<BR>>>>> in =  
> <A=3D3D20<BR>>>>>=20  
> =  
>=3D<BR>>>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20<=  
> =  
>=3D<BR>>>>href=3D3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @li=  
>nux</A>...</DIV><BR>Well=3D<BR>>>>'>news:46=  
>377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV>=3D<BR>&=  
>gt;>>;<BR>Well</A>=3D3D<BR>>>>>=3D20<=  
> first=3D3D20<BR>>>>> time I tried I get no signal=20  
>headphone out=20  
> =  
>=3D<BR>>>>>on<BR>any<BR>>>>>=3D3D<BR>&g=  
> the=3D3D20<BR>>>>> three mecs I have !!<BR>ls=20  
> =  
>=3D<BR>>>>>again=3D3D20<BR>>>>>??<BR>Than=  
>ks<BR>Dimitrios</B=3D<BR>>>>>LOCKQUOTE><BR>>>=  
> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to=20  
> =  
>=3D<BR>>>>>spam,<BR>=3D3D<BR>>>>>>and=3D3D=  
>20<BR>>>>>you?<BR>=3D<BR>>>>>;<A=3D3D2=  
> =  
>=3D<BR>>>>>href=3D3D'http://www.polesoft.com/refer.html">http:=  
>//www.polesoft.com/refer=3D<BR>>>>>'>http://www.polesoft.com/r=  
>efer.html">http://www.polesoft.com/refer</A=3D<BR>>>>>=3D=  
> =  
>=3D<BR>>>>></FONT></DIV></BODY></HTML><=  
>;<BR>>>>><B=3D<BR>>>>>R>>>>><B=  
> =  
><BR>><BR>><BR></BLOCKQUOTE></BODY><=  
>;</HTML><BR>>>>><BR>>>>><BR>>>>=20  
> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
>

>

---

Subject: Re: Does your headphone out work under XP ???  
Posted by [Tom Bruhl](#) on Wed, 02 May 2007 14:30:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_007D\_01C78CA4.E40E8330  
Content-Type: text/plain;  
 charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Dimitrios,  
I am still trying to understand how Faderworks or any other manual =  
nudging  
can time align these tracks? Let's say we are mixing a live drum mix =  
from submix B.  
Sending it's L&R outputs to SPDIF then inputing to MEC E. If we =  
continue to monitor  
live and don't print the drum mix in Mec E then nudging will continue to =  
move the live  
audio and you'll never be able to line up. If you print the the drum =  
mix into MEC E  
then it will work. If this is the case then we always could print a =  
submix  
by running it alone and bringing it back into Paris on any Mec.

What am I missing? !!!  
Thanks for your patience,  
Tom

"Dimitrios" <musurgio@otNOSPAMenet.gr> wrote in message =  
news:46389d56\$1@linux...

Dear Tom,  
I am not only saying but I am confirming !!  
The L and R of all submixes except for the main one outputs the =  
related submixes  
mix.  
You can have a 5 card Paris system where you sacrifice card 1 and use =  
the  
four other stereo mixes thru mex digital spdif output to a card like =  
Scope  
Pulsar and then insert on every submix your effects or outboard too.  
You will just be mixing 4 stereo tracks under Pulsar which anyway is =  
far

superior mixing engine than cubase nuendo and all that s..t.

Regards,  
Dimitrios

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

>

>

>Dimitrios,

>I could have sworn that I tried the L&R outs of the Mecs and never =  
got =3D

>signal.

>You are saying that gives you submix only data? This is crazy.

>I'll be experimenting today for sure.

>Tom

>

>After the Beatle Juice show I guess.

> "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =3D

>news:46389187\$1@linux...

>

> Yeah Dj,

> Why not then use the simple L R outputs in patch bay where every =  
=3D

>submix has

> these and route them to the related mec's out into your compressor =  
and

=3D

>then

> back to your other mec.

> Is the headphone out of any quality ?

> You can use also the digital outs to connect to a Pulsar VINCO =3D

>compressor

> and then back to other mec ...

>

> Well you have to note here.

> the audio coming in the other submix will be delayed to the non =3D

>compressed

> drumtracks... what will you do ?

> You can of course record it and then nudge or better use =

Faderworks...

>

> Ok so now you are tempted to come back to Paris or not ??

> We are waiting for you...

> Regards,

> Dimitrios

>

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

> >Heheh!!! parallel compression in Paris through a headphone out. =  
=3D

>Whoda'  
>  
> >thunk? Can't believe I never tried this when I was running 4 x =  
=3D  
>MECs. Just  
>  
> >use a card and separate MEC for drum submixes, grab yourself an =  
=3D  
>insert=3D20  
> >cable, route the headphone out to a stereo compressor (maybe =3D  
>sidechain  
> to=3D20  
> >an EQ to hipass the LF a little.....or maybe not) and =  
return  
=3D  
>them  
> to=3D20  
> >the Paris inputs on a channel pair on a different MEC and you're =  
=3D  
>there.  
>  
> >Damn!!!....how simple is this?  
> >  
> >;o)  
> >  
> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20  
> >news:463853fb\$1 @linux...  
> >>  
> >> Dear Tom,  
> >> ALSO L and R on each submix except for submix1 outputs only =  
the =3D  
>related  
> >> submix so you can send it to a mec's out (24bit if you like) and =  
=3D  
>then  
> out  
> >> to your compressor.  
> >> Regards,  
> >> Dimitrios  
> >>  
> >> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
> >>>  
> >>>  
> >>>Dimitrios are you serious?!?! It outputs the submix only on =  
Cards  
=3D  
>B,  
> C,

> >> =3D3D  
> >>>D, E ???  
> >>>I will be summing my drums and guitars from now on 20bit out of =  
the  
=3D  
>=3D3D  
> >>>phones jack to my  
> >>>outboard comps for sure!!!!!! Sweeeeeet! How come I never =  
tried =3D  
>it?  
> >>>  
> >>>I'm a dope,  
> >>>Tom  
> >>>  
> >>>  
> >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D3D  
> >>>news:4638281d\$1@linux...  
> >>>  
> >>> Hi DJ,  
> >>> hehe I am already on that testing route even with the L R =  
outputs  
=3D  
>of  
> =3D3D  
> >>>other  
> >>> than card's a mecs...  
> >>> Regarding the headphone outs the one on mec A which is the =  
main =3D  
>one  
> =3D3D  
> >>>outputs  
> >>> all submixes, the other though ! output only the related =  
submix =3D  
>out  
> so  
> >> =3D3D  
> >>>yes  
> >>> you could route it to another mec but on same mec you would =  
get =3D  
>an =3D3D  
> >>>infinite  
> >>> loop of dry and compressed... because the time you will bring =  
it  
=3D  
>back  
> >> =3D3D  
> >>>on  
> >>> same mec that will be again outputed on headphones and then =

back  
 =3D  
 >=3D3D  
 > >>>again...  
 > >>> you get the picture ,feedback.  
 > >>> Thed other mecs option though will work !!  
 > >>> I don't know if you have considered the other better option !!  
 > >>> The L and R outputs of each mec (except for the main one) =

outputs  
 =3D  
 >ALSO  
 > >> =3D3D  
 > >>>the  
 > >>> submix out so you can take this L and R out and send it to a =

pair  
 =3D  
 >of  
 > =3D3D  
 > >>>outputs  
 > >>> (digital to Pulsar ??) COMPRESS it and then send it back to =

=3D  
 >another  
 > =3D3D  
 > >>>submix.  
 > >>> For latency well you know faderworks ?? !!  
 > >>> Regards,  
 > >>> Dimitrios  
 > >>>  
 > >>> "DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:  
 > >>> >Are you getting the same signal on all MECs or the mix signal =

on  
 =3D  
 >MEC  
 > >> =3D3D  
 > >>>on  
 > >>> card=3D3D20  
 > >>> >A and just the submix of the MEC on card B and C. If you're =

just  
 =3D  
 >=3D3D  
 > >>>getting  
 > >>>  
 > >>> >those submixes on the card B & C Mecs, you could route the =

=3D  
 >headphone  
 > >> =3D3D  
 > >>>out  
 > >>> of=3D3D20

> >>> >those MECs to a pair of input channels on another MEC (or =  
 maybe  
 =3D  
 >even  
 > >> =3D3D  
 > >>>loop  
 > >>> it=3D3D20  
 > >>> >back to the same MEC) on a pair of record enabled channels =  
 and =3D  
 >=3D3D  
 > >>>compress  
 > >>> it,=3D3D20  
 > >>> >etc.....I can't believe I never tried this when I had 4 =  
 =3D  
 >MECs  
 > =3D3D  
 > >>>here..  
 > >>> >  
 > >>> >;o)  
 > >>> >  
 > >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in =  
 message=3D3D20  
 > >>> >news:4637946e\$1@linux...  
 > >>> >>  
 > >>> >> Heh...  
 > >>> >> Works on all mecs !!  
 > >>> >> Dimitrios  
 > >>> >>  
 > >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:  
 > >>> >>>  
 > >>> >>>Ah I found it !!  
 > >>> >>>I should connect the L and R to the Mec's outputs 1 and 2 =  
 to =3D  
 >get  
 > a  
 > >> =3D3D  
 > >>>signal  
 > >>> >>>for the headphones !!  
 > >>> >>>I am just using the digital out for monitoring thats why I =  
 =3D  
 >didn't  
 > =3D3D  
 > >>>get  
 > >>> any  
 > >>> >>>signal at the heaphone out !  
 > >>> >>>Thanks  
 > >>> >>>Dimitrios  
 > >>> >>>

> >>> >>>"Tom Bruhl" <arpegio@comcast.net> wrote:  
> >>> >>>>  
> >>> >>>>  
> >>> >>>>Dimitrios,  
> >>> >>>>You should only get the phone out active on the Submix A =  
=3D  
>Master  
> =3D3D  
> >>>MEC.  
> >>> >>>>At least that's been my understanding. =3D3D3D20  
> >>> >>>>Tom  
> >>> >>>>  
> >>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =  
=3D  
>=3D3D3D3D  
> >>> >>>>news:46377aa5\$1 @linux...  
> >>> >>>>  
> >>> >>>> Well first time I tried I get no signal whatsoever on =  
any =3D  
>=3D3D3D  
> >>>headphone  
> >>> =3D3D3D3D  
> >>> >>>>out on  
> >>> >>>> any of the three mecs I have !!  
> >>> >>>> Is this a known bug again ??  
> >>> >>>> Thanks  
> >>> >>>> Dimitrios  
> >>> >>>>  
> >>> >>>>  
> >>> >>>>I choose Polesoft Lockspam to fight spam, and you?  
> >>> >>>><http://www.polesoft.com/refer.html>  
> >>> >>>>  
> >>> >>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =3D  
>Transitional//EN">  
> >>> >>>><HTML><HEAD>  
> >>> >>>><META http-equiv=3D3D3D3DContent-Type =  
content=3D3D3D3D"text/html;  
=3D  
>=3D3D3D3D  
> >>> >>>>charset=3D3D3D3Diso-8859-1">  
> >>> >>>><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =3D  
>name=3D3D3D3DGENERATOR>  
> >>> >>>><STYLE></STYLE>  
> >>> >>>></HEAD>  
> >>> >>>><BODY bgColor=3D3D3D3D#ffffff>  
> >>> >>>><DIV><FONT face=3D3D3D3DArial =3D  
>size=3D3D3D3D2>Dimitrios,</FONT></DIV>  
> >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>You should =

only get

```

=3D
>the phone
> >> =3D3D3D
> >>>out =3D3D3D3D
> >>> >>>>active on the=3D3D3D20
> >>> >>>>Submix A Master MEC.</FONT></DIV>
> >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>At least =
that's been
=3D
>my =3D3D3D3D
> >>> >>>>understanding. =3D3D3D20
> >>> >>>></FONT></DIV>
> >>> >>>><DIV><FONT face=3D3D3D3DArial =
size=3D3D3D3D2>Tom</FONT></DIV>
> >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> =
</DIV>
> >>> >>>><BLOCKQUOTE=3D3D3D20
> >>> >>>>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =3D
>MARGIN-LEFT: =3D3D
> >>>>5px; =3D3D3D3D
> >>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >>> >>>> <DIV>"Dimitrios" <<A=3D3D3D20
> >>> >>>> =3D3D3D3D
> >>> =3D3D3D
> =3D
=
>>>>>>>>href=3D3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMote=
net=3D
>.gr</=3D3D3D
> >>>A>>=3D3D3D3D
> >>> >>>> wrote=3D3D3D20
> >>> >>>> in message <A=3D3D3D20
> >>> >>>> =3D3D3D3D
> >>> =3D3D3D
> =3D
=
>>>>>>>>href=3D3D3D3D"news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...=
</D=3D
>IV><B=3D3D3D
> >>>R>Well=3D3D3D3D
> >>> >>>> first=3D3D3D20
> >>> >>>> time I tried I get no signal whatsoever on any headphone =
=3D
>out =3D3D3D
> >>>on<BR>any
> >>> >>>=3D3D3D3D
> >>> >>>>of the=3D3D3D20

```

```

> >>> >>>> three mecs I have !!<BR>Is this a known bug =
again=3D3D3D20
> >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
> >>> >>>><DIV><FONT size=3D3D3D3D2><BR><BR>I choose Polesoft =
Lockspam to
=3D
>fight
> >> =3D3D
> >>>spam,
> >>> =3D3D3D
> >>> >>>>and=3D3D3D20
> >>> >>>>you?<BR><A=3D3D3D20
> >>> =3D3D
> =3D
=
>>>>>>>href=3D3D3D3D"http://www.polesoft.com/refer.html">http://www.pole=
sof=3D
>t.com=3D3D
> >>>/refer=3D3D3D
> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
> >>> >>>>
> >>> >>>>
> >>> >>>
> >>> >>=3D3D20
> >>> >
> >>> >
> >>>
> >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> >>><HTML><HEAD>
> >>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
> >>>charset=3D3D3Diso-8859-1">
> >>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
> >>><STYLE></STYLE>
> >>></HEAD>
> >>><BODY bgColor=3D3D3D#ffffff>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dimitrios are you =
serious?!?!
=3D
>lt =3D3D
> >>>outputs the=3D3D20
> >>>submix only on Cards B, C, D, E ???</FONT></DIV>
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I will be summing my =
drums and
=3D
>guitars

```

> >> =3D3D  
> >>>from now on=3D3D20  
> >>>20bit out of the phones jack to my</FONT></DIV>  
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>outboard comps for =  
sure!!!!!!  
=3D  
>=3D3D20  
> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>  
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>  
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I'm a =  
dope,</FONT></DIV>  
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>  
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>  
> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>  
> >>><BLOCKQUOTE=3D3D20  
> >>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: =  
5px;  
=3D  
>=3D3D  
> >>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
> >>> <DIV>"Dimitrios" <<A=3D3D20  
> >>> =3D3D  
> =3D  
=  
>>>>href=3D3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr=  
</A=3D  
>>>=3D3D  
> >>> wrote=3D3D20  
> >>> in message <A=3D3D20  
> >>> =3D3D  
> =3D  
=  
>>>>href=3D3D3D"news:4638281d\$1 @linux">news:4638281d\$1 @linux</A>...</DIV>=  
<BR=3D  
>>Hi=3D3D20  
> >>> DJ,<BR>hehe I am already on that testing route even with the L =  
R  
=3D  
>=3D3D  
> >>>outputs of=3D3D20  
> >>> other<BR>than card's a mecs...<BR>Regarding the headphone outs =  
=3D  
>the one  
> >> =3D3D  
> >>>on mec=3D3D20  
> >>> A which is the main one outputs<BR>all submixes, the other =  
though  
=3D

>!  
 > =3D3D  
 > >>>output=3D3D20  
 > >>> only the related submix out so yes<BR>you could route it to =  
 =3D  
 >another  
 > =3D3D  
 > >>>mec but on=3D3D20  
 > >>> same mec you would get an infinite<BR>loop of dry and =3D  
 >compressed...  
 > =3D3D  
 > >>>because=3D3D20  
 > >>> the time you will bring it back on<BR>same mec that will be =  
 again  
 =3D  
 >=3D3D  
 > >>>outputed on=3D3D20  
 > >>> headphones and then back again...<BR>you get the picture =3D3D  
 > >>>,feedback.<BR>Thed=3D3D20  
 > >>> other mecs option though will work !!<BR>I don't know if you =  
 have  
 =3D  
 >=3D3D  
 > >>>considered=3D3D20  
 > >>> the other better option !!<BR>The L and R outputs of each mec =  
 =3D  
 >(except  
 > >> =3D3D  
 > >>>for the=3D3D20  
 > >>> main one) outputs ALSO the<BR>submix out so you can take this =  
 L =3D  
 >and  
 > R  
 > >> =3D3D  
 > >>>out and=3D3D20  
 > >>> send it to a pair of outputs<BR>(digital to Pulsar ??) =  
 COMPRESS =3D  
 >it and  
 > >> =3D3D  
 > >>>then=3D3D20  
 > >>> send it back to another submix.<BR>For latency well you know =  
 =3D3D  
 > >>>faderworks ??=3D3D20  
 > >>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D3D20  
 > >>> =3D3D  
 > =3D  
 =  
 >>>>href=3D3D3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</=

A>>=3D  
 >=3D3D20  
 > >>> wrote:<BR>>Are you getting the same signal on all MECs or the =  
 mix  
 =3D  
 >=3D3D  
 > >>>signal on=3D3D20  
 > >>> MEC on<BR>card <BR>>A and just the submix of the MEC on card B =  
 =3D  
 >and =3D3D  
 > >>>C. If=3D3D20  
 > >>> you're just getting<BR><BR>>those submixes on the card B & C =  
 =3D3D  
 > >>>Mecs, you=3D3D20  
 > >>> could route the headphone out<BR>of <BR>>those MECs to a pair =  
 of  
 =3D  
 >=3D3D  
 > >>>input=3D3D20  
 > >>> channels on another MEC (or maybe even loop<BR>it <BR>>back to =  
 =3D  
 >the =3D3D  
 > >>>same=3D3D20  
 > >>> MEC) on a pair of record enabled channels and =3D  
 >compress<BR>it,=3D3D20  
 > >>> <BR>>etc.....I can't believe I never tried this when I =  
 had  
 =3D  
 >4 =3D3D  
 > >>>MECs=3D3D20  
 > >>> here..<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=3D3D20  
 > >>> =3D3D  
 > =3D  
 =  
 >>>>href=3D3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr=  
 </A=3D  
 >>>=3D3D  
 > >>> wrote=3D3D20  
 > >>> in message <BR>>news:4637946e\$1@linux...<BR>>><BR>>>=3D3D20  
 > >>> Heh...<BR>>> Works on all mecs !!<BR>>>=3D3D20  
 > >>> Dimitrios<BR>>><BR>>> "Dimitrios" <<A=3D3D20  
 > >>> =  
 href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D3D20  
 > >>> wrote:<BR>>>><BR>>>>Ah I found it =3D3D  
 > >>>!!<BR>>>>I should=3D3D20  
 > >>> connect the L and R to the Mec's outputs 1 and 2 to get =  
 a=3D3D20  
 > >>> signal<BR>>>>for the headphones !!<BR>>>>I am just =3D3D

> >>>using the=3D3D20  
 > >>> digital out for monitoring thats why I didn't =3D3D  
 > >>>get<BR>any<BR>>>>signal=3D3D20  
 > >>> at the heaphone out=3D3D20  
 > >>> =3D3D  
 > >>>!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>>&=3D3D  
 > >>>gt;>"Tom=3D3D20  
 > >>> Bruhl" <<A =3D3D  
 > =  
 >>>href=3D3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D3D2=  
 0  
 > >>> =3D3D  
 > >>>wrote:<BR>>>>><BR>>>>><BR>>>>>Dimitri=3D3D  
 > >>>os,<BR>>>>>You=3D3D20  
 > >>> should only get the phone out active on the Submix A =  
 Master=3D3D20  
 > >>> MEC.<BR>>>>>At least that's been my understanding.=3D3D20  
 > >>> =3D3D  
 > >>>=3D3D3D20<BR>>>>>Tom<BR>>>>><BR>>>>> =3D3D  
 > >>>;=3D3D20  
 > >>> "Dimitrios" <<A=3D3D20  
 > >>> =3D3D  
 > =3D  
 =  
 >>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr=  
 </A=3D  
 >>>=3D3D  
 > >>> wrote=3D3D20  
 > >>> in message=3D3D20  
 > >>> =3D3D  
 > >>>=3D3D3D<BR>>>>>news:46377aa5\$1 @linux...<BR>>>>><BR>>>>>&g=3D3D  
 > >>>t;>>> =3D3D20  
 > >>> Well first time I tried I get no signal whatsoever on =  
 any=3D3D20  
 > >>> headphone<BR>=3D3D3D<BR>>>>>out on<BR>>>>> =3D3D  
 > >>>any of the=3D3D20  
 > >>> three mecs I have !!<BR>>>>> Is this a known bug =3D3D  
 > >>>again=3D3D20  
 > >>> ??<BR>>>>> Thanks<BR>>>>> =3D3D20  
 > >>> Dimitrios<BR>>>>><BR>>>>><BR>>>>>I =3D3D  
 > >>>choose=3D3D20  
 > >>> Polesoft Lockspam to fight spam, and=3D3D20  
 > >>> =3D3D  
 > >>>you?<BR>>>>>http://www.polesoft.com/refer.html<BR>>>>>=3D3D  
 > >>>;><BR>>>>><!DOCTYPE=3D3D20  
 > >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D3D20  
 > >>> =3D3D  
 > >>>Transitional//EN"><BR>>>>><HTML><HEAD><BR>>>=3D3D

```

> >>>>><META=3D3D20
> >>> http-equiv=3D3D3D3DContent-Type =
content=3D3D3D3D"text/html;=3D3D20
> >>> =3D3D
> >>>=3D3D3D<BR>>>>> charset=3D3D3D3DISO-8859-1"><BR>>>>><=3D3D
> >>>;META=3D3D20
> >>> content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D3D20
> >>> =3D3D
> >>>name=3D3D3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=3D3D
> >>>>></HEAD><BR>>>>><BODY=3D3D20
> >>> bgColor=3D3D3D3D#ffffff><BR>>>>><DIV><FONT =3D3D
> >>>face=3D3D3D3DArial=3D3D20
> >>> =3D3D
> >>>size=3D3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D3D
> >>>DIV><FONT=3D3D20
> >>> face=3D3D3D3DArial size=3D3D3D3D2>You should only get the =
phone =3D
>out=3D3D20
> >>> =3D3D3D<BR>>>>>active on the=3D3D3D20<BR>>>>>Submix A =3D3D
> >>>Master=3D3D20
> >>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=3D3D20
> >>> face=3D3D3D3DArial size=3D3D3D3D2>At least that's been =
my=3D3D20
> >>> =3D3D3D<BR>>>>>understanding.=3D3D20
> >>> =3D3D
> >>>=3D3D3D20<BR>>>>></FONT></DIV><BR>>>>><=3D3D
> >>>;DIV><FONT=3D3D20
> >>> face=3D3D3D3DArial=3D3D20
> >>> =3D3D
> >>>size=3D3D3D3D2>Tom</FONT></DIV><BR>>>>><DIV>=3D3D
> >>><FONT=3D3D20
> >>> face=3D3D3D3DArial size=3D3D3D3D2></FONT>=3D3D20
> >>> =3D3D
> >>></DIV><BR>>>>><BLOCKQUOTE=3D3D3D20<BR>>>>>>st=3D3D
> >>>yle=3D3D3D3D"PADDING-RIGHT:=3D3D20
> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D
> >>>=3D3D3D<BR>>>>>>BORDER-LEFT:=3D3D20
> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>> =3D3D20
> >>> <DIV>"Dimitrios" <<A=3D3D3D20<BR>>>>>> =3D3D20
> >>> =3D3D3D<BR>>>>>>href=3D3D3D3D"<A=3D3D20
> >>> =3D3D
> =3D
=
>>>>href=3D3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr=
</A=3D
>'>mai=3D3D
> =
>>>>mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D3D

```

> >>>t;=3D3D3D<BR>>>>=3D3D20  
 > >>> wrote=3D3D3D20<BR>>>> in message=3D3D20  
 > >>> <A=3D3D3D20<BR>>>> =3D3D  
 > >>>=3D3D3D<BR>>>>href=3D3D3D3D"<A=3D3D20  
 > >>> =3D3D  
 > =3D  
 =  
 >>>>href=3D3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV>=  
 <BR=3D  
 >>Well=3D3D  
 > >>>'>news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV>=3D3D  
 > >>>;<BR>Well</A>=3D3D3D<BR>>>>=3D3D20  
 > >>> first=3D3D3D20<BR>>>> time I tried I get no signal =3D3D  
 > >>>whatsoever on=3D3D20  
 > >>> any headphone out =3D3D  
 > >>>on<BR>any<BR>>>>=3D3D3D<BR>>>>of=3D3D20  
 > >>> the=3D3D3D20<BR>>>> three mecs I have !!<BR>Is =3D3D  
 > >>>this a known=3D3D20  
 > >>> bug=3D3D20  
 > >>> =3D3D  
 > >>>again=3D3D3D20<BR>>>>??<BR>Thanks<BR>Dimitrios</B=3D3D  
 > >>>LOCKQUOTE><BR>>>><DIV><FONT=3D3D20  
 > >>> size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam to =  
 fight=3D3D20  
 > >>> =3D3D  
 > >>>spam,<BR>=3D3D3D<BR>>>>and=3D3D3D20<BR>>>>you?<BR >=3D3D  
 > >>>;<A=3D3D3D20<BR>>>>href=3D3D3D3D"<A=3D3D20  
 > >>> =3D3D  
 > =3D  
 =  
 >>>>href=3D3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.c=  
 om/=3D  
 >refer=3D3D  
 > =3D  
 =  
 >>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</=  
 A=3D  
 >=3D3D  
 > >>>>=3D3D3D<BR>>>>.html</A>=3D3D20  
 > >>> =3D3D  
 > >>></FONT></DIV></BODY></HTML><BR>>>><B=3D3D  
 > >>>R>>>><BR>>>><BR>>>=3D3D20  
 > >>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
 > >>>  
 > >>>  
 > >>=3D20  
 > >  
 > >

```

>
>
><!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>I could have sworn that I tried =
the =3D
>L&R outs of=3D20
>the Mecs and never got signal.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>You are saying that gives you =
submix =3D
>only=3D20
>data? This is crazy.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>I'll be experimenting today for =
=3D
>sure.</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
><DIV><FONT face=3D3DArial size=3D3D2>After the Beatle Juice show I =
=3D
>guess.</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>"Dimitrios" <<A=3D20
> =
href=3D3D"mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>> =3D
>wrote in=3D20
> message <A=3D20
> =3D
=
>href=3D3D"news:46389187$1@linux">news:46389187$1@linux</A>...</DIV><BR>Y=
eah=3D
>=3D20
> Dj,<BR>Why not then use the simple L R outputs in patch bay where =
=3D
>every submix=3D20
> has<BR>these and route them to the related mec's out into your =3D
>compressor and=3D20
> then<BR>back to your other mec.<BR>Is the headphone out of any =
quality

```

=3D  
>  
> ?<BR>You can use also the digital outs to connect to a Pulsar =  
VINCO=3D20  
> compressor<BR>and then back to other mec ...<BR><BR>Well you have =  
to =3D  
>note=3D20  
> here.<BR>the audio coming in the other submix will be delayed to =  
the =3D  
>non=3D20  
> compressed<BR>drumtracks... what will you do ?<BR>You can of course =  
=3D  
>record it=3D20  
> and then nudge or better use Faderworks...<BR><BR>Ok so now you are =  
=3D  
>tempted to=3D20  
> come back to Paris or not ??<BR>We are waiting for=3D20  
> you...<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D20  
> =3D  
=  
>href=3D3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=3D=  
20  
> wrote:<BR>>Heheh!!! parallel compression in Paris through a =3D  
>headphone=3D20  
> out. Whoda'<BR><BR>>thunk? Can't believe I never tried =3D  
>this =3D20  
> when I was running 4 x MECs. Just<BR><BR>>use a card and separate =  
=3D  
>MEC for=3D20  
> drum submixes, grab yourself an insert <BR>>cable, route the =3D  
>headphone out=3D20  
> to a stereo compressor (maybe sidechain<BR>to <BR>>an EQ to =3D  
>hipass=3D20  
> the LF a little.....or maybe not) and return them<BR>to =3D  
><BR>>the=3D20  
> Paris inputs on a channel pair on a different MEC and you're=3D20  
> there.<BR><BR>>Damn!!!....how simple is=3D20  
> this?<BR><BR>>;o)<BR><BR>>"Dimitrios" <<A=3D20  
> =3D  
=  
>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=  
=3D  
> wrote=3D20  
> in message <BR>>news:463853fb\$1 @linux...<BR>><BR>>> =3D  
>Dear=3D20  
> Tom,<BR>>> ALSO L and R on each submix except for =3D  
>submix1=3D20  
> outputs only the related<BR>>> submix so you can send it to a =3D

>mec's out=3D20  
> (24bit if you like) and then<BR>out<BR>>> to your=3D20  
> compressor.<BR>>> Regards,<BR>>> =3D  
>Dimitrios<BR>>><BR>>>=3D20  
> "Tom Bruhl" <<A=3D20  
> href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20  
> wrote:<BR>>>><BR>>>><BR>>>>Dimitrios are =3D  
>you=3D20  
> serious?!?! It outputs the submix only on Cards =3D  
>B,<BR>C,<BR>>>=3D20  
> =3D3D<BR>>>>D, E ???<BR>>>>I will be summing my drums =3D  
>and=3D20  
> guitars from now on 20bit out of the =3D3D<BR>>>>phones jack to =3D  
>  
> my<BR>>>>outboard comps for sure!!!!!! Sweeeeeet! =3D  
>How=3D20  
> come I never tried it?<BR>>>><BR>>>>I'm a=3D20  
> =3D  
>dope,<BR>>>>Tom<BR>>>><BR>>>><BR>>>>&=3D  
>nbsp;=3D20  
> "Dimitrios" <<A=3D20  
> =3D  
=  
>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>=  
=3D  
> wrote=3D20  
> in message=3D20  
> =3D  
>=3D3D<BR>>>>news:4638281d\$1@linux...<BR>>>><BR>>>>&g=3D  
>t; =3D20  
> Hi DJ,<BR>>>> hehe I am already on that testing route =3D  
>even with=3D20  
> the L R outputs of<BR>=3D3D<BR>>>>other<BR>>>> =3D  
>than card's=3D20  
> a mecs...<BR>>>> Regarding the headphone outs the one =3D  
>on mec A=3D20  
> which is the main =3D  
>one<BR>=3D3D<BR>>>>outputs<BR>>>> all=3D20  
> submixes, the other though ! output only the related submix=3D20  
> out<BR>so<BR>>> =3D3D<BR>>>>yes<BR>>>> you =3D  
>could=3D20  
> route it to another mec but on same mec you would get an=3D20  
> =3D3D<BR>>>>infinite<BR>>>> loop of dry and =3D  
>compressed...=3D20  
> because the time you will bring it back<BR>>>>=3D20  
> =3D3D<BR>>>>on<BR>>>> same mec that will be =3D  
>again outputed=3D20  
> on headphones and then back =3D

>=3D3D<BR>>>>again...<BR>>>> =3D20  
> you get the picture ,feedback.<BR>>>> The other mecs =3D  
>option=3D20  
> though will work !!<BR>>>> I don't know if you have =3D  
>considered=3D20  
> the other better option !!<BR>>>> The L and R outputs =3D  
>of each=3D20  
> mec (except for the main one) outputs ALSO<BR>>>>=3D20  
> =3D3D<BR>>>>the<BR>>>> submix out so you can =3D  
>take this L=3D20  
> and R out and send it to a pair=3D20  
> of<BR>=3D3D<BR>>>>outputs<BR>>>> (digital to =3D  
>Pulsar ??)=3D20  
> COMPRESS it and then send it back to=3D20  
> another<BR>=3D3D<BR>>>>submix.<BR>>>> For =3D  
>latency well you=3D20  
> know faderworks ?? !!<BR>>>> =3D  
>Regards,<BR>>>> =3D20  
> Dimitrios<BR>>>><BR>>>> "DJ" <<A=3D20  
> =3D  
=  
>href=3D3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>=3D=  
20  
> wrote:<BR>>>> >Are you getting the same signal on =3D  
>all MECs=3D20  
> or the mix signal on MEC<BR>>>> =3D  
>=3D3D<BR>>>>on<BR>>>> =3D20  
> card=3D3D20<BR>>>> >A and just the submix of the MEC =3D  
>on card B=3D20  
> and C. If you're just=3D20  
> =3D3D<BR>>>>getting<BR>>>><BR>>>> =3D  
>>those=3D20  
> submixes on the card B & C Mecs, you could route the =3D  
>headphone<BR>>>>=3D20  
> =3D3D<BR>>>>out<BR>>>> =3D  
>of=3D3D20<BR>>>> =3D20  
> >those MECs to a pair of input channels on another MEC (or =  
maybe=3D20  
> even<BR>>>> =3D3D<BR>>>>loop<BR>>>> =3D20  
> it=3D3D20<BR>>>> >back to the same MEC) on a pair of =3D  
>record=3D20  
> enabled channels and =3D3D<BR>>>>compress<BR>>>> =3D  
>  
> it,=3D3D20<BR>>>> >etc.....I can't believe I =3D  
>never tried=3D20  
> this when I had 4 =3D  
>MECs<BR>=3D3D<BR>>>>here..<BR>>>> =3D20  
> ><BR>>>> >;o)<BR>>>> =3D20

> ><BR>>>> >"Dimitrios" <<A=3D20  
> =3D  
=  
>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=  
=3D  
> wrote=3D20  
> in message=3D3D20<BR>>>> =3D20  
> >news:4637946e\$1@linux...<BR>>>> =3D20  
> >><BR>>>> >> Heh...<BR>>>> =3D  
>>>=3D20  
> Works on all mecs !!<BR>>>> >>=3D20  
> Dimitrios<BR>>>> >><BR>>>> =3D  
>>>=3D20  
> "Dimitrios" <<A =3D  
>href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20  
> wrote:<BR>>>> >>><BR>>>> =3D  
>>>>Ah=3D20  
> I found it !!<BR>>>> >>>I should connect the L =3D  
>and R=3D20  
> to the Mec's outputs 1 and 2 to get<BR>a<BR>>>>=3D20  
> =3D3D<BR>>>>signal<BR>>>> >>>for the =3D  
>headphones=3D20  
> !!<BR>>>> >>>I am just using the digital out =3D  
>for=3D20  
> monitoring thats why I =3D  
>didn't<BR>=3D3D<BR>>>>get<BR>>>> =3D20  
> any<BR>>>> >>>signal at the heaphone out=3D20  
> !<BR>>>> >>>Thanks<BR>>>> =3D20  
> >>>Dimitrios<BR>>>> =3D  
>>>><BR>>>> =3D20  
> >>>"Tom Bruhl" <<A=3D20  
> href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20  
> wrote:<BR>>>> >>>><BR>>>> =3D20  
> >>>><BR>>>> =3D20  
> >>>>Dimitrios,<BR>>>> >>>>You =3D  
>should=3D20  
> only get the phone out active on the Submix A=3D20  
> Master<BR>=3D3D<BR>>>>MEC.<BR>>>> =3D  
>>>>>At least=3D20  
> that's been my understanding. =3D3D3D20<BR>>>> =3D20  
> >>>>Tom<BR>>>> =3D20  
> >>>><BR>>>> >>>> =3D  
>"Dimitrios"=3D20  
> <<A =3D  
=  
>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>>=  
=3D  
>=3D20

> wrote in message =3D3D3D<BR>>> =3D20  
 > >>>news:46377aa5\$1@linux...<BR>>> =3D20  
 > >>><BR>>> >>> Well =3D  
 >first time=3D20  
 > I tried I get no signal whatsoever on any=3D20  
 > =3D3D<BR>>>headphone<BR>>> =3D  
 >=3D3D3D<BR>>> =3D20  
 > >>>out on<BR>>> >>> =3D  
 >any of the=3D20  
 > three mecs I have !!<BR>>> >>> Is =3D  
 >this a=3D20  
 > known bug again ??<BR>>> >>> =3D20  
 > Thanks<BR>>> >>> =3D20  
 > Dimitrios<BR>>> >>><BR>>> =3D  
 >  
 > >>><BR>>> >>>I choose =3D  
 >Polesoft=3D20  
 > Lockspam to fight spam, and you?<BR>>> =3D20  
 > =3D  
 >>>>http://www.polesoft.com/refer.html<BR>>>> =3D  
 >  
 > >>><BR>>> >>><!DOCTYPE =3D  
 >HTML=3D20  
 > PUBLIC "-//W3C//DTD HTML 4.0 =3D  
 >Transitional//EN"><BR>>>> =3D20  
 > >>><HTML><HEAD><BR>>>> =3D20  
 > >>><META http-equiv=3D3D3D3DContent-Type =3D  
 >content=3D3D3D3D"text/html;=3D20  
 > =3D3D3D<BR>>>> =3D20  
 > >>>charset=3D3D3D3Diso-8859-1"><BR>>>> =3D20  
 > >>><META content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D20  
 > name=3D3D3D3DGENERATOR><BR>>>> =3D20  
 > >>><STYLE></STYLE><BR>>>> =3D20  
 > >>></HEAD><BR>>>> =3D  
 >>>><BODY=3D20  
 > bgColor=3D3D3D3D#ffffff><BR>>>> =3D20  
 > >>><DIV><FONT face=3D3D3D3DArial=3D20  
 > =3D  
 >size=3D3D3D3D2>Dimitrios,</FONT></DIV><BR>>>> =3D  
 >=3D20  
 > >>><DIV><FONT face=3D3D3D3DArial =3D  
 >size=3D3D3D3D2>You should=3D20  
 > only get the phone<BR>>> =3D3D<BR>>>>out =3D  
 >=3D3D3D<BR>>>> =3D20  
 > >>>active on the=3D3D3D20<BR>>>> =3D20  
 > >>>Submix A Master=3D20  
 > MEC.</FONT></DIV><BR>>>> =3D20  
 > >>><DIV><FONT face=3D3D3D3DArial =3D

```

>size=3D3D3D3D2>At least=3D20
> that's been my =3D3D3D<BR>>> =3D
>>>>understanding.=3D20
> =3D3D3D20<BR>>> =3D20
> >>></FONT></DIV><BR>>> =3D20
> >>><DIV><FONT face=3D3D3D3DArial=3D20
> size=3D3D3D3D2>Tom</FONT></DIV><BR>>> =3D20
> >>><DIV><FONT face=3D3D3D3DArial =3D
>size=3D3D3D3D2></FONT>=3D20
> </DIV><BR>>> =3D20
> >>><BLOCKQUOTE=3D3D3D20<BR>>> =3D20
> >>>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =3D
>MARGIN-LEFT:=3D20
> =3D3D<BR>>>5px; =3D3D3D<BR>>> =3D
>>>>BORDER-LEFT:=3D20
> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>> =3D20
> >>> <DIV>"Dimitrios"=3D20
> <<A=3D3D3D20<BR>>> >>> =3D20
> =3D3D3D<BR>>> =3D
>=3D3D<BR>>>>>>href=3D3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>m=
ail=3D
=
>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</</A>=3D3D<BR>&=3D=

>gt;>>A>>=3D3D3D<BR>>> =3D20
> >>> wrote=3D3D3D20<BR>>> =3D
>>>> in=3D20
> message <A=3D3D3D20<BR>>> >>> =3D20
> =3D3D3D<BR>>> =3D
>=3D3D<BR>>>>>>href=3D3D3D3D"<A=3D20
> =3D
=
>href=3D3D'news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV><B'!=
ews=3D
>:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV><B=3D
></A>=3D3D<BR>>>>R>Well=3D3D3D<BR>>> =3D20
> >>> first=3D3D3D20<BR>>> =3D
>>>> time=3D20
> I tried I get no signal whatsoever on any headphone out=3D20
> =3D3D<BR>>>>on<BR>any<BR>>> =3D20
> >>>=3D3D3D<BR>>>> >>>>of=3D20
> the=3D3D3D20<BR>>>> >>>> three mecs I =3D
>have=3D20
> !!<BR>Is this a known bug again=3D3D3D20<BR>>>> =3D20
> =3D

```

```
>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE><=3D
>BR>>>> =3D20
> >>>><DIV><FONT =3D
>size=3D3D3D3D2><BR><BR>I choose=3D20
> Polesoft Lockspam to fight<BR>>>=3D20
> =3D3D<BR>>>>spam,<BR>>>> =3D
>=3D3D3D<BR>>>> =3D20
> >>>>and=3D3D3D20<BR>>>> =3D20
> >>>>you?<BR><A=3D3D3D20<BR>>>> =3D20
> =3D3D<BR>>>>>>>href=3D3D3D3D"<A=3D20
> =3D
=
>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>h=
ttp=3D
=
>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D3D<BR>>=3D=

>>>/refer=3D3D3D<BR>>>> =3D20
> >>>>.html</A>=3D20
> =3D
></FONT></DIV></BODY></HTML><BR>>>> =3D
>=3D20
> >>>><BR>>>> =3D
>>>><BR>>>> =3D20
> >>><BR>>>> >>=3D3D20<BR>>>> =3D
>
> ><BR>>>> =3D20
> ><BR>>>><BR>>>><BR>>>><!DOCTYPE HTML =3D
>PUBLIC=3D20
> "-//W3C//DTD HTML 4.0=3D20
> =3D
>Transitional//EN"><BR>>>><HTML><HEAD><BR>>>>=3D
>><META=3D20
> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
> =3D3D<BR>>>>charset=3D3D3Diso-8859-1"><BR>>>><META =3D
>
> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20
> =3D
>name=3D3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>>=3D
>>></HEAD><BR>>>><BODY=3D20
> bgColor=3D3D3D#ffffff><BR>>>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>Dimitrios are you serious?!?! It =3D
>=3D3D<BR>>>>>outputs=3D20
> the=3D3D20<BR>>>>>submix only on Cards B, C, D, E=3D20
> ???</FONT></DIV><BR>>>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>I will be summing my drums and guitars<BR>>>=3D20
```

```

> =3D3D<BR>>>>from now on=3D3D20<BR>>>>20bit out of the =3D
>phones jack to=3D20
> my</FONT></DIV><BR>>>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2>outboard comps for sure!!!!!! =3D
>=3D3D20<BR>>>>Sweeeeeet! How=3D20
> come I never tried=3D20
> it?</FONT></DIV><BR>>>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> size=3D3D3D2></FONT> =3D
></DIV><BR>>>><DIV><FONT=3D20
> face=3D3D3DArial size=3D3D3D2>I'm a=3D20
> dope,</FONT></DIV><BR>>>><DIV><FONT =3D
>face=3D3D3DArial=3D20
> =3D
>size=3D3D3D2>Tom</FONT></DIV><BR>>>><DIV><=3D
>FONT=3D20
> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> </DIV><BR>>>><DIV><FONT face=3D3D3DArial=3D20
> size=3D3D3D2></FONT>=3D20
> =3D
></DIV><BR>>>><BLOCKQUOTE=3D3D20<BR>>>>style=3D3D3D=3D
>"PADDING-RIGHT:=3D20
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>=3D3D<BR>>>>BORDER-LEFT:=3D20
> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =3D20
> <DIV>"Dimitrios" <<A=3D3D20<BR>>>> =3D20
> =3D3D<BR>>>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>=
mai=3D
>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A/A>>&g=3D
>t;=3D3D<BR>>>>=3D20
> wrote=3D3D20<BR>>>> in message =3D
><A=3D3D20<BR>>>> =3D20
> =3D3D<BR>>>>href=3D3D3D"<A=3D20
> =3D
=
>href=3D3D'news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR>H=
i=3D3D=3D
>20'>news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV&=3D
>gt;<BR>Hi=3D3D20</A><BR>>>> =3D20
> DJ,<BR>hehe I am already on that testing route even with the L R =
=3D
>
> =3D3D<BR>>>>outputs of=3D3D20<BR>>>> =3D
>other<BR>than=3D20

```

> card's a mecs...<BR>Regarding the headphone outs the =3D  
 >one<BR>>=3D20  
 > =3D3D<BR>>>on mec=3D3D20<BR>>> A which is the =3D  
 >main one=3D20  
 > outputs<BR>all submixes, the other though=3D20  
 > !<BR>=3D3D<BR>>>output=3D3D20<BR>>> only the =3D  
 >related submix=3D20  
 > out so yes<BR>you could route it to =3D  
 >another<BR>=3D3D<BR>>>mec but=3D20  
 > on=3D3D20<BR>>> same mec you would get an =3D  
 >infinite<BR>loop=3D20  
 > of dry and =3D  
 >compressed...<BR>=3D3D<BR>>>because=3D3D20<BR>>> =3D20  
 > the time you will bring it back on<BR>same mec that will be =3D  
 >again=3D20  
 > =3D3D<BR>>>outputed on=3D3D20<BR>>> headphones =3D  
 >and then back=3D20  
 > again...<BR>you get the picture=3D20  
 > =3D3D<BR>>>,feedback.<BR>Thed=3D3D20<BR>>> =3D  
 >other mecs=3D20  
 > option though will work !!<BR>I don't know if you have=3D20  
 > =3D3D<BR>>>considered=3D3D20<BR>>> the other =3D  
 >better option=3D20  
 > !!<BR>The L and R outputs of each mec (except<BR>>=3D20  
 > =3D3D<BR>>>for the=3D3D20<BR>>> main one) =3D  
 >outputs ALSO=3D20  
 > the<BR>submix out so you can take this L and<BR>R<BR>>=3D20  
 > =3D3D<BR>>>out and=3D3D20<BR>>> send it to a =3D  
 >pair of=3D20  
 > outputs<BR>(digital to Pulsar ??) COMPRESS it and<BR>>=3D20  
 > =3D3D<BR>>>then=3D3D20<BR>>> send it back to =3D  
 >another=3D20  
 > submix.<BR>For latency well you know =3D  
 >=3D3D<BR>>>faderworks=3D20  
 > ??=3D3D20<BR>>> =3D20  
 > !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ"=3D20  
 > <<A=3D3D20<BR>>> =3D3D<BR>>>href=3D3D3D"<A=3D20  
 > =3D  
 =  
 >href=3D3D'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=3D=  
 3D20=3D  
 >'>http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=3D  
 >;=3D3D20</A><BR>>> =3D20  
 > wrote:<BR>>Are you getting the same signal on all MECs or the =3D  
 >mix=3D20  
 > =3D3D<BR>>>signal on=3D3D20<BR>>> MEC =3D  
 >on<BR>card=3D20  
 > <BR>>A and just the submix of the MEC on card B and=3D20

> =3D3D<BR>>>>C. If=3D3D20<BR>>>> you're just=3D20  
 > getting<BR><BR>>those submixes on the card B & C=3D20  
 > =3D3D<BR>>>>Mecs, you=3D3D20<BR>>>> could route =3D  
 >the headphone=3D20  
 > out<BR>of <BR>>those MECs to a pair of=3D20  
 > =3D3D<BR>>>>input=3D3D20<BR>>>> channels on =3D  
 >another MEC (or=3D20  
 > maybe even loop<BR>it <BR>>back to the=3D20  
 > =3D3D<BR>>>>same=3D3D20<BR>>>> MEC) on a pair of =3D  
 >record=3D20  
 > enabled channels and compress<BR>it,=3D3D20<BR>>>> =3D20  
 > <BR>>etc.....I can't believe I never tried this when I =3D  
 >had 4=3D20  
 > =3D3D<BR>>>>MECs=3D3D20<BR>>>> =3D20  
 > =3D  
 >here..<BR><BR>>;o)<BR><BR>>"Dimitri=3D  
 >os"=3D20  
 > <<A=3D3D20<BR>>>> =3D3D<BR>>>>href=3D3D3D"<A=3D20  
 > =3D  
 =  
 >href=3D3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A'>=  
 mai=3D  
 >lto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A/>&g=3D  
 >t;=3D3D<BR>>>>=3D20  
 > wrote=3D3D20<BR>>>> in message=3D20  
 > =3D  
 ><BR>>news:4637946e\$1@linux...<BR>>><BR>>>=3D  
 >;=3D3D20<BR>>>> =3D20  
 > Heh...<BR>>> Works on all mecs=3D20  
 > !!<BR>>>=3D3D20<BR>>>> =3D20  
 > Dimitrios<BR>>><BR>>> "Dimitrios"=3D20  
 > <<A=3D3D20<BR>>>> href=3D3D3D"<A=3D20  
 > =3D  
 =  
 >href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D3D20'>mai=  
 lto:m=3D  
 >usurgio@otenet.gr">musurgio@otenet.gr</A>>=3D3D20</A><BR>>&g=3D  
 >t;> =3D20  
 > wrote:<BR>>>><BR>>>>Ah I found it=3D20  
 > =3D3D<BR>>>>!!<BR>>>>I =3D  
 >should=3D3D20<BR>>>> =3D20  
 > connect the L and R to the Mec's outputs 1 and 2 to get=3D20  
 > a=3D3D20<BR>>>> signal<BR>>>>for the =3D  
 >headphones=3D20  
 > !!<BR>>>>I am just =3D3D<BR>>>>using=3D20  
 > the=3D3D20<BR>>>> digital out for monitoring thats why I =3D  
 >didn't=3D20  
 > =3D

>=3D3D<BR>>>get<BR>any<BR>>>signal=3D3D20<BR>&=3D  
>gt;>=3D20  
> at the heaphone out=3D3D20<BR>>>=3D20  
> =3D  
>=3D3D<BR>>>!<BR>>>Thanks<BR>>>Dim=3D  
>itrios<BR>>><BR>>&=3D3D<BR>>>gt;>=3D  
>"Tom=3D3D20<BR>>>=3D20  
> Bruhl" <<A =3D3D<BR>>>href=3D3D3D"<A=3D20  
> =3D  
=  
>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>=3D3D20'>m=  
ailto=3D  
>:arpegio@comcast.net">arpegio@comcast.net</A>=3D3D20</A><BR>&g=3D  
>t;>=3D20  
> =3D  
>=3D3D<BR>>>wrote:<BR>>><BR>>>=3D  
>><BR>>>>Dimitri=3D3D<BR>>>>os,<BR>>=3D  
>>>You=3D3D20<BR>>>=3D20  
> should only get the phone out active on the Submix A=3D20  
> Master=3D3D20<BR>>> MEC.<BR>>>>At =3D  
>least that's=3D20  
> been my understanding.=3D3D20<BR>>>=3D20  
> =3D  
>=3D3D<BR>>>=3D3D3D20<BR>>>>Tom<BR>>>=3D  
>>><BR>>>>=3D20  
> =3D3D<BR>>>:=3D3D20<BR>>> "Dimitrios"=3D20  
> <<A=3D3D20<BR>>>=3D3D<BR>>>href=3D3D3D"<A=3D20  
> =3D  
=  
>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>=  
mai=3D  
>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A/A>&g=3D  
>t;=3D3D<BR>>>=3D20  
> wrote=3D3D20<BR>>> in message=3D3D20<BR>>>=3D  
>  
> =3D  
>=3D3D<BR>>>=3D3D3D<BR>>>>news:46377aa5\$1@linux..=3D  
>.<BR>>>><BR>&g=3D3D<BR>>>>t;>&=3D  
>gt;=3D20  
> =3D3D20<BR>>>> Well first time I tried I get no signal =3D  
>whatsoever=3D20  
> on any=3D3D20<BR>>>=3D20  
> headhone<BR>=3D3D3D<BR>>>>out=3D20  
> on<BR>>>>=3D3D<BR>>>>any of=3D20  
> the=3D3D20<BR>>>> three mecs I have =3D  
>!!<BR>>>> Is=3D20  
> this a known bug =3D3D<BR>>>>again=3D3D20<BR>>>>=3D20  
> ??<BR>>>> Thanks<BR>>>>=3D20

> =3D3D20<BR>>>> =3D20  
> =3D  
>Dimitrios<BR>>>><BR>>>><BR>&g=3D  
>t;>>=3D20  
> =3D3D<BR>>>>choose=3D3D20<BR>>>> Polesoft Lockspam =3D  
>to fight=3D20  
> spam, and=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>>you?<BR>>>>>http://www.polesoft.com/=3D  
>refer.html<BR>>>>=3D3D<BR>>>>;<BR>>>=3D  
>;>><!DOCTYPE=3D3D20<BR>>>> =3D20  
> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>>Transitional//EN"><BR>>>>><HTM=3D  
>L><HEAD><BR>>=3D3D<BR>>>>>>><META=3D3D=3D  
>20<BR>>>> =3D20  
> http-equiv=3D3D3D3DContent-Type =3D  
>content=3D3D3D3D"text/html;=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>>=3D3D3D<BR>>>>>charset=3D3D3D3Diso-8859-=3D  
>1"><BR>>>>><=3D3D<BR>>>>;META=3D3D20<BR>>=3D  
>>> =3D20  
> content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>>name=3D3D3D3DGENERATOR><BR>>>>><=3D  
>STYLE></STYLE><BR>=3D3D<BR>>>>>>></=3D  
>HEAD><BR>>>>><BODY=3D3D20<BR>>>> =3D20  
> bgColor=3D3D3D3D#ffffff><BR>>>>><DIV><FONT =3D  
>  
> =3D3D<BR>>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>>>size=3D3D3D3D2>Dimitrios,</FONT></DIV><=3D  
>;BR>>>>>><=3D3D<BR>>>>>DIV><FONT=3D3D20<BR>>=3D  
>;>> =3D20  
> face=3D3D3D3DArial size=3D3D3D3D2>You should only get the =  
phone=3D20  
> out=3D3D20<BR>>>> =3D3D3D<BR>>>>>active =3D  
>on=3D20  
> the=3D3D3D20<BR>>>>>Submix A=3D20  
> =3D3D<BR>>>>>Master=3D3D20<BR>>>> =3D20  
> =3D  
>MEC.</FONT></DIV><BR>>>>>>><DIV><FON=3D  
>T=3D3D20<BR>>>> =3D20  
> face=3D3D3D3DArial size=3D3D3D3D2>At least that's been =3D  
>my=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D3D<BR>>>>>understanding.=3D3D20<BR>>>> =3D  
>

> =3D  
>=3D3D<BR>>>=3D3D3D20<BR>>>></FONT></DIV>=3D  
>><BR>>>><=3D3D<BR>>>>;DIV><FONT=3D3D2=3D  
>0<BR>>>> =3D20  
> face=3D3D3D3DArial=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>>size=3D3D3D3D2>Tom</FONT></DIV><BR>=3D  
>>>><DIV>=3D3D<BR>>>><FONT=3D3D20<BR>>>>&g=3D  
>t; =3D20  
> face=3D3D3D3DArial =3D  
>size=3D3D3D3D2></FONT>=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>></DIV><BR>>>><BLOCKQUOTE=3D3D=3D  
>3D20<BR>>>>st=3D3D<BR>>>>yle=3D3D3D3D"PADDING-RIG=3D  
>HT:=3D3D20<BR>>>> =3D20  
> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=3D20  
> =3D  
>=3D3D<BR>>>>=3D3D3D<BR>>>>>BORDER-LEFT:=3D3D20<BR>&g=3D  
>t;>> =3D20  
> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>=3D20  
> =3D3D20<BR>>>> <DIV>"Dimitrios"=3D20  
> <<A=3D3D3D20<BR>>>>> =3D3D20<BR>>>> =3D  
>  
> =3D  
>=3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20<BR>>>>&nbs=3D  
>p;=3D20  
> =3D  
>=3D3D<BR>>>>>href=3D3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=3D  
>@NOSPAMotenet.gr</A'>mai=3D3D<BR>>>>>lto:musurgio@NOSPAMotene=3D  
>t.gr">musurgio@NOSPAMotenet.gr</A/>&g=3D3D<BR>>>>=3D  
>;>t;=3D3D3D<BR>>>>>=3D3D20<BR>>>> =3D20  
> wrote=3D3D3D20<BR>>>>> in =3D  
>message=3D3D20<BR>>>> =3D20  
> <A=3D3D3D20<BR>>>>>=3D20  
> =3D  
>=3D3D<BR>>>>=3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20<=3D  
>BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>>>href=3D3D3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @li=3D  
>nux</A>...</DIV><BR>Well=3D3D<BR>>>>>'>news:46=3D  
>377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV>=3D3D<BR>&=3D  
>gt;>>;<BR>Well</A>=3D3D3D<BR>>>>>=3D3D20<=3D  
>BR>>>> =3D20  
> first=3D3D3D20<BR>>>>>> time I tried I get no signal=3D20  
> =3D3D<BR>>>>>whatsoever on=3D3D20<BR>>>>> any =3D  
>headphone out=3D20  
> =3D  
>=3D3D<BR>>>>>on<BR>any<BR>>>>>=3D3D3D<BR>&g=3D

>t;>>of=3D3D20<BR>>> =3D20  
> the=3D3D3D20<BR>>>> three mecs I have !!<BR>ls=3D20  
> =3D3D<BR>>>>this a known=3D3D20<BR>>>> =3D20  
> bug=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>>again=3D3D3D20<BR>>>>??<BR>Than=3D  
>ks<BR>Dimitrios</B=3D3D<BR>>>>LOCKQUOTE><BR>>=3D  
>>>><DIV><FONT=3D3D20<BR>>>> =3D20  
> size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam to=3D20  
> fight=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>>spam,<BR>=3D3D3D<BR>>>>>and=3D3D3D=3D  
>20<BR>>>>>you?<BR>=3D3D<BR>>>>;<A=3D3D3D2=3D  
>0<BR>>>>>href=3D3D3D3D"<A=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>>href=3D3D3D'http://www.polesoft.com/refer.html">http:=3D  
>//www.polesoft.com/refer=3D3D<BR>>>>'>http://www.polesoft.com/r=3D  
>efer.html">http://www.polesoft.com/refer</A=3D3D<BR>>>>>=3D3D=3D  
>3D<BR>>>>>.html</A>=3D3D20<BR>>>> =3D20  
> =3D  
>=3D3D<BR>>>></FONT></DIV></BODY></HTML><=3D  
>;<BR>>>>><B=3D3D<BR>>>>R>>>>><B=3D  
>R>>>><BR>>>=3D3D20<BR>>>> =3D20  
> =3D  
><BR>><BR>><BR></BLOCKQUOTE></BODY><=3D  
>;</HTML><BR>>>><BR>>>><BR>>>=3D20  
> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
>  
>

-----=\_NextPart\_000\_007D\_01C78CA4.E40E8330

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>Dimitrios,</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>I am still trying to understand how =  
Faderworks or=20

any other manual nudging</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>can time align these tracks?&nbsp;=

Let's say we are=20  
mixing&nbsp;a live&nbsp;drum mix&nbsp;from submix B.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Sending it's L&amp;R outputs to SPDIF =  
then inputing=20  
to MEC E.&nbsp;If we continue to monitor</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>live and don't print the drum mix in =  
Mec E then=20  
nudging will continue to move the live</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>audio and you'll never be able to line =  
up.&nbsp;If=20  
you print the the drum mix into MEC E</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>then it will work.&nbsp;If this is the =  
case then=20  
we always could print a submix</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>by running it alone and bringing it =  
back into Paris=20  
on any Mec.</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<DIV><FONT face=3DArial size=3D2>What am I missing? !!</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Thanks for your patience,</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>  
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>  
<BLOCKQUOTE=20  
style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
<DIV>"Dimitrios" &lt;<A=20  
=  
href=3D"mailto:musurgio@otNOSPAMenet.gr">musurgio@otNOSPAMenet.gr</A>&gt;=  
wrote=20  
in message <A=20  
=  
href=3D"news:46389d56\$1 @linux">news:46389d56\$1 @linux</A>...</DIV><BR>Dear=  
=20  
Tom,<BR>I am not only saying but I am confirming !!<BR>The L and R of =  
all=20  
submixes except for the main one outputs the related =  
submixes<BR>mix.<BR>You=20  
can have a 5 card Paris system where you sacrifice card 1 and use =  
the<BR>four=20  
other stereo mixes thru mex digital spdif output to a card like=20  
Scope<BR>Pulsar and then insert on every submix your effects or =  
outboard=20  
too.<BR>You will just be mixing 4 stereo tracks under Pulsar which =  
anyway is=20  
far<BR>superior mixing engine than cubase nuendo and all that=20  
s..t.<BR>Regards,<BR>Dimitrios<BR><BR>"Tom Bruhl" &lt;<A=20  
href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;<BR>&gt;<BR>&gt;Dimitrios,<BR >&gt;I could have sworn =

that I=20  
tried the L&R outs of the Mecs and never got =  
=3D<BR>&gt;signal.<BR>&gt;You=20  
are saying that gives you submix only data?&nbsp; This is =  
crazy.<BR>&gt;I'll=20  
be experimenting today for sure.<BR>&gt;Tom<BR>&gt;<BR>&gt;After the =  
Beatle=20  
Juice show I guess.<BR>&gt;&nbsp; "Dimitrios" &lt;<A=20  
href=3D"mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>&gt; =  
wrote in=20  
message =3D<BR>&gt;news:46389187\$1@linux...<BR>&gt;<BR>&gt;&nbsp; Yeah =  
  
Dj,<BR>&gt;&nbsp; Why not then use the simple L R outputs in patch bay =  
where=20  
every =3D<BR>&gt;submix has<BR>&gt;&nbsp; these and route them to the =  
related=20  
mec's out into your compressor and<BR>=3D<BR>&gt;then<BR>&gt;&nbsp; =  
back to your=20  
other mec.<BR>&gt;&nbsp; Is the headphone out of any quality =  
?<BR>&gt;&nbsp;=20  
You can use also the digital outs to connect to a Pulsar VINCO=20  
=3D<BR>&gt;compressor<BR>&gt;&nbsp; and then back to other mec=20  
...<BR>&gt;<BR>&gt;&nbsp; Well you have to note here.<BR>&gt;&nbsp; =  
the audio=20  
coming in the other submix will be delayed to the non=20  
=3D<BR>&gt;compressed<BR>&gt;&nbsp; drumtracks... what will you do=20  
?<BR>&gt;&nbsp; You can of course record it and then nudge or better =  
use=20  
Faderworks...<BR>&gt;<BR>&gt;&nbsp; Ok so now you are tempted to come =  
back to=20  
Paris or not ??<BR>&gt;&nbsp; We are waiting for you...<BR>&gt;&nbsp;=20  
Regards,<BR>&gt;&nbsp; Dimitrios<BR>&gt;<BR>&gt;&nbsp; "DJ" &lt;<A=20  
href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>&gt;=20  
wrote:<BR>&gt;&nbsp; &gt;Heheh!!! parallel compression in Paris =  
through a=20  
headphone out.&nbsp; =3D<BR>&gt;Whoda'<BR>&gt;<BR>&gt;&nbsp; =  
&gt;thunk? Can't=20  
believe I never tried this&nbsp; when I was running 4 x =  
=3D<BR>&gt;MECs.=20  
Just<BR>&gt;<BR>&gt;&nbsp; &gt;use a card and separate MEC for drum =  
submixes,=20  
grab yourself an =3D<BR>&gt;insert=3D20<BR>&gt;&nbsp; &gt;cable, route =  
the=20  
headphone out to a stereo compressor&nbsp; (maybe=20  
=3D<BR>&gt;sidechain<BR>&gt;&nbsp; to=3D20<BR>&gt;&nbsp; &gt;an EQ to =  
hipass the=20  
LF a little.....or maybe not) and=20

return<BR>=3D<BR>&gt;them<BR>&gt;&nbsp; to=3D20<BR>&gt;&nbsp; &gt;the =  
Paris inputs=20  
on a channel pair on a different MEC and you're=20  
=3D<BR>&gt;there.<BR>&gt;<BR>&gt;&nbsp; &gt;Damn!!!....how simple is=20  
this?<BR>&gt;&nbsp; &gt;<BR>&gt;&nbsp; &gt;;o<BR>&gt;&nbsp;=20  
&gt;<BR>&gt;&nbsp; &gt;"Dimitrios" &lt;<A=20  
=  
href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>&gt;=  
wrote=20  
in message=3D20<BR>&gt;&nbsp; =  
&gt;news:463853fb\$1@linux...<BR>&gt;&nbsp;=20  
&gt;&gt;<BR>&gt;&nbsp; &gt;&gt; Dear Tom,<BR>&gt;&nbsp; &gt;&gt;=20  
ALSO&nbsp;&nbsp;&nbsp; L and R on each submix except for submix1 outputs =  
only the=20  
=3D<BR>&gt;related<BR>&gt;&nbsp; &gt;&gt; submix so you can send it to =  
a mec's=20  
out (24bit if you like) and =3D<BR>&gt;then<BR>&gt;&nbsp; =  
out<BR>&gt;&nbsp;=20  
&gt;&gt; to your compressor.<BR>&gt;&nbsp; &gt;&gt; =  
Regards,<BR>&gt;&nbsp;=20  
&gt;&gt; Dimitrios<BR>&gt;&nbsp; &gt;&gt;<BR>&gt;&nbsp; &gt;&gt; "Tom =  
Bruhl"=20  
&lt;<A href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; =  
  
wrote:<BR>&gt;&nbsp; &gt;&gt;&gt;<BR>&gt;&nbsp; =  
&gt;&gt;&gt;<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;Dimitrios are you serious?!?!&nbsp; It outputs the submix =  
only on=20  
Cards<BR>=3D<BR>&gt;B,<BR>&gt;&nbsp; C,<BR>&gt;&nbsp; &gt;&gt; =  
=3D3D<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;D, E ???<BR>&gt;&nbsp; &gt;&gt;&gt;I will be summing my =  
drums and=20  
guitars from now on 20bit out of the<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; =  
  
&gt;&gt;&gt;phones jack to my<BR>&gt;&nbsp; &gt;&gt;&gt;outboard comps =  
for=20  
sure!!!!!!&nbsp; Sweeeeeet!&nbsp; How come I never tried=20  
=3D<BR>&gt;it?<BR>&gt;&nbsp; &gt;&gt;&gt;<BR>&gt;&nbsp; =  
&gt;&gt;&gt;I'm a=20  
dope,<BR>&gt;&nbsp; &gt;&gt;&gt;Tom<BR>&gt;&nbsp; =  
&gt;&gt;&gt;<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; "Dimitrios" &lt;<A=20  
=  
href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>&gt;=  
wrote=20  
in message =3D3D<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;news:4638281d\$1@linux...<BR>&gt;&nbsp; =  
&gt;&gt;&gt;<BR>&gt;&nbsp;=20

&gt;&gt;&gt;&nbsp; Hi DJ,<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; hehe I am =  
 already=20  
 on that testing route even with the L R =  
 outputs<BR>=3D<BR>&gt;of<BR>&gt;&nbsp;=20  
 =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;other<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
 than=20  
 card's a mecs...<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; Regarding the =  
 headphone outs=20  
 the one on mec A which is the main =3D<BR>&gt;one<BR>&gt;&nbsp;=20  
 =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;outputs<BR>&gt;&nbsp; =  
 &gt;&gt;&gt;&nbsp; all=20  
 submixes, the other though ! output only the related submix=20  
 =3D<BR>&gt;out<BR>&gt;&nbsp; so<BR>&gt;&nbsp; &gt;&gt;&nbsp; =  
 =3D3D<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;yes<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; you could route it to =  
 another=20  
 mec but on same mec you would get =3D<BR>&gt;an =3D3D<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;infinite<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; loop of dry and=20  
 compressed... because the time you will bring=20  
 it<BR>=3D<BR>&gt;back<BR>&gt;&nbsp; &gt;&gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;on<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; same mec that will be =  
 again=20  
 outputed on headphones and then back<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; =  
  
 &gt;&gt;&gt;again...<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; you get the =  
 picture=20  
 ,feedback.<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; Thed other mecs option =  
 though will=20  
 work !!<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; I don't know if you have =  
 considered=20  
 the other better option !!<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; The L and =  
 R=20  
 outputs of each mec (except for the main one)=20  
 outputs<BR>=3D<BR>&gt;ALSO<BR>&gt;&nbsp; &gt;&gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;the<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; submix out so you can =  
 take=20  
 this L and R out and send it to a pair<BR>=3D<BR>&gt;of<BR>&gt;&nbsp;=20  
 =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;outputs<BR>&gt;&nbsp; =  
 &gt;&gt;&gt;&nbsp;=20  
 (digital to Pulsar ??) COMPRESS it and then send it back to=20  
 =3D<BR>&gt;another<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;submix.<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; For latency well =  
 you know=20  
 faderworks ?? !!<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
 Regards,<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;&nbsp; Dimitrios<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;&nbsp; "DJ" &lt;A=20  
 =

href="http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>  
wrote:  
signal  
all MECs or the mix signal  
MEC  
on  
card  
of the  
MEC on card B and C. If you're just  
getting  
those submixes on the card B & C Mecs, you  
could  
route the  
headphone  
out  
of  
those MECs to a pair of input channels  
another MEC  
(or maybe  
even  
loop  
it  
back to the same MEC) on a pair of record  
enabled  
channels and  
compress  
it,  
etc.....I can't believe I never tried this when I had  
MECs  
here..  
o)  
"Dimitrios"  
<A =  
href="mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>  
wrote in message  
news:4637946e\$1@linux...  
<BR>  
Heh...  
Works on all mecs !!  
Dimitrios  
"Dimitrios"  
href="mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>  
wrote:  
<BR>  
<BR>  
Ah I found it !!

