LaMont --

good stuff going on there, thanks. It's cool that somebody clued
these guys in that their software looks clunky. Be nice if they fixed
that. Now, if they get together with their SSL owners and whip up a
small-footprint controller/console, a couple banks of motor faders,
meters, monitor section, etc. (with or without some of those nice
preamps) they might have the all-in-one platform of the future for us
project studio people... Bet we'll need to keep an eye on these guys,
maybe one more year...

-- chas.

On 17 Nov 2006 04:29:50 +1000, "LaMont" <jjdpro@ameritech.net> wrote:

>
>for those are were interested in Soundscape DSP products, below is the response
>I got back from them concerning, Interface appearance, DSP track count. mixer,
>summing..
>
>Hello,
>
>
>Thanks for contacting us.
>
>1.   You are right, we have not paid as much attention to the looks of our
>Editor & Mixer as other companies. We have always given priority to feature
>set, performance and reliability over the looks. Having been taken over by
>SSL, we have been told that we will need to address the grahical appearance
>issue; and of course we will. We have however a number of development plans
>at the same time, and have to put priorities all the time. The skinability
>is on our list, but we cannot yet commit to a fixed date yet. Today there
>is no possibility to "skin" the system. We plan to add that possibility later
>in 2007.
>
>2.   A single SS32 with Mixpander is capable of playing/mixing 32 DSP-based
>tracks plus 32 PC-based tracks, in other words, it is a 64 track system.
>It is possible to stack multiple SS32, adding each time another 64 tracks
>to the system. Indeed we're not talking about virtual tracks here, these
>are all real smultaneously playing tracks. The DSP-based tracks do not rely
>on PC-power, while the PC-based tracks do. Over and above the SS-based tracks,

>the mixer can also mix a number of streams that belong to any PC-based audio
>application. In other words, you could play some Nuendo tracks, some GigaSapmler
>tracks, some Sonar tracks over and above the Soundscape tracks and mix all
>of those together in the Soundscape-mixer.
>
>3.   In combination with the Soundscape Editor, you can run any other PC-based
>Audio package. Through the Soundscape drivers (ASIO2, WDM, MME, GSIF2, Dwave)
>all of these packages will "see" 48 audio streams In & Out of the Soundscape
>mixer. All packages see all these streams through their own driver simultaneously
>(no need to allocate certain streams to any particular package). This way
>you can mix all of the audio applications with a zero-latency mixer with
>zero-latency DSP-PlugIns in teh Soundscape mixer. In this mixer at the same
>time you can integrate any VST effect. VST effect relay on PC power and introduce
>latency.
>
>If you have further questions, do no hesitate to contact me.
>
>If you want me to issue a Quotation for a particular config, just let me
>know
>
>Regards,
>
>Erik Wijnen
>
>Sydec Audio Engineering NV
>Industriepark Noord 10
>B-9100 Sint-Niklaas
>Belgium
>
>Tel : +32-3-7650098
>GSM : +32-476-409989
>Fax : +32-3-7650104
>www.sydec.be

Subject: Re: Resposnse from Soundscape:
Posted by Carl Amburn on Thu, 16 Nov 2006 18:18:15 GMT
View Forum Message <> Reply to Message

I am impressed that this guy took the time to respond in this much detail.
Kinda reminds me of the good old days with Paris and ID a little bit.

-Carl

"LaMont" <jjdpro@ameritech.net> wrote in message news:455ca00e$1@linux...
>
> for those are were interested in Soundscape DSP products, below is the
response

> I got back from them concerning, Interface appearance, DSP track count. mixer,
> summing..
>
> Hello,
>
>
> Thanks for contacting us.
>
> 1.   You are right, we have not paid as much attention to the looks of our
> Editor & Mixer as other companies. We have always given priority to feature
> set, performance and reliability over the looks. Having been taken over by
> SSL, we have been told that we will need to address the grahical appearance
> issue; and of course we will. We have however a number of development plans
> at the same time, and have to put priorities all the time. The skinability
> is on our list, but we cannot yet commit to a fixed date yet. Today there
> is no possibility to "skin" the system. We plan to add that possibility later
> in 2007.
>
> 2.   A single SS32 with Mixpander is capable of playing/mixing 32 DSP-based
> tracks plus 32 PC-based tracks, in other words, it is a 64 track system.
> It is possible to stack multiple SS32, adding each time another 64 tracks
> to the system. Indeed we're not talking about virtual tracks here, these
> are all real smultaneously playing tracks. The DSP-based tracks do not rely
> on PC-power, while the PC-based tracks do. Over and above the SS-based tracks,
> the mixer can also mix a number of streams that belong to any PC-based audio
> application. In other words, you could play some Nuendo tracks, some GigaSapmler
> tracks, some Sonar tracks over and above the Soundscape tracks and mix all
> of those together in the Soundscape-mixer.
>
> 3.   In combination with the Soundscape Editor, you can run any other PC-based
> Audio package. Through the Soundscape drivers (ASIO2, WDM, MME, GSIF2, Dwave)
> all of these packages will "see" 48 audio streams In & Out of the Soundscape
> mixer. All packages see all these streams through their own driver simultaneously

