



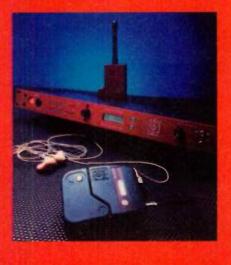


PROJECT RECORDING
& SOUND TECHNIQUES
VOLUME 7, ISSUE 5
MAY 1996









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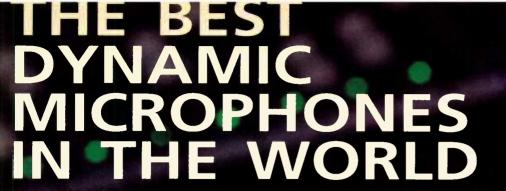
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Two Guys Introduce An Issue





hard-hitting, insightful editorial in this spot. Something we're sure will be read into the minutes of the next emergency General Assembly meeting of the United Nations. But somehow, this month our wires got crossed and we tapped into an online chat session between the two featured writers in our new PC Recording quarterly supplement.—HGL

David Miles Huber: Hey Craig, what are you doing here in *EQ* putting together a PC supplement? I thought you were a die-hard Mac fan.

Craig Anderton: Well, I still love the Mac hardware and OS, but there are some really incredible PC tools coming out; these days, having a PC isn't just a convenience, it's a necessity. Just look at the news from NAMM and Frankfurt in this issue — how could you not want a machine that can run the current crop of PC programs?

DMH: It sure wasn't always this way. I wish I had a buck for every time someone said, "Hey Dave, when are you gonna get a Mac?" I've been working with PC technology for years and have grown accustomed to being a lone wolf, but now everyone seems to be joining the pack. Fortunately, all those years of being "Poor Dave" have paid off.

CA: In EQ's recent survey, 60 percent of the readers have PCs, and 40 percent Mac. That's a 180-degree shift from only a year ago.

DMH: A few years back, the marketing manager of a company that makes MIDI sequencing software for Mac and PC told me that a couple of years before then, the Mac version outsold the PC by a factor of 2:1. A year later, the PC version outsold the Mac by 2:1 and the year after that, by over 4:1. Now the Mac version holds a mere fraction of their sales market. Software companies in general have caught on to the fact that most of the PCs that help us to make music are IBM-compatibles; even former Mac-only companies like Digidesign and Mark of the Unicorn are turning out IBM versions of their hardware/software products as fast as they can. CA: Ports are cool, but some of the PC-specific stuff is pretty incredible. The

reviews of Wavelab, Samplitude, and SAW Plus in this issue certainly prove that. Even utilities like the Sound Forge batch converter and consumer items like Midisoft's Studio 4.0 are pretty happening.

DMH: I like the software, too, but hardware is cheap, and with some patience you can learn how to upgrade your own PC. For example, the motherboard article is all about keeping your speed up with today's needs. It can be daunting, but it's doable.

CA: I know what you mean about daunting — swapping hardware on even the newest systems can be a problem. Actually, I think the editors at EQ assigned you that article on hard drives just so they could sort out their own machines... DMH: It's not so bad when you get the hang of it. Besides, when plug-and-play works, it really works. We just need more devices that really take advantage of Windows 95.

CA: I really like having both machines; one doesn't have to exclude the other. In fact, I often use both computers at once. For example, if I'm reviewing a piece of PC software, I write the article on the Mac, and vice-versa. File transfers are getting pretty easy these days, and more peripherals can be shared between the two platforms.

DMH: And everything will get easier as time goes on. It better, or else we'll be raising a generation of musicians that are more insane than we already are. CA: Well, enough of this, I think we should get back to working on the issue.

DMH: Good idea. Catch ya later, I've got some Windows to wash... CA: Me too.

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LOST & FOUND

You guys found my crab meat! I saw it in your 1995 Reader Survey under "What is the strangest thing you've found stuffed into a speaker cabinet?"

Can you tell me who it was that found my 20 lbs. of crab meat? You see, we did this wedding, and there were two bands, and as we were packing up I saw all this crab meat (they would have thrown it out anyway). I figured I'd stuff it into the bass bins as we were leaving, but, as it turns out, it was the other band's cabinet. So, if you don't mind, somebody out there owes me some crab meat. Thanks for helping.

Steve Stranski Seattle, WA

PASS THE SALT

Your article on the Altec 633A "Salt Shaker" Microphone (MicroPhile; Jan. 1996) was very interesting, but as the article itself explained: (paraphrased) "There is very little information about this mic." The reason for this is that the 633A really isn't an Altec microphone. Sure, Altec produced it in the time frame given by the article, but the microphone itself is much older than that.

The 633A is actually a Western Electric microphone that dates back to (from what I can find) the late '30s. Arthur Godfrey used it in 1941 onstage - straight-up on a floor microphone stand with the wires obviously running down through the inside of the stand. There's a photo of this is in a pictorial book about the history of radio. Also, Smithsonian Magazine recently published an article about a famous train photographer and a Western Electric 'Salt Shaker" is clearly shown, mounted on a D-104 base with an Atlas positionable elbow to allow the mic to be positioned at an angle to the base.

From what I can surmise, Western Electric must have sold off its speaker and microphone division to Altec sometime in the 1950s, thus the Altec 633A. We have here at the radio station two Western Electric 633A's and an Altec 633A. (The Altec is mounted on an RCA 90A floor stand with a boom arm that we have converted to a coat rack.) Sorry folks, the 90A is mine (grin). All three microphones are in mint and working condition (God Bless Mr. Jacker, the late owner).

I hope, if you should do an update

on the microphone in the future, that this lead helps you track down more publishable information on it, as I certainly would like to add the info to my collection on microphones.

Mark "Byrd" Brantner WCRW 1240 AM Chicago, IL

SOME DAT INPUT

Cory Gustavo's question regarding his TASCAM mixer and Sony DAT interfacing [EQ&A; April '96] brings up a question I've been asked in many recording studios.

An important point that this EQ&A addresses is proper electrical interfacing. All inputs and outputs between the DAT and mixer are matched at -10 dBV. What was not addressed, however, is the DAT reference level.

Sony DAT's are usually aligned so that the output is -20 dB=0 VU. The technical approach to record alignment would be to feed a 1 kHz sine wave at 0 VU (-10 dBV at mixer output) and adjust the Sony DAT level to read -20 dB in record. Playback of the 1 kHz @ -20 dB on the DAT should be 0 VU at the mixer. In theory, if your mixer has 20 dB of headroom, it will clip at the same point as you run out of digital headroom.

The tendency in modern recording is to push levels, so keep in mind that if your DAT has peaks hitting 0 at this reference level, that these peaks are 20 dB above the 0 VU point. Different manufacturers of DAT machines use other reference levels, such as -18 dB. Some studios have adopted a -12 dB reference, since they don't need the headroom, and it is friendlier to their console meters.

I suspect the problem here is not equipment failure, but just hot recording levels or the meter ballistics, depending on one's point of view.

Neil Davidson, President N. E. M. Audio, Inc.

YOU'RE WELCOME

What a terrific surprise it was to receive the package containing the EQ Magazine Blue Ribbon Award for the Ultra Analog-track 2-inch head assembly introduced at the New York AES Convention. We at JRF are honored and pleased for the recognition, espe-

cially since it comes not only from the editors of *EQ*, but also from an exit poll of our industry peers.

JRF has been servicing the recording industry for almost 17 years. This is the first award related to our contributions that we have ever received. It has been displayed in an area of prominence in the JRF building.

As much as we appreciate the recognition for the Ultra Analog, it would be remiss of us not to inform EQ that we are not alone in its development. The original idea for the concept belongs to Michael Beinhorn, noted New York record producer. Fletcher of Mercenary Audio was responsible for putting the development team together and converting Michael's Studer A/800 recorders to work with the Ultra Analog package that was developed by John French. This product could not have come to fruition without the team of Michael, Fletcher, and John.

Response to the Ultra Analog concept has been incredible. JRF is currently developing Ultra Analog Conversion Kits, with an improvement on the concept, for a number of older machines. We anticipate their unveiling at the Los Angeles AES Convention this fall.

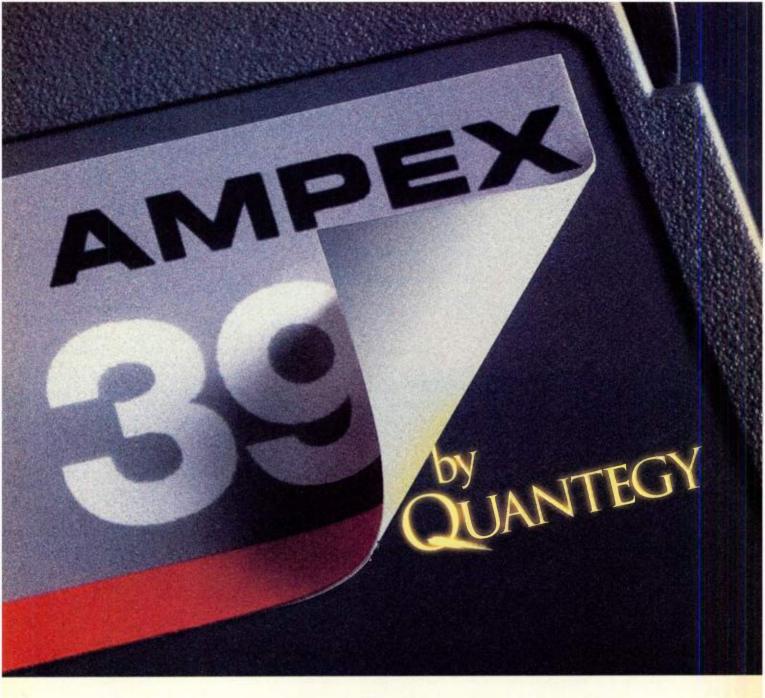
Cookie French JRF Magnetic Sciences Greendell, NJ

HAMMING IT UP

Wow, what a great editorial by Hamilton Brosious in the March EQ! Servicing the new pro/home commercial market is a problem we've been up against for a while now, and I'm afraid it will only get worse as the lines between commercial and project recording disappear.

Working for a Pro/MI music retailer in Nashville, I see this almost every day. Most of our business is to the recording market here, ranging from the guy with a 4-track in his basement to the latest multimillion-dollar mixing room in town. When a piece goes down, whether it's their console, a digital multitrack or whatever, we're the first to hear about it, and, quite frequently, the first to tell the manufacturer about the problem.

So far the only solution we have found is to actually go to the manufacturers and spend a week learning all the different products and problems.



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(415) 903 1132 852 2736 1856 61 2-869-0500 While it is not cheap for us, it's been the only way to ensure service to our customers. Most manufacturers have been more than willing to train us on their products, but we still have to go to them on our time and on our dollar. But it's worth it when a customer calls and says, "Hey, my machine just ate a tape!" or something similar, and we can say, "Yes, we know about that and can take care of you."

The breakdown tends to occur between us and the manufacturer. All too frequently we see a problem on a new piece, call up, and they will either deny there could be any problem with their gear, or have known about the problem and just haven't told anybody. (A notable exception to this was Yamaha's ProMix 01 — they discovered a fuse can blow too quickly under certain conditions, and we received a letter and a bag of new fuses a week before a customer came in with one. A fuse change and five minutes later, both we and Yamaha were heroes.)

As we sell and service more gear used in a pro/commercial situation,

communication between us and the manufacturer becomes critical. I think many companies are reluctant to admit to problems because they're afraid people won't buy the gear, or else they don't want to give out technical information because they're afraid someone will steal it. But, as Hamilton pointed out, this is not a perfect world, and problems will happen. And as always, it's much better to help prevent problems or have a cure ready when things go down than to try and play catch-up afterwards. Life moves much too quickly for that!

Rick Jensen Service Manager Sam's Music, Nashville, TN

SADIE SPEAKS

I just wanted to write and make a small correction to David Miles Huber's review of the SADiE De-Noise system. The system is real time in that noisy audio that is playing back off the audio drive may be routed through the Cedar software module directly to the out-

puts. This process does *not* need to be written back to disk, but may be as an option to allow the allocated DSP power to be used elsewhere. The limitation is that you cannot route audio to SADiE's inputs directly through the Cedar module and back out to the real world without stopping on the disk somewhere in between.

Jeff Mac SADIE Inc.

CORRECTIONS

In our March '96 issue, a demonically possessed word processor went on a rampage, causing several errors. The most damage occurred in Eddie Ciletti's Maintenance column, where, halfway through the article, the words "op amp" were changed to "opal." Other sightings were found in the 1995 Reader Survey, where an extra "n" was tacked onto Glyn Johns's name and Shalom Aberle's name was misspelled. Rest assured, that the demon has been exorcised, and we apologize for any confusion it may have caused.





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CIRCLE 26 ON FREE INFO CARD



BUY THE BOOK

Eddie Ciletti's February '96 FQ maintenance column sparked a new interest for me. I recently acquired a MESA/Boogie 400+ amp for my bass rig. Now I am curious to find some older tube amps to work with. Could you make few suggestions as to where I should start? I want to learn, but not on something so complicated as to be discouraging. If you could also recommend a few books to prepare me for this journey, I might even get good at it! Randy via the Internet

For a starter project, begin with Alow-powered amplifiers. They tend to sound great at low levels and are a bit less cantankerous. There are classic amplifiers like Ampeg's B-15 (two 61.6 output tubes) bass amp or guitar amps such as the Fender Deluxe (two 6V6's) and the Champ (one 6V6). These are about 25

watts, 15 watts, and 7 watts, respectively. Don't be afraid to scour the resale

shops for an off-thewall discovery.

As for literature, I grew up with the RCAReceiving Tube Manual. In addition to providing specs on specific tubes, it contains some basic theory (with pictures) and, in the rear section, several amplifier projects with circuit descriptions. This book, and many others, as well as parts, are avail-

able from Antique Elec-

tronic Supply (Tel: 602-

Eddie Ciletti Contributing Editor

PLUSSES & MINUSES

I have read all of your EQ articles and found them very useful. Here's a +4/-10 question. In my project studio, I connect XLR cables from the left and right mix outputs (balanced, I presume) of a Carvin 24*4*2*1 to an Alesis 3630 compressor. On the compressor is a +4/-10 switch that I set to +4. I then run the compressor into an Aphex Aural Exciter (it too has a +4/-10 switch set to +4) and finally into the balanced inputs of a TASCAM DA-30 DAT machine.

I have read that when making analog cassettes from a DAT, compression could be used to make up for the cassette's lack of dynamic range. I'd like to use the +4 outs on the DAT, but my cassette deck only has RCA inputs. Can I use a cable that has XIRs on one end for the DAT and RCA plugs on the other for the cassette deck, or is that defeating the purpose? Should I just use the -10 outputs on the DAT and switch the compressor to -10, and turn

up the inputs on the cassette deck? Finally, I have an Alesis M-EQ 230. In the manufacturer's specs, the input is listed as Nominal Level: 0 dBV; Maximum Level: +18 dBV; and Impedance: 1M (ohms). The output Maximum Level is also +18 dBV; Impedance: 240 ohms. Can I assume that this piece of gear is unbalanced?

Pete Bottinelli SNS Music via the Internet

Yes, you are defeating your purpose by using the +4 output. Use the -10 outs on the DAT, and, if you need to reduce the dynamic range, switch the compressor to -10 and set the inputs on the cassette deck accordingly. You are not sacrificing anything except, possibly, the hassle of switching back and forth.

Of course, you could also get a "10/4" level matching box for the cassette deck. The Aphex 124 is designed for this purpose. As for the Alesis M-EQ 230, I believe this is an unbalanced device, but you may want to check AMPLIFIERS. directly with the Alesis tech support department at 310-558-4530.

Eddie Ciletti Contributing Editor EQ Magazine

DISC-USTED

First off, I'd like to commend commend you guys on the great job you're doing. It seems every time I'm going to make a purchase for a major piece of gear, you come out with a great article reviewing all of the top contenders. You must be psychic. Now that I've buttered you up, hopefully you can help me with my dilemma.

I have the Pinnacle Micro RCD-1000 recordable CD with the Corel CD Creator software. I am using it with a 486DX4/100 and a Teac 55 CD-ROM

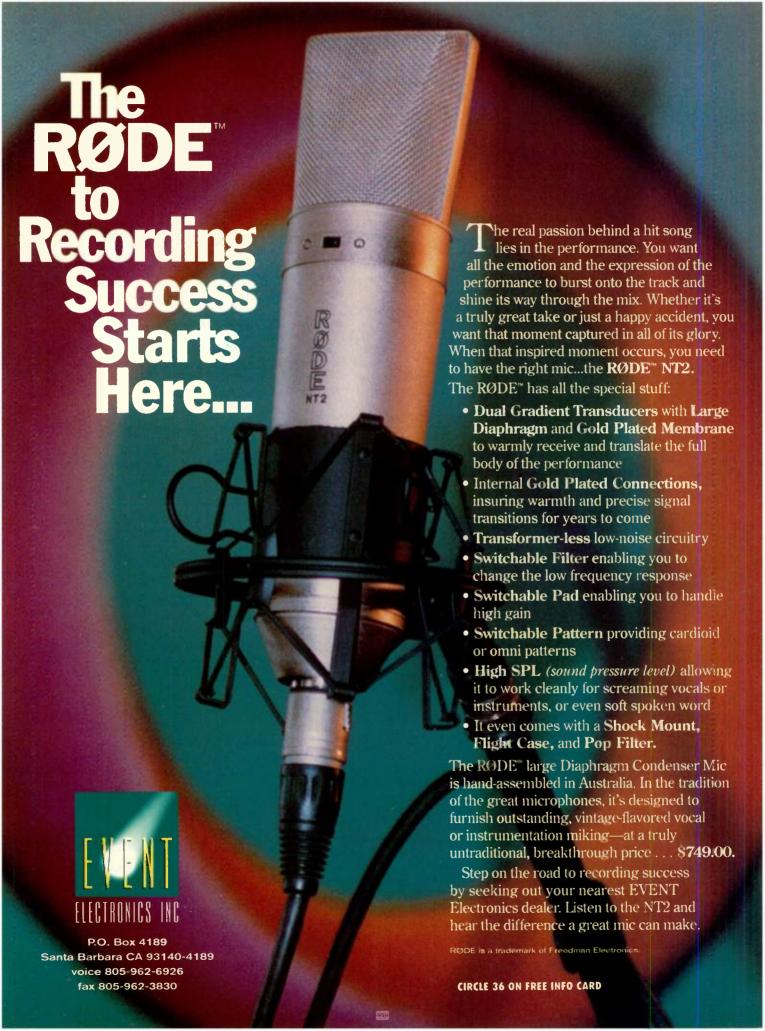
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drive loaded with Windows 95. I'm having difficulty recording audio onto the CDs. I plan on upgrading my sound card to something like a Digital Audio Labs CardD, but I currently have a Soundblaster 16.

I seem to be able to record data to the CD, but not audio. The Corel software says my current ROM drive can't do digital extraction, and I can't seem to find anything in the Corel software manuals that says you can record right into the cache from the sound card or other source. All references seem to say that audio needs to come from an already recorded audio CD. I have talked to Corel and they have sent me the latest software versions, but it did nothing for me. How can I make this software work? Also, can I somehow record the soundfiles that I've recorded using my Turtle Beach 56K as audio onto the CD?

> Andy Laverdiere Foundation Studios Seekonk, MA

A Unfortunately, we have to answer you by asking some questions. We need to know what specific difficulty you are having. Is it a buffer underrun? Is it a Servo Tracking error? Does the software tell you that the audio file format is incorrect?

You should first contact Teac directly regarding your CD-ROM drive and find out whether the drive supports digital audio extraction. Chances are that if the Corel software says the drive doesn't support it, then it's probably true. The good news, however, is that the Pinnacle Micro RCD-1000 will support the audio extraction feature you are looking for and will allow you to copy audio tracks from any standard Red Book audio CD directly to your hard drive. You cannot copy audio data from a CD-ROM to a recordable CD drive. The seek times and throughput of the CD-ROM drives are still too slow for this specific application.

Audio does not need to come from an "already-recorded CD." The audio information you send to the RCD must come from your hard drive. How it gets to the hard drive before the recording session is initiated is entirely up to you. You can extract the audio data from a CD (using Corel's CD Creator or Optical Media International's Disc-To-Disk software) and save the data to your hard drive. Or you can even use the software that comes with

your Sound Blaster 16 card and capture the audio data from any external audio source and once again save the information in the WAV file format to your hard drive.

Give Pinnacle Micro a call and tell us more about the specific error you are encountering. P-M has numerous customers in the field that are not experiencing this error and are able to cut audio CD's without a problem.

> Dave Marotta Pinnacle Micro

PER-PLEXING PROBLEM

Please tell me where (or if) I can get a replacement tape cart for my 1970-something Echoplex. All inquiries have been dead ends.

James H. Powelson Americawest Recordings Cape Coral, FL

You have asked a tough question, I'll assume you do indeed have an actual "Echoplex," and not one of the followup devices. I think Maestro had the original patent on the Echoplex tape echo device. Gibson then bought Maestro, and Maestro eventually went out of business. The Echoplex was subsequently discontinued as new technology arrived. Guild manufactured the Binson Echorec, but that also was discontinued. HH Electronics in the UK also manufactured a tape-echo device (I still use one; it's ancient), but no luck on replacement parts there either. Try contacting Jim Dunlop at 707-745-2722 for repair/ replacement info. I'm sure there are a few tape-echo-loving guitarists out there in EQ Land; if so, send us any updates on where to find replacement tape carts for the Echoplex. E-mail, snail-mail, or holler real loud and we'll pass the info on. James is counting on you.

> Hector G. La Torre Executive Director EQ Magazine

Send your queries to:
EQ Editorial Offices,
939 Port Washington Blvd.,
Port Washington, NY 11050
Fax: 516-767-1745

E-mail: EQMagazine@AOL.COM

INTRODUCING SAMSON'S NEW QMIC OFFER:

BUY TRY GET ONE. ONE. ONE.





Introducing the world's hottest new microphone with the coolest offer on the planet. The QMIC from Samson. Designed to cut through the mix in live concert situations and excel in project studios. Plus an amazing BUY-ONE-GET-ONE-FREE offer that may only come around once in this lifetime!*

It's true. And the only thing that sounds better than this offer is the QMIC itself. Why? A neodymium element and tight hypercardioid

pattern that pins your vocals to the back of the hall—with no feedback. A special midrange peak and super-fast transient response for crisp, articulate sound in any miking situation. And a unique multi-stage windscreen that virtually eliminates "pops," sibilance and noise.

QMIC. An incredible new microphone with an even better offer. Sometimes the best things in life *are* free.

SAMSON

Suggested retail price is \$199. Also available in wireless version. For more information, please call (516) 364-2244, fax (516) 364-3888 or write Samson Technologies Corp., P.O. Box 9031, Syosset, NY 11791-9031. ©1996 SAMSON

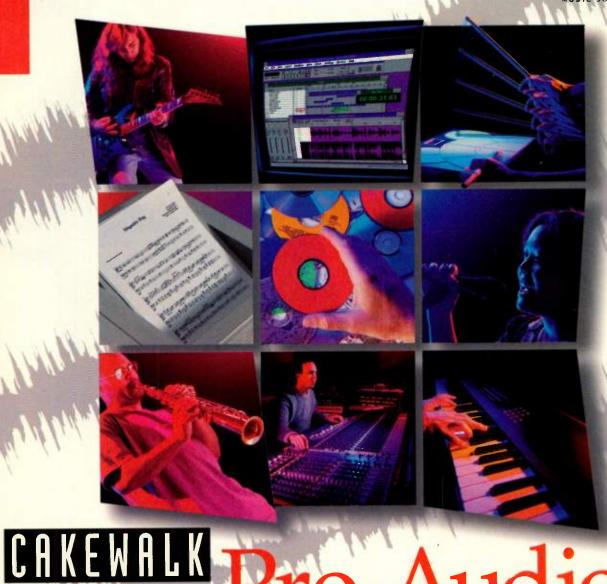
*Simply buy the QMIC from an authorized Samson dealer. Fill out the enclosed response card with three reasons why you love your new "Q." Then send it back to us with a copy of your original sales receipt, and we'll send you a FREE QMIC! Please note: FREE QMIC supplied without carrying case and mic clip. Offer valid only on QMICs purchased in the United States. Limit one FREE QMIC per customer. All FREE QMIC requests must be accompanied by a sales receipt. Offer ends October 31, 1996.

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But listen up. With over 50 new features, the next generation of Cakewalk software brings more than digital audio to your desktop.

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them back in tight synchronization.

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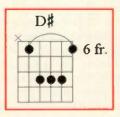


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Cakewalk Pro Audio is available at finer music and computer stores everywhere.

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Ask about our Demo Pack!



P.O. Box 760, Watertown, MA 02272



TRIGGER, TOO

lesis's ATK Integrated Drum Trigger System package includes seven custom drum trigger pads; a hi-hat pedal with trigger switch; a kickdrum trigger; complete hardware and cables; and the DM5 18-bit drum module. The ATK's trigger pads are coated with Moongel™, a proprietary material designed to add realism in performance feel. The DM5 features detailed trigger adjustment parameters including gain, crosstalk, noise, decay, and velocity curve. The pads' sensors have been designed to provide a linear output that



corresponds to the drummer's playing force. For more information, contact Alesis Corporation, 3630 Holdrege Avenue, Los Angeles, CA 90016. Tel: 310-841-2272. Circle EQ free lit. #101.



PLAYING THE FIELD

ased on the same technology as the SoundField Mk.V is SoundField's SPS 422 microphone. It employs the same tetrahedral capsule configuration, providing enhanced spatial resolution and versatile pattern control. The SPS 422 can be set to any polar pattern from omni, to cardioid, to figure eight. The unit's matrixing circuitry allows the mic to function as either a single (mono) microphone or as a virtual stereo array; the width of which can be controlled directly from the control unit's front panel by way of two controls. For further information, contact QMI, 7 October Hill Road, Holliston, MA 01746. Tel: 508-429-6881. Circle EQ free lit. #102.

DRIVEN TO SUCCESS

ostex's Model D-80 8-track hard disk recorder/editor has a removable 850 MB hard drive that offers approximately 18 minutes of uncompressed recording time. The 3U-rack-space D-80 features 8-track simultaneous recording and a program-change function that allows the hard drive to be divided into five segments, each with a different tempo map, time signature, and so on. The unit also boasts the ability to slave to another unit via MTC/optical interface, multiple copy/move pasting, and the ability to paste to and across different tracks. The D-80 can be linked together with a Fostex DMT-80 or other D-80's for up to 24-track recording. The recording medium is a removable 3.5-inch 850 MB hard disk (IDE type). For more information, contact Fostex Corporation of America, 15431 Blackburn Ave., Norwalk, CA 90650. Tel: 310-921-1112. Circle EQ free lit. #103.



YOU CAN HAVE A V8

reated as a front end for digital multitrack machines, LA Audio's V8 "Thermionic" valve signal conditioner offers eight channels of active tube signal conditioning. Set in a 19-inch 2U rack-mount chassis, the V8 accepts both balanced and unbalanced signals with active valve gain stages allowing full control over signal level at -10 dB or +4 dB. Also from LA Audio is the C8 8-channel compressor, which offers eight channels of compression in a

19-inch 1U unit. The C8 is equipped with eight individual compressors with balanced stereo 1/4-inch ins and outs, individual bypass switches per channel, a LED gain-reduction display, and gain and threshold to suit –10 dBV or +4 dBm equipment. For more details, contact SCV London, 6-24 Southgate Road, London N1 3JJ, England. Tel: 0171-923 1892. Circle EQ free lit. #104.

IN THE MIX

ectrosonics' new AM-8TC automatic microphone mixer features both high- and low-frequency tone controls on



each channel. The AM8TC comes supplied with its own dedicated software that includes Lectrosonics' patented Adaptive Proportional Gain algorithm, which wards off background noise and nonspeech sounds from the auto mixing function. The software also includes a compressor/leveler. The AM8TC includes a serial port for computer monitoring and control, while the software can also be loaded and programmed for automatic use. Besides operating with any type of microphone, the AM8TC also accommodates line-level sources such as tape decks and telephone hybrid interfaces. For more details, contact Lectrosonics, Inc., 581 Laser Rd. NE, Rio Rancho, NM 87124. Tel: 800-821-1121. Circle EQ free lit. #105.



AMAZING GRACE

race Designs Model 801 eight-channel microphone preamplifier is fully transformerless. With eight channels, the Model 801 is a good front-end for DA-88's or ADATS, or for any situation that requires multiple channels of transparent microphone preamplification. All eight channels have regulated 48V phantom power, a 20 dB attenuator, and phase reverse. There are no electrolytic capacitors in the signal path, and internal signal wiring is minimized to preserve sonic integrity. The unit's chassis is CNC machined from T-6 aluminum to eliminate RF interference and provide total durability. For more details, contact Grace Design, P.O. Box 204, Boulder, CO 80306-0204. Tel: 303-443-7454. Circle EQ free lit. #106.

ONE OF THESE DAYS, NORTON...

orton Audio's new 'N' Series power amplifiers are available in six configurations ranging from the N300, which handles up to 150 watts per channel, to the N1500, which handles up to 850 watts per channel into a nominal 4-ohm impedance. All 'N' Series amplifiers (apart from the N300) feature XLR/jack inputs, XLR3 and binding post output connectors, and clip/protect mode. Protection on the above models include high temperature, DC, soft start, short circuit, and overload. All units are 2U high and measure 483 x 89 x 370 mm. Norton Audio has guaranteed its power amps for three years. For more details, contact Norton Audio UK, 61 Garry Road, Sheffield, South Yorkshire S6 4FR, England. Tel: +44 (0) 114233 4840. Circle EQ free lit. #107.

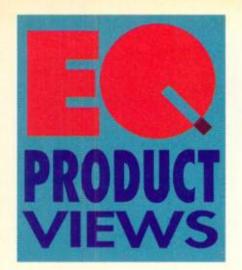


WHAT A WONDERFUL WORLD

eighing in at only 17 pounds, Stewart Electronics' newest amp, "The World 2.1" occupies two standard rack spaces, is 1 inches deep, and delivers 2100 watts into 4 ohms when bridged to mono. The World 2.1 features a new active power supply that fully recharges 120,000 times per second, requiring less capacitance for filtering and storage. This allows for many of the major components of the amplifier to be downsized, saving weight and cost. The World 2.1 also includes short-circuit pro-

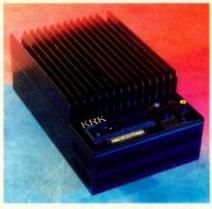
tection and offers a fiveyear warranty. For more details, contact Stewart Electronics, 120 Blue Ravine Road, Suite 2, Folsom, CA 95630. Tel: 916-985-7200. Circle EQ free lit. #108.





BLOKHEAD

he K•RoK 6000, 7000B, and 9000B may now all be purchased with the optional POWER BLoK. The POWER BLoK offers 140 watts mono at eight ohms. The proprietary power module features regulated power supplies to all voltage gain stages and Neutrik Combo connectors. Distortion is less than 0.05 percent at 140 watts RMS, while Noise is specified at -100 dB EIN input open. The POWER



BLoK also features a frequency response of 0.5 Hz to 50 kHz ±0.5 dB, as well as protection circuitry. For more information, contact Group One Ltd., 80 Sea Lane, Farmingdale, NY 11735. Tel: 516-249-1399. Circle EQ free lit. #109.

THAT'S MR. ENSONIQ

nsoniq's MR Series of keyboards is comprised of the 61-key synthaction MR-61 and the 76-key weighted piano-action MR-76. The MR-Series is based on the technology found in the Ensoniq MR-Rack. New features include: The Idea Pad, which records everything that you play and divides it into phrases by selection of a different sound or pauses in playing; a full 16-track sequencer with 50,000 note memory and SMF capability; an on-board drum machine; 64-voice polyphony; 14 MB of onboard wave ROM; and Wave expansion of up to 86 MB. For further information, contact Ensoniq, 155 Great Valley Parkway, Malvern, PA 19355. Tel: 610-647-3930. Circle EQ free lit. #110.



SILENCE IS GOLDEN

oland's SN-700 Noise/Hum Eliminator is a stereo noise eliminator designed to identify and isolate troublesome frequencies and noise sources in a variety of applications. The SN-700 can remove a 60 cycle hum, dimmer buzz, fluorescent lighting and ground loop noise, and more. With threshold, release, and frequency settings, users can dial out unwanted noises and hums. The "Auto" function will set these parameters automatically. Both D/A and A/D conversions are 20-bit. All functions can be controlled via MIDI and the parameters can be edited and saved into one of the 16 program locations. For more details, contact Roland Corporation, 7200 Dominion Circle, Los Angeles, CA 90040. Tel: 213-685-5141. Circle EQ free lit. #111.



POWER PLAYER

he new 2U rack-mountable PA-150 power amplifier from TASCAM provides both balanced XLR input connectors as well as unbalanced RCA input connectors. On the rear panel there is a stereo/BTL mode selector switch that enables you to feed the PA-150 in stereo or bridged mono. The amplifier is rated at 150 W per channel at 4 ohms or at 115 W per channel at 8 ohms. LED clip indicators are standard fare with the PA-150. The suggested retail price is \$400. For more details, contact TASCAM, 7733 Telegraph Road, Montebello, CA 90640. Tel: 213-726-0303. Circle EQ free lit. #112.

QUAD SQUAD

ith circuitry identical to its HV-3 High Voltage microphone preamplifier, the Quad from Millennia Media provides four channels of HV-3 mic preamps in a single rack space. The Quad employs Corcom power filters, Wima capacitors and Roederstein resistors, Neutrik gold XLRs, Grayhill gold gain switches, and C&K phantom switches. Millennia has also incorporated a twin-stereo toroid power supply (external), and a weldedsteel road chassis. For further details, contact Millennia Media, Inc., 9624-C Kiefer Blvd., Sacramento, CA 95827. Tel: 916-363-1096. Circle EQ free lit. #113.





What studio couldn't use more professional tape — and a TASCAM DA-88? So to celebrate the DA-88's numerous technical achievements and awards (including the coveted Emmy), and introduction of the new TDK PRO line of precision recording media, TASCAM and TDK are rewarding DA-88 buyers with what they need most — FREE tape. Act now and for each DA-88 you buy, you'll get the explosive 60-piece TDK Studio Tape Package. That's 20 each of TDK's hottest and highest quality professional Hi8 (MP120), DAT (DA-R60), and Cassette (SM60) tapes — tape you'll use every day. For tracking, mastering and cutting demos. You'll get 80 hours of record time on 60 free tapes — over a \$500 value. So if you've been waiting to buy your DA-88, or want to add tracks to your current setup, don't hesitate any longer. Get to your dealer and make a deal today. Because this explosion won't last forever.



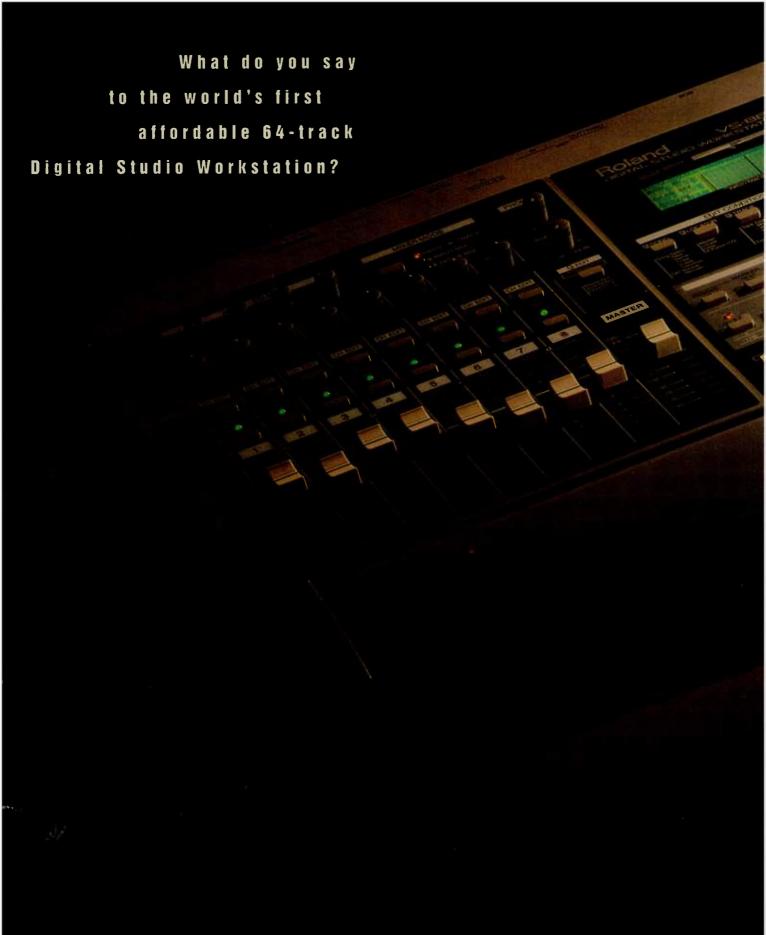






TASCAM.

To qualify for the free TDK tage offer, you must purchase a TASCAM DA-88 between April 1, 1996 and June 30, 1996 from any authorized USA or Conadian TASCAM DEaler. After you talke delinery of your DA-88, mail a capy of your fully paid deoler receipt, complete with send #'s, directly to TASCAM USA, Dept: FREE TAFE1, 340 Burnel Road, Mississauga, Omitaria L47 2/2, Conada. For your partection, we suggest mailing by certified mail. TASCAM will ship prepaid diretly to you The TDK 60 Please Studio Tage Poidage. Offer good for each and every will be purchased during the duration of the parameter (studies for processing and delinery).





Say hello to the first fully integrated digital recording workstation practically anyone can afford. The VS-880 is for anyone who ever wanted more and more out of their home or studio recording environment.

A 14-Channel Digital Mixer

The VS-880 comes with a 14-channel digital mixer with digital EQ. Fader, pan and mixer parameters can be automated by MIDI control change messages. Internal snapshot automation is included.

An 8x8/64 Virtual Track Digital Recorder

Eight primary tracks with eight levels of virtual tracks give you the ultimate in recording flexibility. Record multiple takes, edit or undo edits and compile the best parts of various takes to create the perfect track without compromise. You can accumulate up to 64 instantly accessible tracks and choose eight for final mixdown.

Digital Mastering

The VS-880 is fully digital and has digital in and out. This makes it compatible with all your existing digital equipment, both linear tape-based and non-linear hard disk format.



The rear panel has four RCA and four 1/4° inputs, digital in/out, MIDI in/out for sync and automation, a programmable footswitch input, headphone jack, two aux sends, master outs, and a SCSI port for archiving or adding additional storage devices.

Digital Editing

With the VS-880, you get fully non-destructive editing capabilities. You can copy, move, exchange, insert, cut and erase tracks. Because it functions like a word processor, you can select the perfect chorus of your song, copy it or move it some-



The user installable V\$8F-1
Effect Expansion Board adds
two completely independent
stereo multi-effects processors. There are 200 patches,
extensive effects including
3-D RSS capability, and guitar
effects chains with COSMbased guitar amp simulator.

where else wilhout re-recording it. Or cut out another section and have the remaining material slide over and fill the open space automatically. And if you're not satisfied with a particular edit, simply return to the previous performance. Instant locate points make editing on the VS-880 as user-friendly as it gets. For advanced applications, functions like Scrub Preview or Time Compression/Expansion are available.