>>> &nbsp; >>>I should connect the L and R to the =  
Mec's=20  
outputs 1 and 2 to =3D<BR>&get<BR>&nbsp; a<BR>&nbsp; =  
&get;&=20  
=3D3D<BR>&nbsp; >>>signal<BR>&nbsp; =  
&get;&get;&nbsp;=20  
>>>for the headphones !!<BR>&nbsp; >>>&nbsp;=20  
>>>I am just using the digital out for monitoring thats why I =  
  
=3D<BR>&didn't<BR>&nbsp; =3D3D<BR>&nbsp; =  
&get;&get;&get<BR>&nbsp;=20  
>>>&nbsp; any<BR>&nbsp; >>>&nbsp; =  
&get;&get;&get;signal at=20  
the heaphone out !<BR>&nbsp; >>>&nbsp;=20  
>>>Thanks<BR>&nbsp; >>>&nbsp;=20  
>>>Dimitrios<BR>&nbsp; >>>&nbsp;=20  
>>><BR>&nbsp; >>>&nbsp; >>>"Tom Bruhl" =  
&lt;<A=20  
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&=20  
wrote:<BR>&nbsp; >>>&nbsp; >>>&nbsp; >>>&nbsp; >>><BR>&nbsp; =  
  
>>>&nbsp; >>>&nbsp; >>><BR>&nbsp; >>>&nbsp;=20  
>>>&nbsp; Dimitrios,<BR>&nbsp; >>>&nbsp;=20  
>>>&nbsp; You should only get the phone out active on the Submix =  
A=20  
=3D<BR>&Master<BR>&nbsp; =3D3D<BR>&nbsp; =  
&get;&get;&get;MEC.<BR>&nbsp;=20  
>>>&nbsp; >>>&nbsp; >>>At least that's been my =  
understanding.=20  
=3D3D3D20<BR>&nbsp; >>>&nbsp; =  
&get;&get;&get;&get;Tom<BR>&nbsp;=20  
>>>&nbsp; >>>&nbsp; >>><BR>&nbsp; >>>&nbsp;=20  
>>>&nbsp; "Dimitrios" &lt;<A=20  
=  
href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>&get;=  
wrote=20  
in message =3D<BR>&=3D3D3D<BR>&nbsp; >>>&nbsp;=20  
>>>&nbsp; news:46377aa5\$1@linux...<BR>&nbsp; =  
&get;&get;&get;&nbsp;=20  
>>>&nbsp; >>>&nbsp; >>>&nbsp; =  
&get;&get;&get;&get;&nbsp; Well=20  
first time I tried I get no signal whatsoever on any=20  
=3D<BR>&=3D3D<BR>&nbsp; >>>&nbsp; >>>headphone<BR>&nbsp;=20  
>>>&nbsp; =3D3D3D<BR>&nbsp; >>>&nbsp; =  
&get;&get;&get;&get;out=20  
on<BR>&nbsp; >>>&nbsp; >>>&nbsp; >>>&nbsp; any of the =  
three=20  
mecs I have !!<BR>&nbsp; >>>&nbsp; >>>&nbsp; =

Is this=20

a known bug again ??<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; =

&gt;&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

Thanks<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&nbsp;=20

Dimitrios<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; =

&gt;&gt;&gt;&gt;&nbsp; <BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&nbsp; <BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&gt;&nbsp; I choose Polesoft Lockspam to fight spam, and=20

you?<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&gt;&nbsp; http://www.polesoft.com/refer.html<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&gt;&nbsp; <BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&gt;&nbsp; &lt;!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20

=3D<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&gt;&nbsp; &lt;HTML&gt;&nbsp; &lt;HEAD&gt;&nbsp; <BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =

&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&gt;&nbsp; &lt;META http-equiv=3D3D3D3DContent-Type=20

content=3D3D3D3D"text/html;<BR>=3D<BR>&gt;=3D3D3D<BR >&gt;&nbsp; =

&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&gt;&nbsp; &lt; charset=3D3D3D3Diso-8859-1"&gt;&nbsp; <BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =

&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&gt;&nbsp; &lt;META content=3D3D3D3D"MSHTML 6.00.2800.1400"=20

=3D<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; =

&gt;&gt;&gt;&gt;&nbsp; &lt;STYLE&gt;&nbsp; &lt;/STYLE&gt;&nbsp; <BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =

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&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &lt;DIV&gt;&nbsp; &lt;F ONT =

face=3D3D3D3DArial=20

=

=3D<BR> &gt;&nbsp;size=3D3D3D3D2&gt;&nbsp;Dimitrios,&lt;/FONT&gt; &lt;/DIV&gt; <BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=

&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &lt;DIV&gt;&nbsp; &lt;F ONT =

face=3D3D3D3DArial=20

size=3D3D3D3D2&gt;&nbsp;You should only get<BR>=3D<BR>&gt;&nbsp;the =

phone<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; active on =

the=3D3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; Submix A Master=20

MEC.&lt;/FONT&gt;&nbsp; &lt;/DIV&gt;&nbsp; <BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&gt;&nbsp; &lt;DIV&gt;&nbsp; &lt;F ONT face=3D3D3D3DArial =

size=3D3D3D3D2&gt;&nbsp;At least=20

that's been<BR>=3D<BR>&gt;&nbsp;my =3D3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; understanding. =3D3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =

&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

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&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20





and<BR>=3D<BR>&gt;guitars<BR>&gt;&nbsp; &gt;&gt; =3D3D<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;from now on=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;20bit out of =  
the phones=20  
jack to my</FONT>&lt;/DIV><BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&lt;/DIV>&lt;/FONT face=3D3D3DArial =  
size=3D3D3D2&gt;outboard comps=20  
for sure!!!!!!<BR>=3D<BR>&gt;=3D3D20<BR>&gt;&nbsp; =  
&gt;&gt;&gt;Sweeeeeet! How come=20  
I never tried it?&lt;/FONT>&lt;/DIV><BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&lt;/DIV>&lt;/FONT face=3D3D3DArial =  
size=3D3D3D2&gt;&lt;/FONT&gt;=20  
&lt;/DIV>&lt;<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;/DIV>&lt;/FONT =  
face=3D3D3DArial=20  
size=3D3D3D2&gt;&lt;/FONT&gt; &lt;/DIV>&lt;<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&lt;/DIV>&lt;/FONT face=3D3D3DArial=20  
size=3D3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV& &gt; <BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&lt;/DIV>&lt;/FONT face=3D3D3DArial =  
size=3D3D3D2&gt;&lt;/FONT&gt;=20  
&lt;/DIV>&lt;<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;/DIV>&lt;/FONT =  
face=3D3D3DArial=20  
size=3D3D3D2&gt;&lt;/FONT&gt; &lt;/DIV>&lt;<BR>&gt;&nbsp;=20  
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&gt;&gt;&gt;style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =  
MARGIN-LEFT: 5px;<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;BORDER-LEFT: =  
#000000 2px solid;=20  
MARGIN-RIGHT: 0px"&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
&lt;/DIV>&gt;"Dimitrios"=20  
&lt;&lt;A=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20  
=3D<BR>&gt;&gt;&gt;href=3D3D3D"<A=20  
=  
href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>mai=  
lto:musuNOSPAMrgio@otenet.gr"&gt;musuNOSPAMrgio@otenet.gr&lt;/A</A>=3D<BR>=  
>&gt;&gt;=3D3D<BR>&gt;&nbsp;=20  
&gt;&gt;&gt; wrote=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; in message=20  
&lt;A=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20  
=3D<BR>&gt;&gt;&gt;href=3D3D3D"<A=20  
=  
href=3D'news:4638281d\$1 @linux">news:4638281d\$1 @linux</A>...</DIV><BR'>new=  
s:4638281d\$1 @linux"&gt;news:4638281d\$1 @linux&lt;/A&gt;...&lt;/DIV>&gt;&lt;=  
BR</A>=3D<BR>&gt;&gt;Hi=3D3D20<BR>&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; DJ,&lt;/BR&gt;hehe I am already on that testing =  
route even=20  
with the L R<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;outputs=20  
of=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; other&lt;/BR&gt;than card's =  
a=20  
mecs...&lt;/BR&gt;Regarding the headphone outs =3D<BR>&gt;the =  
one<BR>&gt;&nbsp;=20

&gt;&gt; =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;on mec=3D3D20<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;&nbsp; A which is the main one outputs&lt;BR>&gt;all =  
 submixes, the=20  
 other though<BR>=3D<BR>&gt;!<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;output=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; only the =  
 related=20  
 submix out so yes&lt;BR>&gt;you could route it to=20  
 =3D<BR>&gt;another<BR>&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;mec =  
 but=20  
 on=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; same mec you would get an=20  
 infinite&lt;BR>&gt;loop of dry and =  
 =3D<BR>&gt;compressed...<BR>&gt;&nbsp;=20  
 =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;because=3D3D20<BR>&gt;&nbsp; =  
 &gt;&gt;&gt;&nbsp;=20  
 the time you will bring it back on&lt;BR>&gt;same mec that will be=20  
 again<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;outputed =  
 on=3D3D20<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;&nbsp; headphones and then back again...&lt;BR>&gt;you get =  
 the=20  
 picture =3D3D<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;,feedback.&lt;BR>&gt;The=3D3 D20 <BR>&gt;&nbsp; =  
 &gt;&gt;&gt;&nbsp;=20  
 other mecs option though will work !!&lt;BR>&gt;I don't know if you=20  
 have<BR>=3D<BR>&gt;=3D3D<BR>&gt;&nbsp; =  
 &gt;&gt;&gt;considered=3D3D20<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;&nbsp; the other better option !!&lt;BR>&gt;The L and R =  
 outputs of=20  
 each mec =3D<BR>&gt;(except<BR>&gt;&nbsp; &gt;&gt; =3D3D<BR>&gt;&nbsp; =  
  
 &gt;&gt;&gt;for the=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; main one) =  
 outputs=20  
 ALSO the&lt;BR>&gt;submix out so you can take this L =  
 =3D<BR>&gt;and<BR>&gt;&nbsp;=20  
 R<BR>&gt;&nbsp; &gt;&gt; =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;out=20  
 and=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; send it to a pair of=20  
 outputs&lt;BR>&gt;(digital to Pulsar ??) COMPRESS =3D<BR>&gt;it =  
 and<BR>&gt;&nbsp;=20  
 &gt;&gt; =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;then=3D3D20<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;&nbsp; send it back to another submix.&lt;BR>&gt;For =  
 latency well=20  
 you know =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;faderworks =  
 ??=3D3D20<BR>&gt;&nbsp;=20  
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 !!&lt;BR>&gt;Regards,&lt;BR>&gt;Dimitrios& lt;BR>&gt;&lt;BR>&gt; "DJ"=20  
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t;&nbsp;=20  
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 found it =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;&lt;BR&gt;&gt;&gt;& &gt;I=20  
 should=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; connect the L and R to =  
 the Mec's=20  
 outputs 1 and 2 to get a=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
 signal&lt;BR&gt;&gt;&gt;&gt;for the headphones =  
 &lt;BR&gt;&gt;&gt;&gt;I am=20  
 just =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;using the=3D3D20<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;&nbsp; digital out for monitoring thats why I didn't=20  
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 &gt;&gt;&gt;&nbsp; at the heaphone out=3D3D20<BR>&gt;&nbsp; =  
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 &gt;&gt;&gt;wrote:&lt;BR&gt;&gt;&gt;& &gt;&gt;&gt;&lt;BR&gt;&gt;&gt;& &gt;&gt;&gt;& &gt;&gt;&lt;=20  
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 &gt;&gt;&gt;&os,&lt;BR&gt;&gt;&gt;& &gt;&gt;&gt;You=3D3D20 <BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;&nbsp; should only get the phone out active on the Submix =  
 A=20  
 Master=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
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 least that's been my understanding.=3D3D20<BR>&gt;&nbsp; =  
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 "Dimitrios" &lt;&lt;A=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
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the=3D3D3D20&lt;BR&gt;&gt;&gt;&gt;&g t;Submix A =3D3D<BR>&gt;&nbsp;=20  
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MEC.&lt;/FONT&gt;&lt;/DIV&gt;&lt;BR& gt;&gt;&gt;&gt;&gt;&lt;DIV&gt;&lt;FON=  
T=3D3D20<BR>&gt;&nbsp;=20  
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that's been=20  
my=3D3D20<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
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size=3D3D2&lt;&lt;Dimitrios,&lt;/FONT&lt;&lt;/DI V&lt; <BR>&lt;&lt;DIV&lt;&lt;F=  
ONT=20  
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=3D<BR>&lt;L&amp;R=20  
outs of=3D20<BR>&lt;the Mecs and never got=20  
signal.&lt;/FONT&lt;&lt;/DIV&lt;<BR>&lt;&lt;DIV&lt;&lt;FONT =  
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size=3D3D2&lt;&lt;You are saying that gives you submix =  
=3D<BR>&lt;only=3D20<BR>&lt;data?=20  
This is crazy.&lt;/FONT&lt;&lt;/DIV&lt;<BR>&lt;&lt;DIV&lt;&lt;FONT=20  
face=3D3DArial size=3D3D2&lt;&lt;I'll be experimenting today for=20  
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size=3D3D2&lt;&lt;Tom&lt;/FONT&lt;&lt;/DIV&lt; t; <BR>&lt;&lt;DIV&lt;&lt;FONT=20  
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Dj,&lt;BR&lt;&lt;Why not then use the simple L R outputs in patch bay =  
where=20  
=3D<BR>&lt;every submix=3D20<BR>&lt;&nbsp; has&lt;BR&lt;&lt;these and =

route them to  
the related mec's out into your compressor =  
and  
then  
any  
quality  
digital  
outs to connect to a Pulsar VINCO compressor =  
compressor  
then back to other mec ...  
= note = here.  
the other  
submix will be delayed to the non-compressed  
drumtracks... what will you do ?  
of course = record it = and then nudge or =  
better use  
Faderworks...  
to = come back to Paris or not ??  
waiting  
for  
you...  
&A=3D3D"  
=  
href="http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>=>=  
'>http://www.aarrrrggghhh!!!.com"&www.aarrrrggghhh!!!.com&lt;/A&gt;&gt;=  
;=  
wrote: &Heheh!!! parallel compression in Paris through a  
= headphone = out. =  
Whoda' &thunk?=  
Can't believe I never tried = this = when =  
I was =  
running 4 x MECs. Just &use a card and separate =  
= MEC for = drum submixes, grab yourself an =  
insert =  
&cable, route the = headphone =  
out = to a =  
stereo compressor (maybe sidechain &to &an EQ to =  
= hipass = the LF a little.....or =  
maybe not) and =  
return them &to =  
= &the = Paris =  
inputs on a channel pair on a different MEC and =  
you're =  
there. &Damn!!!... .how simple =  
is =  
=  
this? &o) &"Dimitrio=



href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>mai=  
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that=20  
testing route =3D<BR>&gt;even with=3D20<BR>&gt;&nbsp; the L R outputs=20  
of&lt;BR&gt;=3D3D&lt;BR&gt;&gt;&gt;& amp;gt;other&lt;BR&gt;&gt;&gt;&gt; =  
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the=20  
headphone outs the one =3D<BR>&gt;on mec A=3D20<BR>&gt;&nbsp; which is =  
the main=20  
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=3D<BR> &gt;one&lt;BR&gt;=3D3D&lt;BR&gt;&gt;&gt; &gt;&gt;outputs&lt;BR&gt;&gt;&=  
gt;&gt;=20  
all=3D20<BR>&gt;&nbsp; submixes, the other though ! output only the =  
related=20  
submix=3D20<BR>&gt;&nbsp; out&lt;BR&gt;so&lt;BR&gt;&gt;&gt;=20  
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same mec you=20  
would get an=3D20<BR>&gt;&nbsp;=20  
=3D3D&lt;BR&gt;&gt;&gt;&gt;infinite& lt;BR&gt;&gt;&gt;&gt; loop of dry =  
and=20  
=3D<BR>&gt;compressed...=3D20<BR>&gt;&nbsp; because the time you will =  
bring it=20  
back&lt;BR&gt;&gt;&gt;=3D20<BR>&gt;&nbsp;=20  
=3D3D&lt;BR&gt;&gt;&gt;&gt;on&lt;BR& amp;gt;&gt;&gt;&gt; same mec that will =  
be=20  
=3D<BR>&gt;again outputed=3D20<BR>&gt;&nbsp; on headphones and then =  
back=20  
=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;&gt;&gt;again ...&lt;BR&gt;&gt;&gt;&gt;=20  
=3D20<BR>&gt;&nbsp; you get the picture =  
,feedback.&lt;BR&gt;&gt;&gt;&gt; Thed=20  
other mecs =3D<BR>&gt;option=3D20<BR>&gt;&nbsp; though will work=20  
!!&lt;BR&gt;&gt;&gt;&gt; I don't know if you have=20  
=3D<BR>&gt;considered=3D20<BR>&gt;&nbsp; the other better option=20  
!!&lt;BR&gt;&gt;&gt;&gt; The L and R outputs =3D<BR>&gt;of =  
each=3D20<BR>&gt;&nbsp;=20  
mec (except for the main one) outputs =  
ALSO&lt;BR&gt;&gt;&gt;=3D20<BR>&gt;&nbsp;=20  
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t;&gt;&gt;&gt;&lt;DIV&gt;&lt;FONT=3D3D20& amp ;lt;BR&gt;&gt;=3D <BR>&gt;&gt;&gt;=20

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only get the=20

phone=3D20<BR>&gt;&nbsp; out=3D3D20&lt;BR&gt;&gt;&gt;&gt;=20

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=3D<BR>&gt;on=3D20<BR>&gt;&nbsp;=20

the=3D3D3D20&lt;BR&gt;&gt;&gt;&gt;&g t;Submix A=3D20<BR>&gt;&nbsp;=20

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that's been=20

=3D<BR>&gt;my=3D3D20&lt;BR&gt;&gt;&gt;&gt; =3D20<BR>&gt;&nbsp;=20

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=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;&gt;&gt;size= 3D3D3D3D2&gt;Tom&lt;/FONT&gt;&=&lt;/DIV&gt;&lt;BR&gt;=3D<BR> &gt;&gt;&gt;&gt;&gt;&lt;DIV&gt;= 3D3D&lt;BR&gt;=&gt;&gt;&gt;&lt;FONT=3D3D20&lt;BR&g t;&gt;&gt;&g=3D <BR>&gt;t;=20  
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=3D<BR> &gt;=3D3D&lt;BR&gt;&gt;&gt;&gt;href= 3D3D3D'mailto:musurgio@NOSPAMo= tenet.gr"&gt;musurgio=3D<BR> &gt;@NOSPAMotenet.gr&lt;/A'&gt;mai=3D3D&lt;B R= &gt;&gt;&gt;&gt;lt;mailto:musurgio@NOSPAMotene=3D<BR>&gt;t.gr"&gt;musurgio@NOSP= AMotenet.gr&lt;/A&lt;/A&gt;& & g=3D 3D&lt;BR&gt;&gt;&gt;=3D <BR>&gt;&gt;=&gt;t;=3D3D3D&lt;BR&gt;&gt;&gt;&gt;& & g t;=3D3D20&lt;BR&gt;&gt;&gt;&gt;=20  
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Subject: Re: Does your headphone out work under XP ???  
Posted by [Dimitrios](#) on Wed, 02 May 2007 14:32:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok Tom and beloved Paris users here is a nice tip regarding the L and R individual submix outs...

Ok lets assume you get (DJ are you hearing ??) 6 eds cards and 5 mecs.  
Each mec of the four has an output card ( or use the 20bit outs)  
and the fourth has an input card (or use the 20 bit ins)  
Now leave alone card one which has no mec (maybe a 442 if cannot get initialised  
) so card 2 L&R outputs from withinh patchbay are being outputted on outs  
1 and 2 which are connected to the 6th eds card's Mec 1&2 analog inputs.  
Are you with me so far ?  
same for eds card 3 L&R outputs using analog outs 1,2 of its related mec  
connected to the 6th eds card's mec 3&4 inputs.  
Same for the eds card 4 --- 5&6, and 5 ----7&8.  
So now you will have your 4 eds cards submix individual stereo outputs MIXED  
on a separate eds card and put there any DX or EDS effect and then the L  
& R outs of the this 6th eds card will be your stereo mix output which must  
be recorded to another device computer audio card whatever via the digital  
mecs out.  
Regards,  
Dimitrios

"Dimitrios" <musurgio@otNOSPAMenet.gr> wrote:

>  
>Dear Tom,  
>I am not only saying but I am confirming !!  
>The L and R of all submixes except for the main one outputs the related  
submixes  
>mix.  
>You can have a 5 card Paris system where you sacrifice card 1 and use the  
>four other stereo mixes thru mex digital spdif output to a card like Scope  
>Pulsar and then insert on every submix your effects or outboard too.

>You will just be mixing 4 stereo tracks under Pulsar which anyway is far  
>superior mixing engine than cubase nuendo and all that s..t.  
>Regards,  
>Dimitrios  
>  
>"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>  
>>  
>>Dimitrios,  
>>I could have sworn that I tried the L&R outs of the Mecs and never got  
=  
>>signal.  
>>You are saying that gives you submix only data? This is crazy.  
>>I'll be experimenting today for sure.  
>>Tom  
>>  
>>After the Beatle Juice show I guess.  
>> "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =  
>>news:46389187\$1@linux...  
>>  
>> Yeah Dj,  
>> Why not then use the simple L R outputs in patch bay where every =  
>>submix has  
>> these and route them to the related mec's out into your compressor and  
>=  
>>then  
>> back to your other mec.  
>> Is the headphone out of any quality ?  
>> You can use also the digital outs to connect to a Pulsar VINCO =  
>>compressor  
>> and then back to other mec ...  
>>  
>> Well you have to note here.  
>> the audio coming in the other submix will be delayed to the non =  
>>compressed  
>> drumtracks... what will you do ?  
>> You can of course record it and then nudge or better use Faderworks...  
>>  
>> Ok so now you are tempted to come back to Paris or not ??  
>> We are waiting for you...  
>> Regards,  
>> Dimitrios  
>>  
>> "DJ" <www.aarrrrggghh!!!.com> wrote:  
>> >Heheh!!! parallel compression in Paris through a headphone out. =  
>>Whoda'  
>>  
>> >thunk? Can't believe I never tried this when I was running 4 x =

>>MECs. Just  
>>  
>> >use a card and separate MEC for drum submixes, grab yourself an =  
>>insert=20  
>> >cable, route the headphone out to a stereo compressor (maybe =  
>>sidechain  
>> to=20  
>> >an EQ to hipass the LF a little.....or maybe not) and return  
>=  
>>them  
>> to=20  
>> >the Paris inputs on a channel pair on a different MEC and you're =  
>>there.  
>>  
>> >Damn!!!....how simple is this?  
>> >  
>> >;o)  
>> >  
>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20  
>> >news:463853fb\$1@linux...  
>> >>  
>> >> Dear Tom,  
>> >> ALSO L and R on each submix except for submix1 outputs only the  
=  
>>related  
>> >> submix so you can send it to a mec's out (24bit if you like) and =  
>>then  
>> out  
>> >> to your compressor.  
>> >> Regards,  
>> >> Dimitrios  
>> >>  
>> >> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
>> >>>  
>> >>>  
>> >>>Dimitrios are you serious?!?! It outputs the submix only on Cards  
>=  
>>B,  
>> C,  
>> >> =3D  
>> >>>D, E ???  
>> >>>I will be summing my drums and guitars from now on 20bit out of the  
>=  
>>=3D  
>> >>>phones jack to my  
>> >>>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried  
=  
>>it?

>> >>>  
>> >>>I'm a dope,  
>> >>>Tom  
>> >>>  
>> >>>  
>> >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D  
>> >>>news:4638281d\$1 @linux...  
>> >>>  
>> >>> Hi DJ,  
>> >>> hehe I am already on that testing route even with the L R outputs  
>=  
>>of  
>> =3D  
>> >>>other  
>> >>> than card's a mecs...  
>> >>> Regarding the headphone outs the one on mec A which is the main  
=  
>>one  
>> =3D  
>> >>>outputs  
>> >>> all submixes, the other though ! output only the related submix  
=  
>>out  
>> so  
>> >> =3D  
>> >>>yes  
>> >>> you could route it to another mec but on same mec you would get  
=  
>>an =3D  
>> >>>infinite  
>> >>> loop of dry and compressed... because the time you will bring it  
>=  
>>back  
>> >> =3D  
>> >>>on  
>> >>> same mec that will be again outputed on headphones and then back  
>=  
>>=3D  
>> >>>again...  
>> >>> you get the picture ,feedback.  
>> >>> Thed other mecs option though will work !!  
>> >>> I don't know if you have considered the other better option !!  
>> >>> The L and R outputs of each mec (except for the main one) outputs  
>=  
>>ALSO  
>> >> =3D  
>> >>>the  
>> >>> submix out so you can take this L and R out and send it to a pair

>=  
>>of  
>> =3D  
>> >>>outputs  
>> >>> (digital to Pulsar ??) COMPRESS it and then send it back to =  
>>another  
>> =3D  
>> >>>submix.  
>> >>> For latency well you know faderworks ?? !!  
>> >>> Regards,  
>> >>> Dimitrios  
>> >>>  
>> >>> "DJ" <www.aarrrrggghh!!!.com> wrote:  
>> >>> >Are you getting the same signal on all MECs or the mix signal on  
>=  
>>MEC  
>> >> =3D  
>> >>>on  
>> >>> card=3D20  
>> >>> >A and just the submix of the MEC on card B and C. If you're just  
>=  
>>=3D  
>> >>>getting  
>> >>>  
>> >>> >those submixes on the card B & C Mecs, you could route the =  
>>headphone  
>> >> =3D  
>> >>>out  
>> >>> of=3D20  
>> >>> >those MECs to a pair of input channels on another MEC (or maybe  
>=  
>>even  
>> >> =3D  
>> >>>loop  
>> >>> it=3D20  
>> >>> >back to the same MEC) on a pair of record enabled channels and  
=  
>>=3D  
>> >>>compress  
>> >>> it,=3D20  
>> >>> >etc.....I can't believe I never tried this when I had 4 =  
>>MECs  
>> =3D  
>> >>>here..  
>> >>> >  
>> >>> >;0)  
>> >>> >  
>> >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20

>> >>> >news:4637946e\$1@linux...  
>> >>> >>  
>> >>> >> Heh...  
>> >>> >> Works on all mecs !!  
>> >>> >> Dimitrios  
>> >>> >>  
>> >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:  
>> >>> >>>  
>> >>> >>>Ah I found it !!  
>> >>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to  
=  
>>get  
>> a  
>> >> =3D  
>> >>>signal  
>> >>> >>>for the headphones !!  
>> >>> >>>I am just using the digital out for monitoring thats why I =  
>>didn't  
>> =3D  
>> >>>get  
>> >>> any  
>> >>> >>>signal at the heaphone out !  
>> >>> >>>Thanks  
>> >>> >>>Dimitrios  
>> >>> >>>  
>> >>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>> >>> >>>>  
>> >>> >>>>  
>> >>> >>>>Dimitrios,  
>> >>> >>>>You should only get the phone out active on the Submix A =  
>>Master  
>> =3D  
>> >>>MEC.  
>> >>> >>>>At least that's been my understanding. =3D3D20  
>> >>> >>>>Tom  
>> >>> >>>>  
>> >>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =  
>>=3D3D  
>> >>> >>>>news:46377aa5\$1@linux...  
>> >>> >>>>  
>> >>> >>>> Well first time I tried I get no signal whatsoever on any  
=  
>>=3D  
>> >>>headphone  
>> >>> =3D3D  
>> >>> >>>>out on  
>> >>> >>>> any of the three mecs I have !!  
>> >>> >>>> Is this a known bug again ??

```

>> >>> >>>> Thanks
>> >>> >>>> Dimitrios
>> >>> >>>>
>> >>> >>>>
>> >>> >>>>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=3D3D3DContent-Type content=3D3D3D"text/html;
>=
>>=3D3D
>> >>> >>>>charset=3D3D3Diso-8859-1">
>> >>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
>>name=3D3D3DGENERATOR>
>> >>> >>>><STYLE></STYLE>
>> >>> >>>></HEAD>
>> >>> >>>><BODY bgColor=3D3D3D#ffffff>
>> >>> >>>><DIV><FONT face=3D3D3DArial =
>>size=3D3D3D2>Dimitrios,</FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>You should only get
>=
>>the phone
>> >> =3D
>> >>>out =3D3D
>> >>> >>>>active on the=3D3D20
>> >>> >>>>Submix A Master MEC.</FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>At least that's been
>=
>>my =3D3D
>> >>> >>>>understanding. =3D3D20
>> >>> >>>></FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>> >>> >>>><BLOCKQUOTE=3D3D20
>> >>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>>MARGIN-LEFT: =3D
>> >>>5px; =3D3D
>> >>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> >>> >>>> <DIV>"Dimitrios" <<A=3D3D20
>> >>> >>>> =3D3D
>> >>> =3D
>> =
>>>>>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet=
>>.gr</=3D
>> >>>A>>=3D3D
>> >>> >>>> wrote=3D3D20

```

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>> >>> >>>> in message <A=3D3D20
>> >>> >>>> =3D3D
>> >>> =3D
>> =
>>>>>>>>href=3D3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</D=
>>IV><B=3D
>> >>>R>Well=3D3D
>> >>> >>>> first=3D3D20
>> >>> >>>> time I tried I get no signal whatsoever on any headphone =
>>out =3D
>> >>>on<BR>any
>> >>> >>>=3D3D
>> >>> >>>>of the=3D3D20
>> >>> >>>> three mecs I have !!<BR>Is this a known bug again=3D3D20
>> >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
>> >>> >>>><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to
>=
>>fight
>> >> =3D
>> >>>spam,
>> >>> =3D3D
>> >>> >>>>and=3D3D20
>> >>> >>>>you?<BR><A=3D3D20
>> >>> =3D
>> =
>>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
>>t.com=3D
>> >>>/refer=3D3D
>> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>> >>> >>>>
>> >>> >>>>
>> >>> >>>
>> >>> >>=3D20
>> >>> >
>> >>> >
>> >>>
>> >>>
>> >>><!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 are you serious?!?!
>=
>>lt =3D

```

```

>> >>>outputs the=3D20
>> >>>submix only on Cards B, C, D, E ???</FONT></DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2>I will be summing my drums and
>=
>>guitars
>> >> =3D
>> >>>from now on=3D20
>> >>>20bit out of the phones jack to my</FONT></DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2>outboard comps for sure!!!!!!
>=
>>=3D20
>> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2>I'm a dope,</FONT></DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>> >>><DIV><FONT face=3D3DArial size=3D3D2></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>"Dimitrios" <<A=3D20
>> >>> =3D
>> =
>>>>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A=
>>>>=3D
>> >>> wrote=3D20
>> >>> in message <A=3D20
>> >>> =3D
>> =
>>>>>href=3D3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR=
>>>Hi=3D20
>> >>> DJ,<BR>hehe I am already on that testing route even with the L R
>=
>>=3D
>> >>>outputs of=3D20
>> >>> other<BR>than card's a mecs...<BR>Regarding the headphone outs =
>>the one
>> >> =3D
>> >>>on mec=3D20
>> >>> A which is the main one outputs<BR>all submixes, the other though
>=
>>!
>> =3D
>> >>>output=3D20
>> >>> only the related submix out so yes<BR>you could route it to =
>>another

```

>> =3D  
 >> >>>mec but on=3D20  
 >> >>> same mec you would get an infinite<BR>loop of dry and =  
 >>compressed...  
 >> =3D  
 >> >>>because=3D20  
 >> >>> the time you will bring it back on<BR>same mec that will be again  
 >=  
 >>=3D  
 >> >>>outputed on=3D20  
 >> >>> headphones and then back again...<BR>you get the picture =3D  
 >> >>>,feedback.<BR>Thed=3D20  
 >> >>> other mecs option though will work !!<BR>I don't know if you have  
 >=  
 >>=3D  
 >> >>>considered=3D20  
 >> >>> the other better option !!<BR>The L and R outputs of each mec =  
 >>(except  
 >> >> =3D  
 >> >>>for the=3D20  
 >> >>> main one) outputs ALSO the<BR>submix out so you can take this L  
 =  
 >>and  
 >> R  
 >> >> =3D  
 >> >>>out and=3D20  
 >> >>> send it to a pair of outputs<BR>(digital to Pulsar ??) COMPRESS  
 =  
 >>it and  
 >> >> =3D  
 >> >>>then=3D20  
 >> >>> send it back to another submix.<BR>For latency well you know =3D  
 >> >>>faderworks ??=3D20  
 >> >>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D20  
 >> >>> =3D  
 >> =  
 >>>>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>=>=  
 >>=3D20  
 >> >>> wrote:<BR>>Are you getting the same signal on all MECs or the mix  
 >=  
 >>=3D  
 >> >>>signal on=3D20  
 >> >>> MEC on<BR>card <BR>>A and just the submix of the MEC on card B =  
 >>and =3D  
 >> >>>C. If=3D20  
 >> >>> you're just getting<BR><BR>>those submixes on the card B & C =3D  
 >> >>>Mecs, you=3D20  
 >> >>> could route the headphone out<BR>of <BR>>those MECs to a pair of

>=  
>>=3D  
>> >>>input=3D20  
>> >>> channels on another MEC (or maybe even loop<BR>it <BR>>>back to =  
>>the =3D  
>> >>>same=3D20  
>> >>> MEC) on a pair of record enabled channels and =  
>>compress<BR>it,=3D20  
>> >>> <BR>>>etc.....I can't believe I never tried this when I had  
>=  
>>4 =3D  
>> >>>MECs=3D20  
>> >>> here..<BR>>><BR>>>;o)<BR>>><BR>>>"Dimitrios" <<A=3D20  
>> >>> =3D  
>> =  
>>>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A=  
>>>>=3D  
>> >>> wrote=3D20  
>> >>> in message <BR>>>news:4637946e\$1@linux...<BR>>><BR>>>=3D20  
>> >>> Heh...<BR>>>> Works on all mecs !!<BR>>>=3D20  
>> >>> Dimitrios<BR>>><BR>>> "Dimitrios" <<A=3D20  
>> >>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=3D20  
>> >>> wrote:<BR>>>><BR>>>>Ah I found it =3D  
>> >>>!!<BR>>>>I should=3D20  
>> >>> connect the L and R to the Mec's outputs 1 and 2 to get a=3D20  
>> >>> signal<BR>>>>>for the headphones !!<BR>>>>>I am just =3D  
>> >>>using the=3D20  
>> >>> digital out for monitoring thats why I didn't =3D  
>> >>>get<BR>any<BR>>>>signal=3D20  
>> >>> at the heaphone out=3D20  
>> >>> =3D  
>> >>>!<BR>>>>>Thanks<BR>>>>>Dimitrios<BR>>>>><BR>>>>>&=3D  
>> >>>gt;"Tom=3D20  
>> >>> Bruhl" <<A =3D  
>> >>>href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=3D20  
>> >>> =3D  
>> >>>wrote:<BR>>>>><BR>>>>><BR>>>>>Dimitri=3D  
>> >>>os,<BR>>>>>>You=3D20  
>> >>> should only get the phone out active on the Submix A Master=3D20  
>> >>> MEC.<BR>>>>>>At least that's been my understanding.=3D20  
>> >>> =3D  
>> >>>=3D3D20<BR>>>>>>Tom<BR>>>>>><BR>>>>>> =3D  
>> >>>;=3D20  
>> >>> "Dimitrios" <<A=3D20  
>> >>> =3D  
>> =  
>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=  
>>>>=3D

>> >>> wrote=3D20  
>> >>> in message=3D20  
>> >>> =3D  
>> >>>=3D3D<BR>>>>news:46377aa5\$1@linux...<BR>>>><BR>&g=3D  
>> >>>t;>>> =3D20  
>> >>> Well first time I tried I get no signal whatsoever on any=3D20  
>> >>> headphone<BR>=3D3D<BR>>>>out on<BR>>>> =3D  
>> >>>any of the=3D20  
>> >>> three mecs I have !!<BR>>>> Is this a known bug =3D  
>> >>>again=3D20  
>> >>> ??<BR>>>> Thanks<BR>>>> =3D20  
>> >>> Dimitrios<BR>>>><BR>>>><BR>>>>I =3D  
>> >>>choose=3D20  
>> >>> Polesoft Lockspam to fight spam, and=3D20  
>> >>> =3D  
>> >>>you?<BR>>>>http://www.polesoft.com/refer.html<BR>>>>=3D  
>> >>>;<BR>>>><!DOCTYPE=3D20  
>> >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20  
>> >>> =3D  
>> >>>Transitional//EN"><BR>>>><HTML><HEAD><BR>=3D  
>> >>>>><META=3D20  
>> >>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20  
>> >>> =3D  
>> >>>=3D3D<BR>>>>charset=3D3D3Diso-8859-1"><BR>>>><=3D  
>> >>>;META=3D20  
>> >>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20  
>> >>> =3D  
>> >>>name=3D3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>=3D  
>> >>>>></HEAD><BR>>>>><BODY=3D20  
>> >>> bgColor=3D3D3D#ffffff><BR>>>>><DIV><FONT =3D  
>> >>>face=3D3D3DArial=3D20  
>> >>> =3D  
>> >>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D  
>> >>>DIV><FONT=3D20  
>> >>> face=3D3D3DArial size=3D3D3D2>You should only get the phone =  
>>out=3D20  
>> >>> =3D3D<BR>>>>>active on the=3D3D20<BR>>>>>Submix A =3D  
>> >>>Master=3D20  
>> >>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=3D20  
>> >>> face=3D3D3DArial size=3D3D3D2>At least that's been my=3D20  
>> >>> =3D3D<BR>>>>>understanding.=3D20  
>> >>> =3D  
>> >>>=3D3D20<BR>>>>></FONT></DIV><BR>>>>><=3D  
>> >>>;DIV><FONT=3D20  
>> >>> face=3D3D3DArial=3D20  
>> >>> =3D  
>> >>>size=3D3D3D2>Tom</FONT></DIV><BR>>>>><DIV>=3D  
>> >>><FONT=3D20

```
>> >>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
>> >>> =3D
>> >>></DIV><BR>>>><BLOCKQUOTE=3D3D20<BR>>>>>st=3D
>> >>>yle=3D3D3D"PADDING-RIGHT:=3D20
>> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>> >>>=3D3D<BR>>>>>BORDER-LEFT:=3D20
>> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D20
>> >>> <DIV>"Dimitrios" <<A=3D3D20<BR>>>>> =3D20
>> >>> =3D3D<BR>>>>>href=3D3D3D"<A=3D20
>> >>> =3D
>> =
>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
>>'>mai=3D
>> >>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D
>> >>>t;=3D3D<BR>>>>>=3D20
>> >>> wrote=3D3D20<BR>>>>> in message=3D20
>> >>> <A=3D3D20<BR>>>>> =3D
>> >>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20
>> >>> =3D
>> =
>>>>>href=3D3D'news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV><BR=
>>>Well=3D
>> >>>'>news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV>=3D
>> >>>;<BR>Well</A>=3D3D<BR>>>>>=3D20
>> >>> first=3D3D20<BR>>>>> time I tried I get no signal =3D
>> >>>whatsoever on=3D20
>> >>> any headphone out =3D
>> >>>on<BR>any<BR>>>>>=3D3D<BR>>>>>of=3D20
>> >>> the=3D3D20<BR>>>>> three mecs I have !!<BR>ls =3D
>> >>>this a known=3D20
>> >>> bug=3D20
>> >>> =3D
>> >>>again=3D3D20<BR>>>>>??<BR>Thanks<BR>Dimitrios</B=3D
>> >>>LOCKQUOTE><BR>>>>><DIV><FONT=3D20
>> >>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight=3D20
>> >>> =3D
>> >>>spam,<BR>=3D3D<BR>>>>>and=3D3D20<BR>>>>>you?<BR>=3D
>> >>>;<A=3D3D20<BR>>>>>href=3D3D3D"<A=3D20
>> >>> =3D
>> =
>>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/=
>>refer=3D
>> =
>>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>=3D
>> >>>>=3D3D<BR>>>>>.html</A>=3D20
>> >>> =3D
>> >>></FONT></DIV></BODY></HTML><BR>>>>><B=3D
```

```

>> >>>R>>>><BR>>>><BR>>>>=3D20
>> >>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>> >>>
>> >>>
>> >>=20
>> >
>> >
>>
>>
>><!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 could have sworn that I tried the =
>>L&R outs of=20
>>the Mecs and never got signal.</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>You are saying that gives you submix =
>>only=20

>><DIV><FONT face=3DArial size=3D2>I'll be experimenting today for =
>>sure.</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

>><DIV><FONT face=3DArial size=3D2>After the Beatle Juice show I =
>>guess.</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@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>> =
>>wrote in=20
>> message <A=20
>> =
>>href=3D"news:46389187$1 @linux">news:46389187$1 @linux</A>...</DIV><BR>Yeah=
>>=20
>> Dj,<BR>Why not then use the simple L R outputs in patch bay where =
>>every submix=20
>> has<BR>these and route them to the related mec's out into your =
>>compressor and=20
>> then<BR>back to your other mec.<BR>Is the headphone out of any quality
>=
>>
>> ?<BR>You can use also the digital outs to connect to a Pulsar VINCO=20

```

>> compressor<BR>and then back to other mec ...<BR><BR>Well you have to  
 =  
 >>note=20  
 >> here.<BR>the audio coming in the other submix will be delayed to the  
 =  
 >>non=20  
 >> compressed<BR>drumtracks... what will you do ?<BR>You can of course =  
 >>record it=20  
 >> and then nudge or better use Faderworks...<BR><BR>Ok so now you are =  
 >>tempted to=20  
 >> come back to Paris or not ??<BR>We are waiting for=20  
 >> you...<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=20  
 >> =  
 >>href=3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>=>20  
 >> wrote:<BR>>Heheh!!! parallel compression in Paris through a =  
 >>headphone=20

>> when I was running 4 x MECs. Just<BR><BR>>use a card and separate =  
 >>MEC for=20  
 >> drum submixes, grab yourself an insert <BR>>cable, route the =  
 >>headphone out=20

>>hipass=20  
 >> the LF a little.....or maybe not) and return them<BR>to =  
 >><BR>>the=20  
 >> Paris inputs on a channel pair on a different MEC and you're=20  
 >> there.<BR><BR>>Damn!!!....how simple is=20  
 >> this?<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=20  
 >> =  
 >>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>=>=  
 >> wrote=20  
 >> in message <BR>>news:463853fb\$1@linux...<BR>>><BR>>> =  
 >>Dear=20

>>submix1=20  
 >> outputs only the related<BR>>> submix so you can send it to a =  
 >>mec's out=20  
 >> (24bit if you like) and then<BR>out<BR>>> to your=20  
 >> compressor.<BR>>> Regards,<BR>>> =  
 >>Dimitrios<BR>>><BR>>>=20  
 >> "Tom Bruhl" <<A=20  
 >> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=>20  
 >> wrote:<BR>>>><BR>>>><BR>>>>Dimitrios are =  
 >>you=20

>>B,<BR>C,<BR>>>=20  
 >> =3D<BR>>>>D, E ???<BR>>>>I will be summing my drums =

>>and=20  
>> guitars from now on 20bit out of the =3D<BR>>>>phones jack to =  
>>  
  
>>How=20  
>> come I never tried it?<BR>>>><BR>>>>I'm a=20  
>> =  
>>dope,<BR>>>>Tom<BR>>>><BR>>>><BR>>>>&=  
>>nbsp;=20  
>> "Dimitrios" <<A=20  
>> =  
>>href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>=  
>> wrote=20  
>> in message=20  
>> =  
>>=3D<BR>>>>news:4638281d\$1@linux...<BR>>>><BR>>>>&g=  
  
>>even with=20  
  
>>than card's=20  
  
>>on mec A=20  
>> which is the main =  
  
>> submixes, the other though ! output only the related submix=20  
  
>>could=20  
>> route it to another mec but on same mec you would get an=20  
  
>>compressed...=20  
>> because the time you will bring it back<BR>>>>=20  
  
>>again outputed=20  
>> on headphones and then back =  
  
>>option=20  
  
>>considered=20  
  
>>of each=20  
>> mec (except for the main one) outputs ALSO<BR>>>>=20  
  
>>take this L=20  
>> and R out and send it to a pair=20  
  
>>Pulsar ??)=20

>> COMPRESS it and then send it back to=20

>>latency well you=20

>> =

>>href=3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=20

>>all MECs=20

>> or the mix signal on MEC<BR>>> =

>>on card B=20

>> and C. If you're just=20

>>>those=20

>> submixes on the card B & C Mecs, you could route the =

>>headphone<BR>>>=20

>> >those MECs to a pair of input channels on another MEC (or maybe=20

>>record=20

>>

>>never tried=20

>> this when I had 4 =

>> =

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

>> wrote=20

>>>>=20

>>>>=20

>> "Dimitrios" <<A =

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

>>>>>Ah=20

>>and R=20  
>> to the Mec's outputs 1 and 2 to get<BR>a<BR>>>=20

>>headphones=20

>>for=20  
>> monitoring thats why I =

>> >>>"Tom Bruhl" <<A=20  
>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20

>>should=20  
>> only get the phone out active on the Submix A=20

>>>>>At least=20

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

>>first time=20  
>> I tried I get no signal whatsoever on any=20

>>any of the=20

>>this a=20

>>

>>Polesoft=20

>> =

>>

>>HTML=20  
>> PUBLIC "-//W3C//DTD HTML 4.0 =

>> >>>><META http-equiv=3D3D3DContent-Type =  
>>content=3D3D3D"text/html";=20

>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400"=20

>>>>>><BODY=20

>> >>>><DIV><FONT face=3D3D3DArial=20  
>> =

>>=20  
>> >>>><DIV><FONT face=3D3D3DArial =  
>>size=3D3D3D2>You should=20  
>> only get the phone<BR>>> =3D<BR>>>>>out =

>> >>>>Submix A Master=20

>> >>>><DIV><FONT face=3D3D3DArial =  
>>size=3D3D3D2>At least=20

>>>>>>understanding.=20

>> >>>><DIV><FONT face=3D3D3DArial=20

>> >>>><DIV><FONT face=3D3D3DArial =  
>>size=3D3D3D2></FONT>=20

>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =  
>>MARGIN-LEFT:=20

>>>>>>BORDER-LEFT:=20

>>=3D<BR>>>>>>>>href=3D3D3D"<A=20

>> =  
>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</'>mail=  
>>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>=3D<BR>&=

>>=3D<BR>>>>>>>href=3D3D3D"<A=20

>> =  
>>href=3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><B'>news=  
>>:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><B=

>> I tried I get no signal whatsoever on any headphone out=20

>>have=20

>> =  
>>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE><=

>> >>>><DIV><FONT =  
>>size=3D3D3D2><BR><BR>I choose=20  
>> Polesoft Lockspam to fight<BR>>>=20

>> =3D<BR>>>>>>>href=3D3D3D"<A=20  
>> =  
>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>http=  
>>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D<BR>>=

>> >>>>.html</A>=20

>> =

>>=20

>>

>> ><BR>>>><BR>>>><BR>>>><!DOCTYPE HTML =  
>>PUBLIC=20  
>> "-//W3C//DTD HTML 4.0=20

```

>> =
>> Transitional//EN"><BR>>><HTML><HEAD><BR>>>=
>>><META=20
>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>> =3D<BR>>>> charset=3D3Diso-8859-1"><BR>>>><META =
>>
>> content=3D3D"MSHTML 6.00.2800.1400"=20
>> =
>> name=3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>>=
>>>></HEAD><BR>>>><BODY=20
>> bgColor=3D3D#ffffff><BR>>>><DIV><FONT =
>> face=3D3DArial=20
>> size=3D3D2>Dimitrios are you serious?!?! It =
>> =3D<BR>>>> outputs=20
>> the=3D20<BR>>>> submix only on Cards B, C, D, E=20
>> ???</FONT></DIV><BR>>>><DIV><FONT =
>> face=3D3DArial=20
>> size=3D3D2>I will be summing my drums and guitars<BR>>>>=20
>> =3D<BR>>>> from now on=3D20<BR>>>> 20bit out of the =
>> phones jack to=20
>> my</FONT></DIV><BR>>>><DIV><FONT =
>> face=3D3DArial=20
>> size=3D3D2>outboard comps for sure!!!! =
>> =3D20<BR>>>> Sweeeeeeet! How=20
>> come I never tried=20
>> it?</FONT></DIV><BR>>>><DIV><FONT =
>> face=3D3DArial=20
>> size=3D3D2></FONT> =
>></DIV><BR>>>><DIV><FONT=20
>> face=3D3DArial size=3D3D2>I'm a=20
>> dope,</FONT></DIV><BR>>>><DIV><FONT =
>> face=3D3DArial=20
>> =
>> size=3D3D2>Tom</FONT></DIV><BR>>>><DIV><=
>> FONT=20
>> face=3D3DArial size=3D3D2></FONT>=20
>> </DIV><BR>>>><DIV><FONT face=3D3DArial=20
>> size=3D3D2></FONT>=20
>> =
>></DIV><BR>>>><BLOCKQUOTE=3D20<BR>>>> style=3D3D=
>> "PADDING-RIGHT:=20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>> =3D<BR>>>> BORDER-LEFT:=20

>> =3D<BR>>>> href=3D3D"<A=20
>> =
>> href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>mai=

```

>>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A</A>>&g=  
>>t;=3D<BR>>>=20

>> =3D<BR>>>>href=3D3D"<A=20

>> =

>>href=3D'news:4638281d\$1 @linux">news:4638281d\$1 @linux</A>...</DIV><BR>Hi=3D=  
>>20'>news:4638281d\$1 @linux">news:4638281d\$1 @linux</A>...</DIV&=

>> DJ,<BR>hehe I am already on that testing route even with the L R =

>>

>>other<BR>than=20

>> card's a mecs...<BR>Regarding the headphone outs the =

>>one<BR>>>=20

>>main one=20

>> outputs<BR>all submixes, the other though=20

>>related submix=20

>> out so yes<BR>you could route it to =

>>another<BR>=3D<BR>>>>mec but=20

>>infinite<BR>loop=20

>> of dry and =

>> the time you will bring it back on<BR>same mec that will be =

>>again=20

>>and then back=20

>> again...<BR>you get the picture=20

>>other mecs=20

>> option though will work !!<BR>I don't know if you have=20

>>better option=20

>> !!<BR>The L and R outputs of each mec (except<BR>>>=20

>>outputs ALSO=20

>> the<BR>submix out so you can take this L and<BR>R<BR>>>=20

>>pair of=20

>> outputs<BR>(digital to Pulsar ??) COMPRESS it and<BR>>>=20

>>another=20

>> submix.<BR>For latency well you know =

>>=3D<BR>>>>faderworks=20

>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ"=20

>> =

>>href=3D'http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=3D20=  
>>'>http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=

>> wrote:<BR>>Are you getting the same signal on all MECs or the =  
>>mix=20

>>on<BR>card=20

>> <BR>>A and just the submix of the MEC on card B and=20

>> getting<BR><BR>>those submixes on the card B & C=20

>>the headphone=20

>> out<BR>of <BR>>those MECs to a pair of=20

>>another MEC (or=20

>> maybe even loop<BR>it <BR>>back to the=20

>>record=20

>> <BR>>etc.....I can't believe I never tried this when I =  
>>had 4=20

>> =

>>here..<BR>><BR>>;o)<BR>><BR>>"Dimitri=  
>>os"=20

>> =

>>href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A'>mai=  
>>lto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A/A>>&g=  
>>t;=3D<BR>>>=20

>> =

>><BR>>news:4637946e\$1@linux...<BR>>><BR>>>=

>> Heh...<BR>>> Works on all mecs=20

>> Dimitrios<BR>>><BR>>> "Dimitrios"=20

>> =

>>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20'>mailto:m=  
>>usurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20</A><BR>>>&g=

>> wrote:<BR>>>><BR>>>>Ah I found it=20

>> =3D<BR>>>>!!<BR>>>>| =

>> connect the L and R to the Mec's outputs 1 and 2 to get=20

>>headphones=20

>> !!<BR>>>>I am just =3D<BR>>>>using=20

>>didn't=20

>> =

>>=3D<BR>>>>get<BR>any<BR>>>>signal=3D20<BR>&=

>> =

>>=3D<BR>>>>!<BR>>>>Thanks<BR>>>>Dim=

>>itrios<BR>>>><BR>>&=3D<BR>>>>gt;=>=

>> Bruhl" <<A =3D<BR>>>>href=3D3D"<A=20

>> =

>>href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20'>mailto=

>>:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20</A><BR>&g=

>> =

>>=3D<BR>>>>wrote:<BR>>>>><BR>>>>=

>>><BR>>>>>Dimitri=3D<BR>>>>os,<BR>>>=

>> should only get the phone out active on the Submix A=20

>>least that's=20

>> =

>>=3D<BR>>>>=3D3D20<BR>>>>>Tom<BR>>>>=

>>>><BR>>>>>=20

>> =

>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=

>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=

>>t;=3D<BR>>>>=20

>>

>> =

>>=3D<BR>>>>=3D3D<BR>>>>>news:46377aa5\$1@linux..=

>>.<BR>>>>><BR>>&g=3D<BR>>>>t;=>&=

>>gt;=20

>>whatsoever=20

>> headphone<BR>=3D3D<BR>>>>>>out=20

>> on<BR>>>>> =3D<BR>>>>>any of=20

```

>>!!<BR>>>> ls=20

>> ??<BR>>>> Thanks<BR>>>>=20

>> =
>>Dimitrios<BR>>>><BR>>>><BR>&g=
>>t;>>l=20

>>to fight=20

>> =
>>=3D<BR>>>>you?<BR>>>>http://www.polesoft.com/=
>>refer.html<BR>>>>=3D<BR>>>>;<BR>>>=

>> =
>>=3D<BR>>>>Transitional//EN"><BR>>>><HTM=
>>L><HEAD><BR>>=3D<BR>>>>>><META=3D=

>> http-equiv=3D3D3DContent-Type =

>> =
>>=3D<BR>>>>=3D3D<BR>>>> charset=3D3D3Diso-8859-=
>>1"><BR>>>><=3D<BR>>>>;META=3D20<BR>>=

>> =
>>=3D<BR>>>>name=3D3D3DGENERATOR><BR>>>><=
>>STYLE></STYLE><BR>=3D<BR>>>>>></=

>> bgColor=3D3D3D#ffffff><BR>>>><DIV><FONT =
>>

>> =
>>=3D<BR>>>>size=3D3D3D2>Dimitrios,</FONT></DIV><=
>>;BR>>>><=3D<BR>>>>DIV><FONT=3D20<BR>>=

>> face=3D3D3DArial size=3D3D3D2>You should only get the phone=20

>>on=20
>> the=3D3D20<BR>>>>>Submix A=20

>> =
>>MEC.</FONT></DIV><BR>>>>><DIV><FON=

>> face=3D3D3DArial size=3D3D3D2>At least that's been =

>> =

```

```
>>
>> =
>>=3D<BR>>>>=3D3D20<BR>>>>></FONT></DIV=
>>><BR>>>>><=3D<BR>>>>;DIV><FONT=3D2=

>> =
>>=3D<BR>>>>size=3D3D3D2>Tom</FONT></DIV><BR>=
>>>>><DIV>=3D<BR>>>><FONT=3D20<BR>>>>&g=

>> face=3D3D3DArial =

>> =
>>=3D<BR>>>></DIV><BR>>>>><BLOCKQUOTE=3D=
>>3D20<BR>>>>>st=3D<BR>>>>>yle=3D3D3D"PADDING-RIG=

>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20
>> =
>>=3D<BR>>>>=3D3D<BR>>>>>>BORDER-LEFT:=3D20<BR>&g=

>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>=20

>>
>> =
>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20<BR>>>>&nbs=
>>p;=20
>> =
>>=3D<BR>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=
>>@NOSPAMotenet.gr</A'>mai=3D<BR>>>>>lto:musurgio@NOSPAMotene=
>>t.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D<BR>>>>=

>> wrote=3D3D20<BR>>>>> in =

>> <A=3D3D20<BR>>>>>=20
>> =
>>=3D<BR>>>>>=3D3D<BR>>>>>>href=3D3D3D"<A=3D20<=

>> =
>>=3D<BR>>>>>href=3D3D'news:46377aa5$1@linux">news:46377aa5$1@li=
>>nux</A>...</DIV><BR>Well=3D<BR>>>>>'>news:46=
>>377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV>=3D<BR>&=
>>gt;>>;<BR>Well</A>=3D3D<BR>>>>>=3D20<=