> (no need to allocate certain streams to any particular package). This way
> you can mix all of the audio applications with a zero-latency mixer with
> zero-latency DSP-PlugIns in teh Soundscape mixer. In this mixer at the same
> time you can integrate any VST effect. VST effect relay on PC power and introduce
> latency.
>
> If you have further questions, do no hesitate to contact me.
>
> If you want me to issue a Quotation for a particular config, just let me
> know
>
> Regards,
>
> Erik Wijnen
>
> Sydec Audio Engineering NV
> Industriepark Noord 10
> B-9100 Sint-Niklaas
> Belgium
>
> Tel : +32-3-7650098
> GSM : +32-476-409989
> Fax : +32-3-7650104
> www.sydec.be
>

Subject: Resposnse from Soundscape:
Posted by LaMont on Thu, 16 Nov 2006 18:29:50 GMT
View Forum Message <> Reply to Message

for those are were interested in Soundscape DSP products, below is the response
I got back from them concerning, Interface appearance, DSP track count. mixer,
summing..

Hello,

Thanks for contacting us.

1.   You are right, we have not paid as much attention to the looks of our
Editor & Mixer as other companies. We have always given priority to feature
set, performance and reliability over the looks. Having been taken over by
SSL, we have been told that we will need to address the grahical appearance
issue; and of course we will. We have however a number of development plans
at the same time, and have to put priorities all the time. The skinability

is on our list, but we cannot yet commit to a fixed date yet. Today there
is no possibility to "skin" the system. We plan to add that possibility later
in 2007.

2.   A single SS32 with Mixpander is capable of playing/mixing 32 DSP-based
tracks plus 32 PC-based tracks, in other words, it is a 64 track system.
It is possible to stack multiple SS32, adding each time another 64 tracks
to the system. Indeed we're not talking about virtual tracks here, these
are all real smultaneously playing tracks. The DSP-based tracks do not rely
on PC-power, while the PC-based tracks do. Over and above the SS-based tracks,
the mixer can also mix a number of streams that belong to any PC-based audio
application. In other words, you could play some Nuendo tracks, some GigaSapmler
tracks, some Sonar tracks over and above the Soundscape tracks and mix all
of those together in the Soundscape-mixer.

3.   In combination with the Soundscape Editor, you can run any other PC-based
Audio package. Through the Soundscape drivers (ASIO2, WDM, MME, GSIF2, Dwave)
all of these packages will "see" 48 audio streams In & Out of the Soundscape
mixer. All packages see all these streams through their own driver simultaneously
(no need to allocate certain streams to any particular package). This way
you can mix all of the audio applications with a zero-latency mixer with
zero-latency DSP-PlugIns in teh Soundscape mixer. In this mixer at the same
time you can integrate any VST effect. VST effect relay on PC power and introduce
latency.

If you have further questions, do no hesitate to contact me.

If you want me to issue a Quotation for a particular config, just let me
know

Regards,

Erik Wijnen

Sydec Audio Engineering NV
Industriepark Noord 10
B-9100 Sint-Niklaas
Belgium

Tel : +32-3-7650098
GSM : +32-476-409989
Fax : +32-3-7650104
www.sydec.be

Subject: Re: Resposnse from Soundscape:
Posted by Neil on Thu, 16 Nov 2006 18:46:24 GMT

Ohhh, so they're BELGIAN, eh?

"I was adopted by frikken BELGIANS, eh!!! They RAISED me to be
evil!"

:D

"LaMont" <jjdpro@ameritech.net> wrote:
>
>for those are were interested in Soundscape DSP products, below is the response
>I got back from them concerning, Interface appearance, DSP track count.
mixer,
>summing..
>
>Hello,
>
>
>Thanks for contacting us.
>
>1.   You are right, we have not paid as much attention to the looks of
our
>Editor & Mixer as other companies. We have always given priority to feature
>set, performance and reliability over the looks. Having been taken over
by
>SSL, we have been told that we will need to address the grahical appearance
>issue; and of course we will. We have however a number of development plans
>at the same time, and have to put priorities all the time. The skinability
>is on our list, but we cannot yet commit to a fixed date yet. Today there
>is no possibility to "skin" the system. We plan to add that possibility
later
>in 2007.
>
>2.   A single SS32 with Mixpander is capable of playing/mixing 32 DSP-based
>tracks plus 32 PC-based tracks, in other words, it is a 64 track system.
>It is possible to stack multiple SS32, adding each time another 64 tracks
>to the system. Indeed we're not talking about virtual tracks here, these
>are all real smultaneously playing tracks. The DSP-based tracks do not rely
>on PC-power, while the PC-based tracks do. Over and above the SS-based tracks,
>the mixer can also mix a number of streams that belong to any PC-based audio
>application. In other words, you could play some Nuendo tracks, some GigaSapmler
>tracks, some Sonar tracks over and above the Soundscape tracks and mix all
>of those together in the Soundscape-mixer.
>
>3.   In combination with the Soundscape Editor, you can run any other
PC-based