Two Digital Effects Processors

A VS8F-1 Effect Expansion Board can be easily userinstalled, giving you two totally independent multieffects processors. Reverb, stereo delay, chorus, flanging, vocoder as well as distortion/overdrive and guitar amp simulation are a few of the effects that can be added during recording or during final mix in realtime. Three dimensional effects based on Roland's proprietary RSS system are also included.

Digital Memory

You can choose the type of memory which best suits your needs. Select a 540 MB internal drive or an internal 1 Gigabyte removable lomega JAZ drive capable of 500 minutes of recording time. A standard SCSI port allows for easy connection to external drives such as lomega ZIP, magnetic optical or other storage media.

Synchronization

The VS-880 is MIDI compatible for synchronization with MIDI Time Code (MTC) as both a master or slave. MIDI Machine Control (MMC) also allows automated transport control, putting playback, fast forward, rewind and more at your fingertips.

It's time to turn your home or workplace into the studio you've always wanted. Call (213) 685-5141, ext. 798 to order a free demonstration video.







THIS AD CONTAINS 8 REA YOUR FREE 1-HR. MACKIE

VLZ CIRCUITRY FOR **ULTRA-LOW NOISE** AND CROSSTALK. Did we just make up a fancy name for the same old circuitry? Nope. YLZ (Very Low Impedance) is a Mackie innovation based on solid scientific principles. Through the careful deployment of high operating current and low resistor values at critical points in our consoles, we're able to dramatically reduce thermal noise & adjacent-channel crosstalk. Open up all the channels, subs & masters on a Mackie 8. Bus console and compare what you hear (or rather don't hear) with any Brand X console. Because Very Low Impedance circuitry needs loads of high current, we ship a

IT EXPANDS ALONG WITH YOUR NEEDS AND BUDGET. You'd be surprised just how many 8°Bus console setups like the one below are currently in use. But you don't have to start out this way. Start out with a 24°8 or 32°8 and then grow your 8°Bus console 24 channels at a time with our 24°E add-on modules. 1, 2 or even 3 of 'em connect in minutes. They come with their own 220-watt power supply; optional meter bridges are available.

IMPECCABLE MIC PREAMPS. A console can have motorized dooflammers and an optional MIDI espresso attachment, but if the mic preamps aren't good, you don't have a fully-useful production board. Our discrete preamps with large-emitter-geometry transistors have won a critical acclaim for their exceptional headroom, low noise (-129.5dBm E.I.N.) & freedom from coloration. VLZ circuitry in the preamp section also reduces crosstalk.

THIS CONSOLE JUST PLAIN SOUNDS GOOD. Sure, you may be able to buy a Brand X console for less. But you end up with a console that sounds like...well...a Brand X console. Granted, we're getting into a pretty subjective area here...but we have tall mounds of 8 Bus warranty cards that rave about our consoles' "clarity," "sonic purity," "sweet sound," "transparency," "lack of coloration" and a lot of other superlatives we wish we'd thought of first.

1 Mention in this ad denotes usage only, as reported to Mackie Designo, and is in no way intended to constitute official endorsement by the artists or groups listed.

humongous, 220-Watt

Triple-Regulated power

supply with every 8.Bus

As compled by a leading independent Console Video Factoid Evaluation Laboratory, Your count of superior Mackle 3.4 Bus console features may vary.

MAC° & WINDOWS° 95-BASED AUTOMATION THAT'S RELIABLE, PROVEN AND AFFORDABLE.

Above: 24•E 24-ch. expander with optional MB•E meter bridge and stand.

Along with
affordable digital
multitrack recorders,
the Mackie 8ºBus has
made it possible to do
vorld-class productions

world-class productions on a modest budget. But until now, Big Studios have still had one remaining and unattainable creative "secret weapon"... computerized level automation. That's why we developed the UltraMix™ Universal Automation System. It gives you fully editable and recallable control of input, channel and master levels plus features not found on even the most expensive proprietary Mega-Console automation systems. Equally important, it doesn't degrade sound quality, introduce zipper noise or cause

audible
"stepping."
UltraMix is
currently being
used to mix
network

television music themes and on several major album projects – by seasoned engineers who grew up on Big Automation Systems. Their verdict is that UltraMix is a serious automation solution – stable, reliable and frankly easier to use than more expensive systems. The basic system controls 34 channels and can be expanded to as many as 128 channels. UltraMix Pro™ software, for 030/040 & Power PC Macintoshes and PCs (Windows® 95 required), includes a wealth of

UltraMixTM Includes the Ultra-34 Interface, Ultra-Piot Controller and software for \$2797 suggested U.S., retail, MacIntosh[®] or Windows[®] 95-compatible PC not included.

000000000

features like editable fader curves, built-in level display, unlimited subgroups, SMPTE time code display, event editor with pop-up faders, optional control of outboard effects devices and the ability to play Standard MIDI files from within the program.

SONS TO BUY OUR 8-BUS CONSOLE. **VIDEO CONTAINS AT LEAST 71.5 MORE.**

Queensryche, Lee Roy Parnell. used to make great music.

PROFESSIONALS REALLY USE 8-bus console can be THEM. The members of Boyz II pretty confusing these Men could have afforded any console days. That's why we've they wanted for their studio's second room. They chose an 80-input 8.Bus with 102 channels of UltraMix™ automation. In the studios of artists as diverse as k.d. lang. Yes. Aerosmith, Bryan Adams, Carlos Santana, Whitney Houston, Eric Clapton & U2, our consoles really are

whomped up a free video that gives you some solid reasons to buy a Mackie 8.Bus. This eclectic compilation contains excerpts from our epic 8. Bus Video Owner's Manual, an introduction to UltraMix™ Automation System and an award-winning short subject, The 2nd Mackie Home Video. Watch all three parts before you part with bucks for any 8-bus console.

Above: The SideCar, matching 8. Bus equipment

LEGENDARY

RELIABILITY.

This is one

much about - until your

console goes down at in

the middle of a critical

session...at 2AM on a

holiday weekend. Built with

pride in Woodinville, WA, USA,

8. Bus consoles have an enviable

3-year track record for enduring

continuous, round-the-clock

of those factors you

probably don't think

your local Authorized Mackie Dealer for a real live 8.Bus demo, and then snag your free video. This hanasome offer is good while supplies last, or until August 31, 1996, whichever occurs first. So, you snooze, you looze. Limit: one per customer. If you just can't seem to make it to a dealer, it's available from Mackie by phone or fax request - no reader response cards. Allow six weeks for delivery. You will also receive our 48-page 8.Bus and

UltraMix" Universal

Automi-Tion System

tabloid. This vid o offer is available to Respondents in the U.S. only. Caradian readers, call SF Marketing at the toll-free phone number below. In

other countries, please consult your local Mackie Designs Authorized Distributor.

Above: 24°E 24°ch. expander with optional MB°E meter bridge and stand. Above left: 32°B with optional MB°32 meter bridge and stand.

THE PROPERTY OF THE PARTY OF TH



This kind of EQ is good for some purposes...but if you've worked with it before, you know it's too drastic and localized for gentle changes in overall tonal coloration. The 8.Bus' true parametric Hi Mid lets you spread the

left). That extra octave of "width" gives you a whole new creative palette.

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bandwidth out to as much as 3 octaves (red curves at

use and abuse.

CIRCLE 53 ON FREE INFO CARD

EQ curve is always the same.

(blue graph above right). You can sweep it up & down the frequency spectrum, but the "sharpness" of the

WIDE MID

RANGE ED

Whether

tracking or

equalization

is one of your

most important creative

tools. We concentrated

on important things like

Console EQ capabilities.

giving you Classic English

By that, we mean extremely-wide-

bandwidth peaking equalization that

can be used to achieve effects that simply aren't possible with narrower EQ. Most Brand X midrange EQs have a fixed bandwidth of about 2 octaves

you're

mixing,

Focusrite Green Range

Focusrite makes its famed processors "for the rest of us"

BY ZENON SCHOEPE

Building on the success and acceptance of its Blue and Red ranges of outboard processors, Focusrite has taken a somewhat unexpected step in moving further down market than it has ever been before. The Green range was launched at the Frankfurt Musik Messe in March and is expected to start shipping in quantities in the summer.

Initially there are three products
— a dual mic preamp (Green 1), the
Focus EQ (Green 2) direct recording
module, and the Green 3 "Voicebox"
microphone signal path module.
These are expected to be followed up
with three other new units towards the
end of the year, with as many as another six rumored to be in the pipeline.

What is significant about these products is that they will all be very much under 1000 pounds sterling in

the U.K. (around \$1500 U.S.), bringing the Focusrite name within the grasp of more ordinary folk.

The Green 1 dual mic preamp has a variable gain from +10 dB to +60 dB with switchable phantom power and phase reverse, a 75 Hz high-pass filter, externally controllable mute, and a peak LED. The direct recording module Green 2 has mic, line, and instrument level inputs passing through six stages of EQ — high- and low-pass filters, low- and high-mid parametrics, and low and high shelving bands with bell switches. There's also an overload LED, output fader, and VU response bargraph metering.

The Green 3 voicebox is designed to offer a single channel of high-quality mic input processing for critical applications. It has a single mic preamp identical to that in Green 1, but follows this with a notchable mid parametric and low and high shelving EQ, a compressor, de-esser, and noise-reducing expander.

In the same way that sales of Blue units went up when Focusrite launched its more affordable Red range, the exclusivity of the brand name is unlikely to be harmed by the arrival of what are effectively massmarket products by Focusrite's stan-

dards. The company has spotted the trend among project studio owners for embellishing their hard-disk systems or digital 8-track setups with high-quality outboard as dedicated recording paths and has responded.

The reason these units are cheaper is because Focusrite has broken away from the hand-wired and individually assembled manufacture used on the Red and Blue ranges to automated volume assembly. Clever production engineering has reduced the component count and employed surface-mount technology, allowing a Green circuit board to be put together in a few minutes rather than the four hours it takes for a Red module. The other major saving is in the casing. Greens may look like they're hewn from stone, but they're actually molded aluminium shells into which the electronics slot.

The company is at pains to stress that the Greens are up to the Focusrite name electronically and share much of the ideology of the more expensive products. Input stages are wide bandwidth and low noise while the outputs have wide bandwidth buffers to make the performance independent of the cable or any other gear that follows. No compromises are claimed, the Greens are just made in a more modern and mass produced manner to reduce cost.

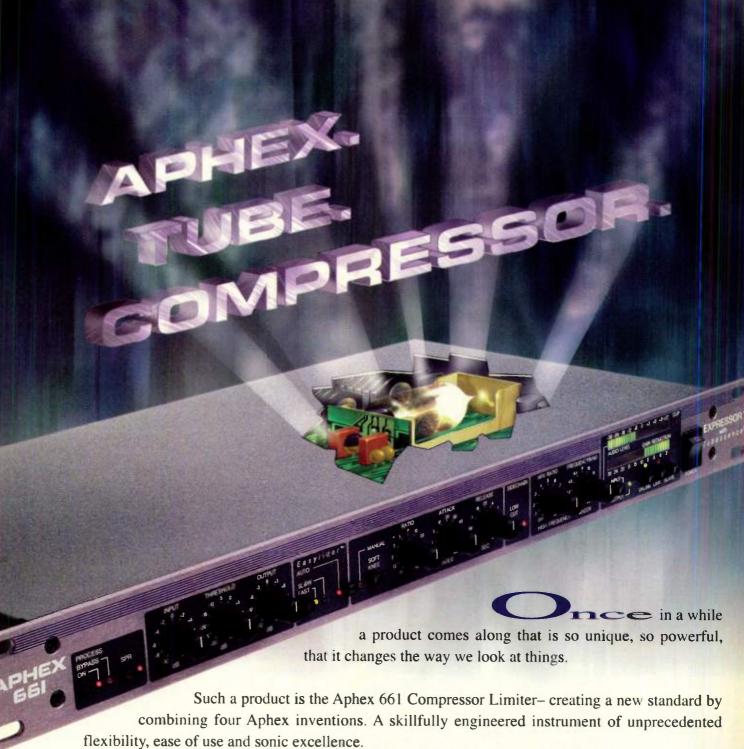
Cosmetics are a curious subject to raise when discussing bland old outboard, but the Greens really are quite distinctive in appearance. They might not be to everybody's taste — they're certainly not as classy looking as the Focusrite Reds — but they are definitely different and may even mark the advent of a new era in "designer" outboard.

The Green range is undoubtedly good news for musicians and project studio owners, not only because of the price but also because of the fact that these units are intelligently targeted at the specific requirements of these users. I can hardly wait.

For more information, contact Focusrite, 80 Sea Lane, Farmingdale, NY 11735. Tel: 516-249-1399. Circle EQ free lit. #148.



ROLLING IN GREEN: Focusrite's latest series is priced right for the average studio owner.



flexibility, ease of use and sonic excellence.

Tubessence® - true vacuum tube technology and warmth; High Frequency Expander (HFX)™ for automatically

Tubessence[®] - true vacuum tube technology and warmth; High Frequency Expander (HFX)[™] for automatically retaining the high frequencies lost during compression; Easyrider[®] circuitry for an Auto mode that really works; and the world's best VCA - the Aphex 1001, the fastest, most accurate and transparent available.

The Aphex Model 661 - another revolutionary step toward improving the way the world sounds.



Improving the way the world sounds[™]



Solo's "Heaven"

EQ talks to engineer
Jeff Taylor about the
Jam & Lewis-produced
R&B hit

BY STEVE LA CERRA

EQ: "Heaven" has a very "retro" sound to it. Was this a conscious decision?

Jeff Taylor: We were focused from the outset on making the guys in Solo sound exactly as they are: very retro and their voices have overtones from a lot of the popular '60s and '70s groups. We wanted to really showcase that in a '90s kind of way.

How did you record their voices to obtain that sound?

We used a Harrison Console — it provides a lot of natural warmth, which is key in achieving that "classic" sound. I recorded on an Otari MTR-100 at 15 ips with Dolby SR, on 2-inch Ampex 499. We used an AKG Gold Tube Mic. Very light compression was applied using a dbx 160X.

There is something happening sonically that sounds like you are listening to a vinyl record...

Record hiss is what you are hearing. It's an old trick that I picked up some years ago. I went through my record collection and found some "old dusties." Then I sampled the actual record noise using a Roland S760 sampler. I looped the sound, smoothed out the loop points, and then looped it in time throughout the song, based on the song tempo. Then you have static

from start to finish! It's meant to sound just like a vinyl record.

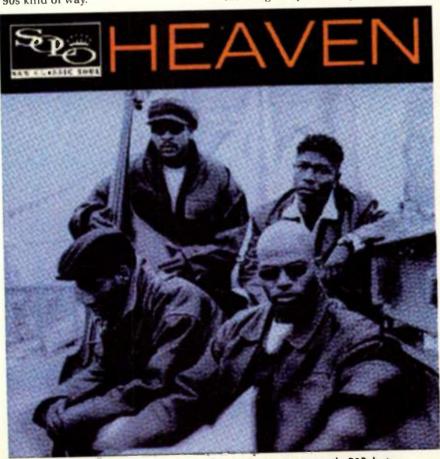
The other thing is the tone of the drum sounds — they are real mellow, classy kind of sounds, like the old Motown sounds.

Jam & Lewis wanted to emphasize that this was a super-simple song, the kind that when you hear it on the radio you think, why didn't I think of that. With that in mind, the drum pattern had to be basic and open, as to not crowd the lyrics so that the listener could really concentrate on hearing the song. My assignment was to find simple but classic drum sounds to compliment the song.

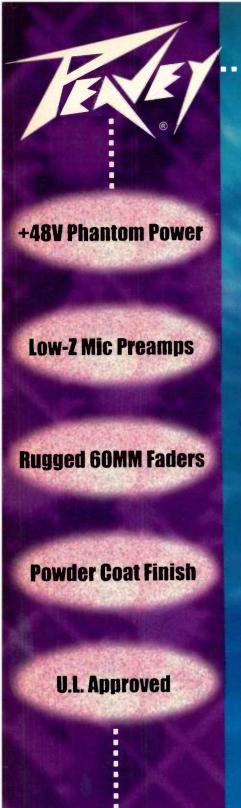
Did the band sing their parts simultaneously or were they overdubbed?

"Heaven" started out as a rough demo idea that became a full-blown song during the taping of a television show called "Name Your Adventure." The show was about a young kid who had won the chance to do his adventure which was to be a record producer for a day. So they flew him in to work at Flyte Tyme productions with Jam and Lewis, Solo, "Big Jim" Wright, and myself. We cut the song live and its all on videotape with the kid overseeing the session. During the session, Solo sang live in the booth as I engineered and ran the MPC-60, Jam was at one keyboard and "Big Jim" Wright at another, I was changing the patterns in real time to accommodate the chord progression. We were essentially writing the song as we recorded it. Once we solidified the arrangement, Jam played along and Solo sang as I recorded our efforts to separate tracks and the song was done. We did go back and do some sweetening during mixing, but for the most part what you hear is what happened during the first creative session as cameras were rolling. Fun was had by all, but when we were done we new that this song had major hit potential.

To check out the latest activities at Flyte Time, visit Jeff "Madjef" Taylor's web site at: http://www.future.net/~madjef.



SOLO EFFORT: The group's self-titled album has been a mainstay on the R&B charts.



S E R I E S

When the Artist, Soundman, and Engineer is You.

Compact console advertisements don't usually talk about sound quality, perhaps that's because they don't have anything to talk about. Every console in the Unity™ Series uses ultra-low, noise-discrete, transistor microphone preamps. These are the same transistors we use in our \$20,000 recording consoles. These preamps come within 2 dB of a theoretically perfect, "noiseless" preamp. If you could find a quieter preamp for any price the noise difference wouldn't be audible.

High-quality, precision film capacitors are used in every equalization stage, so you don't have to worry about the sound-corrupting effects of DF, DA, voltage coefficient, etc. High-speed, low-noise opamps are used in every audio path maintaining signal integrity from slew induced distortions.

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- TRS insert patch points on Low-Z inputs
- Hi and Low frequency Baxandall type EQ
- 2 auxiliary sends on each channel
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- +48V true phantom power (switchable)

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on't be misled by its compact size. The Unity 002 Series is professional to the core. Lowoise, discrete transistor mic preamps omplement our no-compromise approach. High uality 60MM faders sound as good as they feel.

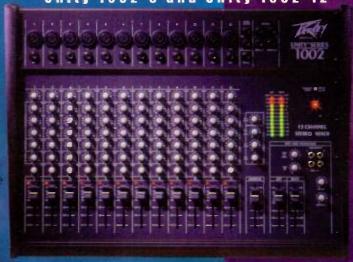
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8 or 12 ultra low noise, low-impedance mic preamps.

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Rugged, smooth feel 60MM faders



impedance mic preamps 3-band EQ. Hi and Low shelving type, mid-peaking type

· U.L. approved for your safety · 8 or 12 ultra low noise, low-

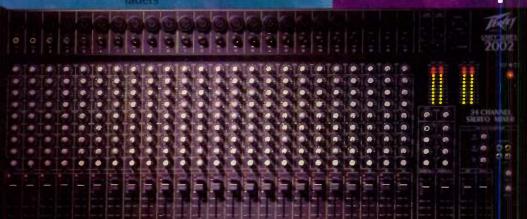
2 pre-monitor sends and 2 post-

+48V true phantom power

Rugged, smooth feel 60MM

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No Wait

At Bob Christianson's New York City studio, the sound is Great Immediately

STUDIO NAME: Great Immediately Recording

LOCATION: New York, NY

KEY CREW: Bob Christianson (owner/ composer); Jean Blair (studio manager) PROJECTS RECORDED: TV Theme Package: ESPN "1996 Olympic Trials"; Film Scores: "Mindbender," "Vibrations," "Sea Of Fire," "Kounterfeit"; Discovery Channel: "Disaster Proof?," "When Nature Rules"; TV Promos: "Sophie and The Moonhanger," "Almost Golden"; and commercials for Advil, Dimatapp, Kodak, U.S. Army, and General Mills

CONSOLE: 44-input Amek Big with Recall and Virtual Dynamics

KEYBOARDS & MIDI: Kurzweil Midiboard; Roland JD-990, JV-1080, and JV-880; Korg MIREX, 01/WR and Wavestation SR; E-mu Proteus World; Hammond B-3; Opcode Studio 5 MIDI interface

SAMPLERS: Roland S-760 [2] and S-700 MONITORS: Genelec 1031A with subwoofer; Tannoy PBM 8; ROR cubes AMPLIFIERS: Hafler; Urei; and BGW

COMPUTERS & SOFTWARE: Apple Power Mac 7500 with NEC Multisync 3FGX monitor; Steinberg Jones Cubase Score (sequencing and notation); Emagic Logic; Opcode (sequencing software); Cue Music (spotting software); DynaTek Optical

RECORDERS: TASCAM DA-88's [4], 122 Mk II, and Mk III (cassette decks): Roland DM-80 (hard-disk recorder)

VIDEO RECORDERS: Sony BVU-800 and VO-5600 U-matic; JVC Super-VHS

DAT MACHINES: Sony PCM7010; TASCAM DA-30 Mk II

OUTBOARD GEAR: Lexicon Models 300, 200, and LXP-15; TC Electronic M2000 reverb; Summit DCL200 limiter and



dual program PEQ200 equalizer; Amek 9098/Neve equalizers; UREI LA-4 and 1176 limiters; dbx 166 compressors; Korg and Lexicon digital delays; Demeter mic preamps

MICROPHONES: Neumann U87's; AKG C414's; Shure SM57's

STUDIO NOTES: Bob Christianson notes: The studio was recently renovated by Fran Manzella for a more acoustically correct design and to make more efficient use of the available space. We tried to make the room more comfortable to work in, and, being in New York City, every inch of space

EQUIPMENT NOTES: Christianson comments: For the recent ESPN project. we did a recording with an orchestra in London to four TASCAM DA-88's

CD-ROM



and then took it back here for mixing. I like the DA-88's because they are very dependable, lock-up quick, and have become the de facto standard with postproduction houses. I rely heavily upon the Roland samplers because I have a huge library of orchestral sounds that I constantly use for scoring. There is so much music and so little time that often I

don't even record the sequenced parts to multitrack — I just mix the virtual tracks to DAT. The video decks serve as the masters and I use a TimeLine MicroLynx to synchronize Cubase and (when necessary) the multitracks to picture.

PRODUCTION NOTES: Christianson continues: For short music cues and commercials, I have not found it necessary

to mix to timecode DAT. Most of the time, the cues are flown into either Pro Tools or ScreenSound, and then that will be locked to picture via SMPTE code. Since DAT doesn't drift much especially in such short segments, I can put a count-off at the beginning of the segment that can be used to time the start of the spot and it will stay in sync until the end.

KRK: U

Rok · Bottom

The perfect addition for anyone requiring better low-end response in a near-field monitoring application, the Rok. Bottom kicks some serious butt. The sub-woofer utilizes a unique enclosure shape similar to the popular K. RoK,

minimizing parallel walls to maximize low-end punch. The 2.1 cubic enclosure features a 12-inch long-stroke polyglass woofer with a metric sensitivity of 91 dB and is available in non-powered and 140 watt powered versions with an LCR summing amp and an internal crossover.



K•RoK

The K·RoK personal monitor, featuring radical new designs in driver and enclosure technology, has developed into one the nost popular nearfield monitors on the market. The unique cabinet shape, which minimizes parallel walls, was designed to optimize linearity and maximize low-

punch. This provides excremely accurate reproduction of instruments and vocals. Perfect for all near-field applications, the K-RoKs not only out perform the competition, they also represent an incredible value at \$495.00 per pair.



KRK

The 140-watt KRK POWER BLok represents a revolutionary concept in near-field monitor amplification. Offering a cost-effective alternative to conventional rack-mount amplifiers, the class A POWER BLok is available as an internal option to all KRK monitors, including the RoK·Bottom sub-woofer, or may be purchased separately and used as an outboard amplifier. The proprietary power module features regulated power supplies to all voltage gain stages and heavy duty Neutrik combo connectors as well as extensive DC protection circuitry. Distortion is less than 0.05% at 140 watts, while noise (A weighted) is specified at -100 dB EIN input open.



Neith Klawitter.

KKK Systems, Inc. president and chief design engineer, started the company in 1986. Previously, Keith had worked as an independent recording engineer at many of the world's major recording and film studios and has gained numerous film credits with projects at Metro/Goldwyn, Paramount, MGM and Universal. KRK's phenomenal success can be attributed to a unique combination of exotic driver materials, proprietary crossover, stylized cabinet design and Keith's vision of uncompromising sonic quality.



with KRK masest, "Pinky" vice president, Group One Ltd., exclusive dis tributor of KRK Systems products worldwide, has gained international recognition as both a Grammy Award winning engineer and industry marketing veteran. "We have intentionally limited KRK distribution," says Fichera. "KRK dealers were selected on their ability to effectively serve the professional audio market with product knowledge and a thorough understanding of the recording process.

Chris Fichera



And Personal

Imaging Is Everything

KRK monitors have become an integral tool in many of the world's top recording and post-production studios. The KRK line of near field monitors are without peer for accuracy and imaging. Each driver is extensively tested to ensure a zero fallure rate out of the box and monitor pairs are matched to within one-tenth of a decibel for unequaled accuracy. With a complete family of near-field products to choose from, KRK has a product for every application, including video-shielded and powered versions.

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Just ask Neil. Neil Shaw, Menlo Scientific, Menlo Park,

California

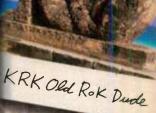




Veneer Options

If the "granite-type" look in a monitor is not your cup of tea, KRK offers veneered versions to complement the most demanding interior. Available in attractive oak or rosewood, the optional models include the K·RoK, 6000, 7000B and 9000B. They are also available in powered and non-powered versions and with optional video shielding.







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CIRCLE 47 ON FREE INFO CARD

beyerdynamic MC 740

Multiple polar patterns highlight this new mic

MIC NAME: beyerdynamic MC 740

PRICE: \$1699 (includes case and suspension mount)

TYPE OF MIC: Dual large-diaphragm con-

POLAR PATTERN: Wide cardioid, cardioid, hypercardioid, omnidirectional, and

FREQUENCY RESPONSE: 20 Hz to 20,000 Hz,

SENSITIVITY: -40 dBV/10 mV/Pa **NOMINAL IMPEDANCE: 150 ohms**

OPERATING PRINCIPLE: Pressure-gradient

gold vapor condenser

SELF NOISE: Approximately 17 dB (A-

MAXIMUM INPUT SPL: 134 dB (144 dB with pad switched on)

POWER REQUIREMENTS: 48 volts, ±4 volts DIMENSIONS: 215 mm (length), 37 mm (shaft diameter), 35 x 55 mm (head)

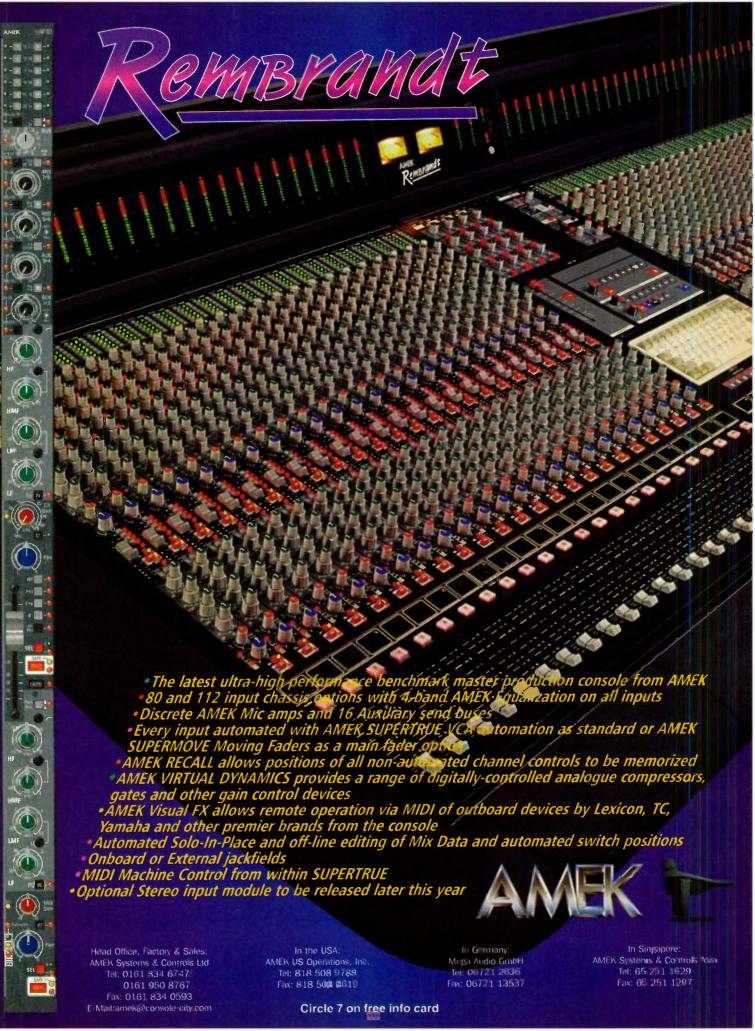
WEIGHT: 390 grams

MIC NOTES: The MC 740 is beyordynamic's multipattern studio condenser mic, which can be used on just about any instrument. The MC 740 was intended for uncolored reproduction of the sound source.

USER TIPS: Unlike many studio condenser microphones, the beyer MC 740 offers the hyper- and wide-cardioid patterns in addition to the "big three" (omnidirectional, bidirectional, and cardioid). The wide cardioid polar pattern is useful when you want to avoid some of the proximity effect normally resulting from use of the cardioid pattern, but also need more room rejection than the omnidirectional pattern typically offers.

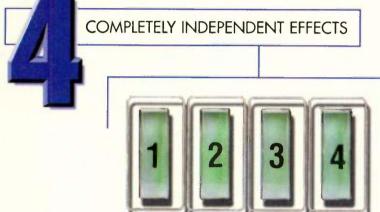
Classical recordists will like the act that the MC 740 can be remotely controlled when the mic is powered by beyer's MSG 740 power supply. This eature comes in particularly handy when the mics are placed high overnead for distant miking technique: you can change the pickup pattern quickly, without disturbing the position of the nicrophone.





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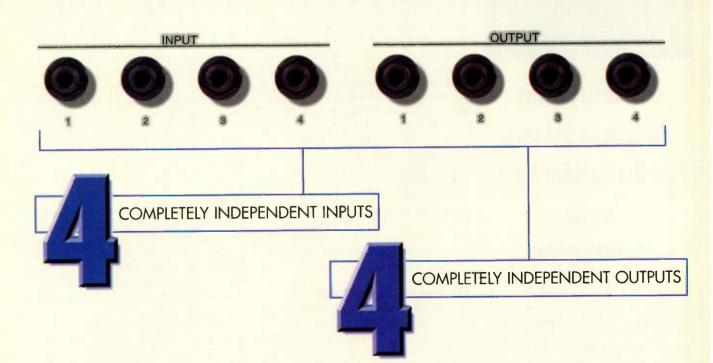
The Studio Quad features 4 completely independent inputs and outputs that give you the power of four independent mono

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processors or two true stereo processors. Imagine the power to process two true stereo sources simultaneously without sacrificing control. But true stereo is only the beginning. Imagine having 4 independent reverbs for vocals, guitar, keyboards, and drums, where each reverb can be optimized specifically to achieve the best audio performance for each application. And imagine a processor that gives you the power to create any combination of effects, in any order. And then multiply by four.

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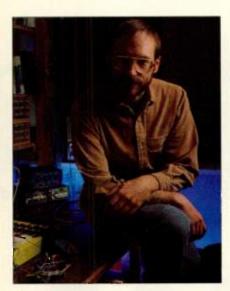
Check out the Studio Quad. With its ingenious user interface, large custom display, and potent S-DISC® technology at its heart, the Studio Quad is capable of not just replacing, but thoroughly eliminating the need for multiple, expensive, single-purpose processing units.

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Euronews: A Fine Messe



The latest product introductions and news from the Frankfurt Musik Messe

BY CRAIG ANDERTON

just returned from Frankfurt, Germany - the home of the yearly Frankfurt Musik Messe, whose 1996 attendance of 90,000 people and 1689 exhibitors from over 45 countries dwarfed NAMM. However, unlike NAMM, the Messe opens two of its five days to the public, which creates a madhouse but helps make musicians (and potential musicians) more aware of the latest musical toys. The Messe also organizes evening concerts and cultural events, which provide additional incentive to get the public to visit the Messe and check out new products.

More and more companies seem to hold back at least a few major product announcements from NAMM to break the news at the world's largest music trade fair; here are a few of the highlights.

DANCE MUSIC MACHINES

Dance music - house, techno, jungle, etc., which often combine real-time playing along with sampled and sequenced loops — remains huge in Europe. This type of music has inspired a lot of beginners to get into music, since all they need to do is pull some licks off a sample CD, load them into a sampler, and start playing. Given the popularity of techno, it's not surprising that the Messe is where E-mu chose to debut Orbit (\$1095), a rack-mount tone generator. Aside from dance-oriented samples, it features MIDI-synched LFOs, over 50 user-editable drum loops, 6-pole resonant filters, and real-time modulation control for up to 8 parameters. (E-mu also introduced the Launch Pad, a \$469 control surface with 1 octave of velocity-sensitive buttons, five programmable faders, six trigger buttons, pitch knob, MTC transport buttons, and MIDI clock control.)

Also jumping on the dance bandwagon, Yamaha's CS1X real-time control synthesizer is a compact keyboard with six real-time control knobs — amplitude attack and decay, filter cutoff, filter resonance, and two assignable data knobs. It comes with 480 dance/techno preset voices, arpeggiator, and a computer interface.

THE MIDI FILE PHENOMENON

In Germany, Standard MIDI Files (SMF) are huge: there were a ton o' booths with SMFs on disk, from Billy Joel's greatest hits to techno music construction kits. Why such a big market? According to Axel Schäfer of PC Music, a major German purveyor of SMFs, GEMA (Germany's equivalent to ASCAP and the Harry Fox agency) makes it very easy to license songs. Interestingly, of the licensing fees, a certain percentage goes to the publisher specifically to compensate for the embedding of lyrics in SMFs. Perhaps if the U.S. figures out a licensing scheme for SMFs (the MMA has been pursuing this), a parallel market will develop here.

MD: THE NEXT CASSETTE MULTITRACK?

Hot on the heels of TASCAM's intro-

duction of the 564 Digital Studio, the Yamaha MD4 (due this summer) features a self-contained 4-channel mixer and records up to 37 minutes of 4-track material on a standard Mini-Disc (or 74 minutes stereo, 148 minutes mono). Editing options include append, split, and punch; the mixer offers 4 mic/line inputs, 3-band EQ, one aux send and return, stereo out, monitor out, direct out, and stereo submix in. Other goodies: 8 location points, 44.1 kHz sampling speed, ±6 percent varispeed, and MTC out for sequencer sync. Meanwhile, the Sony MD-MTR, due for a fall release, integrates a mixer with four mono inputs, one stereo input, two stereo aux returns, and two aux sends with a recorder featuring a jog/shuttle wheel, four location points, automated punching, punch in/out footswitch jack, single-level undo, and editing functions such as move and combine. The MD-MTR also records up to 37 minutes with 4 tracks, and offers MTC OUIT

UPDATES

Akai has updated the DR4 to the DR4vr, which can hold 250 virtual tracks in addition to the four physical tracks — ideal for composite edits. Furthermore, the DR4vr allows for digital stereo premixing, with control over pan and level, of both standard and virtual tracks.

Ensoniq's 1682-fx mixer has undergone a few design changes since it was announced. An optional expansion bay adds up to two groups of 4 inputs, such as eight mic ins, eight line ins, or four mic and four line ins. Also, a line mixer expander can be integrated with the expansion bay, or used as a standalone box for mixing down synths, effects returns, and the like. Overall, the mixer can be expanded up to 80 total inputs.

Future Korg Trinity upgrades will include: Solo Synthesizer Option (turns the Trinity into a Korg Prophecy, including 64 of its programs), Flash ROM Option (adds 8 MB of read/write nonvolatile memory), Digital/IF Option (adds ADAT-compatible outputs for digital recording), and

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Recording Magazine

"As close as we've seen to
a magic black box, the
BBE 462 is probably the
improvement you can add
to your rig."

Guitar Player Magazine

| SListening on a variety of loudspeakers – JBL, KRK, Meyer, Tannoy, Yamaha and a few lesser-known names – I discovered that the BBE Process provided a nice punch to older recordings without being brittle or shrill. The LF contour emphasized the bottom end, without undue boominess."

"All of the mixes we played gained extra sparkle and clarity when processed with the BBE 462."

eyboard Magazine

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HD Recorder Option (adds 4-track hard-disk recording capabilities).

Panasonic's SV-3800 DAT machine (the successor to the SV-3700) includes multiple front-panel selectable digital interfaces (AES/EBU with both optical and coaxial S/PDIF), adjustable analog output level, front-panel cumulative cylinder rotation time display stored in nonvolatile RAM, infrared wireless remote, 8-pin parallel remote terminal, independent level controls for the left and right

channels, error-rate display for head A, B, and A+B, shuttle wheel with dual-speed range, 250X normal speed search, digital fade in/out, and single program play (plays up to the next start ID, then stops until the play key is pressed again).

NEW PRODUCTS

Fostex D-80 Hard Disk Recorder. The D-80 provides up to 40 minutes of 8-track recording out of the box (with no data compression) and syncs to any

MIDI sequencer, as well as responds to MMC. You can also create a tempo map with up to 64 tempo/time signature changes for synchronizing a sequencer to previously recorded live material. For postproduction, synchronization is sample-accurate via optical S/PDIF word clock. A hard drive key-lockable caddy provides a way to switch projects instantly using removable IDE drives, and supplements the available DAT backup. Other features include a removable front-panel remote, five "virtual reels" per drive (with independent tempo mapping, timing, etc.), 18-bit A/D and D/A conversion, cut/copy/paste for individual tracks or groups, auto punch, search, and autolocate.

DigiTech Studio 400. The unit's four inputs and outputs (1/4-inch and XLR) recall the Studio Quad, but this signal processor has twice the processing power. Up to eight effects at a time are possible, as are several new configuration options and additional input/output routing capabilities. Optional digital I/O rounds out the package.

Generalmusic's "Racktop" mixers. These work in a rack or on a desktop. The Racktop 18 packs a total of 26 inputs (10 mono, 4 stereo, and 4 stereo effects returns) and 14 outputs (four groups, stereo mix, tape, and six aux) in a 9U frame. Each mono input has an insert point, 3-band EQ with sweepable midrange, six sends (two pre, two post, and two pre/post switchable), and 1&2 or 3&4 bus routing. The master section offers a complete cue section, two 12-step bargraph meters, insert point, and returns. The smaller Racktop 12 requires seven rack spaces and provides up to 16 inputs (eight mono, two stereo, two stereo returns) and six outputs.