>> first=3D3D20<BR>>>>> time I tried I get no signal=20

>>headphone out=20
```

>> =  
>>=3D<BR>>>>on<BR>any<BR>>>>=3D3D<BR>&g=  
  
>> the=3D3D20<BR>>>> three mecs I have !!<BR>ls=20  
  
>> =  
>>=3D<BR>>>>again=3D3D20<BR>>>>??<BR>Than=  
>>ks<BR>Dimitrios</B=3D<BR>>>>LOCKQUOTE><BR>>=  
  
>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to=20  
  
>> =  
>>=3D<BR>>>>spam,<BR>=3D3D<BR>>>>>and=3D3D=  
>>20<BR>>>>>you?<BR>=3D<BR>>>>;<A=3D3D2=  
  
>> =  
>>=3D<BR>>>>href=3D3D'http://www.polesoft.com/refer.html">http:=  
>>//www.polesoft.com/refer=3D<BR>>>>'>http://www.polesoft.com/r=  
>>efer.html">http://www.polesoft.com/refer</A=3D<BR>>>>=3D=  
  
>> =  
>>=3D<BR>>>></FONT></DIV></BODY></HTML><=  
>>;<BR>>>><B=3D<BR>>>>R>>>><B=  
  
>> =  
>><BR>><BR>><BR></BLOCKQUOTE></BODY><=  
>>;</HTML><BR>>>><BR>>>><BR>>>>=20  
>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
>>  
>>  
>

---

Subject: Re: Does your headphone out work under XP ???  
Posted by [Dimitrios](#) on Wed, 02 May 2007 15:00:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Oh and better send the digitakl out of 6th mec back to card1 442 digital in  
or maybe this has a mec too so to use this just as a recorder !!  
Ok I will post seperately all these to make sense easier...  
Regards,  
Dimitrios

"Dimitrios" <musurgio@NOSPAMotenet.gr> wrote:

>  
>Ok Tom and beloved Paris users here is a nice tip regarding the L and R  
individual

>submix outs...

>

>Ok lets assume you get (DJ are you hearing ??) 6 eds cards and 5 mecs.

>Each mec of the four has an output card ( or use the 20bit outs)

>and the fourth has an input card (or use the 20 bit ins)

>Now leave alone card one which has no mec (maybe a 442 if cannot get initialised

>?) so card 2 L&R outputs from within patchbay are being outputted on outs

>1 and 2 which are connected to the 6th eds card's Mec 1&2 analog inputs.

>Are you with me so far ?

>same for eds card 3 L&R outputs using analog outs 1,2 of its related mec

>connected to the 6th eds card's mec 3&4 inputs.

>Same for the eds card 4 --- 5&6, and 5 ----7&8.

>So now you will have your 4 eds cards submix individual stereo outputs MIXED

>on a separate eds card and put there any DX or EDS effect and then the L

>& R outs of the this 6th eds card will be your stereo mix output which must

>be recorded to another device computer audio card whatever via the digital

>mecs out.

>Regards,

>Dimitrios

>

>"Dimitrios" <musurgio@otNOSPAMenet.gr> wrote:

>>

>>Dear Tom,

>>I am not only saying but I am confirming !!

>>The L and R of all submixes except for the main one outputs the related

>submixes

>>mix.

>>You can have a 5 card Paris system where you sacrifice card 1 and use the

>>four other stereo mixes thru mex digital spdif output to a card like Scope

>>Pulsar and then insert on every submix your effects or outboard too.

>>You will just be mixing 4 stereo tracks under Pulsar which anyway is far

>>superior mixing engine than cubase nuendo and all that s..t.

>>Regards,

>>Dimitrios

>>

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

>>>

>>>

>>>Dimitrios,

>>>I could have sworn that I tried the L&R outs of the Mecs and never got

>=

>>>signal.

>>>You are saying that gives you submix only data? This is crazy.

>>>I'll be experimenting today for sure.

>>>Tom

>>>

>>>After the Beatle Juice show I guess.

>>> "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =

>>>news:46389187\$1@linux...  
>>>  
>>> Yeah Dj,  
>>> Why not then use the simple L R outputs in patch bay where every =  
>>>submix has  
>>> these and route them to the related mec's out into your compressor and  
>>=  
>>>then  
>>> back to your other mec.  
>>> Is the headphone out of any quality ?  
>>> You can use also the digital outs to connect to a Pulsar VINCO =  
>>>compressor  
>>> and then back to other mec ...  
>>>  
>>> Well you have to note here.  
>>> the audio coming in the other submix will be delayed to the non =  
>>>compressed  
>>> drumtracks... what will you do ?  
>>> You can of course record it and then nudge or better use Faderworks...  
>>>  
>>> Ok so now you are tempted to come back to Paris or not ??  
>>> We are waiting for you...  
>>> Regards,  
>>> Dimitrios  
>>>  
>>> "DJ" <[www.aarrrrggghh!!!.com](http://www.aarrrrggghh!!!.com)> wrote:  
>>> >Heheh!!! parallel compression in Paris through a headphone out. =  
>>>Whoda'  
>>>  
>>> >think? Can't believe I never tried this when I was running 4 x =  
>>>MECs. Just  
>>>  
>>> >use a card and separate MEC for drum submixes, grab yourself an =  
>>>insert=20  
>>> >cable, route the headphone out to a stereo compressor (maybe =  
>>>sidechain  
>>> to=20  
>>> >an EQ to hipass the LF a little.....or maybe not) and return  
>>=  
>>>them  
>>> to=20  
>>> >the Paris inputs on a channel pair on a different MEC and you're =  
>>>there.  
>>>  
>>> >Damn!!!....how simple is this?  
>>> >  
>>> >;o)  
>>> >

>>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20  
>>> >news:463853fb\$1@linux...  
>>> >>  
>>> >> Dear Tom,  
>>> >> ALSO L and R on each submix except for submix1 outputs only the  
>=  
>>>related  
>>> >> submix so you can send it to a mec's out (24bit if you like) and  
=  
>>>then  
>>> out  
>>> >> to your compressor.  
>>> >> Regards,  
>>> >> Dimitrios  
>>> >>  
>>> >> "Tom Bruhl" <arpegio@comcast.net> wrote:  
>>> >>>  
>>> >>>  
>>> >>>Dimitrios are you serious?!?! It outputs the submix only on Cards  
>>=  
>>>B,  
>>> C,  
>>> >> =3D  
>>> >>>D, E ???  
>>> >>>I will be summing my drums and guitars from now on 20bit out of the  
>>=  
>>>=3D  
>>> >>>phones jack to my  
>>> >>>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried  
>=  
>>>it?  
>>> >>>  
>>> >>>I'm a dope,  
>>> >>>Tom  
>>> >>>  
>>> >>>  
>>> >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D  
>>> >>>news:4638281d\$1@linux...  
>>> >>>  
>>> >>> Hi DJ,  
>>> >>> hehe I am already on that testing route even with the L R outputs  
>>=  
>>>of  
>>> =3D  
>>> >>>other  
>>> >>> than card's a mecs...  
>>> >>> Regarding the headphone outs the one on mec A which is the main  
>=

>>>one  
>>> =3D  
>>> >>>outputs  
>>> >>> all submixes, the other though ! output only the related submix  
>=  
>>>out  
>>> so  
>>> >> =3D  
>>> >>>yes  
>>> >>> you could route it to another mec but on same mec you would get  
>=  
>>>an =3D  
>>> >>>infinite  
>>> >>> loop of dry and compressed... because the time you will bring it  
>>=  
>>>back  
>>> >> =3D  
>>> >>>on  
>>> >>> same mec that will be again outputed on headphones and then back  
>>=  
>>>=3D  
>>> >>>again...  
>>> >>> you get the picture ,feedback.  
>>> >>> Thed other mecs option though will work !!  
>>> >>> I don't know if you have considered the other better option !!  
>>> >>> The L and R outputs of each mec (except for the main one) outputs  
>>=  
>>>ALSO  
>>> >> =3D  
>>> >>>the  
>>> >>> submix out so you can take this L and R out and send it to a pair  
>>=  
>>>of  
>>> =3D  
>>> >>>outputs  
>>> >>> (digital to Pulsar ??) COMPRESS it and then send it back to =  
>>>another  
>>> =3D  
>>> >>>submix.  
>>> >>> For latency well you know faderworks ?? !!  
>>> >>> Regards,  
>>> >>> Dimitrios  
>>> >>>  
>>> >>> "DJ" <www.aarrrrggghh!!!.com> wrote:  
>>> >>> >Are you getting the same signal on all MECs or the mix signal  
on  
>>=  
>>>MEC

```

>>> >> =3D
>>> >>>on
>>> >>> card=3D20
>>> >>> >A and just the submix of the MEC on card B and C. If you're just
>>=
>>>=3D
>>> >>>getting
>>> >>>
>>> >>> >those submixes on the card B & C Mecs, you could route the =
>>>headphone
>>> >> =3D
>>> >>>out
>>> >>> of=3D20
>>> >>> >those MECs to a pair of input channels on another MEC (or maybe
>>=
>>>even
>>> >> =3D
>>> >>>loop
>>> >>> it=3D20
>>> >>> >back to the same MEC) on a pair of record enabled channels and
>=
>>>=3D
>>> >>>compress
>>> >>> it,=3D20
>>> >>> >etc.....I can't believe I never tried this when I had 4
=
>>>MECs
>>> =3D
>>> >>>here..
>>> >>> >
>>> >>> >;o)
>>> >>> >
>>> >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20
>>> >>> >news:4637946e$1@linux...
>>> >>> >>
>>> >>> >> Heh...
>>> >>> >> Works on all mecs !!
>>> >>> >> Dimitrios
>>> >>> >>
>>> >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
>>> >>> >>>
>>> >>> >>>Ah I found it !!
>>> >>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to
>=
>>>get
>>> a
>>> >> =3D
>>> >>>signal

```

>>> >>>for the headphones !!  
>>> >>>I am just using the digital out for monitoring thats why I =  
>>>didn't  
>>> =3D  
>>> >>>get  
>>> >>> any  
>>> >>> >>>signal at the heaphone out !  
>>> >>> >>>Thanks  
>>> >>> >>>Dimitrios  
>>> >>> >>>  
>>> >>> >>>"Tom Bruhl" <arpegio@comcast.net> wrote:  
>>> >>> >>>>  
>>> >>> >>>>  
>>> >>> >>>>Dimitrios,  
>>> >>> >>>>You should only get the phone out active on the Submix A =  
>>>Master  
>>> =3D  
>>> >>>MEC.  
>>> >>> >>>>At least that's been my understanding. =3D3D20  
>>> >>> >>>>Tom  
>>> >>> >>>>  
>>> >>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =  
>>>=3D3D  
>>> >>> >>>>news:46377aa5\$1@linux...  
>>> >>> >>>>  
>>> >>> >>>> Well first time I tried I get no signal whatsoever on any  
>=  
>>>=3D  
>>> >>>headphone  
>>> >>> =3D3D  
>>> >>> >>>>out on  
>>> >>> >>>> any of the three mecs I have !!  
>>> >>> >>>> Is this a known bug again ??  
>>> >>> >>>> Thanks  
>>> >>> >>>> Dimitrios  
>>> >>> >>>>  
>>> >>> >>>>  
>>> >>> >>>>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=3D3D3DContent-Type content=3D3D3D"text/html;  
>>=  
>>>=3D3D  
>>> >>> >>>>charset=3D3D3Diso-8859-1">  
>>> >>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400" =

```

>>>name=3D3D3DGENERATOR>
>>> >>>><STYLE></STYLE>
>>> >>>></HEAD>
>>> >>>><BODY bgColor=3D3D3D#ffffff>
>>> >>>><DIV><FONT face=3D3D3DArial =
>>>>size=3D3D3D2>Dimitrios,</FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>You should only get
>>=
>>>the phone
>>> >> =3D
>>> >>>>out =3D3D
>>> >>>>active on the=3D3D20
>>> >>>>Submix A Master MEC.</FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>At least that's been
>>=
>>>my =3D3D
>>> >>>>understanding. =3D3D20
>>> >>>></FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>>> >>>><BLOCKQUOTE=3D3D20
>>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>>>>MARGIN-LEFT: =3D
>>> >>>>5px; =3D3D
>>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> >>>> <DIV>"Dimitrios" <<A=3D3D20
>>> >>>> =3D3D
>>> >>>> =3D
>>> =
>>>>>>>>>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet=
>>>>.gr</=3D
>>> >>>>A>>=3D3D
>>> >>> >>>> wrote=3D3D20
>>> >>> >>>> in message <A=3D3D20
>>> >>> >>>> =3D3D
>>> >>> =3D
>>> =
>>>>>>>>>>>>href=3D3D3D"news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</D=
>>>>IV><B=3D
>>> >>>>R>Well=3D3D
>>> >>> >>>> first=3D3D20
>>> >>> >>>> time I tried I get no signal whatsoever on any headphone
>>> =
>>>>out =3D
>>> >>>>on<BR>any
>>> >>> >>>>=3D3D
>>> >>> >>>>of the=3D3D20
>>> >>> >>>> three mecs I have !!<BR>Is this a known bug again=3D3D20

```

```
>>> >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
>>> >>> >>>><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam
to
>>=
>>>fight
>>> >> =3D
>>> >>>spam,
>>> >>> =3D3D
>>> >>> >>>>and=3D3D20
>>> >>> >>>>you?<BR><A=3D3D20
>>> >>> =3D
>>> =
>>>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=
>>>t.com=3D
>>> >>>/refer=3D3D
>>> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>>> >>> >>>>
>>> >>> >>>>
>>> >>> >>>
>>> >>> >>=3D20
>>> >>> >
>>> >>> >
>>> >>>
>>> >>>
>>> >>><!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 are you serious?!?!
>>=
>>>lt =3D
>>> >>>outputs the=3D20
>>> >>>submix only on Cards B, C, D, E ???</FONT></DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2>I will be summing my drums and
>>=
>>>guitars
>>> >> =3D
>>> >>>from now on=3D20
>>> >>>20bit out of the phones jack to my</FONT></DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2>outboard comps for sure!!!!!!
>>=
>>>=3D20
>>> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
```

```
>>> >>><DIV><FONT face=3D3DArial size=3D3D2>I'm a dope,</FONT></DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2></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>"Dimitrios" <<A=3D20
>>> >>> =3D
>>> =
>>>>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A=
>>>>>=3D
>>> >>> wrote=3D20
>>> >>> in message <A=3D20
>>> >>> =3D
>>> =
>>>>>href=3D3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR=
>>>>Hi=3D20
>>> >>> DJ,<BR>hehe I am already on that testing route even with the L
R
>>=
>>>=3D
>>> >>>outputs of=3D20
>>> >>> other<BR>than card's a mecs...<BR>Regarding the headphone outs
=
>>>the one
>>> >> =3D
>>> >>>on mec=3D20
>>> >>> A which is the main one outputs<BR>all submixes, the other though
>>=
>>>!
>>> =3D
>>> >>>output=3D20
>>> >>> only the related submix out so yes<BR>you could route it to =
>>>another
>>> =3D
>>> >>>mec but on=3D20
>>> >>> same mec you would get an infinite<BR>loop of dry and =
>>>compressed...
>>> =3D
>>> >>>because=3D20
>>> >>> the time you will bring it back on<BR>same mec that will be again
>>=
>>>=3D
>>> >>>outputed on=3D20
>>> >>> headphones and then back again...<BR>you get the picture =3D
```

>>> >>>,feedback.<BR>The<BR>=3D20  
>>> >>> other mecs option though will work !!<BR>I don't know if you have  
>>>=  
>>>=3D  
>>> >>>considered=3D20  
>>> >>> the other better option !!<BR>The L and R outputs of each mec =  
>>>(except  
>>> >> =3D  
>>> >>>for the=3D20  
>>> >>> main one) outputs ALSO the<BR>submix out so you can take this L  
>=  
>>>and  
>>> R  
>>> >> =3D  
>>> >>>out and=3D20  
>>> >>> send it to a pair of outputs<BR>(digital to Pulsar ??) COMPRESS  
>=  
>>>it and  
>>> >> =3D  
>>> >>>then=3D20  
>>> >>> send it back to another submix.<BR>For latency well you know =3D  
>>> >>>faderworks ??=3D20  
>>> >>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D20  
>>> >>> =3D  
>>> =  
>>>>>>href=3D3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=  
>>>=3D20  
>>> >>> wrote:<BR>>>Are you getting the same signal on all MECs or the mix  
>>>=  
>>>=3D  
>>> >>>signal on=3D20  
>>> >>> MEC on<BR>card <BR>>A and just the submix of the MEC on card B  
=  
>>>and =3D  
>>> >>>C. If=3D20  
>>> >>> you're just getting<BR><BR>>those submixes on the card B & C =3D  
>>> >>>Mecs, you=3D20  
>>> >>> could route the headphone out<BR>of <BR>>those MECs to a pair of  
>>>=  
>>>=3D  
>>> >>>input=3D20  
>>> >>> channels on another MEC (or maybe even loop<BR>it <BR>>back to  
=  
>>>the =3D  
>>> >>>same=3D20  
>>> >>> MEC) on a pair of record enabled channels and =  
>>>compress<BR>it,=3D20  
>>> >>> <BR>>etc.....I can't believe I never tried this when I had

>>=  
>>>4 =3D  
>>> >>>MECs=3D20  
>>> >>> here..<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=3D20  
>>> >>> =3D  
>>> =  
>>>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A=  
>>>>>=3D  
>>> >>> wrote=3D20  
>>> >>> in message <BR>>news:4637946e\$1@linux...<BR>>><BR>>>=3D20  
>>> >>> Heh...<BR>>> Works on all mecs !!<BR>>>=3D20  
>>> >>> Dimitrios<BR>>><BR>>> "Dimitrios" <<A=3D20  
>>> >>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=3D20  
>>> >>> wrote:<BR>>>><BR>>>>Ah I found it =3D  
>>> >>>!!<BR>>>>I should=3D20  
>>> >>> connect the L and R to the Mec's outputs 1 and 2 to get a=3D20  
>>> >>> signal<BR>>>>for the headphones !!<BR>>>>I am just =3D  
>>> >>>using the=3D20  
>>> >>> digital out for monitoring thats why I didn't =3D  
>>> >>>get<BR>any<BR>>>>signal=3D20  
>>> >>> at the heaphone out=3D20  
>>> >>> =3D  
>>> >>>!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>>&=3D  
>>> >>>gt;"Tom=3D20  
>>> >>> Bruhl" <<A =3D  
>>> >>>href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>=3D20  
>>> >>> =3D  
>>> >>>wrote:<BR>>>>><BR>>>>><BR>>>>>Dimitri=3D  
>>> >>>os,<BR>>>>>You=3D20  
>>> >>> should only get the phone out active on the Submix A Master=3D20  
>>> >>> MEC.<BR>>>>>At least that's been my understanding.=3D20  
>>> >>> =3D  
>>> >>>=3D3D20<BR>>>>>Tom<BR>>>>><BR>>>>> =3D  
>>> >>>;=3D20  
>>> >>> "Dimitrios" <<A=3D20  
>>> >>> =3D  
>>> =  
>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=  
>>>>>=3D  
>>> >>> wrote=3D20  
>>> >>> in message=3D20  
>>> >>> =3D  
>>> >>>=3D3D3D<BR>>>>>news:46377aa5\$1@linux...<BR>>>>><BR>>>>>&g=3D  
>>> >>>t;>>> =3D20  
>>> >>> Well first time I tried I get no signal whatsoever on any=3D20  
>>> >>> headphone<BR>=3D3D3D<BR>>>>>out on<BR>>>>> =3D  
>>> >>>any of the=3D20  
>>> >>> three mecs I have !!<BR>>>>> Is this a known bug =3D

```
>>> >>>again=3D20
>>> >>> ??<BR>>>> Thanks<BR>>>> =3D20
>>> >>> Dimitrios<BR>>>><BR>>>><BR>>>>>I =3D
>>> >>>choose=3D20
>>> >>> Polesoft Lockspam to fight spam, and=3D20
>>> >>> =3D
>>> >>>you?<BR>>>>http://www.polesoft.com/refer.html<BR>>>>=3D
>>> >>>;><BR>>>><!DOCTYPE=3D20
>>> >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
>>> >>> =3D
>>> >>>Transitional//EN"><BR>>>>><HTML><HEAD><BR>>>=3D
>>> >>>>><META=3D20
>>> >>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
>>> >>> =3D
>>> >>>=3D3D3D<BR>>>>> charset=3D3D3DDiso-8859-1"><BR>>>>><=3D
>>> >>>;META=3D20
>>> >>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20
>>> >>> =3D
>>> >>>name=3D3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=3D
>>> >>>>>></HEAD><BR>>>>>><BODY=3D20
>>> >>> bgColor=3D3D3D#ffffff><BR>>>>>><DIV><FONT =3D
>>> >>>face=3D3D3DArial=3D20
>>> >>> =3D
>>> >>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D
>>> >>>DIV><FONT=3D20
>>> >>> face=3D3D3DArial size=3D3D3D2>You should only get the phone =
>>>out=3D20
>>> >>> =3D3D3D<BR>>>>>>active on the=3D3D20<BR>>>>>>Submix A =3D
>>> >>>Master=3D20
>>> >>> MEC.</FONT></DIV><BR>>>>>><DIV><FONT=3D20
>>> >>> face=3D3D3DArial size=3D3D3D2>At least that's been my=3D20
>>> >>> =3D3D3D<BR>>>>>>understanding.=3D20
>>> >>> =3D
>>> >>>=3D3D20<BR>>>>>></FONT></DIV><BR>>>>>><=3D
>>> >>>;DIV><FONT=3D20
>>> >>> face=3D3D3DArial=3D20
>>> >>> =3D
>>> >>>size=3D3D3D2>Tom</FONT></DIV><BR>>>>>><DIV>=3D
>>> >>><FONT=3D20
>>> >>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
>>> >>> =3D
>>> >>></DIV><BR>>>>>><BLOCKQUOTE=3D3D20<BR>>>>>>>st=3D
>>> >>>yle=3D3D3D"PADDING-RIGHT:=3D20
>>> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>> >>>=3D3D3D<BR>>>>>>>BORDER-LEFT:=3D20
>>> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>> =3D20
>>> >>> <DIV>"Dimitrios" <<A=3D3D20<BR>>>>>> =3D20
>>> >>> =3D3D3D<BR>>>>>>>href=3D3D3D"<A=3D20
```

>>> >>> =3D  
>>> =  
>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=  
>>>'>mai=3D  
>>> >>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D  
>>> >>>t;=3D3D<BR>>>>=3D20  
>>> >>> wrote=3D3D20<BR>>>> in message=3D20  
>>> >>> <A=3D3D20<BR>>>> =3D  
>>> >>>=3D3D<BR>>>>href=3D3D3D"<A=3D20  
>>> >>> =3D  
>>> =  
>>>>>href=3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV><BR=  
>>>>Well=3D  
>>> >>>'>news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV>=3D  
>>> >>>;<BR>Well</A>=3D3D<BR>>>>=3D20  
>>> >>> first=3D3D20<BR>>>> time I tried I get no signal =3D  
>>> >>>whatsoever on=3D20  
>>> >>> any headphone out =3D  
>>> >>>on<BR>any<BR>>>>=3D3D<BR>>>>of=3D20  
>>> >>> the=3D3D20<BR>>>> three mecs I have !!<BR>ls =3D  
>>> >>>this a known=3D20  
>>> >>> bug=3D20  
>>> >>> =3D  
>>> >>>again=3D3D20<BR>>>>??<BR>Thanks<BR>Dimitrios</B=3D  
>>> >>>LOCKQUOTE><BR>>>>><DIV><FONT=3D20  
>>> >>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight=3D20  
>>> >>> =3D  
>>> >>>spam,<BR>=3D3D<BR>>>>>and=3D3D20<BR>>>>>you?<BR>=3D  
>>> >>>;<A=3D3D20<BR>>>>>href=3D3D3D"<A=3D20  
>>> >>> =3D  
>>> =  
>>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/=  
>>>refer=3D  
>>> =  
>>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=  
>>>=3D  
>>> >>>=3D3D<BR>>>>>.html</A>=3D20  
>>> >>> =3D  
>>> >>></FONT></DIV></BODY></HTML><BR>>>>><B=3D  
>>> >>>R>>>>><BR>>>>><BR>>>>=3D20  
>>> >>> <BR>>>>><BR></BLOCKQUOTE></BODY></HTML>  
>>> >>>  
>>> >>>  
>>> >>=20  
>>> >  
>>> >  
>>>  
>>>

```

>>><!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 could have sworn that I tried the =
>>>L&R outs of=20
>>>the Mecs and never got signal.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>You are saying that gives you submix
=
>>>only=20

>>><DIV><FONT face=3DArial size=3D2>I'll be experimenting today for =
>>>sure.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>

>>><DIV><FONT face=3DArial size=3D2>After the Beatle Juice show I =
>>>guess.</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@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>> =
>>>wrote in=20
>>> message <A=20
>>> =
>>>href=3D"news:46389187$1@linux">news:46389187$1@linux</A>...</DIV><BR>Yeah=
>>>=20
>>> Dj,<BR>Why not then use the simple L R outputs in patch bay where =
>>>every submix=20
>>> has<BR>these and route them to the related mec's out into your =
>>>compressor and=20
>>> then<BR>back to your other mec.<BR>Is the headphone out of any quality
>>=
>>>
>>> ?<BR>You can use also the digital outs to connect to a Pulsar VINCO=20
>>> compressor<BR>and then back to other mec ...<BR><BR>Well you have to
>=
>>>note=20
>>> here.<BR>the audio coming in the other submix will be delayed to the
>=
>>>non=20
>>> compressed<BR>drumtracks... what will you do ?<BR>You can of course
=

```

>>>record it=20  
>>> and then nudge or better use Faderworks...<BR><BR>Ok so now you are  
=  
>>>tempted to=20  
>>> come back to Paris or not ??<BR>We are waiting for=20  
>>> you...<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=20  
>>> =  
>>>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=20  
>>> wrote:<BR>>Heheh!!! parallel compression in Paris through a =  
>>>headphone=20

>>> when I was running 4 x MECs. Just<BR><BR>>use a card and separate =  
>>>MEC for=20  
>>> drum submixes, grab yourself an insert <BR>>cable, route the =  
>>>headphone out=20

>>>hipass=20  
>>> the LF a little.....or maybe not) and return them<BR>to =  
>>><BR>>the=20  
>>> Paris inputs on a channel pair on a different MEC and you're=20  
>>> there.<BR><BR>>Damn!!!....how simple is=20  
>>> this?<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=20  
>>> =  
>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=  
>>> wrote=20  
>>> in message <BR>>news:463853fb\$1@linux...<BR>>><BR>>> =  
>>>Dear=20

>>>submix1=20  
>>> outputs only the related<BR>>> submix so you can send it to a =  
>>>mec's out=20  
>>> (24bit if you like) and then<BR>out<BR>>> to your=20  
>>> compressor.<BR>>> Regards,<BR>>> =  
>>>Dimitrios<BR>>><BR>>>=20  
>>> "Tom Bruhl" <<A=20  
>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20  
>>> wrote:<BR>>><BR>>><BR>>>>Dimitrios are =  
>>>you=20

>>>B,<BR>C,<BR>>>=20  
>>> =3D<BR>>>>D, E ???<BR>>>>I will be summing my drums =  
>>>and=20  
>>> guitars from now on 20bit out of the =3D<BR>>>>>phones jack to =  
>>>

>>>How=20  
>>> come I never tried it?<BR>>>><BR>>>>>I'm a=20

>>> =  
>>>dope,<BR>>>>Tom<BR>>>><BR>>>><BR>>>>&=  
>>>nbsp;=20  
>>> "Dimitrios" <<A=20  
>>> =  
>>>href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>=  
>>> wrote=20  
>>> in message=20  
>>> =  
>>>=3D<BR>>>>news:4638281d\$1 @linux...<BR>>>><BR>>>>&g=

>>>even with=20

>>>than card's=20

>>>on mec A=20  
>>> which is the main =

>>> submixes, the other though ! output only the related submix=20

>>>could=20  
>>> route it to another mec but on same mec you would get an=20

>>>compressed...=20  
>>> because the time you will bring it back<BR>>>=20

>>>again outputed=20  
>>> on headphones and then back =

>>>option=20

>>>considered=20

>>>of each=20  
>>> mec (except for the main one) outputs ALSO<BR>>>=20

>>>take this L=20  
>>> and R out and send it to a pair=20

>>>Pulsar ??)=20  
>>> COMPRESS it and then send it back to=20

>>>latency well you=20

>>> =  
>>><http://www.aarrrrggghhh!!!.com>>www.aarrrrggghhh!!!.com</A>>=20

>>>all MECs=20  
>>> or the mix signal on MEC<BR>>> =

>>>on card B=20  
>>> and C. If you're just=20

>>>>those=20  
>>> submixes on the card B & C Mecs, you could route the =  
>>>headphone<BR>>>=20

>>> >those MECs to a pair of input channels on another MEC (or maybe=20

>>>record=20

>>>

>>>never tried=20  
>>> this when I had 4 =

>>> =  
>>><mailto:musurgio@otenetNOSPAM.gr>>musurgio@otenetNOSPAM.gr</A>>=  
>>> wrote=20

>>>>=20

>>>>=20  
>>> "Dimitrios" <<A =  
>>><mailto:musurgio@otenet.gr>>musurgio@otenet.gr</A>>=20

>>>>>Ah=20

>>>and R=20  
>>> to the Mec's outputs 1 and 2 to get<BR>a<BR>>>=20

>>>headphones=20

>>>for=20

>>> monitoring thats why I =

>>> >>>"Tom Bruhl" <<A=20

>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20

>>>should=20

>>> only get the phone out active on the Submix A=20

>>>>>>At least=20

>>>"Dimitrios"=20

>>> <<A =

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

>>>=20

>>>first time=20

>>> I tried I get no signal whatsoever on any=20

>>>any of the=20

>>>this a=20

>>>

>>>Polesoft=20

>>> =

>>>

>>>HTML=20

>>> PUBLIC "-//W3C//DTD HTML 4.0 =

>>> >>>><META http-equiv=3D3D3DContent-Type =  
>>>content=3D3D3D"text/html";=20

>>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400"=20

>>>>>><BODY=20

>>> >>>><DIV><FONT face=3D3D3DArial=20  
>>> =

>>>=20  
>>> >>>><DIV><FONT face=3D3D3DArial =  
>>>size=3D3D3D2>You should=20  
>>> only get the phone<BR>>> =3D<BR>>>>out =

>>> >>>>Submix A Master=20

>>> >>>><DIV><FONT face=3D3D3DArial =  
>>>size=3D3D3D2>At least=20

>>>>>>understanding.=20

>>> >>>><DIV><FONT face=3D3D3DArial=20

>>> >>>><DIV><FONT face=3D3D3DArial =  
>>>size=3D3D3D2></FONT>=20

>>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =  
>>>MARGIN-LEFT:=20

>>>>>>BORDER-LEFT:=20

>>>=3D<BR>>>>>>>>href=3D3D3D"<A=20  
>>> =  
>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</'>mail=  
>>>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</'>=3D<BR>&=

>>>=3D<BR>>>>>>>href=3D3D3D"<A=20  
>>> =  
>>>href=3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><B'>news=  
>>>:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><B=

>>> I tried I get no signal whatsoever on any headphone out=20

>>>have=20

>>> =  
>>>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE><=

>>> >>>><DIV><FONT =  
>>>size=3D3D3D2><BR><BR>I choose=20  
>>> Polesoft Lockspam to fight<BR>>>=20

>>> =3D<BR>>>>>>>href=3D3D3D"<A=20  
>>> =  
>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>http=  
>>>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D<BR>>=

>>> >>>>.html</A>=20  
>>> =

>>>=20

>>>

>>> ><BR>>>><BR>>>><BR>>>><!DOCTYPE HTML =  
>>>PUBLIC=20  
>>> "-//W3C//DTD HTML 4.0=20  
>>> =  
>>>Transitional//EN"><BR>>>><HTML><HEAD><BR>>>=  
>>>><META=20  
>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20  
>>> =3D<BR>>>>charset=3D3Diso-8859-1"><BR>>>><META =  
>>>

```

>>> content=3D3D"MSHTML 6.00.2800.1400"=20
>>> =
>>>name=3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>>=
>>>></HEAD><BR>>>><BODY=20
>>> bgColor=3D3D#ffffff><BR>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>Dimitrios are you serious?!?! It =
>>>=3D<BR>>>>outputs=20
>>> the=3D20<BR>>>>submix only on Cards B, C, D, E=20
>>> ???</FONT></DIV><BR>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>I will be summing my drums and guitars<BR>>>=20
>>> =3D<BR>>>>from now on=3D20<BR>>>>20bit out of the =
>>>phones jack to=20
>>> my</FONT></DIV><BR>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>outboard comps for sure!!!!!! =
>>>=3D20<BR>>>>Sweeeeeet! How=20
>>> come I never tried=20
>>> it?</FONT></DIV><BR>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2></FONT> =
>>></DIV><BR>>>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2>I'm a=20
>>> dope,</FONT></DIV><BR>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> =
>>>size=3D3D2>Tom</FONT></DIV><BR>>>><DIV><=
>>>FONT=20
>>> face=3D3DArial size=3D3D2></FONT>=20
>>> </DIV><BR>>>><DIV><FONT face=3D3DArial=20
>>> size=3D3D2></FONT>=20
>>> =
>>></DIV><BR>>>><BLOCKQUOTE=3D20<BR>>>>style=3D3D=
>>>"PADDING-RIGHT:=20
>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>>>=3D<BR>>>>BORDER-LEFT:=20

>>> =3D<BR>>>>href=3D3D"<A=20
>>> =
>>>href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>mai=
>>>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A</A>>&g=
>>>t:=3D<BR>>>>=20

>>> =3D<BR>>>>href=3D3D"<A=20
>>> =

```

>>>href=3D'news:4638281d\$1@linux">news:4638281d\$1@linux</A>...</DIV><BR>Hi=3D=  
>>>20'>news:4638281d\$1@linux">news:4638281d\$1@linux</A>...</DIV&=  
  
>>> DJ,<BR>hehe I am already on that testing route even with the L R =  
>>>  
  
>>>other<BR>than=20  
>>> card's a mecs...<BR>Regarding the headphone outs the =  
>>>one<BR>>>=20  
  
>>>main one=20  
>>> outputs<BR>all submixes, the other though=20  
  
>>>related submix=20  
>>> out so yes<BR>you could route it to =  
>>>another<BR>=3D<BR>>>>mec but=20  
  
>>>infinite<BR>loop=20  
>>> of dry and =  
  
>>> the time you will bring it back on<BR>same mec that will be =  
>>>again=20  
  
>>>and then back=20  
>>> again...<BR>you get the picture=20  
  
>>>other mecs=20  
>>> option though will work !!<BR>I don't know if you have=20  
  
>>>better option=20  
>>> !!<BR>The L and R outputs of each mec (except<BR>>>=20  
  
>>>outputs ALSO=20  
>>> the<BR>submix out so you can take this L and<BR>R<BR>>>=20  
  
>>>pair of=20  
>>> outputs<BR>(digital to Pulsar ??) COMPRESS it and<BR>>>=20  
  
>>>another=20  
>>> submix.<BR>For latency well you know =  
>>>=3D<BR>>>>faderworks=20  
  
>>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ"=20  
  
>>> =  
>>>href=3D'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=3D20=  
>>>'>'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=

>>> wrote:<BR>>Are you getting the same signal on all MECs or the =  
>>>mix=20

>>>on<BR>card=20  
>>> <BR>>A and just the submix of the MEC on card B and=20

>>> getting<BR><BR>>those submixes on the card B & C=20

>>>the headphone=20  
>>> out<BR>of <BR>>those MECs to a pair of=20

>>>another MEC (or=20  
>>> maybe even loop<BR>it <BR>>back to the=20

>>>record=20

>>> <BR>>etc.....I can't believe I never tried this when I =  
>>>had 4=20

>>> =  
>>>here..<BR>><BR>>;o)<BR>><BR>>"Dimitri=  
>>>os"=20

>>> =  
>>>href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A'>mai=  
>>>lto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A</A>>&g=  
>>>t;=3D<BR>>>>=20

>>> =  
>>><BR>>news:4637946e\$1 @linux...<BR>>><BR>>>=

>>> Heh...<BR>>> Works on all mecs=20

>>> Dimitrios<BR>>><BR>>> "Dimitrios"=20

>>> =  
>>>href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20'>mailto:m=  
>>>usurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20</A><BR>>>&g=

>>> wrote:<BR>>>><BR>>>>Ah I found it=20  
>>> =3D<BR>>>>!!<BR>>>>I =

>>> connect the L and R to the Mec's outputs 1 and 2 to get=20

>>>headphones=20  
>>> !!<BR>>>>I am just =3D<BR>>>>using=20

>>>didn't=20

>>> =  
>>>=3D<BR>>>>get<BR>any<BR>>>>signal=3D20<BR>&=

>>> =  
>>>=3D<BR>>>>!<BR>>>>Thanks<BR>>>>Dim=  
>>>itrios<BR>>>><BR>>&=3D<BR>>>>gt;=>=

>>> Bruhl" <<A =3D<BR>>>>href=3D3D"<A=20  
>>> =  
>>>href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>=>=3D20'>mailto=  
>>>:arpegio@comcast.net">arpegio@comcast.net</A>=>=3D20</A><BR>&g=

>>> =  
>>>=3D<BR>>>>>wrote:<BR>>>>><BR>>>>=>=  
>>>><BR>>>>>Dimitri=3D<BR>>>>>os,<BR>>>=>=

>>> should only get the phone out active on the Submix A=20

>>>least that's=20

>>> =  
>>>=3D<BR>>>>>=3D3D20<BR>>>>>>Tom<BR>>>>=>=  
>>>>><BR>>>>>=20

>>> =  
>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=  
>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=  
>>>t;=3D<BR>>>>>=20

>>>  
>>> =  
>>>=3D<BR>>>>>=3D3D<BR>>>>>>news:46377aa5\$1@linux..=  
>>>.<BR>>>>><BR>&g=3D<BR>>>>>t;=>&=  
>>>gt;=20

>>>whatsoever=20

>>> headphone<BR>=3D3D<BR>>>>>>out=20  
>>> on<BR>>>>>> =3D<BR>>>>>>any of=20

>>>!<BR>>>>>> Is=20

>>> ??<BR>>>>>> Thanks<BR>>>>>>=20

>>> =  
>>>Dimitrios<BR>>>>>><BR>>>>>><BR>&g=

```
>>>t;>>>l=20

>>>to fight=20

>>> =
>>>=3D<BR>>>>you?<BR>>>>http://www.polesoft.com/=
>>>refer.html<BR>>>>=3D<BR>>>>;<BR>>>=

>>> =
>>>=3D<BR>>>>Transitional//EN"><BR>>>><HTM=
>>>L><HEAD><BR>>=3D<BR>>>>>><META=3D=

>>> http-equiv=3D3D3DContent-Type =

>>> =
>>>=3D<BR>>>>=3D3D<BR>>>>>charset=3D3D3Diso-8859-=
>>>1"><BR>>>>><=3D<BR>>>>>;META=3D20<BR>>=

>>> =
>>>=3D<BR>>>>name=3D3D3DGENERATOR><BR>>>>><=
>>>STYLE></STYLE><BR>=3D<BR>>>>>>></=

>>> bgColor=3D3D3D#ffffff><BR>>>>><DIV><FONT =
>>>

>>> =
>>>=3D<BR>>>>>size=3D3D3D2>Dimitrios,</FONT></DIV><=
>>>;BR>>>>><=3D<BR>>>>>DIV><FONT=3D20<BR>>=

>>> face=3D3D3DArial size=3D3D3D2>You should only get the phone=20

>>>on=20
>>> the=3D3D20<BR>>>>>Submix A=20

>>> =
>>>MEC.</FONT></DIV><BR>>>>><DIV><FON=

>>> face=3D3D3DArial size=3D3D3D2>At least that's been =

>>> =

>>>
>>> =
>>>=3D<BR>>>>>=3D3D20<BR>>>>>></FONT></DIV=
>>>><BR>>>>><=3D<BR>>>>>;DIV><FONT=3D2=
```

>>> =  
>>>=3D<BR>>>>size=3D3D3D2>Tom</FONT></DIV><BR>=  
>>>>>><DIV>=3D<BR>>>><FONT=3D20<BR>>>>&g=  
  
>>> face=3D3D3DArial =  
  
>>> =  
>>>=3D<BR>>>></DIV><BR>>>>><BLOCKQUOTE=3D=  
>>>3D20<BR>>>>>st=3D<BR>>>>yle=3D3D3D"PADDING-RIG=  
  
>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20  
>>> =  
>>>=3D<BR>>>>=3D3D<BR>>>>>BORDER-LEFT:=3D20<BR>&g=  
  
>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>=20  
  
>>>  
>>> =  
>>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20<BR>>>>&nbs=  
>>>p;=20  
>>> =  
>>>=3D<BR>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=  
>>>@NOSPAMotenet.gr</A'>mai=3D<BR>>>>>lto:musurgio@NOSPAMotene=  
>>>t.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D<BR>>>>=  
  
>>> wrote=3D3D20<BR>>>>> in =  
  
>>> <A=3D3D20<BR>>>>>=20  
>>> =  
>>>=3D<BR>>>>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20<=  
  
>>> =  
>>>=3D<BR>>>>>href=3D3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @li=  
>>>nux</A>...</DIV><BR>Well=3D<BR>>>>>'>news:46=  
>>>377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV>=3D<BR>&=  
>>>gt;>,>>;<BR>Well</A>=3D3D<BR>>>>>=3D20<=  
  
>>> first=3D3D20<BR>>>>> time I tried I get no signal=20  
  
>>>headphone out=20  
>>> =  
>>>=3D<BR>>>>>on<BR>any<BR>>>>>=3D3D<BR>&g=  
  
>>> the=3D3D20<BR>>>>> three mecs I have !!<BR>ls=20

>>> =  
>>>=3D<BR>>>>again=3D3D20<BR>>>>??<BR>Than=  
>>>ks<BR>Dimitrios</B=3D<BR>>>>LOCKQUOTE><BR>>=  
  
>>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to=20  
  
>>> =  
>>>=3D<BR>>>>spam,<BR>=3D3D<BR>>>>>and=3D3D=  
>>>20<BR>>>>>you?<BR>=3D<BR>>>>;<A=3D3D2=  
  
>>> =  
>>>=3D<BR>>>>href=3D3D'http://www.polesoft.com/refer.html">http:=  
>>>//www.polesoft.com/refer=3D<BR>>>>'>http://www.polesoft.com/r=  
>>>efer.html">http://www.polesoft.com/refer</A=3D<BR>>>>=3D=  
  
>>> =  
>>>=3D<BR>>>></FONT></DIV></BODY></HTML><=  
>>>;BR>>>>><B=3D<BR>>>>R>>>>><B=  
  
>>> =  
>>><BR>><BR>><BR></BLOCKQUOTE></BODY><=  
>>>;/HTML><BR>>>><BR>>>><BR>>>>=20  
>>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
>>>  
>>>  
>>  
>

---

Subject: Re: Does your headphone out work under XP ???  
Posted by [Tom Bruhl](#) on Wed, 02 May 2007 15:01:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_009A\_01C78CA9.4197FD70  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Okay, I see your application Dimitrios. I was hoping to combine drum tracks from submix B with effected drum tracks in submix E and have them stay time aligned (compensated). That's not possible unless the tracks have been printed and effected afterward right?

Tom

"Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message = news:4638a0e8\$1@linux...

Ok Tom and beloved Paris users here is a nice tip regarding the L and R individual submix outs...

Ok lets assume you get (DJ are you hearing ??) 6 eds cards and 5 mecs. =

Each mec of the four has an output card ( or use the 20bit outs)=20 and the fourth has an input card (or use the 20 bit ins)

Now leave alone card one which has no mec (maybe a 442 if cannot get = initialised

?) so card 2 L&R outputs from within patchbay are being outputted on = outs

1 and 2 which are connected to the 6th eds card's Mec 1&2 analog = inputs.

Are you with me so far ?

same for eds card 3 L&R outputs using analog outs 1,2 of its related = mec

connected to the 6th eds card's mec 3&4 inputs.

Same for the eds card 4 --- 5&6, and 5 ----7&8.

So now you will have your 4 eds cards submix individual stereo outputs = MIXED

on a separate eds card and put there any DX or EDS effect and then the = L

& R outs of the this 6th eds card will be your stereo mix output which = must

be recorded to another device computer audio card whatever via the = digital

mecs out.

Regards,

Dimitrios=20

"Dimitrios" <musurgio@otNOSPAMenet.gr> wrote:

>

>Dear Tom,

>I am not only saying but I am confirming !!

>The L and R of all submixes except for the main one outputs the = related

submixes

>mix.

>You can have a 5 card Paris system where you sacrifice card 1 and use = the

>four other stereo mixes thru mex digital spdif output to a card like = Scope

>Pulsar and then insert on every submix your effects or outboard too.

>You will just be mixing 4 stereo tracks under Pulsar which anyway is = far

>superior mixing engine than cubase nuendo and all that s..t.

>Regards,  
>Dimitrios  
>  
>"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>  
>>  
>>Dimitrios,  
>>I could have sworn that I tried the L&R outs of the Mecs and never =  
got  
=3D  
>>signal.  
>>You are saying that gives you submix only data? This is crazy.  
>>I'll be experimenting today for sure.  
>>Tom  
>>  
>>After the Beatle Juice show I guess.  
>> "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =3D  
>>news:46389187\$1@linux...  
>>  
>> Yeah Dj,  
>> Why not then use the simple L R outputs in patch bay where every =  
=3D  
>>submix has  
>> these and route them to the related mec's out into your compressor =  
and  
>=3D  
>>then  
>> back to your other mec.  
>> Is the headphone out of any quality ?  
>> You can use also the digital outs to connect to a Pulsar VINCO =3D  
>>compressor  
>> and then back to other mec ...  
>>  
>> Well you have to note here.  
>> the audio coming in the other submix will be delayed to the non =  
=3D  
>>compressed  
>> drumtracks... what will you do ?  
>> You can of course record it and then nudge or better use =  
Faderworks...  
>>  
>> Ok so now you are tempted to come back to Paris or not ??  
>> We are waiting for you...  
>> Regards,  
>> Dimitrios  
>>  
>> "DJ" <www.aarrrrggghh!!!.com> wrote:  
>> >Heheh!!! parallel compression in Paris through a headphone out. =

=3D  
>>Whoda'  
>>  
>> >think? Can't believe I never tried this when I was running 4 x =  
=3D  
>>MECs. Just  
>>  
>> >use a card and separate MEC for drum submixes, grab yourself an =  
=3D  
>>insert=3D20  
>> >cable, route the headphone out to a stereo compressor (maybe =3D  
>>sidechain  
>> to=3D20  
>> >an EQ to hipass the LF a little.....or maybe not) and =  
return  
>=3D  
>>them  
>> to=3D20  
>> >the Paris inputs on a channel pair on a different MEC and you're =  
=3D  
>>there.  
>>  
>> >Damn!!!....how simple is this?  
>> >  
>> >;o)  
>> >  
>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20  
>> >news:463853fb\$1@linux...  
>> >>  
>> >> Dear Tom,  
>> >> ALSO L and R on each submix except for submix1 outputs only =  
the  
=3D  
>>related  
>> >> submix so you can send it to a mec's out (24bit if you like) =  
and =3D  
>>then  
>> out  
>> >> to your compressor.  
>> >> Regards,  
>> >> Dimitrios  
>> >>  
>> >> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
>> >>>  
>> >>>  
>> >>>Dimitrios are you serious?!?! It outputs the submix only on =  
Cards  
>=3D

>>B,  
>> C,  
>> >> =3D3D  
>> >>>D, E ???  
>> >>>I will be summing my drums and guitars from now on 20bit out of =  
the  
>=3D  
>>=3D3D  
>> >>>phones jack to my  
>> >>>outboard comps for sure!!!!!! Sweeeeeet! How come I never =  
tried  
=3D  
>>it?  
>> >>>  
>> >>>I'm a dope,  
>> >>>Tom  
>> >>>  
>> >>>  
>> >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D3D  
>> >>>news:4638281d\$1@linux...  
>> >>>  
>> >>> Hi DJ,  
>> >>> hehe I am already on that testing route even with the L R =  
outputs  
>=3D  
>>of  
>> =3D3D  
>> >>>other  
>> >>> than card's a mecs...  
>> >>> Regarding the headphone outs the one on mec A which is the =  
main  
=3D  
>>one  
>> =3D3D  
>> >>>outputs  
>> >>> all submixes, the other though ! output only the related =  
submix  
=3D  
>>out  
>> so  
>> >> =3D3D  
>> >>>yes  
>> >>> you could route it to another mec but on same mec you would =  
get  
=3D  
>>an =3D3D  
>> >>>infinite  
>> >>> loop of dry and compressed... because the time you will bring =

it

>=3D  
 >>back  
 >> >> =3D3D  
 >> >>>on  
 >> >>> same mec that will be again outputed on headphones and then =  
 back  
 >=3D  
 >>=3D3D  
 >> >>>again...  
 >> >>> you get the picture ,feedback.  
 >> >>> Thed other mecs option though will work !!  
 >> >>> I don't know if you have considered the other better option =  
 !!  
 >> >>> The L and R outputs of each mec (except for the main one) =  
 outputs  
 >=3D  
 >>ALSO  
 >> >> =3D3D  
 >> >>>the  
 >> >>> submix out so you can take this L and R out and send it to a =  
 pair  
 >=3D  
 >>of  
 >> =3D3D  
 >> >>>outputs  
 >> >>> (digital to Pulsar ??) COMPRESS it and then send it back to =  
 =3D  
 >>another  
 >> =3D3D  
 >> >>>submix.  
 >> >>> For latency well you know faderworks ?? !!  
 >> >>> Regards,  
 >> >>> Dimitrios  
 >> >>>  
 >> >>> "DJ" <www.aarrrrggghhh!!!.com> wrote:  
 >> >>> >Are you getting the same signal on all MECs or the mix =  
 signal on  
 >=3D  
 >>MEC  
 >> >> =3D3D  
 >> >>>on  
 >> >>> card=3D3D20  
 >> >>> >A and just the submix of the MEC on card B and C. If you're =  
 just  
 >=3D  
 >>=3D3D  
 >> >>>getting

>> >>>  
>> >>> >those submixes on the card B & C Mecs, you could route the =  
=3D  
>>headphone  
>> >> =3D3D  
>> >>>out  
>> >>> of=3D3D20  
>> >>> >those MECs to a pair of input channels on another MEC (or =  
maybe  
>=3D  
>>even  
>> >> =3D3D  
>> >>>loop  
>> >>> it=3D3D20  
>> >>> >back to the same MEC) on a pair of record enabled channels =  
and  
=3D  
>>=3D3D  
>> >>>compress  
>> >>> it,=3D3D20  
>> >>> >etc.....I can't believe I never tried this when I had =  
4 =3D  
>>MECs  
>> =3D3D  
>> >>>here..  
>> >>> >  
>> >>> >;o)  
>> >>> >  
>> >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in =  
message=3D3D20  
>> >>> >news:4637946e\$1@linux...  
>> >>> >>  
>> >>> >> Heh...  
>> >>> >> Works on all mecs !!  
>> >>> >> Dimitrios  
>> >>> >>  
>> >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:  
>> >>> >>>  
>> >>> >>>Ah I found it !!  
>> >>> >>>I should connect the L and R to the Mec's outputs 1 and 2 =  
to  
=3D  
>>get  
>> a  
>> >> =3D3D  
>> >>>signal  
>> >>> >>>for the headphones !!  
>> >>> >>>I am just using the digital out for monitoring thats why I =

```

=3D
>>didn't
>> =3D3D
>> >>>get
>> >>> any
>> >>> >>>signal at the heaphone out !
>> >>> >>>Thanks
>> >>> >>>Dimitrios
>> >>> >>>
>> >>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>> >>> >>>>
>> >>> >>>>
>> >>> >>>>Dimitrios,
>> >>> >>>>You should only get the phone out active on the Submix A =
=3D
>>Master
>> =3D3D
>> >>>MEC.
>> >>> >>>>At least that's been my understanding. =3D3D3D20
>> >>> >>>>Tom
>> >>> >>>>
>> >>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =
=3D
>>=3D3D3D
>> >>> >>>>news:46377aa5$1 @linux...
>> >>> >>>>
>> >>> >>>> Well first time I tried I get no signal whatsoever on =
any
=3D
>>=3D3D
>> >>>headphone
>> >>> =3D3D3D
>> >>> >>>>out on
>> >>> >>>> any of the three mecs I have !!
>> >>> >>>> Is this a known bug again ??
>> >>> >>>> Thanks
>> >>> >>>> Dimitrios
>> >>> >>>>
>> >>> >>>>
>> >>> >>>>I choose Polesoft Lockspam to fight spam, and you?
>> >>> >>>>http://www.polesoft.com/refer.html
>> >>> >>>>
>> >>> >>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =3D
>>Transitional//EN">
>> >>> >>>><HTML><HEAD>
>> >>> >>>><META http-equiv=3D3D3D3DContent-Type =
content=3D3D3D3D"text/html;
>=3D

```

```

>>=3D3D3D
>> >>> >>>> charset=3D3D3D3D iso-8859-1">
>> >>> >>>><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =3D
>> name=3D3D3D3D GENERATOR>
>> >>> >>>><STYLE></STYLE>
>> >>> >>>></HEAD>
>> >>> >>>><BODY bgcolor=3D3D3D3D#ffffff>
>> >>> >>>><DIV><FONT face=3D3D3D3DArial =3D
>> size=3D3D3D3D2>Dimitrios,</FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>You should =
only get
>=3D
>> the phone
>> >> =3D3D3D
>> >>>> out =3D3D3D3D
>> >>> >>>> active on the=3D3D3D20
>> >>> >>>> Submix A Master MEC.</FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>At least =
that's been
>=3D
>> my =3D3D3D3D
>> >>> >>>> understanding. =3D3D3D20
>> >>> >>>></FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3D3DArial =
size=3D3D3D3D2>Tom</FONT></DIV>
>> >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> =
</DIV>
>> >>> >>>><BLOCKQUOTE=3D3D3D20
>> >>> >>>> style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =3D
>> MARGIN-LEFT: =3D3D3D
>> >>> 5px; =3D3D3D3D
>> >>> >>>> BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> >>> >>>> <DIV>"Dimitrios" <<A=3D3D3D20
>> >>> >>>> =3D3D3D3D
>> >>> =3D3D3D
>> =3D
=
>>>>>>>>>>>> href=3D3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMot=
enet=3D
>> .gr</=3D3D3D
>> >>>> A>>=3D3D3D3D
>> >>> >>>> wrote=3D3D3D20
>> >>> >>>> in message <A=3D3D3D20
>> >>> >>>> =3D3D3D3D
>> >>> =3D3D3D
>> =3D
=
>>>>>>>>>>>> href=3D3D3D3D"news:46377aa5$1@linux">news:46377aa5$1@linux</A>..=

```

```
..</D=3D
>>IV><B=3D3D
>> >>>R>Well=3D3D3D
>> >>> >>>> first=3D3D3D20
>> >>> >>>> time I tried I get no signal whatsoever on any =
headphone =3D
>>out =3D3D
>> >>>on<BR>any
>> >>> >>>=3D3D3D
>> >>> >>>>of the=3D3D3D20
>> >>> >>>> three mecs I have !!<BR>Is this a known bug =
again=3D3D3D20
>> >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>
>> >>> >>>><DIV><FONT size=3D3D3D3D2><BR><BR>I choose Polesoft =
Lockspam to
>=3D
>>fight
>> >> =3D3D
>> >>>spam,
>> >>> =3D3D3D
>> >>> >>>>and=3D3D3D20
>> >>> >>>>you?<BR><A=3D3D3D20
>> >>> =3D3D
>> =3D
=
>>>>>>>>href=3D3D3D3D"http://www.polesoft.com/refer.html">http://www.pol=
esof=3D
>>t.com=3D3D
>> >>>/refer=3D3D3D
>> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
>> >>> >>>>
>> >>> >>>>
>> >>> >>>
>> >>> >>=3D3D20
>> >>> >
>> >>> >
>> >>>
>> >>>
>> >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>> >>><HTML><HEAD>
>> >>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
=3D3D
>> >>>charset=3D3D3Diso-8859-1">
>> >>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
name=3D3D3DGENERATOR>
>> >>><STYLE></STYLE>
>> >>></HEAD>
>> >>><BODY bgColor=3D3D3D#ffffff>
```

>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dimitrios are you =  
serious?!?!  
>=3D  
>>lt =3D3D  
>> >>>outputs the=3D3D20  
>> >>>submix only on Cards B, C, D, E ???</FONT></DIV>  
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I will be summing my =  
drums and  
>=3D  
>>guitars  
>> >> =3D3D  
>> >>>from now on=3D3D20  
>> >>>20bit out of the phones jack to my</FONT></DIV>  
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>outboard comps for =  
sure!!!!!!  
>=3D  
>>=3D3D20  
>> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>  
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>  
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I'm a =  
dope,</FONT></DIV>  
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>  
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>  
>> >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>  
>> >>><BLOCKQUOTE=3D3D20  
>> >>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =  
MARGIN-LEFT: 5px;  
>=3D  
>>=3D3D  
>> >>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
>> >>> <DIV>"Dimitrios" <<A=3D3D20  
>> >>> =3D3D  
>> =3D  
=  
>>>>href=3D3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.g=  
r</A=3D  
>>>>=3D3D  
>> >>> wrote=3D3D20  
>> >>> in message <A=3D3D20  
>> >>> =3D3D  
>> =3D  
=  
>>>>href=3D3D3D"news:4638281d\$1@linux">news:4638281d\$1@linux</A>...</DIV=  
><BR=3D  
>>>Hi=3D3D20  
>> >>> DJ,<BR>hehe I am already on that testing route even with the =  
L R  
>=3D

>>=3D3D  
 >> >>>outputs of=3D3D20  
 >> >>> other<BR>than card's a mecs...<BR>Regarding the headphone =  
 outs =3D  
 >>the one  
 >> >> =3D3D  
 >> >>>on mec=3D3D20  
 >> >>> A which is the main one outputs<BR>all submixes, the other =  
 though  
 >=3D  
 >>!  
 >> =3D3D  
 >> >>>output=3D3D20  
 >> >>> only the related submix out so yes<BR>you could route it to =  
 =3D  
 >>another  
 >> =3D3D  
 >> >>>mec but on=3D3D20  
 >> >>> same mec you would get an infinite<BR>loop of dry and =3D  
 >>compressed...  
 >> =3D3D  
 >> >>>because=3D3D20  
 >> >>> the time you will bring it back on<BR>same mec that will be =  
 again  
 >=3D  
 >>=3D3D  
 >> >>>outputed on=3D3D20  
 >> >>> headphones and then back again...<BR>you get the picture =  
 =3D3D  
 >> >>>,feedback.<BR>Thed=3D3D20  
 >> >>> other mecs option though will work !!<BR>I don't know if you =  
 have  
 >=3D  
 >>=3D3D  
 >> >>>considered=3D3D20  
 >> >>> the other better option !!<BR>The L and R outputs of each mec =  
 =3D  
 >>(except  
 >> >> =3D3D  
 >> >>>for the=3D3D20  
 >> >>> main one) outputs ALSO the<BR>submix out so you can take this =  
 L  
 =3D  
 >>and  
 >> R  
 >> >> =3D3D  
 >> >>>out and=3D3D20  
 >> >>> send it to a pair of outputs<BR>(digital to Pulsar ??) =

## COMPRESS

=3D  
>>it and  
>> >> =3D3D  
>> >>>then=3D3D20  
>> >>> send it back to another submix.<BR>For latency well you know =  
=3D3D  
>> >>>faderworks ??=3D3D20  
>> >>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D3D20  
>> >>> =3D3D  
>> =3D  
=  
>>>>href=3D3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com<=  
/A>>=3D  
>>=3D3D20  
>> >>> wrote:<BR>>>Are you getting the same signal on all MECs or the =  
mix  
>=3D  
>>=3D3D  
>> >>>signal on=3D3D20  
>> >>> MEC on<BR>card <BR>>>A and just the submix of the MEC on card =  
B =3D  
>>and =3D3D  
>> >>>C. If=3D3D20  
>> >>> you're just getting<BR><BR>>>those submixes on the card B & C =  
=3D3D  
>> >>>Mecs, you=3D3D20  
>> >>> could route the headphone out<BR>of <BR>>>those MECs to a pair =  
of  
>=3D  
>>=3D3D  
>> >>>input=3D3D20  
>> >>> channels on another MEC (or maybe even loop<BR>it <BR>>>back =  
to =3D  
>>the =3D3D  
>> >>>same=3D3D20  
>> >>> MEC) on a pair of record enabled channels and =3D  
>>compress<BR>it,=3D3D20  
>> >>> <BR>>>etc.....I can't believe I never tried this when I =  
had  
>=3D  
>>4 =3D3D  
>> >>>MECs=3D3D20  
>> >>> here..<BR>>><BR>>>;o)<BR>>><BR>>>"Dimitrios" <<A=3D3D20  
>> >>> =3D3D  
>> =3D  
=  
>>>>href=3D3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.g=

r</A=3D  
 >>>=3D3D  
 >> >>> wrote=3D3D20  
 >> >>> in message <BR>>news:4637946e\$1@linux...<BR>>><BR>>>=3D3D20  
 >> >>> Heh...<BR>>> Works on all mecs !!<BR>>>=3D3D20  
 >> >>> Dimitrios<BR>>><BR>>> "Dimitrios" <<A=3D3D20  
 >> >>> =  
 href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=3D3D20  
 >> >>> wrote:<BR>>>><BR>>>>Ah I found it =3D3D  
 >> >>>!!<BR>>>>I should=3D3D20  
 >> >>> connect the L and R to the Mec's outputs 1 and 2 to get =  
 a=3D3D20  
 >> >>> signal<BR>>>>for the headphones !!<BR>>>>I am just =3D3D  
 >> >>>using the=3D3D20  
 >> >>> digital out for monitoring thats why I didn't =3D3D  
 >> >>>get<BR>any<BR>>>>signal=3D3D20  
 >> >>> at the heaphone out=3D3D20  
 >> >>> =3D3D  
 >> >>>!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>>&=3D3D  
 >> >>>gt;"Tom=3D3D20  
 >> >>> Bruhl" <<A =3D3D  
 >> =  
 >>>href=3D3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=3D3D2=  
 0  
 >> >>> =3D3D  
 >> >>>wrote:<BR>>>>><BR>>>>><BR>>>>>Dimitri=3D3D  
 >> >>>os,<BR>>>>>You=3D3D20  
 >> >>> should only get the phone out active on the Submix A =  
 Master=3D3D20  
 >> >>> MEC.<BR>>>>>At least that's been my understanding.=3D3D20  
 >> >>> =3D3D  
 >> >>>=3D3D3D20<BR>>>>>Tom<BR>>>>><BR>>>>> =3D3D  
 >> >>>;=3D3D20  
 >> >>> "Dimitrios" <<A=3D3D20  
 >> >>> =3D3D  
 >> =3D  
 =  
 >>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.g=  
 r</A=3D  
 >>>>=3D3D  
 >> >>> wrote=3D3D20  
 >> >>> in message=3D3D20  
 >> >>> =3D3D  
 >> >>>=3D3D3D<BR>>>>>news:46377aa5\$1@linux...<BR>>>>><BR>>>>>&g=3D3D  
 >> >>>t;>>> =3D3D20  
 >> >>> Well first time I tried I get no signal whatsoever on =  
 any=3D3D20  
 >> >>> headphone<BR>=3D3D3D<BR>>>>>>out on<BR>>>>>> =3D3D

```

>> >>>any of the=3D3D20
>> >>> three mecs I have !!<BR>>>> Is this a known bug =3D3D
>> >>>again=3D3D20
>> >>> ??<BR>>>> Thanks<BR>>>> =3D3D20
>> >>> Dimitrios<BR>>>><BR>>>><BR>>>>I =3D3D
>> >>>choose=3D3D20
>> >>> Polesoft Lockspam to fight spam, and=3D3D20
>> >>> =3D3D
>> >>>you?<BR>>>>http://www.polesoft.com/refer.html<BR>>>>=3D3D
>> >>>;><BR>>>><!DOCTYPE=3D3D20
>> >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D3D20
>> >>> =3D3D
>> >>>Transitional//EN"><BR>>>><HTML><HEAD><BR>>=3D3D
>> >>>>><META=3D3D20
>> >>> http-equiv=3D3D3D3DContent-Type =
content=3D3D3D3D"text/html;=3D3D20
>> >>> =3D3D
>> >>>=3D3D3D<BR>>>>>charset=3D3D3D3DDiso-8859-1"><BR>>>>><=3D3D
>> >>>;META=3D3D20
>> >>> content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D3D20
>> >>> =3D3D
>> >>>name=3D3D3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=3D3D
>> >>>>>></HEAD><BR>>>>>><BODY=3D3D20
>> >>> bgColor=3D3D3D3D#ffffff><BR>>>>>><DIV><FONT =3D3D
>> >>>face=3D3D3D3DArial=3D3D20
>> >>> =3D3D
>> >>>size=3D3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D3D
>> >>>DIV><FONT=3D3D20
>> >>> face=3D3D3D3DArial size=3D3D3D3D2>You should only get the =
phone =3D
>>>out=3D3D20
>> >>> =3D3D3D<BR>>>>>active on the=3D3D3D20<BR>>>>>>Submix A =3D3D
>> >>>Master=3D3D20
>> >>> MEC.</FONT></DIV><BR>>>>>><DIV><FONT=3D3D20
>> >>> face=3D3D3D3DArial size=3D3D3D3D2>At least that's been =
my=3D3D20
>> >>> =3D3D3D<BR>>>>>>understanding.=3D3D20
>> >>> =3D3D
>> >>>=3D3D3D20<BR>>>>>></FONT></DIV><BR>>>>>><=3D3D
>> >>>;DIV><FONT=3D3D20
>> >>> face=3D3D3D3DArial=3D3D20
>> >>> =3D3D
>> >>>size=3D3D3D3D2>Tom</FONT></DIV><BR>>>>>>><DIV>=3D3D
>> >>><FONT=3D3D20
>> >>> face=3D3D3D3DArial size=3D3D3D3D2></FONT>=3D3D20
>> >>> =3D3D
>> >>></DIV><BR>>>>>>><BLOCKQUOTE=3D3D3D20<BR>>>>>>>st=3D3D
>> >>>yle=3D3D3D3D"PADDING-RIGHT:=3D3D20

```

>> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D  
>> >>>=3D3D3D<BR>>>>>BORDER-LEFT:=3D3D20  
>> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D3D20  
>> >>> <DIV>"Dimitrios" <<A=3D3D3D20<BR>>>>> =3D3D20  
>> >>> =3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20  
>> >>> =3D3D  
>> =3D  
=  
>>>>href=3D3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr=  
r</A=3D  
>>'>mai=3D3D  
>> =  
>>>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D3D  
>> >>>t;=3D3D3D<BR>>>>>=3D3D20  
>> >>> wrote=3D3D3D20<BR>>>>> in message=3D3D20  
>> >>> <A=3D3D3D20<BR>>>>> =3D3D  
>> >>>=3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20  
>> >>> =3D3D  
>> =3D  
=  
>>>>href=3D3D3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV=  
><BR=3D  
>>>Well=3D3D  
>> =  
>>>'>news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV>=3D3D  
>> >>>;<BR>Well</A>=3D3D3D<BR>>>>>=3D3D20  
>> >>> first=3D3D3D20<BR>>>>> time I tried I get no signal =3D3D  
>> >>>whatsoever on=3D3D20  
>> >>> any headphone out =3D3D  
>> >>>on<BR>any<BR>>>>=3D3D3D<BR>>>>>of=3D3D20  
>> >>> the=3D3D3D20<BR>>>>> three mecs I have !!<BR>ls =3D3D  
>> >>>this a known=3D3D20  
>> >>> bug=3D3D20  
>> >>> =3D3D  
>> >>>again=3D3D3D20<BR>>>>>??<BR>Thanks<BR>Dimitrios</B=3D3D  
>> >>>LOCKQUOTE><BR>>>>><DIV><FONT=3D3D20  
>> >>> size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam to =  
fight=3D3D20  
>> >>> =3D3D  
>> >>>spam,<BR>=3D3D3D<BR>>>>>and=3D3D3D20<BR>>>>>you?<BR >=3D3D  
>> >>>;<A=3D3D3D20<BR>>>>>href=3D3D3D3D"<A=3D3D20  
>> >>> =3D3D  
>> =3D  
=  
>>>>href=3D3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.=  
com/=3D  
>>refer=3D3D  
>> =3D