>Audio package. Through the Soundscape drivers (ASIO2, WDM, MME, GSIF2, Dwave)
>all of these packages will "see" 48 audio streams In & Out of the Soundscape
>mixer. All packages see all these streams through their own driver simultaneously
>(no need to allocate certain streams to any particular package). This way
>you can mix all of the audio applications with a zero-latency mixer with
>zero-latency DSP-PlugIns in teh Soundscape mixer. In this mixer at the same
>time you can integrate any VST effect. VST effect relay on PC power and
introduce
>latency.
>
>If you have further questions, do no hesitate to contact me.
>
>If you want me to issue a Quotation for a particular config, just let me
>know
>
>Regards,
>
>Erik Wijnen
>
>Sydec Audio Engineering NV
>Industriepark Noord 10
>B-9100 Sint-Niklaas
>Belgium
>
>Tel : +32-3-7650098
>GSM : +32-476-409989
>Fax : +32-3-7650104
>www.sydec.be
>

Subject: Re: Resposnse from Soundscape:
Posted by rick on Thu, 16 Nov 2006 19:39:17 GMT
View Forum Message <> Reply to Message

at least they didn't make you wear a dress...and no, i wasn't raised
by belgians...the dress was my own idea.

On 17 Nov 2006 04:46:24 +1000, "Neil" <OIUOIU@OIU.com> wrote:

>
>Ohhh, so they're BELGIAN, eh?
>
>"I was adopted by frikken BELGIANS, eh!!! They RAISED me to be
>evil!"
>

>:D
>
>
>
>"LaMont" <jjdpro@ameritech.net> wrote:
>>
>>for those are were interested in Soundscape DSP products, below is the response
>>I got back from them concerning, Interface appearance, DSP track count.
>mixer,
>>summing..
>>
>>Hello,
>>
>>
>>Thanks for contacting us.
>>
>>1.   You are right, we have not paid as much attention to the looks of
>our
>>Editor & Mixer as other companies. We have always given priority to feature
>>set, performance and reliability over the looks. Having been taken over
>by
>>SSL, we have been told that we will need to address the grahical appearance
>>issue; and of course we will. We have however a number of development plans
>>at the same time, and have to put priorities all the time. The skinability
>>is on our list, but we cannot yet commit to a fixed date yet. Today there
>>is no possibility to "skin" the system. We plan to add that possibility
>later
>>in 2007.
>>
>>2.   A single SS32 with Mixpander is capable of playing/mixing 32 DSP-based
>>tracks plus 32 PC-based tracks, in other words, it is a 64 track system.
>>It is possible to stack multiple SS32, adding each time another 64 tracks
>>to the system. Indeed we're not talking about virtual tracks here, these
>>are all real smultaneously playing tracks. The DSP-based tracks do not rely
>>on PC-power, while the PC-based tracks do. Over and above the SS-based tracks,
>>the mixer can also mix a number of streams that belong to any PC-based audio
>>application. In other words, you could play some Nuendo tracks, some GigaSapmler
>>tracks, some Sonar tracks over and above the Soundscape tracks and mix all
>>of those together in the Soundscape-mixer.
>>
>>3.   In combination with the Soundscape Editor, you can run any other
>PC-based
>>Audio package. Through the Soundscape drivers (ASIO2, WDM, MME, GSIF2, Dwave)
>>all of these packages will "see" 48 audio streams In & Out of the Soundscape
>>mixer. All packages see all these streams through their own driver simultaneously
>>(no need to allocate certain streams to any particular package). This way
>>you can mix all of the audio applications with a zero-latency mixer with
>>zero-latency DSP-PlugIns in teh Soundscape mixer. In this mixer at the same

>>time you can integrate any VST effect. VST effect relay on PC power and
>introduce
>>latency.
>>
>>If you have further questions, do no hesitate to contact me.
>>
>>If you want me to issue a Quotation for a particular config, just let me
>>know
>>
>>Regards,
>>
>>Erik Wijnen
>>
>>Sydec Audio Engineering NV
>>Industriepark Noord 10
>>B-9100 Sint-Niklaas
>>Belgium
>>
>>Tel : +32-3-7650098
>>GSM : +32-476-409989
>>Fax : +32-3-7650104
>>www.sydec.be
>>