Akai half-rack synth modules. The SG01v vintage synthesizer has raw waveform samples from the Prophet 5, Minimoog, DX7, D50, Solina String Synth, Jupiter 6, ESQ-1 vocal, TR808, etc., and uses onboard 24 dB/octave filtering, up to four oscillators, and three envelope generators per voice. The SG01p Piano module has 8 MB of piano samples, 32-voice polyphony, and 50 presets (including nine chromatic percussion and 12 organ/misc. presets). The SG01k General MIDI module includes an 8-pin mini DIN

continued on page 151



To find out more about our sassy little one-stereo-in, eight-stereo-out Model 80 Stereo Analog Audio Distribution Amplifier, or its digital sibling the Model 85, call Studio Technologies, Inc. at (847) 676-9177.

C1 To South To Section In

"So, how 'bout the truth? I know quality, I know power, and really know sound...PowerLights are the best." "Michael Adams Live Sound Engineer, Sound Image Jimmy Buffett and the Coral Reefer Band (and Restorer of Classic Machines)

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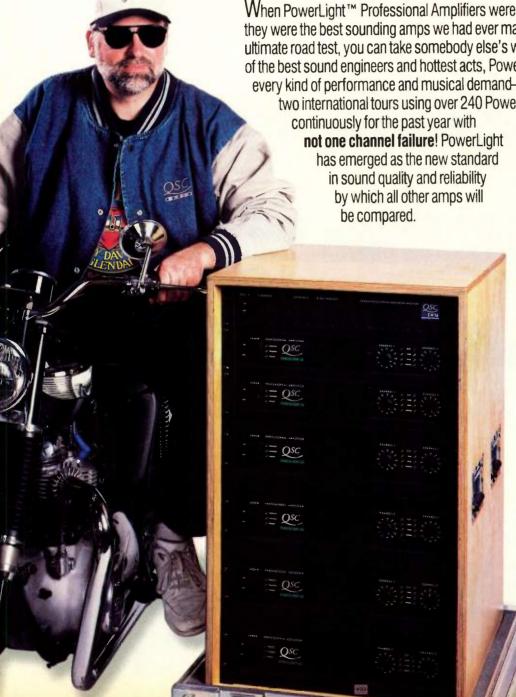




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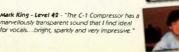
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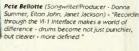


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You Don't Know Jack

But you will after this trip through some of recording history's finest moments with the legendary Jack Douglas

BY BOBBY OWSINSKI

roducer-engineer Jack Douglas has been turning out hits for such esteemed artists as John Lennon, Aerosmith, Cheap Trick, Alice Cooper, The Who, Patti Smith, and The Band for the better part of two decades. He produced John Lennon and Yoko Ono's Double Fantasy, Cheap Trick's Live At The Budokan, six Aerosmith LPs, and Patti Smith's Radio Ethiopia, and engineered such seminal records such as Who's Next, Woodstock, and Imagine, among others. EQ caught up with Mr. Douglas during the completion of the new CD for the modern Blues band Blue By Nature. Jack Douglas, as always, had some particularly interesting observations on recording past, present and future.

EQ: Is dealing with artists different now from the way it was when you started?

Jack Douglas: The way I deal with artists is still pretty much the same in that I really dig in to find out what that artist is trying to say. It's really important that we get along pretty well, so I like to hang out and socialize with them. I also like to have a pretty good preproduction period, which could be a week for some artists and a month for others.

When you're tracking with a band, do you have the whole band playing or are you layering things?

As often as I can, I try to track with the whole band and make it as live as possible. In fact, I go for a lot of leakage. I like to hear guitars and bass in the drum track, and on one guitar track I like to hear a little bit of

the other one leaking in there if there are two guitars. I love live vocals. You really get the excitement, and that's important. When you put it all together it just sounds so much bigger. It goes back to preproduction. You have to get the artist ready for the studio, and I don't mean ready like there's not going to be any surprises, like they've learned it like robots. Sometimes I get a band and I have to go the opposite way in that aspect. I have to say, "Lookit, let's not lock in so much here."

I can remember recording this guy where if he was going to sneeze in the middle of this guitar solo, he'd make sure that he did that every time he played it. Every single note had to be perfect. That doesn't work for me. There's got to be some surprises. Generally, I like the band to know and to understand the piece. and, for some reason, drummers usually have to work a little harder at this so they know where the shots are and what has to

be emphasized. But, for the most part, I encourage bands to let go and try things. I always tell them that they're holding back during rehearsal, even if they're not. Even if they're at rehearsal playing their absolute best, I will say, "Well, when we get into the studio you can really let go."

You're not one for studio perfection

No, but I don't like a real blatant mistake either. What I'll do in that case is just cut a piece in there from another take so that I can keep that sound rather than all of a sudden have all the leakage disappear from the drums or the guitars. I don't mind imperfection or that the band changes the whole arrangement around on me because all of a sudden it felt better that way. That's cool if it really works.

IN THE BEGINNING

You started in New York, right?



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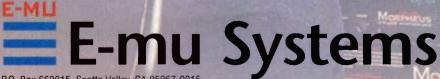
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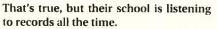
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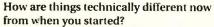
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Yeah. I came up the tape op/assistant engineer way at Record Plant in NY. It really was an absolute blessing to be able to work with lots of great engineers and producers. I could see what didn't work and what did, and I started putting my tools together from a catalog that was 50 percent stolen and 50 percent my own ideas. In stirring together all

those things, I think I came up with something that's a little original. Today it's different. There's guys out there that just walk into a studio from a club where they're DJing and they sound phenomenal.



Right. So I'm saying it can work that way, too. I grew up listening to records. In fact, I decided I wanted to become a producer while I was on an acid trip listening to the [Beatles's] White album.



Well, I went through a lot of different changes and I ended up just like I started out — recording analog. I started out using tube equipment and ended up trying to use the same tube equipment as often as I can. I'm still using the same mics because they don't seem to have improved mics that much.

How critical is the engineer for you? Can you get what you want or need out of anybody?

No, the guy's gotta know a little bit about what's going on. I can be really tolerant of somebody that's kind of new as long as they have ears, but I prefer to work with somebody really good because then I can really give my all to the artist and not have to think so much about the sound especially if I'm cutting tracks. Plus, there's a class of engineers that's really just tremendous. I'll take the tracks to where I think they should be, and then when I'm out in the studio running it down with the band that super class of engineer has taken it to twice what I heard while I was in there. I'll come back in and get a great big surprise. Engineering is really an art, and there's some real good artists out there.



Have things changed in terms of what effects you use?

The options are just phenomenal now. Things that I used to have to go crazy doing are just so simple to do. But again. I find I end up going back and doing it the old way. I mean, I still like the sound of real tape machine flanging better than anything. I prefer live chambers, a plate with an analog tape delay on it, and natural acoustics when possible. I'm doing an album right now with the Scorpions in a great big old house that's got an indoor swimming pool with a roof that opens and closes. We drained the water from the pool and put the drums in there, and as a result I can get all kinds of really great effects. The sound of it is just incredible because it is a real physical sound. You can't identify what it is, but it alerts your senses that this is not the norm.

Certainly by now every listener out there has heard every possible device on the market, so, as a result, we've become desensitized to most effects. The only thing that's going to stir your senses again is if you walk into a cave and yell out and hear the echo that naturally happens. Like everybody else, I tried all the new toys and some of them are so convenient that you have to use them. But for the most part, give me something organic and I'll give you a record that sounds different.

People always enjoy your guitar sounds
— especially where the reverb on it is
very short but loud, and it makes the guitars sound really big and fat.

Yeah, when you were doing 16-track — like we did with Aerosmith — you had to stack so many things onto a single track because there was no place else to put them. On most of the Aerosmith albums, we had to stack things one upon the other; any effect that you were going to do

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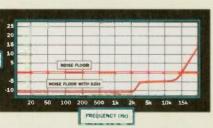
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on that instrument, you had to put it to tape when it was going down.

So you printed all your effects?

Printed everything. I really had to make sure that I had all the ambience and everything that I wanted on that track. During the mixing process I might have to brighten it up a little bit and it might need a little plate just to meld it into the whole. Then this guitar would come roaring in with a sound that had become visual because it would just cut right into the track with all the personality already on it.

Interesting phrase: the visual personality. That's the thing that distinguishes your records from others. There are sounds that come out of nowhere and grab you. There's no way you could not listen to it.

The thing is that if you've got the effect right on that track, and say you've got it panned slightly left of center, fur and everything comes flying just in that one place. It's not over to the left, it's not over to the right, it's not an effect that's spread left and right. It's just there in this one spot, burning away while it plays, and then it's gone. It's like, "What the hell!" Having learned that from the '70s, I've gone 'round the circle and come back and said, "That's the way to do it."

Sometimes, when I run into a guitarist who has a whole load of great effects, I'll insist he use the same stuff when we record as he does live. A lot of times guitar players will come in and say, "Can't you add all that stuff later?" or "Wouldn't it be better if you did it?" And I say, "Well, you've been doing it all this time and it sure sounds pretty good when you're on stage." It sounds different when it comes out of an amp than when it's added later.

I can remember when I was a kid watching some of these old-time producers when the guitar player would go in and turn the reverb up on his Fender and they'd go, "What are you doing that for? We have a \$1000 reverb right in here. Turn that shit down!" And the poor guy would turn it down. It was almost like the principle of, "That's a cheap reverb in your amp, so you can't use that. We have a big EMT here that we're gonna use for that." I'd be thinking to myself, "Wow, it doesn't sound as good when you do that." I was so lucky that I came up that way because I got to steal what works and what doesn't from all the great producers.

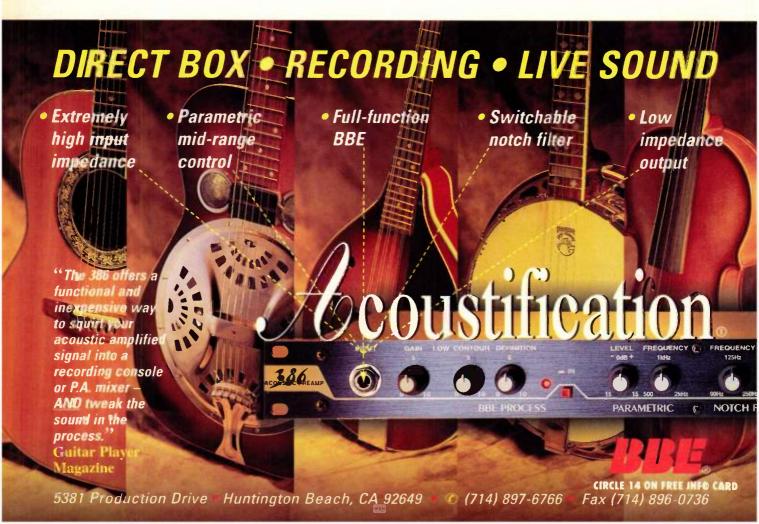
Do you have a specific approach to

Well yeah, I do. I'm into a lot of bussed limiting where I'll have an old Fairchild or something, either stereo or mono, but I prefer mono, dedicated to the whole drum track and drum ambience. When I finally have the drums mixed the way I want them, then I'll pop the limiter in, and all of a sudden the drums will really come to life.

This is just mono now?

The limiting is mono; the drums are up there [in] stereo. The limiting will just pull it together and tighten it up. If you have the proper timing on the attack and release, every time the snare hits it's going to pop right out. I'll also use guitar busses for limiters, again usually mono.

All the guitars are in it?



Yes. That's really obvious on the Aerosmith albums. It makes Joe and Brad, who never really played as tight as they sound on record, sound super tight. Both of them are in one mono limiter, which tightens them up.

How hard are you hitting the limiters? It depends on the limiter. Engineer-producer Shelly Yakus has a great answer for that. When you asked how hard, he'd say, "'Til it sounds right." Shelly was great. One time I was Shelly's assistant and he taught me the greatest trick ever. He'd tape cards across the VU meters so he

when it's wrong."

What was your approach with Aerosmith?

couldn't see them. He'd say, "You'll know

They would come into preproduction with these little guitar riff gems and we would work them into songs while Steven [Tyler] scatted phonetics over them. Then we would take cassettes back to my house and Steve and I would sit there and turn those phonetics into lyrics. They would always be the right phonetics for the song 'cause they sounded good, so all you had to do was kinda get them to be words and they would automatically fit.

Those records all had such a personality. They're timeless.

A lot of their stuff still holds up because it's just flat-footed rock 'n' roll, and that seems to work best. It was never a flavor of the month, and it has no reflection of the times. You can't even tell we were wearing bell-bottom pants.

Is there a particular project or record that you find the most personally gratifying?

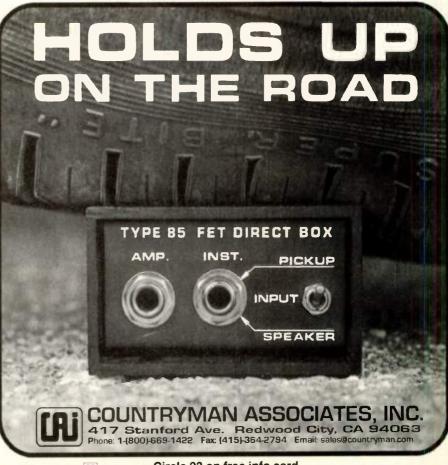
Yeah, sure. The John Lennon half of Double Fantasy. Recently I was listening to a CD of the John Lennon compilation album, and I couldn't help remembering how inspired I was by him. I mean, he was in Bermuda and he sent me tape copies of these songs in their rawest possible form. For "Watching the Wheels," which he played like a Bob Dylan song with just him on acoustic guitar, his instructions were: "This is angular, make it circular." Now when I listen back to that song, I think, "It's circular. It worked!" He was a true artist. When he was in the studio, he respected your position to help him make that record what he wanted it to be. He was in your hands and it was an incredible feeling.

continued on page 128



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Victor Victor

How I broke my new band — during a break from my current band in my project studio

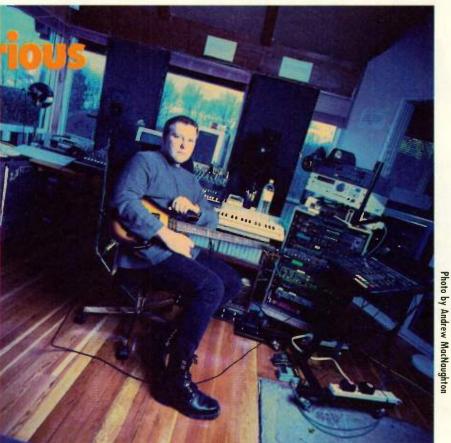
BY ALEX LIFESON

e finished the last Rush tour in May of '94 and Geddy [Lee, bassist and lead singer and his wife had a baby girl a week later. He really wanted to spend a year off the road with her. And Neil [Peart, drummer], as always, had a number of things on his agenda, so our break stretched out to 18 months. I just couldn't see myself sitting around for a year-and-a-half not doing anything, so Victor was born.

I'd always talked about doing a solo record, so it was really the opportunity for me to put my money where my mouth was. I dove in head first with no real plans for what I wanted. I knew I would need about a year to do everything I needed to accomplish, so I set some goals for myself and I just worked it out day-by-day.

STUDIO SCENE

I have a studio, Lerxst Sound, here at home, so it was only natural to do all the recording here. My studio is outfitted with a Mackie 32-channel 32-8 console, four ADATs, and Acoustic Research AR18's and DynAudio monitors. Everything is powered by Bryston power amps. I have an assortment of microphones, including Sennheiser 421's, and Neumann U87s and KM84's. For guitar I use the 421's and Shure SM57's. I picked up a Shure SM 7 for vocals, which is really a great



NO RUSH: Alex Lifeson used his time off to record his own project, Victor.

vocal mic because you can get right on it and it sounds clear and warm.

I also have a pretty big assortment of compressors including a Trident Audio, a couple of UREI 1176's, and a Brooks Siren. For effects, I'm using a couple of TC Electronics 2290's, the TC 1210 spatial expander, a 15-year-old Lexicon 224, a Lexicon PCM 70 for additional reverb, and Neve 1073 EQ strips, which I like to use primarily for guitar.

I also have a Digidesign Pro Tools 16-channel digital system with Emagic logic audio that I'm running off of a Macintosh Power PC 7100 with two 1 GB drives. I prefer to record in more traditional ways rather than doing it on the computer, but it's a real benefit to do the writing and arranging on the hard-disk system. I'd sit down and I'd fool around with a guitar idea, establish it, and then I'd lay down a basic drum pattern that I could play to for tempo more than anything. I'd throw down a couple of tracks of guitar, a track of guide bass, then I'd do any sequenced stuff - keyboards or any additional drum sounds that I wanted to do as the song developed - and then all my cut-and-paste editing would be done on the computer. Once that was established, I would transfer all the guide tracks over to ADAT and run the BRC on the ADATs through SMPTE with the sequencing program so that I could fly in any additional things I'd do afterwards with keyboards. From there, I would rerecord all the other instruments.

THINGS WITH STRINGS

For my guitar sound, I used a 50- and 100-watt Marshall JCM 800, and one of the 6300 Anniversary series that I use with Rush live. I also used a DigiTech GSP 2101 Studio tube preamp that I ran direct through a Palmer PD105 speaker simulator.

The Palmer's really great; it's warm and it has got a couple of variables that you can dial in. The 2101

Alex Lifeson is lead guitarist for the famed power trio Rush. He recently went on the other side of the board and did his first producing gig for his new band, Victor. The recording was completed at Lifeson's project studio, and here he discusses how it was done.

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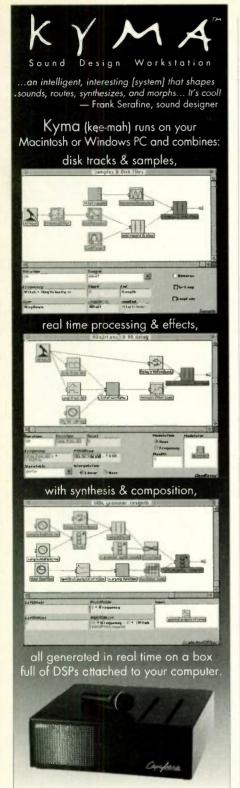
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Symbolic Sound Corporation Post Office Box 2530 Champaign, IL 61825 " USA Tel: +1-217-355-6273 Fax: +1-217-355-6562 info-kyma@SymbolicSound.com was probably the most valuable piece of equipment I had for recording guitar. With any kind of guitar sounds I got through the amps, the 2101 seemed to knit them all together, warmed them up, and made them more focused in terms of sound. With this new Rush record we're working on, I'm using the 2101 on just about every song for that same reason - it just seems to glue everything together into the perfect mono track.

I miked the guitars in the room but I ended up building a little enclosure for them. Because the room is basically a square, there's lots of standing waves and the reverberation is really weird. I put up all kinds of pieces of carpeting and anything I could find to deaden the room a little bit, and it was close miked so I wasn't really relying on the room to add any character to the sound. However, I could still hear the room when I had it set up, so I built an enclosure for the cabinets out of foam padding, carpeting, and pieces of Styrofoam to deaden the reflection. I ran the mics through the Neve strips to warm up the sound just a bit. The Mackie is a great console, it's very clean, very clear, and very quiet, but the EQ on it for something like guitars is just a little tough to handle. It tends to be a little bit brittle and a little hard-edged, and the Neves just help to warm that up.

Quite often, I had the two Marshalls going as well as the 2101, and I'd just find balances and maybe make slight EO changes. I tend to not EQ too much. I'd rather move the mics around until I got the sound I wanted and then make small EQ changes from there. I find that it's a little more controllable. From there I would fiddle around with the mix of all those components.

I would lay down a rhythm track with a Les Paul [guitar] and then I would double that. Then I'd lay down two tracks of Fender Telecaster, again, just to give the impression of one big guitar sound. I find that with the Tele/Les Paul combination I get all the clarity, top end, and edge from the Tele, and the Les Paul adds that nice round bottom. Not everything was like that, but generally that's my rule, to build up the guitar presence that way.

All the acoustic tracks were direct. I had a Fishman stick-on transducer pick-up that I used on the mandola, as well as on all the other acoustic instruments. Plus, I have a couple of Ovations that I either ran direct into the console or through the 2101 on a clean sound and fiddled around with it a bit. This technique started out as being convenient at the writing stage: I could just pick up the acoustic, stick the pick-up on, plug it in, and get an idea of how the acoustic part would work. However, I found that with a little bit of time spent on shaping the sound, I could get the kind of character that I wanted out of the acoustic. I could hear the pick against the strings a little more than I would have by doing it traditionally, plus it was slightly more aggressive and more present doing it that way.

RULE OF DRUM

I used an Electro-Voice RE-20 and the 421 on the kick drum. Again, the RE-20 had a nice bottom end to it and the 421 has got that "smack in the mids" that worked out quite well within the limitations of the room. I used a couple of AKG C414's as overheads, and a KM84 on the hi-hats. I miked the top and the bottom of the snare with 57's, and continued on page 128

THE PRODUCER'S LIFE(SON)

Producing the Victor album was a liberating and clarifying experience. Becoming so focused on the material and the mental image of the finished work, I felt a great sense of control. In Rush, we've always worked with a coproducer and made decisions amongst the four of us. Being completely in charge was both exciting and refreshing. I would very much enjoy working with other artists as a producer. The most important lesson I've learned after working with the producers Rush has used over the years is to be sensitive to how the musicians hear and feel their music and not interfere with this basic energy and vision. A good producer will enhance all these characteristics and retain that special quality that makes the artist unique. It is, after all, their music, and the producer's job is to make sure they hear it in the best way possible. -Alex Lifeson

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250 new programs from Lexicon's most famous algorithms — specifically for music production, audio post and sound design — drawn from Lexicon's top-of-the-line processors. Available for the first time in a compact, affordable package.

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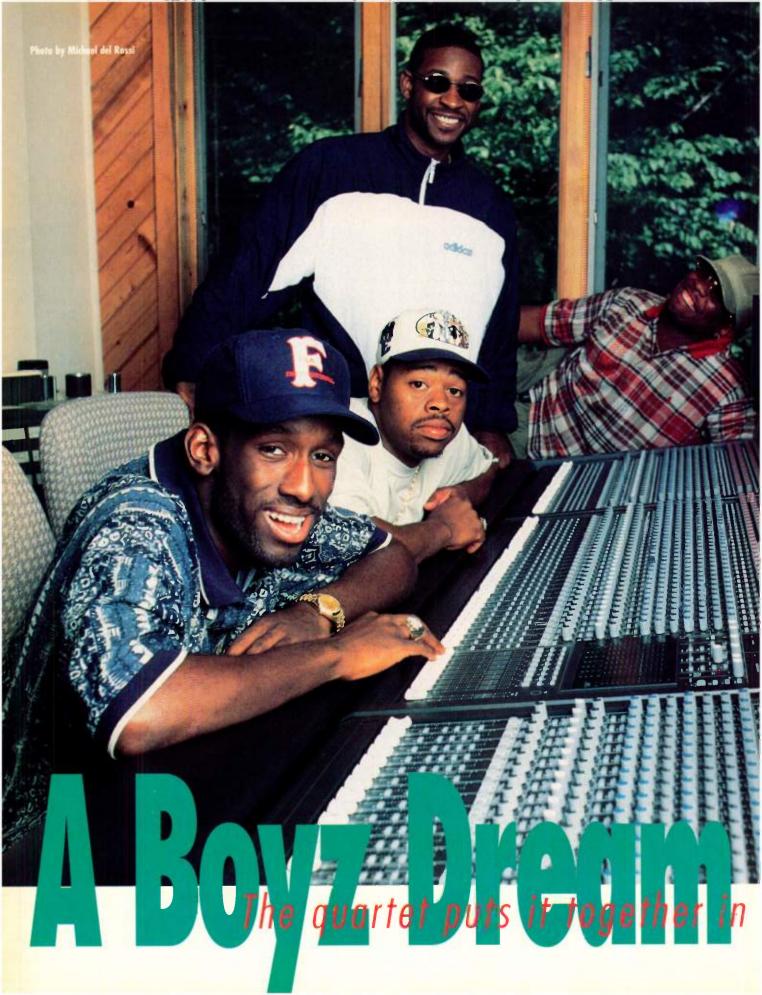


The new PCM go includes 230 all-new presets — from Lexicon's most powerful revero algorithms. The PCM 80 features 200 presets, with a wealth of sturning effects capabilities and two new algorithm cards.



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BY DARIA A. MARMALUK

It's not unusual for a successful recording act to want their own studio. For the four members of the popular group Boyz II Men, however, one studio was not enough. With record-breaking success as both a recording and a touring act, the group chose to put their life-long dream into action by creating a studio located just outside of their native Philadelphia. Known as Stonecreek, it now houses two major studios, one production suite, the offices of a new record label, and four private writing rooms — one for each of the highly creative and productive singer/songwriters who compose the group.

Stonecreek began in April 1995, when the Boyz purchased the structure of an existing studio and began renovating, enlarging, and adding to the facilities all housed within an expansive turn-of-the-century gun factory. The location was perfect. It was just far enough off the beaten path to give them the privacy they needed — but the place cried out for help. Walls came down, audio and electrical wiring were completely redone, and the studio offices were overhauled. And, of course, it all had to happen ASAP to be ready for upcoming projects such as the remake of Marvin Gaye's "Let's Get It On," remixes of several tunes, and other important projects by friends and cohorts such as L.L. Cool J, Brandy, and Color Me Badd. Within 49 days the place was equipped and ready for the celebration of its May 19th grand opening.

Inside the A Room was an SSL 4048 (E/G Series) and both analog and digital tape formats (Otari MTR 90 II, MTR 100, TASCAM DA-88's, and Alesis ADATs), a Motionworker Synchronization system, and an extensive array of outboard gear along with Quested HQ 410 active speakers built into the control room walls. Several months later, the adjacent production facility, once home to rapper Jazzy Jeff, became Stonecreek's B Room and was outfitted with a Mackie 80-input console, 102 channels of Mackie Ultramix automation and both analog and digital tape formats as well. Also

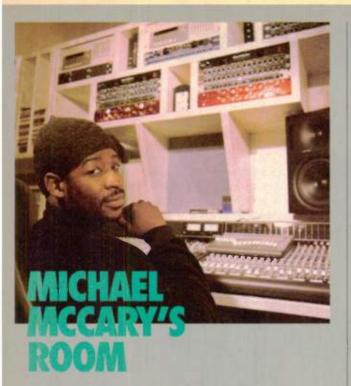
central to the B Room set-up was a 48-track Digidesign Pro Tools system for direct-to-hard-disk recording. The choice of Mackie gear along with Pro Tools offered the best combination of recallability and ease of use at a fraction of the cost of other systems that were considered. Next, as the A and B Room studios neared completion, the demand for equipping each private room became overwhelming.

Overseeing the installation and handling headaches was another Philadelphia native — studio designer and pro audio consultant George Hajioannou. Having planned and developed a variety of similar facilities, Hajioannou had also worked with several of the group members, so he had a jump on understanding their writing styles, preference in gear, and so on. Working closely with group leader, Nathan Morris, they passed equipment lists, room design ideas, and MIDI configurations back and forth until all proposals came in line with the overall game plan.

Comments Hajioannou: "It was Nate's idea to keep the rooms all compatible, so that you could take a computer disk from the writing rooms and go almost anywhere else in the facility and continue work." With that in mind, each of the writing suites could be used to sketch out compositions, work on grooves, and develop song ideas while the A and B rooms cranked or accommodated other group members or their associated projects.

"Because of this compatibility by design," says Hajioannou, "about 90 percent of the gear in the writing rooms as well as the MIDI setups in both Studios A and B are the same." The only exception to the plan was Michael McCary's room, which was designed by his producer/partner, "Durell Lamar" Bottoms. This room utilizes a great deal of the same gear as chosen for the other rooms, but is equipped instead with a larger console — the 56-input Mackie with Mackie Ultramix automation — plus a wider variety of signal processing gear

their facility's four different writing studios



CONSOLE: Mackie 24•8 and 32•8 (both with Ultramix) MON TORS: Genelec 1032A; Tannoy PBM8 LM RECORDERS: TASCAM DA-88 [4], 302 dual-cassetie deck, and DA-30 II DAT machine

MICROPHONES: Audio-Technica 4050/CM5

KEYBOARDS & MIDI: Akai MPC -3000; Alesis S4+; E-mu Procussion, Proteus 1, Proteus 2, Ultra Proteus, and Vintage Keys Plus; Ensoniq ASR-10; Korg X3/R and Wavestation SR; Kurzweil K2500R; Roland JD-990, JV-1060, JV-880, and S-770; Studio Electronics SE-1; Yamaha SY-99 and TX81Z [2]

OUTBOARD GEAR: Focusrite Red 2 dual EQ and Red 7 mic pre; Eventide H3000 D/SE; Lexicon PCM 80; Roland SRV-330; TC Electronic M2000; Zoom 9200; Ashly SGE-35 quad gate; Behringer MDX2000 compressor [2]; dbx 166A [2] and 1066 [4] dual compressors; Symetrix 564E quad gate; Tube Tech LCA2A; Summit Audio DCL-200

COMPUTER GEAR: Apple Macintosh Performa 6200CD; Mark of the Unicorn Digital Performer, MIDI Time Piece II [4], and Unisyn Librarian

MISCELLANEOUS: AKG K240 headphones [2]; beyerdynamic DT 990 headphones [3]; Furman PL-PKO 20-amp power conditioner [2] and RR-15 surge suppresser [6]; Marantz PMD320 CD player; Samson Q5 headphone amp [2]; Sony Trinitron monitor and stereo VCR

CONSOLE: Mackie LM-3204 and CR-1604 |2| MONITORS: Alesis Monitor One |2|

AMPLIFIERS: Hafler P3000

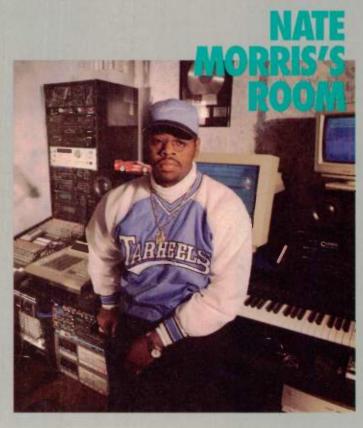
RECORDERS: Alesis ADAT [2]: Panasonic SV-3700 DAT recorder

SAMPLERS: Akai S1100

KEYBOARDS & MIDI: Akai MPC-3000 and MPC-60 II; E-mu Proteus; Kurzweil PC88 and K2000R; Roland JV-880, D70, JD-990, and JV-1080; Studio Electronics SE-1; Novation Bass Station; Yamaha TX812 [3]; Korg 01R/W; E-mu Proteus

COMPUTER GEAR: Apple Macintosh 7100; Mark of the Unicorn MIDI Time Piece II [3]; Bernoulli Transportable 230 drive; NEC MultiSync XE21 monitor; Philips color monitor: Apple color StyleWriter OUTBOARD GEAR: Peavey VMP2 mic pre: Ensoniq DP/4 effects processor

MISCELLANEOUS: Furman PL-Plus power strip [2] and PB-40 patchbay: Marantz PMD500 and PMD320 CD players



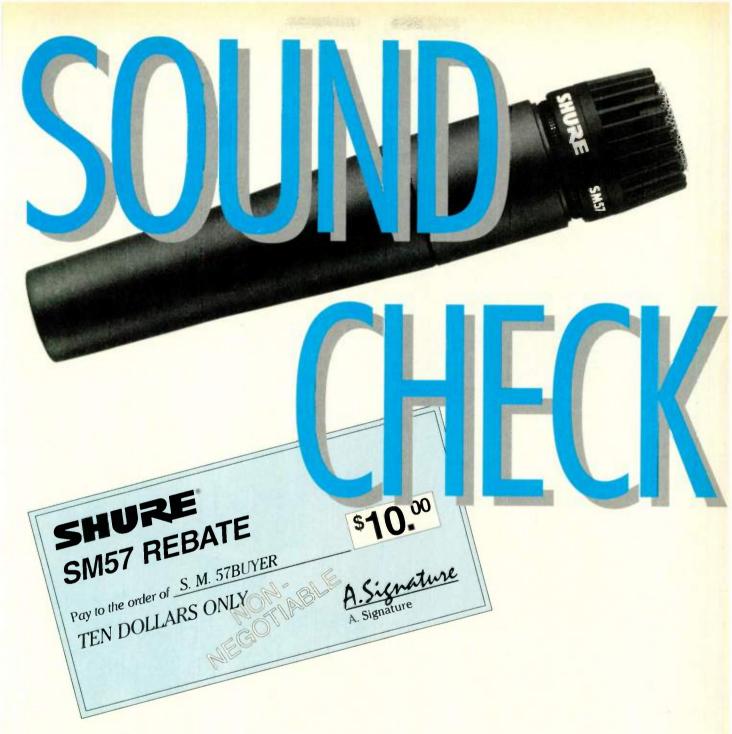
and TASCAM DA-88's for more involved production and mixing.

Inside the writing rooms at Stonecreek, all setups are based around Macintosh computers running Mark of the Unicorn Digital Performer, chosen for its versatility and for its ease in getting ideas down without losing inspiration. The Macintosh computers communicate to MIDI gear through three Mark of the Unicorn MIDI Time Piece II's, controlled by either a Kurzweil PC-88 or a Kurzweil

K2500. Grooves and catchy drum tracks generally originate from Akai MPC-60's or MPC-3000's, each equipped with Bernoulli drives used to save samples too large to fit on floppy discs. Keyboard choices are not surprising with the Boyz drawing much of their inspiration from early Motown and classic live recordings. Because of this, the group gravitates away from gimmicks and high-tech sounds and relates more to choices like the Roland JV-1080, JV-880, and JD-990, E-mu Ultra Pro-

teus, Korg O1WR, and the Yamaha TX81Z.

Nate Morris is hard pressed to pick a favorite, but finds the JV-1080 particularly inspiring for getting creative. Shawn Stockman is a big fan of the Roland JV-1080 as well: "Amazing sounds, all of them." He also likes the nylon guitar and string patches found on the Roland JV-880 and the Emu Proteus's percussion sounds. Wanya Morris was the first of the Boyz to discover the E-mu Vintage Keys Plus and E-mu Classic Keys, but within days these pieces



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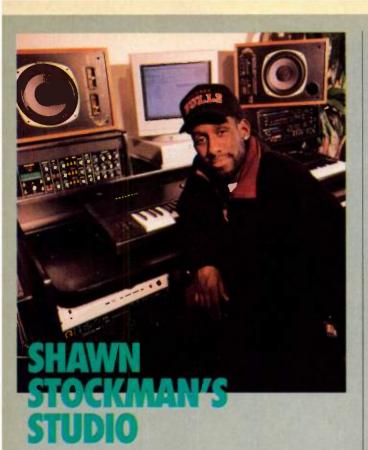
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CONSOLE: Mackie LM-3204 [2]
MONITORS: Alesis Monitor One [2]: Tannoy
SBM 10B

AMPLIFIERS: Hafler Trans•nova

DAT MACHINES: Panasonic SV-3700

KEYBOARDS & MIDI: Ensoniq ASR-10; Roland JV-1080, JV-880, and D-70; E-mu Ultra Proteus; Kurzweil PC88; Korg 01R/W; Kurzweil K2000R;

Yamaha TX81Z; Akai MPC-3000

COMPUTER GEAR: Apple Macintosh Quadra 630 and 17-inch multiscan display; Mark of the Unicorn MIDI Time Piece II [2]; Bernoulli

Transportable 230

OUTBOARD GEAR: Ensoniq DP/4

MISCELLANEOUS: ACM PC-8L and PC-8C

power strip; Marantz PMD500 and PMD320

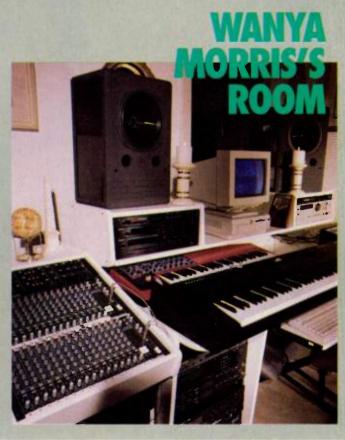
CD players

CONSOLE: Mackie LM-3204 [2] and Mixer Mixer MONITORS: Tannoy DMT 10 II [2] AMPLIFIERS: Alesis RA-100

DAT MACHINES: Panasonic SV-3700

KEYBOARDS & MIDI: Studio Electronics SE-1; E-mu Classic Keys, Vintage Keys, and Proteus; Roland JV-880, JV-990, and JV-1080; Kurzweil PC88 and K2000R; Korg 01R/W; Akai MPC-60

COMPUTER GEAR: Apple Macintosh Performa
630CD and Macintosh 16-inch display; Mark
of the Unicorn MIDI Time Piece II [2];
Bernoulli Transportable 230 drive
MISCELLANEOUS: Behringer MDX 2000 compressor; Marantz PMD320 CD player; Teac W515R double-cassette deck; Furman RR-15
surge suppresser



appeared as standard fare throughout the building. Though keyboard preferences vary, the choice for a bass module is unanimous. All rooms offer the Studio Electronics SE-1, whose bass sounds can be heard on several of their hit records and in quite a few of their new compositions.

In three out of four rooms, everything is connected through Mackie LM 3204 audio mixers — pieces that had traveled and toured with the Boyz during their last stretch on the road. Last but not

least, speaker choices also differ from room to room, with Nate utilizing Alesis Monitor Ones, Michael using Genelec 1032A's, Wanya using Tannoy DMT 10 II's to rattle the walls with bass, and Shawn alternating between Alesis Monitor Ones and Tannoy Super Gold SGM 10B's. Exact gear lists point to other minor differences in preferences of sounds and additional writing tools.

Stockman remembers the days when his family didn't have the money to buy

him a keyboard and he had to create and store musical ideas in his head. With equally humble beginnings, the other members of the group recall when they had all hoped for the opportunity to make music and to make a living at it. Not only did those wishes become reality, but their hopes of turning one Philadelphia location into a center for their musical creativity has become a Boyz dream come true.



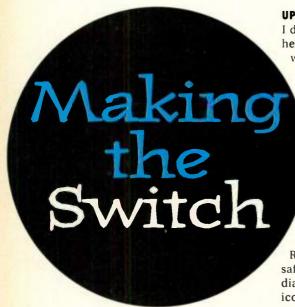


Windows 95 rocks the hard disks of today's project studios

Bill Gates has changed the face of music. Traditionally, the Macintosh has been the computer of choice for the majority of recording studios. But, since the release of Windows 95, Gates's camp has taken back some of that market, and with strong third-party support, are looking to become the new king of desktop recording.