```

=
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer<=
/A=3D
>>=3D3D
>> >>>=3D3D3D<BR>>>>.html</A>=3D3D20
>> >>> =3D3D
>> >>></FONT></DIV></BODY></HTML><BR>>>>><B=3D3D
>> >>>R>>>>><BR>>>><BR>>>=3D3D20
>> >>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>> >>>
>> >>>
>> >>=3D20
>> >
>> >
>>
>>
>><!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>I could have sworn that I tried =
the =3D
>>L&R outs of=3D20
>>the Mecs and never got signal.</FONT></DIV>
>><DIV><FONT face=3D3DArial size=3D3D2>You are saying that gives you =
submix =3D
>>only=3D20
>>data? This is crazy.</FONT></DIV>
>><DIV><FONT face=3D3DArial size=3D3D2>I'll be experimenting today for =
=3D
>>sure.</FONT></DIV>
>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>><DIV><FONT face=3D3DArial size=3D3D2>After the Beatle Juice show I =
=3D
>>guess.</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>"Dimitrios" <<A=3D20
>> =
href=3D3D"mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>> =3D

```

>>wrote in=3D20  
>> message <A=3D20  
>> =3D  
=  
>>href=3D3D"news:46389187\$1 @linux">news:46389187\$1 @linux</A>...</DIV><BR>=  
Yeah=3D  
>>=3D20  
>> Dj,<BR>Why not then use the simple L R outputs in patch bay where =  
=3D  
>>every submix=3D20  
>> has<BR>these and route them to the related mec's out into your =3D  
>>compressor and=3D20  
>> then<BR>back to your other mec.<BR>Is the headphone out of any =  
quality  
>=3D  
>>  
>> ?<BR>You can use also the digital outs to connect to a Pulsar =  
VINCO=3D20  
>> compressor<BR>and then back to other mec ...<BR><BR>Well you have =  
to  
=3D  
>>note=3D20  
>> here.<BR>the audio coming in the other submix will be delayed to =  
the  
=3D  
>>non=3D20  
>> compressed<BR>drumtracks... what will you do ?<BR>You can of =  
course =3D  
>>record it=3D20  
>> and then nudge or better use Faderworks...<BR><BR>Ok so now you =  
are =3D  
>>tempted to=3D20  
>> come back to Paris or not ??<BR>We are waiting for=3D20  
>> you...<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <A=3D20  
>> =3D  
=  
>>href=3D3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=3D=  
20  
>> wrote:<BR>>Heheh!!! parallel compression in Paris through a =3D  
>>headphone=3D20  
>> out. Whoda'<BR><BR>>thunk? Can't believe I never tried =3D  
>>this =3D20  
>> when I was running 4 x MECs. Just<BR><BR>>use a card and separate =  
=3D  
>>MEC for=3D20  
>> drum submixes, grab yourself an insert <BR>>cable, route the =3D  
>>headphone out=3D20  
>> to a stereo compressor (maybe sidechain<BR>to <BR>>an EQ to =3D

>>hipass=3D20  
>> the LF a little.....or maybe not) and return them<BR>to =  
=3D  
>><BR>>the=3D20  
>> Paris inputs on a channel pair on a different MEC and you're=3D20  
>> there.<BR><BR>>Damn!!!....how simple is=3D20  
>> this?<BR><BR>>;o)<BR><BR>>"Dimitrios" <<A=3D20  
>> =3D  
=  
>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>=  
>=3D  
>> wrote=3D20  
>> in message <BR>>news:463853fb\$1@linux...<BR>>><BR>>> =3D  
>>Dear=3D20  
>> Tom,<BR>>> ALSO L and R on each submix except for =3D  
>>submix1=3D20  
>> outputs only the related<BR>>> submix so you can send it to a =3D  
>>mec's out=3D20  
>> (24bit if you like) and then<BR>out<BR>>> to your=3D20  
>> compressor.<BR>>> Regards,<BR>>> =3D  
>>Dimitrios<BR>>><BR>>>=3D20  
>> "Tom Bruhl" <<A=3D20  
>> =  
href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20  
>> wrote:<BR>>>><BR>>>><BR>>>>Dimitrios are =3D  
>>you=3D20  
>> serious?!?! It outputs the submix only on Cards =3D  
>>B,<BR>C,<BR>>>=3D20  
>> =3D3D<BR>>>>D, E ???<BR>>>>I will be summing my drums =3D  
>>and=3D20  
>> guitars from now on 20bit out of the =3D3D<BR>>>>phones jack to =  
=3D  
>>  
>> my<BR>>>>outboard comps for sure!!!!!! Sweeeeeet! =3D  
>>How=3D20  
>> come I never tried it?<BR>>>><BR>>>>I'm a=3D20  
>> =3D  
>>dope,<BR>>>>Tom<BR>>>><BR>>>><BR>>>>&=3D  
>>nbsp;=3D20  
>> "Dimitrios" <<A=3D20  
>> =3D  
=  
>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>=  
>=3D  
>> wrote=3D20  
>> in message=3D20  
>> =3D  
>>=3D3D<BR>>>>news:4638281d\$1@linux...<BR>>>><BR>>>>&g=3D

>>t; =3D20  
 >> Hi DJ,<BR>>> hehe I am already on that testing route =3D  
 >>even with=3D20  
 >> the L R outputs of<BR>=3D3D<BR>>>other<BR>>> =3D  
 >>than card's=3D20  
 >> a mecs...<BR>>> Regarding the headphone outs the one =3D  
 >>on mec A=3D20  
 >> which is the main =3D  
 >>one<BR>=3D3D<BR>>>outputs<BR>>> all=3D20  
 >> submixes, the other though ! output only the related submix=3D20  
 >> out<BR>so<BR>>> =3D3D<BR>>>yes<BR>>> you =3D  
 >>could=3D20  
 >> route it to another mec but on same mec you would get an=3D20  
 >> =3D3D<BR>>>infinite<BR>>> loop of dry and =3D  
 >>compressed...=3D20  
 >> because the time you will bring it back<BR>>>=3D20  
 >> =3D3D<BR>>>on<BR>>> same mec that will be =3D  
 >>again outputed=3D20  
 >> on headphones and then back =3D  
 >>=3D3D<BR>>>again...<BR>>> =3D20  
 >> you get the picture ,feedback.<BR>>> Thed other mecs =3D  
 >>option=3D20  
 >> though will work !!<BR>>> I don't know if you have =3D  
 >>considered=3D20  
 >> the other better option !!<BR>>> The L and R outputs =3D  
 >>of each=3D20  
 >> mec (except for the main one) outputs ALSO<BR>>>=3D20  
 >> =3D3D<BR>>>the<BR>>> submix out so you can =3D  
 >>take this L=3D20  
 >> and R out and send it to a pair=3D20  
 >> of<BR>=3D3D<BR>>>outputs<BR>>> (digital to =3D  
 >>Pulsar ??)=3D20  
 >> COMPRESS it and then send it back to=3D20  
 >> another<BR>=3D3D<BR>>>submix.<BR>>> For =3D  
 >>latency well you=3D20  
 >> know faderworks ?? !!<BR>>> =3D  
 >>Regards,<BR>>> =3D20  
 >> Dimitrios<BR>>><BR>>> "DJ" <<A=3D20  
 >> =3D  
 =  
 >>href=3D3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>=3D=  
 20  
 >> wrote:<BR>>> >Are you getting the same signal on =3D  
 >>all MECs=3D20  
 >> or the mix signal on MEC<BR>>> =3D  
 >>=3D3D<BR>>>on<BR>>> =3D20  
 >> card=3D3D20<BR>>> >A and just the submix of the MEC =3D  
 >>on card B=3D20

>> and C. If you're just=3D20  
>> =3D3D<BR>>>>getting<BR>>>><BR>>>> =3D  
>>>those=3D20  
>> submixes on the card B & C Mecs, you could route the =3D  
>>headphone<BR>>>=3D20  
>> =3D3D<BR>>>>out<BR>>>> =3D  
>>of=3D3D20<BR>>>> =3D20  
>> >those MECs to a pair of input channels on another MEC (or =  
maybe=3D20  
>> even<BR>>> =3D3D<BR>>>>loop<BR>>>> =3D20  
>> it=3D3D20<BR>>>> >back to the same MEC) on a pair of =3D  
>>record=3D20  
>> enabled channels and =3D3D<BR>>>>compress<BR>>>> =3D  
>>  
>> it,=3D3D20<BR>>>> >etc.....I can't believe I =3D  
>>never tried=3D20  
>> this when I had 4 =3D  
>>MECs<BR>=3D3D<BR>>>>here..<BR>>>> =3D20  
>> ><BR>>>> >;o)<BR>>>> =3D20  
>> ><BR>>>> >"Dimitrios" <<A=3D20  
>> =3D  
=  
>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>=  
>=3D  
>> wrote=3D20  
>> in message=3D3D20<BR>>>> =3D20  
>> >news:4637946e\$1@linux...<BR>>>> =3D20  
>> >><BR>>>> >> Heh...<BR>>>> =3D  
>>>>=3D20  
>> Works on all mecs !!<BR>>>> >>=3D20  
>> Dimitrios<BR>>>> >><BR>>>> =3D  
>>>>=3D20  
>> "Dimitrios" <<A =3D  
>>href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=3D20  
>> wrote:<BR>>>> >>><BR>>>> =3D  
>>>>>Ah=3D20  
>> I found it !!<BR>>>> >>>I should connect the L =3D  
>>and R=3D20  
>> to the Mec's outputs 1 and 2 to get<BR>a<BR>>>=3D20  
>> =3D3D<BR>>>>signal<BR>>>> >>>for the =3D  
>>headphones=3D20  
>> !!<BR>>>> >>>I am just using the digital out =3D  
>>for=3D20  
>> monitoring thats why I =3D  
>>didn't<BR>=3D3D<BR>>>>get<BR>>>> =3D20  
>> any<BR>>>> >>>signal at the heaphone out=3D20  
>> !<BR>>>> >>>Thanks<BR>>>> =3D20  
>> >>>Dimitrios<BR>>>> =3D

>>>><BR>>>> =3D20  
>> >>>"Tom Bruhl" <<A=3D20  
>> =  
href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=3D20  
>> wrote:<BR>>>> >>>><BR>>>> =3D20  
>> >>>><BR>>>> =3D20  
>> >>>>Dimitrios,<BR>>>> >>>>You =3D  
>>should=3D20  
>> only get the phone out active on the Submix A=3D20  
>> Master<BR>=3D3D<BR>>>>MEC.<BR>>>> =3D  
>>>>>>At least=3D20  
>> that's been my understanding. =3D3D3D20<BR>>>> =3D20  
>> >>>>Tom<BR>>>> =3D20  
>> >>>><BR>>>> >>>> =3D  
>>"Dimitrios"=3D20  
>> <<A =3D  
=  
>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>=  
>=3D  
>>=3D20  
>> wrote in message =3D3D3D<BR>>>> =3D20  
>> >>>>news:46377aa5\$1@linux...<BR>>>> =3D20  
>> >>>><BR>>>> >>>> Well =3D  
>>first time=3D20  
>> I tried I get no signal whatsoever on any=3D20  
>> =3D3D<BR>>>>headphone<BR>>>> =3D  
>>=3D3D3D<BR>>>> =3D20  
>> >>>>out on<BR>>>> >>>> =3D  
>>any of the=3D20  
>> three mecs I have !!<BR>>>> >>>> Is =3D  
>>this a=3D20  
>> known bug again ??<BR>>>> >>>> =3D20  
>> Thanks<BR>>>> >>>> =3D20  
>> Dimitrios<BR>>>> >>>><BR>>>> =3D  
>>  
>> >>>><BR>>>> >>>>I choose =3D  
>>Polesoft=3D20  
>> Lockspam to fight spam, and you?<BR>>>> =3D20  
>> =3D  
>>>>>>http://www.polesoft.com/refer.html<BR>>>>> =3D  
>>  
>> >>>><BR>>>> >>>><!DOCTYPE =3D  
>>HTML=3D20  
>> PUBLIC "-//W3C//DTD HTML 4.0 =3D  
>>Transitional//EN"><BR>>>>> =3D20  
>> >>>><HTML><HEAD><BR>>>>> =3D20  
>> >>>><META http-equiv=3D3D3D3DContent-Type =3D  
>>content=3D3D3D3D"text/html;=3D20

```

>> =3D3D3D<BR>>>> =3D20
>> >>>> charset=3D3D3D3DISO-8859-1"><BR>>>> =3D20
>> >>>><META content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D20
>> name=3D3D3D3DGENERATOR><BR>>>> =3D20
>> >>>><STYLE></STYLE><BR>>>> =3D20
>> >>>></HEAD><BR>>>> =3D
>>>>><BODY=3D20
>> bgcolor=3D3D3D3D#ffffff><BR>>>> =3D20
>> >>>><DIV><FONT face=3D3D3D3DArial=3D20
>> =3D
>>>size=3D3D3D3D2>Dimitrios,</FONT></DIV><BR>>>> =3D
>>=3D20
>> >>>><DIV><FONT face=3D3D3D3DArial =3D
>>>size=3D3D3D3D2>You should=3D20
>> only get the phone<BR>>> =3D3D<BR>>>>out =3D
>>=3D3D3D<BR>>>> =3D20
>> >>>>active on the=3D3D3D20<BR>>>> =3D20
>> >>>>Submix A Master=3D20
>> MEC.</FONT></DIV><BR>>>> =3D20
>> >>>><DIV><FONT face=3D3D3D3DArial =3D
>>>size=3D3D3D3D2>At least=3D20
>> that's been my =3D3D3D<BR>>>> =3D
>>>>>understanding.=3D20
>> =3D3D3D20<BR>>>> =3D20
>> >>>></FONT></DIV><BR>>>> =3D20
>> >>>><DIV><FONT face=3D3D3D3DArial=3D20
>> size=3D3D3D3D2>Tom</FONT></DIV><BR>>>> =3D20
>> >>>><DIV><FONT face=3D3D3D3DArial =3D
>>>size=3D3D3D3D2></FONT>=3D20
>> </DIV><BR>>>> =3D20
>> >>>><BLOCKQUOTE=3D3D3D20<BR>>>> =3D20
>> >>>>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =3D
>>MARGIN-LEFT:=3D20
>> =3D3D<BR>>>>5px; =3D3D3D<BR>>>> =3D
>>>>>BORDER-LEFT:=3D20
>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =3D20
>> >>>> <DIV>"Dimitrios"=3D20
>> <<A=3D3D3D20<BR>>>> >>>> =3D20
>> =3D3D3D<BR>>>> =3D
>>=3D3D<BR>>>>>>>>href=3D3D3D3D"<A=3D20
>> =3D
=
>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>=
mail=3D
=
>>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>=3D3D<BR>>&=3D=
>>gt;>A>>=3D3D3D<BR>>>> =3D20

```

```

>> >>>> wrote=3D3D3D20<BR>>>> =3D
>>>>> in=3D20
>> message <A=3D3D3D20<BR>>>> >>>> =3D20
>> =3D3D3D<BR>>>> =3D
>>=3D3D<BR>>>>>>>>href=3D3D3D3D"<A=3D20
>> =3D
=
>>href=3D3D'news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV><B'>=
news=3D
>>:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</DIV><B=3D
>></A>=3D3D<BR>>>>R>Well=3D3D3D<BR>>>> =3D20
>> >>>> first=3D3D3D20<BR>>>> =3D
>>>>>> time=3D20
>> I tried I get no signal whatsoever on any headphone out=3D20
>> =3D3D<BR>>>>on<BR>any<BR>>>> =3D20
>> >>>=3D3D3D<BR>>>> >>>>of=3D20
>> the=3D3D3D20<BR>>>> >>>> three mecs I =3D
>>have=3D20
>> !!<BR>Is this a known bug again=3D3D3D20<BR>>>> =3D20
>> =3D
>>>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE><=3D
>>BR>>>> =3D20
>> >>>><DIV><FONT =3D
>>size=3D3D3D3D2><BR><BR>I choose=3D20
>> Polesoft Lockspam to fight<BR>>>=3D20
>> =3D3D<BR>>>>spam,<BR>>>> =3D
>>=3D3D3D<BR>>>> =3D20
>> >>>>and=3D3D3D20<BR>>>> =3D20
>> >>>>you?<BR><A=3D3D3D20<BR>>>> =3D20
>> =3D3D<BR>>>>>>>>href=3D3D3D3D"<A=3D20
>> =3D
=
>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>=
http=3D
=
>>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D3D<BR>>>=3D=

>>>>/refer=3D3D3D<BR>>>> =3D20
>> >>>>.html</A>=3D20
>> =3D
>></FONT></DIV></BODY></HTML><BR>>>> =3D
>>=3D20
>> >>>><BR>>>> =3D
>>>>>><BR>>>> =3D20
>> >>><BR>>>> >>=3D3D20<BR>>>> =3D
>>
>> ><BR>>>> =3D20
>> ><BR>>>><BR>>>><BR>>>><!DOCTYPE HTML =3D

```

```

>>PUBLIC=3D20
>> "-//W3C//DTD HTML 4.0=3D20
>> =3D
>>Transitional//EN"><BR>>><HTML><HEAD><BR>>>=3D
>>><META=3D20
>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
>> =3D3D<BR>>>> charset=3D3D3DISO-8859-1"><BR>>>><META =3D
>>
>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20
>> =3D
>>name=3D3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>>>=3D
>>>></HEAD><BR>>>><BODY=3D20
>> bgColor=3D3D3D#ffffff><BR>>>><DIV><FONT =3D
>>face=3D3D3DArial=3D20
>> size=3D3D3D2>Dimitrios are you serious?!?! It =3D
>>=3D3D<BR>>>>outputs=3D20
>> the=3D3D20<BR>>>>submix only on Cards B, C, D, E=3D20
>> ???</FONT></DIV><BR>>>><DIV><FONT =3D
>>face=3D3D3DArial=3D20
>> size=3D3D3D2>I will be summing my drums and guitars<BR>>>=3D20
>> =3D3D<BR>>>>from now on=3D3D20<BR>>>>20bit out of the =3D
>>phones jack to=3D20
>> my</FONT></DIV><BR>>>><DIV><FONT =3D
>>face=3D3D3DArial=3D20
>> size=3D3D3D2>outboard comps for sure!!!!!! =3D
>>=3D3D20<BR>>>>Sweeeeeet! How=3D20
>> come I never tried=3D20
>> it?</FONT></DIV><BR>>>><DIV><FONT =3D
>>face=3D3D3DArial=3D20
>> size=3D3D3D2></FONT> =3D
>></DIV><BR>>>><DIV><FONT=3D20
>> face=3D3D3DArial size=3D3D3D2>I'm a=3D20
>> dope,</FONT></DIV><BR>>>><DIV><FONT =3D
>>face=3D3D3DArial=3D20
>> =3D
>>size=3D3D3D2>Tom</FONT></DIV><BR>>>><DIV><=3D
>>FONT=3D20
>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
>> </DIV><BR>>>><DIV><FONT face=3D3D3DArial=3D20
>> size=3D3D3D2></FONT>=3D20
>> =3D
>></DIV><BR>>>><BLOCKQUOTE=3D3D20<BR>>>>style=3D3D3D=3D
>>"PADDING-RIGHT:=3D20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>=3D3D<BR>>>>BORDER-LEFT:=3D20
>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =3D20
>> <DIV>"Dimitrios" <<A=3D3D20<BR>>>> =3D20
>> =3D3D<BR>>>>href=3D3D3D"<A=3D20

```

```

>> =3D
=
>>href=3D3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'='
>mai=3D
>>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A</A>>&g=3D
>>t;=3D3D<BR>>>=3D20
>> wrote=3D3D20<BR>>> in message =3D
>><A=3D3D20<BR>>> =3D20
>> =3D3D<BR>>>href=3D3D3D"<A=3D20
>> =3D
=
>>href=3D3D'news:4638281d$1 @linux">news:4638281d$1 @linux</A>...</DIV><BR>=
Hi=3D3D=3D
>>20">news:4638281d$1 @linux">news:4638281d$1 @linux</A>...</DIV&=3D
>>gt;<BR>Hi=3D3D20</A><BR>>> =3D20
>> DJ,<BR>hehe I am already on that testing route even with the L R =
=3D
>>
>> =3D3D<BR>>>outputs of=3D3D20<BR>>> =3D
>>other<BR>than=3D20
>> card's a mecs...<BR>Regarding the headphone outs the =3D
>>one<BR>>>=3D20
>> =3D3D<BR>>>on mec=3D3D20<BR>>> A which is the =3D
>>main one=3D20
>> outputs<BR>all submixes, the other though=3D20
>> !<BR>=3D3D<BR>>>output=3D3D20<BR>>> only the =3D
>>related submix=3D20
>> out so yes<BR>you could route it to =3D
>>another<BR>=3D3D<BR>>>mec but=3D20
>> on=3D3D20<BR>>> same mec you would get an =3D
>>infinite<BR>loop=3D20
>> of dry and =3D
>>compressed...<BR>=3D3D<BR>>>because=3D3D20<BR>>> =3D20
>> the time you will bring it back on<BR>same mec that will be =3D
>>again=3D20
>> =3D3D<BR>>>outputed on=3D3D20<BR>>> headphones =3D
>>and then back=3D20
>> again...<BR>you get the picture=3D20
>> =3D3D<BR>>>,feedback.<BR>Thed=3D3D20<BR>>> =3D
>>other mecs=3D20
>> option though will work !!<BR>I don't know if you have=3D20
>> =3D3D<BR>>>considered=3D3D20<BR>>> the other =3D
>>better option=3D20
>> !!<BR>The L and R outputs of each mec (except<BR>>>=3D20
>> =3D3D<BR>>>for the=3D3D20<BR>>> main one) =3D
>>outputs ALSO=3D20
>> the<BR>submix out so you can take this L and<BR>R<BR>>>=3D20
>> =3D3D<BR>>>out and=3D3D20<BR>>> send it to a =3D

```

>>pair of  
>> outputs<BR>(digital to Pulsar ??) COMPRESS it and<BR>>>=3D20  
>> =3D3D<BR>>>>then=3D3D20<BR>>>> send it back to =3D  
>>another=3D20  
>> submix.<BR>For latency well you know =3D  
>>=3D3D<BR>>>>faderworks=3D20  
>> ??=3D3D20<BR>>>> =3D20  
>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ"=3D20  
>> <<A=3D3D20<BR>>>> =3D3D<BR>>>>href=3D3D3D"<A=3D20  
>> =3D  
=  
>>href=3D3D'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=3D=  
3D20=3D  
>>'>http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=3D  
>>;=3D3D20</A><BR>>>> =3D20  
>> wrote:<BR>>Are you getting the same signal on all MECs or the =3D  
>>mix=3D20  
>> =3D3D<BR>>>>signal on=3D3D20<BR>>>> MEC =3D  
>>on<BR>card=3D20  
>> <BR>>>A and just the submix of the MEC on card B and=3D20  
>> =3D3D<BR>>>>C. If=3D3D20<BR>>>> you're just=3D20  
>> getting<BR><BR>>those submixes on the card B & C=3D20  
>> =3D3D<BR>>>>Mecs, you=3D3D20<BR>>>> could route =3D  
>>the headphone=3D20  
>> out<BR>of <BR>>those MECs to a pair of=3D20  
>> =3D3D<BR>>>>input=3D3D20<BR>>>> channels on =3D  
>>another MEC (or=3D20  
>> maybe even loop<BR>it <BR>>back to the=3D20  
>> =3D3D<BR>>>>same=3D3D20<BR>>>> MEC) on a pair of =3D  
>>record=3D20  
>> enabled channels and compress<BR>it,=3D3D20<BR>>>> =3D20  
>> <BR>>>etc.....I can't believe I never tried this when I =3D  
>>had 4=3D20  
>> =3D3D<BR>>>>MECs=3D3D20<BR>>>> =3D20  
>> =3D  
>>here..<BR>><BR>>;o)<BR>><BR>>"Dimitri=3D  
>>os"=3D20  
>> <<A=3D3D20<BR>>>> =3D3D<BR>>>>href=3D3D3D"<A=3D20  
>> =3D  
=  
>>href=3D3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A'=  
>mai=3D  
>>lto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A</A>>&g=3D  
>>t;=3D3D<BR>>>>=3D20  
>> wrote=3D3D20<BR>>>> in message=3D20  
>> =3D  
>><BR>>news:4637946e\$1 @linux...<BR>>><BR>>>=3D  
>>;=3D3D20<BR>>>> =3D20

>> Heh...<BR>>> Works on all mecs=3D20  
>> !!<BR>>>=3D3D20<BR>>>> =3D20  
>> Dimitrios<BR>>><BR>>> "Dimitrios"=3D20  
>> <<A=3D3D20<BR>>>> href=3D3D3D"<A=3D20  
>> =3D  
=  
>>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D3D20'>ma=  
mailto:m=3D  
>>usurgio@otenet.gr">musurgio@otenet.gr</A>>=3D3D20</A><BR>>>&g=3D  
>>t;> =3D20  
>> wrote:<BR>>>><BR>>>>Ah I found it=3D20  
>> =3D3D<BR>>>>!!<BR>>>>I =3D  
>>should=3D3D20<BR>>>> =3D20  
>> connect the L and R to the Mec's outputs 1 and 2 to get=3D20  
>> a=3D3D20<BR>>>> signal<BR>>>>for the =3D  
>>headphones=3D20  
>> !!<BR>>>>I am just =3D3D<BR>>>>using=3D20  
>> the=3D3D20<BR>>>> digital out for monitoring thats why I =3D  
>>didn't=3D20  
>> =3D  
>>=3D3D<BR>>>>get<BR>any<BR>>>>signal=3D3D20<BR>&=3D  
>>gt;> =3D20  
>> at the heaphone out=3D3D20<BR>>>> =3D20  
>> =3D  
>>=3D3D<BR>>>>!<BR>>>>Thanks<BR>>>>Dim=3D  
>>itrios<BR>>>><BR>>>&=3D3D<BR>>>>gt;>=3D  
>>"Tom=3D3D20<BR>>>> =3D20  
>> Bruhl" <<A =3D3D<BR>>>>href=3D3D3D"<A=3D20  
>> =3D  
=  
>>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D3D20'>=  
mailto=3D  
>>:arpegio@comcast.net">arpegio@comcast.net</A>>=3D3D20</A><BR>>>&g=3D  
>>t;> =3D20  
>> =3D  
>>=3D3D<BR>>>>wrote:<BR>>>>><BR>>>>=3D  
>>><BR>>>>>Dimitri=3D3D<BR>>>>os,<BR>>>=3D  
>>>>>You=3D3D20<BR>>>> =3D20  
>> should only get the phone out active on the Submix A=3D20  
>> Master=3D3D20<BR>>>> MEC.<BR>>>>>At =3D  
>>least that's=3D20  
>> been my understanding.=3D3D20<BR>>>> =3D20  
>> =3D  
>>=3D3D<BR>>>>=3D3D3D20<BR>>>>>Tom<BR>>>>=3D  
>>>><BR>>>>>=3D20  
>> =3D3D<BR>>>>;=3D3D20<BR>>>> "Dimitrios"=3D20  
>> <<A=3D3D20<BR>>>> =3D3D<BR>>>>href=3D3D3D"<A=3D20  
>> =3D

=  
>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'=  
>mai=3D  
>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>&g=3D  
>>t;=3D3D<BR>>>=3D20  
>> wrote=3D3D20<BR>>> in message=3D3D20<BR>>> =3D  
>>  
>> =3D  
>>=3D3D<BR>>>=3D3D3D<BR>>>>news:46377aa5\$1@linux..=3D  
>>.<BR>>>><BR>&g=3D3D<BR>>>>t;>>&=3D  
>>gt;=3D20  
>> =3D3D20<BR>>>> Well first time I tried I get no signal =3D  
>>whatsoever=3D20  
>> on any=3D3D20<BR>>>> =3D20  
>> headphone<BR>=3D3D3D<BR>>>>>out=3D20  
>> on<BR>>>> =3D3D<BR>>>>any of=3D20  
>> the=3D3D20<BR>>>> three mecs I have =3D  
>>!<BR>>>> Is=3D20  
>> this a known bug =3D3D<BR>>>>again=3D3D20<BR>>>> =3D20  
>> ??<BR>>>> Thanks<BR>>>>=3D20  
>> =3D3D20<BR>>>> =3D20  
>> =3D  
>>Dimitrios<BR>>>>><BR>>>>><BR>&g=3D  
>>t;>>I=3D20  
>> =3D3D<BR>>>>choose=3D3D20<BR>>>> Polesoft Lockspam =3D  
>>to fight=3D20  
>> spam, and=3D3D20<BR>>>> =3D20  
>> =3D  
>>=3D3D<BR>>>>you?<BR>>>>>http://www.polesoft.com/=3D  
>>refer.html<BR>>>>=3D3D<BR>>>>;><BR>>>=3D  
>>;>><!DOCTYPE=3D3D20<BR>>>> =3D20  
>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D3D20<BR>>>> =3D20  
>> =3D  
>>=3D3D<BR>>>>Transitional//EN"><BR>>>>><HTM=3D  
>>L><HEAD><BR>=3D3D<BR>>>>>><META=3D3D=3D  
>>20<BR>>>> =3D20  
>> http-equiv=3D3D3D3DContent-Type =3D  
>>content=3D3D3D3D"text/html;=3D3D20<BR>>>> =3D20  
>> =3D  
>>=3D3D<BR>>>>=3D3D3D<BR>>>>>charset=3D3D3D3Diso-8859-=3D  
>>1"><BR>>>>><=3D3D<BR>>>>;META=3D3D20<BR>>=3D  
>>>> =3D20  
>> content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D3D20<BR>>>> =3D20  
>> =3D  
>>=3D3D<BR>>>>name=3D3D3D3DGENERATOR><BR>>>>><=3D  
>>STYLE></STYLE><BR>=3D3D<BR>>>>>>></=3D  
>>HEAD><BR>>>>><BODY=3D3D20<BR>>>> =3D20  
>> bgColor=3D3D3D3D#ffffff><BR>>>>><DIV><FONT =3D

```

>>
>> =3D3D<BR>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D20
>> =3D
>>=3D3D<BR>>>>size=3D3D3D3D2>Dimitrios,</FONT></DIV><=3D
>>;BR>>>><=3D3D<BR>>>>DIV><FONT=3D3D20<BR>>>=3D
>>;>> =3D20
>> face=3D3D3D3DArial size=3D3D3D3D2>You should only get the =
phone=3D20
>> out=3D3D20<BR>>>> =3D3D3D<BR>>>>>active =3D
>>on=3D20
>> the=3D3D3D20<BR>>>>>Submix A=3D20
>> =3D3D<BR>>>>>Master=3D3D20<BR>>>> =3D20
>> =3D
>>MEC.</FONT></DIV><BR>>>>><DIV><FON=3D
>>T=3D3D20<BR>>>>> =3D20
>> face=3D3D3D3DArial size=3D3D3D3D2>At least that's been =3D
>>my=3D3D20<BR>>>>> =3D20
>> =3D
>>=3D3D3D<BR>>>>>understanding.=3D3D20<BR>>>>> =3D
>>
>> =3D
>>=3D3D<BR>>>>>=3D3D3D20<BR>>>>>></FONT></DIV>=3D
>>><BR>>>>><=3D3D<BR>>>>>;DIV><FONT=3D3D2=3D
>>>0<BR>>>>> =3D20
>> face=3D3D3D3DArial=3D3D20<BR>>>>> =3D20
>> =3D
>>=3D3D<BR>>>>>size=3D3D3D3D2>Tom</FONT></DIV><BR>=3D
>>>>>><DIV>=3D3D<BR>>>>><FONT=3D3D20<BR>>>>>&g=3D
>>t; =3D20
>> face=3D3D3D3DArial =3D
>>size=3D3D3D3D2></FONT>=3D3D20<BR>>>>> =3D20
>> =3D
>>=3D3D<BR>>>>></DIV><BR>>>>>><BLOCKQUOTE=3D3D=3D
>>3D20<BR>>>>>>st=3D3D<BR>>>>>yle=3D3D3D3D"PADDING-RIG=3D
>>HT:=3D3D20<BR>>>>> =3D20
>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=3D20
>> =3D
>>=3D3D<BR>>>>>=3D3D3D<BR>>>>>>BORDER-LEFT:=3D3D20<BR>&g=3D
>>t;>> =3D20
>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>=3D20
>> =3D3D20<BR>>>>> <DIV>"Dimitrios"=3D20
>> <<A=3D3D3D20<BR>>>>>> =3D3D20<BR>>>>>> =3D
>>
>> =3D
>>=3D3D3D<BR>>>>>>href=3D3D3D3D"<A=3D3D20<BR>>>>>>&nbs=3D
>>p;=3D20
>> =3D
>>=3D3D<BR>>>>>>href=3D3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=3D

```

>>@NOSPAMotenet.gr</A>'mai=3D3D<BR>>>>lto:musurgio@NOSPAMotene=3D  
>>t.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D3D<BR>>>=3D  
>>;t;=3D3D3D<BR>>>>=3D3D20<BR>>>> =3D20  
>> wrote=3D3D3D20<BR>>>> in =3D  
>>message=3D3D20<BR>>>> =3D20  
>> <A=3D3D3D20<BR>>>>=3D20  
>> =3D  
>>=3D3D<BR>>>>=3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20<=3D  
>>BR>>>> =3D20  
>> =3D  
>>=3D3D<BR>>>>>href=3D3D3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @li=3D  
>>nux</A>...</DIV><BR>Well=3D3D<BR>>>>'>news:46=3D  
>>377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV>=3D3D<BR>&=3D  
>>gt;>;<BR>Well</A>=3D3D3D<BR>>>>=3D3D20<=3D  
>>BR>>>> =3D20  
>> first=3D3D3D20<BR>>>>> time I tried I get no signal=3D20  
>> =3D3D<BR>>>>>whatsoever on=3D3D20<BR>>>>> any =3D  
>>headphone out=3D20  
>> =3D  
>>=3D3D<BR>>>>>on<BR>any<BR>>>>=3D3D3D<BR>&g=3D  
>>t;>>>of=3D3D20<BR>>>>> =3D20  
>> the=3D3D3D20<BR>>>>>> three mecs I have !!<BR>ls=3D20  
>> =3D3D<BR>>>>>this a known=3D3D20<BR>>>>> =3D20  
>> bug=3D3D20<BR>>>>> =3D20  
>> =3D  
>>=3D3D<BR>>>>>again=3D3D3D20<BR>>>>>>??<BR>Than=3D  
>>ks<BR>Dimitrios</B=3D3D<BR>>>>>LOCKQUOTE><BR>>>=3D  
>>>>><DIV><FONT=3D3D20<BR>>>>> =3D20  
>> size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam to=3D20  
>> fight=3D3D20<BR>>>>> =3D20  
>> =3D  
>>=3D3D<BR>>>>>spam,<BR>=3D3D3D<BR>>>>>>and=3D3D3D=3D  
>>20<BR>>>>>>you?<BR>=3D3D<BR>>>>>;<A=3D3D3D2=3D  
>>0<BR>>>>>>href=3D3D3D3D"<A=3D3D20<BR>>>>> =3D20  
>> =3D  
>>=3D3D<BR>>>>>>href=3D3D3D'http://www.polesoft.com/refer.html">http:=3D  
>>://www.polesoft.com/refer=3D3D<BR>>>>>'>http://www.polesoft.com/r=3D  
>>efer.html">http://www.polesoft.com/refer</A=3D3D<BR>>>>>=3D3D=3D  
>>3D<BR>>>>>>.html</A>=3D3D20<BR>>>>> =3D20  
>> =3D  
>>=3D3D<BR>>>>>></FONT></DIV></BODY></HTML><=3D  
>>;BR>>>>><B=3D3D<BR>>>>>>R>>>>><B=3D  
>>R>>>>><BR>>>>=3D3D20<BR>>>>> =3D20  
>> =3D  
>><BR>>>><BR>>>><BR></BLOCKQUOTE></BODY><=3D  
>>;/HTML><BR>>>>><BR>>>>><BR>>>>=3D20  
>> <BR>>>><BR>>>><BR></BLOCKQUOTE></BODY></HTML>  
>>

>>  
>

-----=\_NextPart\_000\_009A\_01C78CA9.4197FD70

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Content-Transfer-Encoding: quoted-printable

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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>Okay, I see your application =

Dimitrios.&nbsp; I was=20

hoping to</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>combine drum tracks from submix B with =

effected=20

drum tracks</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>in submix E and have them stay time =

aligned=20

(compensated).</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>That's not possible unless the tracks =

have been=20

printed and effected</FONT></DIV>

<DIV><FONT face=3DArial size=3D2>afterward right?</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>"Dimitrios" &lt;<A=20

=

href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>&gt;=

wrote=20

in message <A=20

=

href=3D"news:4638a0e8\$1 @linux">news:4638a0e8\$1 @linux</A>...</DIV><BR>Ok =

Tom and=20

beloved Paris users here is a nice tip regarding the L and R=20

individua<BR>submix outs...<BR><BR>Ok lets assume you get (DJ are =

you=20

hearing ??) 6 eds cards and 5 mecs. <BR>Each mec of the four has an =

output=20

card ( or use the 20bit outs) <BR>and the fourth has an input card (or =

use the=20

20 bit ins)<BR>Now leave alone card one which has no mec (maybe a 442 =  
if=20  
cannot get initialised<BR>?) so card 2&nbsp; L&R outputs from =  
withinh=20  
patchbay are being outputted on outs<BR>1 and 2 which are connected to =  
the 6th=20  
eds card's Mec 1&2 analog inputs.<BR>Are you with me so far =  
?<BR>same for=20  
eds card 3 L&R outputs using analog outs 1,2 of its related=20  
mec<BR>connected to the 6th eds card's mec 3&4 inputs.<BR>Same for =  
the eds=20  
card 4 --- 5&6, and 5 ----7&8.<BR>So now you will have your 4 =  
eds=20  
cards submix individual stereo outputs MIXED<BR>on a separate eds card =  
and put=20  
there any DX or EDS effect and then the L<BR>& R outs of the this =  
6th eds=20  
card will be your stereo mix output which must<BR>be recorded to =  
another=20  
device computer audio card whatever via the digital<BR>mecs=20  
out.<BR>Regards,<BR>Dimitrios <BR><BR>"Dimitrios" &lt;<A=20  
=  
href=3D"mailto:musurgio@otNOSPAMenet.gr">musurgio@otNOSPAMenet.gr</A>&gt;=  
=20  
wrote:<BR>&gt;&gt;Dear Tom,<BR>&gt;&gt;I am not only saying but I am=20  
confirming !!<BR>&gt;&gt;The L and R of all submixes except for the main =  
one=20  
outputs the related<BR>submixes<BR>&gt;mix.<BR>&gt;You can have a 5 =  
card Paris=20  
system where you sacrifice card 1 and use the<BR>&gt;four other stereo =  
mixes=20  
thru mex digital spdif output to a card like Scope<BR>&gt;Pulsar and =  
then=20  
insert on every submix your effects or outboard too.<BR>&gt;You will =  
just be=20  
mixing 4 stereo tracks under Pulsar which anyway is =  
far<BR>&gt;superior mixing=20  
engine than cubase nuendo and all that=20  
s..t.<BR>&gt;Regards,<BR>&gt;Dimitrios<BR>&gt; <BR>&gt;"Tom Bruhl" =  
&lt;<A=20  
href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt;=20  
wrote:<BR>&gt;&gt;&gt;&gt;&gt;&gt;Dimitrios, <BR>&gt;&gt;&gt;&gt;&gt;&gt;I =  
could have=20  
sworn that I tried the L&R outs of the Mecs and never=20  
got<BR>=3D<BR>&gt;&gt;signal.<BR>&gt;&gt;You are saying that gives you =  
submix=20  
only data?&nbsp; This is crazy.<BR>&gt;&gt;&gt;I'll be experimenting today =  
for=20

sure.<BR>&gt;Tom<BR>&gt;<BR>&gt;After the Beatle Juice =  
show l=20  
guess.<BR>&gt;&nbsp; "Dimitrios" &lt;<A=20  
href=3D"mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>&gt; =  
wrote in=20  
message =  
=3D<BR>&gt;news:46389187\$1 @linux...<BR>&gt;<BR>&gt;&nbsp;=20  
Yeah Dj,<BR>&gt;&nbsp; Why not then use the simple L R outputs in =  
patch=20  
bay where every =3D<BR>&gt;submix has<BR>&gt;&nbsp; these and =  
route them=20  
to the related mec's out into your compressor=20  
and<BR>&gt;=3D<BR>&gt;then<BR>&gt;&nbsp; back to your other=20  
mec.<BR>&gt;&nbsp; Is the headphone out of any quality =  
?<BR>&gt;&nbsp;=20  
You can use also the digital outs to connect to a Pulsar VINCO=20  
=3D<BR>&gt;compressor<BR>&gt;&nbsp; and then back to other mec =  
  
...<BR>&gt;<BR>&gt;&nbsp; Well you have to note=20  
here.<BR>&gt;&nbsp; the audio coming in the other submix will be =  
delayed=20  
to the non =3D<BR>&gt;compressed<BR>&gt;&nbsp; drumtracks... =  
what will=20  
you do ?<BR>&gt;&nbsp; You can of course record it and then nudge =  
or=20  
better use Faderworks...<BR>&gt;<BR>&gt;&nbsp; Ok so now you =  
are=20  
tempted to come back to Paris or not ??<BR>&gt;&nbsp; We are =  
waiting for=20  
you...<BR>&gt;&nbsp; Regards,<BR>&gt;&nbsp;=20  
Dimitrios<BR>&gt;<BR>&gt;&nbsp; "DJ" &lt;<A=20  
=  
href=3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>&gt;=20  
wrote:<BR>&gt;&nbsp; &gt;Heheh!!! parallel compression in Paris =  
through a=20  
headphone out.&nbsp; =  
=3D<BR>&gt;Whoda'<BR>&gt;<BR>&gt;&nbsp;=20  
&gt;thunk? Can't believe I never tried this&nbsp; when I was running =  
4 x=20  
=3D<BR>&gt;MECs. Just<BR>&gt;<BR>&gt;&nbsp; &gt;use a card =  
and=20  
separate MEC for drum submixes, grab yourself an=20  
=3D<BR>&gt;insert=3D20<BR>&gt;&nbsp; &gt;cable, route the =  
headphone out to=20  
a stereo compressor&nbsp; (maybe =  
=3D<BR>&gt;sidechain<BR>&gt;&nbsp;=20  
to=3D20<BR>&gt;&nbsp; &gt;an EQ to hipass the LF a =  
little.....or=20

maybe not) and return  
to the Paris inputs on a channel pair on a  
different  
MEC and you're there.  
&Damn!!!...how simple is this?  
&lt;o>  
&lt;A=  
=  
href="mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>=  
wrote  
in message  
&news:463853fb\$1@linux...  
& Dear Tom,  
&=20  
ALSO L and R on each submix except for submix1 outputs =  
only  
the related submix so you =  
can send  
it to a mec's out (24bit if you like) and =  
out to your compressor.  
&=20  
Regards, Dimitrios  
& "Tom Bruhl" &lt;A=  
href="mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=  
wrote:  
& Dimitrios are you =  
serious?!?!&=20  
It outputs the submix only on =  
Cards  
C, &=3D3D  
D, E =  
???& I will be summing my drums and =  
guitars from  
now on 20bit out of the  
& phones jack to my  
& outboard =  
comps for  
sure!!!!& How come I never  
tried  
& it?  
&=20  
& I'm a dope,  
& Tom  
&=20  
& Dimitrios" &lt;A=  
=  
href="mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>=  
wrote=20

in message =3D3D<BR>&gt;&nbsp;=20  
 &gt;&gt;&gt;news:4638281d\$1 @linux...<BR>&gt;&gt;&nbsp;=20  
 &gt;&gt;&gt;<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; Hi =  
 DJ,<BR>&gt;&gt;&nbsp;=20  
 &gt;&gt;&gt;&nbsp; hehe I am already on that testing route even with =  
 the L R=20  
 outputs<BR>&gt;=3D<BR>&gt;&gt;of<BR>&gt;&gt;&nbsp; =  
 =3D3D<BR>&gt;&gt;&nbsp;=20  
 &gt;&gt;&gt;other<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; than card's a=20  
 mecs...<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; Regarding the headphone =  
 outs the=20  
 one on mec A which is the main<BR>=3D<BR>&gt;&gt;one<BR>&gt;&gt;&nbsp; =  
  
 =3D3D<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;outputs<BR>&gt;&gt;&nbsp; =  
 &gt;&gt;&gt;&nbsp;=20  
 all submixes, the other though ! output only the related=20  
 submix<BR>=3D<BR>&gt;&gt;out<BR>&gt;&gt;&nbsp; so<BR>&gt;&gt;&nbsp; =  
 &gt;&gt;&gt;=20  
 =3D3D<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;yes<BR>&gt;&gt;&nbsp; =  
 &gt;&gt;&gt;&nbsp; you=20  
 could route it to another mec but on same mec you would =  
 get<BR>=3D<BR>&gt;&gt;an=20  
 =3D3D<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;infinite<BR>&gt;&gt;&nbsp;=20  
 &gt;&gt;&gt;&nbsp; loop of dry and compressed... because the time you =  
 will=20  
 bring it<BR>&gt;=3D<BR>&gt;&gt;back<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;=20  
 =3D3D<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;on<BR>&gt;&gt;&nbsp; =  
 &gt;&gt;&gt;&nbsp; same=20  
 mec that will be again outputed on headphones and then=20  
 back<BR>&gt;=3D<BR>&gt;&gt;=3D3D<BR>&gt;&gt;&nbsp;=20  
 &gt;&gt;&gt;again...<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; you get the =  
 picture=20  
 ,feedback.<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; Thed other mecs option =  
 though=20  
 will work !!<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; I don't know if you =  
 have=20  
 considered the other better option !!<BR>&gt;&gt;&nbsp; =  
 &gt;&gt;&gt;&nbsp; The=20  
 L and R outputs of each mec (except for the main one)=20  
 outputs<BR>&gt;=3D<BR>&gt;&gt;ALSO<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;=20  
 =3D3D<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;the<BR>&gt;&gt;&nbsp; =  
 &gt;&gt;&gt;&nbsp;=20  
 submix out so you can take this L and R out and send it to a=20  
 pair<BR>&gt;=3D<BR>&gt;&gt;of<BR>&gt;&gt;&nbsp; =  
 =3D3D<BR>&gt;&gt;&nbsp;=20  
 &gt;&gt;&gt;outputs<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; (digital to =  
 Pulsar=20  
 ??) COMPRESS it and then send it back to=20

=3D<BR>&gt;&gt;another<BR>&gt;&gt;&nbsp; =3D3D<BR>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;submix.<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; For latency =  
well you=20  
know faderworks ?? !!<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
Regards,<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
Dimitrios<BR>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; "DJ" &lt;<A=20  
=  
href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>&gt;=20  
wrote:<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; Are you getting the =  
same=20  
signal on all MECs or the mix signal=20  
on<BR>&gt;=3D<BR>&gt;&gt;MEC<BR>&gt;&gt;&nbsp; &gt;&gt;&gt; =  
=3D3D<BR>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;on<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
card=3D3D20<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; A and just the =  
submix of=20  
the MEC on card B and C. If you're=20  
just<BR>&gt;=3D<BR>&gt;&gt;=3D3D<BR>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;getting<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;<BR>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; those submixes on the card B & amp; C Mecs, you =  
could=20  
route the =3D<BR>&gt;&gt;headphone<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;=20  
=3D3D<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; out<BR>&gt;&gt;&nbsp; =  
&gt;&gt;&gt;&nbsp;=20  
of=3D3D20<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; those MECs to a =  
pair of input=20  
channels on another MEC (or =  
maybe<BR>&gt;=3D<BR>&gt;&gt;even<BR>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt; =3D3D<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; loop<BR>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; it=3D3D20<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
&gt;&gt;&gt;&nbsp; back to=20  
the same MEC) on a pair of record enabled channels=20  
and<BR>=3D<BR>&gt;&gt;=3D3D<BR>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; compress<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
it,=3D3D20<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; etc.....I =  
can't=20  
believe I never tried this when I had 4 =  
=3D<BR>&gt;&gt;MECs<BR>&gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; here..<BR>&gt;&gt;&nbsp; =  
&gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; o<BR>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
&gt;&gt;&gt;&nbsp; "Dimitrios"=20  
&lt;<A =  
href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>&gt;=  
=20  
wrote in message=3D3D20<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20

&gt;news:4637946e\$1@linux...<BR>&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp;=20  
Heh...<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp; Works on all mecs =

!!<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&nbsp; =  
Dimitrios<BR>&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;&gt;<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
&gt;&gt;&nbsp;=20  
"Dimitrios" &lt;<A =  
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>&gt;=20  
wrote:<BR>&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp; =  
&gt;&gt;&gt;<BR>&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;Ah I found it !!<BR>&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;I should connect the L and R to the =  
Mec's=20  
outputs 1 and 2 to<BR>=3D<BR>&gt;&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp;=20  
a<BR>&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;signal<BR>&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;for the headphones !!<BR>&gt;&nbsp; &gt;&gt;&nbsp; =

&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;I am just using the digital out for =  
monitoring=20  
thats why I =3D<BR>&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&nbsp; =  
any<BR>&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;signal at the heaphone out =  
!<BR>&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;Thanks<BR>&gt;&nbsp; &gt;&gt;&nbsp; =  
&gt;&gt;&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; Dimitrios<BR>&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; <BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; "Tom =  
Bruhl"=20  
&lt;<A href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>&gt; =

wrote:<BR>&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&nbsp; =  
&gt;&gt;&gt;&gt;<BR>&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; <BR>&gt;&nbsp; &gt;&gt;&nbsp; =  
&gt;&gt;&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;&nbsp; Dimitrios, <BR>&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;&nbsp; You should only get the phone out active on the Submix =  
A=20  
=3D<BR>&gt;&nbsp; &gt;&gt;&nbsp; Master<BR>&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp; =3D3D<BR>&gt;&nbsp; &gt;&gt;&nbsp;=20  
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&gt;&gt;&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp; At least=20  
that's been my understanding. =3D3D3D20<BR>&gt;&nbsp; &gt;&gt;&nbsp; =  
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&gt;&gt;&gt;&gt;&nbsp; Tom<BR>&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp; &gt;&gt;&nbsp;=20

&gt;&gt;&gt;&gt;<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
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Well first time I tried I get no signal whatsoever on=20  
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the=20  
three mecs I have !!<BR>&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&gt;&nbsp; Is this a known bug again ??<BR>&gt;&nbsp;=20  
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E=20  
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How come I never tried it?&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
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 outputs ALSO the&lt;BR>&gt;submix out so you can take this=20  
 L<BR>=3D<BR>&gt;&gt;and<BR>&gt;&gt;&nbsp; R<BR>&gt;&gt;&nbsp; &gt;&gt;&gt; =  
  
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 ??) COMPRESS<BR>=3D<BR>&gt;&gt;it and<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;=20  
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 =3D<BR>&gt;&gt;and=20  
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 on the card B & amp; C =3D3D<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;Mecs,=20  
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 headphone=20

out of those MECs to a pair of  
 of  
 &nbsp; channels =  
 on  
 another MEC (or maybe even loop it back to  
 =  
 &nbsp; MEC) on a pair of record enabled channels and  
 =  
 &nbsp; =  
 &nbsp; etc.....I can't believe I never tried this when I  
 had  
 &nbsp; MECs  
 =  
 here..  
 os"  
 &nbsp; =  
 =  
 href="mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>mailto:  
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 &nbsp; wrote  
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 =  
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 &nbsp; Heh...  
 !!  
 Dimitrios  
 &nbsp; href="mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>mailto:  
 :musurgio@otenet.gr">musurgio@otenet.gr</A>  
 &nbsp; =  
 wrote:  
 found it  
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 should  
 to the  
 Mec's outputs 1 and 2 to get a  
 &nbsp; =  
 signal  
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 just  
 the

&gt;&gt;&gt;&nbsp; digital out for monitoring thats why I didn't=20  
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A=20  
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first time I tried I get no signal whatsoever on =

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&gt;&gt;&gt;on&lt;BR&gt;any&lt;BR&am p;gt;&gt;&gt;&gt;=3D3D3D&lt;BR&gt;&g t;&gt;=  
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have=20

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known=3D3D20<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp; =  
bug=3D3D20<BR>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; =3D3D<BR>&gt;&gt;&nbsp;=20  
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&gt;&gt;&gt;again=3D3D3D20&lt;BR>&gt;& amp ;gt;&gt;&gt;&gt;??&lt;BR>&gt;Thanks&l t=  
;BR>&gt;Dimitrios&lt;/B=3D3D<BR>&gt;&gt;&nbsp;=20  
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3D20<BR>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; size=3D3D3D3D2&gt;&lt;BR>&gt;&lt;BR>&gt;I choose =  
Polesoft=20  
Lockspam to fight=3D3D20<BR>&gt;&gt;&nbsp; &gt;&gt;&gt;&nbsp;=20  
=3D3D<BR>&gt;&gt;&nbsp;=20  
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&gt;&gt;&gt;spam,&lt;BR>&gt;=3D3D3D&l t;BR>&gt;&gt;&gt;&gt;&and=3D3D3D20&amp; ;=  
lt;BR>&gt;&gt;&gt;&gt;&gt;you?&lt;BR& amp;gt;=3D3D <BR>&gt;&gt;&nbsp;=20  
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'&gt;&http://www.polesoft.com/=3D<BR>&gt;&gt;refer=3D3D<BR>&gt;&gt;&nbsp; =  
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tp://www.polesoft.com/refer&lt;/A=3D<BR>&gt;&gt;=3D3D<BR>&gt;&gt;&nbsp;=20  
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&gt;&gt;&gt;&gt;=3D3D3D&lt;BR>&gt;& am p;gt;&gt;&gt;&gt;.html&lt;/A&gt;=3D3D20 <B=  
R>&gt;&gt;&nbsp;=20  
&gt;&gt;&gt;&nbsp; =3D3D<BR>&gt;&gt;&nbsp;=20  
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&gt;&gt;&gt;&lt;/FONT&gt;&lt;/DIV& am p;gt;&lt;/BODY&gt;&lt;/HTML&gt;&lt;BR& am p;gt;=  
&gt;&gt;&gt;&gt;&lt;B=3D3D<BR>&gt;&gt;&nbsp;=20  
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&gt;&gt;&gt;&R&gt;&gt;&gt;& am p;gt;&lt;BR>&gt;&gt;&gt;&lt;BR& am p;gt;&gt;&gt;=  
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&gt;&gt;&=3D20<BR>&gt;&gt;&nbsp; &gt;><BR>&gt;&gt;&nbsp;=20  
&gt;><BR>&gt;&gt;<BR>&gt;&gt;<BR>&gt;&gt;&lt;!DOCTYPE HTML PUBLIC =  
"-//W3C//DTD=20  
HTML 4.0=20  
=  
=

Transitional//EN"><BR>>>&lt;HTML&gt;&lt;HEAD&gt; <BR>>>&lt;=

META=20

http-equiv=3D3DContent-Type content=3D3D"text/html";=20

=3D<BR>>> charset=3D3Diso-8859-1"><BR >>>&lt;META =

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6.00.2800.1400"=20

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name=3D3DGENERATOR&gt;<BR>>>&lt;STYLE&gt;&lt;/STYLE&gt; <BR>>>&lt;=

&lt;/HEAD&gt;<BR>>>&lt;BODY=20

bgColor=3D3D#ffffff&gt;<BR>>>&lt;DIV&gt;&lt;FONT face=3D3DArial=20

=

size=3D3D2&gt;Dimitrios,&lt;/FONT&gt;&lt;/DI V&gt; <BR>>>&lt;DIV&gt;&lt;=

lt;FONT=20

face=3D3DArial size=3D3D2&gt;I could have sworn that I tried the=20

=3D<BR>>>L&amp;R outs of=3D20<BR>>>the Mecs and never got=20

signal.&lt;/FONT&gt;&lt;/DIV&gt;<BR>>>&lt;DIV&gt;&lt;FONT =

face=3D3DArial=20

size=3D3D2&gt;You are saying that gives you submix=20

=3D<BR>>>only=3D20<BR>>>data? This is=20

crazy.&lt;/FONT&gt;&lt;/DIV&gt;<BR>>>&lt;DIV&gt;&lt;FONT =

face=3D3DArial=20

size=3D3D2&gt;I'll be experimenting today for=20

=

=3D<BR> >>>sure.&lt;/FONT&gt;&lt;/DIV&gt; t; <BR>>>&lt;DIV&gt;&lt;F=

ONT=20

face=3D3DArial=20

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size=3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV&gt; t; <BR>>>&lt;DIV&gt;&lt;FONT=

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face=3D3DArial size=3D3D2&gt;&lt;/FONT&gt;=20

&lt;/DIV&gt;<BR>>>&lt;DIV&gt;&lt;FONT face=3D3DArial =

size=3D3D2&gt;After the=20

Beatle Juice show I=20

=

=3D<BR> >>>guess.&lt;/FONT&gt;&lt;/DIV&gt; t; <BR>>>&lt;BLOCKQUOTE=3D=

20<BR>>>&gt;style=3D3D"PADDING-RIGHT:=20

0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D<BR>>>BORDER-LEFT: =

#000000=20

2px solid; MARGIN-RIGHT: 0px"&gt;<BR>>>&nbsp; =

&lt;DIV&gt;"Dimitrios"=20

&lt;&lt;A=3D20<BR>>>&nbsp; href=3D3D"<A=20

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href=3D'mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr</A'>mailto:=

musurgio@otenetNOSP.gr"&gt;musurgio@otenetNOSP.gr&lt;/A</A>&gt;=20

=3D<BR>>>wrote in=3D20<BR>>>&nbsp; message =

&lt;A=3D20<BR>>>&nbsp;=20

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href=3D'news:46389187\$1 @linux">news:46389187\$1 @linux</A>...</DIV><BR>Yeah=  
'>news:46389187\$1 @linux"&gt;news:46389187\$1 @linux&lt;/A&gt;...&lt;/DIV&gt;=  
&lt;BR&gt;Yeah</A>=3D<BR>&gt;&gt;=3D20<BR >&gt;&gt;&nbsp;=20  
Dj,&lt;BR&gt;Why not then use the simple L R outputs in patch bay =  
where=20  
=3D<BR>&gt;&gt;every submix=3D20<BR>&gt;&gt;&nbsp; has&lt;BR&gt;these =  
and route=20  
them to the related mec's out into your =3D<BR>&gt;&gt;compressor=20  
and=3D20<BR>&gt;&gt;&nbsp; then&lt;BR&gt;back to your other =  
mec.&lt;BR&gt;Is the=20  
headphone out of any quality<BR>&gt;=3D<BR>&gt;&gt;<BR>&gt;&gt;&nbsp;=20  
?&lt;BR&gt;You can use also the digital outs to connect to a Pulsar=20  
VINCO=3D20<BR>&gt;&gt;&nbsp; compressor&lt;BR&gt;and then back to =  
other mec=20  
...&lt;BR&gt;&lt;BR&gt;Well you have=20  
to<BR>=3D<BR>&gt;&gt;note=3D20<BR>&gt;&gt;&nbsp; here.&lt;BR&gt;the =  
audio coming=20  
in the other submix will be delayed to=20  
the<BR>=3D<BR>&gt;&gt;non=3D20<BR>&gt;&gt;&nbsp; =  
compressed&lt;BR&gt;drumtracks...=20  
what will you do ?&lt;BR&gt;You can of course =3D<BR>&gt;&gt;record=20  
it=3D20<BR>&gt;&gt;&nbsp; and then nudge or better use=20  
Faderworks...&lt;BR&gt;&lt;BR&gt;Ok so now you are =  
=3D<BR>&gt;&gt;tempted=20  
to=3D20<BR>&gt;&gt;&nbsp; come back to Paris or not ??&lt;BR&gt;We are =  
waiting=20  
for=3D20<BR>&gt;&gt;&nbsp;=20  
you...&lt;BR&gt;Regards,&lt;BR&gt;Dimitrios& amp;&lt;BR&gt;&lt;BR&gt; "DJ"=20  
&lt;&lt;A=3D20<BR>&gt;&gt;&nbsp; =3D<BR>&gt;&gt;href=3D3D"<A=20  
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href=3D'http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>=>=3D20=  
'>http://www.aarrrrggghh!!!.com"&gt;www.aarrrrggghh!!!.com&lt;/A&gt;&gt;=  
;=3D20</A><BR>&gt;&gt;&nbsp;=20  
wrote:&lt;BR&gt;&gt;&gt;Heheh!!! parallel compression in Paris through a=20  
=3D<BR>&gt;&gt;headphone=3D20<BR>&gt;&gt;&nbsp; out.=20  
Whoda'&lt;BR&gt;&lt;BR&gt;&gt;&gt;think? Can't believe I never tried=20  
=3D<BR>&gt;&gt;this =3D20<BR>&gt;&gt;&nbsp; when I was running 4 x =  
MECs.=20  
Just&lt;BR&gt;&lt;BR&gt;&gt;&gt;use a card and separate =3D<BR>&gt;&gt;MEC =  
  
for=3D20<BR>&gt;&gt;&nbsp; drum submixes, grab yourself an insert=20  
&lt;BR&gt;&gt;&gt; cable, route the =3D<BR>&gt;&gt;headphone =  
out=3D20<BR>&gt;&gt;&nbsp;=20  
to a stereo compressor (maybe sidechain&lt;BR&gt;to &lt;BR&gt;&gt;&gt;an =  
EQ to=20  
=3D<BR>&gt;&gt;hipass=3D20<BR>&gt;&gt;&nbsp; the LF a =  
little.....or maybe=20  
not) and return them&lt;BR&gt;to=20

=3D<BR>&gt;&gt;&lt;BR>&gt;&gt;the=3D20<BR >&gt;&gt;&nbsp; Paris inputs =  
on a channel=20  
pair on a different MEC and you're=3D20<BR>&gt;&gt;&nbsp;=20  
there.&lt;BR>&lt;&lt;BR>&gt;&gt;Damn!!!... .how simple =  
is=3D20<BR>&gt;&gt;&nbsp;=20  
=  
this?&lt;BR>&gt;&lt;&lt;BR>&gt;&gt;;o) &lt;BR>&gt;&lt;&lt;BR>&gt;&gt; "Dimitrio=  
s"=20  
&lt;&lt;A=3D20<BR>&gt;&gt;&nbsp; =3D<BR>&gt;&gt;href=3D3D"<A=20  
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href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>mai=  
lto:musurgio@otenetNOSPAM.gr"&gt;musurgio@otenetNOSPAM.gr&lt;/A</A>&gt;&g=  
t;=3D<BR>&gt;&gt;=20  
wrote=3D20<BR>&gt;&gt;&nbsp; in message=20  
=  
&lt;BR>&gt;&gt;news:463853fb\$1 @linux... &lt;BR>&gt;&gt;&lt;BR>&gt;&gt; &gt;=  
;=20  
=3D<BR>&gt;&gt;Dear=3D20<BR>&gt;&gt;&nbsp; Tom,&lt;BR>&gt;&gt;&gt; ALSO =  
L and R on=20  
each submix except for =3D<BR>&gt;&gt;submix1=3D20<BR>&gt;&gt;&nbsp; =  
outputs only=20  
the related&lt;BR>&gt;&gt;&gt; submix so you can send it to a=20  
=3D<BR>&gt;&gt;mec's out=3D20<BR>&gt;&gt;&nbsp; (24bit if you like) =  
and=20  
then&lt;BR>&gt;out&lt;BR>&gt;&gt;&gt; to your=3D20<BR>&gt;&gt;&nbsp;=20  
compressor.&lt;BR>&gt;&gt;&gt; Regards,&lt;BR>&gt;&gt;&gt;=20  
=  
=3D<BR> &gt;&gt;Dimitrios&lt;BR>&gt;&gt;&gt;& amp;lt;BR>&gt;&gt;&gt;=3D20 <BR>&gt;=&gt;&nbsp;=20  
&gt;&nbsp;=20  
"Tom Bruhl" &lt;&lt;A=3D20<BR>&gt;&gt;&nbsp; href=3D3D"<A=20  
=  
href=3D'mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20'>mailto=  
:arpeggio@comcast.net"&gt;arpeggio@comcast.net&lt;/A&gt;&gt;=3D20</A><BR>&gt;=&gt;&nbsp;=20  
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wrote:&lt;BR>&gt;&gt;&gt;&gt;&lt;BR>&a mp;gt;&gt;&gt;&gt;&lt;BR>&gt;&gt;& amp ;gt;&gt;&gt;D=  
imitrios=20  
are =3D<BR>&gt;&gt;you=3D20<BR>&gt;&gt;&nbsp; serious?!?! It outputs =  
the submix=20  
only on Cards=20  
=3D<BR> &gt;&gt;B,&lt;BR>&gt;&gt;C,&lt;BR>&gt;&gt;& amp ;gt;&gt;=3D20 <BR>&gt;&gt;&nbsp; =  
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=3D3D&lt;BR>&gt;&gt;&gt;&gt;D, E ???&lt;BR>&gt;&gt;&gt;&gt;I will be =  
summing my=20  
drums =3D<BR>&gt;&gt;&gt;&gt;and=3D20<BR>&gt;&gt;&gt;&nbsp; guitars from now on =  
20bit out of=20  
the =3D3D&lt;BR>&gt;&gt;&gt;&gt;phones jack to =  
=3D<BR>&gt;&gt;<BR>&gt;&gt;&nbsp;=20

my<BR>&gt;&gt;&gt;outboard comps for sure!!!! Sweeeeeet!=20  
=3D<BR>&gt;&gt;How=3D20<BR>&gt;&gt;&nbsp; come I never tried=20  
it?<BR>&gt;&gt;&gt;&lt;BR> &gt;&gt;&gt;&gt;I'm =  
a=3D20<BR>&gt;&gt;&nbsp;=20  
=  
=3D<BR> &gt;&gt;dope,&lt;BR>&gt;&gt;& &gt;Tom&lt;BR>&gt;&gt;&gt;&lt;BR>=  
&gt;&gt;&gt;&gt;&lt;BR>&gt;&gt;& a mp;&gt;&gt;&=3D <BR>&gt;&gt;&nbsp;=3D20<BR>&=  
gt;&gt;&nbsp;=20  
"Dimitrios" &lt;&lt;A=3D20<BR>&gt;&gt;&nbsp; =  
=3D<BR>&gt;&gt;href=3D3D"<A=20  
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href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>mai=  
lto:musuNOSPAMrgio@otenet.gr"&gt;musuNOSPAMrgio@otenet.gr&lt;/A/>&gt;&g=  
t;=3D<BR>&gt;&gt;=20  
wrote=3D20<BR>&gt;&gt;&nbsp; in message=3D20<BR>&gt;&gt;&nbsp;=20  
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gt;&gt;&gt;&gt;&lt;BR>&gt;&gt;& ;&amp;g=3D <BR>&gt;&gt;t;=20  
=3D20<BR>&gt;&gt;&nbsp; Hi DJ,&lt;BR>&gt;&gt;&gt;& hehe I am already =  
on that=20  
testing route =3D<BR>&gt;&gt;even with=3D20<BR>&gt;&gt;&nbsp; the L R =  
outputs=20  
of&lt;BR>&gt;=3D3D&lt;BR>&gt;&gt;& &amp;gt;other&lt;BR>&gt;&gt;&gt;=20  
=3D<BR>&gt;&gt;than card's=3D20<BR>&gt;&gt;&nbsp; a =  
mecs...&lt;BR>&gt;&gt;&gt;=20  
Regarding the headphone outs the one =3D<BR>&gt;&gt;on mec=20  
A=3D20<BR>&gt;&gt;&nbsp; which is the main=20  
=  
=3D<BR> &gt;&gt;one&lt;BR>&gt;=3D3D&lt;BR>&gt; &gt;&gt;&gt;outputs&lt;BR>&gt;&=  
gt;&gt;&gt;=20  
all=3D20<BR>&gt;&gt;&nbsp; submixes, the other though ! output only =  
the related=20  
submix=3D20<BR>&gt;&gt;&nbsp; out&lt;BR>&gt;so&lt;BR>&gt;&gt;=20  
=3D3D&lt;BR>&gt;&gt;&gt;&gt;yes&lt;BR> &gt;&gt;&gt;&gt; you=20  
=3D<BR>&gt;&gt;could=3D20<BR>&gt;&gt;&nbsp; route it to another mec =  
but on same=20  
mec you would get an=3D20<BR>&gt;&gt;&nbsp;=20  
=3D3D&lt;BR>&gt;&gt;&gt;&gt;infinite& lt;&BR>&gt;&gt;&gt;& loop of dry =  
and=20  
=3D<BR>&gt;&gt;compressed...=3D20<BR>&gt;&gt;&nbsp; because the time =  
you will=20  
bring it back&lt;BR>&gt;&gt;&gt;=3D20<BR>&gt;&gt;&nbsp;=20  
=3D3D&lt;BR>&gt;&gt;&gt;&gt;on&lt;BR> &amp;gt;&gt;&gt;&gt; same mec that will =  
be=20  
=3D<BR>&gt;&gt;again outputed=3D20<BR>&gt;&gt;&nbsp; on headphones and =  
then back=20  
=  
=3D<BR> &gt;&gt;=3D3D&lt;BR>&gt;&gt;& &gt;again...&lt;BR>&gt;&gt;&gt; =

=3D20<BR>&gt;&gt; you get the picture =  
 ,feedback.&lt;BR&gt;&gt;&gt;=20  
 Thed other mecs =3D<BR>&gt;&gt;option=3D20<BR>&gt;&gt; though =  
 will work=20  
 !!&lt;BR&gt;&gt;&gt; I don't know if you have=20  
 =3D<BR>&gt;&gt;considered=3D20<BR>&gt;&gt; the other better =  
 option=20  
 !!&lt;BR&gt;&gt;&gt; The L and R outputs =3D<BR>&gt;&gt;of=20  
 each=3D20<BR>&gt;&gt; mec (except for the main one) outputs=20  
 ALSO&lt;BR&gt;&gt;&gt;=3D20<BR>&gt;&gt;=20  
 =3D3D&lt;BR&gt;&gt;&gt;the&lt;BR &gt;&gt;&gt; submix out so you =  
 can=20  
 =3D<BR>&gt;&gt;take this L=3D20<BR>&gt;&gt; and R out and send =  
 it to a=20  
 pair=3D20<BR>&gt;&gt;=20  
 of&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&gt;&gt; & amp;gt;outputs&lt;BR&gt;&gt;&gt; =  
 (digital to=20  
 =3D<BR>&gt;&gt;Pulsar ??)=3D20<BR>&gt;&gt; COMPRESS it and then =  
 send it back=20  
 to=3D20<BR>&gt;&gt;=20  
 =  
 another&lt;BR&gt;&gt;=3D3D&lt;BR&gt;&gt;&gt; submix.&lt;BR&gt;&gt;&gt; =  
 For=20  
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 ??=20  
 !!&lt;BR&gt;&gt;&gt; =3D<BR> &gt;&gt;Regards,&lt;BR&gt;&gt;&gt; &a mp;gt; =  
  
 =3D20<BR>&gt;&gt; =  
 Dimitrios&lt;BR&gt;&gt;&gt;&lt;B R&gt;&gt;&gt;=20  
 "DJ" &lt;&lt;A=3D20<BR>&gt;&gt; =3D<BR>&gt;&gt;href=3D3D"<A=20  
 =  
 href=3D'http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=3D20=  
 '>http://www.aarrrrggghh!!!.com"&gt;www.aarrrrggghh!!!.com&lt;/A&gt;&gt;=  
 ;=3D20</A><BR>&gt;&gt;=20  
 wrote:&lt;BR&gt;&gt;&gt; &gt;Are you getting the same signal on=20  
 =3D<BR>&gt;&gt;all MECs=3D20<BR>&gt;&gt; or the mix signal on=20  
 MEC&lt;BR&gt;&gt;&gt;=20  
 =3D<BR> &gt;&gt;=3D3D&lt;BR&gt;&gt;&gt; on&lt;BR&gt;&gt;&gt;=20  
 =3D20<BR>&gt;&gt; card=3D3D20&lt;BR&gt;&gt;&gt; &gt;A and =  
 just the=20  
 submix of the MEC =3D<BR>&gt;&gt;on card B=3D20<BR>&gt;&gt; and =  
 C. If you're=20  
 just=3D20<BR>&gt;&gt;=20  
 =  
 =3D3D&lt;BR&gt;&gt;&gt;getting&lt;BR&gt;&gt;&gt;&lt;BR&gt;&gt;&gt;=20  
 ;&gt;=20  
 =3D<BR>&gt;&gt;those=3D20<BR>&gt;&gt; submixes on the card B =

& C=20  
 Meecs, you could route the=20  
 =3D<BR> &gt;&gt;headphone&lt;BR&gt;&gt;&gt;= 3D20 <BR>&gt;&gt;&nbsp;=20  
 =3D3D&lt;BR&gt;&gt;&gt;&gt;out&lt;BR &gt;&gt;&gt;&gt;=20  
 =3D<BR> &gt;&gt;of=3D3D20&lt;BR&gt;&gt;&gt;& amp;gt; =3D20<BR>&gt;&gt;&nbsp;= &gt;those=20  
 MECs to a pair of input channels on another MEC (or =  
 maybe=3D20<BR>&gt;&gt;&nbsp;=20  
 even&lt;BR&gt;&gt;&gt; =  
 =3D3D&lt;BR&gt;&gt;&gt;&gt;loop&lt;B R&gt;&gt;&gt;&gt;=20  
 =3D20<BR>&gt;&gt;&nbsp; it=3D3D20&lt;BR&gt;&gt;&gt;&gt; &gt;back to =  
 the same MEC)=20  
 on a pair of =3D<BR>&gt;&gt;record=3D20<BR>&gt;&gt;&nbsp; enabled =  
 channels and=20  
 =3D3D&lt;BR&gt;&gt;&gt;&gt;compress& lt;BR&gt;&gt;&gt;&gt;=20  
 =3D<BR>&gt;&gt;<BR>&gt;&gt;&nbsp; it,=3D3D20&lt;BR&gt;&gt;&gt;&gt;=20  
 &gt;etc.....I can't believe I =3D<BR>&gt;&gt;never=20  
 tried=3D20<BR>&gt;&gt;&nbsp; this when I had 4=20  
 =  
 =3D<BR> &gt;&gt;MECs&lt;BR&gt;=3D3D&lt;BR&gt; ;&gt;&gt;&gt;here..&lt;BR&gt;&=&gt;&gt;&gt;=20  
 =3D20<BR>&gt;&gt;&nbsp; &gt;&lt;BR&gt;&gt;&gt;&gt; =  
 &gt; ;o)&lt;BR&gt;&gt;&gt;&gt;=20  
 =3D20<BR>&gt;&gt;&nbsp; &gt;&lt;BR&gt;&gt;&gt;&gt; &gt;"Dimitrios"=20  
 &lt;&lt;A=3D20<BR>&gt;&gt;&nbsp; =3D<BR>&gt;&gt;href=3D3D"<A=20  
 =  
 href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A'>mai=  
 lto:musurgio@otenetNOSPAM.gr"&gt;musurgio@otenetNOSPAM.gr&lt;/A</A>&gt;&g=  
 t;=3D<BR>&gt;&gt;=20  
 wrote=3D20<BR>&gt;&gt;&nbsp; in message=3D3D20&lt;BR&gt;&gt;&gt;&gt;=20  
 =3D20<BR>&gt;&gt;&nbsp; =  
 &gt;news:4637946e\$1 @linux...&lt;BR&gt;&gt;&gt;&gt;=20  
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 Heh...&lt;BR&gt;&gt;&gt;&gt; =  
 =3D<BR>&gt;&gt;&gt;&gt;=3D20<BR>&gt;&gt;&nbsp; Works=20  
 on all mecs !!&lt;BR&gt;&gt;&gt;&gt; &gt;&gt;=3D20<BR>&gt;&gt;&nbsp;=20  
 Dimitrios&lt;BR&gt;&gt;&gt;&gt; &gt;&gt;&lt;BR&gt;&gt;&gt;&gt;=2 0  
 =3D<BR>&gt;&gt;&gt;&gt;=3D20<BR>&gt;&gt;&nbsp; "Dimitrios" &lt;&lt;A=20  
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a=3D3D20<br><br><br><br> signal<br><br><br><br>for the=20  
=3D<br><br><br><br>headphones=3D20<br><br>&nbsp; =  
!!<br><br><br><br>I am just=20  
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the digital out for monitoring that's why =  
I didn't  
=

= get any signal at the headphone =  
out =

=

= Thanks & Dim & ; Tom & Bruhl" & A =  
= href="mailto:arpeggio@comcast.net" & arpeggio@comcast.net & ; arpeggio@comcast.net & /A & ; B R & ; g =  
=

= wrote: & ; Dimitrios & ; os, & ; BR & ; =  
You should only get the phone out active on the =  
Submix =  
A Master MEC. At =  
that's been my =  
understanding. =  
=

= Tom & ; & ; & ; =  
= "Dimitrios" =  
& ; A =  
= href="mailto:musurgio@NOSPAMotenet.gr" & musurgio@NOSPAMotenet.gr & /A & ; /A & ; & ; g =  
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Subject: Re: Does your headphone out work under XP ???

Posted by [Dimitrios](#) on Wed, 02 May 2007 15:04:22 GMT

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---

Dear Tom,

I am posting all these on a new post so you can read and maybe get an answer to your question.

yes faderworks works only on printed tracks.

You work with faderworks on your regular mixing scenario then ...

Read my post.

Regards,

Dimitrios

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

>

>

>Dimitrios,

>I am still trying to understand how Faderworks or any other manual =

>nudging

>can time align these tracks? Let's say we are mixing a live drum mix =

>from submix B.

>Sending it's L&R outputs to SPDIF then inputing to MEC E. If we =

>continue to monitor

>live and don't print the drum mix in Mec E then nudging will continue to

=

>move the live

>audio and you'll never be able to line up. If you print the the drum =

>mix into MEC E

>then it will work. If this is the case then we always could print a =

>submix

>by running it alone and bringing it back into Paris on any Mec.

>  
>What am I missing? !!!  
>Thanks for your patience,  
>Tom  
>  
> "Dimitrios" <musurgio@otNOSPAMenet.gr> wrote in message =  
>news:46389d56\$1@linux...  
>  
> Dear Tom,  
> I am not only saying but I am confirming !!  
> The L and R of all submixes except for the main one outputs the =  
>related submixes  
> mix.  
> You can have a 5 card Paris system where you sacrifice card 1 and use  
=  
>the  
> four other stereo mixes thru mex digital spdif output to a card like =  
>Scope  
> Pulsar and then insert on every submix your effects or outboard too.  
> You will just be mixing 4 stereo tracks under Pulsar which anyway is =  
>far  
> superior mixing engine than cubase nuendo and all that s..t.  
> Regards,  
> Dimitrios  
>  
> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
> >  
> >  
> >Dimitrios,  
> >I could have sworn that I tried the L&R outs of the Mecs and never =  
>got =3D  
> >signal.  
> >You are saying that gives you submix only data? This is crazy.  
> >I'll be experimenting today for sure.  
> >Tom  
> >  
> >After the Beatle Juice show I guess.  
> > "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =3D  
> >news:46389187\$1@linux...  
> >  
> > Yeah Dj,  
> > Why not then use the simple L R outputs in patch bay where every =  
>=3D  
> >submix has  
> > these and route them to the related mec's out into your compressor  
=  
>and  
> =3D

> >then  
> > back to your other mec.  
> > Is the headphone out of any quality ?  
> > You can use also the digital outs to connect to a Pulsar VINCO =3D  
> >compressor  
> > and then back to other mec ...  
> >  
> > Well you have to note here.  
> > the audio coming in the other submix will be delayed to the non =3D  
> >compressed  
> > drumtracks... what will you do ?  
> > You can of course record it and then nudge or better use =  
>Faderworks...  
> >  
> > Ok so now you are tempted to come back to Paris or not ??  
> > We are waiting for you...  
> > Regards,  
> > Dimitrios  
> >  
> > "DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:  
> > >Heheh!!! parallel compression in Paris through a headphone out. =  
>=3D  
> >Whoda'  
> >  
> > >think? Can't believe I never tried this when I was running 4 x =  
>=3D  
> >MECs. Just  
> >  
> > >use a card and separate MEC for drum submixes, grab yourself an =  
>=3D  
> >insert=3D20  
> > >cable, route the headphone out to a stereo compressor (maybe =3D  
> >sidechain  
> > to=3D20  
> > >an EQ to hipass the LF a little.....or maybe not) and =  
>return  
> =3D  
> >them  
> > to=3D20  
> > >the Paris inputs on a channel pair on a different MEC and you're =  
>=3D  
> >there.  
> >  
> > >Damn!!!....how simple is this?  
> > >  
> > >;o)  
> > >  
> > >"Dimitrios" <[musurgio@otenetNOSPAM.gr](mailto:musurgio@otenetNOSPAM.gr)> wrote in message=3D20

> > >news:463853fb\$1@linux...  
> > >>  
> > >> Dear Tom,  
> > >> ALSO L and R on each submix except for submix1 outputs only =  
>the =3D  
> >related  
> > >> submix so you can send it to a mec's out (24bit if you like) and  
=  
>=3D  
> >then  
> > out  
> > >> to your compressor.  
> > >> Regards,  
> > >> Dimitrios  
> > >>  
> > >> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
> > >>>  
> > >>>  
> > >>>Dimitrios are you serious?!?! It outputs the submix only on =  
>Cards  
> =3D  
> >B,  
> > C,  
> > >> =3D3D  
> > >>>D, E ???  
> > >>>I will be summing my drums and guitars from now on 20bit out of  
=  
>the  
> =3D  
> >=3D3D  
> > >>>phones jack to my  
> > >>>outboard comps for sure!!!!!! Sweeeeeet! How come I never =  
>tried =3D  
> >it?  
> > >>>  
> > >>>I'm a dope,  
> > >>>Tom  
> > >>>  
> > >>>  
> > >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D3D  
> > >>>news:4638281d\$1@linux...  
> > >>>  
> > >>> Hi DJ,  
> > >>> hehe I am already on that testing route even with the L R =  
>outputs  
> =3D  
> >of  
> > =3D3D

> > >>>other  
> > >>> than card's a mecs...  
> > >>> Regarding the headphone outs the one on mec A which is the =  
>main =3D  
> >one  
> > =3D3D  
> > >>>outputs  
> > >>> all submixes, the other though ! output only the related =  
>submix =3D  
> >out  
> > so  
> > >> =3D3D  
> > >>>yes  
> > >>> you could route it to another mec but on same mec you would =  
>get =3D  
> >an =3D3D  
> > >>>infinite  
> > >>> loop of dry and compressed... because the time you will bring  
=  
>it  
> =3D  
> >back  
> > >> =3D3D  
> > >>>on  
> > >>> same mec that will be again outputed on headphones and then =  
>back  
> =3D  
> >=3D3D  
> > >>>again...  
> > >>> you get the picture ,feedback.  
> > >>> Thed other mecs option though will work !!  
> > >>> I don't know if you have considered the other better option !!  
> > >>> The L and R outputs of each mec (except for the main one) =  
>outputs  
> =3D  
> >ALSO  
> > >> =3D3D  
> > >>>the  
> > >>> submix out so you can take this L and R out and send it to a =  
>pair  
> =3D  
> >of  
> > =3D3D  
> > >>>outputs  
> > >>> (digital to Pulsar ??) COMPRESS it and then send it back to =  
>=3D  
> >another  
> > =3D3D

> > >>>submix.  
 > > >>> For latency well you know faderworks ?? !!  
 > > >>> Regards,  
 > > >>> Dimitrios  
 > > >>>  
 > > >>> "DJ" <www.aarrrrggghhh!!!.com> wrote:  
 > > >>> >Are you getting the same signal on all MECs or the mix signal  
 =  
 >on  
 > =3D  
 > >MEC  
 > > >> =3D3D  
 > > >>>on  
 > > >>> card=3D3D20  
 > > >>> >A and just the submix of the MEC on card B and C. If you're =  
 >just  
 > =3D  
 > >=3D3D  
 > > >>>getting  
 > > >>>  
 > > >>> >those submixes on the card B & C Mecs, you could route the =  
 >=3D  
 > >headphone  
 > > >> =3D3D  
 > > >>>out  
 > > >>> of=3D3D20  
 > > >>> >those MECs to a pair of input channels on another MEC (or =  
 >maybe  
 > =3D  
 > >even  
 > > >> =3D3D  
 > > >>>loop  
 > > >>> it=3D3D20  
 > > >>> >back to the same MEC) on a pair of record enabled channels =  
 >and =3D  
 > >=3D3D  
 > > >>>compress  
 > > >>> it,=3D3D20  
 > > >>> >etc.....I can't believe I never tried this when I had 4  
 =  
 >=3D  
 > >MECs  
 > > =3D3D  
 > > >>>here..  
 > > >>> >  
 > > >>> >;o)  
 > > >>> >  
 > > >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in =