In this special section, Craig Anderton and David Miles Huber take a closer look at the recording possibilities offered by Windows and review some of the software that





Some tips on making the transition to Windows 95 easier

BY CRAIG ANDERTON

If you're migrating to Windows 95 from the Mac, Atari, Amiga, or even Windows 3.1, you may be filled with trepidation. Having delved into the world of Wintel after a decade of Macnocentric behavior, I was prepared for the worst — only to be pleasantly surprised. Windows 95 is very powerful, but can be confusing at first. The following tips are intended to make the transition a little smoother.

START FROM SCRATCH

Make a list of the hardware you need — sound card, quad-speed CD-ROM, 16 MB RAM (8 MB isn't really enough), PCI and ISA slots, etc. — and buy the computer preconfigured, with Windows 95 pre-installed. Ignore the el cheapo systems; although it has become easier to set up a PC yourself, it's worth paying extra for a system from an established company such as Dell, Hewlett-Packard, Compaq, or IBM that works right out of the box.

UPGRADING FROM WINDOWS 3.1

I didn't have to upgrade from 3.1, but here's what I've been told by those who have:

- 1. Back up all your data files (make *two* copies).
- Reformat the hard drive and forget Windows 3.1 ever existed.
- 3. Install Windows 95 with no other programs running.
 - 4. Reinstall your programs.
 - 5. Copy over your data files.

INSTALLING PROGRAMS

Many programs now come on CD-ROM. With a W95-compatible CD-ROM, restart the computer just to be safe, pop the disc in the drive, and a dialog box comes up with an "install" icon. Click on it, and follow any prompts (you may be given the option to save the program somewhere other than your main drive, but as is usually the case with W95, your best bet is to simply follow the defaults).

If the CD is not W95-savvy, then 99 percent of the time you go to the Start button, select Run, and type D:\SETUP.EXE. Follow any prompts and your program will be installed. (If you're installing a program from a floppy disk, you usually type A:\SETUP.EXE.)

THE SOUND CARD MENTALITY

Sound Blaster or equivalent sound cards are common on the PC, but their consumer orientation can mean less than CD-quality specs and no MIDI connectors. For better audio, use a pro

sound card (e.g., Digi-Audio Labs' CardD Plus or AdB's MultiWav board). A detailed comparison of the two isn't appropriate here, but basically the CardD Plus offers analog I/O with an optional digital I/O, while the MultiWav is digital I/O only (use the A/D and D/A converters your DAT to provide the missing link).

Sound

cards have a joystick port that carries the MIDI signals. To access MIDI you need some extra circuitry and a connector; Midiman makes several suitable and inexpensive interfaces. Or, make one yourself — to download a schematic (courtesy of Jack Orman) from AOL, the path is keyword SSS > Articles Library > Do It Yourself > Sound Blaster to MIDI Interface. Either way gives you 16 channels out and an input. For multiple ports, both Mark of the Unicorn and Opcode (which recently acquired the MusicQuest line of PC interfaces) offer suitable products.

You needn't be too concerned with the config.sys and autoexec.bat files, which are holdovers from the DOS days and matter mostly with DOS-based games. If you want to run games and encounter problems, one call to the game company's tech support should get your config file happening. You basically open it in a text processor (like W95's notepad), add or modify a few lines, resave the file as text only, and you're done.

Drivers are similar to the extensions in a Mac; they add software routines for specific functions, such as talking to digital audio cards, MIDI options, CD-ROM drives, etc. Mac veterans know that extensions can cause conflicts and other system-related problems, which is why extension manager programs let you selectively turn particular extensions on or off. W95 builds driver control right into the operating system, which gives you a lot of control but can also be complicated to figure out.

There are two basic ways to add drivers for hardware. With W95 plugand-play compatible



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Able to Process 1 True Stereo or Mono Input Signals

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the ENSONIQ DP/2 the biggest selection of the best tools

When it comes to equipping your studio, your list of effects needs can grow pretty long. Probably longer than your budget. So make the right choice - one that will cover all of your signal processing needs from tracking to final mixdown. The DP/2 from ENSONIQ.

What makes the DP/2 so special? To start, it offers sixty-five great-sounding algorithms - the most complete selection available anywhere. Take a look at the list - you'll find all the tools you'll need to record and mix your music.

Use compression, de-essing, or EQ for recording voice-overs or vocals. A variety of speaker and amp simulations help you record guitar or bass direct and get anything from a natural mic'd amp sound to some serious "crunch." Shape drum tones or clean up noisy signals with a number of EQs, gates, and expanders.

An assortment of time-based effects (including chorus, flanging phasing, delays, pitch shifters, and combination effects; are there to add richness and life to a track. And a selection of world-class reverbs lets you place each instrument in its own perfect "space" in your mix.

Not only does the DP/2 offer a complete range of processing functions; it has 600 well-crafted presets to handle every recording and live sound application you can throw at it. The presets are organized by type so you can quickly find what you need and get right back to your music.

The DP/2 offers two of our powerful ESP chips -20 MIPS of industrial-strength DSP power that we use to create stellar-sounding effects. With two

D P / 2	ALG	ORIT	H M S	Phaser-Reverb
Hall Reverb	Tempo Delay	Guitar Amp 2	Expander	EQ-Chorus-DDL
Large Plate	3.6 sec DDL 2U	Guitar Amp 3	Keyed Expander	EQ-Flanger-DDL
Small Plate	8 Voice Chorus	Guitar Amp 4	Inverse Expander	EQ-Panner-DDL
Large Room	Flanger	Digital Tube Amp	Ducker/Gate	EQ-Tremolo-DDL
Small Room	Phaser-DDL	Dynamic Tube Amp	De-esser	EQ-Vibrato-DDL
Gated Reverb	Rotating Speaker	VCF-Distortion 1	Rumble Filter	EQ-DDL with LFO
Reverse Reverb 1	Speaker Cabinet	VCF-Distortion 2	Van der Pol Filter	Sine/Noise Generator
Reverse Reverb 2	Tunable Speaker 1	FuzzBox	Vocal Remover	ADSR Envelope Generator
NonLinear Reverb 1	Tunable Speaker 2	Guitar Tuner 2U	Vocoder 2J	Distortion-Chorus-Reverb
NonLinear Reverb 2	Parametric EQ	Pitch Shifter	No Effect	Distortion-Roto-Reverb
NonLinear Reverb 3	EQ-Gate	Fast Pitch Shift	Plate-Choius	Wah-Distortion-Reverb
MuitiTap Delay	EQ-Compressor	Pitch Shift-DDL	Chorus-Reverb	Compressor-Distortion-
Dual Delay	Guitar Amp 1	Pitch Shift 2U	Flanger-Reverb	Flanger-Reverb

inputs, two outputs, and two processors the DP/2 is equally useful as two separate mono in-stereo out effects devices or as a true stereo device utilizing both processors.

From its low-noise hardware design to its many new algorithms and presets, the DP/2's great sound has been refined from our DP/4 Parallel Effects Processor. The effects legacy that has become a fixture in top studios and live rigs around the world is now available in a single rack unit designed for your project studio and live performance needs.

West Grad a larque wrench and crank me out some into on the DPR. Serious work requires a complete set of the right tools, each designed for the job at hand. For your recording needs, there's no better choice than the DP/2.

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MR. Rock expendable synth

1682. Ix mixer

Id also like into on.

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WINDOWS 95 IN 1996

devices, you plug in the device (with the power off, of course), then from Start select Settings > Control Panel > Add New Hardware. W95 then scans your system and hopefully installs the appropriate driver.

If W95 doesn't find an appropriate driver, it prompts you to insert a disk containing the driver (this will be included with the device you want to install). Follow the prompts to "add driver," and you're set.

To check out the drivers included for music and MIDI applications other than system-level stuff (e.g., Sound Blaster card), the path is Start > Settings > Control Panel > Multimedia. You'll see "tabs" for Audio, Video, MIDI, CD Music, and Advanced. Click on a tab to change general settings, like turning a driver on or off; to really get into the system, click on Advanced and you'll see a list of all driver categories used for sound, video, etc.



FIGURE 1

These are set up as folders, so click on the appropriate icon to see individual drivers. For example, in my system if I click on Audio Devices, drivers for the Sound Blaster and the DAL card show up. Click on the driver, and you'll see several options: general options, then perhaps a button for "settings" and "remove." The former lets you customize the driver settings; the latter removes the driver entirely.

Fig. 1 shows some of the windows you might find during this process. The control panel is at the top, from which you select the list of multimedia drivers (upper left window). Clicking on "Audio for DAL..." brings up the window in the upper right, with the general settings. Clicking on "settings" brings up the setup window at the bot-

tom, which lets you select the card's port and DMA address (essentially the channel within the computer the audio will use), as well as whether it's going to listen to its analog or digital inputs and whether you want copy protection or pre-emphasis. Don't be scared by the hex numbers; this data just tells the computer where to look for the card. The CardD Plus manual recommends default settings. Leave the defaults as is unless things don't work (see next paragraph).

The Sound Blaster (or equivalent) card is so fundamental that it is considered part of the system. To find info on its settings the path is Control Panel > Sound/ Settings > System > Video/Game Controllers > Sound Blaster > Resources. This shows the DMA and interrupt settings for the card. When I first installed the DAL card, there was a conflict with the Sound Blaster because they were both set to DMA channel 5. I simply changed the playback default channel for the CardD from 5 to 6, and all was well. The moral of the story is: don't panic! If you install a card and it doesn't work, find its driver, write down the original settings so you can return to them if needed, and change the defaults one at a time to see where the problem lies. This may sound complicated, but by reading the manuals that came with the CardD and Sound Blaster, I was up and running within an hour, learned a lot about how to use the system, and haven't had to change anything since.

THE MAGIC OF KEYBOARD EQUIVALENTS

Using keyboard equivalents can save time (and prevent "mouse shoulder"); W95 makes the process easy. Calling up a menu from the menu bar usually involves pressing the Alt key and the letter underlined in the menu item. Once the menu appears, type the underlined letter for a particular option (or a keyboard equivalent shown to the right of the option). For example, suppose you wanted to call up the Normalize dialog box from the Process menu in Sound Forge. Press Alt+P to call up the Process menu, then type N and voilà-instant normalization. If a button (such as "OK") is surrounded by a dashed line, hitting Return equals clicking on that button.

You can also create your own keyboard equivalents for shortcuts (these are like the Mac aliases). Right-click on the shortcut, then select Properties > Shortcut > Alt+K (or click in the Shortcut Key field). Type the desired keyboard equivalent then click on Apply (unlike Mac programs, when you make these kind of changes you must click on Apply before closing the window). If the keyboard equivalent already exists, Apply will be grayed out. To eliminate a keyboard command, click on the field and hit backspace.

A FEW OTHER TRICKS ...

- The right-hand mouse button is somewhat like hitting Command-I on the Mac, but with more detailed options. Right-click on a drive under "My Computer" and select Properties (or just type R) for a pie graph showing remaining memory. Right-click on the desktop and select New > Folder to create a new folder, or on a file to bring up a menu of options; click on Properties to see stats on file size and other salient information.
- For contiguous file selection, the key combination is Control-Shift, not Shift-Click as with the Mac. Shift-Click selects every file between where you shift-click and the last place you shift-clicked. This is useful for selecting several adjacent files within a column of multiple files.
- · Long file names are still much better supported on the Mac. You can have long file names on the PC desktop, but use those files with DOS or Windows 3.1 programs and they'll be truncated back to those stupid 8 characters + 3 character suffix. As insurance, make the first 8 characters of your long file name something vaguely useful, like "TK2FLYME_Take 2 Of Fly There With Me.WAV." This will get truncated to "TK2FLY~1.WAV." The file name "Take 2 Of Fly There With Me.WAV" would have been truncated to TAKE2O-1.WAV, which is somewhat more cryptic.
- When copying to a floppy, W95
 won't inform you if you try to copy
 over more than the disk can handle. It
 will just stop at some point during the
 copy and say that the disk is full,
 whereupon you have to get another
 disk. If you use floppies, always have
 some formatted spares.
- To use SCSI peripherals with the PC, get an Adaptec SCSI board (preferably the PCI model if you have PCI slots). W95 will recognize the thing, install drivers, and get you SCSIfied.

Hafler PROFESSIONAL



Wally Traugott Capitol Records



Pat Scholes Ardent Studios



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The latest word in computer-driven, audio-related products

BY CRAIG ANDERTON

Cubase Meets SGI. Cubase Audio will soon be available for the Silicon Graphics "Indy" computer, which, thanks to its four independent audio ins and outs, digital interface for AES/EBU and S/PDIF, and video input, is ideal for high-performance multimedia development. Engineers at Steinberg found MIDI timing on SGI machines accurate within 0.1 ms, more than an order of magnitude better than the Mac or PC. Also impressive: the SGI software synthesizer that's slated for release with SGI's version 6.2 operating system. It boasts features like two resonant filters and three envelopes per voice. Contact: Silicon Graphics, 2011 Shoreline Blvd., Mountain View, CA 94043-1389. Tel: 415-960-1980; Steinberg, 9312 Deering Ave., Chatsworth, CA 91311. Tel: 818-993-4091. Circle EO free lit. #121.

Mac Ports: The Big Fix. Opcode's OMS 2.1 provides a software fix that allows reliable inputting of high-bandwidth MIDI into both PowerMac serial ports. OMS 2.1 is available free of

charge to registered users — download it from Opcode's web site (http://www.opcode.com) in the FTP download section. Contact: Opcode, 3950 Fabian Way Suite 100, Palo Alto, CA 94303. Tel: 415-856-3333. Circle EQ free lit. #122.

QuickTime Music Architecture (QTMA) Enhancements. Apple's QTMA software synth, featuring Sound Canvas sounds licensed from Roland, made it simpler to do out-of-the-box audio/synthesis. Now QuickTime 2.2, music and synthesizer developers can create their own custom software synthesizers, instruments, and libraries within the QuickTime protocol. Opening up the QuickTime architecture allows companies like InVision to license its Cyber-Sound software synthesis to developers, or Yamaha to support QuickTime with its XG synthesis engine.

QuickTime 2.2 also provides direct support for OMS 2.1 so that MIDI sequences can be directed to any MIDI-compatible device connected to the computer, in sync with QuickTime movies. QuickTime 2.2 will be available free of charge through Apple's home page on the web (http://www.apple.com) and from online services.

Apple And SGI Collaboration. Both companies are working on the development of digital studios for feature film, animation, and broadcast video. Expect file viewers and converters (both Apple and SGI standards) for

3D and animation applications, as well as SGI's adoption of QuickTime technology for its SiliconStudio architecture, thus providing a common multimedia file format for both platforms.

Pro Tools 4.0
Preview. The four automation modes, various move update options, custom fade curves, real-time automatic data thinning, and individual playlists per track were alluded to at NAMM, but the big news is Pro

Tools 4.0's "Destructive DSP" menu, which incorporates Sound Designer's DSP functions. These can process waveforms shown on-screen, or digital audio in the "bins." Although all standard Sound Designer functions may not make it into 4.0, the goal is to integrate as many as possible, and all of them eventually. This will also eliminate the current need to switch between Pro Tools and Sound Designer. Pro Tools 4 is expected in August '96, roughly concurrent with the Pro Control hardware control surface. Contact: Digidesign, 1360 Willow Rd., Menlo Park, CA 94025. Tel: 415-688-0600. Circle EQ free lit. #123.

PCI Is Coming. Digidesign's Audiomedia III is a PCI-bus board for the Mac and/or PC (greater than 75 MHz clock rate recommended). It costs \$795 bundled with Windows and Mac DAE (Digital Audio Engine), which allows up to eight tracks with compatible sequencers (expected by 3rd Q '96: Cakewalk Pro Audio, Logic Audio, Digital Performer, Studio Vision Pro, and Cubase Audio). Session software for Windows is another \$195 (use Sonic Foundry's Sound Forge or Steinberg's WaveLab for 2-track editing); for the Mac, Pro Tools is the program of choice. The board supports 22.050 and 11.025 kHz sample rates as well as 44.1 and 48 kHz. There are two analog ins, two analog outs, and S/PDIF digital I/O with 24-bit output capability (although the current system writes only 16-bit files to disk).

Korg's PCI 1212 I/O card for the Power Mac is optimized for use with Macromedia's Deck II. The board fea-



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tures 12 inputs and outputs configured as TRS stereo line-level input (18-bit), TRS stereo line-level output (20-bit), RCA S/PDIF digital I/O, and 8-channel ADAT optical I/O, all of which can be used simultaneously. Korg envisions the 1212 I/O as being part of a system including Deck II, the 168RC recording console (which can also connect to the 1212 I/O), ADAT, and Trinity Music Workstation DRS. Contact: Korg, 89 Frost St., Westbury, NY 11590. Tel: 516-333-9100. Circle EQ free lit. #124.

Sound Forge 3.5 Preview. This popular 2-channel digital audio editor for Windows will be able to sync

while recording or playing back, do crossfade loops for sampling applications, include new (and better-sounding) time compression and reverb (the previous reverb has now been turned into a multi-tap delay), normalize to a particular level, perform AVI file editing, and offer true Windows 95 compatibility including OLE support. Version 3.0 owners can upgrade for \$99. Contact: Sonic Foundry, 100 S. Baldwin Suite 204, Madison, WI 53703. Tel: 608-256-3133. Circle EQ free lit. #125.

The Mac Silencer (approx. \$700). Bugged by hard drive and fan noise? The RemoteVideo system lets you run your DB-15 connector compatible video monitor, keyboard, and mouse up to 300 feet away from the computer. The system includes a transmitter with RGB video out, receiver (with two ADB ports), and a special cable to connect the two (the stock cable is 46 feet long; longer lengths are optional). Contact: JCC, 10 Rue Marie, 91230 Montgeron, France. Fax: 011-33-1-6942-5283. Circle EQ free lit. #126.

Steinberg's VST-"Virtual Studio Technology." Cubase Audio xt 3.0, in addition to supporting TDM, includes VST. This provides up to 32 tracks of digital audio and 128 real-time EOs, a software effects rack (chorus, reverb, etc.) with four multieffects processors, time stretch, pitch shift, automated mixing of faders/pan/EQ settings/ effects, plug-in interface for external audio processing, and the usual Cubase MIDI/scoring/groove quantize options - all on a Power Mac with no external hardware. According to Steinberg, 3rd party developers are working on VST-compatible plug-ins. (Speaking of plug-ins, Steinberg has added the Red Valvelt, a virtual tube amp including speaker simulation, to its line of TDM plug-ins.) Cubase Score 3.0 and Cubase 3.0 also support VST. Minimum system requirements are 6100/66 MHz, 16 MB RAM, 2ndlevel cache, and System 7.5.

For Windows, Cubase 3.0 incorporates its Wavelab technology for digital audio editing features (compression/limiting, EQ, time stretch, pitch shift, and fades/crossfades) with automatic updating in Cubase as you edit. Cubase Score 3.0 adds scoring options, while Cubase Audio 3.0 provides extended support for dedicated hard-disk recording hardware such as Digidesign's Session 8, Audiomedia III PCI, and Yamaha CBX D3/D5. Also, Cubasis now supports up to eight tracks of digital audio using conventional sound cards.

New Creamware Board. triple-Board 2.0 is a pro-quality PC ISA card with stereo analog I/O, stereo digital I/O (optical and coax S/PDIF, optional AES/EBU transformer balanced), MIDI in/out, MIDI timecode input, and 18-bit/128x oversampling A/D and D/A converters. Contact: Creamware, Siegburg, Germany; U.S. sales line: 800-899-1939. Circle EQ free lit. #127.

Wave Distribution Turnkey PC for Digital Audio. This rack-mount

ATARI/FALCON COMPUTER UPDATE

Put An Atari in Your PC. The problem: you have a ton of great Atari software, but you traded in your 1040 or Mega for a PC. The solution: C-Lab's STzer, a TOS-compatible, \$350, ISA-compatible card (complete with MIDI in/out and dongle/cartridge port) that plugs into your PC and runs a GEM desktop from within Windows. Yes, it really works.

Also new from C-Lab: Upgrade a Falcon 030 or C-Lab MK I or MK II to the Falcon MK X (upgrades start at around \$300). The MK X is similar to the original Falcon, but housed in a sturdier case and with improved internal data storage options (1 or 2 GB IDE drive, or removable media such as Jaz 1 GB or SyQuest 1.3 GB) and I/O (pro-quality A/D and D/A converters with 1/4-inch phone jacks). Options include an S/PDIF interface, ADAT interface, and internal SCSI. Contact: C-Lab, Postfach 700303, 22003 Hamburg, Germany. Tel: 011-49-40-694-4000; e-mail: 100434.37@compuserve.com. Circle EQ free lit. #128.

Other Falcon News: Studio Son is an 8-track digital audio workstation with DSP effects (equalizer, harmonizer, echo), SMPTE/GPI/MIDI sync, multiple crossfade options, CD-ROM sound manager (that displays all audio clips and allows real-time previews), precision VU meters, import/export AIFF, WAV, TRK, and AVR (Falcon), test oscillator, and standard editing effects.

Sunrise Electronics' SE-600 provides 8 individual outputs; the SE-800 allows 8 individual inputs for simultaneous recording.

Friend Chip's K-AT remote-control keyboard is a palm-sized controller that includes seven buttons and a shift button, laid out somewhat like a transport, which can be assigned to any 14 keyboard keys (function keys etc.) using the supplied desk accessory. A footswitch jack parallels the nominal "record" button. Friend Chip also announced an upcoming interface that provides eight lines to the Yamaha ProMix 01 and four record lines to the Falcon.

SoundPool Falcon Products: SoundPool's Falcon-compatible hardware and software includes AudioTracker (8-track tape recorder emulation with DSP and sync that's also designed for ADAT editing), WaveMaster sample editor, AudioMaster (writes audio and other files to CD recorders; includes scrubbing, multiple real time fade ins/outs, optional plug-ins for six stereo parametric EQs, real-time spectrum analysis, MIDI sync, dynamics processing), and CD Recorder ("plain vanilla" CD-ROM burner supports Ricoh, JVC, and Philips CD recorders). Hardware products include an S/PDIF interface (with 44.1 and 48 kHz sample rates), ADAT digital interface, and Analog 8 for eight individual audio outputs. Contact: SoundPool, Postfach 1112, D-74373 Zaberfeld, Germany. Tel: 011-49-70-469-0215; e-mail: 101233.3213@compuserve.com. Circle EQ free lit. #129.

—Craig Anderton

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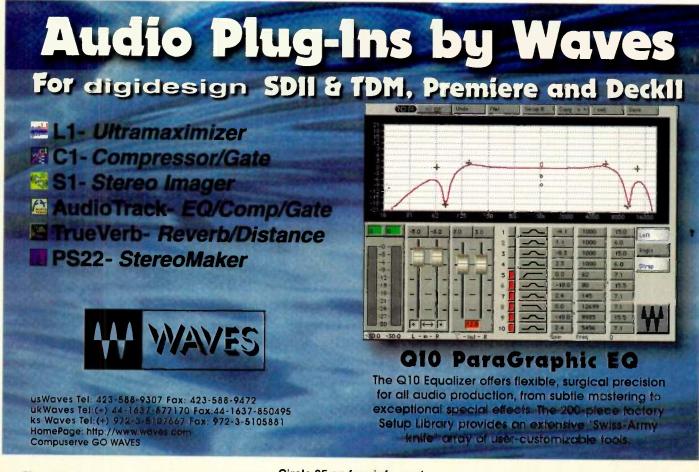
SonicWORX Artist. Intended for creating new sounds for soundtracks and experimental/dance music on the Power Mac, operations include room simulation, filters, format-altering EQ, audio morphing, three different 18-band vocoders, time compression/expansion, dynamics, sample-rate conversion, "de-reverberation" for drying out sounds, and other special effects. Supported file formats (8–50 kHz sampling rate, 8/16/24-bit word

length) include AIFF, AIFF-C, and Sound Designer II. It supports external audio hardware through Apple Sound Manager, and can process more than one file simultaneously. Power Mac native, a 680X0 family version with fewer functions is also available. Prosoniq Contact: Products Software, Hauptstrasse 24, 69151 Neckaregmünd, Germany. Tel: 011-49-622-392-0632; e-mail: info@prosoniq.com. Circle EQ free lit. #131.

Pyramix Virtual Studio. Designed to run under Windows 95 or NT in 4and 8-track configurations, Pyramix provides digital audio mixing, editing, signal processing, and CD-R mastering. The basic system includes the Kefren ISA bus audio board, which uses multiple AT&T 32-bit DSP processors for processing up to 24-bit, 48 kHz audio. I/O is dual-S/PDIF optical connectors for input and output, and S/PDIF coax I/O (ADAT optical I/O comes with the 8-track versions). TDIF, SMPTE/VITC, and ADAT sync are optional for 8-channel versions. The architecture allows for software

signal routing and effects configurations for the virtual mixer, à la Peavey MediaMatrix. The core effects group consists of parametric 4-band EQ, 10-band graphic EQ, 3-band tone control, dynamics, and digital delay. Optional reverb, time compression, and pitch shift are planned for later. Other features include OMF/AIFF/WAV/Snd file support, and a lossless data compression scheme for up to 3:1 storage savings.

The starter system is Quadrix (\$4995; four channels and digital mixer with up to eight channels for mixing four external inputs and four hard-disk inputs simultaneously). Octix (\$6995; eight channels) is expandable to Octix HP (\$9995), which includes a DSP expansion option that allows more DSP effects and larger mixer configurations. Adding the DSP expansion to Octix costs \$2995. A Quadrix to Octix upgrade is \$2295. Contact: Merging Technologies, 11440 W. Bernando Ct., Suite 290, San Diego, CA 92127. Tel: 619-675-9703. Circle EQ free lit. #132.







How to easily upgrade your PC's motherboard

BY CRAIG ANDERTON

Not long ago, the most that a typical PC had to deal with was word processing, spreadsheets, and the business of general day-to-day operations. Now that the PC has become a real media workhorse, the demands upon data processing speed, disk access and graphics display have greatly increased. Installing newer-generation digital audio and multimedia PC software and hardware into a system that can't handle the extra load often won't enable your system to perform tasks like keeping up with real-time audio demands, nonreal-time DSP calculations (i.e., applying digital EQ to a soundfile can be excruciatingly slow when using an older CPU) or playing back digital video without having the jitters. Quite simply, a faster system can handle more tasks in less time, letting you get on with the business of being creative

So if you have an older, slower PC, you need to rush out and buy a whole new system, right? Wrong! Since the heart of any computer is its motherboard (containing all BIOS, processing, and data-routing components), removing the old board and installing

a newer, faster one can often significantly increase a system's speed and performance. The process isn't difficult; it simply requires a few of the right tools, common sense, and patience. You may encounter some moments of frustration. but the rewards (both financially and educationally) will be worth it. Ready? Let's start.

BEFORE YOU DO ANYTHING

Before attempting any repairs or upgrades, heed the following safety precautions. Remember, the sanity you save by strictly adhering to this checklist may be your own!

- 1. Always make a full backup of your hard disk data.
- 2. Windows 3.1 users should make a bootable (system) diskette containing the following files:

(Root Dir.) - command.com, autoexec.bat, and config.sys

(DOS) — fdisk.exe, format.com, backup.exe, and restore.exe (for DOS Ver. 5.0 and less)

<Windows> - win.ini and system.ini

Note: With Windows '95, the bootable (system) diskette that you created when you first installed Win '95 will include all the necessary files to perform the fdisk, format, and restore functions.

3. Write down your drive type setting numbers from the initial BIOS display screen. You might also want to perform an fdisk on the system and write down all partition information.

4. Document the complete listing of hardware settings, detailing the interrupt, port, and DMA settings

(where applicable). You probably won't need these settings when installing the board, but just in

5. Draw the origimotherboard's wiring layout (keyboard/speaker/ LED/turbo wires, and so on) on paper, so that you'll know which wires go where when swapping motherboards or

in case you need to reinstall the old one (which happens a lot when Murphy's Law pops up).

- 6. If at all possible, test the system's CPU, I/O, and disk speed using a benchmark program. (If you don't have access to a shareware or low-cost benchmark program, most PC repair places will run this test for a nominal fee.) Once done, print or write down the results for future comparison to the newer CPU.
- 7. Stash all these papers and diskette in a safe place for future refer-

YO MAMA!

First, you need to choose the right board. Determine the processing speed needed to get the job (and future jobs) done. I'd recommend at least a 486DX4-100, but you might as well go for a Pentium 100 or faster if you can afford it.

Second, consider the hardware requirements and physical layout. If you're like me and have all your slots filled, this can become a problematic jigsaw puzzle. Some of the more important considerations are: Are there enough hardware card slots to handle your system's needs? Do the slot types match your present or future hardware cards (EISA, VLB, or PCI)? Are the memory SIMM slots compatible? Does it use 72-pin slots, while you have 30-pin SIMMs? (If you need to go to 72-pin slots, memory-saver "trees" can adapt 30-pin to 72-pin slots, while some companies will let you swap SIMM types for a nominal charge.) Often, newer CPUs will have heat sinks and fans that tower up to an inch above the CPU. Make sure your system's physical layout can handle it.

For example, would the drive bays



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CPU physically placed where a fullsize hardware card needs to go? If the answer is yes, keep looking until you find the right motherboard.

It's generally not a good idea to upgrade by simply buying a faster CPU. For example, motherboards that have been built to handle a wide range of CPU types and speeds will often compromise on performance. As a friend said, "Putting a Porsche engine in a Volkswagen doesn't mean that it's gonna drive like a Porsche." Once, when I installed a 486DX2-66 into such a motherboard, it actually processed

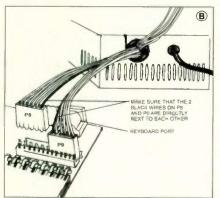


FIGURE 2

slower than a 386DX-40. The moral: Think twice before adding any kind of "one size fits all" component into your system.

Mail-order catalogs offer the best hardware buys (look for *Computer Shopper*, a monster-sized monthly available at almost any magazine store with ads from hundreds of companies). However, I've found out the

hard way that motherboards bought sight unseen were often incompatible with my system's needs, and most of these pitfalls were avoided by buylocally...caveat emptor! Another big plus for buying from home-boys is the nearby technical support. Most mail-order companies have technical support phone numbers (often tollfree) and they're generally good in an emergency, but if you're not the techie type and are kneedeep in trouble. there's no substitute for a local pro.

And now, a very important rule: Keep all your billing receipts. Fifty percent of the time, you'll need them for proof of warranty, or to return parts that are wrong or bad.

OUT WITH THE OLD

Once you've found the object of your desires and have followed all the necessary stages outlined above, remove the old motherboard.

First, discharge any static electricity that may have built up in your body. Voltages that are sufficient to destroy hardware aren't overly common, but if it happens, you could be up the creek without a warranty. One

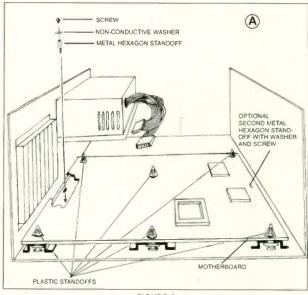


FIGURE 1

solution is to cut off the two line prongs of a spare IEC AC cord, leaving only the ground plug. By plugging this line into the computer and wall socket (thus placing the chassis at ground), you can discharge any potential surge by touching the power supply chassis before and while you handle any static-sensitive parts, such as boards. Note that touching cable pins can also cause problems, as these might connect to sensitive pieces of circuitry.

Then, remove all hardware, memory SIMMs, and plug-in cabling. Remove the mounting screws and carefully crimp any plastic standoffs with thin, needle-nose pliers, so that the motherboard can be easily removed.

IN WITH THE NEW

The next step towards a newer, faster life is to gently insert the new mother-board so that the keyboard connector lines up with the case's keyboard hole. Now lift it out slightly, carefully noting if all of the plastic and metal standoffs line up exactly with the new board. A misplaced metal standoff could potentially damage a new motherboard (I know, it happened to me). If one exists, either remove it or insulate it at the top using electrician's tape or by cementing a nonconductive washer to its top.

Once you're sure the board will slip safely into the case, insert it and snap the plastic stand-offs into their

MAC MOTHERBOARD REPLACEMENTS

These same techniques work for certain Mac models as well. For example, when my llci blew up (and I determined the problem wasn't the power supply, as verified by substituting one known to be good from a friend's llcx), I went to the Classifieds section on America Online and found a company in Texas selling new ci motherboards for \$200. I also had the option of upgrading to a Centris 650 board for several hundred more dollars, but decided that since I want to replace the ci with a PowerMac as soon as the NuBus/PCI scene stabilizes, there was no point in getting into an 040 machine at this late date. Besides, using a Diimo 50 MHz 030 accelerator with the ci actually outperforms an 040 machine in some applications.

The entire operation took about 45 minutes. I removed the power supply, the bay with the hard drive and floppy, and a few other parts; the old mother-board slipped out, and the new one slipped in. After reinstalling the drives and supply, the ci was up and running again.

—Craig Anderton

respective holes. Screw the board into place and reconnect all the LED and power leads. Make sure that the black wires on the two power leads are facing in towards each other, as plugging them in backwards would be catastrophic.

Once the memory SIMMs and essential hardware cards (i.e., video, 1/O, and disk controller cards) have been installed, test the system by plugging in the keyboard and monitor. When you're comfortable, let 'er rip! Do all the LEDs light? If not, check their plug polarity. The BIOS CMOS setup screen should then appear on the monitor. At this time, enter the appropriate floppy, hard disk, and any other necessary settings. The system may or may not boot, depending upon whether or not the system is using the same BIOS type as the older motherboard. If not, you're going to have to get out your bootable (system) diskette, perform an fdisk on the hard disk(s), format the disk(s), and restore the data from your backups. If the system works properly, turn it off and install the rest of your hardware and run a speed benchmark to test it out. If not, retrace your steps to find the problem or call your local service pro. I warned you that it might not be all roses.

LET'S GET ENHANCED!

Many of the newer motherboards incorporate on-board Enhanced IDE (EIDE) drive ports, which can increase hard disk access by 30 to 120 percent over conventional IDE ports (which is important for hard disk recording). As a bonus, up to four hard drives can connect to the system simultaneously. Since most PC-based CD-ROM drives communicate data via the IDE protocol, connecting them to this port will often increase their data access speeds as well. If such a controller isn't present on your existing motherboard, you can benefit from the increased access speeds by adding on a dedicated EIDE controller card.

THE OLD FOLKS HOME

In keeping with the recycle mentality of the '90s, consider selling your old motherboard, drives, and/or hardware to a PC recycle store, or simply sell/donate it to a friend who could benefit from the used toys. Happy trails!



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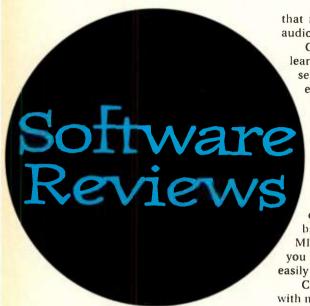
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ALL MAJOR CREDIT CARDS FINANCING, AND LEASING



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Cakewalk Pro Audio

Cakewalk has developed from the best of the DOS-based sequencers to the finest of Windows MIDI applications. Although there are a few excellent professional-level sequencers available, you no longer choose between them for the features. It is now a question of which tools feel comfortable in your hands and which sequencer uses a philosophy you can relate to when building music. I have used Cakewalk Pro for many years as a music sequencer and a MIDI sys ex/controller generator and storage platform for MIDI control of audio gear. In the past few months, I've been using Version 4.01 of Cakewalk Pro Audio for both audio recording and MIDI sequencing with great results.

Over the last few years, all the major sequencing programs have integrated audio into their tool set. Although previous versions of Cakewalk Pro included the ability to trigger WAV files from the program, this was really only a nod to multimedia production. The latest version of the program, Cakewalk Pro Audio, finally gives the audio data the functionality developed for MIDI data. The basis of Cakewalk has been a linear format

that is well suited to the addition of audio events.

Clearly Cakewalk developers have learned from the mistakes of other sequencing programs that integrat-

ed audio over the past few years. The clear and concise visual metaphors of the program allow you to easily create audio clips (using scissors in the audio window) and shuffle the audio and/or MIDI data around with precise control, thanks to snaps that can be set to samples, beats, or time. Waveforms (during playback on faster processors) and MIDI data are displayed and allow you to keep track of your location

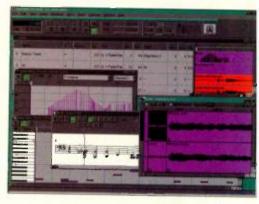
easily when making changes.

Cakewalk Pro Audio will work with most Windows-compatible 16-bit sound cards, although some cards cannot simultaneously playback and record. The program can be bought bundled with one of the best audio cards for the PC - the Digital Audio Labs CardD Plus, which supports simultaneous record and playback and has 18-bit D/A conversion for playback and an optional digital-out daughter board for digital I/O. I also tested the program with the Turtle Beach Tahiti card (also 18-bit) and the Ensoniq Soundscape Elite card (which will be supported for simultaneous record/playback in Version 4.2). The program supports the Digidesign Session 8 interface, but this will limit the number of tracks to eight. The program supports 11 kHz, 22 kHz, and 44.1 kHz sample rates and can record stereo or mono tracks with panning and levels set in the program. You do

need to set the Windows sound levels first, using the Windows sound mixer applet.

Recording within the program is as simple as tapping the R key on the keyboard or clicking the mouse on the record button. Punch-ins can be located numerically, graphically, or on the fly and then recorded automatically. Basic Windows conventions, such as Control Z for Undo, are supported to make even casual users feel at home.

Considerable effort has been taken to prevent the usual complications of audio, MIDI, and the PC from stopping the earnest musician from getting down to making music. Hard-



ware complications are the norm for the PC platform, but Cakewalk has most of the basics covered. Windows 95 is also a great improvement for most sound-card installations, but does create greater processing overhead, and therefore requires a faster (read: Pentium) processor for good results with more than a few audio tracks.

MANAGED CARE

One of the worst problems with harddisk recording of complex projects and/or multiple clients is the file management. You can end up with a lot of



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PCWINDOWS 95 IN 1996

some audio data and will either use up extra disk space or provide a new career for you managing files before, during, and after the session.

Cakewalk Pro Audio takes a different approach. All the files that belong to WRK files (the default format for sequences with or without audio) are stored in a separate directory and given unique names by the program. Tools are available to bundle the project into a single large file, clear up unused audio, or compact the data (dump old edits). The files do not have recognizable names and must be managed within the program. The new Version 4 Cakewalk WRK files are not compatible with older versions of the program (hey, there's audio in there now), but you can export the MIDI data in the old (Version 3) format.

BUILT FOR SPEED

I started working with the program on my old 33 MHz 486 running Windows 95 in 16 MB of RAM. I found that I was getting clicks in the audio and speed

MANUFACTURER'S SPECS FOR CAKEWALK PRO AUDIO

Platform: Windows 3.1, 3.11, or Windows 95

Hardware Requirements: Minimum — 486SX/33 with 8 MB of RAM and 8 MB of HD space; Recommended — 486DX/66 with 16 MB of RAM and over 16 MB of HD space. Reviewed with Pentium 100 with 16 MB of RAM and over 800 MB of HD space. Note: Audio at the 44.1 kHz sampling rate consumes hard-disk space at a rate of 5 MB per minute per track

Tracks: 256 virtual MIDI tracks.