```

>message=3D3D20
> > >>> >news:4637946e$1@linux...
> > >>> >>
> > >>> >> Heh...
> > >>> >> Works on all mecs !!
> > >>> >> Dimitrios
> > >>> >>
> > >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
> > >>> >>>
> > >>> >>>>Ah I found it !!
> > >>> >>>>I should connect the L and R to the Mec's outputs 1 and 2 =
>to =3D
> >get
> > a
> > >> =3D3D3D
> > >>>signal
> > >>> >>>>for the headphones !!
> > >>> >>>>I am just using the digital out for monitoring thats why I
=
>=3D
> >didn't
> > =3D3D3D
> > >>>get
> > >>> any
> > >>> >>>>signal at the heaphone out !
> > >>> >>>>Thanks
> > >>> >>>>Dimitrios
> > >>> >>>>
> > >>> >>>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
> > >>> >>>>>
> > >>> >>>>>
> > >>> >>>>>Dimitrios,
> > >>> >>>>>You should only get the phone out active on the Submix A =
>=3D
> >Master
> > =3D3D3D
> > >>>MEC.
> > >>> >>>>>At least that's been my understanding. =3D3D3D20
> > >>> >>>>>Tom
> > >>> >>>>>
> > >>> >>>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message
=
>=3D
> >=3D3D3D3D
> > >>> >>>>>news:46377aa5$1@linux...
> > >>> >>>>>
> > >>> >>>>> Well first time I tried I get no signal whatsoever on =
>any =3D

```

```

> >=3D3D
> > >>>headphone
> > >>> =3D3D3D
> > >>> >>>>out on
> > >>> >>>> any of the three mecs I have !!
> > >>> >>>> Is this a known bug again ??
> > >>> >>>> Thanks
> > >>> >>>> Dimitrios
> > >>> >>>>
> > >>> >>>>
> > >>> >>>>I choose Polesoft Lockspam to fight spam, and you?
> > >>> >>>>http://www.polesoft.com/refer.html
> > >>> >>>>
> > >>> >>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 =3D
> > >>>>Transitional//EN">
> > >>> >>>><HTML><HEAD>
> > >>> >>>><META http-equiv=3D3D3D3DContent-Type =
> > >>>>content=3D3D3D3D"text/html;
> > =3D
> > =3D3D3D
> > >>> >>>>charset=3D3D3D3Diso-8859-1">
> > >>> >>>><META content=3D3D3D3D"MSHTML 6.00.2800.1400" =3D
> > >>>>name=3D3D3D3DGENERATOR>
> > >>> >>>><STYLE></STYLE>
> > >>> >>>></HEAD>
> > >>> >>>><BODY bgColor=3D3D3D3D#ffffff>
> > >>> >>>><DIV><FONT face=3D3D3D3DArial =3D
> > >>>>size=3D3D3D3D2>Dimitrios,</FONT></DIV>
> > >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>You should =
> > >>>>only get
> > =3D
> > >the phone
> > >> =3D3D
> > >>>out =3D3D3D
> > >>> >>>>active on the=3D3D3D20
> > >>> >>>>Submix A Master MEC.</FONT></DIV>
> > >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2>At least =
> > >>>>that's been
> > =3D
> > >my =3D3D3D
> > >>> >>>>understanding. =3D3D3D20
> > >>> >>>></FONT></DIV>
> > >>> >>>><DIV><FONT face=3D3D3D3DArial =
> > >>>>size=3D3D3D3D2>Tom</FONT></DIV>
> > >>> >>>><DIV><FONT face=3D3D3D3DArial size=3D3D3D3D2></FONT> =
> > >>>></DIV>
> > >>> >>>><BLOCKQUOTE=3D3D3D20
> > >>> >>>>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =3D

```

> >MARGIN-LEFT: =3D3D  
> > >>>5px; =3D3D3D  
> > >>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
> > >>> >>>> <DIV>"Dimitrios" <<A=3D3D3D20  
> > >>> >>>> =3D3D3D  
> > >>> =3D3D  
> > =3D  
> =  
>>>>>>>>href=3D3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMote=  
>net=3D  
> >.gr</=3D3D  
> > >>>A>=3D3D3D  
> > >>> >>>> wrote=3D3D3D20  
> > >>> >>>> in message <A=3D3D3D20  
> > >>> >>>> =3D3D3D  
> > >>> =3D3D  
> > =3D  
> =  
>>>>>>>>href=3D3D3D3D"news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...=  
></D=3D  
> >IV><B=3D3D  
> > >>>R>Well=3D3D3D  
> > >>> >>>> first=3D3D3D20  
> > >>> >>>> time I tried I get no signal whatsoever on any headphone  
=  
>=3D  
> >out =3D3D  
> > >>>on<BR>any  
> > >>> >>>=3D3D3D  
> > >>> >>>>of the=3D3D3D20  
> > >>> >>>> three mecs I have !!<BR>Is this a known bug =  
>again=3D3D3D20  
> > >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>  
> > >>> >>>><DIV><FONT size=3D3D3D3D2><BR><BR>I choose Polesoft =  
>Lockspam to  
> =3D  
> >fight  
> > >> =3D3D  
> > >>>spam,  
> > >>> =3D3D3D  
> > >>> >>>>and=3D3D3D20  
> > >>> >>>>you?<BR><A=3D3D3D20  
> > >>> =3D3D  
> > =3D  
> =  
>>>>>>>>href=3D3D3D3D"http://www.polesoft.com/refer.html">http://www.pole=  
>sof=3D  
> >t.com=3D3D

```

> > >>>/refer=3D3D3D
> > >>> >>>>.html</A> </FONT></DIV></BODY></HTML>
> > >>> >>>>
> > >>> >>>>
> > >>> >>>
> > >>> >>=3D3D20
> > >>> >
> > >>> >
> > >>>
> > >>>
> > >>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
> > >>><HTML><HEAD>
> > >>><META http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =
>=3D3D
> > >>>charset=3D3D3Diso-8859-1">
> > >>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
>name=3D3D3DGENERATOR>
> > >>><STYLE></STYLE>
> > >>></HEAD>
> > >>><BODY bgColor=3D3D3D#ffffff>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Dimitrios are you =
>serious?!?!
> =3D
> >lt =3D3D
> > >>>outputs the=3D3D20
> > >>>submix only on Cards B, C, D, E ???</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I will be summing my =
>drums and
> =3D
> >guitars
> > >> =3D3D
> > >>>from now on=3D3D20
> > >>>20bit out of the phones jack to my</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>outboard comps for =
>sure!!!!!!
> =3D
> >=3D3D20
> > >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>I'm a =
>dope,</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
> > >>><BLOCKQUOTE=3D3D20
> > >>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT:
=
>5px;

```

> =3D  
 > >=3D3D  
 > > >>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
 > > >>> <DIV>"Dimitrios" <<A=3D3D20  
 > > >>> =3D3D  
 > > =3D  
 > =  
 >>>>href=3D3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr=  
 ></A=3D  
 > >>=3D3D  
 > > >>> wrote=3D3D20  
 > > >>> in message <A=3D3D20  
 > > >>> =3D3D  
 > > =3D  
 > =  
 >>>>href=3D3D3D"news:4638281d\$1 @linux">news:4638281d\$1 @linux</A>...</DIV>=  
 ><BR=3D  
 > >>Hi=3D3D20  
 > > >>> DJ,<BR>hehe I am already on that testing route even with the L  
 =  
 >R  
 > =3D  
 > >=3D3D  
 > > >>>outputs of=3D3D20  
 > > >>> other<BR>than card's a mecs...<BR>Regarding the headphone outs  
 =  
 >=3D  
 > >the one  
 > > >> =3D3D  
 > > >>>on mec=3D3D20  
 > > >>> A which is the main one outputs<BR>all submixes, the other =  
 >though  
 > =3D  
 > >!  
 > > =3D3D  
 > > >>>output=3D3D20  
 > > >>> only the related submix out so yes<BR>you could route it to =  
 >=3D  
 > >another  
 > > =3D3D  
 > > >>>mec but on=3D3D20  
 > > >>> same mec you would get an infinite<BR>loop of dry and =3D  
 > >compressed...  
 > > =3D3D  
 > > >>>because=3D3D20  
 > > >>> the time you will bring it back on<BR>same mec that will be =  
 >again  
 > =3D

> >=3D3D  
 > > >>>outputed on=3D3D20  
 > > >>> headphones and then back again...<BR>you get the picture =3D3D  
 > > >>>,feedback.<BR>Thed=3D3D20  
 > > >>> other mecs option though will work !!<BR>I don't know if you =  
 >have  
 > =3D  
 > >=3D3D  
 > > >>>considered=3D3D20  
 > > >>> the other better option !!<BR>The L and R outputs of each mec  
 =  
 >=3D  
 > >(except  
 > > >> =3D3D  
 > > >>>for the=3D3D20  
 > > >>> main one) outputs ALSO the<BR>submix out so you can take this  
 =  
 >L =3D  
 > >and  
 > > R  
 > > >> =3D3D  
 > > >>>out and=3D3D20  
 > > >>> send it to a pair of outputs<BR>(digital to Pulsar ??) =  
 >COMPRESS =3D  
 > >it and  
 > > >> =3D3D  
 > > >>>then=3D3D20  
 > > >>> send it back to another submix.<BR>For latency well you know =  
 >=3D3D  
 > > >>>faderworks ??=3D3D20  
 > > >>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D3D20  
 > > >>> =3D3D  
 > > =3D  
 > =  
 >>>>>href=3D3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</=  
 >A>>=3D  
 > >=3D3D20  
 > > >>> wrote:<BR>>>Are you getting the same signal on all MECs or the  
 =  
 >mix  
 > =3D  
 > >=3D3D  
 > > >>>signal on=3D3D20  
 > > >>> MEC on<BR>card <BR>>>A and just the submix of the MEC on card B  
 =  
 >=3D  
 > >and =3D3D  
 > > >>>C. If=3D3D20

> > >>> you're just getting<BR><BR>>those submixes on the card B & C =  
 >=3D3D  
 > > >>>Mecs, you=3D3D20  
 > > >>> could route the headphone out<BR>of <BR>>those MECs to a pair  
 =  
 >of  
 > =3D  
 > >=3D3D  
 > > >>>input=3D3D20  
 > > >>> channels on another MEC (or maybe even loop<BR>it <BR>>back to  
 =  
 >=3D  
 > >the =3D3D  
 > > >>>same=3D3D20  
 > > >>> MEC) on a pair of record enabled channels and =3D  
 > >compress<BR>it,=3D3D20  
 > > >>> <BR>>etc.....I can't believe I never tried this when I =  
 >had  
 > =3D  
 > >4 =3D3D  
 > > >>>MECs=3D3D20  
 > > >>> here..<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=3D3D20  
 > > >>> =3D3D  
 > > =3D  
 > =  
 >>>>href=3D3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr=  
 ></A=3D  
 > >>>=3D3D  
 > > >>> wrote=3D3D20  
 > > >>> in message <BR>>news:4637946e\$1@linux...<BR>>><BR>>>=3D3D20  
 > > >>> Heh...<BR>>> Works on all mecs !!<BR>>>=3D3D20  
 > > >>> Dimitrios<BR>>><BR>>> "Dimitrios" <<A=3D3D20  
 > > >>> =  
 >href=3D3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=3D3D20  
 > > >>> wrote:<BR>>>><BR>>>>Ah I found it =3D3D  
 > > >>>!!<BR>>>>I should=3D3D20  
 > > >>> connect the L and R to the Mec's outputs 1 and 2 to get =  
 >a=3D3D20  
 > > >>> signal<BR>>>>for the headphones !!<BR>>>>I am just =3D3D  
 > > >>>using the=3D3D20  
 > > >>> digital out for monitoring thats why I didn't =3D3D  
 > > >>>get<BR>any<BR>>>>signal=3D3D20  
 > > >>> at the heaphone out=3D3D20  
 > > >>> =3D3D  
 > > >>>!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>&=3D3D  
 > > >>>gt;"Tom=3D3D20  
 > > >>> Bruhl" <<A =3D3D  
 > > =

>>>>href=3D3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>=3D3D2=  
>0  
> > >> =3D3D  
> > >>>wrote:<BR>>>><BR>>>><BR>>>>Dimitri=3D3D  
> > >>>os,<BR>>>>You=3D3D20  
> > >> should only get the phone out active on the Submix A =  
>Master=3D3D20  
> > >> MEC.<BR>>>>At least that's been my understanding.=3D3D20  
> > >> =3D3D  
> > >>>=3D3D3D20<BR>>>>Tom<BR>>>><BR>>>> =3D3D  
> > >>>;=3D3D20  
> > >> "Dimitrios" <<A=3D3D20  
> > >> =3D3D  
> > =3D  
> =  
>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr=  
></A=3D  
> >>=3D3D  
> > >> wrote=3D3D20  
> > >> in message=3D3D20  
> > >> =3D3D  
> > >>>=3D3D3D<BR>>>>news:46377aa5\$1 @linux...<BR>>>><BR>&g=3D3D  
> > >>>t;>>> =3D3D20  
> > >> Well first time I tried I get no signal whatsoever on =  
>any=3D3D20  
> > >> headphone<BR>=3D3D3D<BR>>>>out on<BR>>>> =3D3D  
> > >>>any of the=3D3D20  
> > >> three mecs I have !!<BR>>>> Is this a known bug =3D3D  
> > >>>again=3D3D20  
> > >> ??<BR>>>> Thanks<BR>>>> =3D3D20  
> > >> Dimitrios<BR>>>><BR>>>><BR>>>>I =3D3D  
> > >>>choose=3D3D20  
> > >> Polesoft Lockspam to fight spam, and=3D3D20  
> > >> =3D3D  
> > >>>you?<BR>>>>>http://www.polesoft.com/refer.html<BR>>>>=3D3D  
> > >>>;><BR>>>>><!DOCTYPE=3D3D20  
> > >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D3D20  
> > >>> =3D3D  
> > >>>Transitional//EN"><BR>>>>><HTML><HEAD><BR>>=3D3D  
> > >>>>><META=3D3D20  
> > >>> http-equiv=3D3D3D3DContent-Type =  
>content=3D3D3D3D"text/html;=3D3D20  
> > >>> =3D3D  
> > >>>=3D3D3D<BR>>>>>charset=3D3D3D3Diso-8859-1"><BR>>>>><=3D3D  
> > >>>;META=3D3D20  
> > >>> content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D3D20  
> > >>> =3D3D  
> > >>>name=3D3D3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=3D3D

```

> > >>>>></HEAD><BR>>>>><BODY=3D3D20
> > >>> bgColor=3D3D3D3D#ffffff<BR>>>>><DIV><FONT =3D3D
> > >>>face=3D3D3D3DArial=3D3D20
> > >>> =3D3D
> > >>>size=3D3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D3D
> > >>>DIV><FONT=3D3D20
> > >>> face=3D3D3D3DArial size=3D3D3D3D2>You should only get the =
>phone =3D
> >out=3D3D20
> > >>> =3D3D3D<BR>>>>>active on the=3D3D3D20<BR>>>>>Submix A =3D3D
> > >>>Master=3D3D20
> > >>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=3D3D20
> > >>> face=3D3D3D3DArial size=3D3D3D3D2>At least that's been =
>my=3D3D20
> > >>> =3D3D3D<BR>>>>>understanding.=3D3D20
> > >>> =3D3D
> > >>>=3D3D3D20<BR>>>>></FONT></DIV><BR>>>>><=3D3D
> > >>>;DIV><FONT=3D3D20
> > >>> face=3D3D3D3DArial=3D3D20
> > >>> =3D3D
> > >>>size=3D3D3D3D2>Tom</FONT></DIV><BR>>>>><DIV>=3D3D
> > >>><FONT=3D3D20
> > >>> face=3D3D3D3DArial size=3D3D3D3D2></FONT>=3D3D20
> > >>> =3D3D
> > >>></DIV><BR>>>>><BLOCKQUOTE=3D3D3D20<BR>>>>>st=3D3D
> > >>>yle=3D3D3D3D"PADDING-RIGHT:=3D3D20
> > >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D3D
> > >>>=3D3D3D<BR>>>>>BORDER-LEFT:=3D3D20
> > >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D3D20
> > >>> <DIV>"Dimitrios" <<A=3D3D3D20<BR>>>>> =3D3D20
> > >>> =3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20
> > >>> =3D3D
> > =3D
> =
>>>>>href=3D3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr=
></A=3D
> >'>mai=3D3D
> > =
>>>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D3D
> > >>>t;=3D3D3D<BR>>>>>=3D3D20
> > >>> wrote=3D3D3D20<BR>>>>> in message=3D3D20
> > >>> <A=3D3D3D20<BR>>>>> =3D3D
> > >>>=3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20
> > >>> =3D3D
> > =3D
> =
>>>>>href=3D3D3D'news:46377aa5$1@linux">news:46377aa5$1@linux</A>...</DIV>=
><BR=3D

```

> >>Well=3D3D  
> > >>>'>news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV>=3D3D  
> > >>>;<BR>Well</A>=3D3D3D<BR>>>>=3D3D20  
> > >>> first=3D3D3D20<BR>>>> time I tried I get no signal =3D3D  
> > >>>whatsoever on=3D3D20  
> > >>> any headphone out =3D3D  
> > >>>on<BR>any<BR>>>>=3D3D3D<BR>>>>of=3D3D20  
> > >>> the=3D3D3D20<BR>>>> three mecs I have !!<BR>ls =3D3D  
> > >>>this a known=3D3D20  
> > >>> bug=3D3D20  
> > >>> =3D3D  
> > >>>again=3D3D3D20<BR>>>>??<BR>Thanks<BR>Dimitrios</B=3D3D  
> > >>>LOCKQUOTE><BR>>>><DIV><FONT=3D3D20  
> > >>> size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam to =  
>fight=3D3D20  
> > >>> =3D3D  
> > >>>spam,<BR>=3D3D3D<BR>>>>and=3D3D3D20<BR>>>>you?<BR >=3D3D  
> > >>>;<A=3D3D3D20<BR>>>>href=3D3D3D3D"<A=3D3D20  
> > >>> =3D3D  
> > =3D  
> =  
>>>>href=3D3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.c=  
>om/=3D  
> >refer=3D3D  
> > =3D  
> =  
>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</=  
>A=3D  
> >=3D3D  
> > >>>=3D3D3D<BR>>>>.html</A>=3D3D20  
> > >>> =3D3D  
> > >>></FONT></DIV></BODY></HTML><BR>>>><B=3D3D  
> > >>>R>>>><BR>>>><BR>>>=3D3D20  
> > >>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
> > >>>  
> > >>>  
> > >>=3D20  
> > >  
> > >  
> >  
> >  
> ><!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=#ffffff>
> <<DIV><FONT face=Arial size=12>Dimitrios,</FONT></DIV>
> <<DIV><FONT face=Arial size=12>I could have sworn that I tried
=
>the =
> >L&R outs of=
> >the Mecs and never got signal.</FONT></DIV>
> <<DIV><FONT face=Arial size=12>You are saying that gives you =
>submix =
> >only=
> >data? This is crazy.</FONT></DIV>
> <<DIV><FONT face=Arial size=12>I'll be experimenting today for
=
>=
> >sure.</FONT></DIV>
> <<DIV><FONT face=Arial size=12>Tom</FONT></DIV>
> <<DIV><FONT face=Arial size=12></FONT> </DIV>
> <<DIV><FONT face=Arial size=12>After the Beatle Juice show I =
>=
> >guess.</FONT></DIV>
> <<BLOCKQUOTE=
> >style="PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>=
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Dimitrios" <<A=
> > =
>href="mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>> =
> >wrote in=
> > message <A=
> > =
> =
>>href="news:46389187$1@linux">news:46389187$1@linux</A>...</DIV><BR>Y=
>eah=
> >=
> > Dj,<BR>Why not then use the simple L R outputs in patch bay where =
>=
> >every submix=
> > has<BR>these and route them to the related mec's out into your =
> >compressor and=
> > then<BR>back to your other mec.<BR>Is the headphone out of any =
>quality
> =
> >
> > ?<BR>You can use also the digital outs to connect to a Pulsar =
>VINCO=
> > compressor<BR>and then back to other mec ...<BR><BR>Well you have =
>to =
> >note=

```

> > here.<BR>the audio coming in the other submix will be delayed to =  
>the =3D  
> >non=3D20  
> > compressed<BR>drumtracks... what will you do ?<BR>You can of course =  
>=3D  
> >record it=3D20  
> > and then nudge or better use Faderworks...<BR><BR>Ok so now you are =  
>=3D  
> >tempted to=3D20  
> > come back to Paris or not ??<BR>We are waiting for=3D20  
> > you...<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D20  
> > =3D  
> =  
>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=3D=  
>20  
> > wrote:<BR>>Heheh!!! parallel compression in Paris through a =3D  
> >headphone=3D20  
> > out. Whoda'<BR><BR>>thunk? Can't believe I never tried =3D  
> >this =3D20  
> > when I was running 4 x MECs. Just<BR><BR>>use a card and separate =  
>=3D  
> >MEC for=3D20  
> > drum submixes, grab yourself an insert <BR>>cable, route the =3D  
> >headphone out=3D20  
> > to a stereo compressor (maybe sidechain<BR>to <BR>>an EQ to =3D  
> >hipass=3D20  
> > the LF a little.....or maybe not) and return them<BR>to =3D  
> ><BR>>the=3D20  
> > Paris inputs on a channel pair on a different MEC and you're=3D20  
> > there.<BR><BR>>Damn!!!....how simple is=3D20  
> > this?<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=3D20  
> > =3D  
> =  
>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=  
>=3D  
> > wrote=3D20  
> > in message <BR>>news:463853fb\$1@linux...<BR>>><BR>>> =3D  
> >Dear=3D20  
> > Tom,<BR>>> ALSO L and R on each submix except for =3D  
> >submix1=3D20  
> > outputs only the related<BR>>> submix so you can send it to a =3D  
> >mec's out=3D20  
> > (24bit if you like) and then<BR>out<BR>>> to your=3D20  
> > compressor.<BR>>> Regards,<BR>>> =3D  
> >Dimitrios<BR>>><BR>>>=3D20  
> > "Tom Bruhl" <<A=3D20

> > href="mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=  
> > wrote:<BR>>><BR>>><BR>>>>Dimitrios are =  
> >you=  
> > serious?!?! It outputs the submix only on Cards =  
> >B,<BR>C,<BR>>>=  
> > =D<BR>>>>D, E ???<BR>>>>I will be summing my drums =  
> >and=  
> > guitars from now on 20bit out of the =D<BR>>>>phones jack to =  
> >  
> > my<BR>>>>outboard comps for sure!!!!!! Sweeeeeet! =  
> >How=  
> > come I never tried it?<BR>>>><BR>>>>I'm a=  
> > =  
> >dope,<BR>>>>Tom<BR>>>><BR>>>><BR>>>>&=  
> >nbsp;=  
> > "Dimitrios" <<A=  
> > =  
> =  
>>href="mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>=  
> =  
> > wrote=  
> > in message=  
> > =  
> >=D<BR>>>>news:4638281d\$1@linux...<BR>>>><BR>>>>&g=  
> >t; =  
> > Hi DJ,<BR>>>> hehe I am already on that testing route =  
> >even with=  
> > the L R outputs of<BR>=D<BR>>>>other<BR>>>> =  
> >than card's=  
> > a mecs...<BR>>>> Regarding the headphone outs the one =  
> >on mec A=  
> > which is the main =  
> >one<BR>=D<BR>>>>outputs<BR>>>> all=  
> > submixes, the other though ! output only the related submix=  
> > out<BR>so<BR>>> =D<BR>>>>yes<BR>>>> you =  
> >could=  
> > route it to another mec but on same mec you would get an=  
> > =D<BR>>>>infinite<BR>>>> loop of dry and =  
> >compressed...=  
> > because the time you will bring it back<BR>>>>=  
> > =D<BR>>>>on<BR>>>> same mec that will be =  
> >again outputed=  
> > on headphones and then back =  
> >=D<BR>>>>again...<BR>>>> =  
> > you get the picture ,feedback.<BR>>>> Thed other mecs =  
> >option=  
> > though will work !!<BR>>>> I don't know if you have =  
> >considered=

> > the other better option !!<BR>>>> The L and R outputs =3D  
 > >of each=3D20  
 > > mec (except for the main one) outputs ALSO<BR>>>=3D20  
 > > =3D3D<BR>>>>the<BR>>>> submix out so you can =3D  
 > >take this L=3D20  
 > > and R out and send it to a pair=3D20  
 > > of<BR>=3D3D<BR>>>>outputs<BR>>>> (digital to =3D  
 > >Pulsar ??)=3D20  
 > > COMPRESS it and then send it back to=3D20  
 > > another<BR>=3D3D<BR>>>>submix.<BR>>>> For =3D  
 > >latency well you=3D20  
 > > know faderworks ?? !!<BR>>>> =3D  
 > >Regards,<BR>>>> =3D20  
 > > Dimitrios<BR>>>><BR>>>> "DJ" <<A=3D20  
 > > =3D  
 > =  
 >>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=3D=  
 >20  
 > > wrote:<BR>>>> >Are you getting the same signal on =3D  
 > >all MECs=3D20  
 > > or the mix signal on MEC<BR>>>> =3D  
 > >=3D3D<BR>>>>on<BR>>>> =3D20  
 > > card=3D3D20<BR>>>> >A and just the submix of the MEC =3D  
 > >on card B=3D20  
 > > and C. If you're just=3D20  
 > > =3D3D<BR>>>>getting<BR>>>><BR>>>> =3D  
 > >>those=3D20  
 > > submixes on the card B & C Mecs, you could route the =3D  
 > >headphone<BR>>>>=3D20  
 > > =3D3D<BR>>>>out<BR>>>> =3D  
 > >of=3D3D20<BR>>>> =3D20  
 > > >those MECs to a pair of input channels on another MEC (or =  
 > >maybe=3D20  
 > > even<BR>>>> =3D3D<BR>>>>loop<BR>>>> =3D20  
 > > it=3D3D20<BR>>>> >back to the same MEC) on a pair of =3D  
 > >record=3D20  
 > > enabled channels and =3D3D<BR>>>>compress<BR>>>> =3D  
 > >  
 > > it,=3D3D20<BR>>>> >etc.....I can't believe I =3D  
 > >never tried=3D20  
 > > this when I had 4 =3D  
 > >MECs<BR>=3D3D<BR>>>>here..<BR>>>> =3D20  
 > > ><BR>>>> >;o)<BR>>>> =3D20  
 > > ><BR>>>> >"Dimitrios" <<A=3D20  
 > > =3D  
 > =  
 >>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=  
 >=3D

> > wrote=  
> > in message  
> > >news:4637946e\$1@linux...<br>>> =  
> > >><br>>> >> Heh...<br>>> =  
> >>=  
> > Works on all mecs !!<br>>> >>=  
> > Dimitrios<br>>> >><br>>> =  
> >>=  
> > "Dimitrios" <<A =  
> > href="mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=  
> > wrote:<br>>> >>><br>>> =  
> >>>Ah=  
> > I found it !!<br>>> >>>I should connect the L =  
> >and R=  
> > to the Mec's outputs 1 and 2 to get<br>a<br>>>=  
> > =<br>>>signal<br>>> >>>for the =  
> >headphones=  
> > !!<br>>> >>>I am just using the digital out =  
> >for=  
> > monitoring thats why I =  
> >didn't<br>=<br>>>get<br>>> =  
> > any<br>>> >>>signal at the heaphone out=  
> > !<br>>> >>>Thanks<br>>> =  
> > >>>Dimitrios<br>>> =  
> >>><br>>> =  
> > >>>"Tom Bruhl" <<A=  
> > href="mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=  
> > wrote:<br>>> >>><br>>> =  
> > >>><br>>> =  
> > >>>Dimitrios,<br>>> >>>You =  
> >should=  
> > only get the phone out active on the Submix A=  
> > Master<br>=<br>>>MEC.<br>>> =  
> >>>>At least=  
> > that's been my understanding. =<br>>>> =  
> > >>>Tom<br>>> =  
> > >>><br>>> >>> =  
> >"Dimitrios"=  
> > <<A =  
> > =  
> > href="mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>=  
> >=  
> >=  
> > wrote in message =<br>>>> =  
> > >>>news:46377aa5\$1@linux...<br>>>> =  
> > >>><br>>>> >>>> Well =  
> >first time=  
> > I tried I get no signal whatsoever on any=

> > =3D3D<BR>>>>headphone<BR>>>> =3D  
> >=3D3D3D<BR>>>> =3D20  
> > >>>>out on<BR>>>> >>>> =3D  
> >any of the=3D20  
> > three mecs I have !!<BR>>>> >>>> ls =3D  
> >this a=3D20  
> > known bug again ??<BR>>>> >>>> =3D20  
> > Thanks<BR>>>> >>>> =3D20  
> > Dimitrios<BR>>>> >>>><BR>>>> =3D  
> >  
> > >>>><BR>>>> >>>>I choose =3D  
> >Polesoft=3D20  
> > Lockspam to fight spam, and you?<BR>>>> =3D20  
> > =3D  
> >>>>>http://www.polesoft.com/refer.html<BR>>>>> =3D  
> >  
> > >>>><BR>>>> >>>><!DOCTYPE =3D  
> >HTML=3D20  
> > PUBLIC "-//W3C//DTD HTML 4.0 =3D  
> >Transitional//EN"><BR>>>> =3D20  
> > >>>><HTML><HEAD><BR>>>> =3D20  
> > >>>><META http-equiv=3D3D3D3DContent-Type =3D  
> >content=3D3D3D3D"text/html;=3D20  
> > =3D3D3D3D<BR>>>> =3D20  
> > >>>>charset=3D3D3D3Diso-8859-1"><BR>>>> =3D20  
> > >>>><META content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D20  
> > name=3D3D3D3DGENERATOR><BR>>>> =3D20  
> > >>>><STYLE></STYLE><BR>>>> =3D20  
> > >>>></HEAD><BR>>>> =3D  
> >>>>><BODY=3D20  
> > bgColor=3D3D3D3D#ffffff><BR>>>> =3D20  
> > >>>><DIV><FONT face=3D3D3D3DArial=3D20  
> > =3D  
> >size=3D3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>> =3D  
> >=3D20  
> > >>>><DIV><FONT face=3D3D3D3DArial =3D  
> >size=3D3D3D3D2>You should=3D20  
> > only get the phone<BR>>>> =3D3D<BR>>>>>out =3D  
> >=3D3D3D<BR>>>>> =3D20  
> > >>>>active on the=3D3D3D20<BR>>>>> =3D20  
> > >>>>Submix A Master=3D20  
> > MEC.</FONT></DIV><BR>>>>> =3D20  
> > >>>><DIV><FONT face=3D3D3D3DArial =3D  
> >size=3D3D3D3D2>At least=3D20  
> > that's been my =3D3D3D<BR>>>>> =3D  
> >>>>>understanding.=3D20  
> > =3D3D3D20<BR>>>>> =3D20  
> > >>>></FONT></DIV><BR>>>>> =3D20

> > >>><DIV><FONT face=3D3D3D3DArial=3D20  
> > size=3D3D3D3D2>Tom</FONT></DIV><BR>>>> =3D20  
> > >>><DIV><FONT face=3D3D3D3DArial =3D  
> >size=3D3D3D3D2></FONT>=3D20  
> > </DIV><BR>>>> =3D20  
> > >>><BLOCKQUOTE=3D3D3D20<BR>>>> =3D20  
> > >>>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =3D  
> >MARGIN-LEFT:=3D20  
> > =3D3D<BR>>>>5px; =3D3D3D<BR>>>> =3D  
> >>>>BORDER-LEFT:=3D20  
> > #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =3D20  
> > >>><DIV>"Dimitrios"=3D20  
> > <<A=3D3D3D20<BR>>>> >>>> =3D20  
> > =3D3D3D<BR>>>> =3D  
> >=3D3D<BR>>>>>>>>href=3D3D3D3D"<A=3D20  
> > =3D  
> =  
>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>m=  
>ail=3D  
> =  
>>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</</A>=3D3D<BR>&=3D=  
>  
> >gt;>>A>>=3D3D3D<BR>>>> =3D20  
> > >>>> wrote=3D3D3D20<BR>>>> =3D  
> >>>>> in=3D20  
> > message <A=3D3D3D20<BR>>>> >>>> =3D20  
> > =3D3D3D<BR>>>> =3D  
> >=3D3D<BR>>>>>>>>href=3D3D3D3D"<A=3D20  
> > =3D  
> =  
>>href=3D3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><B'>n=  
>ews=3D  
> >:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><B=3D  
> ></A>=3D3D<BR>>>>>R>Well=3D3D3D<BR>>>> =3D20  
> > >>>> first=3D3D3D20<BR>>>> =3D  
> >>>>> time=3D20  
> > I tried I get no signal whatsoever on any headphone out=3D20  
> > =3D3D<BR>>>>>>>>on<BR>any<BR>>>> =3D20  
> > >>>=3D3D3D<BR>>>>> >>>>of=3D20  
> > the=3D3D3D20<BR>>>>> >>>> three mecs I =3D  
> >have=3D20  
> > !!<BR>Is this a known bug again=3D3D3D20<BR>>>> =3D20  
> > =3D  
> >>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE><=3D  
> >BR>>>> =3D20  
> > >>>><DIV><FONT =3D  
> >size=3D3D3D3D2><BR><BR>I choose=3D20  
> > Polesoft Lockspam to fight<BR>>>=3D20

> > =3D3D<BR>>>>spam,<BR>>>> =3D  
> >=3D3D3D<BR>>>> =3D20  
> > >>>>and=3D3D3D20<BR>>>> =3D20  
> > >>>>you?<BR><A=3D3D3D20<BR>>>> =3D20  
> > =3D3D<BR>>>>>>>href=3D3D3D3D"<A=3D20  
> > =3D  
> =  
>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>h=  
>ttp=3D  
> =  
>>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D3D<BR>>=3D=  
>  
> >>>/refer=3D3D3D<BR>>>> =3D20  
> > >>>>.html</A>=3D20  
> > =3D  
> ></FONT></DIV></BODY></HTML><BR>>>> =3D  
> >=3D20  
> > >>>><BR>>>> =3D  
> >>>><BR>>>> =3D20  
> > >>><BR>>>> >=3D3D20<BR>>>> =3D  
> >  
> > ><BR>>>> =3D20  
> > ><BR>>>><BR>>>><BR>>>><!DOCTYPE HTML =3D  
> >PUBLIC=3D20  
> > "-//W3C//DTD HTML 4.0=3D20  
> > =3D  
> >Transitional//EN"><BR>>>><HTML><HEAD><BR>>>>=3D  
> >><META=3D20  
> > http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20  
> > =3D3D<BR>>>>charset=3D3D3Diso-8859-1"><BR>>>><META =3D  
> >  
> > content=3D3D3D"MSHTML 6.00.2800.1400"=3D20  
> > =3D  
> >name=3D3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>>=3D  
> >>></HEAD><BR>>>><BODY=3D20  
> > bgColor=3D3D3D#ffffff><BR>>>><DIV><FONT =3D  
> >face=3D3D3DArial=3D20  
> > size=3D3D3D2>Dimitrios are you serious?!?! It =3D  
> >=3D3D<BR>>>>outputs=3D20  
> > the=3D3D20<BR>>>>submix only on Cards B, C, D, E=3D20  
> > ???</FONT></DIV><BR>>>><DIV><FONT =3D  
> >face=3D3D3DArial=3D20  
> > size=3D3D3D2>I will be summing my drums and guitars<BR>>>>=3D20  
> > =3D3D<BR>>>>from now on=3D3D20<BR>>>>20bit out of the =3D  
> >phones jack to=3D20  
> > my</FONT></DIV><BR>>>><DIV><FONT =3D  
> >face=3D3D3DArial=3D20  
> > size=3D3D3D2>outboard comps for sure!!!!!! =3D

```

> >=3D3D20<BR>>>>Sweeeeeet! How=3D20
> > come I never tried=3D20
> > it?</FONT></DIV><BR>>>><DIV><FONT =3D
> >face=3D3D3DArial=3D20
> > size=3D3D3D2></FONT> =3D
> ></DIV><BR>>>><DIV><FONT=3D20
> > face=3D3D3DArial size=3D3D3D2>I'm a=3D20
> > dope,</FONT></DIV><BR>>>><DIV><FONT =3D
> >face=3D3D3DArial=3D20
> > =3D
> >size=3D3D3D2>Tom</FONT></DIV><BR>>>><DIV><=3D
> >FONT=3D20
> > face=3D3D3DArial size=3D3D3D2></FONT>=3D20
> > </DIV><BR>>>><DIV><FONT face=3D3D3DArial=3D20
> > size=3D3D3D2></FONT>=3D20
> > =3D
> ></DIV><BR>>>><BLOCKQUOTE=3D3D20<BR>>>>style=3D3D3D=3D
> >"PADDING-RIGHT:=3D20
> > 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
> >=3D3D<BR>>>>BORDER-LEFT:=3D20
> > #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =3D20
> > <DIV>"Dimitrios" <<A=3D3D20<BR>>>> =3D20
> > =3D3D<BR>>>>href=3D3D3D"<A=3D20
> > =3D
> =
>>href=3D3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>=
>mai=3D
> >lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A</A>>&g=3D
> >t;=3D3D<BR>>>>=3D20
> > wrote=3D3D20<BR>>>> in message =3D
> ><A=3D3D20<BR>>>> =3D20
> > =3D3D<BR>>>>href=3D3D3D"<A=3D20
> > =3D
> =
>>href=3D3D'news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR>H=
> >i=3D3D=3D
> >20'>news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV&=3D
> >gt;<BR>Hi=3D3D20</A><BR>>>> =3D20
> > DJ,<BR>hehe I am already on that testing route even with the L R =
>=3D
> >
> > =3D3D<BR>>>>outputs of=3D3D20<BR>>>> =3D
> >other<BR>than=3D20
> > card's a mecs...<BR>Regarding the headphone outs the =3D
> >one<BR>>>>=3D20
> > =3D3D<BR>>>>on mec=3D3D20<BR>>>> A which is the =3D
> >main one=3D20
> > outputs<BR>all submixes, the other though=3D20

```

> > !<BR>=>output=> only the =>  
 > >related submix=>  
 > > out so yes<BR>you could route it to =>  
 > >another<BR>=>mec but=>  
 > > on=> same mec you would get an =>  
 > >infinite<BR>loop=>  
 > > of dry and =>  
 > >compressed...<BR>=>because=> =>  
 > > the time you will bring it back on<BR>same mec that will be =>  
 > >again=>  
 > > =>outputed on=> headphones =>  
 > >and then back=>  
 > > again...<BR>you get the picture=>  
 > > =>,feedback.<BR>The=> =>  
 > >other mecs=>  
 > > option though will work !!<BR>I don't know if you have=>  
 > > =>considered=> the other =>  
 > >better option=>  
 > > !!<BR>The L and R outputs of each mec (except<BR>=>=>  
 > > =>for the=> main one) =>  
 > >outputs ALSO=>  
 > > the<BR>submix out so you can take this L and<BR>R<BR>=>=>  
 > > =>out and=> send it to a =>  
 > >pair of=>  
 > > outputs<BR>(digital to Pulsar ??) COMPRESS it and<BR>=>=>  
 > > =>then=> send it back to =>  
 > >another=>  
 > > submix.<BR>For latency well you know =>  
 > >=>faderworks=>  
 > > ??=> =>  
 > > !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ"=>  
 > > <<A=> =>href=><A=>  
 > > =>  
 > =  
 >>href=>www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>=>=>=>  
 > >'>http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>=>=>  
 > >;=></A><BR>=> =>  
 > > wrote:<BR>>Are you getting the same signal on all MECs or the =>  
 > >mix=>  
 > > =>signal on=> MEC =>  
 > >on<BR>card=>  
 > > <BR>>A and just the submix of the MEC on card B and=>  
 > > =>C. If=> you're just=>  
 > > getting<BR><BR>those submixes on the card B & C=>  
 > > =>Mecs, you=> could route =>  
 > >the headphone=>  
 > > out<BR>of <BR>those MECs to a pair of=>

> > =3D3D<BR>>>input=3D3D20<BR>>> channels on =3D  
 > >another MEC (or=3D20  
 > > maybe even loop<BR>it <BR>>back to the=3D20  
 > > =3D3D<BR>>>same=3D3D20<BR>>> MEC) on a pair of =3D  
 > >record=3D20  
 > > enabled channels and compress<BR>it,=3D3D20<BR>>> =3D20  
 > > <BR>>etc.....I can't believe I never tried this when I =3D  
 > >had 4=3D20  
 > > =3D3D<BR>>>MECs=3D3D20<BR>>> =3D20  
 > > =3D  
 > >here..<BR>><BR>>;o)<BR>><BR>>"Dimitri=3D  
 > >os"=3D20  
 > > <<A=3D3D20<BR>>> =3D3D<BR>>>href=3D3D3D"<A=3D20  
 > > =3D  
 > =  
 >>href=3D3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A'>=  
 >mai=3D  
 > >ltto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A</A>>&g=3D  
 > >t;=3D3D<BR>>>=3D20  
 > > wrote=3D3D20<BR>>> in message=3D20  
 > > =3D  
 > ><BR>>news:4637946e\$1 @linux...<BR>>><BR>>>=3D  
 > >;=3D3D20<BR>>> =3D20  
 > > Heh...<BR>>> Works on all mecs=3D20  
 > > !!<BR>>>=3D3D20<BR>>> =3D20  
 > > Dimitrios<BR>>><BR>>> "Dimitrios"=3D20  
 > > <<A=3D3D20<BR>>> href=3D3D3D"<A=3D20  
 > > =3D  
 > =  
 >>href=3D3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D3D20'>mai=  
 >ltto:m=3D  
 > >usurgio@otenet.gr">musurgio@otenet.gr</A>>=3D3D20</A><BR>>>&g=3D  
 > >t;> =3D20  
 > > wrote:<BR>>><BR>>>Ah I found it=3D20  
 > > =3D3D<BR>>>!!<BR>>>I =3D  
 > >should=3D3D20<BR>>> =3D20  
 > > connect the L and R to the Mec's outputs 1 and 2 to get=3D20  
 > > a=3D3D20<BR>>> signal<BR>>>for the =3D  
 > >headphones=3D20  
 > > !!<BR>>>>I am just =3D3D<BR>>>>using=3D20  
 > > the=3D3D20<BR>>>> digital out for monitoring thats why I =3D  
 > >didn't=3D20  
 > > =3D  
 > >=3D3D<BR>>>>get<BR>any<BR>>>>signal=3D3D20<BR>&=3D  
 > >gt;> =3D20  
 > > at the heaphone out=3D3D20<BR>>>> =3D20  
 > > =3D  
 > >=3D3D<BR>>>>!<BR>>>>Thanks<BR>>>>Dim=3D