Audio track number is limited only by CPU and HD performance.

File Formats: WRK (native Cakewalk); MIDI files type 0 and type 1; WAV files (standard Windows Wave format audio files); BUN (bundled file of all WRK data including audio files); TPL files (template files compatible with DNA Groove templates).

changes in the MIDI data while recording. I then replaced the motherboard and a few other parts to create a Pentium 100 with 16 MB of RAM, and all the recording problems disappeared. I was never really satisfied with the performance of the program on any of the 486-based computers I tried it on, even those running Windows 3.11. Computers with slower processors or hard disk throughput may require lower sample rates for multiple tracks.

You will need a 486/66 as a minimum for reasonable results, and if you want to lay down more than a couple of tracks, get the fastest Pentium you can afford with lots of memory and a modern high-speed, direct-bus hard disk that doesn't perform Tcal (thermal calibration) during read/write cycles. Don't even think of recording digital audio on a compressed drive, such as those formatted with Drivespace or Stacker.

If you have multiple sound cards, you can switch between them from a drop-down menu, although the current version doesn't support simultaneous playback from more than one audio card. The next version (4.2) will include some new features and improvements in dealing with the Microsoft-overhead in shuttling audio and MIDI through a PC. The current 16-bit version does work in either Windows 3.1, 3.11, and Windows 95. It also makes extensive use of the right mouse button to bring up context-sensitive menus that speed the process of making and refining the music.

The deluxe CD-ROM version of the program includes the program, additional drum (Steve Gadd and Charlie Morgan) and rhythm audio samples, a series of tutorials, more sample song files, groove template samples, and utilities for editing Roland Sound Canvas synths and hyphenating lyrics.

Lyrics? Why, yes. Cakewalk has been beefing up the music notation aspect of the program over the past few revisions, and Version 4.01 includes lyrics with hyphenation, 24 staves per page, guitar-chord grids, expression marks, and more. This is a great MIDI sequencer that can roll along the music notation and your lyrics on-screen while you lay down the vocal tracks. Just keep close to that microphone so the whirring hard drives don't mess up the track.

SCRUBBING THE MISSION

Mixing can be done by drawing the volume with a mouse over a graph (the program uses MIDI 0 to 127 instead of dB, though), with an external MIDI controller, or by adjusting the individual volume of each audio clip with a knob controlled by the mouse. Unfortunately, knobs are very difficult to accurately control with a mouse even when they use the touch and slide approach. Let's face it, knobs are meant to be turned with fingers; programmers should use knobs as indicators and have the knobs change to faders when touched by the mouse. However, if you want accurate level setting for audio clips, a numeric level is just a right-mouse click away.

The scrub feature is a little weird, repeating a 100 ms or longer section of audio around the cursor location. This provides recognizable audio, but is not a good indication of the cursor location in relation to what you are hearing. I prefer something more akin to rocking the tape reels, pitch change and all. The Session 8 interface will support this form of scrubbing in Cakewalk, but it remains a hardware limitation of most other PC audio cards.

Now, with the recent availability of large high-performance hard drives at very low prices, you can finally use your PC to make some serious music without taking out a second mortgage. Cakewalk Pro Audio brings the power of one of the very best sequencers to the world of hard-disk audio. Synchronizing MIDI playback with audio tracks has never been easier, and you can select which time base you are most comfortable with: measure, time, or samples. The basic audio tools - including graphic EQ, parametric EQ, fades, crossfades, merging audio, normalizing or incrementing levels, and removing silence - are all there. You can also extract the timing from an audio track to use as the basis for the MIDI sequence. Expect to see Version 4.2 (in 32-bit Windows 95 and 16-bit Win 3.1 formats) very soon. This is a very powerful sequencer of MIDI data and audio that now makes hard-disk recording a cakewalk. -Wade McGregor

Price: \$399; trade-up from V3.0, \$99; \$479 for CD Deluxe version, trade-up from V3.0, \$129

Contact: Cakewalk Music Software, P.O. Box 760, Watertown, MA, 02272. Tel: 617-926-2480. Circle EQ free lit. #133.

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REQUIREMENTS FOR ANY OF THE PROGRAMS:

IBM (DOS versions) require 640K, MPU401/ MIDIATOR/SoundBlaster/SC-7, TG100

WINDOWS versions require 3mb RAM + any soundcard or MIDI interface MACINTOSH versions require 4mb RAM, system 6 or 7 ATARI versions require 1040ST or better

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Samplitude Editing Program V. 2.5

Samplitude Version 2.05 is one of the recently arrived digital audio editing programs for the PC working under Windows. Born out of the Studio fur elektronische Klangerzeugung Dres-

den (SEK'D), an electronic studio of the Dresden Music College, this software program (which requires at least a 386 processor with 4 MB RAM under Windows 3.1) offers up a virtual banquet of features for the serious musician, audio professional, or multimedia hacker.

Samplitude comes in four flavors. Although each version includes most of the commonly encountered editing and signal-processing bells and whistles, the major difference is that each

succeeding version (with the exception of the new Samplitude CD, which is specifically programmed for desktop CD mastering) gives you more functions, tracks, and processing options. These versions are: Samplitude Multimedia with four tracks, virtual editing, MIDI/AVI integration; Samplitude Pro with eight tracks, record while play, resampling/timestretching, MIDI Sample Dump; Samplitude Studio with up to 16 tracks, ext. sync, digital filters, dynamic functions; and Samplitude CD, which has two stereo tracks, PQ-Editing, and ToC Generation.

In its most beefed-up Studio version, Samplitude can, just to name a few highlights, support up to eight stereo or 16 mono tracks; four simultaneous sound cards (giving a total of eight individual outputs); simultaneous "Record while Play" feature that lets you overdub a track while listening to previously-recorded tracks; up to 100 undo/redo operations within a project; full MIDI-Clock and SMPTE synchronization; extensive automated mixing using a nondestructive, easyto-use graphic interface; time and pitch shifting; digital EQ (both graphic and parametric, with real-time preview and 3-D graphics display); and real-time effects generation.

WYSIWYG

One of the biggest differences between Samplitude and most other Windows-based editors is that Samplitude is object-oriented. This means that waveform regions are assembled into a working multitrack project in a graphic WYSIWYG (What You See Is What You Get) environment. All that's needed to get started is to select a track for recording, call up the record window and lay down the track. Once done, the waveform will immediately appear on the project screen. To record onto another track (if you have multiple sound cards or one that supports simultaneous record/playback, you can overdub while listening to the previously recorded tracks), all you need to do is place another (or the same track) into record ready, place the cursor at the desired position, and begin recording. It's that simple.

These waveforms appear in their respective tracks as Objects that can be named and then moved, cut, or copied



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PWINDOWS 95 IN 1996

to any location on any track. In and out points can be easily "slipped" either forward or backward in time by grabbing onto an Object's lower left- or right-hand



corner, while the entire soundfile region can be moved by clicking anywhere within its boundary and moving it to its new position. Whenever a portion of one Object overlaps another, the top-most visible waveform is played, while the hidden portion is ignored (unless you want to perform a crossfade between the overlapped waveforms). Any number of Objects can be grouped together and manipulated as one by roping them in using a mouse-based "lasso."

Mixing is carried out in real time in a number of ways. Fading each object in or out couldn't be simpler. All you need to do is grab the little volume boxes at the upper left- or righthand corners of each object and draw in the desired fade. Grabbing the box's top centerline will lower its overall volume. Varying levels over the entire track can be custom drawn by double clicking on a virtual rubber band and then drawing a new curve with the mouse. A master fader located in the left-hand control box varies the overall track volume in real time, while a "pan" control acts as a balance control for controlling relative L/R levels (unfortunately, mono files can't be panned into a composite stereo field).

Note: I would like to point out a significant program hazard. The folks at SEK'D quite rightly thought that it would be nice if the user could redraw waveforms (presumably to clean up snaps, crackles, and pops). However, inadvertent mouse movements make it all too easy to redraw large portions of the waveform (mostly resulting in large DC offset voltages and pops), which then is immediately saved to disk! Whammo! The soundfile is destroyed!

THE MEDIA IS THE MESSAGE

One of the cooler aspects of Samplitude is its ability to integrate with, talk to, and lock up with various types of media. For example, Samplitude fully supports the MIDI Sample Dump standard (SDS), meaning that you can record a sample (or import it from the sampler), edit it, and then transmit it directly into your sampler over the MIDI lines. It's also a simple matter to import Standard MIDI (MID) or Videofor-Windows (AVI) files directly into Samplitude without the need for external hardware or software applications. However, if you want to sync Samplitude to your sequencing software (say that five times fast), a software driver (such as Sonic Foundry's Virtual MIDI Driver) can be used to internally connect the two within the computer itself. Of course, sync with the outside world is fully supported when a MIDI interface that supports SMPTE is used.

Getting up and running with Samplitude 2.05 was fairly fast and simple. As I mentioned above, recording into a track simply couldn't be easier. And unlike the previous Samplitude versions (which in this respect were a nightmare), 2.05 was able to import WAV files with ease. Being a loopmeister, I immediately got to work building patterns from a project that I've been working on and found it to be straightforward (mostly due to the graphic environment). Because you can pick from well over 50 background colors, it's easy for the screen to end up looking like a van Gogh paint palette. Building a soundtrack to an AVI comic strip was also lots of fun and as easy as apple strudel.

Due to its large number of functions and unique German outlook on life, this program has a relatively steep learning curve. Nonetheless, once you get the basic working style down, you'll be off and running. Samplitude has really grown on me. It's a truly affordable, imminently powerful, all-in-one multitrack toy.

—David M. Hub**e**r

Price: Samplitude Multimedia: \$69; Samplitude Pro: \$199; Samplitude Studio: \$398; Samplitude CD: N/A

Contact: U.S. Distributor: Soundspiration Systems, 9704 White Ash Road, Dallas, TX 75249. Tel: 214-298-3472; WWW: http://www.sekd.com. Circle EQ free lit. #134.

IQS SAW Plus Software

In EQ's October '94 issue, I reviewed Innovative Quality Software's Software Audio Workshop (SAW) hard-disk editing software for Windows. That system can mix up to four stereo channels of digital audio in a real-time, virtual environment to the two outputs of a hardware soundcard. Now, the IQS folks are at it again with the recent release of their next-generation digital audio editing program for the PC.

This software package, appropriately dubbed SAW Plus, is capable of mixing up to 16 stereo or mono soundfile tracks to any of up to four stereo hardware soundcards in a real-time, virtual environment. No additional proprietary hardware is required, because all disk and real-time signal processing is carried out by the computer itself. This degree of simultaneous disk access and number crunching means that a high-speed CPU (a Pentium 90 MHz is the recommended minimum) and fast hard drive/controller combination (preferably SCSI or fast EIDE) are needed in order to get the maximum track and processing performance out of your computer. Beyond this, system requirements include at least 16 MB of system RAM and a minimum VGA video resolution of 800 x 600 at 256 colors.

WINDOWS ON THE WORLD

The SAW Plus user interface is made up of a series of windows, each having its own function that relates to sound-file definition, manipulation, and production. These can be arranged on the screen in any number of ways, and the user-defined layout can be saved and instantly accessed using the keyboard's twelve function keys. Here's a quick summary of the system's most commonly used windows.

 The Recording Control Panel (which can be accessed from the Soundfile or Multitrack View windows) lets you record WAV or SND soundfiles into a selected soundcard at all stereo/mono rates with either 8or 16-bit resolution. Volume faders, stereo hi-res RMS/peak metering, and soundfile and time readouts are pro-



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vided. A couple of interesting features include the addition of a Retake button that lets you record over the last take without having to close and reopen the record panel, and a Simultaneous-Record-Play button that lets you overdub a soundfile to disk while monitoring any of the previously recorded tracks in sync.

- Once a soundfile has been recorded, its waveform will be fully displayed within the Full View window. Here, any portion of the soundfile can be selected for display in greater detail within the Soundfile View window. The Soundfile View window is one of the most important workspaces within SAW Plus, in that this is where playlist regions are non-destructively defined and named. It's also where destructive editing (such as cut-and-paste edits or sample-rate conversions) is carried out.
- Defining and naming a region immediately places it into the Region View window in alphanumeric order. Once regions have been defined and listed, we can shift our attention over to the heart of the program the Multitrack View window. It's here that



regions can be graphically placed, manipulated, and played back in a linear-track format along a horizontal timeline.

• Mono or stereo regions can both be placed into any of the 16 tracks in either of two ways. Clicking the "Add to Multitrack" button within the Regions View window provides a quick-'n'-dirty way to paste regions into a track in a simple, sequential fashion. Alternately, regions can be graphically dropped into a track by holding down the Shift key, selecting a region from the list, and dragging it to the desired spot on any track. Once placed, a region or group of regions

can be easily moved or copied at will.

 Playback is controlled from the Remote Transport window, which also provides readouts for cursor position and marked region length, as well as straightforward control over marker and playback cursor navigation.

FIX IT IN THE MIX

The left-hand side of the Multitrack View window houses most of the controls that relate to the mixing of up to 16 stereo tracks to any of up to four soundcards in a real-time, virtual environment. In addition to the usual solo and mute buttons, clicking on the small fader icon will cause a larger, active fader to pop up on screen that lets you adjust levels and pan (or stereo balance). These mix changes can be programmed to smoothly fade from one level or pan position to another, or changes can be made onthe-fly by simply moving the track's fader or pan pot during playback.

All gain calculations are nondestructively processed and mixed during playback in real time, letting you make any number of changes or save several mix versions for future comparison. By pressing any of the four assignment buttons, up to four hardware sound cards can be assigned to a track during record or playback. The effects (FX) button lets you assign realtime DSP (such as vari-speed, reverse audio, graphic EO, signal processing, and delay) into the signal path. Yes, some rather impressive multieffects processing can be user-programmed and applied to a track without the need for any external boxes. Provided your computer can handle all the access and processing demands, all you need to do is press Play, sit back, and enjoy the show.

LET'S GET REAL

In addition to real-time mixing and effects processing, SAW Plus can also blend different file formats (mono, stereo, 8-bit, 16-bit, etc.) and sample-rate conversions to a selected, native format and rate in real-time. Since such real-time calculations can really put a drain on the CPU's processing overhead, it's best if the mixing of rates and formats be kept to a minimum.

Should too many soundfile calculations (such as an excessive number of tracks, DSP or effects processing)

over-extend the system's processing capabilities, a "Build Mix to Output File" option can be used to "bounce" a mix section or set of actively selected tracks down to a single, stereo/mono soundfile, freeing up the system's processing overhead for more tracks or DSP. Another way to increase this overhead is through the use of the "Cut MT" function, which effectively tells the system to ignore user-programmed portions of a soundfile that contain silence or unused data, thereby reducing unnecessary disk and DSP demands upon the system.

HIDE 'N' SEEK

One of the many cool features of this program is the Hide/Show buttons that have been placed in the Remote Transport, Markers View and the Recording Control Panel windows. Pressing the H/S button will bring any active desktop application that's running behind SAW Plus to the forefront, while the selected SAW window remains visible and active on the desktop. For example, jumping between SAW Plus and a MIDI sequencer couldn't be easier. All you do is open the sequencer, open up SAW Plus, then hit the transport's H/S button, and voila, the sequencer pops back onto the screen along with SAW's transport panel. To bring the entire SAW Plus program back to the forefront, just hit the H/S button again. It's a powerful tool that couldn't be simpler.

SYNC A SONG

In its standard multitrack environment, SAW Plus can chase trigger and generate timecode in all SMPTE formats (with time offset options), allowing multiple soundfiles to be triggered at their precise SMPTE location.

Both SAW and SAW Plus deal with sync hardware (and audio hardware, for that matter) differently than most other Windows-based programs in that the Windows operating system is entirely bypassed and the hardware is directly controlled in the background. To the user this means two things: 1) In order for sync or MIDI implementation to be present, an interface card that's supported by SAW Plus (such as Opcode's Music Quest MQX-32M MIDI/sync interface) must be physically present. Unfortunately, this means that software-based sync dri-

vers, such as Sonic Foundry's Virtual MIDI Router can't be used. 2) Since SAW Plus's 32-bit program code bypasses Windows, the system's disk access, processing speeds, and screen redraws are significantly faster. The moral of this story is that ya gotta play the hardware game, but the resultant increased speed makes it worthwhile.

MY TWO CENTS

I've been a SAW user for several years now, and as soon as I got my hands on SAW Plus, there was no turning back. SAW Plus works flawlessly (even on my 486-100 MHz) and is fairly simple to operate. Editlist files that were created in SAW can be imported directly into SAW Plus (but not vice-versa), making it easy to upgrade. IOS has simplified such functions as zoom in/out, amplitude display zoom, and region definition by adding basic keyboard commands, in addition to the traditional mouse buttons. Perhaps they will soon eliminate some of the more complex three-keystroke commands (e.g., Ctrl-Alt-O) in favor of the standard Windows two-button keystrokes (e.g., Ctrl-F, etc.).

I found the gameport switch (which allows Playback Start/Stop and Record punch in/out from a footpedal) is no longer momentary (a bug that needs to be corrected for those of us who built the switch for SAW). IQS will surely address this and other bugs in its upcoming 2.0 version that'll be out by the time you read this (IQS has a policy of offering free updates through their BBS).

It's obvious that a lot of thought and time went into the creation of this program. The graphic look and layout is far more attractive than most Windows programs, and its real-time processing power is truly impressive. IQS's SAW Plus is reliable, powerful, and chock full 'o tools. When you add automated mixing and multi-sound-card support to the list, the result is a sure-fire winner. —David Miles Huber

Price: \$999

Contact: Innovative Quality Software, 4680 South Eastern Ave., Suite D. Las Vegas, NV 89119. Tel: 702-435-9077. WWW: http://www.iqsoft.com. BBS: 702-435-7186. CompuServe: GO IQSSUPPORT. Circle EQ free lit. #135.

Sonic Foundry Batch Converter

The Batch Converter is a plug-in for Sound Forge, a mono or stereo digital audio editor for the PC. The converter



reads Ad Lib .smp, Amiga .svx, Covox .v8, Creative Labs .voc, Digilogic .vox, Gravis .pat, Mac .aif/.snd, MIDI .sds, NeXT/Sun .au/.snd, SampleVision .smp, Sonic Foundry .sfr, Sound Designer 1 .dig/.sd, Sounder/Sound Tool .snd, Microsoft .wav, and raw files, and converts to any of the same file formats. If you're saving as a raw file, choices include PCM (8- or 16-bit, unsigned, signed, or sign bit), G.711 u-Law, or G.711 A-Law; byte order can be Little Endian (as used with Intel processors), or Big Endian (Motorola).

Converted files can also be processed with normalization, compression, noise gating, sample-rate conversion (changes pitch), or resampling (preserves pitch) with optional anti-aliasing, stereo-to-mono/monoto-stereo conversion, 16-to-8-bit conversion (with optional dithering and rounding), EQ (boost/cut below 100 Hz, boost/cut above 5 kHz, 40 Hz low cut, and single stage parametric), remove DC offset, auto trim silence at the beginning and end of a sample, and fade edges (adds 0-1000 ms fade in/out at a file's beginning and end). Several presets are included to get you started, and you can save your own presets as well.

MULTIPLE PROCESSING

If you select multiple processing, the order is optimized for best results (e.g., conversion to 8-bit happens after normalization so it's working with the maximum available level). You can



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PCWINDOWS 95 IN 1996

preview up to five different processing options, as well as enter comments about which processes were used. After converting, you can easily compare the original and modified versions.

The Batch processor can add or remove nonaudio information such as loop points, markers, etc. Retaining this information can cause problems, such as writing info to a CD that expects a "pure" WAV file (extraneous data can cause audible glitches). There are also file-management options, such as reset all file parameters, so you can run a second conversion, remove files once they're converted, and extract individual regions from long files for individual processing.

Using the plug-in is easy. It opens from within the Sound Forge Tools menu; you then add as many files as you want to convert, select the various conversion settings, preview, and convert.

One caution: when saving from WAV to AIFF, Mac programs will not recognize the file unless you change the file type from TEXT to AIFF using a program like Resedit or Disktop. This occurs with all PC programs I've used that can save files in AIFF format. Another caution is that loop points are a fairly recent addition to the WAV specification. Batch Converter will retain sample loop points when converting from formats that support loops to WAV, but make sure that the WAV audio program slated to read the file understands loop points.

Overall, the Batch Converter works as advertised. I recently had to convert a number of AIFF samples to WAV, and it simplified my life and saved time. What more can you ask for from a utility program? [Shortly after wiriting this review, Sonic Foundry added a program called Alftyper.hqx to its BBS and web site. This allows users to drag from Sound Forge AIFF files into the program, and "types" them so the Mac can recognize them as AIFF files. —Ed.]

-Craig Anderton

Price: \$199

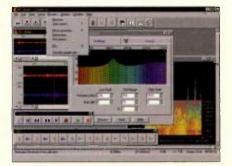
Contact: Sonic Foundry, 100 South Baldwin Street, Suite 204, Madison, WI 53703; Tel: 608-256-3133; WWW: http://www.sfoundry.com. Circle EQ free lit. #136.

Steinberg Wavelab

Wavelab, a lightning-fast 2-track digital audio editor, was written with Windows 95/NT 3.51 in mind. Running on a 486DX with 8 MB RAM or better, this is a true 32-bit application that uses virtual memory (file size isn't limited by RAM) and multitasking — you can work on one file while Wavelab is crunching another in the background, or even edit a file while it's playing (or looping).

Wavelab includes a number of very useful features such as built-in batch processing and spectrum analysis. The latter doesn't just look cool; it lets you compare audio qualities of different files. There are also some nice interface tweaks — for example, right-click on a numeral, and a pop-up set of faders appears for fast, but precise, adjustment.

The screen dump shows several Wavelab features. The Frequency Analysis window peeks out of the lower right. The Snaps window stores eight snapshots of different waveform views, so you can do something like



jump from a zoomed-in version of the last 10 milliseconds to a zoomed-out version of the entire waveform. Transport does what you'd expect (although you can't sync to timecode while recording or playing back). The red, black, and blue waveforms are the main editing window and overview; both can be sized and scaled independently. The upper strip of icons handles often-used functions (open file, cut, copy, undo, tile windows, etc.), while the large colorful window shows a graphic representation of EQ (shades of Session 8). The menu being pulled down contains the processing options, which include reverse, time stretch, pitch correction, chorusing, harmonization, and sample-rate conversion.

Another unique Wavelab feature is the ability to create a database for your samples and assign keywords and comments, as well as do searches on specific criteria. It can also create a sort of "shortcut" for identifying samples that are not on the computer, such as on an external CD-ROM. Furthermore, samples can be grouped into specific "projects." This kind of organizational efficiency makes it easy to make sense out of a large sample library.

The Batch Processor is full-featured; you open up a window, add files, then decide which processes you want to add — dynamics, sample-rate conversion, pitch correction, remove DC offset, normalize, invert phase, and so on. You can also set the order in which these are done. If you choose one of the standard process or level menu options (e.g., EQ), most of the time you can choose either the current settings or one of several presets. In fact, presets are used a lot — you can load some of the ones Steinberg has created for specific tasks, or make your own.

The obvious comparison is to Sound Forge. However, the two have very different attitudes. Sound Forge adds sampling and translation applications to digital audio editing, and recognizes and saves a large variety of file formats. It also pays more attention to 8-bit conversion options (of interest to multimedia developers), and has a large number of "musician" effects like vibrato, delay, etc. Wavelab puts its resources into no-holds-barred digital audio editing. It is extremely fast, and the "bells and whistles" - like the database, built-in batch processing, multitasking operation, frequency analysis, unlimited undo/redo, and ability to cut and paste between AIFF and WAV files - are welcome and superbly implemented.

If you want a digital audio editor that really smokes (and particularly if you have an impatient streak), Steinberg's first entry into the Windows 95 is extremely impressive.

—Craig Anderton

Price: \$399

Contact: Steinberg, 9312 Deering Ave., Chatsworth, CA 91311-5857. Tel: 818-993-4091; e-mail: steinberg @aol.com, 71333.2447@compuserve. com. Circle EQ free lit. #137.

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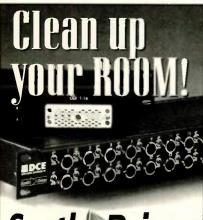


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Creative Input TrackManager

TrackManager is a newly developed, professional tape/track sheet database. Designed for both the Mac and PC/Windows it lets you keep track of all your session archiving when using either ADAT or DA-88 tapes.

Once I got hold of the actual release version, I immediately started archiving the growing pile of ADAT tapes I've been using for a current, personal project. Over a fairly short time, I began to look upon this cool and affordable application as my personal track-sheet secretary.

Quite simply, TrackManager's database structure is divided into three areas: Main List, Credit List and Track Sheet. The Main List displays all of the song and/or project titles contained within the database. It's from here that a specific title is selected. Clicking on the title will call up that song's Credit List, which includes such entry fields as song title, date, artist, client, producer, engineers, sample rate, key signature, tempo, tape format and space for additional comments.

The "Tape Set No.," one of the most important fields, is used to link together all of the songs and tapes that are used within a single session. In addition, a "Locate Points" dialog box lets you enter the names and positions for up to 10 locations within a song. These correspond with the 10 location points found on the ADAT-XT, or could be the location points stored on your BRC remote. Pressing the Track Sheet button calls up a clean-looking track sheet, that can be user-configured as 8, 16, 24 or 32 tracks. Each track contains a track name field

and a scrollable space for miscellaneous comments. Adding more tracks to the sheet can be done by simply selecting the appropriate track number button. It's all fairly straightforward.

TrackManager also includes a number of automated features that makes life a little easier during a session. For example, whenever a song's start and stop times are entered (in either standard or SMPTE format), TrackManager will automatically calculate its total length and enter it into the appropriate time field for you. The folks at Creative Input have also built-in a nifty, little utility that can convert BPM (beats-per-minute) into milliseconds.

I really like the fact that your entire tape filing system can be almost paper-free. All entries can be created, updated and searched from your computer screen. Of course, song list and track sheet data can be printed out at any time. It can even print out ADAT-style VHS cassette labels (both face and spine), using standard Avery labels.

TrackManager's simple "point-n-click" interface has been programmed as a sub-routine to run under Claris's File-Maker Pro software. Those of us who don't have FileMaker can buy a version that's been bundled with a runtime version of the Claris program for \$59.00. A demo disk can be requested by calling 800-839-4678 or downloaded from the program demo section within Craig Anderton's SSS forum on AOL (Keyword: SSS).

—David Miles Huber

Price: \$29 (for those owning Claris FileMaker Pro software); \$59 (bundled with a runtime version of the Claris program)

Contact: Creative Input, 1440 Patton Avenue, San Pedro, CA 90731. Tel: 310-833-5627; e-mail: cre8vinput @aol.com. Circle EQ free lit. #138.

TRACKMANAGER SYSTEM REQUIREMENTS

Windows

386SX/20 MHz or faster Windows version 3.0 or later/MS-DOS 3.3 or later 3 MB of disk space 3-1/2", 1.4 MB high-density disk

4 MB (or more) RAM VGA display

Printer recommended

Macintosh

MAC Plus or later
System 6.0.5 or higher
Internal/external hard disk w/2 MB
of disk space
1.4 MB SuperDrive
1 MB (or more) RAM
Color monitor recommended
Printer recommended

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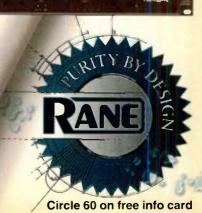
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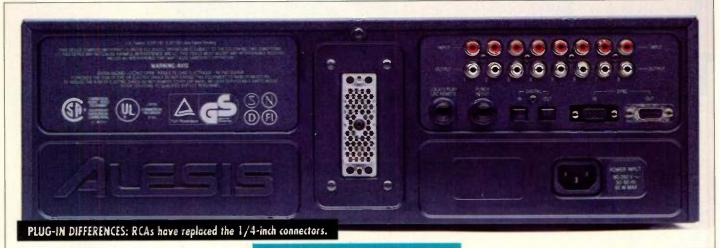
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Alesis ADAT





Everyone wants the skinny on the new Alesis ADAT XT. How is it better (or at least different) than the "Original Formula" (OF) ADAT? Let me count the ways...

- 1. The new chassis is cast from a sturdy aluminum alloy.
- 2. Large-scale integration has reduced the total number of ICs for increased electronic reliability.
- 3. A new custom fluorescent display provides more feedback to the user.
- 4. More buttons for added features, most notably, "Offset," formally available only via BRC.



MANUFACTURER: Alesis, 3630 Holdredge Avenue, Los Angeles, CA 90016, Tel: 310-841-2272

PPLICATION: Digital 8 track recorder.

SUMMARY: The second generation of S-VHS-based multitracking

STRENGTHS: Robust case; hard and software refinements

WEAKNESSES: No remote meter bridge port

PRICE: \$3499 W.LRC Remote and optical cable, BRC \$1499 sync cables AC 8 incheable \$15.95 LC 30 incheable \$19.95 9C 30 foot BRC cable \$44.99

EQ FREE LIT. #: 139

- 5. Larger reel motor shaft plus enhanced software make the transport faster, more responsive, and more reliable.
- 6. More resolution from the A/D/A converters via additional bits and oversampling.

Since nothing is perfect, here are some XT things for future improvements.

- 1. There is no longer a 9-pin remote meter-bridge port.
- 2. The 9-pin Sync-In and -Out connectors are very close together, making it a challenge to regularly play

XTReview

the "machine/room shuffle" and use the screws to hold the cables in place.

- 3. The 1/4-inch audio connectors have been replaced by RCAs.
- 4. The audio metering portion of the display is smaller than that of its ADAT OF counterpart.

HOW DOES IT SOUND?

I have no problem with the sound of digital 8-tracks because I know that the order of importance in a music recording is performance, arrangement, the mic and its placement, the mic preamp, and then the converters. (I would change the order if the recording were strictly live to two tracks.) The sonic characteristics of the XT will be similar to that of the original ADAT — only smoother — because the output is now 8 times oversampled and the 20-bit converters will yield a more accurate 16th bit.

Some folks have pet machines whose "sound" they embrace. Truth be told, if you don't like the sound of the XT, a good stereo A/D/A costs as much or more than the ADAT XT (Clue #1) and the XT, like all digital gear, will reproduce what it is fed as faithfully as it can. If you feed it uninspired, lifeless garbage, it will regurgitate the same (Clue #2).

HOW DOES IT LOOK?

The ADAT XT has a very "metal" look. The machined front panel is neither black, nor tan, nor beige. It is coated with a rather snappy bluish-gray-overbrushed-aluminum finish. The major transport and record-enable buttons are in familiar places, with 18 more buttons than its predecessor (45 in total). Most of the buttons, with the exception of Record (which is red) are either gray or black with readable white silk-screened text. Two buttons, Edit Value and Format, have blue and red text, respectively. In a room lit for artistic ambiance, those functions can be hard to find.

I think the Fisher-Price color for-

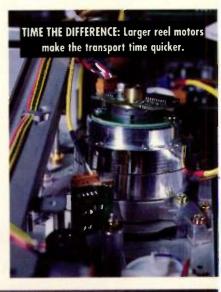
mula should be applied here and in all such equipment. For example, how about using bright colors like yellow, orange, pink, and red with black text? Or rich dark colors like purple, blue, or green with white text? Or Day-glo!

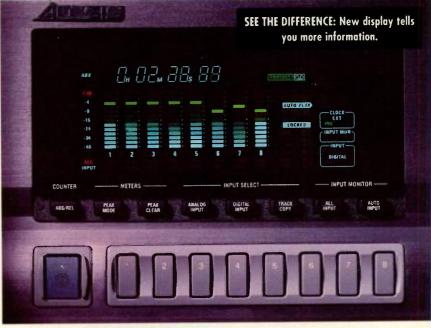
The XT's new housing, though not quite as deep as that of the ADAT OF, is noticeably more rigid and heavier, despite the reduction in size. This was confirmed when I checked the specs (see Table One). Under the hood, the transport seemed larger because everything else had shrunk.

It was at the '95 AES show that I first saw the XT sans cover. The cast chassis provides a solid foundation for the transport and will seriously resist rack and road warping; plus, it will increase long-term tape compatibility. The control electronics have been consolidated into fewer chips and the control system now monitors tape dynamics for improved braking.

On the rear panel, the 1/4-inch audio 1/O connectors have been replaced by RCA jacks. This is a minor

inconvenience if you have existing cables and can't solder. (Switchcraft, by the way, now makes a gold-plated, easy-to-solder RCA connector that accommodates larger diameter wire plus shrink tubing.) Again, miniaturization distilled three circuit boards—







Alesis ADAT XT Review

cassette opening that displayed tape position and error missives. Metering, tape position, status and feedback are now integrated into a custom fluorescent display. Power [frequent] users will complain about the small size of the audio metering portion of the display and that the record-enable

buttons do not line up with their respective tracks. This could be an acceptable trade-off if you consider some of the new features.

One such new — and much desired — feature is the error-rate display, accessible by simultaneously pressing SET LOCATE and RECORD ENABLE 3. Error-rate mode shrinks the tape position indicator from hours, minutes, seconds and hundredths of seconds to simply minutes and seconds. The four remaining digits then indicate the margin of safety. Typical values are mostly zeroes with occasional single-digit flickers. The maximum number is 6720. (Errors above 1344 cannot be corrected.)

New metering options include

input, output and A/D/A — to a pair of boards: the A-D-A/RCA I/O board plus the multi-pin ELCO/EDAC balanced interface board.

I was disappointed to see that Alesis had chosen not to upgrade the transport to use separate reel motors. (This will hopefully occur in the next generation of ADAT transport.) Instead, the single-reel motor shaft is now larger in diameter with gnarly teeth for positive traction. The reel drive tire has been changed to a long-lasting space-age material. These changes, plus the rigid chassis, will improve reliability.

NEW WINDOW

Gone is the small window below the

TABLE 1 ADAT OF ADAT XT Record: A to D 16-bit linear aud o 18-bit linear audio, Delta-Sigma 64x oversampling 128x oversampling, SCPC** SCPC** Playback: D to A 18-bit linear, SCPC** 20-bit linear, 8x oversampling SCPC** **Dimensions** 5 1/4"x 19"x 14" 5 1/4" x 19" x 11" Weight 15 pounds 20 pounds Single Converter Per Channel

	TABLE 2		
MODE	ALESIS ADAT OF	ALESIS ADAT XT	FOSTEX RD-8
Unthreaded FF	1:45	1.05	1:50
hreaded FF	4:30	1:13	4:24
ock-up w/o BRC	Master	(ID #2) 2 seconds	(iD #3) 10 seconds

TABLE TWO: Three ADAT compatibles were tested for speed using an ST-120 tape. Time is in minutes unless indicated. Tapes were wound from beginning to ender Momentary and Continuous Peak Modes, plus a Fine Meter Mode. That last option changes the resolution so that each segment represents 1/2 dB centered at the halfway position (-15 dB). Alesis has unfortunately deleted the remote meter connection on the rear of the machine. I would like to suggest, to either Alesis or any third-party manufacturer, that a signal for remote metering could be derived from and included with an optical-to-copper digital interface.

BABY'S FIRST STEP

Just as a new car has a break-in period, the first road trip for my ADAT XT was to loop the entire length of a ST-120 tape for six continuous hours. Early XT production runs had some casualties, but I was told by Alesis that if the XT survived the first two hours it would likely bring me at least a thousand hours of uninterrupted pleasure. The ADAT XT survived an additional two weeks of torture, including 18 hours of autoplay cycling. So far, so good.

The first tape I played back on the XT had been recorded at 48 kHz. The XT booted up in the 44.1 kHz mode, therefore playing the tape a "bit" slower than I remembered. The XT's 44.1 display icon flashes when a 48 kHz tape is inserted. Unlike its predecessor, ADAT XT's two sample-rate options (44.1 kHz and 48 kHz) are written on the tape during the formatting process. Sample rate is then automatically determined from each tape, but can be overridden.

In the XT, the polarity of the analog signal going to and from tape has been inverted. This change was made so that the signal would be in-phase after using the AI-1 or compatible interface (to S/PDIF or AES/EBU, for example) and subsequent D/A conversions. In the event you are playing either a stereo pair or two identical tracks - one from an OF and the other from an XT — one track will be out-ofphase with the other. (This tracking method is not recommended, but a solution would be to digitally bounce one of the tracks so that both reside on a single tape.)

NEXT TEST: SYNCHRONIZE 'EM!

My catalog of recorded material (nearly all of it analog) spans 20 years, and much of it can not be played without baking. With one ADAT (OF), I was

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Alesis ADAT XT Review

able to transfer those tapes, eight tracks at a time, to the digital domain. For this review, I was quite psyched to have access to three ADAT compatibles. Before attempting synchronization, however, a decision had to be made concerning which of the decks (the Alesis XT, the Fostex RD-8, or the ADAT OF) would be the master.

The Alesis XT (Version 1.01) and the Fostex RD-8 (Version 2.00) have many common software features though the XT is more user friendly.

One of these features is the ability to offset tape timing relative to the sync information coming through the proprietary 9-pin sync port. Like the ADAT OF (software version 4.03), the XT requires the BRC to chase lock via SMPTE timecode. But, unlike its predecessor, the XT has a Tape Offset mode that can be toggled on and off by pressing a similarly named button. (The Offset feature, for example, also allows users to fly-in vocal parts to various sections of a song.) The lack of

a BRC made the choice simple: The ADAT OF became the Master, while the XT and RD-8 became slave machines two and three, respectively.

SPEED RACER

With the offsets determined for both slave machines, it was indeed a thrill to hear all of those tracks at once. I pressed Locate 0 on the Master and watched each machine race to the downbeat. This is where the XT comes into its own. One of its primary improvements is faster wind speeds. The XT always beat the other machines to the locate point.

Those of you familiar with the ADAT know that it has two winding modes - threaded and unthreaded. Threaded mode keeps the tape wrapped around the heads to reduce the amount of time to Play from Stop. Unthreaded mode (pressing Stop so that its LED blinks) leaves the tape in the cassette shell to increase the fast-wind speed. (See Table Two for the comparison.)

As you can see, the XT will fast wind - in threaded mode - in a quarter of the time of its ancestors. In fact, ADAT XT is so quick to respond, that a DAT-style Cue/Review mode is provided by pressing FF or RW while also pressing Play. This feature, which was also on the original ADAT, is not reflected on the front-panel silk screening and was discovered by accident. I later came across a description in the manual, which, by the way, is thoroughly readable and way above average. Alesis is the rare exception when it comes to providing great documentation for both users and technicians.

Next, I set two locate points, one at the beginning and one at the end of the tune. Auto Play was already engaged on the ADAT OF, so I then pressed Auto 2 > 1. The machines should have continuously relocated and played, but at the end of the tune, the second locate point sent the XT the way of Professor "wrong-way" Peach Fuzz. Instead of rewinding, it took off in the opposite direction and didn't stop until the tape ran out. Unlike other versions of this story, the tape didn't break, but I did have to open the cassette to untangle it from the reel hub. [Alesis feels the above difficulty might not have occurred if the XT had been utilized as the master unit and software 1.03 had been in place.