> >itrios<BR>>><BR>>&=3D3D<BR>>>gt;=3D  
> >"Tom=3D3D20<BR>>> =3D20  
> > Bruhl" <<A =3D3D<BR>>>>href=3D3D3D"<A=3D20  
> > =3D  
> =  
>>href=3D3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D3D20'>m=  
>ailto=3D  
> >:arpegio@comcast.net">arpegio@comcast.net</A>>=3D3D20</A><BR>&g=3D  
> >t;>> =3D20  
> > =3D  
> >=3D3D<BR>>>>wrote:<BR>>>><BR>>>>=3D  
> >><BR>>>>>Dimitri=3D3D<BR>>>>os,<BR>>=3D  
> >>>>You=3D3D20<BR>>>> =3D20  
> > should only get the phone out active on the Submix A=3D20  
> > Master=3D3D20<BR>>>> MEC.<BR>>>>>At =3D  
> >least that's=3D20  
> > been my understanding.=3D3D20<BR>>>> =3D20  
> > =3D  
> >=3D3D<BR>>>>=3D3D3D20<BR>>>>>Tom<BR>>>=3D  
> >>><BR>>>>=3D20  
> > =3D3D<BR>>>>;=3D3D20<BR>>>> "Dimitrios"=3D20  
> > <<A=3D3D20<BR>>>> =3D3D<BR>>>>href=3D3D3D"<A=3D20  
> > =3D  
> =  
>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>=  
>mai=3D  
> >lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D  
> >t;=3D3D<BR>>>>=3D20  
> > wrote=3D3D20<BR>>>> in message=3D3D20<BR>>>> =3D  
> >  
> > =3D  
> >=3D3D<BR>>>>=3D3D3D<BR>>>>>news:46377aa5\$1@linux..=3D  
> >.<BR>>>>><BR>&g=3D3D<BR>>>>t;>>&=3D  
> >gt;=3D20  
> > =3D3D20<BR>>>> Well first time I tried I get no signal =3D  
> >whatsoever=3D20  
> > on any=3D3D20<BR>>>> =3D20  
> > headphone<BR>=3D3D3D<BR>>>>>out=3D20  
> > on<BR>>>>> =3D3D<BR>>>>any of=3D20  
> > the=3D3D20<BR>>>> three mecs I have =3D  
> >!!<BR>>>>> Is=3D20  
> > this a known bug =3D3D<BR>>>>again=3D3D20<BR>>>> =3D20  
> > ??<BR>>>>> Thanks<BR>>>>>=3D20  
> > =3D3D20<BR>>>> =3D20  
> > =3D  
> >Dimitrios<BR>>>>><BR>>>>><BR>&g=3D  
> >t;>>>I=3D20  
> > =3D3D<BR>>>>>choose=3D3D20<BR>>>>> Polesoft Lockspam =3D

```

> >to fight=3D20
> > spam, and=3D3D20<BR>>> =3D20
> > =3D
> >=3D3D<BR>>>>you?<BR>>>>http://www.polesoft.com/=3D
> >refer.html<BR>>>>=3D3D<BR>>>>;<BR>>>=3D
> >;>><!DOCTYPE=3D3D20<BR>>>> =3D20
> > HTML PUBLIC "-//W3C//DTD HTML 4.0=3D3D20<BR>>>> =3D20
> > =3D
> >=3D3D<BR>>>>Transitional//EN"><BR>>>><HTM=3D
> >L><HEAD><BR>>=3D3D<BR>>>>>><META=3D3D=3D
> >20<BR>>>> =3D20
> > http-equiv=3D3D3D3DContent-Type =3D
> >content=3D3D3D3D"text/html;=3D3D20<BR>>>> =3D20
> > =3D
> >=3D3D<BR>>>>=3D3D3D<BR>>>>>>charset=3D3D3D3Diso-8859-=3D
> >1"><BR>>>><=3D3D<BR>>>>;META=3D3D20<BR>>=3D
> >>> =3D20
> > content=3D3D3D3D"MSHTML 6.00.2800.1400"=3D3D20<BR>>>> =3D20
> > =3D
> >=3D3D<BR>>>>name=3D3D3D3DGENERATOR><BR>>>><=3D
> >STYLE></STYLE><BR>=3D3D<BR>>>>>></=3D
> >HEAD><BR>>>><BODY=3D3D20<BR>>>> =3D20
> > bgColor=3D3D3D3D#ffffff><BR>>>><DIV><FONT =3D
> >
> > =3D3D<BR>>>>face=3D3D3D3DArial=3D3D20<BR>>>> =3D20
> > =3D
> >=3D3D<BR>>>>size=3D3D3D3D2>Dimitrios,</FONT></DIV><=3D
> >;BR>>>><=3D3D<BR>>>>DIV><FONT=3D3D20<BR>>=3D
> >;>> =3D20
> > face=3D3D3D3DArial size=3D3D3D3D2>You should only get the =
> >phone=3D20
> > out=3D3D20<BR>>>> =3D3D3D<BR>>>>>>active =3D
> >on=3D20
> > the=3D3D3D20<BR>>>>>>Submix A=3D20
> > =3D3D<BR>>>>Master=3D3D20<BR>>>> =3D20
> > =3D
> >MEC.</FONT></DIV><BR>>>>>><DIV><FON=3D
> >T=3D3D20<BR>>>> =3D20
> > face=3D3D3D3DArial size=3D3D3D3D2>At least that's been =3D
> >my=3D3D20<BR>>>> =3D20
> > =3D
> >=3D3D3D<BR>>>>>>understanding.=3D3D20<BR>>>> =3D
> >
> > =3D
> >=3D3D<BR>>>>=3D3D3D20<BR>>>>>></FONT></DIV=3D
> >><BR>>>><=3D3D<BR>>>>;DIV><FONT=3D3D2=3D
> >0<BR>>>> =3D20
> > face=3D3D3D3DArial=3D3D20<BR>>>> =3D20

```

> > =3D  
> >=3D3D<BR>>>>size=3D3D3D3D2>Tom</FONT></DIV><BR>=3D  
> >>>><DIV>=3D3D<BR>>>><FONT=3D3D20<BR>>>>&g=3D  
> >t; =3D20  
> > face=3D3D3D3DArial =3D  
> >size=3D3D3D3D2></FONT>=3D3D20<BR>>>> =3D20  
> > =3D  
> >=3D3D<BR>>>></DIV><BR>>>><BLOCKQUOTE=3D3D=3D  
> >3D20<BR>>>>>st=3D3D<BR>>>>yle=3D3D3D3D"PADDING-RIG=3D  
> >HT:=3D3D20<BR>>>> =3D20  
> > 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=3D20  
> > =3D  
> >=3D3D<BR>>>>=3D3D3D<BR>>>>BORDER-LEFT:=3D3D20<BR>&g=3D  
> >t;> =3D20  
> > #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>=3D20  
> > =3D3D20<BR>>>> <DIV>"Dimitrios"=3D20  
> > <<A=3D3D3D20<BR>>>> =3D3D20<BR>>>> =3D  
> >  
> > =3D  
> >=3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20<BR>>>>&nbs=3D  
> >p;=3D20  
> > =3D  
> >=3D3D<BR>>>>>href=3D3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=3D  
> >@NOSPAMotenet.gr</A'>mai=3D3D<BR>>>>lto:musurgio@NOSPAMotene=3D  
> >t.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D3D<BR>>>=3D  
> >;>t;=3D3D3D<BR>>>>=3D3D20<BR>>>> =3D20  
> > wrote=3D3D3D20<BR>>>>> in =3D  
> >message=3D3D20<BR>>>> =3D20  
> > <A=3D3D3D20<BR>>>>=3D20  
> > =3D  
> >=3D3D<BR>>>>=3D3D3D<BR>>>>>href=3D3D3D3D"<A=3D3D20<=3D  
> >BR>>>> =3D20  
> > =3D  
> >=3D3D<BR>>>>>href=3D3D3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @li=3D  
> >nux</A>...</DIV><BR>Well=3D3D<BR>>>>'>news:46=3D  
> >377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV>=3D3D<BR>&=3D  
> >gt;>=>=><BR>Well</A>=3D3D3D<BR>>>>=3D3D20<=3D  
> >BR>>>> =3D20  
> > first=3D3D3D20<BR>>>>> time I tried I get no signal=3D20  
> > =3D3D<BR>>>>>whatsoever on=3D3D20<BR>>>> any =3D  
> >headphone out=3D20  
> > =3D  
> >=3D3D<BR>>>>>on<BR>any<BR>>>>=3D3D3D<BR>&g=3D  
> >t;>>>of=3D3D20<BR>>>> =3D20  
> > the=3D3D3D20<BR>>>>> three mecs I have !!<BR>ls=3D20  
> > =3D3D<BR>>>>>this a known=3D3D20<BR>>>> =3D20  
> > bug=3D3D20<BR>>>> =3D20  
> > =3D

```

> >=3D3D<BR>>>>again=3D3D3D20<BR>>>>??<BR>Than=3D
> >ks<BR>Dimitrios</B=3D3D<BR>>>>LOCKQUOTE><BR>>=3D
> >>>><DIV><FONT=3D3D20<BR>>>> =3D20
> > size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam to=3D20
> > fight=3D3D20<BR>>>> =3D20
> > =3D
> >=3D3D<BR>>>>spam,<BR>=3D3D3D<BR>>>>>and=3D3D3D=3D
> >20<BR>>>>>you?<BR>=3D3D<BR>>>>;<A=3D3D3D2=3D
> >0<BR>>>>>href=3D3D3D3D"<A=3D3D20<BR>>>> =3D20
> > =3D
> >=3D3D<BR>>>>href=3D3D3D'http://www.polesoft.com/refer.html">http:=3D
> >://www.polesoft.com/refer=3D3D<BR>>>>'>http://www.polesoft.com/r=3D
> >efer.html">http://www.polesoft.com/refer</A=3D3D<BR>>>>>=3D3D=3D
> >3D<BR>>>>>.html</A>=3D3D20<BR>>>> =3D20
> > =3D
> >=3D3D<BR>>>></FONT></DIV></BODY></HTML><=3D
> >;BR>>>>><B=3D3D<BR>>>>R>>>>><B=3D
> >R>>>><BR>>>=3D3D20<BR>>>> =3D20
> > =3D
> ><BR>><BR>><BR></BLOCKQUOTE></BODY><=3D
> >;/HTML><BR>>>><BR>>>><BR>>>=3D20
> > <BR>><BR>><BR></BLOCKQUOTE></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 am still trying to understand how =
> Faderworks or=20
> any other manual nudging</FONT></DIV>

>Let's say we are=20

><DIV><FONT face=3DArial size=3D2>Sending it's L&R outputs to SPDIF =
> then inputing=20

><DIV><FONT face=3DArial size=3D2>live and don't print the drum mix in =
> Mec E then=20
> nudging will continue to move the live</FONT></DIV>
><DIV><FONT face=3DArial size=3D2>audio and you'll never be able to line

```

=

>you print the the drum mix into MEC E</FONT></DIV>

>case then=20

>we always could print a submix</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>by running it alone and bringing it =

>back into Paris=20

>on any Mec.</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>What am I missing? ! ! !</FONT></DIV>

><DIV><FONT face=3DArial size=3D2>Thanks for your patience,</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>"Dimitrios" <<A=20

> =

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

> wrote=20

> in message <A=20

> =

>href=3D"news:46389d56\$1 @linux">news:46389d56\$1 @linux</A>...</DIV><BR>Dear=

>=20

> Tom,<BR>I am not only saying but I am confirming !!<BR>The L and R of

=

>all=20

> submixes except for the main one outputs the related =

>submixes<BR>mix.<BR>You=20

> can have a 5 card Paris system where you sacrifice card 1 and use =

>the<BR>four=20

> other stereo mixes thru mex digital spdif output to a card like=20

> Scope<BR>Pulsar and then insert on every submix your effects or =

>outboard=20

> too.<BR>You will just be mixing 4 stereo tracks under Pulsar which =

>anyway is=20

> far<BR>superior mixing engine than cubase nuendo and all that=20

> s..t.<BR>Regards,<BR>Dimitrios<BR><BR>"Tom Bruhl" <<A=20

> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20

> wrote:<BR>><BR>><BR>>Dimitrios,<BR>>I could have sworn =

>that I=20

> tried the L&R outs of the Mecs and never got =

>=3D<BR>>signal.<BR>>You=20

>crazy.<BR>>I'll=20

> be experimenting today for sure.<BR>>Tom<BR>><BR>>After the =

>Beatle=20

> href="mailto:musurgio@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>> =  
>wrote in=20

>

>where=20

>related=20

>back to your=20

> You can use also the digital outs to connect to a Pulsar VINCO=20

>the audio=20

> coming in the other submix will be delayed to the non=20

>use=20

>back to=20

> =

>href="http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=20

>through a=20

>>thunk? Can't=20

>=3D<BR>>MECs.=20

>submixes,=20

>the=20

>hipass the=20

> LF a little.....or maybe not) and=20

>Paris inputs=20

> on a channel pair on a different MEC and you're=20

> =

>[href=3D"mailto:musurgio@otenetNOSPAM.gr"](mailto:musurgio@otenetNOSPAM.gr)>musurgio@otenetNOSPAM.gr</A>>=  
> wrote=20

>only the=20

>a mec's=20

>Bruhl"=20

> <<[A href=3D"mailto:arpeggio@comcast.net"](mailto:arpeggio@comcast.net)>arpeggio@comcast.net</A>> =  
>

>only on=20

>drums and=20

>

>for=20

>>>>I'm a=20

> =

>[href=3D"mailto:musuNOSPAMrgio@otenet.gr"](mailto:musuNOSPAMrgio@otenet.gr)>musuNOSPAMrgio@otenet.gr</A>>=  
> wrote=20

>already=20

> on that testing route even with the L R =

>than=20

>headphone outs=20

> submixes, the other though ! output only the related submix=20

>another=20

> compressed... because the time you will bring=20

>again=20

>

>picture=20

>though will=20

>considered=20

>R=20

> outputs of each mec (except for the main one)=20

>take=20

> (digital to Pulsar ??) COMPRESS it and then send it back to=20

>you know=20

> =

>href=3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=20

>signal on=20

>

>of the=20

>could=20

>another MEC=20

>enabled=20

> >etc.....I can't believe I never tried this when I had 4=20

>>"Dimitrios"=20

> <<A =

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

>=20

>

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

>Mec's=20

>>>=20

> >>>I am just using the digital out for monitoring thats why I =  
>

>>>>signal at=20

><<A=20

> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20

>

> >>>>You should only get the phone out active on the Submix =  
>A=20

>understanding.=20

> =

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

> wrote=20

> first time I tried I get no signal whatsoever on any=20

>>>>>out=20

>three=20

>Is this=20

> >>>>I choose Polesoft Lockspam to fight spam, and=20

> >>>><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20

> >>>><META http-equiv=3D3D3D3DContent-Type=20

> >>>><META content=3D3D3D3D"MSHTML 6.00.2800.1400"=20

>

>face=3D3D3D3DArial=20

> =

>=3D<BR>>size=3D3D3D3D2>Dimitrios,</FONT></DIV><BR>>&=

>nbsp;=20

>face=3D3D3D3DArial=20

> size=3D3D3D3D2>You should only get<BR>=3D<BR>>the =

> >>>><DIV><FONT face=3D3D3D3DArial =

>size=3D3D3D3D2>At least=20

> >>>><DIV><FONT face=3D3D3D3DArial=20

> >>>><DIV><FONT face=3D3D3D3DArial=20

> >>>>style=3D3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px;=20

>=3D<BR>>>>>>>>>href=3D3D3D3D"<A=20

> =

>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet'>mailto:mu=  
>surgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet</A>=3D<BR>>.gr</=3D=

>>>>>=20

>in=20

> =3D<BR>>>>>>>>>href=3D3D3D3D"<A=20

> =

>href=3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</D'>news:4637=  
>7aa5\$1@linux">news:46377aa5\$1@linux</A>...</D</A>=3D<BR>>I=

>>>>>=20

>time I=20

> tried I get no signal whatsoever on any headphone =3D<BR>>out=20

>>>>>of=20

>three mecs=20

> =

>>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE><=

> size=3D3D3D3D2><BR><BR>I choose Polesoft Lockspam=20

>=3D<BR>>>>>>>>>>href=3D3D3D3D"<A=20  
> =  
>href=3D'http://www.polesoft.com/refer.html">http://www.polesof'>http://ww=  
>w.polesoft.com/refer.html">http://www.polesof</A>=3D<BR>>t.com=3D3D=

> >>>>.html</A>=20

>>>><!DOCTYPE=20

>>>><META=20  
> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html; =

>>>><META=20  
> content=3D3D3D"MSHTML 6.00.2800.1400" =

>>>><DIV><FONT=20  
> face=3D3D3DArial size=3D3D3D2>Dimitrios are you =  
>serious?!?!<BR>=3D<BR>>It=20

> >>>submix only on Cards B, C, D, E=20

>>>><DIV><FONT=20  
> face=3D3D3DArial size=3D3D3D2>I will be summing my drums=20

>the phones=20

> >>><DIV><FONT face=3D3D3DArial =  
>size=3D3D3D2>outboard comps=20

>>>>Sweeeeeet! How come=20

> >>><DIV><FONT face=3D3D3DArial =  
>size=3D3D3D2></FONT>=20

>face=3D3D3DArial=20

> >>><DIV><FONT face=3D3D3DArial=20

> >>><DIV><FONT face=3D3D3DArial =  
>size=3D3D3D2></FONT>=20

>face=3D3D3DArial=20

> >>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =  
>MARGIN-LEFT:=20

>#000000 2px solid;=20

><DIV>"Dimitrios"=20

> =3D<BR>>>>>href=3D3D3D"<A=20

> =

>href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>mai=  
>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A</A>=3D<BR=

> =3D<BR>>>>>href=3D3D3D"<A=20

> =

>href=3D'news:4638281d\$1 @linux">news:4638281d\$1 @linux</A>...</DIV><BR'>new=  
>s:4638281d\$1 @linux">news:4638281d\$1 @linux</A>...</DIV><=<=

>route even=20

>a=20

> mecs...<BR>Regarding the headphone outs =3D<BR>>>the =

>submixes, the=20

Subject: Re: Does your headphone out work under XP ???

Posted by [Deej \[4\]](#) on Thu, 03 May 2007 02:23:50 GMT

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

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The way I would do it is to have Paris running on win ME (so you can use as many ADAT cards as necessary), 8 EDS cards/MECs, each with at least one ADAT card and whatever analog I/O you might want and sum the tracks in MECS B, C, D, E, F, G and H via ADAT to 7 stereo pair on the ADAT card on MEC A. You could insert your analog and digital processors in the various MEC submixes and through Paris auxes and inserts on the \*main bus\* MEC. this would seriously rawk for using Pulsar DSP cards and analog gear as FX processors on Paris inserts.

"Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message  
news:4638a0e8\$1@linux...

>

> Ok Tom and beloved Paris users here is a nice tip regarding the L and R  
> individual  
> submix outs...

>

> Ok lets assume you get (DJ are you hearing ??) 6 eds cards and 5 mecs.  
> Each mec of the four has an output card ( or use the 20bit outs)  
> and the fourth has an input card (or use the 20 bit ins)  
> Now leave alone card one which has no mec (maybe a 442 if cannot get  
> initialised  
> ?) so card 2 L&R outputs from within patchbay are being outputted on  
> outs  
> 1 and 2 which are connected to the 6th eds card's Mec 1&2 analog inputs.  
> Are you with me so far ?

> same for eds card 3 L&R outputs using analog outs 1,2 of its related mec  
> connected to the 6th eds card's mec 3&4 inputs.  
> Same for the eds card 4 --- 5&6, and 5 ----7&8.

> So now you will have your 4 eds cards submix individual stereo outputs  
> MIXED

> on a separate eds card and put there any DX or EDS effect and then the L  
> & R outs of the this 6th eds card will be your stereo mix output which  
> must  
> be recorded to another device computer audio card whatever via the digital  
> mecs out.

> Regards,  
> Dimitrios

>

> "Dimitrios" <musurgio@otNOSPAMenet.gr> wrote:

>>

>>Dear Tom,

>>I am not only saying but I am confirming !!  
>>The L and R of all submixes except for the main one outputs the related  
> submixes  
>>mix.  
>>You can have a 5 card Paris system where you sacrifice card 1 and use the  
>>four other stereo mixes thru mex digital spdif output to a card like Scope  
>>Pulsar and then insert on every submix your effects or outboard too.  
>>You will just be mixing 4 stereo tracks under Pulsar which anyway is far  
>>superior mixing engine than cubase nuendo and all that s..t.  
>>Regards,  
>>Dimitrios  
>>  
>>"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>>  
>>>  
>>>Dimitrios,  
>>>I could have sworn that I tried the L&R outs of the Mecs and never got  
> =  
>>>signal.  
>>>You are saying that gives you submix only data? This is crazy.  
>>>I'll be experimenting today for sure.  
>>>Tom  
>>>  
>>>After the Beatle Juice show I guess.  
>>> "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =  
>>>news:46389187\$1@linux...  
>>>  
>>> Yeah Dj,  
>>> Why not then use the simple L R outputs in patch bay where every =  
>>>submix has  
>>> these and route them to the related mec's out into your compressor and  
>>=  
>>>then  
>>> back to your other mec.  
>>> Is the headphone out of any quality ?  
>>> You can use also the digital outs to connect to a Pulsar VINCO =  
>>>compressor  
>>> and then back to other mec ...  
>>>  
>>> Well you have to note here.  
>>> the audio coming in the other submix will be delayed to the non =  
>>>compressed  
>>> drumtracks... what will you do ?  
>>> You can of course record it and then nudge or better use Faderworks...  
>>>  
>>> Ok so now you are tempted to come back to Paris or not ??  
>>> We are waiting for you...  
>>> Regards,

>>> Dimitrios  
>>>  
>>> "DJ" <www.aarrrrggghh!!!.com> wrote:  
>>> >Heheh!!! parallel compression in Paris through a headphone out. =  
>>>Whoda'  
>>>  
>>> >thunk? Can't believe I never tried this when I was running 4 x =  
>>>MECs. Just  
>>>  
>>> >use a card and separate MEC for drum submixes, grab yourself an =  
>>>insert=20  
>>> >cable, route the headphone out to a stereo compressor (maybe =  
>>>sidechain  
>>> to=20  
>>> >an EQ to hipass the LF a little.....or maybe not) and return  
>>=  
>>>them  
>>> to=20  
>>> >the Paris inputs on a channel pair on a different MEC and you're =  
>>>there.  
>>>  
>>> >Damn!!!....how simple is this?  
>>> >  
>>> >;o)  
>>> >  
>>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20  
>>> >news:463853fb\$1@linux...  
>>> >>  
>>> >> Dear Tom,  
>>> >> ALSO L and R on each submix except for submix1 outputs only the  
> =  
>>>related  
>>> >> submix so you can send it to a mec's out (24bit if you like) and =  
>>>then  
>>> out  
>>> >> to your compressor.  
>>> >> Regards,  
>>> >> Dimitrios  
>>> >>  
>>> >> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>> >>>  
>>> >>>  
>>> >>>Dimitrios are you serious?!?! It outputs the submix only on Cards  
>>=  
>>>B,  
>>> C,  
>>> >> =3D  
>>> >>>D, E ???

>>> >>>I will be summing my drums and guitars from now on 20bit out of the  
>>=  
>>>=3D  
>>> >>>phones jack to my  
>>> >>>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried  
> =  
>>>it?  
>>> >>>  
>>> >>>I'm a dope,  
>>> >>>Tom  
>>> >>>  
>>> >>>  
>>> >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D  
>>> >>>news:4638281d\$1@linux...  
>>> >>>  
>>> >>> Hi DJ,  
>>> >>> hehe I am already on that testing route even with the L R outputs  
>>=  
>>>of  
>>> =3D  
>>> >>>other  
>>> >>> than card's a mecs...  
>>> >>> Regarding the headphone outs the one on mec A which is the main  
> =  
>>>one  
>>> =3D  
>>> >>>outputs  
>>> >>> all submixes, the other though ! output only the related submix  
> =  
>>>out  
>>> so  
>>> >> =3D  
>>> >>>yes  
>>> >>> you could route it to another mec but on same mec you would get  
> =  
>>>an =3D  
>>> >>>infinite  
>>> >>> loop of dry and compressed... because the time you will bring it  
>>=  
>>>back  
>>> >> =3D  
>>> >>>on  
>>> >>> same mec that will be again outputed on headphones and then back  
>>=  
>>>=3D  
>>> >>>again...  
>>> >>> you get the picture ,feedback.  
>>> >>> Thed other mecs option though will work !!

>>> >>> I don't know if you have considered the other better option !!  
>>> >>> The L and R outputs of each mec (except for the main one) outputs  
>>=  
>>>ALSO  
>>> >> =3D  
>>> >>>the  
>>> >>> submix out so you can take this L and R out and send it to a pair  
>>=  
>>>of  
>>> =3D  
>>> >>>outputs  
>>> >>> (digital to Pulsar ??) COMPRESS it and then send it back to =  
>>>another  
>>> =3D  
>>> >>>submix.  
>>> >>> For latency well you know faderworks ?? !!  
>>> >>> Regards,  
>>> >>> Dimitrios  
>>> >>>  
>>> >>> "DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:  
>>> >>> >Are you getting the same signal on all MECs or the mix signal on  
>>=  
>>>MEC  
>>> >> =3D  
>>> >>>on  
>>> >>> card=3D20  
>>> >>> >A and just the submix of the MEC on card B and C. If you're just  
>>=  
>>>=3D  
>>> >>>getting  
>>> >>>  
>>> >>> >those submixes on the card B & C Mecs, you could route the =  
>>>headphone  
>>> >> =3D  
>>> >>>out  
>>> >>> of=3D20  
>>> >>> >those MECs to a pair of input channels on another MEC (or maybe  
>>=  
>>>even  
>>> >> =3D  
>>> >>>loop  
>>> >>> it=3D20  
>>> >>> >back to the same MEC) on a pair of record enabled channels and  
> =  
>>>=3D  
>>> >>>compress  
>>> >>> it,=3D20  
>>> >>> >etc.....I can't believe I never tried this when I had 4 =

>>>MECs  
>>> =3D  
>>> >>>here..  
>>> >>> >  
>>> >>> >;o)  
>>> >>> >  
>>> >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20  
>>> >>> >news:4637946e\$1@linux...  
>>> >>> >>  
>>> >>> >> Heh...  
>>> >>> >> Works on all mecs !!  
>>> >>> >> Dimitrios  
>>> >>> >>  
>>> >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:  
>>> >>> >>>  
>>> >>> >>>Ah I found it !!  
>>> >>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to  
> =  
>>>get  
>>> a  
>>> >> =3D  
>>> >>>signal  
>>> >>> >>>for the headphones !!  
>>> >>> >>>I am just using the digital out for monitoring thats why I =  
>>>didn't  
>>> =3D  
>>> >>>get  
>>> >>> any  
>>> >>> >>>signal at the heaphone out !  
>>> >>> >>>Thanks  
>>> >>> >>>Dimitrios  
>>> >>> >>>  
>>> >>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>> >>> >>>>  
>>> >>> >>>>  
>>> >>> >>>>Dimitrios,  
>>> >>> >>>>You should only get the phone out active on the Submix A =  
>>>Master  
>>> =3D  
>>> >>>MEC.  
>>> >>> >>>>At least that's been my understanding. =3D3D20  
>>> >>> >>>>Tom  
>>> >>> >>>>  
>>> >>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message =  
>>>=3D3D  
>>> >>> >>>>news:46377aa5\$1@linux...  
>>> >>> >>>>  
>>> >>> >>>> Well first time I tried I get no signal whatsoever on any

```

> =
>>>=3D
>>> >>>headphone
>>> >>> =3D3D
>>> >>> >>>>out on
>>> >>> >>>> any of the three mecs I have !!
>>> >>> >>>> Is this a known bug again ??
>>> >>> >>>> Thanks
>>> >>> >>>> Dimitrios
>>> >>> >>>>
>>> >>> >>>>
>>> >>> >>>>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=3D3D3DContent-Type content=3D3D3D"text/html;
>>=
>>>=3D3D
>>> >>> >>>>charset=3D3D3Diso-8859-1">
>>> >>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
>>>name=3D3D3DGENERATOR>
>>> >>> >>>><STYLE></STYLE>
>>> >>> >>>></HEAD>
>>> >>> >>>><BODY bgColor=3D3D3D#ffffff>
>>> >>> >>>><DIV><FONT face=3D3D3DArial =
>>>size=3D3D3D2>Dimitrios,</FONT></DIV>
>>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>You should only get
>>=
>>>the phone
>>> >> =3D
>>> >>>>out =3D3D
>>> >>> >>>>active on the=3D3D20
>>> >>> >>>>Submix A Master MEC.</FONT></DIV>
>>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>At least that's been
>>=
>>>my =3D3D
>>> >>> >>>>understanding. =3D3D20
>>> >>> >>>></FONT></DIV>
>>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
>>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>>> >>> >>>><BLOCKQUOTE=3D3D20
>>> >>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>>>MARGIN-LEFT: =3D
>>> >>>>5px; =3D3D
>>> >>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>> >>> >>>> <DIV>"Dimitrios" <<A=3D3D20

```

>>> >>> >>>> =3D3D  
>>> >>> =3D  
>>> =  
>>>>>>>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet=  
>>>.gr</=3D  
>>> >>>A>>=3D3D  
>>> >>> >>>> wrote=3D3D20  
>>> >>> >>>> in message <A=3D3D20  
>>> >>> >>>> =3D3D  
>>> >>> =3D  
>>> =  
>>>>>>>>>>href=3D3D3D"news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</D=  
>>>IV><B=3D  
>>> >>>R>Well=3D3D  
>>> >>> >>>> first=3D3D20  
>>> >>> >>>> time I tried I get no signal whatsoever on any headphone =  
>>>out =3D  
>>> >>>on<BR>any  
>>> >>> >>>=3D3D  
>>> >>> >>>>of the=3D3D20  
>>> >>> >>>> three mecs I have !!<BR>Is this a known bug again=3D3D20  
>>> >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>  
>>> >>> >>>><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to  
>>=  
>>>fight  
>>> >> =3D  
>>> >>>spam,  
>>> >>> =3D3D  
>>> >>> >>>>and=3D3D20  
>>> >>> >>>>you?<BR><A=3D3D20  
>>> >>> =3D  
>>> =  
>>>>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=  
>>>t.com=3D  
>>> >>>/refer=3D3D  
>>> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>  
>>> >>> >>>>  
>>> >>> >>>>  
>>> >>> >>>  
>>> >>> >>=3D20  
>>> >>> >  
>>> >>> >  
>>> >>>  
>>> >>>  
>>> >>><!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 are you serious?!?!
>>=
>>>lt =3D
>>> >>>outputs the=3D20
>>> >>>submix only on Cards B, C, D, E ???</FONT></DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2>I will be summing my drums and
>>=
>>>guitars
>>> >> =3D
>>> >>>from now on=3D20
>>> >>>20bit out of the phones jack to my</FONT></DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2>outboard comps for sure!!!!!!
>>=
>>>=3D20
>>> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2>I'm a dope,</FONT></DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>> >>><DIV><FONT face=3D3DArial size=3D3D2></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>"Dimitrios" <<A=3D20
>>> >>> =3D
>>> =
>>>>>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A=
>>>>>=3D
>>> >>> wrote=3D20
>>> >>> in message <A=3D20
>>> >>> =3D
>>> =
>>>>>>href=3D3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR=
>>>>Hi=3D20
>>> >>> DJ,<BR>hehe I am already on that testing route even with the L R
>>=
>>>=3D
>>> >>>outputs of=3D20
>>> >>> other<BR>than card's a mecs...<BR>Regarding the headphone outs =
>>>the one
>>> >> =3D
>>> >>>on mec=3D20

```

>>> >>> A which is the main one outputs<BR>all submixes, the other though  
>>=  
>>>!  
>>> =3D  
>>> >>>output=3D20  
>>> >>> only the related submix out so yes<BR>you could route it to =  
>>>another  
>>> =3D  
>>> >>>mec but on=3D20  
>>> >>> same mec you would get an infinite<BR>loop of dry and =  
>>>compressed...  
>>> =3D  
>>> >>>because=3D20  
>>> >>> the time you will bring it back on<BR>same mec that will be again  
>>=  
>>>=3D  
>>> >>>outputed on=3D20  
>>> >>> headphones and then back again...<BR>you get the picture =3D  
>>> >>>,feedback.<BR>Thed=3D20  
>>> >>> other mecs option though will work !!<BR>I don't know if you have  
>>=  
>>>=3D  
>>> >>>considered=3D20  
>>> >>> the other better option !!<BR>The L and R outputs of each mec =  
>>>(except  
>>> >> =3D  
>>> >>>for the=3D20  
>>> >>> main one) outputs ALSO the<BR>submix out so you can take this L  
> =  
>>>and  
>>> R  
>>> >> =3D  
>>> >>>out and=3D20  
>>> >>> send it to a pair of outputs<BR>(digital to Pulsar ??) COMPRESS  
> =  
>>>it and  
>>> >> =3D  
>>> >>>then=3D20  
>>> >>> send it back to another submix.<BR>For latency well you know =3D  
>>> >>>faderworks ??=3D20  
>>> >>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D20  
>>> >>> =3D  
>>> =  
>>>>>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=  
>>>=3D20  
>>> >>> wrote:<BR>>>Are you getting the same signal on all MECs or the mix  
>>=  
>>>=3D

>>> >>>signal on=3D20  
 >>> >>> MEC on<BR>card <BR>>A and just the submix of the MEC on card B =  
 >>>and =3D  
 >>> >>>C. If=3D20  
 >>> >>> you're just getting<BR><BR>>those submixes on the card B & C =3D  
 >>> >>>Mecs, you=3D20  
 >>> >>> could route the headphone out<BR>of <BR>>those MECs to a pair of  
 >>=  
 >>>=3D  
 >>> >>>input=3D20  
 >>> >>> channels on another MEC (or maybe even loop<BR>it <BR>>back to =  
 >>>the =3D  
 >>> >>>same=3D20  
 >>> >>> MEC) on a pair of record enabled channels and =  
 >>>compress<BR>it,=3D20  
 >>> >>> <BR>>etc.....I can't believe I never tried this when I had  
 >>=  
 >>>4 =3D  
 >>> >>>MECs=3D20  
 >>> >>> here..<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=3D20  
 >>> >>> =3D  
 >>> =  
 >>>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A=  
 >>>>>=3D  
 >>> >>> wrote=3D20  
 >>> >>> in message <BR>>news:4637946e\$1@linux...<BR>>><BR>>>=3D20  
 >>> >>> Heh...<BR>>> Works on all mecs !!<BR>>>=3D20  
 >>> >>> Dimitrios<BR>>><BR>>> "Dimitrios" <<A=3D20  
 >>> >>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20  
 >>> >>> wrote:<BR>>>><BR>>>>Ah I found it =3D  
 >>> >>>!!<BR>>>>I should=3D20  
 >>> >>> connect the L and R to the Mec's outputs 1 and 2 to get a=3D20  
 >>> >>> signal<BR>>>>for the headphones !!<BR>>>>I am just =3D  
 >>> >>>using the=3D20  
 >>> >>> digital out for monitoring thats why I didn't =3D  
 >>> >>>get<BR>any<BR>>>>signal=3D20  
 >>> >>> at the heaphone out=3D20  
 >>> >>> =3D  
 >>> >>>!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>>&=3D  
 >>> >>>gt;"Tom=3D20  
 >>> >>> Bruhl" <<A =3D  
 >>> >>>href=3D3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20  
 >>> >>> =3D  
 >>> >>>wrote:<BR>>>>><BR>>>>><BR>>>>>Dimitri=3D  
 >>> >>>os,<BR>>>>>You=3D20  
 >>> >>> should only get the phone out active on the Submix A Master=3D20  
 >>> >>> MEC.<BR>>>>>At least that's been my understanding.=3D20  
 >>> >>> =3D

>>> >>>=3D3D20<BR>>>>Tom<BR>>>><BR>>>> =3D  
>>> >>>;=3D20  
>>> >>> "Dimitrios" <<A=3D20  
>>> >>> =3D  
>>> =  
>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=  
>>>>>=3D  
>>> >>> wrote=3D20  
>>> >>> in message=3D20  
>>> >>> =3D  
>>> >>>=3D3D<BR>>>>>news:46377aa5\$1@linux...<BR>>>>><BR>>>>>&g=3D  
>>> >>>t;>>> =3D20  
>>> >>> Well first time I tried I get no signal whatsoever on any=3D20  
>>> >>> headphone<BR>=3D3D<BR>>>>>out on<BR>>>>> =3D  
>>> >>>any of the=3D20  
>>> >>> three mecs I have !!<BR>>>>> Is this a known bug =3D  
>>> >>>again=3D20  
>>> >>> ??<BR>>>>> Thanks<BR>>>>> =3D20  
>>> >>> Dimitrios<BR>>>>><BR>>>>><BR>>>>>>I =3D  
>>> >>>choose=3D20  
>>> >>> Polesoft Lockspam to fight spam, and=3D20  
>>> >>> =3D  
>>> >>>you?<BR>>>>>http://www.polesoft.com/refer.html<BR>>>>>=3D  
>>> >>>;><BR>>>>><!DOCTYPE=3D20  
>>> >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20  
>>> >>> =3D  
>>> >>>Transitional//EN"><BR>>>>><HTML><HEAD><BR>>>>>=3D  
>>> >>>>>><META=3D20  
>>> >>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20  
>>> >>> =3D  
>>> >>>=3D3D<BR>>>>>charset=3D3D3Diso-8859-1"><BR>>>>><=3D  
>>> >>>;META=3D20  
>>> >>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20  
>>> >>> =3D  
>>> >>>name=3D3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=3D  
>>> >>>>>></HEAD><BR>>>>>><BODY=3D20  
>>> >>> bgColor=3D3D3D#ffffff><BR>>>>>><DIV><FONT =3D  
>>> >>>face=3D3D3DArial=3D20  
>>> >>> =3D  
>>> >>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>>><=3D  
>>> >>>DIV><FONT=3D20  
>>> >>> face=3D3D3DArial size=3D3D3D2>You should only get the phone =  
>>>out=3D20  
>>> >>> =3D3D<BR>>>>>>active on the=3D3D20<BR>>>>>>>Submix A =3D  
>>> >>>Master=3D20  
>>> >>> MEC.</FONT></DIV><BR>>>>>><DIV><FONT=3D20  
>>> >>> face=3D3D3DArial size=3D3D3D2>At least that's been my=3D20  
>>> >>> =3D3D<BR>>>>>>>understanding.=3D20

>>> >>> =3D  
>>> >>>=3D3D20<BR>>>></FONT></DIV><BR>>>><=3D  
>>> >>>;DIV><FONT=3D20  
>>> >>> face=3D3D3DArial=3D20  
>>> >>> =3D  
>>> >>>size=3D3D3D2>Tom</FONT></DIV><BR>>>><DIV>=3D  
>>> >>><FONT=3D20  
>>> >>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20  
>>> >>> =3D  
>>> >>></DIV><BR>>>><BLOCKQUOTE=3D3D20<BR>>>>>st=3D  
>>> >>>yle=3D3D3D"PADDING-RIGHT:=3D20  
>>> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D  
>>> >>>=3D3D<BR>>>>>BORDER-LEFT:=3D20  
>>> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D20  
>>> >>> <DIV>"Dimitrios" <<A=3D3D20<BR>>>>> =3D20  
>>> >>> =3D3D<BR>>>>>href=3D3D3D"<A=3D20  
>>> >>> =3D  
>>> =  
>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=  
>>>'>mai=3D  
>>> >>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D  
>>> >>>t;=3D3D<BR>>>>>=3D20  
>>> >>> wrote=3D3D20<BR>>>>> in message=3D20  
>>> >>> <A=3D3D20<BR>>>>> =3D  
>>> >>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20  
>>> >>> =3D  
>>> =  
>>>>>href=3D3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><BR=  
>>>>Well=3D  
>>> >>>'>news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV>=3D  
>>> >>>;<BR>Well</A>=3D3D<BR>>>>>=3D20  
>>> >>> first=3D3D20<BR>>>>> time I tried I get no signal =3D  
>>> >>>whatsoever on=3D20  
>>> >>> any headphone out =3D  
>>> >>>on<BR>any<BR>>>>=3D3D<BR>>>>>of=3D20  
>>> >>> the=3D3D20<BR>>>>> three mecs I have !!<BR>ls =3D  
>>> >>>this a known=3D20  
>>> >>> bug=3D20  
>>> >>> =3D  
>>> >>>again=3D3D20<BR>>>>>??<BR>Thanks<BR>Dimitrios</B=3D  
>>> >>>LOCKQUOTE><BR>>>>><DIV><FONT=3D20  
>>> >>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight=3D20  
>>> >>> =3D  
>>> >>>spam,<BR>=3D3D<BR>>>>>and=3D3D20<BR>>>>>you?<BR>=3D  
>>> >>>;<A=3D3D20<BR>>>>>href=3D3D3D"<A=3D20  
>>> >>> =3D  
>>> =  
>>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/=

```

>>>refer=3D
>>> =
>>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=
>>>=3D
>>> >>>=3D3D<BR>>>>>.html</A>=3D20
>>> >>> =3D
>>> >>></FONT></DIV></BODY></HTML><BR>>>>><B=3D
>>> >>>R>>>>><BR>>>>><BR>>>>=3D20
>>> >>> <BR>>><BR>><BR></BLOCKQUOTE></BODY></HTML>
>>> >>>
>>> >>>
>>> >>=20
>>> >
>>> >
>>>
>>>
>>><!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 could have sworn that I tried the =
>>>L&R outs of=20
>>>the Mecs and never got signal.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>You are saying that gives you submix =
>>>only=20
>>>data? This is crazy.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>I'll be experimenting today for =
>>>sure.</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>><DIV><FONT face=3DArial size=3D2>After the Beatle Juice show I =
>>>guess.</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@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>> =
>>>wrote in=20
>>> message <A=20
>>> =
>>>href=3D"news:46389187$1@linux">news:46389187$1@linux</A>...</DIV><BR>Yeah=
>>>=20
>>> Dj,<BR>Why not then use the simple L R outputs in patch bay where =

```

>>>every submix=20  
>>> has<BR>these and route them to the related mec's out into your =  
>>>compressor and=20  
>>> then<BR>back to your other mec.<BR>Is the headphone out of any quality  
>>=  
>>>  
>>> ?<BR>You can use also the digital outs to connect to a Pulsar VINCO=20  
>>> compressor<BR>and then back to other mec ...<BR><BR>Well you have to  
> =  
>>>note=20  
>>> here.<BR>the audio coming in the other submix will be delayed to the  
> =  
>>>non=20  
>>> compressed<BR>drumtracks... what will you do ?<BR>You can of course =  
>>>record it=20  
>>> and then nudge or better use Faderworks...<BR><BR>Ok so now you are =  
>>>tempted to=20  
>>> come back to Paris or not ??<BR>We are waiting for=20  
>>> you...<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=20  
>>> =  
>>>href=3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=20  
>>> wrote:<BR>>Heheh!!! parallel compression in Paris through a =  
>>>headphone=20  
>>> out. Whoda'<BR><BR>>thunk? Can't believe I never tried =  
>>>this =20  
>>> when I was running 4 x MECs. Just<BR><BR>>use a card and separate =  
>>>MEC for=20  
>>> drum submixes, grab yourself an insert <BR>>cable, route the =  
>>>headphone out=20  
>>> to a stereo compressor (maybe sidechain<BR>to <BR>>an EQ to =  
>>>hipass=20  
>>> the LF a little.....or maybe not) and return them<BR>to =  
>>><BR>>the=20  
>>> Paris inputs on a channel pair on a different MEC and you're=20  
>>> there.<BR><BR>>Damn!!!....how simple is=20  
>>> this?<BR><BR>>;o<BR><BR>>"Dimitrios" <<A=20  
>>> =  
>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=  
>>> wrote=20  
>>> in message <BR>>news:463853fb\$1@linux...<BR>>><BR>>> =  
>>>Dear=20  
>>> Tom,<BR>>> ALSO L and R on each submix except for =  
>>>submix1=20  
>>> outputs only the related<BR>>> submix so you can send it to a =  
>>>mec's out=20  
>>> (24bit if you like) and then<BR>out<BR>>> to your=20  
>>> compressor.<BR>>> Regards,<BR>>> =  
>>>Dimitrios<BR>>><BR>>>=20

>>> "Tom Bruhl" <<A=20  
>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20  
>>> wrote:<BR>>>><BR>>>><BR>>>>Dimitrios are =  
>>>you=20  
>>> serious?!?! It outputs the submix only on Cards =  
>>>B,<BR>C,<BR>>>=20  
>>> =3D<BR>>>>D, E ???<BR>>>>I will be summing my drums =  
>>>and=20  
>>> guitars from now on 20bit out of the =3D<BR>>>>phones jack to =  
>>>  
>>> my<BR>>>>outboard comps for sure!!!!!! Sweeeeeet! =  
>>>How=20  
>>> come I never tried it?<BR>>>><BR>>>>I'm a=20  
>>> =  
>>>dope,<BR>>>>Tom<BR>>>><BR>>>><BR>>>>&=  
>>>nbsp;=20  
>>> "Dimitrios" <<A=20  
>>> =  
>>>href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>=  
>>> wrote=20  
>>> in message=20  
>>> =  
>>>=3D<BR>>>>news:4638281d\$1@linux...<BR>>>><BR>>>>&g=  
>>>t; =20  
>>> Hi DJ,<BR>>>> hehe I am already on that testing route =  
>>>even with=20  
>>> the L R outputs of<BR>=3D<BR>>>>other<BR>>>> =  
>>>than card's=20  
>>> a mecs...<BR>>>> Regarding the headphone outs the one =  
>>>on mec A=20  
>>> which is the main =  
>>>one<BR>=3D<BR>>>>outputs<BR>>>> all=20  
>>> submixes, the other though ! output only the related submix=20  
>>> out<BR>so<BR>>> =3D<BR>>>>yes<BR>>>> you =  
>>>could=20  
>>> route it to another mec but on same mec you would get an=20  
>>> =3D<BR>>>>infinite<BR>>>> loop of dry and =  
>>>compressed...=20  
>>> because the time you will bring it back<BR>>>>=20  
>>> =3D<BR>>>>on<BR>>>> same mec that will be =  
>>>again outputed=20  
>>> on headphones and then back =  
>>>=3D<BR>>>>again...<BR>>>> =20  
>>> you get the picture ,feedback.<BR>>>> Thed other mecs =  
>>>option=20  
>>> though will work !!<BR>>>> I don't know if you have =  
>>>considered=20  
>>> the other better option !!<BR>>>> The L and R outputs =

>>>of each=20  
>>> mec (except for the main one) outputs ALSO<BR>>>=20  
>>> =3D<BR>>>>the<BR>>>> submix out so you can =  
>>>take this L=20  
>>> and R out and send it to a pair=20  
>>> of<BR>=3D<BR>>>>outputs<BR>>>> (digital to =  
>>>Pulsar ??)=20  
>>> COMPRESS it and then send it back to=20  
>>> another<BR>=3D<BR>>>>submix.<BR>>>> For =  
>>>latency well you=20  
>>> know faderworks ?? !!<BR>>>> =  
>>>Regards,<BR>>>> =20  
>>> Dimitrios<BR>>>><BR>>>> "DJ" <<A=20  
>>> =  
>>>href=3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=20  
>>> wrote:<BR>>>> >Are you getting the same signal on =  
>>>all MECs=20  
>>> or the mix signal on MEC<BR>>>> =  
>>>=3D<BR>>>>>on<BR>>>>> =20  
>>> card=3D20<BR>>>>> >A and just the submix of the MEC =  
>>>on card B=20  
>>> and C. If you're just=20  
>>> =3D<BR>>>>>getting<BR>>>>><BR>>>>> =  
>>>>those=20  
>>> submixes on the card B & C Mecs, you could route the =  
>>>headphone<BR>>>>=20  
>>> =3D<BR>>>>>out<BR>>>>> =  
>>>of=3D20<BR>>>>> =20  
>>> >those MECs to a pair of input channels on another MEC (or maybe=20  
>>> even<BR>>>> =3D<BR>>>>>loop<BR>>>>> =20  
>>> it=3D20<BR>>>>> >back to the same MEC) on a pair of =  
>>>record=20  
>>> enabled channels and =3D<BR>>>>>compress<BR>>>>> =  
>>>  
>>> it,=3D20<BR>>>>> >etc.....I can't believe I =  
>>>never tried=20  
>>> this when I had 4 =  
>>>MECs<BR>=3D<BR>>>>>here..<BR>>>>> =20  
>>> ><BR>>>>> >;o)<BR>>>>> =20  
>>> ><BR>>>>> >"Dimitrios" <<A=20  
>>> =  
>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=  
>>> wrote=20  
>>> in message=3D20<BR>>>>> =20  
>>> >news:4637946e\$1@linux...<BR>>>>> =20  
>>> >><BR>>>>> >> Heh...<BR>>>>> =  
>>>>>=20  
>>> Works on all mecs !!<BR>>>>> >>=20

>>> Dimitrios<BR>>>> >><BR>>>> =  
>>>>=20  
>>> "Dimitrios" <<A =  
>>>href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20  
>>> wrote:<BR>>>> >>><BR>>>> =  
>>>>>Ah=20  
>>> I found it !!<BR>>>> >>>I should connect the L =  
>>>and R=20  
>>> to the Mec's outputs 1 and 2 to get<BR>a<BR>>>>=20  
>>> =3D<BR>>>>signal<BR>>>> >>>for the =  
>>>headphones=20  
>>> !!<BR>>>> >>>I am just using the digital out =  
>>>for=20  
>>> monitoring thats why I =  
>>>didn't<BR>=3D<BR>>>>get<BR>>>> =20  
>>> any<BR>>>> >>>signal at the heaphone out=20  
>>> !<BR>>>> >>>Thanks<BR>>>> =20  
>>> >>>Dimitrios<BR>>>> =  
>>>>><BR>>>> =20  
>>> >>>"Tom Bruhl" <<A=20  
>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20  
>>> wrote:<BR>>>> >>>><BR>>>> =20  
>>> >>>><BR>>>> =20  
>>> >>>>Dimitrios,<BR>>>> >>>>You =  
>>>should=20  
>>> only get the phone out active on the Submix A=20  
>>> Master<BR>=3D<BR>>>>MEC.<BR>>>> =  
>>>>>>At least=20  
>>> that's been my understanding. =3D3D20<BR>>>> =20  
>>> >>>>Tom<BR>>>> =20  
>>> >>>><BR>>>> >>>> =  
>>>"Dimitrios"=20  
>>> <<A =  
>>>href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>>=  
>>>=20  
>>> wrote in message =3D3D<BR>>>> =20  
>>> >>>>news:46377aa5\$1@linux...<BR>>>> =20  
>>> >>>><BR>>>> >>>> Well =  
>>>first time=20  
>>> I tried I get no signal whatsoever on any=20  
>>> =3D<BR>>>>headphone<BR>>>> =  
>>>=3D3D<BR>>>> =20  
>>> >>>>out on<BR>>>> >>>> =  
>>>any of the=20  
>>> three mecs I have !!<BR>>>> >>>> Is =  
>>>this a=20  
>>> known bug again ??<BR>>>> >>>> =20  
>>> Thanks<BR>>>> >>>> =20

```
>>> Dimitrios<BR>>>> >>>><BR>>>> =
>>>
>>> >>>><BR>>>> >>>>I choose =
>>>Polesoft=20
>>> Lockspam to fight spam, and you?<BR>>>> =20
>>> =
>>>>>>http://www.polesoft.com/refer.html<BR>>>> =
>>>
>>> >>>><BR>>>> >>>><!DOCTYPE =
>>>HTML=20
>>> PUBLIC "-//W3C//DTD HTML 4.0 =
>>>Transitional//EN"><BR>>>> =20
>>> >>>><HTML><HEAD><BR>>>> =20
>>> >>>><META http-equiv=3D3D3DContent-Type =
>>>content=3D3D3D"text/html;=20
>>> =3D3D<BR>>>> =20
>>> >>>>charset=3D3D3Diso-8859-1"><BR>>>> =20
>>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400"=20
>>> name=3D3D3DGENERATOR><BR>>>> =20
>>> >>>><STYLE></STYLE><BR>>>> =20
>>> >>>></HEAD><BR>>>> =
>>>>>>><BODY=20
>>> bgColor=3D3D3D#ffffff><BR>>>> =20
>>> >>>><DIV><FONT face=3D3D3DArial=20
>>> =
>>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>> =
>>>=20
>>> >>>><DIV><FONT face=3D3D3DArial =
>>>size=3D3D3D2>You should=20
>>> only get the phone<BR>>>> =3D<BR>>>>>out =
>>>=3D3D<BR>>>> =20
>>> >>>>active on the=3D3D20<BR>>>>> =20
>>> >>>>Submix A Master=20
>>> MEC.</FONT></DIV><BR>>>> =20
>>> >>>><DIV><FONT face=3D3D3DArial =
>>>size=3D3D3D2>At least=20
>>> that's been my =3D3D<BR>>>> =
>>>>>>>understanding.=20
>>> =3D3D20<BR>>>>> =20
>>> >>>></FONT></DIV><BR>>>>> =20
>>> >>>><DIV><FONT face=3D3D3DArial=20
>>> size=3D3D3D2>Tom</FONT></DIV><BR>>>>> =20
>>> >>>><DIV><FONT face=3D3D3DArial =
>>>size=3D3D3D2></FONT>=20
>>> </DIV><BR>>>>> =20
>>> >>>><BLOCKQUOTE=3D3D20<BR>>>>> =20
>>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>>>MARGIN-LEFT:=20
```

>>> =3D<BR>>>>5px; =3D3D<BR>>>> =  
>>>>>>BORDER-LEFT:=20  
>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =20  
>>> >>>> <DIV>"Dimitrios"=20  
>>> <<A=3D3D20<BR>>>> >>>> =20  
>>> =3D3D<BR>>>> =  
>>>=3D<BR>>>>>>>>href=3D3D3D"<A=20  
>>> =  
>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>mail=  
>>>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</</A>=3D<BR>&=  
>>>gt;>>A>>=3D3D<BR>>>> =20  
>>> >>>> wrote=3D3D20<BR>>>> =  
>>>>>> in=20  
>>> message <A=3D3D20<BR>>>> >>>> =20  
>>> =3D3D<BR>>>> =  
>>>=3D<BR>>>>>>>>href=3D3D3D"<A=20  
>>> =  
>>>href=3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV><B'>news=  
>>>:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV><B=  
>>></A>=3D<BR>>>>R>Well=3D3D<BR>>>> =20  
>>> >>>> first=3D3D20<BR>>>> =  
>>>>>>> time=20  
>>> I tried I get no signal whatsoever on any headphone out=20  
>>> =3D<BR>>>>>>on<BR>any<BR>>>>> =20  
>>> >>>=3D3D<BR>>>>> >>>>>of=20  
>>> the=3D3D20<BR>>>>> >>>> three mecs I =  
>>>have=20  
>>> !!<BR>Is this a known bug again=3D3D20<BR>>>>> =20  
>>> =  
>>>>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE><=  
>>>BR>>>>> =20  
>>> >>>>><DIV><FONT =  
>>>size=3D3D3D2><BR><BR>I choose=20  
>>> Polesoft Lockspam to fight<BR>>>>=20  
>>> =3D<BR>>>>>>spam,<BR>>>>> =  
>>>=3D3D<BR>>>>>> =20  
>>> >>>>>and=3D3D20<BR>>>>> =20  
>>> >>>>>you?<BR><A=3D3D20<BR>>>>> =20  
>>> =3D<BR>>>>>>>>>href=3D3D3D"<A=20  
>>> =  
>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>http=  
>>>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D<BR>>>=  
>>>>>>/refer=3D3D<BR>>>>> =20  
>>> >>>>>.html</A>=20  
>>> =  
>>></FONT></DIV></BODY></HTML><BR>>>>> =  
>>>=20  
>>> >>>>><BR>>>>> =

```
>>>>>><BR>>>> =20
>>> >>><BR>>>> >>=3D20<BR>>>> =
>>>
>>> ><BR>>>> =20
>>> ><BR>>>><BR>>>><BR>>>><!DOCTYPE HTML =
>>>PUBLIC=20
>>> "-//W3C//DTD HTML 4.0=20
>>> =
>>>Transitional//EN"><BR>>>><HTML><HEAD><BR>>>>=
>>>><META=20
>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>>> =3D<BR>>>> charset=3D3Diso-8859-1"><BR>>>><META =
>>>
>>> content=3D3D"MSHTML 6.00.2800.1400"=20
>>> =
>>>name=3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>>>=
>>>></HEAD><BR>>>><BODY=20
>>> bgcolor=3D3D#ffffff><BR>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>Dimitrios are you serious?!?! It =
>>>=3D<BR>>>>>outputs=20
>>> the=3D20<BR>>>>>submix only on Cards B, C, D, E=20
>>> ???</FONT></DIV><BR>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>I will be summing my drums and guitars<BR>>>>=20
>>> =3D<BR>>>>>from now on=3D20<BR>>>>>20bit out of the =
>>>phones jack to=20
>>> my</FONT></DIV><BR>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2>outboard comps for sure!!!!!! =
>>>=3D20<BR>>>>>Sweeeeeet! How=20
>>> come I never tried=20
>>> it?</FONT></DIV><BR>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> size=3D3D2></FONT> =
>>></DIV><BR>>>><DIV><FONT=20
>>> face=3D3DArial size=3D3D2>I'm a=20
>>> dope,</FONT></DIV><BR>>>><DIV><FONT =
>>>face=3D3DArial=20
>>> =
>>>size=3D3D2>Tom</FONT></DIV><BR>>>><DIV><=
>>>FONT=20
>>> face=3D3DArial size=3D3D2></FONT>=20
>>> </DIV><BR>>>><DIV><FONT face=3D3DArial=20
>>> size=3D3D2></FONT>=20
>>> =
>>></DIV><BR>>>><BLOCKQUOTE=3D20<BR>>>>>style=3D3D=
>>>"PADDING-RIGHT:=20
```

>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
>>>=3D<BR>>>>BORDER-LEFT:=20  
>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =20  
>>> <DIV>"Dimitrios" <<A=3D20<BR>>>> =20  
>>> =3D<BR>>>>href=3D3D"<A=20  
>>> =  
>>>href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>mai=  
>>>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A</A>>&g=  
>>>t;=3D<BR>>>>=20  
>>> wrote=3D20<BR>>>> in message =  
>>><A=3D20<BR>>>> =20  
>>> =3D<BR>>>>href=3D3D"<A=20  
>>> =  
>>>href=3D'news:4638281d\$1@linux">news:4638281d\$1@linux</A>...</DIV><BR>Hi=3D=  
>>>20'>news:4638281d\$1@linux">news:4638281d\$1@linux</A>...</DIV&=  
>>>gt;<BR>Hi=3D20</A><BR>>>> =20  
>>> DJ,<BR>hehe I am already on that testing route even with the L R =  
>>>  
>>> =3D<BR>>>>outputs of=3D20<BR>>>> =  
>>>other<BR>than=20  
>>> card's a mecs...<BR>Regarding the headphone outs the =  
>>>one<BR>>>>=20  
>>> =3D<BR>>>>on mec=3D20<BR>>>> A which is the =  
>>>main one=20  
>>> outputs<BR>all submixes, the other though=20  
>>> !<BR>=3D<BR>>>>output=3D20<BR>>>> only the =  
>>>related submix=20  
>>> out so yes<BR>you could route it to =  
>>>another<BR>=3D<BR>>>>mec but=20  
>>> on=3D20<BR>>>> same mec you would get an =  
>>>infinite<BR>loop=20  
>>> of dry and =  
>>>compressed...<BR>=3D<BR>>>>because=3D20<BR>>>> =20  
>>> the time you will bring it back on<BR>same mec that will be =  
>>>again=20  
>>> =3D<BR>>>>outputed on=3D20<BR>>>> headphones =  
>>>and then back=20  
>>> again...<BR>you get the picture=20  
>>> =3D<BR>>>>,feedback.<BR>Thed=3D20<BR>>>> =  
>>>other mecs=20  
>>> option though will work !!<BR>I don't know if you have=20  
>>> =3D<BR>>>>considered=3D20<BR>>>> the other =  
>>>better option=20  
>>> !!<BR>The L and R outputs of each mec (except<BR>>>>=20  
>>> =3D<BR>>>>for the=3D20<BR>>>> main one) =  
>>>outputs ALSO=20  
>>> the<BR>submix out so you can take this L and<BR>R<BR>>>>=20  
>>> =3D<BR>>>>out and=3D20<BR>>>> send it to a =

>>>pair of=20  
 >>> outputs<BR>(digital to Pulsar ??) COMPRESS it and<BR>>>=20  
 >>> =3D<BR>>>>then=3D20<BR>>>> send it back to =  
 >>>another=20  
 >>> submix.<BR>For latency well you know =  
 >>>=3D<BR>>>>faderworks=20  
 >>> ??=3D20<BR>>>> =20  
 >>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ"=20  
 >>> <<A=3D20<BR>>>> =3D<BR>>>>href=3D3D"<A=20  
 >>> =  
 >>>href=3D'http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=3D20=  
 >>>'>http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=  
 >>>;=3D20</A><BR>>>> =20  
 >>> wrote:<BR>>Are you getting the same signal on all MECs or the =  
 >>>mix=20  
 >>> =3D<BR>>>>signal on=3D20<BR>>>> MEC =  
 >>>on<BR>card=20  
 >>> <BR>>>A and just the submix of the MEC on card B and=20  
 >>> =3D<BR>>>>C. If=3D20<BR>>>> you're just=20  
 >>> getting<BR><BR>>>those submixes on the card B & C=20  
 >>> =3D<BR>>>>Mecs, you=3D20<BR>>>> could route =  
 >>>the headphone=20  
 >>> out<BR>of <BR>>>those MECs to a pair of=20  
 >>> =3D<BR>>>>input=3D20<BR>>>> channels on =  
 >>>another MEC (or=20  
 >>> maybe even loop<BR>it <BR>>>back to the=20  
 >>> =3D<BR>>>>same=3D20<BR>>>> MEC) on a pair of =  
 >>>record=20  
 >>> enabled channels and compress<BR>it,=3D20<BR>>>> =20  
 >>> <BR>>>etc.....I can't believe I never tried this when I =  
 >>>had 4=20  
 >>> =3D<BR>>>>MECs=3D20<BR>>>> =20  
 >>> =  
 >>>here..<BR>>><BR>>>;o)<BR>>><BR>>>"Dimitri=  
 >>>os"=20  
 >>> <<A=3D20<BR>>>> =3D<BR>>>>href=3D3D"<A=20  
 >>> =  
 >>>href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>mai=  
 >>>lto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A</A>>&g=  
 >>>t;=3D<BR>>>>=20  
 >>> wrote=3D20<BR>>>> in message=20  
 >>> =  
 >>><BR>>>news:4637946e\$1@linux...<BR>>><BR>>>>=  
 >>>;=3D20<BR>>>> =20  
 >>> Heh...<BR>>> Works on all mecs=20  
 >>> !!<BR>>>=3D20<BR>>>> =20  
 >>> Dimitrios<BR>>><BR>>> "Dimitrios"=20  
 >>> <<A=3D20<BR>>>> href=3D3D"<A=20

>>> =  
>>><mailto:musurgio@otenet.gr>>musurgio@otenet.gr</A>>=3D20'>mailto:m=  
>>>usurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20</A><BR>>&g=  
>>>t;> =20  
>>> wrote:<BR>>><BR>>>>Ah I found it=20  
>>> =3D<BR>>>>!!<BR>>>>I =  
>>>should=3D20<BR>>>> =20  
>>> connect the L and R to the Mec's outputs 1 and 2 to get=20  
>>> a=3D20<BR>>>> signal<BR>>>>for the =  
>>>headphones=20  
>>> !!<BR>>>>I am just =3D<BR>>>>using=20  
>>> the=3D20<BR>>>> digital out for monitoring thats why I =  
>>>didn't=20  
>>> =  
>>>=3D<BR>>>>get<BR>any<BR>>>>signal=3D20<BR>&=  
>>>gt;> =20  
>>> at the heaphone out=3D20<BR>>>> =20  
>>> =  
>>>=3D<BR>>>>!<BR>>>>Thanks<BR>>>>Dim=  
>>>itrios<BR>>>><BR>>&=3D<BR>>>>gt;>=  
>>>"Tom=3D20<BR>>>> =20  
>>> Bruhl" <<A =3D<BR>>>>>href=3D3D"<A=20  
>>> =  
>>><mailto:arpeggio@comcast.net>">arpeggio@comcast.net</A>>=3D20'>mailto=  
>>>:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20</A><BR>&g=  
>>>t;> =20  
>>> =  
>>>=3D<BR>>>>wrote:<BR>>>><BR>>>>=  
>>>><BR>>>>>Dimitri=3D<BR>>>>os,<BR>>>=  
>>>>>You=3D20<BR>>>> =20  
>>> should only get the phone out active on the Submix A=20  
>>> Master=3D20<BR>>>> MEC.<BR>>>>>At =  
>>>least that's=20  
>>> been my understanding.=3D20<BR>>>> =20  
>>> =  
>>>=3D<BR>>>>=3D3D20<BR>>>>>Tom<BR>>>>=  
>>>>><BR>>>>>=20  
>>> =3D<BR>>>>;=3D20<BR>>>> "Dimitrios"=20  
>>> <<A=3D20<BR>>>> =3D<BR>>>>href=3D3D"<A=20  
>>> =  
>>><mailto:musurgio@NOSPAMotenet.gr>">musurgio@NOSPAMotenet.gr</A>>mai=  
>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>>&g=  
>>>t;=3D<BR>>>>=20  
>>> wrote=3D20<BR>>>> in message=3D20<BR>>>> =  
>>>  
>>> =  
>>>=3D<BR>>>>=3D3D<BR>>>>>news:46377aa5\$1@linux..=  
>>>.<BR>>>>><BR>&g=3D<BR>>>>t;>>&=

>>>gt;=20  
>>> =3D20<BR>>>> Well first time I tried I get no signal =  
>>>whatsoever=20  
>>> on any=3D20<BR>>>> =20  
>>> headphone<BR>=3D3D<BR>>>>>out=20  
>>> on<BR>>>>> =3D<BR>>>>>any of=20  
>>> the=3D20<BR>>>>> three mecs I have =  
>>>!<BR>>>>> Is=20  
>>> this a known bug =3D<BR>>>>>again=3D20<BR>>>>> =20  
>>> ??<BR>>>>> Thanks<BR>>>>>=20  
>>> =3D20<BR>>>>> =20  
>>> =  
>>>Dimitrios<BR>>>>><BR>>>>><BR>&g=  
>>>t;>>>I=20  
>>> =3D<BR>>>>>choose=3D20<BR>>>>> Polesoft Lockspam =  
>>>to fight=20  
>>> spam, and=3D20<BR>>>>> =20  
>>> =  
>>>=3D<BR>>>>>you?<BR>>>>>http://www.polesoft.com/=  
>>>refer.html<BR>>>>>=3D<BR>>>>>;<BR>>>>>=  
>>>;>>>!DOCTYPE=3D20<BR>>>>> =20  
>>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20<BR>>>>> =20  
>>> =  
>>>=3D<BR>>>>>Transitional//EN"><BR>>>>><HTM=  
>>>L><HEAD><BR>>=3D<BR>>>>>>><META=3D=  
>>>20<BR>>>>> =20  
>>> http-equiv=3D3D3DContent-Type =  
>>>content=3D3D3D"text/html";=3D20<BR>>>>> =20  
>>> =  
>>>=3D<BR>>>>>=3D3D<BR>>>>>>charset=3D3D3Diso-8859-=  
>>>1"><BR>>>>><=3D<BR>>>>>;META=3D20<BR>>>=  
>>>>> =20  
>>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20<BR>>>>> =20  
>>> =  
>>>=3D<BR>>>>>name=3D3D3DGENERATOR><BR>>>>><=  
>>>STYLE></STYLE><BR>=3D<BR>>>>>>></=  
>>>HEAD><BR>>>>>><BODY=3D20<BR>>>>> =20  
>>> bgColor=3D3D3D#ffffff><BR>>>>>><DIV><FONT =  
>>>  
>>> =3D<BR>>>>>face=3D3D3DArial=3D20<BR>>>>> =20  
>>> =  
>>>=3D<BR>>>>>size=3D3D3D2>Dimitrios,</FONT></DIV><=  
>>>;BR>>>>><=3D<BR>>>>>>DIV><FONT=3D20<BR>>>=  
>>>;>> =20  
>>> face=3D3D3DArial size=3D3D3D2>You should only get the phone=20  
>>> out=3D20<BR>>>>> =3D3D<BR>>>>>>active =  
>>>on=20  
>>> the=3D3D20<BR>>>>>>Submix A=20