An attempt at duplicating the phe-



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nomenon vielded a surprise — there was no longer a problem. Don't va hate when that happens? While looping and trimming offsets, I did discover one condition that caused the XT to miss commands from the master. Programming an offset requires the Edit Value button to be pressed. Leaving this window "open" distracted the XT from receiving a locate command. It did, however, get the signal to play and, because of its new-found agility, it was able to catch up. Closing the Edit Value window solved the quirk. Perhaps the problem I had encountered was caused by a similar condition. [Alesis states: "Software version 1.03 fixes this bug."]

TIPS

- · Exercise new tapes before formatting.
- · Record a benchmark tape when the machine is new. Note the error rate on the label and store. Replay when needed to confirm the status of the machine.
- · If bizarre problems occur, re-initialize by holding down Record and Play while powering up. Make sure the display says INIT.
- · Use only Alesis sync cables or have known good spares on hand.
- · Make sure sync cables are dressed away from or are perpendicular to power cables. Do not bundle!
- · Know the software version of your machine. Query by pressing Set Locate and Fast Forward. The machine tested for this review was running software version 1.01; machines manufactured after February '96 were shipped with version 1.03. A new version should be available by the time you read this.

SUMMARY

By itself, the XT is a intelligent tool that helps to minimize distractions during the creative process. If you are building a "house of multiple tracks," it is both foundation and building block. The transport is indeed more responsive, a feature that is truly obvious when compared to the two machines also used during this review. With its tough, tortoise-shell case, you can now confidently take an ADAT XT on the road. At current prices, a digital 8-track was never so close to being yours.

Eddie Ciletti reminds us to: "Fear not the occasionally quirky software, for it can be rewritten.'

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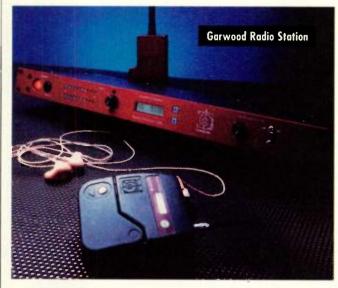




SPECIAL REPORT: WIRELESS SYSTEMS

THE LATEST NEWS ON EVERYTHING WIRELESS FOR YOUR BAND.
FROM MICS TO MONITORS, THIS ONE'S GOT IT ALL





EAR'RY FEELING

WIRELESS EAR MONITORS ARE NOW AFFORDABLE SOLUTIONS FOR TRAVELING BANDS BY STEVE LA CERRA

> AS LONG AS you have made the decision to go wireless, why not consider taking

your monitors along with you? No, we don't expect you to drag those two-twelves-with-a-horn wedges around on your back, but you can try using personal monitors. Wireless personal monitor systems are popping up faster than you can say "turn that thing down," so now is a good time to look into getting personal.

There are several reasons to consider outfitting

your band with personal monitors. For starters, personal monitors travel with vou when you move around the stage, so you are always in the "sweet spot" of your monitor mix regardless of where you are standing. If the entire band makes the commitment to using them, then wedge-type monitors can be eliminated and stage volume will be dramatically reduced. Further, getting rid of the wedges will allow the house engineer more control over the house mix because sound from the wedges won't be leaking into the microphones. While personal monitors are not a

cure for high-volume stage situations, when used properly, they can help protect your hearing.

On the flip side, personal monitors require a lot more attention than wedges. Maximum isolation from outside

noise will be attained when the earpieces are custommolded to a person's ears this means getting all of the band members to go through the fitting process and have ear molds made. You'll probably want to have a monitor engineer traveling with your band and they'll need to patch a compressor/limiter into each mix to avoid peaklevel "accidents" from damaging someone's ears. And there will be a general lack of low frequencies in the entire monitor system. (There are ways around this particular problem. For the complete dope on personal



SURVIVING THE BATTERY

All wireless systems —from mics to MIDI — have one thing in common: they all use batteries. Fanatical stage techs and musicians will change the battery before every show. (We've even heard of stage techs that put in a new battery for the soundcheck and then change it again for the show.)

Most manufacturers are in agreement that the best choice for your wireless transmitter is an alkaline-type cell, which has longer shelf life and better low-temperature performance than the less expensive "old-fashioned" zinc-carbon battery (the zinc-carbon battery just doesn't cut it for wireless applications). Among touring bands, the particular 9-volt battery of choice for wireless systems seems to be the Procell® made by Duracell. According to Duracell, this battery is the longest-lasting alkaline battery available for wireless communications equipment.

Procells are made to the same technical and dimensional specs as Duracell's CopperTop® battery and last about 25 percent longer than the average alkaline 9-volt. Procells are packaged and distributed for professional use. You will find them available by the case (six boxes of 12) at electronic

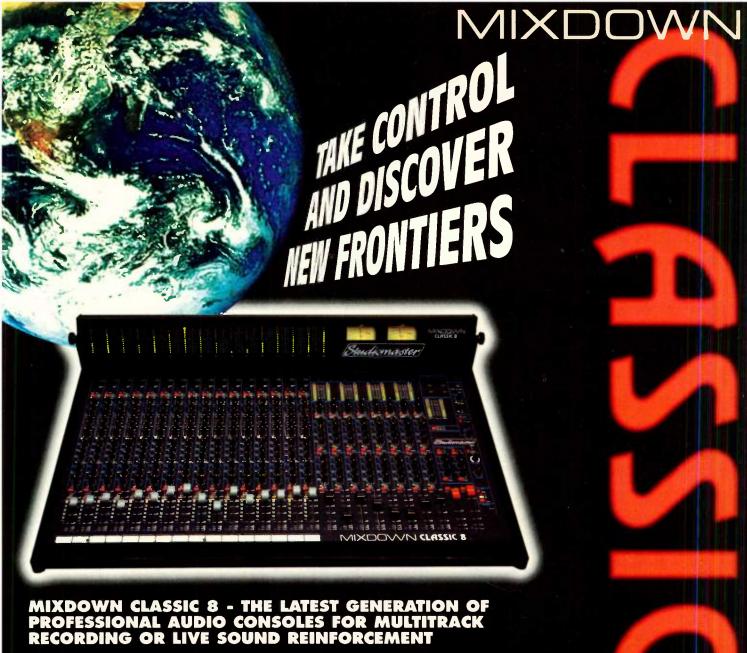
supply houses. When purchased in this manner, cost-per-battery comes in at around \$1.60, which beats paying four bucks a pop at a grocery store.

You might be wondering about Nickel Cadmium batteries: although NiCds do offer the advantage of being rechargeable, there is an inherent problem with this type of cell: even when they are new, they don't put out as high of a voltage as an alkaline cell.

Most wireless transmitters have a "low battery" warning light. The problem with using NiCds is that the voltage drain of the NiCd is nonlinear, so the warning light may not come on until after the NiCd voltage has dropped to a point below where the transmitter has already muted. This could leave you on stage with a silent guitar — not very much fun.

Another alternative is the Lithium battery, which has the advantage of a very long shelf life and high reliability. Unfortunately, a single 9-volt lithium battery will set you back by five to seven dollars, and if you do 200 shows a year, this becomes a major expense.

—Steve La Cerra



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a two colour, 12 segment peak reading LED display for every channel and moving coil VU reading meters for the left and right outputs. INPUT CHANNELS - All input channels are crammed full of features including balanced mic and line inputs, inserts, direct outs, +48V. 20dB mic pad, three band EQ with sweep MId sweep Low & EQ cut, six aux busses, MIDI mute, PFL and smooth 100mm fader.

Smooth 100mm fader.

OUTPUT SECTION - The sixteen tape monitors can be used as extra inputs bringing the total number on a 16 channel up to 34. The upper row of inputs even feature two band EQ, PFL, a couple of aux sends and fader reverse. All output groups have insert points. 12 segment bargraphs and 100mm faders. A line up oscillator, stereo return and a built-in talkback mic.

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monitors, refer to the January and February 1995 issues of EQ).

Personal monitors are no longer the domain of arena- and stadium-touring musicians. Prices are ranging anywhere from \$329 for the Nady E03, through the \$2000 mark for systems from Future Sonics, and beyond - for those of you with really healthy bank accounts. The variation in prices of wireless personal monitors is analogous to that of wireless instrument and microphone systems with one notable exception: some personal monitor systems operate in stereo (naturally, that costs more money).

Most personal monitor systems use either VHF or UHF technology; as of this writing, there are no companies making wearable

monitors that employ Spread Spectrum technology. But we do expect to see monitors employing Spread Spectrum technology as that technology becomes more commonplace in the audio market. (See "State of the Wireless Art" story for more details on Spread Spectrum.)

If you've got some dollars to spend and are looking for a UHF system, there is the Nady SEM 7000 system (\$5995), capable of operating in stereo on one of four user-switchable channels (in the 477 to 600 MHz range). Audio input to the SEM 7000 can be either balanced or unbalanced, and minimum range is said to be 250 feet under adverse conditions.

Garwood's most recent entry to the personal moni-

tor market is the Model LV1. WAM 16 VHF accepts bal-The beltpack for this UHF transmitter is about onethird of the weight of the beltpack for the company's Radio Station transmitter, and the LV1 can be customized at the factory for use over any frequency ranging from 400 MHz to 900 MHz. The LV1 is capable of running for three hours on a single AA alkaline battery.

In the VHF corner. there is the MX from CMCI, which is a good choice for users that require frequency agility. The MX can be set to broadcast in stereo on any one of 200 channels tunable at the front panel in 200 kHz steps from 174.1 to 214.1 MHz. Also running in the VHF camp is the Aquila Systems WAM 16 VHF. The receiver for the

ance or unbalanced audio input via Neutrik Combo® connectors and can operate over 16 user-switchable channels. The WAM 16 VHF is one of the few systems available that can broadcast in either mono or stereo.

While most of these systems are sold with earnieces (some custom-molded for the user's ears) there is at least one company concentrating on the earpiece aspect alone. Sensaphonics (Chicago, IL) manufactures several different earpieces which can be custom fitted to the user, including the soon-to-be-released (May 1996) ProPhonic 2-way, which has dual-ribbon transducers with a passive crossover - and it all fits in your ear!



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STATE OF THE WIRELESS ART

THE LATEST WORD ON WHAT'S GOING ON IN THE WONDERFUL WORLD OF WIRELESS
BY STEVE LA CERRA

WIRELESS AUDIO SYS-TEMS are everywhere. At just about any live musical performance you might attend - whether it be in a club, on a concert stage, or on Broadway - you are bound to see at least one or two performers using wireless microphone or instrument systems. And, of course, any daytime talkshow host worth their gossip has a wireless mic for running out into the audience to get some philosophical insight. Wireless technology has developed to a point where users really don't need to know much about the technology behind the black boxes in order to get great results they can basically just plug and play. And although most musicians will go wireless simply for the mobility factor, there is interesting benefit for guitarists and bassists: since they are no longer physically connected to ground (via their strings), they have less chance of getting electrical shocks due to potential difference between their instrument rigs and their (wired) microphones.

While most musicians associate wireless with handheld microphones and electric guitar and bass, the scope of music-related wireless technology is expanding. There are now several wireless MIDI systems on the market (including the MRX1 and MR2 from Aquila Systems) and the number of companies producing wireless personal monitors is on the increase. What it means for musicians and sound companies is that there are more choices, an increased level of

quality, and a decreased cost factor involved.

WHAT YOU GET FOR THE MONEY

Like anything in life, when choosing a wireless instrument system, you get what vou pay for. But - like most advancing technologies wireless systems are bringing higher technology down to lower prices. Thanks to wireless pioneers like Samson, wireless systems can now be purchased for street prices under \$200, and while systems in that price range may not offer the state-ofthe-art technology, you get more now for that money than even last year.

Although lower-priced systems are usually fixed-channel, they do offer features like a minimum transmission range of 200 to 300 feet (some units claim up to

1,500 feet in line-of-sight), and battery life in the neighborhood of 16 to 20 hours. Many systems in this range have some type of built-in noise reduction for extended dynamic range and a lower noise floor.

One important trend that we are noticing in lowpriced wireless is that steel chassis construction of the receiver - which helps to reduce RF interference - is becoming more commonplace. While the low end doesn't offer the ultimate in wireless sound, the quality is high enough for many applications. For a street price around \$250, you can even find one or two systems that actually have true diversity (more on that in a minute).

When you step into the mid-level of wireless microphone and instrument systems (about \$300 to \$650), true diversity becomes a standard feature. You will notice a decrease in the number of "wall warts" and an increase in the number of receivers with internal power supplies. Microphone systems in this range will often have an XLR output on the receiver (as well as a 1/4-inch audio output) and front panel indicators to show the strength of the signal received from the transmitter. Removable antenna. rack-mountable receivers. and improved RF performance all live in the midlevel. Perhaps most importantly, some of the microphone systems in the midlevel offer a choice of mic element such as a Shure SM58 and Beta 58- and that can be an important option.



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MIC AND INSTRUMENT SYSTEMS

Wireless systems have traditionally broadcast over two bands — VHF and UHF — which are also used for television, radio and other communications purposes such as walkie-talkies and CB radios. But there is a relatively new technology slowly being introduced to the audio market called Spread Spectrum. Already in use for military

applications, Spread Spectrum broadcasts in a frequency range above UHF (as high as 2.4 GHz) — a band that is at this time comparatively empty. The broadcast signal is spread out over a wide frequency range by a technique such as "frequency hopping," where transmitter and receiver actually change operating frequency while the broadcasting process is happening. This

decreases the average energy of the signal at any one frequency, thus reducing the possibility of interference from any one particular transmitter. At the same time, it becomes possible to increase the number of users operating in a particular band. Spread Spectrum technology is currently being used in systems available from MADAH-Com and the aforementioned Aquila Systems.

Because Spread Spectrum technology is in its infancy in the audio world, the debate continues to rage between VHF and UHF systems, especially since the big news in UHF is that system prices have been dropping (check out the Azden 411 HT, listing for \$895). Although the cost of UHF systems has not dropped to the point of budget VHF systems, UHF prices are easily approaching those of the more advanced VHF systems. The question for the user is, "Which one?"

Unfortunately, there's no simple answer unless you are restricted to a small budget — in that case you will almost certainly be looking for a VHF system (the Nady 101XL or Samson VLX systems both offer great value for around \$200, street price). But where the budget is higher, say in the \$700 to \$1000 area, UHF or VHF are both realistic possibilities.

PAPER VS. PRACTICE

On paper, it looks pretty clear whether a user should choose a UHF or VHF system: the Federal Communications Commission (FCC) allows UHF systems to output higher signal level than VHF (roughly five times as much) and greater occupied bandwidth for UHF channels, resulting in an increased potential for wider frequency response and greater dynamic range. But let's talk power, shall we?

The power output issue looks like a big deal — greater power has to equal better transmission, right? But remember that we are dealing with microphones and guitar packs that need to be compact, light in weight, easily portable, and usually powered by a small battery. That's where the power output issue between UHF and VHF goes out the window, because increased



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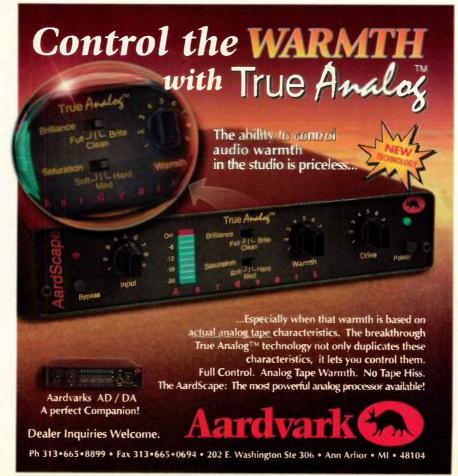
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broadcast power means decreased battery life. So the amount of broadcast power for a UHF system is a balance between achieving a strong signal and a reasonable battery life.

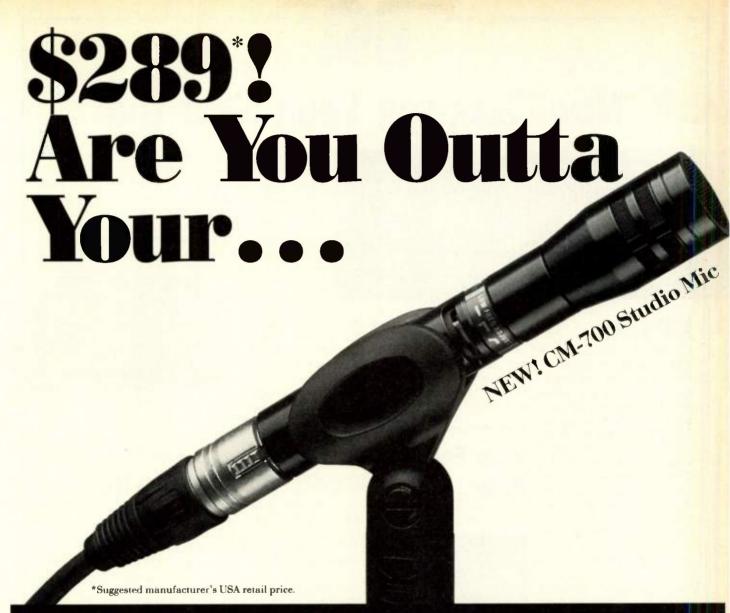
You really need to look at the practical differences between UHF and VHF. In any given city, the UHF band is generally less crowded than the VHF band and that might turn into a performance advantage — less interference means less problems. Also, since the wavelength of a UHF signal is shorter than that of a VHF signal, the antenna size for UHF systems is generally smaller than that of VHF systems.

BEING AGILE

The big buzzword in wireless right now is "frequency agility." In a frequency agile wireless system, the broadcast frequency can be changed (usually by the user) to one that is less subject to local interference. For example, the Sennheiser BF1081-U offers 16 user-selectable channels, while the Vega U2020 system has 100 different frequencies. If you are having trouble on a particular channel, no problem switch channels until you find one that is appropriately interference-free.

Frequency agility is generally associated with UHF systems, and if you plan to use a system on tour, this feature can be really important because you never know what kind of environment you might be performing in. Frequency agile systems are also available from Sony (the WRT-810A), Audio-Technica (the ATW-7174), AKG (the new WMS 300), and Lectrosonics (the UDR200B, which wins the channel race with 256 possible frequencies).

continued on page 133



Not When You Could Pay Over Twice as Much and Get Less

Check It Out! Most competitive studio microphones cost over twice as much as Crown's all-new CM-700 mic. But when it comes to pure sound quality and maximum versatility, the CM-700 is in a class by itself.

Its cardioid, back-electret condenser design, wide range frequency response and high input before overload gives the CM-700 the capability of delivering clean, crisp, intelligible sound in the most demanding situations. Plus, the mic's uniform off-axis response is so smooth that any leakage picked up has little coloration. A 3-position roll-off switch (flat, low-cut, roll-off) makes it ideal for miking everything from the delicate timbre of acoustic instruments and vocals, to the rumblings of a bass guitar. Add on rugged construction, small, unobtrusive were

appearance, sleek black styling, gold-plated electrodes and contacts and you've got a mic tailor made for the studio or live performance.

Any way you look at it, the CM-700 is an exceptional performer at an unprecedented price. Naturally, the CM-700 comes with Crown's three-year unconditional warranty. Audition one today and hear for yourself how easy it is to stretch the limits of your performance while leaving your budget intact. See your local Crown dealer or call 1-800-342-6939.





NEW GEAR FOR YOUR NEXT GIG



X FACTOR

The Crest Century LMx is a monitor console that provides 100 percent multimode operation. The 22 output busses on the LMx can each be operated in mono or stereo pair by way of the Global Level/Pan buttons on the corresponding output modules. The output section is comprised of ten dual-group output modules and one stereo L/R output module. Each of the group output modules incorporates a dedicated stereo EQ section with three overlapping swept bands, sweepable high-pass filter, individual balanced insert switches, and summing inputs. The LMx's Dedicated Room Ambience input section feeds two ambience microphones to any or all of the outputs without occupying regular input channels. An internal custom-designed dynamics processor automatically adjusts ambient feed levels. Other features include: built-in mic splitter, eight scene mute groups, a globally-selectable AFL/PFL solo system, comprehensive subgrouping capabilities, separate pre/post switching for every pair of output sends,

and two separate monitor outputs. For more information, contact Crest Audio, Inc., 100 Eisenhower Drive, Paramus, NJ 07652. Tel: 201-909-8700. Circle EQ free lit. #140.

FOUR FOR THE ROAD

Celestion has designed its new Road Series speakers to meet



the needs of gigging bands and sound rental companies. The cabinets are made of a proprietary double-skin Polycore material, while they also have large bar handles for easy lifting. The Road Series has interlocking universal stacking points and exponential or constant directivity horns. Bass drivers utilize Celestion's FlexirolTM surround, while high end on the full-range

models is delivered by the 1-inch exit compression

driver combined with the built-in exponential horn. The speakers feature second- and thirdorder passive crossovers with low-pass components, PolySwitchTM

nents, PolySwitchTM
protection circuitry, and Neutrik Speakon and 1/4-inch jack parallel connectors. Celestion's Road Series is comprised of the R1220 (two-way, 12-inch full-range), R1520 (two-way, 15-inch full-range), R1522 (two-way, dual 15-inch full-range), and R1542 (dual 15-inch bass system). For more information, contact Celestion, 89 Doug Brown Way, Holliston, MA 01746. Tel: 508-429-6706. Circle EQ free lit. #141.

TO THE MAX

The Topaz Maxi 8 console from Soundtracs has been designed specifically for front-of-house applications. The new board can be configured for stage monitor or matrix mixer operation. Available in either 24- or 32-channel versions with up to 28 mono inputs and two stereo inputs (in addition to the four stereo effects

returns), the Maxi 8 provides eight busses, 4-band quasiparametric EQ, and eight aux sends simultaneously from each channel. For more information, contact Samson Technologies, P.O. Box 9068, Hicksville, NY 11802-



9068. Tel: 516-364-2244. Circle EQ free lit. #142.

Your Next Project

dbx's line of Project 1 crossovers has just been increased by two. New to the line is the dbx 223 stereo twoway/mono three-way crossover and the dbx 234 stereo three-way/mono four-way crossover. Both units have been designed for touring PA systems and permanent installations. The 223 and 234 feature switches on the rear panel for stereo or mono operation, LF mono sum (for a subwoofer feed) and a range of individual channel crossover frequencies. Recessed 40 Hz low-cut switches on each channel are available to remove unwanted low frequencies. The high- and low-level outputs on each channel have phase-reverse switches that may be internally



1200 WATTS, NO WEGHTING.*

Take a look at your current rack of power amplifiers, or for that matter, most of the amps at your local dealer. They're using oversized, linear power supplies and circuit topology that was developed from the old transistor application hand books of the early 60's.

Our engineering staff, most of whom have lugged these same overweight power amplifiers on gigs for way too many years, decided it was time to drag power amp technology into the 90's.

The result is our Megatech™ switch mode power supply technology. This is not some fragile, upgraded computer supply either. We developed a proprietary, full bridge, digital power supply utilizing hand wound torroidal transformers, and high speed MOSFETs switching at over 100kHz clock speeds. 200 Volt storage capacitors provide extended duration high current output ensuring maximum performance in even the most demanding applications.

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Suggested retail price.

Most amplifiers use an inefficient single high voltage supply which is only fully utilized during peak output power. During most of the duty cycle, the extra supply voltage dropped across the output transistors is wasted as excess heat. This reduces the amplifier's ability to perform in extreme conditions, as well as making you pay for (and carry) oversized heatsinks.

The MTA1200's Class H amplifier design enables maximum thermal efficiency by utilizing our Cool Rail™ dual voltage supply technology. Cool Rail™ allows the MTA1200 to run on ±40VDC supply rails for most of the duty cycle, dynamically switching to a high current ±80VDC rail during peak output. Cool Rail's™ benefits to you are lower heat dissipation, compact design, and lower cost.

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*1 kHz, 1% THD, **20Hz - 20 kHz, .05% THD



reconfigured as mute switches. Both the 223 and 234 feature Linkwitz-Riley 24 dB-peroctave filters, TRS-balanced 1/4-inch jacks, and an internal power supply. Retail prices are \$249.95 and \$299.95, respectively. For more information, contact dbx, 8760 South Sandy Parkway, Sandy, UT 84070, Tel: 801-568-7660. Circle EQ free lit. #143.

LIVE, FROM

The Live 3 Mark II from Spirit now features 4-band EQ with two sweepable mids on mono channels and four aux sends. Three of the auxes may be prefade for monitor mixes or postfade for use as effects sends. Two stereo returns for effects or instru-



ments and two stereo inputs for keyboards, CD, or DAT players are also provided. A separate mono bus in the master section can feed extra speaker clusters and separate vocal PAs, or subgroup the left and right busses to a mono master. Available in 8-, 12-, 16-, and 24-channel frame sizes, with mono and stereo inputs offering up to 32 inputs on the 24-channel model, the Live 3 Mark II features Spirit's new UltraMic Plus preamp with gain ranging from -6 to +60 dB. The 8channel model may be rack mounted, and all frame sizes may be expandwith the addition of an optional

channel expander. Additional features include: EO in/out switch, 18 dB/octave high-pass filter, aux 2 and 3 pre/post switchable from master section, -20 dBv record outputs, +48-volt phantom power (switchable on all mono channels). For more information on the Live 3, contact Spirit by Soundcraft, Inc., 11820 Kemper Road, Auburn, CA 95603. Tel: 916-888-0488. Circle EO free lit. #144.

It's A Plus

The Peavey XRD 680 PLUS powered mixer offers 600 watts of total output power for larger room applications. Each channel features effects and monitor sends, gain control, balanced XLR mic and unbalanced 1/4inch line inputs, and an active 3-band EO with 15 dB cut/boost. Additionally, there are L/R tape in and out RCA



jacks, and an effects footswitch iack. For more info, contact Peavey, 711 A Street, Meridian, MS 39301. Tel: 601-483-5365. Circle EQ free lit. #145.

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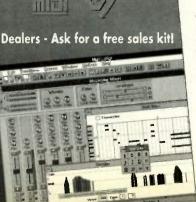
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CHARLIE LABS DIGITAR



COMBINING GUITAR with MIDI has always been a problem. MIDI guitars have a hard time tracking your playing, and alternate controllers don't feel all that natural. What's worse, guitar chords tend to have wide, multioctave voicings that are difficult to execute on keyboards, even if you have fabulous chops.

The Digitar isn't the first attempt to convert notes played on a MIDI keyboard into guitar-type voicings (that honor goes to James Chandler for his KeyFrets software), but is the first to include a physical, six-stringed interface. The string interface, which is about the size of a thick paperback and can be worn on your hips, connects to a heavier control unit via modular telephone cable. The deal is:

1. You play notes into the Digitar's MIDI in, either from a sequencer or with one hand playing on a keyboard.

2. The Digitar analyzes the chord, then voices these notes as if they'd been played as a chord on the guitar.

3. Strum the interface's velocity-sensitive "strings" to trigger the newly voiced

notes, which then appear at the MIDI out. I obtained the most satisfying results using just my fingers, although flat picks and thumb picks work too.

4. Send these notes to a MIDI sound generator set to a guitar patch, and the results sound surprisingly

like a guitar, providing you've programmed the synth to respond properly (e.g., good dynamics).

You can alternately place the Digitar on your lap à la steel guitar (incidentally, for steel enthusiasts, an "autobend" option applies one of four different preset pitch changes to emulate steel sounds). The Digitar is optimized for chordal picking and strumming, which are the hardest guitar gestures to translate to MIDI; this unit is not intended for single-note leads, except those of the finger-picked variety.

Although the Digitar is a surprisingly capable little sucker, there are a few downers. First, the strings are thick and spaced further apart than regular strings (the combined width is about 1/4-inch wider than average), which takes some getting used to. The second downer is the interface - four 7-segment displays. Functions are identified as codes that are difficult to read when the box is in playing position. Better keep the manual handy, although that's somewhat cruel advice considering that it, too, requires some deciphering. Third, there's no option for Nashville tuning, which would be very appropriate for a box like this. (Fortunately, you can come fairly close by changing the "position" option, where you can jump octaves for some notes by playing across position boundaries on the keyboard.)

On the plus side, since there's no pitch-to-MIDI conversion, you don't have the delay and glitching associated with MIDI guitar. There's also some programmability: eight presets can store the various settings (such as legato on/off, send out a program change when selected, trans-

ROAD

MANUFACTURER: Charlie Lab, distributed by Richarde & Co., 444 Airport Blvd., Suite 207, Watsonville, CA 95076. Tel. 408-688-8593.

APPLICATION: Convert chords played on a MIDI keyboard or sequencer to guitar voicings.

SUMMARY: Greatly increases the realism of synthesized guitar parts played on a MIDI keyboard, fun for songwriting.

STRENGTHS: Does what it claims.

WEAKNESSES: Takes you a while to figure out how to get it to do what it claims.

PRICE: \$449

EQ FREE LIT. #: 146

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Unlike some mics that rely on neodymium magnets for high output, the B-Series uses VLM™ (Very Low Mass) technology. An Audix exclusive, VLM is created with a super strong, yet very thin and lightweight diaphragm. The lightness allows quicker response to acoustic impulses for unequalled levels of resolution as well as the ability to handle huge SPL's.

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Because of added warmth to the low end, the II2 is perfect for use on low toms and kick drum. The hypercardioid pattern greatly reduces the chance of feedback during live performance while allowing the lower frequencies to punch through.

The ultra linear frequency response and greater dynamic range of the 13 make it the perfect choice for use in the studio where every nuance of the drums is critical. Extremely compact, the 13's uncolored sound can handle sharp transients without clipping.

All of the D-Series are built for the road as well as the studio A rugged e-coat finish, durable gold XLR connector and precision tooling milled from a single piece of aluminum put the D-Series in a class of their own.

Don't buy a mic without trying an Audix.



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mit signal to GM/GS-compatible modules between chords to trigger the "fret noise" sound, transpose amount, and many others). Presets are saved within the Digitar, but can't be backed up externally.

MIDI-wise, the Digitar can use up to three channels (send, receive, and fret noise notes). For those who want to play live with a sequenced series of changes and not

have to lock in to a fixed tempo (or for those with zero chops), there's the equivalent of a step time option. You record chords every 1/4 note into a sequencer, then place the clock under control of a bridge-mounted switch on the Digitar. Each time you hit the switch, the sequencer moves along to the next chord.

There are four modes of

operation: rhythm, economy, lead, and "all channels." Rhythm is the standard playsix-strings mode (note that some chords are voiced to play only five strings); economy limits this to four voices for vocally challenged synths. Lead isn't really for what we normally think of as leads, but is a "trap door" for strange chords (the Digitar recognizes 18 standard types, but not really "out" chords). In lead mode, you can program your own chords by sending the notes of the chord, which get mapped to the same number of strings as there are notes. "All channels" is the Digitar's attempt to monitor MIDI channels 1-9 and 12-14 to determine what's going on melodically so it can generate a suitable accompaniment. Nice concept, but it's too unreliable.

Using the Digitar is straightforward, but there is one important hint: learn to play chords a little ahead of the beat (if you're generating chords from a sequencer, the "track shift" function is ideal). Because of the nature of strumming, the first notes hit ahead of the beat, and the last ones behind the beat. Unless you play a bit ahead, you'll lose the initial notes.

Is the Digitar worth the bucks? If you want to play guitar parts using MIDI sound generators but don't want to play MIDI guitar, this box will up the realism quotient dramatically. Patches that used to be "acceptable" for guitar sound great with this little box; and it excels at strumming, which is where most MIDI guitars are at their worst.

Perhaps, even more importantly, those who write songs on acoustic guitar will love this box if they want to access the wide world of MIDI. You get the same kind of rush you get by strumming a guitar, but you're producing data that can be captured by the sequencer. And you don't really have to pay much attention to what your left hand is doing - even rudimentary chords will work, and the chord stays available for triggering until you hit the next one - so you can really concentrate on the music.

The last word is that the Digitar is a niche product, but if this sounds like your niche, it definitely gets a thumbs up.



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INREVIEW

Technics SX-WSA1R Sound Module

L A B

MANUFACTURER: Technics Musical Instruments, One Panasonic Way (1C-8), Secaucus, NJ 07094. Tel: 201-392-6140.

APPLICATIONS: All styles of MIDI orchestrations and arrangements.

SUMMARY: A solid, general-purpose, multi-timbral, 32 MIDI channel, ROM sound-based programmable synthesis module featuring physical

modeling sound architecture.

STRENGTHS: Good user interface; 32 MIDI layers; up to 64-note polyphony; superior LCD display permits on-board user programming.

WEAKNESSES: Physical modeling architecture as used by factory sounds does not clearly distinguish the sound sets from less sophisticated MIDI modules.

PRICE: \$2995; keyboard version, \$3395 EQ FREE LIT. #: 147

TECHNICS IS BACK in the electronic music instrument game and they've made an impressive return with a solid, general purpose multi-timbral sound module. I had a chance to take the rack version of this instrument out for a MIDI spin. Except for the lack of an on-board sequencer and some cosmetic differences, the keyboard and rack versions seem to be identical.

The first thing that hits you is a giant (by instrument standards), back-lit LCD panel staring squarely back in your face. The actual information-conveying area is about five inches diagonal, which is a work space a little smaller than a CD jewel box. Since so many instruments

these days have impressive sound capabilities, a lot of the distinction among them comes down to how usable any one instrument might be. This fairly high-resolution interactive display, ringed with soft function buttons, and truly usable interactive software will serve newcomers and pros alike.

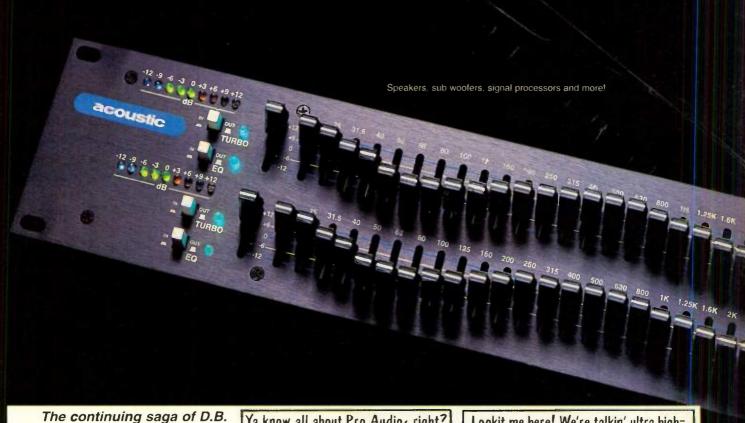
The SX-WSA1R has all the expected amenities of a multi-voiced MIDI module. Individual sounds can be played with up to 64-note polyphony; combinations of those sounds can be layered for rich and complex performances; and a multi-timbral mode permits MIDI-based sequenced orchestrations. There is a very com-

plete set of on-board multieffects for all of the reverberant-chorusedechoed effects necessary. Other special features include two distinct MIDI cable groups that can be routed into the module for a total of 32 separate MIDI layers.

A front-panel, X-Y axis real-time controller, reminiscent of the one used on the Korg Wavestation, can be used in creating or controlling the sounds. The controller, which looks a little like a large black eyeball, sends and responds to MIDI controllers numbers 16 and 17 - just like the Wavestation. Audio outputs are 1/4-inch phone jacks in two assignable stereo pairs. A floppy disk drive is included for backing up and reloading those user RAM-based sound creations. The instrument can also be set up as a General MIDI device. Two banks of factory ROM and two banks of user RAM provide hundreds of instantly available sounds and setups. There apparently will be some add-on sound boards available in the future.

The sound engine of the SX-WSA1R is a combination of some good old ROM sample playback tools combined with the latest hot button architecture: physical modeling. The physical modeling structure, for those of you who haven't had a chance to play with the Yamaha VL instruments or the





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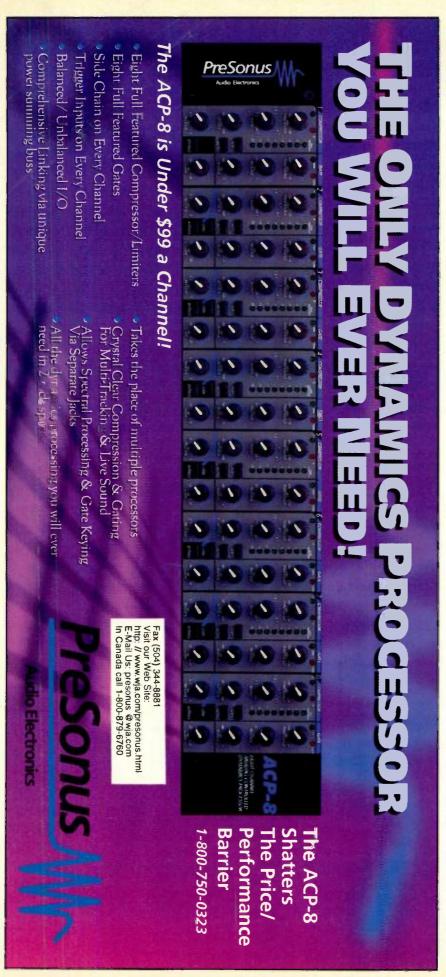
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Korg Prophecy, among others, uses powerful computational algorithms to re-create the effects on a raw waveform that an actual physical structure would have in the real world. The SX-WSA1R provides a large number of preconfigured virtual structures that simulate vibrating strings, resonant tubes, and cylinders of various shapes, sizes, and flaring. The resonant structures can be further adjusted and modified from within the editing screens.

Though there is an eventual limit to the user programmability because the basic resonant shapes can only be modified, not created from scratch, full flexibility would be nearly impossible for the average musician to program. And given the tremendous number of modifications to the preconfigured resonators available, even the best programmer will be kept busy for years. The resonators are driven by, you guessed it, drivers that are selected from over 300 ROM samples onboard. From there, sounds are further modified by filters, amplitude modulators, digital effects for each voice, the usual assortment of LFOs and envelope generators, and global DSP effects for the entire instrument.

SOUNDING OFF

So, how does it sound? Overall, very good. The factory patches do cover familiar territory — from mapped drumsets, through orchestral colors and elements, and guitars, pianos, percussion, and so on. The sound sets only suffer in that, because we've encountered so many similar sets on other instruments. it's tough for this newcomer to stand above the crowd. The extra points the unit gets for offering physical modeling is slightly offset by competent, but unexceptional, ROM samples. This doesn't give the SX-WSA1R a bad grade at all, because, except for the synthesist who intends to actually program the box himself or herself, the subtle changes in the sound set are still quite subjective. A musician who will be comparing similar, and perhaps less sophisticated multi-timbral modules, still might find other less elegant features on other devices equally attractive.

Everyone always wants to know how the piano patch sounds. Well, it's

continued on page 151



JACK DOUGLAS

continued from page 55

Must've been a great experience, considering how influenced you were by the White album, to suddenly be working with him years later.

Well, I had worked with him before as an engineer, and he was a friend for many years. And, as a favor to John, I did a lot of Yoko albums, mostly because he was banned from the studio for laughing.

You mean he didn't take her music seriously?

Well, he did...but you had to take her super seriously. I mean there was no humor involved here at all, and you probably know that John had quite a sense of humor. For example, a certain yodel that she might do might sound like the words, "Go buy a salami." He'd look at me and of course we'd both end up on the floor. So it wasn't a week into one of the early productions that he was thrown out and pretty much banned for good.

When we were making Double Fantasy, I had to have Yoko come in at 11 in the morning and work until 6 PM, and then John came in at 7 PM and we worked until it was time to go home. I would've gotten nothing done if they were there together because he couldn't bear the struggle of her vocal. And he couldn't have her at his sessions because her criticism was sometimes unwarranted and unnecessary and would bring us all down. Luckily, she was usually wiped out by the time 6 PM rolled around and really didn't want to have anything to do with us, so we'd be a rowdy crew from 7:00 on.

How long did it take to do a typical vocal with John as compared to a typical one with Yoko?

It would take a whole session to get one vocal with Yoko; I would have to do ten tracks of vocals and then comp them to get one that was in the ballpark.

With John, it was more a matter of how we were going to approach each song. Plus, there's no one in the world that knew how to work a microphone in the studio the way he did. He'd be singing on the back side, the front side; he never ever cut an "s" through a microphone and never needed a pop filter. You never had to use a limiter on him, only for effect in the mix. As long as you gave him a good headset mix, because it had to sound like a record in his headphones, he was amazing.

Whereas with Yoko, she had such a small voice that I had to use so much limiting that her body functions became louder than the vocals. But I knew how to record her because I had so much experience doing it, so we got some good vocals on the album. But it came to such a sad end. We finished it the day he was shot.

Are there any particular techniques you use in getting sounds or in working with artists? Something that seems to work over and over?

The trick to working with an artist is to let him realize that you're on his side. I like to work with new artists and new artists have always been suspicious of people that are on the other side of the glass. They feel that in some way or other we're out to get their music and do something to change it. I want to convince an artist that all I want to do is take his music and help him get it on the record so that it is in fact what he wanted to begin with.

New artists especially get very insecure about their own stuff, so it's important that when they hear it back they're confident after we've worked on the material. If I can keep an artist's confidence up in the early part of building a record, that record is going to work. A label signs an artist because they have a sound, and gives them all this money to make a record that sustains that sound and that's what I try to do. The other trick is to try getting it live.

ALEX LIFESON

continued from page 60

421's were used on the toms. I split the 421's so I would have one 421 on the two top toms and two separate 421s' on the two floor toms.

As for the bass, I used a Gallien Kreuger single 15-inch front-loaded cabinet with an SVT head (both on direct), miked with a 421. In retrospect, I think I lost a little of the deep bottom end on the bass sound. Perhaps if I used different mics I could have gotten some of that back. I think I was going for a sound that was a little more "middly" and sat in the track a little more clearly rather than filling that bottom.

IN THE MIX

When I started the mixing process, I bumped everything over from the ADAT onto 2-inch analog. I hit the tape pretty hard because I thought I

might be able to get a little bit of warmth out of it. When it was all said and done — on Ampex 499 tape with Dolby SR — I didn't really find that much difference between what I had on the ADATs and what I ended up with on analog tape. It's much more convenient to work on Studer multitrack machines. The transports on the ADAT are slow, and going back and forth is a bit of a headache. So that was really the main reason for doing that transfer.

When I went to McClear Pathe to mix. I did the first few mixes through Apogee filters, and maybe I was hitting the Apogee's a little too hard, but I found that it softened the sound and made it kind of "spongey." So I ended up going back and redoing those mixes, and then I started taking mixes out because I wasn't happy with the bottom end, so I went back in once again. I remixed the record a total of three times. I intended to spend about two and a half weeks mixing. I figured that gave me a little bit more than a day per track. I ended up spending a month, and I worked six days a week from 11 AM to 3 AM.

I tried to be very careful with the guitar mixing. If I were to remix the record, I think I would try to find a bit more of a balance between the rhythms that I mixed up front and the leads that I sort of buried. I didn't want the solos to feel like, "Here's the solo - it's in your face." I wanted the sonic impression of it to be tied more deeply into the song and with what's happening with the rhythm track and more knitted with everything that's going on. I don't know if that always works, and maybe I was a little bit oversensitive in downplaying that aspect. Certainly on a song like "Mr. X," I think the main lead guitar line is a little too low in the mix, but you learn from these things. At the same time, when I listen to that song, I find myself leaning forward, and there's this sense of being wrapped around the music when I do that. So, perhaps I did create an impression.

I'd certainly like to do another project like this. Whether it's a Victor project, I won't know until the time comes. I want to keep an open slate and just start on it on the first day and not think about it that much. I'd love to do some soundtrack work and I'd love to do some production. But, since the new Rush record is winding down to an end, and touring always follows, it's going to be quite a while. Maybe. Sleep tight, Victor.

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Old (and New) Reliable

Digital tape users should demand greater reliability from their machines — here's why

BY EDDIE CILETTI



hen I told people that I was reviewing the Alesis ADAT XT (see page 98), potential users responded with great interest. Interestingly though, many "Original Formula" (OF) ADAT power [frequent] users had already formed an opinion - one that made me wish I'd kept silent. Why is it that people who get a great deal always want more? We all wish for our toys to be more affordable - digital 8-tracks are the leading example - so, how much more do you want? Or, more precisely, how much additional would you be willing to pay for extra features, performance, and reliability?

OVERVIEW

Ten years ago, a new 24-track, 2-inch analog tape recorder ranged in price from about \$35,000 to \$80,000. You could also have built a "modular" analog multitrack system using top-ofthe-line, half-inch 8-track machines. At \$5000 per unit, plus \$5000 for a pair of synchronizers, a three-machine system would cost \$20,000 and yield 19.5 usable tracks. (Three tracks would be lost for timecode. The neighboring guard band counts as half a track because only low-frequency information can be recorded without affecting the synchronizing track.)

Without adjusting for inflation, a present-day 24-track, digital-8-track-based system is a better deal. Even when compared to a timecode-equipped stereo DAT machine, a single Alesis XT with a BRC or a TAS-CAM DA-88 with an SY-88 sync card is also a better deal. Either system is more friendly and both offer six additional tracks. (I feel fairly confident in speculating that there is less demand for a timecode DAT than for a digital 8-track, hence the pricing similarity.)

AGENDA

We all have agendas, but our goal should be to strive to get greater reliability. It isn't my job to complain, but, rather, it is to inform users on how to recognize the special ingredients required to meet that reliability goal. As consumers, you must tell manufacturers that you are willing to pay for additional performance.

For digital cassette decks — of all formats — the key reliability features should be:

- Separate Reel Motors (SRM) mean fewer moving parts to wear out or require adjustment. SRM improve tape handling in all modes, ensuring safer tape travel and increased wind speeds. With SRM, tension on both sides of the capstan can be monitored and optimized so that performance—at any place on the tape— is the same. Some DAT machines use the capstan motor to also move the reel tables. All current digital 8-tracks have a single-reel motor for take-up and supply. More motors = fewer error messages.
- Optical Mode Sensors (OMS) minimize the amount of erroneous information reported from the trans-

port to the system control circuitry, yielding faster, more reliable, multiple-machine lock-ups. (With the exception of the Panasonic SV-3500, every digital cassette deck uses a mechanical switch that's prone to wearing out.) OMS offers improved, consistent, and positive engagement into all transport modes. It also yields less road kill (a.k.a. eaten tape).

- Numeric Error Rate Indicator (NERI) information should either be displayed at all times or accessed from a single keystroke of a dedicated and labeled button. If the NERI is not on the "home page," a multisection warning display blinkie should jar the user into action before error concealment is no longer possible. The four-digit system should be standardized among manufacturers. A useful feature would be for the machine to automatically enter into memory the location just before a troubled section of tape. It would then prompt the user to investigate and clone before the problem becomes a lost take.
- Oscilloscope Interrogation Ports (OIP) would encourage users to own a 'scope, and would also help them to determine the mechanical compatibility between tape and machine (tape path). For technicians, it would facilitate the task of machine monitoring under real-world conditions that is, with the cover on. It would also help to standardize the calibration procedure.

THIRD-PARTY GNUS

When the original ADAT hit the market, lots of things very quickly changed; my business, for starters. Nearly every project studio traded in its 8- or 16-track analog machine for an ADAT. Others waded in calmer waters to see if TASCAM's contribution to the technology wave was worth riding. Meanwhile, the half-inch and one-inch decks ended up in what truly are home studios.

Guess what? Now that the ADAT XT is here, a good percentage of users are likely to trade-up, so expect to see the ADAT OF on the used market. If you're holding on to your ADAT, or are in the market for a used machine

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there are at least three third-party options. Watch for my review of Horizon Music, Inc.'s Input and Output Card Upgrade.

Brian Holling at dBm Electronics in New York City (Tel: 212-629-0326) has created a mechanical reinforcement bar for the ADAT OF that stabilizes the loading mechanism. Tweak heads should also note that there are several quad op amps (not "opals" as a typo suggested in my March '96 column) in the ADAT OF. The quad op amp upgrade plug-in mentioned in my March '96 Maintenance column is also applicable here, though it requires more skill than the Horizon option. (For quad op amp info. contact Everett Carroll at 714-539-7887.)

BUG REPORT

I am not a power digital 8-track user, but rather a humble technician who

understands tape machines from behind the front panel. It's important that customers get to really know the features of their digital tape machines. I ask everyone to thoroughly investigate and document problems before reporting them to manufacturers and repair technicians. Only you can determine the original set of circumstances. In the process, you may find that the time taken to investigate a quirk might even reduce the number of operator errors and/or wasted hours on hold waiting for a customer support rep whose time is also being wasted.

Eddie Ciletti spends his days changing mode switches and nights writing a book about what he does during the day. His e-mail address is: eddieaudio@aol.com.

RUMOR BUSTER

My review of the ADAT XT is not exactly an exclusive, but its timing might actually put me in a good position to play Spin Doctor. Some of you have likely heard rumors about the XT concerning smoke, runaway machines, and slow transports with dim displays. I thought it might be appropriate to address the rumors, considering that, especially via the Internet, stories have a way of traveling 'round the world and returning unrecognized.

As any new product rolls off the assembly line, infant mortality is expected to at first be high. "Do you buy now, or wait?" "Does Alesis deserve to be spanked, or not?" "Are the machines receiving adequate burn-in prior to shipping?" The answers are complex, but my response is to buy now. (If Alesis enjoys being spanked, then maybe...) As for balancing QC time with the importance of getting to market; it will be impossible for users to understand manufacturers without swapping shoes. Competition is fierce in our small, niche jungle. Alesis got a jump start in the digital 8-track business and it wants to maintain its lead. With TASCAM as competition, what would you do?

Would I recommend a DA-88 over an ADAT XT or vice versa? Well, that choice is still yours. Both machines work and both have room for improvement. Either is well suited for long-form recording, such as tracking a rhythm section, and the XT is most definitely an improvement over its predecessor. For overdubbing and mixing, a disk-based system is more appropriate.

Everything will ultimately be captured and manipulated on spinning disks, whether magnetic or optical. Then the choice will be to backup onto another disk or tape. Unless tape transports become more robust, confidence in them will diminish and the new technology will win out. My recommendation? Make two backups on whatever format you choose.

Meanwhile, I believe that Alesis has always maintained an excellent track record for in-warranty customer service. -EC

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Mr. Chips, Where Are You?

Watch out — someone may be after your memory

BY MARTIN POLON



ecently, the owner of a small recording company stopped for a sandwich and a beverage at a major U.S. airport. At his side was his trusty Apple Powerbook. A woman sat down at the stool next to him and ordered a bowl of soup. The woman "accidentally" spilled the soup onto the case of the Powerbook. A man who was standing nearby came running over with napkins and began to carefully clean the Powerbook case. The woman apologized profusely and then the man handed up the now cleaned Powerbook. The woman explained that it was her husband who had done the cleaning and that he also had a Powerbook. The two shuffled off and all seemed well. Our hero finished his lunch and hefted his computer case. It was empty.

The airport police were called. The story was told and the officers nodded sympathetically. One officer excused himself and made for the men's restroom. He returned quickly with the Powerbook. It had been left on the sink. It had been forced open with a large screwdriver and the memory chips and the main processor removed. The police said it had happened before and more than once. In the "good old days," the police said, it would have merely been taken. Now, the chips were worth more than the street price for a stolen laptop computer. Unmarked, there was no way to prove the chips had been stolen.

The spread of large memory resident application software and overall demand for large-scale memory on current-generation Macs and PCs has really fueled the worldwide memory chip demand cycle. It is not unusual to find large-scale PCs and Macs used in audio and video postproduction and editing loaded with 500 MB of RAM. New state-of-the-art microprocessors are the other half of the equation, with the 120 MHz to 200 MHz Power PCs and the P-6 Pentiums in short supply as the demand for more powerful computers continues to accelerate.

Not having the priorities or resources to ride out the chip storms, dealing on the chip "gray" or "black" market is a less than desirable option for many manufacturers, but an option never the less. The problem with what one purchasing agent calls "Midnight Electronic Supply," is that the exact status of irregularly purchased chips remains a mystery. Are the chips stolen, or have they been cut out or stolen from products in somebody's studio? Nobody knows for sure but they are all "black gold." No identifying serial numbers are sported by \$500 and \$1000 processor chips and \$3000 memory DIMMs in postproduction PCI Macs.

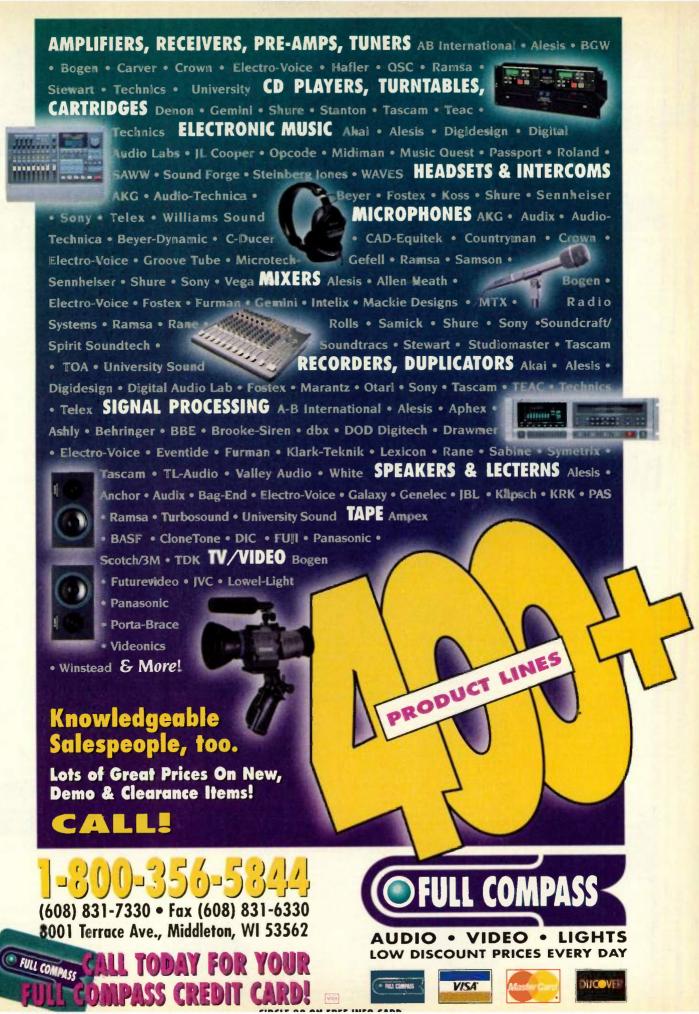
Chips can be stolen in various ways. Shipments of chips are intercepted and hijacked from delivery trucks, as a ring recently did in California. Others, armed with pistols, shotguns, and automatic weapons actually hijacked chip inventory from a manufacturer's premises. In California's Silicon Valley, armored cars are being used to facilitate chip deliveries. More frequent, and with far less risk, chip boosters remove chips from various premises - often done in such a way as to be virtually invisible to the chip's original owners. These chips end up in a number of different places, including being shipped to China in circumvention of U.S. export restrictions. They sometimes end up in new equipment from small manufacturers and as replacement units from small vendors.

In recording studios, chip thefts generally happen when studio visitors and customers are allowed to roam free. One studio owner commented, "The manager of the group that was recording went

around our 'plant' at night and popped the cover of every machine in the place and took most - though not all - of our RAM. This individual then loaded a RAM doubling application so that it took some time before we figured out what was going on!" It turned out that the thief was so computer savvy that he had modified a copy of a popular RAM extension program with an utility that allowed the extension to double, triple, or even quadruple apparent system RAM via software. He could take 80 percent of the available memory and still leave the machine working - after a fashion. Thieves working in a similar mode can pop the microprocessor in every computer in a recording facility. In a large studio, that can yield twelve or fourteen chips with a street value of \$1800 to \$2000.

What can audio recordists do to protect themselves from such depredations?

- 1. There are many reasons to install adequate computer theft protection on all PCs and Macs in a facility, but one is that these devices prevent unauthorized opening of machines to gain access to the chips.
- 2. Portable computers must be watched at all times. The theft of portable computers has reached the point where in excess of half a million portable computing devices are stolen each year in the U.S.
- 3. When buying memory or processor upgrades always buy from known sources; e.g., nationwide chains such as Computer City, CompUSA, etc. Always insist on seeing the packaging for the chips you are purchasing if you buy from smaller vendors. Use extreme caution at swap meets and computer fairs. Generally, you are safe buying chips by mail order from ads in an established publication, especially if the advertiser has been in a number of issues. Selling "hot" chips by mail and advertisement makes what was a state crime a Federal offense, and any crook will tell you that the last people they want to have chasing them are the postal inspectors! What you don't want to do is to end up buying black or gray market chips at so-called face value that are anything but new and which could cause performance degradation or total failure in a session at a later date.





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TASCAM 102 MKII / 103

Stereo Mixdown Cassette Decks



Best values for musicians, studio operators and produ houses the 102 will and the 103 consistently produce only the It quality tape recorded output They Feature

- They Feature:

 6088 signal-to-no a ratio combines with vide frequency response for high-fidelity sound reproduct on using any type of calestite lipe.

 Industry-standurd D. by 8 C noise reduction and Dolby HX Pro sound inchnology extends high frequency performance up to 6dB and minimize of distrining to 6dB.

 Advanced bis—see ling in actionics automatically chooses
- An ance of the second settings for the type of the you load in—
 Normal Metal or Cr02.

 Record Mute autospacer automatically insures 4 seconds of sience between songs or broadcast segments.

 Muth-function deplay clearly indictives transport mode, tape counter position, tape type and level indicated in the counter with both tape counter and run-time modes.

 Muth-counter with both tape counter and run-time modes.

- mount L and R stereo level controls and master record

Tascam 103 Advanced Features:

- 3-head system allows you to record on a tape and monitor it at the same time, without rewinding.
- MPX filter button of minates p lot and sub-carrier broadcast tones that can interfere with Doiby noise reduction.

202 MKIII **Dual Auto Reverse Cassette Deck**



The 202 wxIII provides high-fidelity sound reproduction and a de frequency response as we'll as a host of features that help you dub edit record or playback onto from one or two cas-

- settes aisily and effectively.

 Normal speed and high-speed diabbing.

 Autospacer automatically inserts 4 seconds of silence between songs or broadcast signments for pro quality lapse. Incomparates Doily HX Pro sound technology to extend high frequency performance and minimize distortion on Mormal. Metal and CrOZ tape.

 Allows you to quickly and easily create a professional-sounding composite tape from several sources. Functions like Intro Cheek. Computerized Program Search, Blank Scan and One Program quickly find the bignining of tracks you want.

 Twin two-head cassette deeks in a durable mak-mount housing that can be used segmentally or in Landem during recording and purpose for total flexibility.
- -Play material on deck 1 white deck 2 records on one or both
- -Record simultaneously on both decks from an external master -Play back both sides of one or both decks in a continuous loop
- Auto Reverse automatically reverses tape direction during play-
- -Repeat re. nds tape and allows in in the coping during playback
 -Timer switch for unattended record playback (timer required)

New! 302 **Double Auto Reverse Cassette Deck**

All the features of the 202 mkHr, the new 302 adds even more recording and playbuck file billy. Thits becluss the 302 is actually to fully independent cassette dock. Both decks have their own set of interface connectors, transport control keys and no se reducing functions

- noise reducting functions

 Auto-reverse (upability on beth decks

 Individual simultaneous record capability—both decks

 Individual simultaneous record capability—both decks

 Indeprindent RCA unbalanced in but fire each deck

 Cascide and Control I/O fet you link up to 10 additional
 machines for multiple dubbing or long playing record and
 playblish applications

CD-601 **Professional CD Player**



Frame-accurate cuering precision, extremally high-fidelity and a small form factor make the CD 601 ideal for post-production applications where sound effects and music are "flown-in" from comp ct discs. The CD-601 integrates with most post-production equipment including mixer, vidio editors and computer.

- Balan and XLR and unbalanced RCA outputs
- Precion ocuring control and Auto que
 I neir motor-dn on pick-ups el minate dead air
 Optional RC-601 remote control adds additional features and
- Optional BU-2 RAM for instant start and seamless loops up to three minutes

maran

PMD-101/201/221/222/430 **Portable Professional Cassette Recorders**

world standard for field recording, the PMD line is also the value leader. They all feature RCA line input outputs 1,4-inch headphone jack built-in speaker pause control, audible que and review, tape counter, full auto shut-off and low battery indicator



- Solos or picking patterns
 By recording at 1/2 speed, a three hour meeting can be recorded on a single tape. A built-in microphone and automa ic level control make operation s mole and built-in speaker
- makes transcription convenient
 12 speed recording s equal y
 ideal for churches, because 90 minutes can be recorded on a single side of tape--no interrup ing your recording to flip the tape over Line inputs make it easy to use and connect to your existing sound system.
- Three standard D cell batter es provide up to 7-1 2 hours of operation and the optional R8430 rechargeable battery delivers up to 5-1/2 hours

General	PMD-101	PMD-201	PMD-221	PMD-222	PMD-430
Stereo/Mono	Mono	Mono	Mono	Mono	Stereo
Heads	2	2	3	3	3
Inputs/Outputs					
M c Input	1.4-mch	Miniplug	Miniplug	Mini/XLR	1,4-inch
Condenser Mic	Built-In	Built-In	Built-In	Built-In	_
Remote Jack	_	Yes	Yes	Yes	_
Modular Tel Jack	_	Yes	Yes	Yes	_
External Speaker Jack	_	Yes	Yes	Yes	_
Record Controls					
VU Meters	_	1	1	1	2 (Illuminated)
2-Speed Recording	Yes	Yes	Yes	Yes	_
Dolby B NR	_	-	_	_	Yes
dbx NR		_	-	_	Yes
Mic Attenuation	_	0 -10dB -20dB	0 -10dB -20dB	0 -10dB, -20dB	0 -15dB -30dB
Ambient Noise Cont	_	Yes	Yes	Yes	
MPX Filter	_		_		Yes
Manual Level Control	****	Yes	Yes	Yes	_
Limiter	_	Yes	Yes	Yes	Yes
ALC	Yes	Yes	Yes	Yes	-
Peak Indicator	_	_	Yes	Yes	_
Playback Controls					
Pitch Control	±20%	±20°	±20°	±20°	±6
Bias Fine Adj	_	_	_	-	Yes
Tone Control	Yes	Yes	Yes	Yes	_
Half-Speed Playback	Yes	Yes	Yes	Yes	
Memory Rewind	_	_	Yes	Yes	Yes

Telex

ACC2000/4000 Series Cassette Duplicators

Designed for high performance and high production. Telex's ACC Series (ACC2000/ACC4000) and (ACC200 XL/ACC4000 XL) of expandable duplicators also offer easy maintenance and unsurpassed ease of use. The ACC2000 is a Nov-channel monarial duplication, the ACC4000 is a four-channel reconstruct Each produces 3 copies from a cassette master at 16 times normal speed and each can expand up of 27 copy positions (with additional copy modules) With the extra copy modules, you can duplicate up 27 copies of a C-60 original in less than by minutes And they copy both sides at once The XL Series feature: Extended Life cassette heads for increased performance and wear characteristics. They also offer improvements in viow and flutter, frequency response, signal-to-ratio and bias. Additionally the ACCIOOD XL allows for either chroma or ferric cassette duplication. XL- models are avail able in stereo (ACC4000 XL) or mono (ACC2000 XL) versions.

Fingertip Operation

- Individual rotary aud o level controls allow for an increase or decrease of audio levels as the master translates to
- Peak reading LED indicators allow quite and accurate monitoring of ccurate monitoring of audio
- · Side A or A.B select button let you let up for duplication of either 1 side or both sides of a cas lette at once
- during the copy or rewind cycle

modules (four positions each)

icludes removable po

ACC2000 Mono MasterModule

Expands up to 27 copy positions by adding ACC2000 copy

. Track select short tape indicators auto manual operation

Erase heads in the copy positions automatically erase existing audio as new material is being recorded

ACC4000 XL Stereo Master Module

novable power cord and protective dust cove ACC2000 XL Mono Master Module: · Same features as ACC2000 plus-Extended Life cassette heads. ACC4000 Stereo Master Module: r-channel stereo duplicator Same features as no Master Module

2 track two-channel monaural duplicator produces 3 copies om a cassette master at 30 ps (16X normal speed)

- Short tape ind cators alert you if a tape stops before the original does, identify-ing incomplete cap as caused by jam or
- · Automatic or manual selection of re and and cop, operation
 Revinds tapes to the beginning or end

utomatic My (AUTO mode) or manually sequence in manual it starts copying immediately

Easy Maintenance

- Stanted work surface and unique "heads-up" cassotte platform allow less oxide build up on the heads and makes cassette loading and
- the heads and makes coassite loading and union or grunt easier.

 Eith cussite position has a three point ape guidance system that eliminates skew problem. This when a lape is inserted, each cassite position and the dut to prime innecessary were and fear on the lape had mechanism. Audio and bias, along with head adjustments are made early from the top of the unit and a switch on the back engages the head and union for foller for convenient cleaning.
- pinch roller for convenient cleaning

ACC2000 Mono Copy Module:

- · Each module has four copy positions with erase heads and controls for side select
- LED displays indicate end-of -tape status for each pocket
 Includes ribbon cables for connection to ACC2000 master and
- other copy modules
- Includes removable power cord and protective dust cover
 ACC2000 XL Mono Copy Module;
 Same features as ACC2000 Copy Module, plus-Extended Life cassette heads. Connects to ACC2000 XL Master Module.
- ACC4000 Stereo Copy Module:

 1 4 track four-channel copy module. Has all the features of the ACC2000 Copy Module

ACC4000 XL Stereo Copy Module:

 All features as ACC4000 plus—Extended Life cassette heads Can be configured for chrome or ferric cassette duplication Same as the ACC4800Copy Module plus—Extended Li Configurable for chrome or ferric cassette duplication

Copyette EH Series Duplicators

The popular Copyette series produces high quality, low cost cassettes in large quantities at nearly 16 times normal speed This means you can reproduce both sides of a C-60 tape in less than two minutes. Available in two versions, the Copyettes are capable of duplicating either one cassette or three at a time. In addition each are available in both mono and stereo models.

They couldn't be easier to use You simply insert the casestest press the START switch and they do the rest. They rewind all tapes to the beginning, copy, then rewind to the beginning again before stopping. The whole process can be stopped at any time by pressing the CYCLE button. Side Se'ect feature allows you to set them up to copy one side of a tape or both sides at once.

Stereo Copyette 1-2-1 Weighing only 8 lbs (3 6 kg), this unit has a durable impact resistant housing and includes a removable power cord, carrying handle and protective cover It also has an optical non-reflective end-of-tape sens ing system that provides gentle

able Stereo Copyette 1•2•3

This duplicator copies both side of three cassettes at once yet it as small as the 1-2-1 It we ghs only 12 pounds (5 4 kg) and includes a hard cover to protect the unit while not in use. It uses all DC Servo

ability A mono

TASCAM

112 MKII Stereo Cassette Deck



The classic "no frills" production workhorse, the 112 Mx II is a 2 head cost effective deck for musicans and production studios. Extremely rugged and reliable, the 112 Mk II is ideal for production mastering and mixtures. It also features a parallel port for external control an and optional balanced connector lut means it

- is flexible enough to integrate into any production studio

 Utilizes Doiby B or C noise reduction with Dolby HX Pro
- · Automatically selects proper bias type so you get optimal
- recording & playbank response with Normal Metal or Cr02 tape.

 Gear independent input dials let you dial in stereo VU calibration with one dial. You can also adust for channel specific calibration.
- · Offers two Autolocator buttons and a MEMO IN control. Thes controls allow you to select two points on any tape for one but-ton forward reverse to wherever the action is Additionally RTZ (return to zero) quickly spools the tape back to 0000 on the
- · Rear-mounted RCA input/output jacks for easy connection to
- high-quality sources
 Optional LA-112 connector provides additional balanced or unbalanced XLR inputs and outputs. Installation is simple and requires no special tools
- 25-p in D sub connector (parallel port) on the back, links the deck to the optional RC-134 remote control unit or for fader start from any mixer that use the same protocol.

112R MKII **Bi-Directional** Stereo Cassette Deck

The 112R will is a sonically uncompromising auto reversing and continuous play cassette deck. It offers the finest indepen dent head auto-reverse design at this price level, plus it has extra dubbing and editing features that make it ideal for long program

All the features of the 112 MK II plus-

- Three-head transport with separate high-performance record and playback heads. Manufactured from resilient Cobalt Amorphous materials, the independently-operating heads combine with precision FG servo direct-drive capstan motors to provide the highest standards of reproduction quality and performance.
- · Frequency response is 25 Hz to kHz with less than 1% total
- Harmonic distortion
 Equipped with Hysteresis Tension Servo Control (HTSC) the
 1128 will virtually eliminates wow and flutter HTSC is an advanced servo control system that maintains consistent back tension on the tape all through the reel, combatting moonsis-tencies brought on by extreme temperatures and humidity.

 • Super Acculign Rotating Head System alllows recording or
- playback tape direction to be changed with one button. A sin-gle-screw azimuth adjustment makes it easy to maintain the head dignment after many hours of continuous use
- For unattended record playback of material that is longer than For unattended recoropia/yaack of material that is longer than one side of a tape, there are two features that spare you from constantly attending to the deck.—Auto Reverse mode plays or records in both directions before stopping, switching sides on the fly.—Continuous Reverse mode allows you to loop the tape during, layback up to 5 times, or record in both directions, withing.
- out pausing to flip the tape and re-engage the record mechanism. Bothfeatures are accessible from the front panel, with

122R MKIII 3-Head Stereo Cassette Deck



The standard for production and broadcas; facilities, the 122 MAIII features smooth fauitless tape handling mechanisms, a three head transport with high-performance Cobalt Amorphous record/playback heads and precision serve direct-drive capstar

All the features of the 112R MK II (no reverse of course) plus

- XLR balanced and unbalanced RCA inputs and outputs are selectable with the flip of a bacti-panel switch. There are 1.4-inch inputs on the front panel for simple and direct plug-in of line-level gear
- MPX filter button eliminates polot and sub-carrier broadcast tones that can interfere with Dolby noise reduction

 Bias and level fine tuning for each channel. These tuners can be used in conjunction with the one-touch 400 Hz or 10 kHz oscil-lator adjustment signals to get proper VU calibration before or during each recording session.
- Record/mute autospacer automatically inserts 4 sec of silence between songs or broadcast segments for pro quality tapes

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BEHRINGER

MDX 1200 Autocom

- Attack and release times, with Intelligent Program Detection, prevents common adjustment errors
- Newly-developed, powerful noise gate.
- Switchable soft knee/hard knee characteristics for varied sound pressure levels
 Bright, illuminated LEDs show galn reduction

MDX 2100 Composer

- Integrated auto/manual compressor, expander & peak limiter
 Compresses "musically" in dynamic range without any audible "pumping" or "breathing"
 Attack & release times are controlled automatically or manually
- Interactive Gain Control (IGC) combines a clipper and peak limiter for distortion-free limitation on signal peaks.

 Servo-balanced inputs and outputs are switchable between +4dB and -10dB

ALESIS 3630 Compressor

The 3630 provides two full-featured professional compressor/limiters in one rack space. Ideal for any application from studio recording and mixing to live sound reinforcement and broadcast

- Dual mono or linkable true stereo operation,
 Choose between RMS and peak compression styles as well as hard knee /soft knee characteristics.
- Dual 12-segment LEDs display gain reduction and input/out-
- Each channel's built-in noise gate has an adjustable threshold and close rate to ensure clean, transparent performance
 Variable attack and release times and a sidechain function for "ducking" in broadcast applications.

t.c.electronic

Wizard M2000

Studio Effects Processor

The M2000 features a "Dual Engine" architecture that permits

me we'out reatures a Dual Engine architecture riar pennins multiple effects and six different routing modes. There are 250 factory programs including reverb, pitch delay, delay, chorus, flang, phase, ambience, E0, de-essing, compression, limiting, expansion, galing and stereo enhancement. The M2000 also fea-

expansion, gaining and stereo enhancement. This McZUUU also reatures 20-bit analog conversion AES/EBU and SPIPIF digital inputs/outputs. "Witard" help menus, 16-bit dithering tools, Tap and MIDI tempo modes and single page parameter editing.

The array of enhanced pitch shift (up to 8 voices), chorus, and delay effects are characterized by their precision and versatility. Everything from the fine and subtle to the wide and spectacular

everyming from the line and sublet of the wide and speciatival is handled with equal superiority. The algorithms in the dynamics section (compressor, limiter, expander, gate and de-esser) are unique as stand-alone effects, but are particularly useful in combination with other effects. Those might be de-esser/room gated hall or compressed pitch. The possibilities are endless.

yated that of compressed price. The possionards are emissions. Tempo Tap function lets you match effects to the beat. Tempo can be adjusted in beats-per-minute and sub-divided any way you like-even in triplets. The tempo can also be read from MIDI

Preset "Gilding" (morphing) function ensures seamless transi-

FOSTEX

XR-5 Features

- High-speed (3-3/4 lps) four-track (2-tracks simultaneously) recorder with built-in Dolby noise reduction (can be turned off)
- Pitch controller varies the tape speed within a range of ±12% Punch in/out function makes corrections and phrase in tions when necessary, can be done easily with optional footswitch
- · Four inputs accommodate two microphones in channels one
- Trim function lets you switch High/Mid/Low input levels for
- channels one and two.

 Alternate Mix mode lets you independently select the signal from the input jack or the tape playback. Prefader effect send, inline monitor & other functions are also possible using this mode
- Post foldback (monitor) send function routes the foldback signal to the AUX send. When the foldback is activated you can actually mixdown at the same time you add reverb to a tape.

 MIDI/TAPE multi-mp mode supports MIDI synchronization Together with the Alternate Mix mode the XR-5 can simultaniously mix all MIDI sound source output with tape playback sound and effect output white

The XR-7 has all the features of the XR-5 plus-

- 6 inputs, plus the ability to record four tracks simultaneously
 Dolby C noise reduction plus dual speed recording
- During recording, Channels 5 and 6 are the primary inputs for microphones and acoustic instruments. They have tim controls and mid-sweep EO. During mixdown, these channels act as the main stereo L/R bus
- · Auto rehearsal mode let's you concentrate on the music instead

can possibly produce-the Monitor Two delivers-at a

Utilizes a 10" three way speaker design with a

- technology to provide powerful, extended bass.
- 1" silk dome high frequency driver delivers a broad but natural
- mirror imaged pair for mixing accuracy

XR-5/XR-7 Multitrackers

- and two. Has convenient insert points for connecting a com-pressor/limiter and other devices for the mic channels.
- equalizers to help shape the sound, and an AUX send function for processing antient system effects.

from inadvertently recording over tracks you've recorded earlier • Headphone jack for com-

"Bounce or "ping pong" a submb

of multiple mono or stereo



Track selector indicates which of the 4 tracks you're recording to **PORTA 07 Ministudio**

TASCAM

PORTA 03 MKII Ministudio

The easiest way to get into multitrack recording, the PORTA 03 is an extremely economical 4-track recorder that lets you overdub as

The PORTA 07 packs high-end features into a compact and economical package. Achieves great sound with high speed tape transport, high-low EQ and DBX noise reduction

4-track recorder with integrated four channel mixer

well as mixdown to standard cassettes

• 4-track recorder with integrated two channel mixer

LINE OUT for stereo mirrown

Two 1/4-inch MICCLINE inputs with trim control
 Extended dynamic range with Dolby B noise reduction
 3-digit tape counter keeps track where you are on the tape

Master level control for the entire mor, and the level sent to

- . Two 1/4-inch LINE inputs and two 1/4-inch MIC/LINE inputs with trim cont
- Separate high and low EQ for each track provides 10dB of
- boost or cut dby noise reduction for improved signal-to -noise ratio
- Punch-in/out ir manually or with optional RC-30 footswitch.
 Effects send with stereo return can be applied in varying amounts to all four channels

tracks onto a single empty track, leaving the original submix tracks free to overdub new material onto. You can even add a "live" track to the submix while you're bouncing down, to squeeze in yet another

424 MKII Portastudio

The 424 is premium Portastudio that takes multifrack recording to the next level. Features superior audio quality, balanced XLR inputs, enhanced equalization and a big-studio style AUX section.

All the features of the PORTA 07 plus-

- 4-track recorder with 8-input mixer (4 mono MiC/LINE inputs with 1/4-inch and balanced XLR jacks and 2 stereo inputs with Separate 3-band E0 section for each of the four mono channels with 10dB of boost or cut and sweepable midrange.
- Auto Punch in/out with rehearsal, plus a Repeat switch lets you set up a tape loop that goes over the same area of a tape while you practice your punch-in/out and overdub moves—without committing a single note to tape
- Two independent dedicated AUX sends let you use more effects or use one as tape cue during tracking.
- Dual-speeds, logic-controlled tape transport system improves tap handling and sound quality. Select 3-3/4 inch per second HIGH speed for the best possible recording quality or NORMAL
- Indigitality of the connect an external monitor amplifier without repatching—at mixdown
- . Tape DIRECT OUTS are provided for integration with external mixers

MIDI Musicians Take Note—If you've got MIDI keyboards, drum machines and sound modules in your set up, you car exploit the power of virtual tracking" with either the PORTA 07 or 424/464/488 Portastudio. You can use a MIDI synchronizer the Tascam MTS-30 MIDI-Tape Synchronizer to record (stripe) a code onto track 4 (track 8 with the 488). Just select SYNC m on the DBX switch and record by include a Reborn Language and the strong the tape with FSK or Sang Position Pointer information, all your MIDI instruments will faithfully follow the tape during playback and recording, even if you slow or speed the sessing the PITCH controls. The big benefit is that your MIDI tracks called virtual tracks) don't actually have to be recorded until final mixdown, giving you lots more unused tracks to record on

464 Portastudio

The functionality of a pro recording studio in a small, lightweight package, the 464 Portastudio is a full-fea-tured eight input, four-track cassette recorder complete with a 12x2 internal mixer and dual buss design that lets you create separate recording and cue mixes

All the features of the 424 mx II alus-4-track recordur with 12-input mixer (4 mono MIC/LINE with 1/4-inch and balanced XLR jacks, 4 stereo 1/4"

. Channels 1-4 offer High and Low shelving EQs and a sweenable Mid FO. Tracks 5-6 and 6-7 have shelving FO.

only, while 9-10, 11-12 are best used with input that has its own internal EQ

488 MKII Portastudio

When 4 tracks are just not enough, then you need the perfect creative tool—the 488 mkll Portastudio.