```

>>> =3D<BR>>>>Master=3D20<BR>>>> =20
>>> =
>>>MEC.</FONT></DIV><BR>>>>><DIV><FON=
>>>T=3D20<BR>>>> =20
>>> face=3D3D3DArial size=3D3D3D2>At least that's been =
>>>my=3D20<BR>>>> =20
>>> =
>>>=3D3D<BR>>>>>understanding.=3D20<BR>>>> =
>>>
>>> =
>>>=3D<BR>>>>=3D3D20<BR>>>>></FONT></DIV=
>>>><BR>>>>><=3D<BR>>>>;DIV><FONT=3D2=
>>>0<BR>>>> =20
>>> face=3D3D3DArial=3D20<BR>>>> =20
>>> =
>>>=3D<BR>>>>>size=3D3D3D2>Tom</FONT></DIV><BR>=
>>>>>><DIV>=3D<BR>>>>><FONT=3D20<BR>>>>&g=
>>>t; =20
>>> face=3D3D3DArial =
>>>size=3D3D3D2></FONT>=3D20<BR>>>> =20
>>> =
>>>=3D<BR>>>>></DIV><BR>>>>><BLOCKQUOTE=3D=
>>>3D20<BR>>>>>st=3D<BR>>>>>yle=3D3D3D"PADDING-RIG=
>>>HT:=3D20<BR>>>> =20
>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20
>>> =
>>>=3D<BR>>>>>=3D3D<BR>>>>>>BORDER-LEFT:=3D20<BR>&g=
>>>t;>> =20
>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>=20
>>> =3D20<BR>>>>> <DIV>"Dimitrios"=20
>>> <<A=3D3D20<BR>>>>> =3D20<BR>>>>> =
>>>
>>> =
>>>=3D3D<BR>>>>>>href=3D3D3D"<A=3D20<BR>>>>>&nbs=
>>>p;=20
>>> =
>>>=3D<BR>>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=
>>>@NOSPAMotenet.gr</A>>mai=3D<BR>>>>>Ito:musurgio@NOSPAMotene=
>>>t.gr">musurgio@NOSPAMotenet.gr</A></A>>&g=3D<BR>>>>=
>>>;>t;=3D3D<BR>>>>>>=3D20<BR>>>>> =20
>>> wrote=3D3D20<BR>>>>>> in =
>>>message=3D20<BR>>>>> =20
>>> <A=3D3D20<BR>>>>>>=20
>>> =
>>>=3D<BR>>>>>>=3D3D<BR>>>>>>href=3D3D3D"<A=3D20<=
>>>BR>>>>> =20
>>> =
>>>=3D<BR>>>>>>href=3D3D'news:46377aa5$1 @linux">news:46377aa5$1 @li=

```

>>>nux</A>...</DIV><BR>Well=3D<BR>>>'>news:46=  
>>>377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV>=3D<BR>&=  
>>>gt;>;<BR>Well</A>=3D3D<BR>>>>=3D20<=  
>>>BR>>>> =20  
>>> first=3D3D20<BR>>>> time I tried I get no signal=20  
>>> =3D<BR>>>>whatsoever on=3D20<BR>>>> any =  
>>>headphone out=20  
>>> =  
>>>=3D<BR>>>>on<BR>any<BR>>>>=3D3D<BR>&g=  
>>>t;>>>of=3D20<BR>>>> =20  
>>> the=3D3D20<BR>>>> three mecs I have !!<BR>ls=20  
>>> =3D<BR>>>>this a known=3D20<BR>>>> =20  
>>> bug=3D20<BR>>>> =20  
>>> =  
>>>=3D<BR>>>>again=3D3D20<BR>>>>??<BR>Than=  
>>>ks<BR>Dimitrios</B=3D<BR>>>>LOCKQUOTE><BR>>=  
>>>>><DIV><FONT=3D20<BR>>>> =20  
>>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to=20  
>>> fight=3D20<BR>>>> =20  
>>> =  
>>>=3D<BR>>>>spam,<BR>=3D3D<BR>>>>and=3D3D=  
>>>20<BR>>>>you?<BR>=3D<BR>>>>;<A=3D3D2=  
>>>0<BR>>>>href=3D3D3D"<A=3D20<BR>>>> =20  
>>> =  
>>>=3D<BR>>>>href=3D3D'http://www.polesoft.com/refer.html">http:=  
>>>//www.polesoft.com/refer=3D<BR>>>>'>http://www.polesoft.com/r=  
>>>efer.html">http://www.polesoft.com/refer</A=3D<BR>>>>=3D=  
>>>3D<BR>>>>.html</A>=3D20<BR>>>> =20  
>>> =  
>>>=3D<BR>>>></FONT></DIV></BODY></HTML><=  
>>>;BR>>>><B=3D<BR>>>>R>>>><B=  
>>>R>>>><BR>>>=3D20<BR>>>> =20  
>>> =  
>>><BR>><BR>><BR></BLOCKQUOTE></BODY><=  
>>>./HTML><BR>>>><BR>>>><BR>>>=20  
>>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
>>>  
>>>  
>>  
>

---

Subject: Re: Does your headphone out work under XP ???  
Posted by [Dimitrios](#) on Thu, 03 May 2007 11:36:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Ok DJ  
You cannot summ on card a because you cannot hear your song !

You will be hearing from card a the summed AND the individual submixes again, phasing and wrng imaging.

So you must sum on a card that is not A.

So here we need first to SUM the L&R outputs of all cards (B,C,D,E,F,G,) to one mec H so we could use any insert on those submixes...

Now if we have 6 adat cards outs we cannot bring them back to card a because we cannot have that many adat cards there...

One thing we can do is buy two AI4 Alesis or rme aes/adat converter and summ all spdif of all these mecs to two adat cards on Mec H.

Then just spdif out of H to A just for recording, you will be monitoring ALWAYS card H.

Afeter the recoding(s) you can monitor card A only the final mixes.

Regards,

Dimitrios

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

>The way I would do it is to have Paris running on win ME (so you can use as

>many ADAT cards as necessary), 8 EDS cards/MECs, each with at least one ADAT

>card and whatever analog I/O you might want and sum the tracks in MECS B, C,

>D, E, F, G and H via ADAT to 7 stereo pair on the ADAT card on MEC A. You

>could insert your analog and digital processors in the various MEC submixes

>and through Paris auxes and inserts on the \*main bus\* MEC. this would

>seriously rawk for using Pulsar DSP cards and analog gear as FX processors

>on Paris inserts.

>

>

>

>

>

>"Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message

>news:4638a0e8\$1@linux...

>>

>> Ok Tom and beloved Paris users here is a nice tip regarding the L and

R

>> individual

>> submix outs...

>>

>> Ok lets assume you get (DJ are you hearing ??) 6 eds cards and 5 mecs.

>> Each mec of the four has an output card ( or use the 20bit outs)

>> and the fourth has an input card (or use the 20 bit ins)

>> Now leave alone card one which has no mec (maybe a 442 if cannot get

>> initialised

>> ?) so card 2 L&R outputs from within patchbay are being outputted on

>> outs

>> 1 and 2 which are connected to the 6th eds card's Mec 1&2 analog inputs.

>> Are you with me so far ?

>> same for eds card 3 L&R outputs using analog outs 1,2 of its related mec

>> connected to the 6th eds card's mec 3&4 inputs.

>> Same for the eds card 4 --- 5&6, and 5 ----7&8.

>> So now you will have your 4 eds cards submix individual stereo outputs

>> MIXED

>> on a separate eds card and put there any DX or EDS effect and then the

L

>> & R outs of the this 6th eds card will be your stereo mix output which

>> must

>> be recorded to another device computer audio card whatever via the digital

>> mecs out.

>> Regards,

>> Dimitrios

>>

>> "Dimitrios" <musurgio@otNOSPAMenet.gr> wrote:

>>>

>>>Dear Tom,

>>>I am not only saying but I am confirming !!

>>>The L and R of all submixes except for the main one outputs the related

>> submixes

>>>mix.

>>>You can have a 5 card Paris system where you sacrifice card 1 and use

the

>>>four other stereo mixes thru mex digital spdif output to a card like Scope

>>>Pulsar and then insert on every submix your effects or outboard too.

>>>You will just be mixing 4 stereo tracks under Pulsar which anyway is far

>>>superior mixing engine than cubase nuendo and all that s..t.

>>>Regards,

>>>Dimitrios

>>>

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

>>>>

>>>>

>>>>Dimitrios,

>>>>I could have sworn that I tried the L&R outs of the Mecs and never got

>> =

>>>>signal.

>>>>You are saying that gives you submix only data? This is crazy.

>>>>I'll be experimenting today for sure.

>>>>Tom

>>>>

>>>>After the Beatle Juice show I guess.  
>>>> "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =  
>>>>news:46389187\$1@linux...  
>>>>  
>>>> Yeah Dj,  
>>>> Why not then use the simple L R outputs in patch bay where every =  
>>>>submix has  
>>>> these and route them to the related mec's out into your compressor  
and  
>>>=  
>>>>then  
>>>> back to your other mec.  
>>>> Is the headphone out of any quality ?  
>>>> You can use also the digital outs to connect to a Pulsar VINCO =  
>>>>compressor  
>>>> and then back to other mec ...  
>>>>  
>>>> Well you have to note here.  
>>>> the audio coming in the other submix will be delayed to the non =  
>>>>compressed  
>>>> drumtracks... what will you do ?  
>>>> You can of course record it and then nudge or better use Faderworks...  
>>>>  
>>>> Ok so now you are tempted to come back to Paris or not ??  
>>>> We are waiting for you...  
>>>> Regards,  
>>>> Dimitrios  
>>>>  
>>>> "DJ" <www.aarrrrggghh!!!.com> wrote:  
>>>> >Heheh!!! parallel compression in Paris through a headphone out. =  
>>>>Whoda'  
>>>>  
>>>> >think? Can't believe I never tried this when I was running 4 x =  
>>>>MECs. Just  
>>>>  
>>>> >use a card and separate MEC for drum submixes, grab yourself an =  
>>>>insert=20  
>>>> >cable, route the headphone out to a stereo compressor (maybe =  
>>>>sidechain  
>>>> to=20  
>>>> >an EQ to hipass the LF a little.....or maybe not) and return  
>>>=  
>>>>them  
>>>> to=20  
>>>> >the Paris inputs on a channel pair on a different MEC and you're =  
>>>>there.  
>>>>  
>>>> >Damn!!!....how simple is this?

>>>> >  
>>>> >;o)  
>>>> >  
>>>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20  
>>>> >news:463853fb\$1@linux...  
>>>> >>  
>>>> >> Dear Tom,  
>>>> >> ALSO L and R on each submix except for submix1 outputs only the  
>> =  
>>>>related  
>>>> >> submix so you can send it to a mec's out (24bit if you like) and  
=  
>>>>then  
>>>> out  
>>>> >> to your compressor.  
>>>> >> Regards,  
>>>> >> Dimitrios  
>>>> >>  
>>>> >> "Tom Bruhl" <arpegio@comcast.net> wrote:  
>>>> >>>  
>>>> >>>  
>>>> >>>Dimitrios are you serious?!?! It outputs the submix only on Cards  
>>>=  
>>>>B,  
>>>> C,  
>>>> >> =3D  
>>>> >>>D, E ???  
>>>> >>>I will be summing my drums and guitars from now on 20bit out of  
the  
>>>=  
>>>>=3D  
>>>> >>>phones jack to my  
>>>> >>>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried  
>> =  
>>>>it?  
>>>> >>>  
>>>> >>>I'm a dope,  
>>>> >>>Tom  
>>>> >>>  
>>>> >>>  
>>>> >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D  
>>>> >>>news:4638281d\$1@linux...  
>>>> >>>  
>>>> >>> Hi DJ,  
>>>> >>> hehe I am already on that testing route even with the L R outputs  
>>>=  
>>>>of  
>>>> =3D

>>>> >>>other  
>>>> >>> than card's a mecs...  
>>>> >>> Regarding the headphone outs the one on mec A which is the main  
>> =  
>>>>one  
>>>> =3D  
>>>> >>>outputs  
>>>> >>> all submixes, the other though ! output only the related submix  
>> =  
>>>>out  
>>>> so  
>>>> >> =3D  
>>>> >>>yes  
>>>> >>> you could route it to another mec but on same mec you would get  
>> =  
>>>>an =3D  
>>>> >>>infinite  
>>>> >>> loop of dry and compressed... because the time you will bring  
it  
>>>=  
>>>>back  
>>>> >> =3D  
>>>> >>>on  
>>>> >>> same mec that will be again outputed on headphones and then back  
>>>=  
>>>>=3D  
>>>> >>>again...  
>>>> >>> you get the picture ,feedback.  
>>>> >>> Thed other mecs option though will work !!  
>>>> >>> I don't know if you have considered the other better option !!  
>>>> >>> The L and R outputs of each mec (except for the main one) outputs  
>>>=  
>>>>ALSO  
>>>> >> =3D  
>>>> >>>the  
>>>> >>> submix out so you can take this L and R out and send it to a pair  
>>>=  
>>>>of  
>>>> =3D  
>>>> >>>outputs  
>>>> >>> (digital to Pulsar ??) COMPRESS it and then send it back to =  
>>>>another  
>>>> =3D  
>>>> >>>submix.  
>>>> >>> For latency well you know faderworks ?? !!  
>>>> >>> Regards,  
>>>> >>> Dimitrios  
>>>> >>>

```

>>>> >>> "DJ" <www.aarrrrggghhh!!!.com> wrote:
>>>> >>> >Are you getting the same signal on all MECs or the mix signal
on
>>>=
>>>>MEC
>>>> >> =3D
>>>> >>>on
>>>> >>> card=3D20
>>>> >>> >A and just the submix of the MEC on card B and C. If you're just
>>>=
>>>>=3D
>>>> >>>getting
>>>> >>>
>>>> >>> >those submixes on the card B & C Mecs, you could route the =
>>>>headphone
>>>> >> =3D
>>>> >>>out
>>>> >>> of=3D20
>>>> >>> >those MECs to a pair of input channels on another MEC (or maybe
>>>=
>>>>even
>>>> >> =3D
>>>> >>>loop
>>>> >>> it=3D20
>>>> >>> >back to the same MEC) on a pair of record enabled channels and
>> =
>>>>=3D
>>>> >>>compress
>>>> >>> it,=3D20
>>>> >>> >etc.....I can't believe I never tried this when I had 4
=
>>>>MECs
>>>> =3D
>>>> >>>here..
>>>> >>> >
>>>> >>> >;0)
>>>> >>> >
>>>> >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20
>>>> >>> >news:4637946e$1@linux...
>>>> >>> >>
>>>> >>> >> Heh...
>>>> >>> >> Works on all mecs !!
>>>> >>> >> Dimitrios
>>>> >>> >>
>>>> >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
>>>> >>> >>>
>>>> >>> >>>>Ah I found it !!
>>>> >>> >>>>I should connect the L and R to the Mec's outputs 1 and 2 to

```

```

>> =
>>>>get
>>>> a
>>>> >> =3D
>>>> >>>signal
>>>> >>> >>>for the headphones !!
>>>> >>> >>>I am just using the digital out for monitoring thats why I
=
>>>>didn't
>>>> =3D
>>>> >>>get
>>>> >>> any
>>>> >>> >>>signal at the heaphone out !
>>>> >>> >>>Thanks
>>>> >>> >>>Dimitrios
>>>> >>> >>>
>>>> >>> >>>"Tom Bruhl" <arpegio@comcast.net> wrote:
>>>> >>> >>>>
>>>> >>> >>>>
>>>> >>> >>>>Dimitrios,
>>>> >>> >>>>You should only get the phone out active on the Submix A =
>>>>Master
>>>> =3D
>>>> >>>MEC.
>>>> >>> >>>>At least that's been my understanding. =3D3D20
>>>> >>> >>>>Tom
>>>> >>> >>>>
>>>> >>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message
=
>>>>=3D3D
>>>> >>> >>>>news:46377aa5$1@linux...
>>>> >>> >>>>
>>>> >>> >>>> Well first time I tried I get no signal whatsoever on any
>> =
>>>>=3D
>>>> >>>headphone
>>>> >>> =3D3D
>>>> >>> >>>>out on
>>>> >>> >>>> any of the three mecs I have !!
>>>> >>> >>>> Is this a known bug again ??
>>>> >>> >>>> Thanks
>>>> >>> >>>> Dimitrios
>>>> >>> >>>>
>>>> >>> >>>>
>>>> >>> >>>>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=3D3D3DContent-Type content=3D3D3D"text/html;
>>>=
>>>>=3D3D
>>>> >>>>charset=3D3D3Diso-8859-1">
>>>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400" =
>>>>name=3D3D3DGENERATOR>
>>>> >>>><STYLE></STYLE>
>>>> >>>></HEAD>
>>>> >>>><BODY bgColor=3D3D3D#ffffff>
>>>> >>>><DIV><FONT face=3D3D3DArial =
>>>>size=3D3D3D2>Dimitrios,</FONT></DIV>
>>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>You should only get
>>>=
>>>>the phone
>>>> >> =3D
>>>> >>>out =3D3D
>>>> >>>>active on the=3D3D20
>>>> >>>>Submix A Master MEC.</FONT></DIV>
>>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>At least that's been
>>>=
>>>>my =3D3D
>>>> >>>>understanding. =3D3D20
>>>> >>>></FONT></DIV>
>>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>Tom</FONT></DIV>
>>>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2></FONT> </DIV>
>>>> >>>><BLOCKQUOTE=3D3D20
>>>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>>>>MARGIN-LEFT: =3D
>>>> >>>5px; =3D3D
>>>> >>>>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>>>> >>>> <DIV>"Dimitrios" <<A=3D3D20
>>>> >>>> =3D3D
>>>> >>> =3D
>>>> =
>>>>>>>>>>>>href=3D3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet=
>>>>.gr</=3D
>>>> >>>>A>>=3D3D
>>>> >>>> wrote=3D3D20
>>>> >>>> in message <A=3D3D20
>>>> >>>> =3D3D
>>>> >>> =3D
>>>> =
>>>>>>>>>>>>href=3D3D3D"news:46377aa5$1 @linux">news:46377aa5$1 @linux</A>...</D=
>>>>IV><B=3D
>>>> >>>R>Well=3D3D
>>>> >>> >>>> first=3D3D20

```

>>>> >>> >>>> time I tried I get no signal whatsoever on any headphone  
=  
>>>>out =3D  
>>>> >>>on<BR>any  
>>>> >>> >>>=3D3D  
>>>> >>> >>>>of the=3D3D20  
>>>> >>> >>>> three mecs I have !!<BR>Is this a known bug again=3D3D20  
>>>> >>> >>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE>  
>>>> >>> >>>><DIV><FONT size=3D3D3D2><BR><BR>I choose Polesoft Lockspam  
to  
>>>>=  
>>>>fight  
>>>> >> =3D  
>>>> >>>spam,  
>>>> >>> =3D3D  
>>>> >>> >>>>and=3D3D20  
>>>> >>> >>>>you?<BR><A=3D3D20  
>>>> >>> =3D  
>>>> =  
>>>>>>>>>>href=3D3D3D"http://www.polesoft.com/refer.html">http://www.polesof=  
>>>>t.com=3D  
>>>> >>>/refer=3D3D  
>>>> >>> >>>>.html</A> </FONT></DIV></BODY></HTML>  
>>>> >>> >>>>  
>>>> >>> >>>>  
>>>> >>> >>>  
>>>> >>> >>=3D20  
>>>> >>> >  
>>>> >>> >  
>>>> >>>  
>>>> >>>  
>>>> >>><!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 are you serious?!?!  
>>>>=  
>>>>It =3D  
>>>> >>>outputs the=3D20  
>>>> >>>submix only on Cards B, C, D, E ???</FONT></DIV>  
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>I will be summing my drums  
and  
>>>>=  
>>>>guitars

```

>>>> >> =3D
>>>> >>>from now on=3D20
>>>> >>>20bit out of the phones jack to my</FONT></DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>outboard comps for sure!!!!!!
>>>=
>>>>=3D20
>>>> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>I'm a dope,</FONT></DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>> >>><DIV><FONT face=3D3DArial size=3D3D2></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>"Dimitrios" <<A=3D20
>>>> >>> =3D
>>>> =
>>>>>>href=3D3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A=
>>>>>>=3D
>>>> >>> wrote=3D20
>>>> >>> in message <A=3D20
>>>> >>> =3D
>>>> =
>>>>>>href=3D3D"news:4638281d$1@linux">news:4638281d$1@linux</A>...</DIV><BR=
>>>>>>Hi=3D20
>>>> >>> DJ,<BR>hehe I am already on that testing route even with the L
R
>>>=
>>>>=3D
>>>> >>>outputs of=3D20
>>>> >>> other<BR>than card's a mecs...<BR>Regarding the headphone outs
=
>>>>the one
>>>> >> =3D
>>>> >>>on mec=3D20
>>>> >>> A which is the main one outputs<BR>all submixes, the other though
>>>=
>>>>!
>>>> =3D
>>>> >>>output=3D20
>>>> >>> only the related submix out so yes<BR>you could route it to =
>>>>another
>>>> =3D
>>>> >>>mec but on=3D20
>>>> >>> same mec you would get an infinite<BR>loop of dry and =

```

>>>>compressed...  
 >>>> =3D  
 >>>> >>>because=3D20  
 >>>> >>> the time you will bring it back on<BR>same mec that will be again  
 >>>=  
 >>>>=3D  
 >>>> >>>outputed on=3D20  
 >>>> >>> headphones and then back again...<BR>you get the picture =3D  
 >>>> >>>,feedback.<BR>Thed=3D20  
 >>>> >>> other mecs option though will work !!<BR>I don't know if you have  
 >>>=  
 >>>>=3D  
 >>>> >>>considered=3D20  
 >>>> >>> the other better option !!<BR>The L and R outputs of each mec  
 =  
 >>>>(except  
 >>>> >> =3D  
 >>>> >>>for the=3D20  
 >>>> >>> main one) outputs ALSO the<BR>submix out so you can take this  
 L  
 >> =  
 >>>>and  
 >>>> R  
 >>>> >> =3D  
 >>>> >>>out and=3D20  
 >>>> >>> send it to a pair of outputs<BR>(digital to Pulsar ??) COMPRESS  
 >> =  
 >>>>it and  
 >>>> >> =3D  
 >>>> >>>then=3D20  
 >>>> >>> send it back to another submix.<BR>For latency well you know =3D  
 >>>> >>>faderworks ??=3D20  
 >>>> >>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D20  
 >>>> >>> =3D  
 >>>> =  
 >>>>>>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=  
 >>>>=3D20  
 >>>> >>> wrote:<BR>>Are you getting the same signal on all MECs or the  
 mix  
 >>>=  
 >>>>=3D  
 >>>> >>>signal on=3D20  
 >>>> >>> MEC on<BR>card <BR>>A and just the submix of the MEC on card B  
 =  
 >>>>and =3D  
 >>>> >>>C. If=3D20  
 >>>> >>> you're just getting<BR><BR>>those submixes on the card B & C =3D  
 >>>> >>>Mecs, you=3D20

>>>> >>> could route the headphone out<BR>of <BR>>those MECs to a pair  
 of  
 >>>=  
 >>>>=3D  
 >>>> >>>input=3D20  
 >>>> >>> channels on another MEC (or maybe even loop<BR>it <BR>>back to  
 =  
 >>>>the =3D  
 >>>> >>>same=3D20  
 >>>> >>> MEC) on a pair of record enabled channels and =  
 >>>>compress<BR>it,=3D20  
 >>>> >>> <BR>>etc.....I can't believe I never tried this when I had  
 >>>=  
 >>>>4 =3D  
 >>>> >>>MECs=3D20  
 >>>> >>> here..<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=3D20  
 >>>> >>> =3D  
 >>>> =  
 >>>>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A=  
 >>>>>>=3D  
 >>>> >>> wrote=3D20  
 >>>> >>> in message <BR>>news:4637946e\$1@linux...<BR>>><BR>>>=3D20  
 >>>> >>> Heh...<BR>>> Works on all mecs !!<BR>>>=3D20  
 >>>> >>> Dimitrios<BR>>><BR>>> "Dimitrios" <<A=3D20  
 >>>> >>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=3D20  
 >>>> >>> wrote:<BR>>>><BR>>>>Ah I found it =3D  
 >>>> >>>!!<BR>>>>I should=3D20  
 >>>> >>> connect the L and R to the Mec's outputs 1 and 2 to get a=3D20  
 >>>> >>> signal<BR>>>>for the headphones !!<BR>>>>I am just =3D  
 >>>> >>>using the=3D20  
 >>>> >>> digital out for monitoring thats why I didn't =3D  
 >>>> >>>get<BR>any<BR>>>>signal=3D20  
 >>>> >>> at the heaphone out=3D20  
 >>>> >>> =3D  
 >>>> >>>!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>>&=3D  
 >>>> >>>gt;>"Tom=3D20  
 >>>> >>> Bruhl" <<A =3D  
 >>>> >>>href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=3D20  
 >>>> >>> =3D  
 >>>> >>>wrote:<BR>>>>><BR>>>>><BR>>>>>Dimitri=3D  
 >>>> >>>os,<BR>>>>>You=3D20  
 >>>> >>> should only get the phone out active on the Submix A Master=3D20  
 >>>> >>> MEC.<BR>>>>>At least that's been my understanding.=3D20  
 >>>> >>> =3D  
 >>>> >>>=3D3D20<BR>>>>>Tom<BR>>>>>><BR>>>>>> =3D  
 >>>> >>>;=3D20  
 >>>> >>> "Dimitrios" <<A=3D20  
 >>>> >>> =3D

>>>> =  
>>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=  
>>>>>>=3D  
>>>> >>> wrote=3D20  
>>>> >>> in message=3D20  
>>>> >>> =3D  
>>>> >>>=3D3D<BR>>>>>news:46377aa5\$1@linux...<BR>>>>><BR>&g=3D  
>>>> >>>t;>>> =3D20  
>>>> >>> Well first time I tried I get no signal whatsoever on any=3D20  
>>>> >>> headphone<BR>=3D3D<BR>>>>>out on<BR>>>>> =3D  
>>>> >>>any of the=3D20  
>>>> >>> three mecs I have !!<BR>>>>> Is this a known bug =3D  
>>>> >>>again=3D20  
>>>> >>> ??<BR>>>>> Thanks<BR>>>>> =3D20  
>>>> >>> Dimitrios<BR>>>>><BR>>>>><BR>>>>>>I =3D  
>>>> >>>choose=3D20  
>>>> >>> Polesoft Lockspam to fight spam, and=3D20  
>>>> >>> =3D  
>>>> >>>you?<BR>>>>>http://www.polesoft.com/refer.html<BR>>>>>=3D  
>>>> >>>;<BR>>>>><!DOCTYPE=3D20  
>>>> >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20  
>>>> >>> =3D  
>>>> >>>Transitional//EN"><BR>>>>><HTML><HEAD><BR>>>>=3D  
>>>> >>>>><META=3D20  
>>>> >>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20  
>>>> >>> =3D  
>>>> >>>=3D3D<BR>>>>>charset=3D3D3Diso-8859-1"><BR>>>>><=3D  
>>>> >>>;META=3D20  
>>>> >>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20  
>>>> >>> =3D  
>>>> >>>name=3D3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=3D  
>>>> >>>>>></HEAD><BR>>>>>><BODY=3D20  
>>>> >>> bgColor=3D3D3D#ffffff><BR>>>>>><DIV><FONT =3D  
>>>> >>>face=3D3D3DArial=3D20  
>>>> >>> =3D  
>>>> >>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D  
>>>> >>>DIV><FONT=3D20  
>>>> >>> face=3D3D3DArial size=3D3D3D2>You should only get the phone =  
>>>>out=3D20  
>>>> >>> =3D3D<BR>>>>>>active on the=3D3D20<BR>>>>>>>Submix A =3D  
>>>> >>>Master=3D20  
>>>> >>> MEC.</FONT></DIV><BR>>>>>><DIV><FONT=3D20  
>>>> >>> face=3D3D3DArial size=3D3D3D2>At least that's been my=3D20  
>>>> >>> =3D3D<BR>>>>>>>understanding.=3D20  
>>>> >>> =3D  
>>>> >>>=3D3D20<BR>>>>>>></FONT></DIV><BR>>>>>><=3D  
>>>> >>>;DIV><FONT=3D20  
>>>> >>> face=3D3D3DArial=3D20

>>>> >>> =3D  
>>>> >>>size=3D3D3D2>Tom</FONT></DIV><BR>>>><DIV>=3D  
>>>> >>><FONT=3D20  
>>>> >>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20  
>>>> >>> =3D  
>>>> >>></DIV><BR>>>><BLOCKQUOTE=3D3D20<BR>>>>>st=3D  
>>>> >>>yle=3D3D3D"PADDING-RIGHT:=3D20  
>>>> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D  
>>>> >>>=3D3D<BR>>>>>BORDER-LEFT:=3D20  
>>>> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>> =3D20  
>>>> >>> <DIV>"Dimitrios" <<A=3D3D20<BR>>>>> =3D20  
>>>> >>> =3D3D<BR>>>>>href=3D3D3D"<A=3D20  
>>>> >>> =3D  
>>>> =  
>>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=  
>>>>'>mai=3D  
>>>> >>>mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D  
>>>> >>>t;=3D3D<BR>>>>>=3D20  
>>>> >>> wrote=3D3D20<BR>>>>> in message=3D20  
>>>> >>> <A=3D3D20<BR>>>>> =3D  
>>>> >>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20  
>>>> >>> =3D  
>>>> =  
>>>>>>href=3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV><BR=  
>>>>>Well=3D  
>>>> >>>'>news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV>=3D  
>>>> >>>;<BR>Well</A>=3D3D<BR>>>>>=3D20  
>>>> >>> first=3D3D20<BR>>>>> time I tried I get no signal =3D  
>>>> >>>whatsoever on=3D20  
>>>> >>> any headphone out =3D  
>>>> >>>on<BR>any<BR>>>>>=3D3D<BR>>>>>of=3D20  
>>>> >>> the=3D3D20<BR>>>>> three mecs I have !!<BR>Is =3D  
>>>> >>>this a known=3D20  
>>>> >>> bug=3D20  
>>>> >>> =3D  
>>>> >>>again=3D3D20<BR>>>>>??<BR>Thanks<BR>Dimitrios</B=3D  
>>>> >>>LOCKQUOTE><BR>>>>>><DIV><FONT=3D20  
>>>> >>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight=3D20  
>>>> >>> =3D  
>>>> >>>spam,<BR>=3D3D<BR>>>>>and=3D3D20<BR>>>>>you?<BR>=3D  
>>>> >>>;<A=3D3D20<BR>>>>>href=3D3D3D"<A=3D20  
>>>> >>> =3D  
>>>> =  
>>>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/=  
>>>>refer=3D  
>>>> =  
>>>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=  
>>>>=3D

```

>>>> >>>>=3D3D<BR>>>>>.html</A>=3D20
>>>> >>> =3D
>>>> >>>></FONT></DIV></BODY></HTML><BR>>>>><B=3D
>>>> >>>>R>>>>><BR>>>>><BR>>>>>=3D20
>>>> >>> <BR>>>><BR>>>><BR></BLOCKQUOTE></BODY></HTML>
>>>> >>>
>>>> >>>
>>>> >>=20
>>>> >
>>>> >
>>>>
>>>>
>>>><!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 could have sworn that I tried the
=
>>>>L&R outs of=20
>>>>the Mecs and never got signal.</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2>You are saying that gives you submix
=
>>>>only=20
>>>>data? This is crazy.</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2>I'll be experimenting today for =
>>>>sure.</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>><DIV><FONT face=3DArial size=3D2>After the Beatle Juice show I =
>>>>guess.</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@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>>
=
>>>>wrote in=20
>>>> message <A=20
>>>> =
>>>>href=3D"news:46389187$1@linux">news:46389187$1@linux</A>...</DIV><BR>Yeah=
>>>>=20
>>>> Dj,<BR>Why not then use the simple L R outputs in patch bay where =
>>>>every submix=20

```

>>>> has<BR>these and route them to the related mec's out into your =  
>>>>compressor and=20  
>>>> then<BR>back to your other mec.<BR>Is the headphone out of any quality  
>>>=  
>>>>  
>>>> ?<BR>You can use also the digital outs to connect to a Pulsar VINCO=20  
>>>> compressor<BR>and then back to other mec ...<BR><BR>Well you have to  
>> =  
>>>>note=20  
>>>> here.<BR>the audio coming in the other submix will be delayed to the  
>> =  
>>>>non=20  
>>>> compressed<BR>drumtracks... what will you do ?<BR>You can of course  
=  
>>>>record it=20  
>>>> and then nudge or better use Faderworks...<BR><BR>Ok so now you are  
=  
>>>>tempted to=20  
>>>> come back to Paris or not ??<BR>We are waiting for=20  
>>>> you...<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=20  
>>>> =  
>>>>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>=>20  
>>>> wrote:<BR>>Heheh!!! parallel compression in Paris through a =  
>>>>headphone=20  
>>>> out. Whoda'<BR><BR>>thunk? Can't believe I never tried =  
>>>>this =20  
>>>> when I was running 4 x MECs. Just<BR><BR>>use a card and separate =  
>>>>MEC for=20  
>>>> drum submixes, grab yourself an insert <BR>>cable, route the =  
>>>>headphone out=20  
>>>> to a stereo compressor (maybe sidechain<BR>to <BR>>an EQ to =  
>>>>hipass=20  
>>>> the LF a little.....or maybe not) and return them<BR>to =  
>>>><BR>>the=20  
>>>> Paris inputs on a channel pair on a different MEC and you're=20  
>>>> there.<BR><BR>>Damn!!!....how simple is=20  
>>>> this?<BR><BR>>;o)<BR><BR>>"Dimitrios" <<A=20  
>>>> =  
>>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>=>=  
>>>> wrote=20  
>>>> in message <BR>>news:463853fb\$1@linux...<BR>>><BR>>> =  
>>>>Dear=20  
>>>> Tom,<BR>>>> ALSO L and R on each submix except for =  
>>>>submix1=20  
>>>> outputs only the related<BR>>>> submix so you can send it to a =  
>>>>mec's out=20  
>>>> (24bit if you like) and then<BR>out<BR>>>> to your=20  
>>>> compressor.<BR>>>> Regards,<BR>>>> =

>>>>Dimitrios<BR>>><BR>>>=20  
>>>> "Tom Bruhl" <<A=20  
>>>> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=20  
>>>> wrote:<BR>>>><BR>>>><BR>>>>Dimitrios are =  
>>>>you=20  
>>>> serious?!?! It outputs the submix only on Cards =  
>>>>B,<BR>C,<BR>>>=20  
>>>> =3D<BR>>>>D, E ???<BR>>>>I will be summing my drums =  
>>>>and=20  
>>>> guitars from now on 20bit out of the =3D<BR>>>>phones jack to =  
>>>>  
>>>> my<BR>>>>outboard comps for sure!!!!!! Sweeeeeet! =  
>>>>How=20  
>>>> come I never tried it?<BR>>>><BR>>>>I'm a=20  
>>>> =  
>>>>dope,<BR>>>>Tom<BR>>>><BR>>>><BR>>>>&=  
>>>>nbsp;=20  
>>>> "Dimitrios" <<A=20  
>>>> =  
>>>>href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>>=  
>>>> wrote=20  
>>>> in message=20  
>>>> =  
>>>>=3D<BR>>>>news:4638281d\$1@linux...<BR>>>><BR>>>>&g=  
>>>>t; =20  
>>>> Hi DJ,<BR>>>> hehe I am already on that testing route =  
>>>>even with=20  
>>>> the L R outputs of<BR>=3D<BR>>>>other<BR>>>> =  
>>>>than card's=20  
>>>> a mecs...<BR>>>> Regarding the headphone outs the one =  
>>>>on mec A=20  
>>>> which is the main =  
>>>>one<BR>=3D<BR>>>>outputs<BR>>>> all=20  
>>>> submixes, the other though ! output only the related submix=20  
>>>> out<BR>so<BR>>> =3D<BR>>>>yes<BR>>>> you =  
>>>>could=20  
>>>> route it to another mec but on same mec you would get an=20  
>>>> =3D<BR>>>>infinite<BR>>>> loop of dry and =  
>>>>compressed...=20  
>>>> because the time you will bring it back<BR>>>>=20  
>>>> =3D<BR>>>>on<BR>>>> same mec that will be =  
>>>>again outputed=20  
>>>> on headphones and then back =  
>>>>=3D<BR>>>>again...<BR>>>> =20  
>>>> you get the picture ,feedback.<BR>>>> Thed other mecs =  
>>>>option=20  
>>>> though will work !!<BR>>>> I don't know if you have =  
>>>>considered=20

>>>> the other better option !!<BR>>>> The L and R outputs =  
>>>>of each=20  
>>>> mec (except for the main one) outputs ALSO<BR>>>>=20  
>>>> =3D<BR>>>>the<BR>>>> submix out so you can =  
>>>>take this L=20  
>>>> and R out and send it to a pair=20  
>>>> of<BR>=3D<BR>>>>outputs<BR>>>> (digital to =  
>>>>Pulsar ??)=20  
>>>> COMPRESS it and then send it back to=20  
>>>> another<BR>=3D<BR>>>>submix.<BR>>>> For =  
>>>>latency well you=20  
>>>> know faderworks ?? !!<BR>>>> =  
>>>>Regards,<BR>>>> =20  
>>>> Dimitrios<BR>>>><BR>>>> "DJ" <<A=20  
>>>> =  
>>>>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>=20  
>>>> wrote:<BR>>>> >Are you getting the same signal on =  
>>>>all MECs=20  
>>>> or the mix signal on MEC<BR>>>> =  
>>>>=3D<BR>>>>on<BR>>>> =20  
>>>> card=3D20<BR>>>> >A and just the submix of the MEC =  
>>>>on card B=20  
>>>> and C. If you're just=20  
>>>> =3D<BR>>>>getting<BR>>>><BR>>>> =  
>>>>>those=20  
>>>> submixes on the card B & C Mecs, you could route the =  
>>>>headphone<BR>>>>=20  
>>>> =3D<BR>>>>out<BR>>>> =  
>>>>of=3D20<BR>>>> =20  
>>>> >those MECs to a pair of input channels on another MEC (or maybe=20  
>>>> even<BR>>>> =3D<BR>>>>loop<BR>>>> =20  
>>>> it=3D20<BR>>>> >back to the same MEC) on a pair of =  
>>>>record=20  
>>>> enabled channels and =3D<BR>>>>compress<BR>>>> =  
>>>>  
>>>> it,=3D20<BR>>>> >etc.....I can't believe I =  
>>>>never tried=20  
>>>> this when I had 4 =  
>>>>MECs<BR>=3D<BR>>>>here..<BR>>>> =20  
>>>> ><BR>>>> >;o)<BR>>>> =20  
>>>> ><BR>>>> >"Dimitrios" <<A=20  
>>>> =  
>>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>=>  
>>>> wrote=20  
>>>> in message=3D20<BR>>>> =20  
>>>> >news:4637946e\$1@linux...<BR>>>> =20  
>>>> >><BR>>>> >> Heh...<BR>>>> =  
>>>>>>=20

>>>> Works on all mecs !!<BR>>>> >>=20  
>>>> Dimitrios<BR>>>> >><BR>>>> =  
>>>>>>=20  
>>>> "Dimitrios" <<A =  
>>>>href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20  
>>>> wrote:<BR>>>> >>><BR>>>> =  
>>>>>>Ah=20  
>>>> I found it !!<BR>>>> >>>I should connect the L =  
>>>>and R=20  
>>>> to the Mec's outputs 1 and 2 to get<BR>a<BR>>>>=20  
>>>> =3D<BR>>>>signal<BR>>>> >>>for the =  
>>>>headphones=20  
>>>> !!<BR>>>> >>>I am just using the digital out =  
>>>>for=20  
>>>> monitoring thats why I =  
>>>>didn't<BR>=3D<BR>>>>get<BR>>>> =20  
>>>> any<BR>>>> >>>signal at the heaphone out=20  
>>>> !<BR>>>> >>>Thanks<BR>>>> =20  
>>>> >>>Dimitrios<BR>>>> =  
>>>>>><BR>>>> =20  
>>>> >>>"Tom Bruhl" <<A=20  
>>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20  
>>>> wrote:<BR>>>> >>><BR>>>> =20  
>>>> >>><BR>>>> =20  
>>>> >>>>Dimitrios,<BR>>>> >>>>You =  
>>>>should=20  
>>>> only get the phone out active on the Submix A=20  
>>>> Master<BR>=3D<BR>>>>MEC.<BR>>>> =  
>>>>>>>At least=20  
>>>> that's been my understanding. =3D3D20<BR>>>> =20  
>>>> >>>>Tom<BR>>>> =20  
>>>> >>><BR>>>> >>>> =  
>>>>"Dimitrios"=20  
>>>> <<A =  
>>>>href=3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A>>=  
>>>>=20  
>>>> wrote in message =3D3D<BR>>>> =20  
>>>> >>>>news:46377aa5\$1@linux...<BR>>>> =20  
>>>> >>><BR>>>> >>>> Well =  
>>>>first time=20  
>>>> I tried I get no signal whatsoever on any=20  
>>>> =3D<BR>>>>headphone<BR>>>> =  
>>>>=3D3D<BR>>>> =20  
>>>> >>>>out on<BR>>>> >>>> =  
>>>>any of the=20  
>>>> three mecs I have !!<BR>>>> >>>> Is =  
>>>>this a=20  
>>>> known bug again ??<BR>>>> >>>> =20

```
>>>> Thanks<BR>>>> >>>> =20
>>>> Dimitrios<BR>>>> >>>><BR>>>> =
>>>>
>>>> >>>><BR>>>> >>>>I choose =
>>>>Polesoft=20
>>>> Lockspam to fight spam, and you?<BR>>>> =20
>>>> =
>>>>>>>http://www.polesoft.com/refer.html<BR>>>> =
>>>>
>>>> >>>><BR>>>> >>>><!DOCTYPE =
>>>>HTML=20
>>>> PUBLIC "-//W3C//DTD HTML 4.0 =
>>>>Transitional//EN"><BR>>>> =20
>>>> >>>><HTML><HEAD><BR>>>> =20
>>>> >>>><META http-equiv=3D3D3DContent-Type =
>>>>content=3D3D3D"text/html;=20
>>>> =3D3D<BR>>>> =20
>>>> >>>>charset=3D3D3Diso-8859-1"><BR>>>> =20
>>>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400"=20
>>>> name=3D3D3DGENERATOR><BR>>>> =20
>>>> >>>><STYLE></STYLE><BR>>>> =20
>>>> >>>></HEAD><BR>>>> =
>>>>>>><BODY=20
>>>> bgColor=3D3D3D#ffffff><BR>>>> =20
>>>> >>>><DIV><FONT face=3D3D3DArial=20
>>>> =
>>>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>> =
>>>>=20
>>>> >>>><DIV><FONT face=3D3D3DArial =
>>>>size=3D3D3D2>You should=20
>>>> only get the phone<BR>>>> =3D<BR>>>>>out =
>>>>=3D3D<BR>>>> =20
>>>> >>>>active on the=3D3D20<BR>>>> =20
>>>> >>>>Submix A Master=20
>>>> MEC.</FONT></DIV><BR>>>> =20
>>>> >>>><DIV><FONT face=3D3D3DArial =
>>>>size=3D3D3D2>At least=20
>>>> that's been my =3D3D<BR>>>> =
>>>>>>>understanding.=20
>>>> =3D3D20<BR>>>> =20
>>>> >>>></FONT></DIV><BR>>>> =20
>>>> >>>><DIV><FONT face=3D3D3DArial=20
>>>> size=3D3D3D2>Tom</FONT></DIV><BR>>>> =20
>>>> >>>><DIV><FONT face=3D3D3DArial =
>>>>size=3D3D3D2></FONT>=20
>>>> </DIV><BR>>>> =20
>>>> >>>><BLOCKQUOTE=3D3D20<BR>>>> =20
>>>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
```

>>>>MARGIN-LEFT:=20  
>>>> =3D<BR>>>>5px; =3D3D<BR>>>> =  
>>>>>>>BORDER-LEFT:=20  
>>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =20  
>>>> >>>> <DIV>"Dimitrios"=20  
>>>> <<A=3D3D20<BR>>>> >>>> =20  
>>>> =3D3D<BR>>>> =  
>>>>=3D<BR>>>>>>>>href=3D3D3D"<A=20  
>>>> =  
>>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>mail=  
>>>>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</</A>=3D<BR>>&=  
>>>>gt;>>A>>=3D3D<BR>>>> =20  
>>>> >>>> wrote=3D3D20<BR>>>> =  
>>>>>>> in=20  
>>>> message <A=3D3D20<BR>>>> >>>> =20  
>>>> =3D3D<BR>>>> =  
>>>>=3D<BR>>>>>>>>href=3D3D3D"<A=20  
>>>> =  
>>>>href=3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><B'>news=  
>>>>:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><B=  
>>>></A>=3D<BR>>>>>R>Well=3D3D<BR>>>> =20  
>>>> >>>> first=3D3D20<BR>>>> =  
>>>>>>> time=20  
>>>> I tried I get no signal whatsoever on any headphone out=20  
>>>> =3D<BR>>>>>>>>on<BR>any<BR>>>>> =20  
>>>> >>>=3D3D<BR>>>>>>>> >>>>of=20  
>>>> the=3D3D20<BR>>>>>>>> >>>> three mecs I =  
>>>>have=20  
>>>> !!<BR>Is this a known bug again=3D3D20<BR>>>>> =20  
>>>> =  
>>>>>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE><=  
>>>>BR>>>>> =20  
>>>> >>>><DIV><FONT =  
>>>>size=3D3D3D2><BR><BR>I choose=20  
>>>> Polesoft Lockspam to fight<BR>>>>>=20  
>>>> =3D<BR>>>>>>>>spam,<BR>>>>> =  
>>>>=3D3D<BR>>>>>> =20  
>>>> >>>>and=3D3D20<BR>>>>>> =20  
>>>> >>>>you?<BR><A=3D3D20<BR>>>>>> =20  
>>>> =3D<BR>>>>>>>>>>href=3D3D3D"<A=20  
>>>> =  
>>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>http=  
>>>>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D<BR>>>>=  
>>>>>>>/refer=3D3D<BR>>>>>> =20  
>>>> >>>>.html</A>=20  
>>>> =  
>>>></FONT></DIV></BODY></HTML><BR>>>>>> =  
>>>>=20

```
>>>> >>>><BR>>>> =
>>>>>>><BR>>>> =20
>>>> >>><BR>>>> >>=3D20<BR>>>> =
>>>>
>>>> ><BR>>>> =20
>>>> ><BR>>>><BR>>>><BR>>>><BR>>>><!DOCTYPE HTML =
>>>>PUBLIC=20
>>>> "-//W3C//DTD HTML 4.0=20
>>>> =
>>>>Transitional//EN"><BR>>>><HTML><HEAD><BR>>>>=
>>>>><META=20
>>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20
>>>> =3D<BR>>>>> charset=3D3Diso-8859-1"><BR>>>>><META =
>>>>
>>>> content=3D3D"MSHTML 6.00.2800.1400"=20
>>>> =
>>>>name=3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>>>=
>>>>>></HEAD><BR>>>>><BODY=20
>>>> bgColor=3D3D#ffffff><BR>>>>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2>Dimitrios are you serious?!?! It =
>>>>=3D<BR>>>>>outputs=20
>>>> the=3D20<BR>>>>>submix only on Cards B, C, D, E=20
>>>> ???</FONT></DIV><BR>>>>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2>I will be summing my drums and guitars<BR>>>>=20
>>>> =3D<BR>>>>>from now on=3D20<BR>>>>>20bit out of the =
>>>>phones jack to=20
>>>> my</FONT></DIV><BR>>>>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2>outboard comps for sure!!!!!! =
>>>>=3D20<BR>>>>>Sweeeeeet! How=20
>>>> come I never tried=20
>>>> it?</FONT></DIV><BR>>>>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> size=3D3D2></FONT> =
>>>></DIV><BR>>>>><DIV><FONT=20
>>>> face=3D3DArial size=3D3D2>I'm a=20
>>>> dope,</FONT></DIV><BR>>>>><DIV><FONT =
>>>>face=3D3DArial=20
>>>> =
>>>>size=3D3D2>Tom</FONT></DIV><BR>>>>><DIV><=
>>>>FONT=20
>>>> face=3D3DArial size=3D3D2></FONT>=20
>>>> </DIV><BR>>>>><DIV><FONT face=3D3DArial=20
>>>> size=3D3D2></FONT>=20
>>>> =
>>>></DIV><BR>>>>><BLOCKQUOTE=3D20<BR>>>>>style=3D3D=
```

>>>>"PADDING-RIGHT:=20  
>>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
>>>>=3D<BR>>>>BORDER-LEFT:=20  
>>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =20  
>>>> <DIV>"Dimitrios" <<A=3D20<BR>>>> =20  
>>>> =3D<BR>>>>href=3D3D"<A=20  
>>>> =  
>>>>href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>mai=  
>>>>lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A/>&g=  
>>>>t;=3D<BR>>>>=20  
>>>> wrote=3D20<BR>>>> in message =  
>>>><A=3D20<BR>>>> =20  
>>>> =3D<BR>>>>href=3D3D"<A=20  
>>>> =  
>>>>href=3D'news:4638281d\$1@linux">news:4638281d\$1@linux</A>...</DIV><BR>Hi=3D=  
>>>>20'>news:4638281d\$1@linux">news:4638281d\$1@linux</A>...</DIV&=  
>>>>gt;<BR>Hi=3D20</A><BR>>>> =20  
>>>> DJ,<BR>hehe I am already on that testing route even with the L R =  
>>>>  
>>>> =3D<BR>>>>outputs of=3D20<BR>>>> =  
>>>>other<BR>than=20  
>>>> card's a mecs...<BR>Regarding the headphone outs the =  
>>>>one<BR>>>>=20  
>>>> =3D<BR>>>>on mec=3D20<BR>>>> A which is the =  
>>>>main one=20  
>>>> outputs<BR>all submixes, the other though=20  
>>>> !<BR>=3D<BR>>>>output=3D20<BR>>>> only the =  
>>>>related submix=20  
>>>> out so yes<BR>you could route it to =  
>>>>another<BR>=3D<BR>>>>mec but=20  
>>>> on=3D20<BR>>>> same mec you would get an =  
>>>>infinite<BR>loop=20  
>>>> of dry and =  
>>>>compressed...<BR>=3D<BR>>>>because=3D20<BR>>>> =20  
>>>> the time you will bring it back on<BR>same mec that will be =  
>>>>again=20  
>>>> =3D<BR>>>>outputed on=3D20<BR>>>> headphones =  
>>>>and then back=20  
>>>> again...<BR>you get the picture=20  
>>>> =3D<BR>>>>,feedback.<BR>Thed=3D20<BR>>>> =  
>>>>other mecs=20  
>>>> option though will work !!<BR>I don't know if you have=20  
>>>> =3D<BR>>>>considered=3D20<BR>>>> the other =  
>>>>better option=20  
>>>> !!<BR>The L and R outputs of each mec (except<BR>>>>=20  
>>>> =3D<BR>>>>for the=3D20<BR>>>> main one) =  
>>>>outputs ALSO=20  
>>>> the<BR>submix out so you can take this L and<BR>R<BR>>>>=20

>>>> =3D<BR>>>>out and=3D20<BR>>>> send it to a =  
>>>>pair of=20  
>>>> outputs<BR>(digital to Pulsar ??) COMPRESS it and<BR>>>>=20  
>>>> =3D<BR>>>>then=3D20<BR>>>> send it back to =  
>>>>another=20  
>>>> submix.<BR>For latency well you know =  
>>>>=3D<BR>>>>faderworks=20  
>>>> ??=3D20<BR>>>> =20  
>>>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ"=20  
>>>> <<A=3D20<BR>>>> =3D<BR>>>>href=3D3D"<A=20  
>>>> =  
>>>>href=3D'http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>=>=3D20=  
>>>>'>http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>=>=  
>>>>;=3D20</A><BR>>>> =20  
>>>> wrote:<BR>>Are you getting the same signal on all MECs or the =  
>>>>mix=20  
>>>> =3D<BR>>>>signal on=3D20<BR>>>> MEC =  
>>>>on<BR>card=20  
>>>> <BR>>>A and just the submix of the MEC on card B and=20  
>>>> =3D<BR>>>>C. If=3D20<BR>>>> you're just=20  
>>>> getting<BR><BR>>those submixes on the card B & C=20  
>>>> =3D<BR>>>>Mecs, you=3D20<BR>>>> could route =  
>>>>the headphone=20  
>>>> out<BR>of <BR>>those MECs to a pair of=20  
>>>> =3D<BR>>>>input=3D20<BR>>>> channels on =  
>>>>another MEC (or=20  
>>>> maybe even loop<BR>it <BR>>back to the=20  
>>>> =3D<BR>>>>same=3D20<BR>>>> MEC) on a pair of =  
>>>>record=20  
>>>> enabled channels and compress<BR>it,=3D20<BR>>>> =20  
>>>> <BR>>>etc.....I can't believe I never tried this when I =  
>>>>had 4=20  
>>>> =3D<BR>>>>MECs=3D20<BR>>>> =20  
>>>> =  
>>>>here..<BR><BR>>;o)<BR><BR>>"Dimitri=  
>>>>os"=20  
>>>> <<A=3D20<BR>>>> =3D<BR>>>>href=3D3D"<A=20  
>>>> =  
>>>>href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>'>mai=  
>>>>lto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A/</A>>&g=  
>>>>t;=3D<BR>>>>=20  
>>>> wrote=3D20<BR>>>> in message=20  
>>>> =  
>>>><BR>>>news:4637946e\$1@linux...<BR>>>><BR>>>>=  
>>>>;=3D20<BR>>>> =20  
>>>> Heh...<BR>>> Works on all mecs=20  
>>>> !!<BR>>>=3D20<BR>>>> =20  
>>>> Dimitrios<BR>>>><BR>>>> "Dimitrios"=20

>>>> <<A=3D20<BR>>>> 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><BR>>>>&g=  
>>>>t;> =20  
>>>> wrote:<BR>>>><BR>>>>>Ah I found it=20  
>>>> =3D<BR>>>>>!!<BR>>>>>I =  
>>>>should=3D20<BR>>>>> =20  
>>>> connect the L and R to the Mec's outputs 1 and 2 to get=20  
>>>> a=3D20<BR>>>>> signal<BR>>>>>for the =  
>>>>headphones=20  
>>>> !!<BR>>>>>I am just =3D<BR>>>>>using=20  
>>>> the=3D20<BR>>>>> digital out for monitoring thats why I =  
>>>>didn't=20  
>>>> =  
>>>>=3D<BR>>>>>get<BR>any<BR>>>>>signal=3D20<BR>&=  
>>>>gt;> =20  
>>>> at the heaphone out=3D20<BR>>>>> =20  
>>>> =  
>>>>=3D<BR>>>>>!<BR>>>>>Thanks<BR>>>>>Dim=  
>>>>itrios<BR>>>>><BR>>>>&=3D<BR>>>>>gt;>=  
>>>>"Tom=3D20<BR>>>>> =20  
>>>> Bruhl" <<A =3D<BR>>>>>href=3D3D"<A=20  
>>>> =  
>>>>href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20'>mailto=  
>>>>:arpegio@comcast.net">arpegio@comcast.net</A>>=3D20</A><BR>>>>&g=  
>>>>t;>> =20  
>>>> =  
>>>>=3D<BR>>>>>wrote:<BR>>>>>><BR>>>>>=  
>>>>><BR>>>>>>Dimitri=3D<BR>>>>>os,<BR>>>>=  
>>>>>>You=3D20<BR>>>>> =20  
>>>> should only get the phone out active on the Submix A=20  
>>>> Master=3D20<BR>>>>> MEC.<BR>>>>>>At =  
>>>>least that's=20  
>>>> been my understanding.=3D20<BR>>>>> =20  
>>>> =  
>>>>=3D<BR>>>>>=3D3D20<BR>>>>>>Tom<BR>>>>=  
>>>>><BR>>>>>>=20  
>>>> =3D<BR>>>>>;=3D20<BR>>>>> "Dimitrios"=20  
>>>> <<A=3D20<BR>>>>> =3D<BR>>>>>href=3D3D"<A=20  
>>>> =  
>>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=  
>>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=  
>>>>t;=3D<BR>>>>>=20  
>>>> wrote=3D20<BR>>>>>> in message=3D20<BR>>>>> =  
>>>>  
>>>> =  
>>>>=3D<BR>>>>>=3D3D<BR>>>>>>news:46377aa5\$1@linux..=



>>>> the=3D3D20<BR>>>>Submix A=20  
>>>> =3D<BR>>>>Master=3D20<BR>>>> =20  
>>>> =  
>>>>MEC.</FONT></DIV><BR>>>><DIV><FON=  
>>>>T=3D20<BR>>>> =20  
>>>> face=3D3D3DArial size=3D3D3D2>At least that's been =  
>>>>my=3D20<BR>>>> =20  
>>>> =  
>>>>=3D3D<BR>>>>>understanding.=3D20<BR>>>> =  
>>>>  
>>>> =  
>>>>=3D<BR>>>>=3D3D20<BR>>>>></FONT></DIV=  
>>>><BR>>>>><=3D<BR>>>>;DIV><FONT=3D2=  
>>>>0<BR>>>> =20  
>>>> face=3D3D3DArial=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>>size=3D3D3D2>Tom</FONT></DIV><BR>=  
>>>>>>><DIV>=3D<BR>>>><FONT=3D20<BR>>>>&g=  
>>>>t; =20  
>>>> face=3D3D3DArial =  
>>>>size=3D3D3D2></FONT>=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>></DIV><BR>>>>><BLOCKQUOTE=3D=  
>>>>3D20<BR>>>>>st=3D<BR>>>>yle=3D3D3D"PADDING-RIG=  
>>>>HT:=3D20<BR>>>> =20  
>>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20  
>>>> =  
>>>>=3D<BR>>>>=3D3D<BR>>>>>BORDER-LEFT:=3D20<BR>&g=  
>>>>t;>> =20  
>>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>=20  
>>>> =3D20<BR>>>> <DIV>"Dimitrios"=20  
>>>> <<A=3D3D20<BR>>>>> =3D20<BR>>>> =  
>>>>  
>>>> =  
>>>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20<BR>>>>>&nbs=  
>>>>p;=20  
>>>> =  
>>>>=3D<BR>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=  
>>>>@NOSPAMotenet.gr</A'>mai=3D<BR>>>>>lto:musurgio@NOSPAMotene=  
>>>>t.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D<BR>>>>=  
>>>>;t;=3D3D<BR>>>>>=3D20<BR>>>> =20  
>>>> wrote=3D3D20<BR>>>>> in =  
>>>>message=3D20<BR>>>> =20  
>>>> <A=3D3D20<BR>>>>>=20  
>>>> =  
>>>>=3D<BR>>>>=3D3D<BR>>>>>href=3D3D3D"<A=3D20<=  
>>>>BR>>>> =20  
>>>> =

>>>>=3D<BR>>>>href=3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@li=  
>>>>nux</A>...</DIV><BR>Well=3D<BR>>>>'>news:46=  
>>>>377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV>=3D<BR>&=  
>>>>gt;>>><BR>Well</A>=3D3D<BR>>>>>>=3D20<=  
>>>>BR>>>> =20  
>>>> first=3D3D20<BR>>>>>> time I tried I get no signal=20  
>>>> =3D<BR>>>>>>whatsoever on=3D20<BR>>>>>> any =  
>>>>headphone out=20  
>>>> =  
>>>>=3D<BR>>>>>>on<BR>any<BR>>>>>>=3D3D<BR>&g=  
>>>>t;>>>>of=3D20<BR>>>>>> =20  
>>>> the=3D3D20<BR>>>>>> three mecs I have !!<BR>ls=20  
>>>> =3D<BR>>>>>>this a known=3D20<BR>>>>>> =20  
>>>> bug=3D20<BR>>>>>> =20  
>>>> =  
>>>>=3D<BR>>>>>>again=3D3D20<BR>>>>>>>??<BR>Than=  
>>>>ks<BR>Dimitrios</B=3D<BR>>>>>>LOCKQUOTE><BR>>>=  
>>>>>>><DIV><FONT=3D20<BR>>>>>> =20  
>>>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to=20  
>>>> fight=3D20<BR>>>>>> =20  
>>>> =  
>>>>=3D<BR>>>>>>spam,<BR>=3D3D<BR>>>>>>>and=3D3D=  
>>>>20<BR>>>>>>>you?<BR>=3D<BR>>>>>>>;<A=3D3D2=  
>>>>0<BR>>>>>>>href=3D3D3D"<A=3D20<BR>>>>>> =20  
>>>> =  
>>>>=3D<BR>>>>>>>href=3D3D'http://www.polesoft.com/refer.html">http:=  
>>>>//www.polesoft.com/refer=3D<BR>>>>>>'>http://www.polesoft.com/r=  
>>>>efer.html">http://www.polesoft.com/refer</A=3D<BR>>>>>>>=3D=  
>>>>3D<BR>>>>>>>.html</A>=3D20<BR>>>>>>> =20  
>>>> =  
>>>>=3D<BR>>>>>>></FONT></DIV></BODY></HTML><=  
>>>>;BR>>>>>>><B=3D<BR>>>>>>>R>>>>>>><B=  
>>>>R>>>>>>><BR>>>>=3D20<BR>>>>>>> =20  
>>>> =  
>>>><BR>>>><BR>>>><BR></BLOCKQUOTE></BODY><=  
>>>>;/HTML><BR>>>>>>><BR>>>>>>><BR>>>>=20  
>>>> <BR>>>><BR>>>><BR></BLOCKQUOTE></BODY></HTML>  
>>>>  
>>>>  
>>>  
>>  
>  
>

---

Subject: Re: Does your headphone out work under XP ???  
Posted by [Deej \[4\]](#) on Thu, 03 May 2007 13:44:18 GMT

What I was describing wouldn't work anyway because the only way you can monitor(or send) the audio on a MEC in stereo to a pair on another MEC would be by using the headphone jack on the MECs that were not on card A. Still, I think this is a cool idea.plus, you've got another gain stage into an external comp with the pot on te MEC headphone out

;o)

"Dimitrios" <musurgio@otenet.gr> wrote in message news:4639c936\$1@linux...

>

> Ok DJ

> You cannot summ on card a because you cannot hear your song !

> You will be hearing from card a the summed AND the individual submixes

> again,

> phasing and wrng imaging.

> So you must sum on a card that is not A.

> So here we need first to SUM the L&R outputs of all cards (B,C,D,E,F,G,)

> to one mec H so we could use any insert on those submixes...

> Now if we have 6 adat cards outs we cannot bring them back to card a

> because

> we cannot have that many adat cards there...

> One thing we can do is buy two AI4 Alesis or rme aes/adat converter and

> summ

> all spdif of all these mecs to two adat cards on Mec H.

> Then just spdif out of H to A just for recording, you will be monitoring

> ALWAYS card H.

> Afeter the recoding(s) you can monitor card A only the final mixes.

> Regards,

> Dimitrios

>

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

>>The way I would do it is to have Paris running on win ME (so you can use

> as

>>many ADAT cards as necessary), 8 EDS cards/MECs, each with at least one

> ADAT

>>card and whatever analog I/O you might want and sum the tracks in MECS B,

> C,

>>D, E, F, G and H via ADAT to 7 stereo pair on the ADAT card on MEC A. You

>

>>could insert your analog and digital processors in the various MEC

>>submixes

>

>>and through Paris auxes and inserts on the \*main bus\* MEC. this would

>>seriously rawk for using Pulsar DSP cards and analog gear as FX processors

>

>>on Paris inserts.

>>

>>  
>>  
>>  
>>  
>>"Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message  
>>news:4638a0e8\$1@linux...  
>>>  
>>> Ok Tom and beloved Paris users here is a nice tip regarding the L and  
> R  
>>> individual  
>>> submix outs...  
>>>  
>>> Ok lets assume you get (DJ are you hearing ??) 6 eds cards and 5 mecs.  
>>> Each mec of the four has an output card ( or use the 20bit outs)  
>>> and the fourth has an input card (or use the 20 bit ins)  
>>> Now leave alone card one which has no mec (maybe a 442 if cannot get  
>>> initialised  
>>> ?) so card 2 L&R outputs from withinh patchbay are being outputted on  
>  
>>> outs  
>>> 1 and 2 which are connected to the 6th eds card's Mec 1&2 analog inputs.  
>>> Are you with me so far ?  
>>> same for eds card 3 L&R outputs using analog outs 1,2 of its related mec  
>>> connected to the 6th eds card's mec 3&4 inputs.  
>>> Same for the eds card 4 --- 5&6, and 5 ----7&8.  
>>> So now you will have your 4 eds cards submix individual stereo outputs  
>  
>>> MIXED  
>>> on a separate eds card and put there any DX or EDS effect and then the  
> L  
>>> & R outs of the this 6th eds card will be your stereo mix output which  
>  
>>> must  
>>> be recorded to another device computer audio card whatever via the  
>>> digital  
>>> mecs out.  
>>> Regards,  
>>> Dimitrios  
>>>  
>>> "Dimitrios" <musurgio@otNOSPAMenet.gr> wrote:  
>>>>  
>>>>Dear Tom,  
>>>>I am not only saying but I am confirming !!  
>>>>The L and R of all submixes except for the main one outputs the related  
>>> submixes  
>>>>mix.  
>>>>You can have a 5 card Paris system where you sacrifice card 1 and use  
> the

>>>>four other stereo mixes thru mex digital spdif output to a card like  
>>>>Scope  
>>>>Pulsar and then insert on every submix your effects or outboard too.  
>>>>You will just be mixing 4 stereo tracks under Pulsar which anyway is far  
>>>>superior mixing engine than cubase nuendo and all that s..t.  
>>>>Regards,  
>>>>Dimitrios  
>>>>  
>>>>"Tom Bruhl" <arpegio@comcast.net> wrote:  
>>>>>  
>>>>>  
>>>>>Dimitrios,  
>>>>>I could have sworn that I tried the L&R outs of the Mecs and never got  
>>>> =  
>>>>>signal.  
>>>>>You are saying that gives you submix only data? This is crazy.  
>>>>>I'll be experimenting today for sure.  
>>>>>Tom  
>>>>>  
>>>>>After the Beatle Juice show I guess.  
>>>>> "Dimitrios" <musurgio@otenetNOSP.gr> wrote in message =  
>>>>>news:46389187\$1 @linux...  
>>>>>  
>>>>> Yeah Dj,  
>>>>> Why not then use the simple L R outputs in patch bay where every =  
>>>>>submix has  
>>>>> these and route them to the related mec's out into your compressor  
> and  
>>>>=  
>>>>>then  
>>>>> back to your other mec.  
>>>>> Is the headphone out of any quality ?  
>>>>> You can use also the digital outs to connect to a Pulsar VINCO =  
>>>>>compressor  
>>>>> and then back to other mec ...  
>>>>>  
>>>>> Well you have to note here.  
>>>>> the audio coming in the other submix will be delayed to the non =  
>>>>>compressed  
>>>>> drumtracks... what will you do ?  
>>>>> You can of course record it and then nudge or better use  
>>>>> Faderworks...  
>>>>>  
>>>>> Ok so now you are tempted to come back to Paris or not ??  
>>>>> We are waiting for you...  
>>>>> Regards,  
>>>>> Dimitrios  
>>>>>

>>>> "DJ" <www.aarrrrggghh!!!.com> wrote:  
>>>> >Heheh!!! parallel compression in Paris through a headphone out. =  
>>>>>Whoda'  
>>>>>  
>>>>> >thunk? Can't believe I never tried this when I was running 4 x =  
>>>>>MECs. Just  
>>>>>  
>>>>> >use a card and separate MEC for drum submixes, grab yourself an =  
>>>>>insert=20  
>>>>> >cable, route the headphone out to a stereo compressor (maybe =  
>>>>>sidechain  
>>>>> to=20  
>>>>> >an EQ to hipass the LF a little.....or maybe not) and return  
>>>>=  
>>>>>them  
>>>>> to=20  
>>>>> >the Paris inputs on a channel pair on a different MEC and you're =  
>>>>>there.  
>>>>>  
>>>>> >Damn!!!....how simple is this?  
>>>>> >  
>>>>> >;o)  
>>>>> >  
>>>>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=20  
>>>>> >news:463853fb\$1@linux...  
>>>>> >>  
>>>>> >> Dear Tom,  
>>>>> >> ALSO L and R on each submix except for submix1 outputs only the  
>>> =  
>>>>>related  
>>>>> >> submix so you can send it to a mec's out (24bit if you like) and  
> =  
>>>>>then  
>>>>> out  
>>>>> >> to your compressor.  
>>>>> >> Regards,  
>>>>> >> Dimitrios  
>>>>> >>  
>>>>> >> "Tom Bruhl" <arpeggio@comcast.net> wrote:  
>>>>> >>>  
>>>>> >>>  
>>>>> >>>>Dimitrios are you serious?!?! It outputs the submix only on Cards  
>>>>=  
>>>>>B,  
>>>>> C,  
>>>>> >> =3D  
>>>>> >>>>D, E ???  
>>>>> >>>>I will be summing my drums and guitars from now on 20bit out of

> the  
>>>=  
>>>>=3D  
>>>> >>>phones jack to my  
>>>> >>>outboard comps for sure!!!!!! Sweeeeeet! How come I never tried  
>>> =  
>>>>it?  
>>>> >>>  
>>>> >>>I'm a dope,  
>>>> >>>Tom  
>>>> >>>  
>>>> >>>  
>>>> >>> "Dimitrios" <musuNOSPAMrgio@otenet.gr> wrote in message =3D  
>>>> >>>news:4638281d\$1@linux...  
>>>> >>>  
>>>> >>> Hi DJ,  
>>>> >>> hehe I am already on that testing route even with the L R  
>>>> outputs  
>>>>=  
>>>>>of  
>>>>> =3D  
>>>>> >>>other  
>>>>> >>> than card's a mecs...  
>>>>> >>> Regarding the headphone outs the one on mec A which is the main  
>>>> =  
>>>>>one  
>>>>> =3D  
>>>>> >>>outputs  
>>>>> >>> all submixes, the other though ! output only the related submix  
>>>> =  
>>>>>out  
>>>>> so  
>>>>> >> =3D  
>>>>> >>>yes  
>>>>> >>> you could route it to another mec but on same mec you would get  
>>>> =  
>>>>>an =3D  
>>>>> >>>infinite  
>>>>> >>> loop of dry and compressed... because the time you will bring  
> it  
>>>>=  
>>>>>back  
>>>>> >> =3D  
>>>>> >>>on  
>>>>> >>> same mec that will be again outputed on headphones and then back  
>>>>=  
>>>>>=3D  
>>>>> >>>again...

>>>> >>> you get the picture ,feedback.  
>>>> >>> Thed other mecs option though will work !!  
>>>> >>> I don't know if you have considered the other better option !!  
>>>> >>> The L and R outputs of each mec (except for the main one)  
>>>> outputs  
>>>>=  
>>>>>ALSO  
>>>> >> =3D  
>>>> >>>the  
>>>> >>> submix out so you can take this L and R out and send it to a  
>>>> pair  
>>>>=  
>>>>>of  
>>>> =3D  
>>>> >>>outputs  
>>>> >>> (digital to Pulsar ??) COMPRESS it and then send it back to =  
>>>>>another  
>>>> =3D  
>>>> >>>submix.  
>>>> >>> For latency well you know faderworks ?? !!  
>>>> >>> Regards,  
>>>> >>> Dimitrios  
>>>> >>>  
>>>> >>> "DJ" <[www.aarrrrggghhh!!!.com](http://www.aarrrrggghhh!!!.com)> wrote:  
>>>> >>> >Are you getting the same signal on all MECs or the mix signal  
> on  
>>>>=  
>>>>>MEC  
>>>> >> =3D  
>>>> >>>on  
>>>> >>> card=3D20  
>>>> >>> >A and just the submix of the MEC on card B and C. If you're  
>>>> just  
>>>>=  
>>>>>=3D  
>>>> >>>getting  
>>>> >>>  
>>>> >>> >those submixes on the card B & C Mecs, you could route the =  
>>>>>headphone  
>>>> >> =3D  
>>>> >>>out  
>>>> >>> of=3D20  
>>>> >>> >those MECs to a pair of input channels on another MEC (or maybe  
>>>>=  
>>>>>even  
>>>> >> =3D  
>>>> >>>loop  
>>>> >>> it=3D20

```

>>>> >>> >back to the same MEC) on a pair of record enabled channels and
>>> =
>>>>=3D
>>>> >>>compress
>>>> >>> it,=3D20
>>>> >>> >etc.....I can't believe I never tried this when I had 4
> =
>>>>>MECs
>>>>> =3D
>>>>> >>>here..
>>>>> >>> >
>>>>> >>> >;o)
>>>>> >>> >
>>>>> >>> >"Dimitrios" <musurgio@otenetNOSPAM.gr> wrote in message=3D20
>>>>> >>> >news:4637946e$1@linux...
>>>>> >>> >>
>>>>> >>> >> Heh...
>>>>> >>> >> Works on all mecs !!
>>>>> >>> >> Dimitrios
>>>>> >>> >>
>>>>> >>> >> "Dimitrios" <musurgio@otenet.gr> wrote:
>>>>> >>> >>>
>>>>> >>> >>>Ah I found it !!
>>>>> >>> >>>I should connect the L and R to the Mec's outputs 1 and 2 to
>>> =
>>>>>get
>>>>> a
>>>>> >> =3D
>>>>> >>>signal
>>>>> >>> >>>for the headphones !!
>>>>> >>> >>>I am just using the digital out for monitoring thats why I
> =
>>>>>didn't
>>>>> =3D
>>>>> >>>get
>>>>> >>> any
>>>>> >>> >>>signal at the heaphone out !
>>>>> >>> >>>Thanks
>>>>> >>> >>>Dimitrios
>>>>> >>> >>>
>>>>> >>> >>>"Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>>> >>> >>>>
>>>>> >>> >>>>
>>>>> >>> >>>>Dimitrios,
>>>>> >>> >>>>You should only get the phone out active on the Submix A =
>>>>>Master
>>>>> =3D
>>>>> >>>>MEC.

```

>>>> >>> >>>>At least that's been my understanding. =3D3D20  
>>>> >>> >>>>Tom  
>>>> >>> >>>>  
>>>> >>> >>>> "Dimitrios" <musurgio@NOSPAMotenet.gr> wrote in message  
> =  
>>>>=3D3D  
>>>> >>> >>>>news:46377aa5\$1@linux...  
>>>> >>> >>>>  
>>>> >>> >>>> Well first time I tried I get no signal whatsoever on any  
>>> =  
>>>>=3D  
>>>> >>>headphone  
>>>> >>> =3D3D  
>>>> >>> >>>>out on  
>>>> >>> >>>> any of the three mecs I have !!  
>>>> >>> >>>> Is this a known bug again ??  
>>>> >>> >>>> Thanks  
>>>> >>> >>>> Dimitrios  
>>>> >>> >>>>  
>>>> >>> >>>>  
>>>> >>> >>>>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=3D3D3DContent-Type  
>>>> content=3D3D3D"text/html";  
>>>>=  
>>>>=3D3D  
>>>> >>> >>>>charset=3D3D3Diso-8859-1">  
>>>> >>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400" =  
>>>>>name=3D3D3DGENERATOR>  
>>>> >>> >>>><STYLE></STYLE>  
>>>> >>> >>>></HEAD>  
>>>> >>> >>>><BODY bgColor=3D3D3D#ffffff>  
>>>> >>> >>>><DIV><FONT face=3D3D3DArial =  
>>>>>size=3D3D3D2>Dimitrios,</FONT></DIV>  
>>>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>You should only get  
>>>>=  
>>>>>the phone  
>>>> >> =3D  
>>>> >>>out =3D3D  
>>>> >>> >>>>active on the=3D3D20  
>>>> >>> >>>>Submix A Master MEC.</FONT></DIV>  
>>>> >>> >>>><DIV><FONT face=3D3D3DArial size=3D3D3D2>At least that's  
>>>> been  
>>>>=



```

>>>> >>>/refer=3D3D
>>>> >>> >>>.html</A> </FONT></DIV></BODY></HTML>
>>>> >>> >>>>
>>>> >>> >>>>
>>>> >>> >>>
>>>> >>> >>=3D20
>>>> >>> >
>>>> >>> >
>>>> >>>
>>>> >>>
>>>> >>><!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 are you serious?!?!
>>>>=
>>>>>lt =3D
>>>>> >>>outputs the=3D20
>>>>> >>>submix only on Cards B, C, D, E ???</FONT></DIV>
>>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>I will be summing my drums
> and
>>>>=
>>>>>guitars
>>>>> >> =3D
>>>>> >>>from now on=3D20
>>>>> >>>20bit out of the phones jack to my</FONT></DIV>
>>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>outboard comps for sure!!!!!!
>>>>=
>>>>>=3D20
>>>>> >>>Sweeeeeet! How come I never tried it?</FONT></DIV>
>>>>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>I'm a dope,</FONT></DIV>
>>>>> >>><DIV><FONT face=3D3DArial size=3D3D2>Tom</FONT></DIV>
>>>>> >>><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>
>>>>> >>><DIV><FONT face=3D3DArial size=3D3D2></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>"Dimitrios" <<A=3D20
>>>>> >>> =3D
>>>>> =

```

>>>>>>>href="mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A=  
>>>>>>=3D  
>>>>> >>> wrote=3D20  
>>>>> >>> in message <A=3D20  
>>>>> >>> =3D  
>>>>> =  
>>>>>>>href="news:4638281d\$1@linux">news:4638281d\$1@linux</A>...</DIV><BR=  
>>>>>>>Hi=3D20  
>>>>> >>> DJ,<BR>hehe I am already on that testing route even with the L  
> R  
>>>>>=  
>>>>>=3D  
>>>>> >>>outputs of=3D20  
>>>>> >>> other<BR>than card's a mecs...<BR>Regarding the headphone outs  
> =  
>>>>>the one  
>>>>> >> =3D  
>>>>> >>>on mec=3D20  
>>>>> >>> A which is the main one outputs<BR>all submixes, the other  
>>>>> though  
>>>>>=  
>>>>>!<BR>  
>>>>> =3D  
>>>>> >>>output=3D20  
>>>>> >>> only the related submix out so yes<BR>you could route it to =  
>>>>>another  
>>>>> =3D  
>>>>> >>>mec but on=3D20  
>>>>> >>> same mec you would get an infinite<BR>loop of dry and =  
>>>>>compressed...  
>>>>> =3D  
>>>>> >>>because=3D20  
>>>>> >>> the time you will bring it back on<BR>same mec that will be  
>>>>> again  
>>>>>=  
>>>>>=3D  
>>>>> >>>outputed on=3D20  
>>>>> >>> headphones and then back again...<BR>you get the picture =3D  
>>>>> >>>,feedback.<BR>Thed=3D20  
>>>>> >>> other mecs option though will work !!<BR>I don't know if you  
>>>>> have  
>>>>>=  
>>>>>=3D  
>>>>> >>>considered=3D20  
>>>>> >>> the other better option !!<BR>The L and R outputs of each mec  
> =  
>>>>>(except  
>>>>> >> =3D

>>>> >>>for the=3D20  
 >>>> >>> main one) outputs ALSO the<BR>submix out so you can take this  
 > L  
 >>> =  
 >>>>and  
 >>>> R  
 >>>> >> =3D  
 >>>> >>>out and=3D20  
 >>>> >>> send it to a pair of outputs<BR>(digital to Pulsar ??) COMPRESS  
 >>> =  
 >>>>it and  
 >>>> >> =3D  
 >>>> >>>then=3D20  
 >>>> >>> send it back to another submix.<BR>For latency well you know =3D  
 >>>> >>>faderworks ??=3D20  
 >>>> >>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=3D20  
 >>>> >>> =3D  
 >>>> =  
 >>>>>>>href=3D3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=  
 >>>>>=3D20  
 >>>> >>> wrote:<BR>>Are you getting the same signal on all MECs or the  
 > mix  
 >>>>=  
 >>>>>=3D  
 >>>> >>>signal on=3D20  
 >>>> >>> MEC on<BR>card <BR>>A and just the submix of the MEC on card B  
 > =  
 >>>>>and =3D  
 >>>> >>>C. If=3D20  
 >>>> >>> you're just getting<BR><BR>>those submixes on the card B & C =3D  
 >>>> >>>Mecs, you=3D20  
 >>>> >>> could route the headphone out<BR>of <BR>>those MECs to a pair  
 > of  
 >>>>=  
 >>>>>=3D  
 >>>> >>>input=3D20  
 >>>> >>> channels on another MEC (or maybe even loop<BR>it <BR>>back to  
 > =  
 >>>>>the =3D  
 >>>> >>>same=3D20  
 >>>> >>> MEC) on a pair of record enabled channels and =  
 >>>>>compress<BR>it,=3D20  
 >>>> >>> <BR>>etc.....I can't believe I never tried this when I had  
 >>>>=  
 >>>>>4 =3D  
 >>>> >>>MECs=3D20  
 >>>> >>> here..<BR>><BR>>;o)<BR>><BR>>"Dimitrios" <<A=3D20  
 >>>> >>> =3D

>>>> =  
>>>>>>href=3D3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A=  
>>>>>>=3D  
>>>> >> wrote=3D20  
>>>> >> in message <BR>>news:4637946e\$1@linux...<BR>>><BR>>>=3D20  
>>>> >> Heh...<BR>>> Works on all mecs !!<BR>>>=3D20  
>>>> >> Dimitrios<BR>>><BR>>> "Dimitrios" <<A=3D20  
>>>> >>>  
>>>> href=3D3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>=3D20  
>>>> >> wrote:<BR>>>><BR>>>>Ah I found it =3D  
>>>> >>>!<BR>>>>I should=3D20  
>>>> >> connect the L and R to the Mec's outputs 1 and 2 to get a=3D20  
>>>> >> signal<BR>>>>for the headphones !!<BR>>>>I am just =3D  
>>>> >>>using the=3D20  
>>>> >>> digital out for monitoring thats why I didn't =3D  
>>>> >>>get<BR>any<BR>>>>signal=3D20  
>>>> >> at the heaphone out=3D20  
>>>> >> =3D  
>>>> >>>!<BR>>>>Thanks<BR>>>>Dimitrios<BR>>>><BR>>>>&=3D  
>>>> >>>gt;"Tom=3D20  
>>>> >> Bruhl" <<A =3D  
>>>>  
>>>> >>>href=3D3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>=3D20  
>>>> >> =3D  
>>>> >>>wrote:<BR>>>>><BR>>>>><BR>>>>>Dimitri=3D  
>>>> >>>os,<BR>>>>>You=3D20  
>>>> >> should only get the phone out active on the Submix A Master=3D20  
>>>> >> MEC.<BR>>>>>At least that's been my understanding.=3D20  
>>>> >> =3D  
>>>> >>>=3D3D20<BR>>>>>Tom<BR>>>>><BR>>>>> =3D  
>>>> >>>;=3D20  
>>>> >> "Dimitrios" <<A=3D20  
>>>> >> =3D  
>>>> =  
>>>>>>href=3D3D"mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=  
>>>>>>=3D  
>>>> >>> wrote=3D20  
>>>> >>> in message=3D20  
>>>> >>> =3D  
>>>> >>>=3D3D<BR>>>>>news:46377aa5\$1@linux...<BR>>>>><BR>>>>>&g=3D  
>>>> >>>t;>>> =3D20  
>>>> >>> Well first time I tried I get no signal whatsoever on any=3D20  
>>>> >>> headphone<BR>=3D3D<BR>>>>>>out on<BR>>>>>> =3D  
>>>> >>>any of the=3D20  
>>>> >>> three mecs I have !!<BR>>>>> Is this a known bug =3D  
>>>> >>>again=3D20  
>>>> >>> ??<BR>>>>>> Thanks<BR>>>>>> =3D20  
>>>> >>> Dimitrios<BR>>>>>><BR>>>>>><BR>>>>>>>I =3D

```
>>>> >>>choose=3D20
>>>> >>> Polesoft Lockspam to fight spam, and=3D20
>>>> >>> =3D
>>>> >>>you?<BR>>>>http://www.polesoft.com/refer.html<BR>>>>=3D
>>>> >>>;<BR>>>><!DOCTYPE=3D20
>>>> >>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20
>>>> >>> =3D
>>>> >>>Transitional//EN"><BR>>>><HTML><HEAD><BR>>=3D
>>>> >>>>><META=3D20
>>>> >>> http-equiv=3D3D3DContent-Type content=3D3D3D"text/html;=3D20
>>>> >>> =3D
>>>> >>>=3D3D<BR>>>> charset=3D3D3Diso-8859-1"><BR>>>><=3D
>>>> >>>;META=3D20
>>>> >>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20
>>>> >>> =3D
>>>> >>>name=3D3D3DGENERATOR><BR>>>>><STYLE></STYLE><BR>=3D
>>>> >>>>></HEAD><BR>>>>><BODY=3D20
>>>> >>> bgColor=3D3D3D#ffffff><BR>>>>><DIV><FONT =3D
>>>> >>>face=3D3D3DArial=3D20
>>>> >>> =3D
>>>> >>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>>><=3D
>>>> >>>DIV><FONT=3D20
>>>> >>> face=3D3D3DArial size=3D3D3D2>You should only get the phone =
>>>>>out=3D20
>>>> >>> =3D3D<BR>>>>>active on the=3D3D20<BR>>>>>>Submix A =3D
>>>> >>>Master=3D20
>>>> >>> MEC.</FONT></DIV><BR>>>>><DIV><FONT=3D20
>>>> >>> face=3D3D3DArial size=3D3D3D2>At least that's been my=3D20
>>>> >>> =3D3D<BR>>>>>understanding.=3D20
>>>> >>> =3D
>>>> >>>=3D3D20<BR>>>>></FONT></DIV><BR>>>>><=3D
>>>> >>>;DIV><FONT=3D20
>>>> >>> face=3D3D3DArial=3D20
>>>> >>> =3D
>>>> >>>size=3D3D3D2>Tom</FONT></DIV><BR>>>>>><DIV>=3D
>>>> >>><FONT=3D20
>>>> >>> face=3D3D3DArial size=3D3D3D2></FONT>=3D20
>>>> >>> =3D
>>>> >>></DIV><BR>>>>>><BLOCKQUOTE=3D3D20<BR>>>>>>st=3D
>>>> >>>yle=3D3D3D"PADDING-RIGHT:=3D20
>>>> >>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>>>> >>>=3D3D<BR>>>>>>BORDER-LEFT:=3D20
>>>> >>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>> =3D20
>>>> >>> <DIV>"Dimitrios" <<A=3D3D20<BR>>>>>> =3D20
>>>> >>> =3D3D<BR>>>>>>href=3D3D3D"<A=3D20
>>>> >>> =3D
>>>> =
>>>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A=
```

>>>>'>mai=3D  
>>>>  
>>>> >>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=3D  
>>>> >>>t;=3D3D<BR>>>>=3D20  
>>>> >>> wrote=3D3D20<BR>>>> in message=3D20  
>>>> >>> <A=3D3D20<BR>>>> =3D  
>>>> >>>=3D3D<BR>>>>href=3D3D3D"<A=3D20  
>>>> >>> =3D  
>>>> =  
>>>>>>href=3D3D'news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV><BR=  
>>>>>>Well=3D  
>>>> >>>'>news:46377aa5\$1 @linux">news:46377aa5\$1 @linux</A>...</DIV>=3D  
>>>> >>>;<BR>Well</A>=3D3D<BR>>>>=3D20  
>>>> >>> first=3D3D20<BR>>>> time I tried I get no signal =3D  
>>>> >>>whatsoever on=3D20  
>>>> >>> any headphone out =3D  
>>>> >>>on<BR>any<BR>>>>=3D3D<BR>>>>of=3D20  
>>>> >>> the=3D3D20<BR>>>> three mecs I have !!<BR>ls =3D  
>>>> >>>this a known=3D20  
>>>> >>> bug=3D20  
>>>> >>> =3D  
>>>> >>>again=3D3D20<BR>>>>??<BR>Thanks<BR>Dimitrios</B=3D  
>>>> >>>LOCKQUOTE><BR>>>>><DIV><FONT=3D20  
>>>> >>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to fight=3D20  
>>>> >>> =3D  
>>>> >>>spam,<BR>=3D3D<BR>>>>>and=3D3D20<BR>>>>>you?<BR>=3D  
>>>> >>>;<A=3D3D20<BR>>>>>href=3D3D3D"<A=3D20  
>>>> >>> =3D  
>>>> =  
>>>>>>href=3D3D'http://www.polesoft.com/refer.html">http://www.polesoft.com/=  
>>>>>>refer=3D  
>>>> =  
>>>>>>>'>http://www.polesoft.com/refer.html">http://www.polesoft.com/refer</A=  
>>>>>>=3D  
>>>> >>>>=3D3D<BR>>>>>.html</A>=3D20  
>>>> >>> =3D  
>>>> >>></FONT></DIV></BODY></HTML><BR>>>>><B=3D  
>>>> >>>R>>>>><BR>>>>><BR>>>>=3D20  
>>>> >>> <BR>>>><BR>>>><BR></BLOCKQUOTE></BODY></HTML>  
>>>> >>>  
>>>> >>>  
>>>> >>=20  
>>>> >  
>>>> >  
>>>>  
>>>>  
>>>><!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 could have sworn that I tried the
> =
>>>>L&R outs of=20
>>>>the Mecs and never got signal.</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2>You are saying that gives you submix
> =
>>>>only=20
>>>>data? This is crazy.</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2>I'll be experimenting today for =
>>>>sure.</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>>>><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>>>><DIV><FONT face=3DArial size=3D2>After the Beatle Juice show I =
>>>>guess.</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@otenetNOSP.gr">musurgio@otenetNOSP.gr</A>>
> =
>>>>wrote in=20
>>>> message <A=20
>>>> =
>>>>href=3D"news:46389187$1@linux">news:46389187$1@linux</A>...</DIV><BR>Yeah=
>>>>=20
>>>> Dj,<BR>Why not then use the simple L R outputs in patch bay where =
>>>>every submix=20
>>>> has<BR>these and route them to the related mec's out into your =
>>>>compressor and=20
>>>> then<BR>back to your other mec.<BR>Is the headphone out of any
>>>> quality
>>>>=
>>>>
>>>> ?<BR>You can use also the digital outs to connect to a Pulsar
>>>> VINCO=20
>>>> compressor<BR>and then back to other mec ...<BR><BR>Well you have to
>>> =
>>>>note=20
>>>> here.<BR>the audio coming in the other submix will be delayed to the
>>> =
>>>>non=20
```

>>>> compressed<BR>drumtracks... what will you do ?<BR>You can of course  
> =  
>>>>record it=20  
>>>> and then nudge or better use Faderworks...<BR><BR>Ok so now you are  
> =  
>>>>tempted to=20  
>>>> come back to Paris or not ??<BR>We are waiting for=20  
>>>> you...<BR>Regards,<BR>Dimitrios<BR><BR>"DJ" <<A=20  
>>>> =  
>>>>href=3D"http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=20  
>>>> wrote:<BR>>Heheh!!! parallel compression in Paris through a =  
>>>>headphone=20  
>>>> out. Whoda'<BR><BR>>thunk? Can't believe I never tried =  
>>>>this =20  
>>>> when I was running 4 x MECs. Just<BR><BR>>use a card and separate =  
>>>>MEC for=20  
>>>> drum submixes, grab yourself an insert <BR>>cable, route the =  
>>>>headphone out=20  
>>>> to a stereo compressor (maybe sidechain<BR>to <BR>>an EQ to =  
>>>>hipass=20  
>>>> the LF a little.....or maybe not) and return them<BR>to =  
>>>><BR>>the=20  
>>>> Paris inputs on a channel pair on a different MEC and you're=20  
>>>> there.<BR><BR>>Damn!!!....how simple is=20  
>>>> this?<BR><BR>>;o)<BR><BR>>"Dimitrios" <<A=20  
>>>> =  
>>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=  
>>>> wrote=20  
>>>> in message <BR>>news:463853fb\$1@linux...<BR>>><BR>>> =  
>>>>Dear=20  
>>>> Tom,<BR>>> ALSO L and R on each submix except for =  
>>>>submix1=20  
>>>> outputs only the related<BR>>> submix so you can send it to a =  
>>>>mec's out=20  
>>>> (24bit if you like) and then<BR>out<BR>>> to your=20  
>>>> compressor.<BR>>> Regards,<BR>>> =  
>>>>Dimitrios<BR>>>><BR>>>=20  
>>>> "Tom Bruhl" <<A=20  
>>>> href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net</A>>=20  
>>>> wrote:<BR>>>><BR>>>><BR>>>>>Dimitrios are =  
>>>>you=20  
>>>> serious?!?! It outputs the submix only on Cards =  
>>>>B,<BR>C,<BR>>>=20  
>>>> =3D<BR>>>>>D, E ???<BR>>>>>I will be summing my drums =  
>>>>and=20  
>>>> guitars from now on 20bit out of the =3D<BR>>>>>phones jack to =  
>>>>  
>>>> my<BR>>>>>outboard comps for sure!!!!!! Sweeeeeet! =

>>>>How=20  
>>>> come I never tried it?<BR>>>><BR>>>>I'm a=20  
>>>> =  
>>>>dope,<BR>>>>Tom<BR>>>><BR>>>><BR>>>>&=  
>>>>nbsp;=20  
>>>> "Dimitrios" <<A=20  
>>>> =  
>>>>href=3D"mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A>=<BR>>>> wrote=20  
>>>> in message=20  
>>>> =  
>>>>=3D<BR>>>>news:4638281d\$1@linux...<BR>>>><BR>>>>&g=  
>>>>t; =20  
>>>> Hi DJ,<BR>>>> hehe I am already on that testing route =  
>>>>even with=20  
>>>> the L R outputs of<BR>=3D<BR>>>>other<BR>>>> =  
>>>>than card's=20  
>>>> a mecs...<BR>>>> Regarding the headphone outs the one =  
>>>>on mec A=20  
>>>> which is the main =  
>>>>one<BR>=3D<BR>>>>outputs<BR>>>> all=20  
>>>> submixes, the other though ! output only the related submix=20  
>>>> out<BR>so<BR>>>> =3D<BR>>>>yes<BR>>>> you =  
>>>>could=20  
>>>> route it to another mec but on same mec you would get an=20  
>>>> =3D<BR>>>>infinite<BR>>>> loop of dry and =  
>>>>compressed...=20  
>>>> because the time you will bring it back<BR>>>>=20  
>>>> =3D<BR>>>>on<BR>>>> same mec that will be =  
>>>>again outputed=20  
>>>> on headphones and then back =  
>>>>=3D<BR>>>>again...<BR>>>> =20  
>>>> you get the picture ,feedback.<BR>>>> Thed other mecs =  
>>>>option=20  
>>>> though will work !!<BR>>>> I don't know if you have =  
>>>>considered=20  
>>>> the other better option !!<BR>>>> The L and R outputs =  
>>>>of each=20  
>>>> mec (except for the main one) outputs ALSO<BR>>>>=20  
>>>> =3D<BR>>>>the<BR>>>> submix out so you can =  
>>>>take this L=20  
>>>> and R out and send it to a pair=20  
>>>> of<BR>=3D<BR>>>>outputs<BR>>>> (digital to =  
>>>>Pulsar ??)=20  
>>>> COMPRESS it and then send it back to=20  
>>>> another<BR>=3D<BR>>>>submix.<BR>>>> For =  
>>>>latency well you=20  
>>>> know faderworks ?? !!<BR>>>> =

>>>>Regards,<BR>>>> =20  
>>>> Dimitrios<BR>>>><BR>>>> "DJ" <<A=20  
>>>> =  
>>>>href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com</A>>=20  
>>>> wrote:<BR>>>> >Are you getting the same signal on =  
>>>>all MECs=20  
>>>> or the mix signal on MEC<BR>>>> =  
>>>>=3D<BR>>>>>on<BR>>>>> =20  
>>>> card=3D20<BR>>>>> >A and just the submix of the MEC =  
>>>>on card B=20  
>>>> and C. If you're just=20  
>>>> =3D<BR>>>>>getting<BR>>>>><BR>>>>> =  
>>>>>those=20  
>>>> submixes on the card B & C Mecs, you could route the =  
>>>>headphone<BR>>>>=20  
>>>> =3D<BR>>>>>out<BR>>>>> =  
>>>>of=3D20<BR>>>>> =20  
>>>> >those MECs to a pair of input channels on another MEC (or maybe=20  
>>>> even<BR>>>> =3D<BR>>>>>loop<BR>>>>> =20  
>>>> it=3D20<BR>>>>> >back to the same MEC) on a pair of =  
>>>>record=20  
>>>> enabled channels and =3D<BR>>>>>compress<BR>>>>> =  
>>>>>  
>>>> it,=3D20<BR>>>>> >etc.....I can't believe I =  
>>>>never tried=20  
>>>> this when I had 4 =  
>>>>MECs<BR>=3D<BR>>>>>here..<BR>>>>> =20  
>>>> ><BR>>>>> >;o)<BR>>>>> =20  
>>>> ><BR>>>>> >"Dimitrios" <<A=20  
>>>> =  
>>>>href=3D"mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A>>=  
>>>>> wrote=20  
>>>>> in message=3D20<BR>>>>> =20  
>>>>> >news:4637946e\$1@linux...<BR>>>>> =20  
>>>>> >><BR>>>>> >> Heh...<BR>>>>> =  
>>>>>>>=20  
>>>>> Works on all mecs !!<BR>>>>> >>=20  
>>>>> Dimitrios<BR>>>>> >><BR>>>>> =  
>>>>>>>=20  
>>>>> "Dimitrios" <<A =  
>>>>>href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20  
>>>>> wrote:<BR>>>>> >>><BR>>>>> =  
>>>>>>>Ah=20  
>>>>> I found it !!<BR>>>>> >>>I should connect the L =  
>>>>>and R=20  
>>>>> to the Mec's outputs 1 and 2 to get<BR>a<BR>>>>>=20  
>>>>> =3D<BR>>>>>>signal<BR>>>>>> >>>for the =  
>>>>>headphones=20



```
>>>>Transitional//EN"><BR>>>> =20
>>>> >>>><HTML><HEAD><BR>>>> =20
>>>> >>>><META http-equiv=3D3D3DContent-Type =
>>>>>content=3D3D3D"text/html";=20
>>>>> =3D3D<BR>>>> =20
>>>>> >>>>charset=3D3D3Diso-8859-1"><BR>>>> =20
>>>>> >>>><META content=3D3D3D"MSHTML 6.00.2800.1400"=20
>>>>> name=3D3D3DGENERATOR><BR>>>> =20
>>>>> >>>><STYLE></STYLE><BR>>>> =20
>>>>> >>>></HEAD><BR>>>> =
>>>>>>>><BODY=20
>>>>> bgcolor=3D3D3D#ffffff><BR>>>> =20
>>>>> >>>><DIV><FONT face=3D3D3DArial=20
>>>>> =
>>>>>size=3D3D3D2>Dimitrios,</FONT></DIV><BR>>>> =
>>>>>=20
>>>>> >>>><DIV><FONT face=3D3D3DArial =
>>>>>size=3D3D3D2>You should=20
>>>>> only get the phone<BR>>>> =3D<BR>>>>>out =
>>>>>=3D3D<BR>>>> =20
>>>>> >>>>active on the=3D3D20<BR>>>> =20
>>>>> >>>>Submix A Master=20
>>>>> MEC.</FONT></DIV><BR>>>> =20
>>>>> >>>><DIV><FONT face=3D3D3DArial =
>>>>>size=3D3D3D2>At least=20
>>>>> that's been my =3D3D<BR>>>> =
>>>>>>>>understanding.=20
>>>>> =3D3D20<BR>>>> =20
>>>>> >>>></FONT></DIV><BR>>>> =20
>>>>> >>>><DIV><FONT face=3D3D3DArial=20
>>>>> size=3D3D3D2>Tom</FONT></DIV><BR>>>> =20
>>>>> >>>><DIV><FONT face=3D3D3DArial =
>>>>>size=3D3D3D2></FONT>=20
>>>>> </DIV><BR>>>> =20
>>>>> >>>><BLOCKQUOTE=3D3D20<BR>>>> =20
>>>>> >>>>style=3D3D3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; =
>>>>>MARGIN-LEFT:=20
>>>>> =3D<BR>>>>>5px; =3D3D<BR>>>> =
>>>>>>>>BORDER-LEFT:=20
>>>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =20
>>>>> >>>> <DIV>"Dimitrios"=20
>>>>> <<A=3D3D20<BR>>>> >>>> =20
>>>>> =3D3D<BR>>>> =
>>>>>=3D<BR>>>>>>>>href=3D3D3D"<A=20
>>>>> =
>>>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</>mail=
>>>>>to:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</</A>=3D<BR>>&=
>>>>>gt;>>A>>=3D3D<BR>>>> =20
```

>>>> >>> wrote=3D3D20<BR>>>> =  
>>>>>>> in=20  
>>>> message <A=3D3D20<BR>>>> >>>> =20  
>>>> =3D3D<BR>>>> =  
>>>>=3D<BR>>>>>>>href=3D3D3D"<A=20  
>>>> =  
>>>>href=3D'news:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV><B'>news=  
>>>>:46377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV><B=  
>>>></A>=3D<BR>>>>>R>Well=3D3D<BR>>>> =20  
>>>> >>> first=3D3D20<BR>>>> =  
>>>>>>> time=20  
>>>> I tried I get no signal whatsoever on any headphone out=20  
>>>> =3D<BR>>>>>on<BR>any<BR>>>> =20  
>>>> >>>=3D3D<BR>>>> >>>>of=20  
>>>> the=3D3D20<BR>>>> >>>> three mecs I =  
>>>>have=20  
>>>> !!<BR>Is this a known bug again=3D3D20<BR>>>> =20  
>>>> =  
>>>>>>>??<BR>Thanks<BR>Dimitrios</BLOCKQUOTE><=  
>>>>>BR>>>> =20  
>>>> >>>><DIV><FONT =  
>>>>size=3D3D3D2><BR><BR>I choose=20  
>>>> Polesoft Lockspam to fight<BR>>>>=20  
>>>> =3D<BR>>>>>spam,<BR>>>> =  
>>>>=3D3D<BR>>>> =20  
>>>> >>>>and=3D3D20<BR>>>> =20  
>>>> >>>>you?<BR><A=3D3D20<BR>>>> =20  
>>>> =3D<BR>>>>>>>>href=3D3D3D"<A=20  
>>>> =  
>>>>href=3D'http://www.polesoft.com/refer.html">http://www.polesoft.com'>http=  
>>>>://www.polesoft.com/refer.html">http://www.polesoft.com</A>=3D<BR>>>=  
>>>>>>>/refer=3D3D<BR>>>> =20  
>>>> >>>>.html</A>=20  
>>>> =  
>>>></FONT></DIV></BODY></HTML><BR>>>> =  
>>>>=20  
>>>> >>>><BR>>>> =  
>>>>>>>><BR>>>> =20  
>>>> >>>><BR>>>> >>=3D20<BR>>>> =  
>>>>  
>>>> ><BR>>>> =20  
>>>> ><BR>>>>><BR>>>>><BR>>>>><!DOCTYPE HTML =  
>>>>PUBLIC=20  
>>>> "-//W3C//DTD HTML 4.0=20  
>>>> =  
>>>>>Transitional//EN"><BR>>>>><HTML><HEAD><BR>>>>=  
>>>>>>><META=20  
>>>>> http-equiv=3D3DContent-Type content=3D3D"text/html;=20

>>>> =3D<BR>>>> charset=3D3Diso-8859-1"><BR>>>><META =  
>>>>  
>>>> content=3D3D"MSHTML 6.00.2800.1400"=20  
>>>> =  
>>>> name=3D3DGENERATOR><BR>>>><STYLE></STYLE><BR>>=  
>>>>></HEAD><BR>>>><BODY=20  
>>>> bgcolor=3D3D#ffffff><BR>>>><DIV><FONT =  
>>>> face=3D3DArial=20  
>>>> size=3D3D2>Dimitrios are you serious?!?! It =  
>>>>=3D<BR>>>> outputs=20  
>>>> the=3D20<BR>>>> submix only on Cards B, C, D, E=20  
>>>> ???</FONT></DIV><BR>>>><DIV><FONT =  
>>>> face=3D3DArial=20  
>>>> size=3D3D2>I will be summing my drums and guitars<BR>>>=20  
>>>> =3D<BR>>>> from now on=3D20<BR>>>> 20bit out of the =  
>>>> phones jack to=20  
>>>> my</FONT></DIV><BR>>>><DIV><FONT =  
>>>> face=3D3DArial=20  
>>>> size=3D3D2>outboard comps for sure!!!!!! =  
>>>>=3D20<BR>>>> Sweeeeeet! How=20  
>>>> come I never tried=20  
>>>> it?</FONT></DIV><BR>>>><DIV><FONT =  
>>>> face=3D3DArial=20  
>>>> size=3D3D2></FONT> =  
>>>></DIV><BR>>>><DIV><FONT=20  
>>>> face=3D3DArial size=3D3D2>I'm a=20  
>>>> dope,</FONT></DIV><BR>>>><DIV><FONT =  
>>>> face=3D3DArial=20  
>>>> =  
>>>> size=3D3D2>Tom</FONT></DIV><BR>>>><DIV><=20  
>>>> FONT=20  
>>>> face=3D3DArial size=3D3D2></FONT>=20  
>>>> </DIV><BR>>>><DIV><FONT face=3D3DArial=20  
>>>> size=3D3D2></FONT>=20  
>>>> =  
>>>></DIV><BR>>>><BLOCKQUOTE=3D20<BR>>>> style=3D3D=  
>>>>"PADDING-RIGHT:=20  
>>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =  
>>>>=3D<BR>>>> BORDER-LEFT:=20  
>>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>> =20  
>>>> <DIV>"Dimitrios" <<A=3D20<BR>>>> =20  
>>>> =3D<BR>>>> href=3D3D"<A=20  
>>>> =  
>>>> href=3D'mailto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A'>mai=  
>>>> lto:musuNOSPAMrgio@otenet.gr">musuNOSPAMrgio@otenet.gr</A/A>>&g=  
>>>>t;=3D<BR>>>>=20  
>>>> wrote=3D20<BR>>>> in message =  
>>>><A=3D20<BR>>>> =20

>>>> href="A=20  
>>>> =  
>>>>news:4638281d\$1 @linux">news:4638281d\$1 @linux</A>...</DIV><BR>Hi=3D=  
>>>>20'>news:4638281d\$1 @linux">news:4638281d\$1 @linux</A>...</DIV&=  
>>>>gt;<BR>Hi=3D20</A><BR>>>> =20  
>>>> DJ,<BR>hehe I am already on that testing route even with the L R =  
>>>>  
>>>> outputs of=20<BR>>>> =  
>>>>other<BR>than=20  
>>>> card's a mecs...<BR>Regarding the headphone outs the =  
>>>>one<BR>>>>=20  
>>>> on mec=3D20<BR>>>> A which is the =  
>>>>main one=20  
>>>> outputs<BR>all submixes, the other though=20  
>>>> !<BR>=3D<BR>>>>output=3D20<BR>>>> only the =  
>>>>related submix=20  
>>>> out so yes<BR>you could route it to =  
>>>>another<BR>=3D<BR>>>>mec but=20  
>>>> on=3D20<BR>>>> same mec you would get an =  
>>>>infinite<BR>loop=20  
>>>> of dry and =  
>>>>compressed...<BR>=3D<BR>>>>because=3D20<BR>>>> =20  
>>>> the time you will bring it back on<BR>same mec that will be =  
>>>>again=20  
>>>> =3D<BR>>>>outputed on=3D20<BR>>>> headphones =  
>>>>and then back=20  
>>>> again...<BR>you get the picture=20  
>>>> =3D<BR>>>>,feedback.<BR>Thed=3D20<BR>>>> =  
>>>>other mecs=20  
>>>> option though will work !!<BR>I don't know if you have=20  
>>>> =3D<BR>>>>considered=3D20<BR>>>> the other =  
>>>>better option=20  
>>>> !!<BR>The L and R outputs of each mec (except<BR>>>>=20  
>>>> =3D<BR>>>>for the=3D20<BR>>>> main one) =  
>>>>outputs ALSO=20  
>>>> the<BR>submix out so you can take this L and<BR>R<BR>>>>=20  
>>>> =3D<BR>>>>out and=3D20<BR>>>> send it to a =  
>>>>pair of=20  
>>>> outputs<BR>(digital to Pulsar ??) COMPRESS it and<BR>>>>=20  
>>>> =3D<BR>>>>then=3D20<BR>>>> send it back to =  
>>>>another=20  
>>>> submix.<BR>For latency well you know =  
>>>>=3D<BR>>>>faderworks=20  
>>>> ??=3D20<BR>>>> =20  
>>>> !!<BR>Regards,<BR>Dimitrios<BR><BR>"DJ"=20  
>>>> <<A=3D20<BR>>>> =3D<BR>>>>href=3D3D"<A=20  
>>>> =  
>>>>href=3D'http://www.aarrrrggghh!!!.com">www.aarrrrggghh!!!.com</A>>=3D20=

>>>>'><http://www.aarrrrggghh!!!.com></A>=>  
>>>>;=3D20</A><BR>>>> =20  
>>>> wrote:<BR>>>Are you getting the same signal on all MECs or the =  
>>>>mix=20  
>>>> =3D<BR>>>>signal on=3D20<BR>>>> MEC =  
>>>>on<BR>card=20  
>>>> <BR>>>A and just the submix of the MEC on card B and=20  
>>>> =3D<BR>>>>C. If=3D20<BR>>>> you're just=20  
>>>> getting<BR><BR>>>those submixes on the card B & C=20  
>>>> =3D<BR>>>>Mecs, you=3D20<BR>>>> could route =  
>>>>the headphone=20  
>>>> out<BR>of <BR>>>those MECs to a pair of=20  
>>>> =3D<BR>>>>input=3D20<BR>>>> channels on =  
>>>>another MEC (or=20  
>>>> maybe even loop<BR>it <BR>>>back to the=20  
>>>> =3D<BR>>>>same=3D20<BR>>>> MEC) on a pair of =  
>>>>record=20  
>>>> enabled channels and compress<BR>it,=3D20<BR>>>> =20  
>>>> <BR>>>etc.....I can't believe I never tried this when I =  
>>>>had 4=20  
>>>> =3D<BR>>>>MECs=3D20<BR>>>> =20  
>>>> =  
>>>>here..<BR>><BR>>;o)<BR>><BR>>"Dimitri=  
>>>>os"=20  
>>>> <<A=3D20<BR>>>> =3D<BR>>>>href=3D3D"<A=20  
>>>> =  
>>>>href=3D'mailto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A'>mai=  
>>>>lto:musurgio@otenetNOSPAM.gr">musurgio@otenetNOSPAM.gr</A</A>>&g=  
>>>>t;=3D<BR>>>>=20  
>>>> wrote=3D20<BR>>>> in message=20  
>>>> =  
>>>><BR>>>news:4637946e\$1@linux...<BR>>><BR>>>=>  
>>>>;=3D20<BR>>>> =20  
>>>> Heh...<BR>>> Works on all mecs=20  
>>>> !!<BR>>>=3D20<BR>>>> =20  
>>>> Dimitrios<BR>>><BR>>> "Dimitrios"=20  
>>>> <<A=3D20<BR>>>> 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><BR>>>&g=  
>>>>t;> =20  
>>>> wrote:<BR>>>><BR>>>>Ah I found it=20  
>>>> =3D<BR>>>>!!<BR>>>>I =  
>>>>should=3D20<BR>>>> =20  
>>>> connect the L and R to the Mec's outputs 1 and 2 to get=20  
>>>> a=3D20<BR>>>> signal<BR>>>>for the =  
>>>>headphones=20  
>>>> !!<BR>>>>I am just =3D<BR>>>>using=20

>>>> the=3D20<BR>>>> digital out for monitoring thats why I =  
>>>>didn't=20  
>>>> =  
>>>>=3D<BR>>>>get<BR>any<BR>>>>signal=3D20<BR>&=  
>>>>gt;=> =20  
>>>> at the heaphone out=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>>!<BR>>>>Thanks<BR>>>>Dim=  
>>>>itrios<BR>>>><BR>>&=3D<BR>>>>gt;=>  
>>>>"Tom=3D20<BR>>>> =20  
>>>> Bruhl" <<A =3D<BR>>>>href=3D3D"<A=20  
>>>> =  
>>>>href=3D'mailto:arpegio@comcast.net">arpegio@comcast.net</A>=>=3D20'>mailto=  
>>>>:arpegio@comcast.net">arpegio@comcast.net</A>=>=3D20</A><BR>&g=  
>>>>t;=> =20  
>>>> =  
>>>>=3D<BR>>>>wrote:<BR>>>><BR>>>>=  
>>>><BR>>>>Dimitri=3D<BR>>>>os,<BR>>=  
>>>>>>You=3D20<BR>>>> =20  
>>>> should only get the phone out active on the Submix A=20  
>>>> Master=3D20<BR>>>> MEC.<BR>>>>>>At =  
>>>>least that's=20  
>>>> been my understanding.=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>>=3D3D20<BR>>>>>>Tom<BR>>>>=  
>>>>>><BR>>>>=20  
>>>> =3D<BR>>>>;=3D20<BR>>>> "Dimitrios"=20  
>>>> <<A=3D20<BR>>>> =3D<BR>>>>href=3D3D"<A=20  
>>>> =  
>>>>href=3D'mailto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A'>mai=  
>>>>lto:musurgio@NOSPAMotenet.gr">musurgio@NOSPAMotenet.gr</A</A>>&g=  
>>>>t;=3D<BR>>>>=20  
>>>> wrote=3D20<BR>>>> in message=3D20<BR>>>> =  
>>>>  
>>>> =  
>>>>=3D<BR>>>>=3D3D<BR>>>>>>news:46377aa5\$1@linux..=  
>>>>.<BR>>>>><BR>&g=3D<BR>>>>t;=>&=  
>>>>gt;=20  
>>>> =3D20<BR>>>> Well first time I tried I get no signal =  
>>>>whatsoever=20  
>>>> on any=3D20<BR>>>> =20  
>>>> headphone<BR>=3D3D<BR>>>>>>out=20  
>>>> on<BR>>>>> =3D<BR>>>>any of=20  
>>>> the=3D20<BR>>>> three mecs I have =  
>>>>!!<BR>>>>> ls=20  
>>>> this a known bug =3D<BR>>>>>again=3D20<BR>>>>> =20  
>>>> ??<BR>>>>> Thanks<BR>>>>>>=20  
>>>> =3D20<BR>>>> =20

>>>> =  
>>>>Dimitrios<BR>>>><BR>>>><BR>&g=  
>>>>t;>>>l=20  
>>>> =3D<BR>>>>choose=3D20<BR>>>> Polesoft Lockspam =  
>>>>to fight=20  
>>>> spam, and=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>>you?<BR>>>>>http://www.polesoft.com/=  
>>>>refer.html<BR>>>>=3D<BR>>>>;><BR>>>>=  
>>>>;>><!DOCTYPE=3D20<BR>>>> =20  
>>>> HTML PUBLIC "-//W3C//DTD HTML 4.0=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>>>Transitional//EN"><BR>>>>><HTM=  
>>>>L><HEAD><BR>>=3D<BR>>>>>>><META=3D=  
>>>>20<BR>>>> =20  
>>>> http-equiv=3D3D3DContent-Type =  
>>>>content=3D3D3D"text/html;=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>>=3D3D<BR>>>>>charset=3D3D3Diso-8859-=  
>>>>1"><BR>>>>><=3D<BR>>>>;META=3D20<BR>>>=  
>>>>>> =20  
>>>> content=3D3D3D"MSHTML 6.00.2800.1400"=3D20<BR>>>>> =20  
>>>> =  
>>>>=3D<BR>>>>>name=3D3D3DGENERATOR><BR>>>>><=  
>>>>STYLE></STYLE><BR>=3D<BR>>>>>>>></=  
>>>>HEAD><BR>>>>>><BODY=3D20<BR>>>> =20  
>>>> bgColor=3D3D3D#ffffff><BR>>>>><DIV><FONT =  
>>>>>  
>>>> =3D<BR>>>>>face=3D3D3DArial=3D20<BR>>>>> =20  
>>>> =  
>>>>=3D<BR>>>>>size=3D3D3D2>Dimitrios,</FONT></DIV><=  
>>>>;BR>>>>><=3D<BR>>>>>DIV><FONT=3D20<BR>>>=  
>>>>>> =20  
>>>> face=3D3D3DArial size=3D3D3D2>You should only get the phone=20  
>>>> out=3D20<BR>>>>> =3D3D<BR>>>>>>active =  
>>>>on=20  
>>>> the=3D3D20<BR>>>>>>>Submix A=20  
>>>> =3D<BR>>>>>>Master=3D20<BR>>>>> =20  
>>>> =  
>>>>MEC.</FONT></DIV><BR>>>>>>><DIV><FON=  
>>>>T=3D20<BR>>>>> =20  
>>>> face=3D3D3DArial size=3D3D3D2>At least that's been =  
>>>>my=3D20<BR>>>>> =20  
>>>> =  
>>>>=3D3D<BR>>>>>>>understanding.=3D20<BR>>>>> =  
>>>>>  
>>>> =  
>>>>=3D<BR>>>>>=3D3D20<BR>>>>>>></FONT></DIV=

>>>>><BR>>>><=3D<BR>>>>;DIV><FONT=3D2=  
>>>>0<BR>>>> =20  
>>>> face=3D3D3DArial=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>>size=3D3D3D2>Tom</FONT></DIV><BR>=  
>>>>>>><DIV>=3D<BR>>>><FONT=3D20<BR>>>>&g=  
>>>>t; =20  
>>>> face=3D3D3DArial =  
>>>>size=3D3D3D2></FONT>=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>></DIV><BR>>>>><BLOCKQUOTE=3D=  
>>>>3D20<BR>>>>>st=3D<BR>>>>yle=3D3D3D"PADDING-RIG=  
>>>>HT:=3D20<BR>>>> =20  
>>>> 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px;=20  
>>>> =  
>>>>=3D<BR>>>>=3D3D<BR>>>>>BORDER-LEFT:=3D20<BR>&g=  
>>>>t;>> =20  
>>>> #000000 2px solid; MARGIN-RIGHT: 0px"><BR>>>>>=20  
>>>> =3D20<BR>>>>> <DIV>"Dimitrios"=20  
>>>> <<A=3D3D20<BR>>>>> =3D20<BR>>>>> =  
>>>>>  
>>>>> =  
>>>>=3D3D<BR>>>>>>href=3D3D3D"<A=3D20<BR>>>>>&nbs=  
>>>>p;=20  
>>>>> =  
>>>>=3D<BR>>>>>>href=3D3D'mailto:musurgio@NOSPAMotenet.gr">musurgio=  
>>>>@NOSPAMotenet.gr</A>'mai=3D<BR>>>>>lto:musurgio@NOSPAMotene=  
>>>>t.gr">musurgio@NOSPAMotenet.gr</A>>&g=3D<BR>>>>=  
>>>>,>t;=3D3D<BR>>>>>=3D20<BR>>>>> =20  
>>>> wrote=3D3D20<BR>>>>>> in =  
>>>>message=3D20<BR>>>>> =20  
>>>> <A=3D3D20<BR>>>>>>=20  
>>>>> =  
>>>>=3D<BR>>>>>=3D3D<BR>>>>>>href=3D3D3D"<A=3D20<=  
>>>>BR>>>>> =20  
>>>>> =  
>>>>=3D<BR>>>>>>href=3D3D'news:46377aa5\$1@linux">news:46377aa5\$1@li=  
>>>>nux</A>...</DIV><BR>Well=3D<BR>>>>>'>news:46=  
>>>>377aa5\$1@linux">news:46377aa5\$1@linux</A>...</DIV>=3D<BR>&=  
>>>>gt;>>;<BR>Well</A>=3D3D<BR>>>>>>=3D20<=  
>>>>BR>>>>> =20  
>>>> first=3D3D20<BR>>>>>> time I tried I get no signal=20  
>>>> =3D<BR>>>>>>whatsoever on=3D20<BR>>>>>> any =  
>>>>headphone out=20  
>>>>> =  
>>>>=3D<BR>>>>>>on<BR>any<BR>>>>>=3D3D<BR>&g=  
>>>>t;>>>of=3D20<BR>>>>>> =20  
>>>> the=3D3D20<BR>>>>>>> three mecs I have !!<BR>ls=20

>>>> =3D<BR>>>>this a known=3D20<BR>>>> =20  
>>>> bug=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>>again=3D3D20<BR>>>>??<BR>Than=  
>>>>ks<BR>Dimitrios</B=3D<BR>>>>LOCKQUOTE><BR>=<BR>>>>>><DIV><FONT=3D20<BR>>>> =20  
>>>> size=3D3D3D2><BR><BR>I choose Polesoft Lockspam to=20  
>>>> fight=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>>spam,<BR>=3D3D<BR>>>>and=3D3D=  
>>>>20<BR>>>>you?<BR>=3D<BR>>>>;<A=3D3D2=  
>>>>0<BR>>>>href=3D3D3D"<A=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>>href=3D3D'http://www.polesoft.com/refer.html">http:=  
>>>>//www.polesoft.com/refer=3D<BR>>>>'>http://www.polesoft.com/r=  
>>>>efer.html">http://www.polesoft.com/refer</A=3D<BR>>>>>=3D=  
>>>>3D<BR>>>>.html</A>=3D20<BR>>>> =20  
>>>> =  
>>>>=3D<BR>>>></FONT></DIV></BODY></HTML><=  
>>>>;BR>>>><B=3D<BR>>>>R>>>><B=  
>>>>R>>>><BR>>>>=3D20<BR>>>> =20  
>>>> =  
>>>><BR>><BR>><BR></BLOCKQUOTE></BODY><=  
>>>>;/HTML><BR>>>><BR>>>><BR>>>>=20  
>>>> <BR>><BR>><BR></BLOCKQUOTE></BODY></HTML>  
>>>>  
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