The most cost-effective 8-track recorder on the market, the 488 not only offers additional capacity. but versatile capability and intuitive operation for easy capturing & manipulation of your ideas whether recording acoustic or electronic instruments or vocals, for e486 offers maximum creative freedom to produce your best work. With all the functionality of a professional studio, the 488 may be he ultimate demo recording machine All the features of the 464 mg li plus-

- · Includes phantom power for use with high-quality condenser
- microphones.

 Built-in mixer features low-noise circuitry, with 12 inputs and 2 group busses. There is a separate input for your st
- master recorder.
 Each of the 8 main input channels includes individual 3-band
- equalizers. You get HI and Low shelving EOs, plus a semi-parametric sweepable midrange EO. Unique multi-mix mode with the capability of handling up to 20 inputs at mixdown.
- . The only 8-track cassette that offers a servo controlled tape transport complete with electronic braking. Equipped with a high-performance Hysteresis Tension Servo Controlled (HTSC) tape transport, the 488 delivers better sound than the first 8track reel-to-reel machines.
- HTSC maintains precise and consistent tape tension from the beginning until the end of the tape It actually dynamically adjusts the back tension on the tape as it moves from one end to the other, allowing precise locating capability

Near Field Studio Reference Monitor Designed by engineers with decades of experience, the award win

ning Monitor One provides the last critical link in the recording studio's signal chain; giving you an accurate reproduction of what is being recorded.

- Delivers excellent image and transient reproduction, powerful bass, and smooth, extended high frequency detail.
 Exclusive SuperPort speaker venting technology eliminates the
- "chokung" effect of part turbulence for solid high-nower bass transients and extended low frequency response
- Ferroffuid cooled 1" silk-dome driver eliminates the harshness and ear fatigue associated with metal or plastic tweeters, making it easy to mix on for extended periods.
- Monitor One's powerful bass incorporates a proprietary 6.5" low frequency driver with a mineral-filled polypropylene cone and a 1.5" voice coil wound on a high-temperature Kapton former
- They come in a mirror-image left/right pair covered with a non-slip rubber textured laminate for stable mounting

Monitor Two Mid Field Studio Reference Monitor

With much of today's popular music demanding more bass a louder volumes than a small near field monitor

price no higher than many of these smaller speakers

unique asymmetrical crossover to maintain the same accurate tonal balance and

- imaging of the Monitor One—but with a much larger sound field 10° low frequency driver incorporates Alesis' SuperPort speaker
- 5" mid frequency driver offers exceptional mid frequency detail
- frequency response from 40Hz to 18kHz.

 Covered in a non-skp rubber finish, the Monitor Two comes in a

PBM Series II Reference Monitors

The PBM II Series is the industry standard for reference monifors. They feature advanced technologies such as variable thickness, Injection molded cones with nitrite rubber surrounds and the highest quality components including polypropylene capacitations. tors and carefully selected indicators. With a Tannoy monitor system you are assured of absolute fidelity to the source, true dynamic capability and most important, real world accuracy.



PBM 5 II

Custom 5" injection-molded bass driver with a nitrite rubbe surround for extended linearity and accurate low frequency reproduction. They are better damped for reduced distortion

- and exhibit more naturally open and detailed midrange.

 Wooter blends seamlessly with the K" polymide soft dome ferro-fluid cooled tweeter providing extended bandwidth for
- extremely precise sonically-balanced monitoring
 Designed for nearfield use, the PBM 5 II cabinets are produced
 from high density medite for minimal resonance and features an anti-diffraction radiused front baffle design

PBM 6.5 II

- Transportable and extremely powerful, the PBM 6.5 I is the
- ideal monitor for almost any project production environment.
 6 5" lowfrequency driver and 3/4" tweeter are fed by a completely redesigned hardwired hand selected crossover providing uncom-promised detail, precise spectral resolution and flat response
- Fully radiused and ported cabinet design reduces resonance and diffraction while providing deep linear extended bass.

PBM 8 II

- High tech 1" soft dome tweeter with unmatched pattern control and enormous dynamic capability, 8" driver is capable of powerful bass extension under extreme SPL derrands.

 Hard wired crossover features true bi-wire capability and utilizes the finest high power polypropylene capacitors and
- components available Full cross-braced matrix medite structure virtually eliminates cabinet resonance as a factor.
- Ensures precise low frequency tuning by incorporating a large diameter port featuring laminar air flow at higher port velocities

tion between effects. Very useful in live and mixing situations. **Symetrix** 601 **Digital Volce Processor**



- Accepts mic or line level analog signals, converts them to 18 bit-digital and then performs 24-bit digi tal domain signal process
- Processing includes fully parametric/shelving EQ, notch'dynamic filtering de-essing, delay, chorus, gating, expansion, com-pression, AGC and DC removal Combination of 128 fac-

tory presets and 128

- · Has XLR-balanced mic and line inputs, XLR-balanced stereo output Digital XLR-balanced and S/PDIF (RCA) inputs and outputs MIDI input/output supports connection to virtually any type of MIDI control device for programming or control
- ing the 601 in real time.

 I deal for a variety of recording, broadcast, live sound, and post production applications.
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CARVER CA-400/CA-900 **Stereo Power Amplifiers**

Designed from the ground up for fixed installation applications, the CA-400 and CA-900 are manufactured under the most stringent quality control procedures and are backed up with a full five year

- warranty covering all parts and labor.

 3-position barrier strip screw terminal inputs can be used with balanced or unbalanced innes

 Independent CH 1 & CH 2 level controls with 11 detented positions
- . Dual mono mode for operating both channels with a single
- mono input.

 Bridged mono mode for combining the power of both channinto a single higher powered channel.
- Internally configurable for parallel mono mode, for single channe low impedance operation.

 Internal jumpers to bypass Left and Right Level Controls.
- Internal connection points for add-on accessories like the optional Balanced Transformer Kit.
- Independent CH 1 and CH 2 speaker relays will instantaneously disconnect if fault conditions such as over temperature, short cir cuit or D.C offset is detected.
- Power Ready, Signal Present and Clip/Protect Indicators
 CA-400 features: 130W per channel into 8 ohms,
 200W per channel into 4 ohms.

CA-900 features :325W per channel into 8 ohms, 450W per channel into 4 phms

Stewart

Power **Amplifiers** PA-1000 PA-1400

PA-1800



- · High frequency switch mode power supply fully charges 120,000 times per second (1000 times faster than most power supplies)
- times per section (root times raster than most power suppnes) requiring far less capacitance for filtering and storage.

 High speed recharging also reduces power supply "sagging" that afflicts other designs, incredibly efficient, 5 PA-1000 or PA-1400's (4 PA-1800's) can be run on one standard 20 amp circuit. No need for staggered turn-on configurations or other preventive measures when using multiple amp set-ups

 They produce smooth and uncolored sound, while offering very
 full detailed low end response and tons of horsepower.

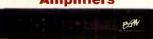
 Each amp carries a full 5 year warranty on parts and labor

PA-1000 weighs 9 lbs, is 15" deep and occupies one standard raci space Delivers 1000 watts into 4Ω when bridged to mono.

PA-1400 weighs 16 lbs. is 15" deep and takes 2 standard rack ices. Delivers 1400 watts into 4Ω when bridged to mor

PA-1800 weighs 17 lbs, is 17" deep and takes two rack spaces





Performance Series 1 300 Watt Power Amplifler

- Measuring only 3.5 inches high and weighing 26 pounds, the Series 1 delivers more than 150 watts per channel. It is welded steed chassis is unbelievably strong while a custom heat sink extension provides exceptional thermal capacity
- An internal fan provides quiet background noise levels for critical monitoring applications and when pushed hard the cooling system insures continuous cool operation even in the most demanding situations Active balanced input
- demanding situations.

 Active balanced inputs with both XLR and 1/4" phone jacks.

 Supplied with quality 5-way binding posts for highly reliable
 speaker connection.

 Front panel handles are reversible for either rack mount installation or easy handling.

 LEDs are provided for signal presence and clip indication; the
 detented on its controls have broad worst provided for a sea front name.
- detented gain controls have large knobs for easy front panel adjustments

Performance Series 2 600-Watt Power Amplifier

 Same as above except the Series 2 weighs 32 pounds and deliver ers more than 300 watts per channel

Performance Series 4 1200-Watt Power Amplifier

- Same as above except the Series 4 weighs \$3 pounds and delivers more than 600 watts per channel.
- Has a switch selectable clipping eliminator that prevents damage to the speakers

MSON" MIXPAD 9

Ultra-Compact 9-Channel Audlo Mixer

A remarkably compact 9-channel mixer, the MIXPAD 9 offers professional audio performance and a wide range of user-intensive features. It boasts low noise and distortion specifications, includes wide-range gain time controls for both mix and fine inputs and provides exceptionally low group delay over the full frequency bandwidth for a more transparent, open sound. It also has a very high slew rate-usually found only on larger, more expensive mixing consoles—allowing it to react very quickly to transients and main-tain a crisp, articulate sound. It offers phantom power (48v) for use with condenser microphones and an in-line power supply eliminates magnetically-induced hum.

- 3 mic/line inputs and 3 stereo channels (total 9 inputs). ·Adjustable mic input trims allow use with a wide variety of mic-
- -Phantom powered XLR mic input connectors.
 -Peak LEDs for left and right main outputs
 -Extremely durable, extruded aluminum chassis Tricking inputs and a Steree channels (dual's inputs).
 auxiliary sends for effects, and two Steree returns.
 Independent 2-band shelved EQ, pan control for mono channels and balance control for steree channels.



MICRO SERIES 1202-VLZ

12-Channel Ultra-Compact Mic/Line Mixer

Usually the performance and durability of smaller mixers drops in direct proportion to their price. Fortunately, Mackie's fanatical approach to pro sound engineering has resulted in the Micro Series 1020-VLI, an affordable small mixer with studio specifications and rugged construction. It delivers no-compromise, non-stop, 24-hour-a-day professional duty in permanent PA applications, TV and radio stations, broadcast studios and editing suites—where nothing must ever go wrong.

- Working SAV ratio of 908B, distortion below 0.025% across the entire audio spectrum and 428 dB balanced line drivers.
 I mon ochannels with discrete, balanced balanced micrine inputs and 4 stereo channels (12 inputs total).
 Line inputs and outputs work with any line level, from instrument level, to semi-pro -10dB, to professional +4dB.
 Switchable phantom-powered (48V) Inputs for condenser mic Every input channel has a pain control, pan pot, low E oz 8 B Hz, high E of at 12.5 kHz and to wa cust soads with 20dB gain.
 Master section includes two stereo returns, headphone level control and metering.
 Sealed rotary pots resist and other contaminants.



travel and employ a new long-wearing contact material for longer fader life & uper resistance to dust, smcke etc.

NEW! MS1402-VL 14 x 2 Compact Mic/Line Mixer

Mackie's fanatical engineers have done it again. Balanced inputs and outputs, 3-band EQ, AFL/PFL and deluxe tape monitor/Control Room feature. Nice long 60mm faders, six studio-quality mic preamps and extra Alt 3-4 stereo bus—in less than 1.3 square feet of space

- Studio grade mic preamps (chs. 1-6) with high headroom, low noise and phantom power. Also incorporate low cut filters to cut mic handling thumps, pops and wind noise. Lets you safely
- use low shelving EO on vocals.

 Trim controls (ch. 1-6) with ultra wide range (+10 to -40dB) handle everything from hot digital multitrack feeds to whisper-
- Ing lead singers and older, low output keyboards.

 Pan control with constant loudness and high L/R attenuation so you can pan hard left or right without bleed-through.

 Two aux sends per channel with 15dB extra gain above Unity
- material for longer fader life & uper resistance to dust, smcke etc.
 Control room/phone matrix adds incredible tape monitoring,
 mixdown and live sound versatilit y.
 Mute switch routes channel output to extra ALT 3-4 stere bus.
 Use if for feeding multifrack recorder channels, creating a subgroup via controlroom/phones matrix, monitoring a signal before
 bringing in into the main mix or creating a "mix minus"

 Solid steel chassis instead of aluminum or plastic. The new MS-1202, 1402 and 1604 all include VLZ (Very Low Impedance) circuitry at critical signal path points. Developed for Mackie's acclaimed 8.Bus console series, VLZ effectively reduces thermal noise and minimizes crosstalk by raising current and decreasing resistance



The hands-down choice for major touring groups, studio session players, as well as broadcast and sound contracting. The new GR-1604 VLZ features everything you would expect from a larger console, and then some 24 usable line inputs with special headroom/ utilitar-low noise Unityplus circurity, seven AUX sends, 3-band6C, constant power pan controls, 10-segment LED output metering and discrete front end phantom-powered mic inputs.

1-Lowest noise and highest headroom (90 dB working SN and 108 dB dynamic range). Many drummers consider it the only mixer capable of handling the attack and transients of acoustic AFL/PFL solo and mute swi sant infigitarity.

- and electronic drums. and electronic drums.

 Genuine studio-grade phantom powered, balanced input mic preamps on channels 1-6. All CR-1604 VLZ (and optional XLR10.
- preamby on channes 19. Air or 1009 VEZ upon posson and opposed arrived from tem one) discrete input mic preamp stages incorporate four conjugate-pair, large-emitter geometry transistors. So, whether recording nature sound effects or heavy metal, mixing flutes or kick drums, you get the quietest, cleanest results possible.

PROPERTY OF SHIP

- True 4-bus design with channel assigns to 1-2, 3-4 or main L
 3-band E0 with mid-frequency sweep and low cut switch
 AFLPFL solo and mute switches with overload and signal pre-
- sent indicators Rear panel features include insert points and 1/4-inch /XLR con
- nectors on every channel, as well as RCA tape inputs/outputs
 New, standard size channel trim pots are found at the top of
- · Rotary input/output "pod" allowing three different positions for

TASCAM

M2600 MKII Series 16/24/32-Channel 8-Bus Mixers

LOW NOISE CIRCUITRY

- Combining completely redesigned low noise circuitry with Absolute Combining completely recessfuled tow hoise circuity with absolute Sound Transparency. The M-2600 delivers high-quality, extremely clean sound. No matter how many times your signal goes through the M-2600, it won't be colored or aftered. The signal remains as close to the original as possible. The only coloring you hear is what you add with
- the original as possible. The only counting you have as what y creative EQ and your outboard signal processing gear Double reinforced grounding system eliminates any hum. World-class power supply provides higher voltage output for better headroom and higher S/N ratio.

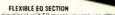
PREMIUM QUALITY MIC PRE-AMPS

The M-2600's mic pre-amps yield an extremely low noise floor, enormous headroom and an extremely flat frequency response, it also increases gain control to an amazing 51dB. Plus, you get phantom power on each channel.

Accepts balanced or unbalanced 1/4" inputs, and low-imped-Accepts natanced or unnistanced 1/4 inputs, and low-imperance XLR jacks. Better still, the TRIM controls operate over a 51dB input range. For the hottest incoming signals, all it takes is a press of the -20 dB PAD button atop each channel strip to bring any signal down to manageable levels. Plug in anything keyboards, guitars, basses, active or passive microphones, samplers and more.

samplers and more THE BEST AUX SECTION IN THE BUSINESS THE BEST AUX SECTION IN THE BUSINESS

Versatile AUX section has 8 sends total, 2 in stereo. Send signal in stereo or mono, pre-or post-fader. Available all at once. Return signal through any of 6 stereo paths.



Bi-directional split EQ means you can use either or both EQ sections in the Monitor or Channel path...or defeat the effect altogether with one bypass button. Other comparably priced mixers will lock the shelving mix into the Monitor path only, limiting your EQ application

ADVANCED SIGNAL ROUTING OPTIONS

Direct channel input switching. Assign to one of eight busses, direct to tape or disk, or to the master stereo bus. Because the group and direct-out jacks are one and the same, you can select either without repatching ERGONOMIC DESIGN

The M-2600 has a big studio feel. All buttons are tightly spring loaded, lock into place and accomodate even the biggest fingers. The faders and knobs have a tight, smooth "expensive" feel and are easy to see, reach and manipulate. Center delents assure zero positions for EO and PAN knobs. Smooth long throw 100mm faders glide nicely yet allow you to position them securely without fear of accidentally slipping to another position.

Panasonic. SV-3800/SV-4100 **Professional DAT Recorders**



Designed for professional applications, the SV-3800/SV-4100 have highly accurate and reliable transport systems with search speeds up to 400X normal, and 20-bit DIA converters to satisfing the highest professional expectations both in terms of sound

SV-3800 Features:

- Recording via analog inputs offers sampling rates of 44.1 or
- 48kHz. When recording through digital inputs, it automatically clocks to incoming frequencies of 32441.10 48kHz. XIR-balanced digital inputs/outputs bus consumer format coaxial and optical inputs/outputs. XIR-balanced analog stereo inputs/outputs Output level is selectable between +4db
- and -10db. The imput level is +4db

 Built-in shuftle wheel has two variable speed ranges: 3 to 15x

 Built-in shuftle wheel has two variable speed in Pause mode .

 High speed transport enables searching up to 250x normal speed. Search up to 400x normal speed is possible once the tape has been scanned in Play, FF or REV mode. This ensures access to any point on a two-hour DAT in under 30 seconds Ramped record mute and unmute with three seconds fade-in and five seconds fade-out provides automatic level changes at the start and end of a recording.

 Comprehensive display includes program numbers, absolute
- time, program time, remaining time and Table of Contents

SV-4100 Has all the features of the SV-3800 Plus—:
Offers enhanced performance required for professional production, broadcast and live-sound systems. Features such as instant start, external sync capability and enhanced system diagnostics make the SV-4100 the DAT quality standard.

FOSTEX

Digital Master Recorder

With professional features and a consumer price tag, the D-5 satisfies a lot of requirements, it records or playsback four hours of music. cludes optical and digital nput/output, and TOC func-

input/output; and 102 tunc-tions that are a easy to use as a a CD player. It's also equipped with basic pro features such as 10 editing func-tion, CPI and XLR connectors and 300X speed locate and search functions. Playback/record audio with32/44,1/48 kHz sampling in SP interest and search functions with 50 library installanced.

- Playback/record audio with32/44.1/48 kHz sampling in SP (standard play) mode. Equipped with LP (long play) mode, if can playfrecord at 32 kHz up to 4 hrs. on a 120 minute cassette.
 Analog interface includes switchable (+4d8/-10d8) balanced and unbalanced XR inputs and outputs.
 AES/EBU digital interface (XLR) for professional use and opti-cal (SPDIF) input/output for consumer/sami-pro-connections.
 5-pin GPI input connector allows. Play, Stop & S-ID search to be implemented through commands from an external source.
- be implemented through commands from an external source. Records CD-Code sync ID, enabling precise music start up. When performing digital signal transfer from CD through it's optical input, the D5 precisely records S-IDs according to the track number and index information of the CD-Q code. So even if there is a break in the middle of a song or there isn't a non-recorded section between two songs, you can locate to the S-ID location (eg. beginning of song) precisely.

D-10 **Digital Master Recorder**



- Switchable 44.1 and 48kHz sampling frequecies
 Analog interface includes switchable XLR-balanced (+4dB)
- Analog interface includes switchable XLR-balanced (+4dB) and unbalanced RCA -(10dB) inputs and outputs

 Equipped with and XLR-balanced AES/EBU digital interface and
- optical (S/PDIF) input/output conforming to IEC consume Built-in 8MB RAM (4 MB x 2) offers instant start as well as
- ount-in own rawn (4 Mb X 2) offers install start as well a scrubbing at Irm/second accuracy.

 Advanced jog/shuttle for precision cueing and monitoring. Auto Cue provides automatic locating to the exact start of audio modulation during ID search and tape loading.
- Universal GPI input/output enables easy and fast assemble editing, based on A-time between a pair of D-10s.

 Switchable 2-position reference level: -126B-200B.

 Start and Skip IDs as well as up to 799 P-NOs can be recorded.
- and played back. 10-digit key-pad lets you store and recall 100 cue points
- Continuous or peak reading level meters can display available headroom with an accuracy of ±0 1dB.
 Reads and displays A-time or Pro R-time, also provides PCM
- monitoring.
 Optional 8333 interface card adds timecode and RS-422 (X 2)
- functionality to the D-10. Reads an external timecode and records on the sub-code area
- Reproduces and outputs the timecode from sub-code area -Switchable RS-422 and ESbus protocols. Using the ESbus, up to 16 D-10s can be daisy chained.

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EQUIPMENT LEASING AVAILABLE



TASCAM

DA-P1 Portable DAT Recorder

- tary two head design and o direct drive motors for the st transport in its class
- -balanced mic/line inputs (with phantom power) acceptf signal levels from -60dB to +4dB
- Analog line inputs & outputs (unbalanced) plus S/PDIF (RCA) digital inputs and outputs enable direct digital transfers
- Uses next generation A/D & D/A converters for amazing quality
 Supports 32/44 1/48kHz sample rates & SCMS-free recording
 Included in its design is a MIC limiter and 20dB pad to achieve
- the best possible sound without outside disturbances TRS jack & level control to monitor sound with any headohones
- Built tough, the DA-P1 is housed in a solid, well-constructed hard case. It includes a shoulder belt, AC adapter & 1 battery

SONY

DAT Walkman Player/Recorder

- Long Play (LP) mode allows 4 hours of record playback of 12-bit audio on a single DAT cassetts Equipped with digital coaxial and optical input connector. Also has analog Mic and Line inputs High-speed Automatic Music Server, example function front 8 notes 8 note
- right-speed Automatic Music Sensor search function finds & plays tracks, skips forward of back up to 99 tracks, all at 100x normal speed Digital Volume Limiter System increas is listening comfort &
- bright volume (climber System increase) a fistering control to sound quality by automatically adjusting for sudden level changes Two-speed cue-review lets you hear sound while player is in fast-wind modes, up to 3x or 25x normal speed
- · LCD display with backlif windows clearly shows recording level, track number, operating status and 4-segment batt indicator, even in low ambient light conditions Optional RM-D3K System Adapter Kit for complete digita
- interface It has input/output connectors for both the optical cable & the coaxial cable. Also includes a wireless remote cont

TCD-D10 PRO II **Portable DAT Recorder**

Has balanced XLR input, switch mic (-60dB) or line (+4dB) inputs A 12-pin digital con des interfacing with AES/EBU digital sig-nals of 32/44 1/48 0 kHz

comprehensive sen-diagnostics force tion constantly monitors the rotation of the head drum, capstan and reels. The tape fransport mode and load/unload time are continuously cheilked as well.

- load/unload time are continuously cheiked as well.

 Up to 99 star 10s can be recorded in the subcode area. When
 the record button is pressed, the start 10 is recorded automatically for 9 seconds. During recording, it can also be added
 manually to any position of the tape. Searon for start 10s is
 100X normal speed.
 20-segment digratal peak level meters include overload indicators. Closely tracks input signal for accurate level indications.
 During playback, the date and time of recording is displayed.
 Has a record-level limiter with a fast attack time of 300ms. Mic
 attenuator prevents distortion by suppressing signal leves 20 de.
 Immediate playback is possible through a built-in speaker.
 Supplied wire remote controller also accepts a mic holder.

- Supplied wired remote controller also accepts a mic holder
- Supplied when termine continues an absolucepts a min money. Two mic stand screw adapters are also supplied. Supplied NP-22H rechargeable battery provides 1.5 hours of operation, Optional NPA-D10 battery adapter enables 1 nour AA batt Supplied ACP-88 AC adapter operates on 100-240v



Professional Portable **DAT Recorders**



- ansport with 4 heads for confidence
- Direct drive transport with 4 heads for confidence monitoring selaranced XLR mic and line analog imputs and two RCA analog ine outputs. Digital inputs and outputs include S/PDIF consumer (RCA) and RS/EBU balanced XLR. Leth*Right channel mic input atternation selector(0d8-30d8).

 48 by hantom power, built-in limiter \$\frac{1}{2}\$ internationality speaker. Illuminated LCD display shows clock and counter, peak level metering, margin display, battery status. [D number, Tape source status and machine status.

 Supplied Nickel Metal Hydride rechargeebe battery piwers the PDR1000 for two hours. The battery has no "memory effect" and is charged in two hours with the supplied AC Adapter/charger.

Adapter coarger
PDR1000TC Additional Features:
In addition to all the features of the PDR1000 recorder the
PDR1000TC is equipped to record generate and reference to
time code in all existing international standards.

*All standard SMPTE/EBU time codes are supported, holuding
24, 25, 299 (forp frame and non-drop frame) and 30 fps.

*External syncronization to video, field sync and word sync.

Roland DM-800



SMPTE and MIDI time codes and also features a built in Sample Rate Resolver to synchronously lock to any time code.

POWERFUL EDITING TRIGGER FEATURES Time compression, pitch compression Completely non-destructive cutting, Trigger mode to play any combination of 8 tracks for vocal fly ins or sound

• MIDL on

- erasing, copying effects placements Very fast looping for music or ambiance editing
- Scrub preview and preview to.
- vels of waveform zoom nat RS-422 interface (D10-800D)

FLEXIBLE I/O STRUCTURE

- Full digital patch bay Stereo AUX send buss Two stereo AUX returns
- Direct channel outs
- Digital stereo input and two digital stereo outputs Four balanced analog inputs with gain
- controls and tour balanced analog out-

FULL AUTOMATION

Dynamic and snapshot automation of level, pan, 2-band EQ, including frequency select, boost and cut Microscope editing of automation data Phase level editing of level, crossfade

- Advanced trigger mode for live opera-tion with preset or dial up cue of phras-es to be played one after another

MIDI FEATURES

- MIDI machine control Internal tempo maps Accurate editing by bars and beats
- MIDI clock and song position
- pointer output

 8 MIDI triggers for instant phrase
- MIDI trigger of record and punch in/out Tampo maps from external sequer MIOI or tap input

ACCURATE SYNCHRONIZATION

- Frame accurate sync to any time code
 Locks to MTC
- nerates and reads all type:
- SMPTE, including 24.25, 29.97 (Drop/ non-drop) and 30 frames per second
- Incoming SMPTE reshaped to output

RECORDING OPTIONS

- Records to standard SCSI hard drives
 Up to 24 hours recording time possible
 Uses Magneto Optical or Syquest drives for fast project changeovers
 Optional internal 2.5" Drives for
- portable operatio

Digital Audio

Workstation

recorder that provides an amazing array of features at an unbelievably low price. Whether for music produc-tion, post production or broadcast, the DM-800 will make your work simpler, faster, more

productive and more profitable. A full function worksta-tion, the DM-800 performs all digital mixing operations from audio recording, to editing, to track-bouncing, to final mixdown. It fully supports

PROJECT CATALOGING

- Up to 150 projects on line at once Easy cataloging of sound effects and
- Easy transfer of sounds from one pro-
- ect to another

 File compatible with DM-80

HIGH QUALITY SOUND

- Sampling rates of 48/44 1/32 kH;
 18-Bit A/D and D/A with 128 and 8 times oversampling
 24-bit internal processing

- Composite, S-video, digital RGB output
 All track overview with infinite level of project zoom
- Views of obrase and waveform editing

Very accurate level mMeters Track status and time location

ESIS adat xt

8-Track Digital Audio Recorder

An incredibly affordable tool, the new ADAT-XT sets the standard in modular digital multitrack recording. With new features & enhanced capabilities, the ADAT-XT operates up to four times Taster than the original ADAT offers an intelligent software-controlled tape transport and provides onboard digital editing and flexible autolocation.

Stunning Audio:

and fade in/out

- Incorporates uitra-high fidelity 18-bit, 128 X oversampling A/D converters which provide better-than-CD audio quality
 For outputs, the D/A converters provide 20-bit, 8x oversampling per-
- formance for a flatter frequency spectrum, improved phase response and much less low-amplitude dis
- Frequency response is 20 Hz to 20kHz ±0.5dB, S/N ratio is greater than 92dB, crosstalk between channels is better than -90dB @ 1kHz.

- Flexible Inputs and Outputs:
 Servo-balanced 56-pin ELCO connector operates at +4dB for inter-facing with consoles with +4 dB balanced/unbalanced inputs/outputs Also includes unbalanced -10dB inputs/outputs (phono connectors) . Has an electronic patch bay built-in so it can be used with stereo and
- 4-bus consoles Multiple Optical Digital I/O can carry up to eight tracks at once completely in the digital domain. The digital I/O combined with the ADAT Synchronization Interface make it completely compatible with any ADAT-format recorder or other devices that use Alesis' proprietary digital protocol.

Digital Editor:

- Make llawless copylpaste digital edits between machines or even within a single unit. A new Track Copy feature allows you to make a digital clone of any track (or group of tracks) and copy it to any other track (or group) on the same recorder. This allows you to assemble
- track (or group) on the same recorder. Inits allows you to assemble composite tracks for dightal editing.

 Use two or more ADAT-XTs and the Tape Offset feature lets you copy and paste not only from track to track, but from location to location.

 Tape Offset assembles the elements of a project with a minimum of repetitive over dubping. It changes the relative tape ossition of a slave XT to its master, so you can "fly" audio to different locations on
- each use Track Delay feature allows you to delay the time reference of a track by up to 170ms. With Track Delay, you can easily change the groov of a tune. Track Delay is individually adjustable on each channel and is excellent for fixing slight timing errors in recorded tracks (player lags behind or rushes the beat). In recordings with multiple micro phones, you can time-align each track, precisely compensating for the spacing between mics with accuracy to 0.0001 seconds.

etiilia, == TODDEDDOU W 100 100 100

Intelligent Transport

- Advanced transport software continuously monitors autolocation performance and the head constantly reads
 ADAT's built-in sample-accurate time code—even in fast
- Newly developed Dynamic Braking software allows the transport to quickly wind to locate points while taking every precaution to treat the tape gently.

- points make your recording sessions quicker and easier
- Auto Play automatically enters Play the moment any location point is reached. Auto Return automatically

- tracks from a single location, with 460 nameable locate
- · Al-2 Synchronization Interface allows synchronization to video and film. The Al-2 offers compatibility with video recorders and editing systems (including TimeLine's Lynx-2 system) and can issue MIDI Time Code and translate MIDI Machine Control commands to the ADAT-XT.



- towanages of the Dunco's innovative use or omin technology. The ATF system ensures that there will be no tracking errors or loss of synchronization. The DA-88 doesn't even have (or need) tracking adjustment. All eight tracks or audio are perfectly synch niedd. What's more, this system guarantees perfect tracking and synchronization between all audio tracks on all cascaded decks. whether you have one deck or sixteen (up to 128 tracks!)
- whether you have one deck or sixer flug to 128 tracks?, incoming adulo is digitized by the on-board 15-bit DIA at either 44.1 or 48KHz. The frequency response is flat from 20Hz to 20KHz while the dynamic range exceeds 920B. Execute seamies Punch-in and Punch- outs. This feature offers programmable digital crossfades, as well as the ability to insert new
- material accurately into tight spots. You can even delay individual tracks, whether you want to generate special effects or compensate



Based on the S-VHS format, the RD-8 is designed for the home project or professional recording studio. Features include up to 40 min-utes of recording time on a single tabe, noiseless purch-in-out, selectable sampling frequencies of 44.1 and 48kHz and pitch and track delay controls. Systems are expandable from 8 to 128 tracks

- and there are a wide variety of options available

 Full transport control is available v a the RS-422 port, providing full control right from your video bay. The RD-8 records at either 44.1 or 48KHz and will perform Pull-Up and Pull-Down functions for film/video transfers. The Track Ship feature helps maintain per fect sound-to-picture sync and the 8-Channel Optical Digital Interlace keeps you in the digital domain.
- The S-VHS transport in the RD-8 was selected because of its proven reliability, rugged construction and superb tape handling capabilities. 8 tracks on S-VHS tape allow much wiger track widths than is possible on other digital tage formats
- with its LCD and 10-digit display panel, the RD-8 is remarkably easy to control. You can readily access 100 locate points, and cross-fade time is fully controllable in machine to machine editing. Table of Contents data can be recorded on tape. Since the RD-8 is fully ADAT compliant, your machine can play tapes made on other compatible machines, and can be controlled by other manufacturers ADAT controllers. Your tapes will also be

playable on any other ACAT deck.

SONY PCM-800



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- hal system that employs Hi8 tape technology
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- bines all basic audio functions such as precise auto punch in/out digital cross fade technology, external synchronization with SMPTE/EBU time code and selectable sampling frequencies of 44 1 Also features a shuttle dial for precise tape control, variable speed
- playback of 6% in 0.1% increments and a flat frequency response from 20Hz to 20kHz
 Up to 16 PCM-800's can be operated in perfect sync-RCC-S1 sync cables, providing up to 128 channels of c gital audio
- recording and reproduction
 Optional DABK-801 Sync Board provides SMPTE/EBU time code generation and chase synchronization. It can be 'poked to the Incoming time code with subframe accurate offset, which is ideal for audio-follow-video applications
- The DABK-801 also provides complete video synchron zation to
- external video reference signal.

 Optional RM-D800 provides comprehensive remote control over all functions of the PCM-800. The RM-D800 can control up to six units for up to 48 channels of digital audio



- Rewinds and fast-forwards up to to 4X faster than the original ADAT.
- wind modes
- Onhoard Autolocator with Auto Records

- Onboard 10-point autolocate system provides quick access to multiple tape locations. Four specialized locate
- autobation point is reached, wapp neutrin automatically rewinds at the end of a loop.

 Auto Record function lets you automate punch-in/punch-out times that are accurate to 1/100th of a second.

 Rehearse Mode allows you to enter or exit record modes
- without actually laying tracks to tape.

 To record on the fly, you can even use the individual Record Enable buttons to punch in and out of tracks includes remote control with transport and locate functions, offers a footswitch jack for hands-free punch-in

Optional Accessories:

- BRC Master Remote Control lets you command up to 128 points, SMPTE & MIDI synchronization & extensive digital
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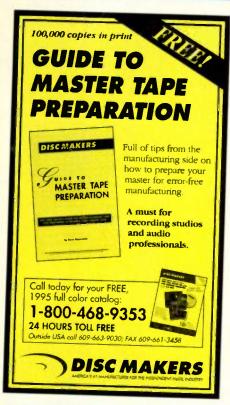




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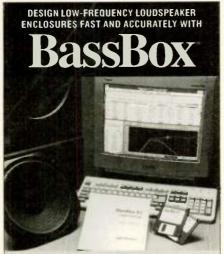
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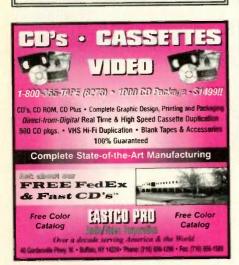
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TECHNICS REVIEW

continued from page 126

pretty good. I did A-B comparisons with a few other pianos that I use and it held up well. The basic SX-WSA1R ROM preset Grand sound is warm and rounded compared to one of my mostused piano patches, the Yamaha SY series Dyna Grand, which is rich sounding, but brighter and harder. The SX-WSA1R is similar to the Stereo Piano in the Kurzweil K2000; though the K2000 is a little more authentic in the middle to highest keys, while the SX-WSA1R is a bit stronger in the bottom octaves. The SX-WSA1R is richer and less nasal than the Stereo Piano in the original E-mu Proteus. If I had to give the preset piano sound a general category, I would call its relative mellowness and warmth "Steinway-ish" when compared to the brighter and more cutting tone of an actual Yamaha grand and its electronic cousins (but no, it's definitely not a Steinway-in-abox, either). Other SX-WSA1R piano patches consist of the usual but wellexecuted clichés like honky tonks, DX/Rhodes simulations, and some richer layered patches.

Strings, brass, percussive sounds, and analog synth simulations are all solid and workable. The guitar, bagpipes, and other sounds that rely on the physical modeling to achieve their realism are better than non-PM instruments, but not quite in the class of the Yamaha VL-1. (Of course, the VL-1 is considerably more expensive.) Some of the effects patches are of dubious merit. Except for their use in some later-day music concrete compositions or, to some limited degree, dance music, they're really not that special. For example, the helicopter sound has been a tradition since it was included on the Prophet 5 almost 20 years ago. This one certainly sounds better, but it's not good enough to be used in most postproduction work, and it has only limited musical value. I guess with on-board sample ROM space becoming a less-prized commodity I can't argue too much. Still, I would rather have more musically useful sounds instead. Leave the sound effects to the CD-based effects libraries.

There are some outstanding sounds in the SX-WSA1R. The organ sets are terrific with wonderful Leslie simulations. The graphics of drawbars on the LCD screen is not only musically useful, it's just plain fun to use. The sitar sound is also a standout if you

can find a musical place to use it. Some of the Asian percussion sounds jump right out of the speakers. The rest of the sounds are usable and could find a home in a variety of compositional styles.

The on-board DSP effects are also competent sounding and flexible enough to be used for a variety of styles and musical environments. They can't quite match stand-alone outboard units, but they do compete credibly. A quick check of the audio outputs with a dB meter showed the instrument to be extremely quiet with residual noise low enough for even the most demanding digital project studio.

As to user programming and setup, I've been a dedicated Opcode Galaxy Macintosh sound editor for years, but the SX's on-board firmware and the big, comfortable screen worked just fine for me. I jumped right in without reading the manuals. Most of the system was so intuitive and similar to instruments I've already used that, until I hit the more advanced features, I had no trouble at all. And many of those advanced programming features are deep and musically useful. There are occasional slight inconsistencies in the interface, but they're trivial. Sound design can actually be fun again. Stored sounds are grouped in logical menus and can be accessed and previewed quite easily. That's a real help during a high-pressure studio date.

The SX-WSA1R's list price of \$2995 does place it in the higher-priced range of multi-timbral sound modules. The inclusion of physical modeling architectures and a stand-alone user interface that works well without the necessity of having a computer-based editor, however, makes this a worthwhile instrument for serious synthesists. I think that you'll be pleased with the sounds of the Technics SX-WSA1R. If it matches your budget, you can probably count on the SX-WSA1R for a lot of the meat and potatoes of your MIDI —Larry Fast orchestration.

Larry Fast is best known for his series of pioneering electronic music albums recorded under the name SYNERGY®. He has worked with Peter Gabriel, as well as with many other top recording artists. He also has composed scores for movies and television and served as music supervisor on feature films. SYNERGY is now associated with Third Contact, an Internet-distributed electronic music label (http://www.eclipse.net/~synergy/).

MI INSIDER

continued from page 46

computer interface and 30 reverb

ProMix 01 Accessories. Friend Chip's PDI 2 converts any pair of channels into a stereo digital input, switchable between analog and digital, with a minor PC-board modification and drilling four small holes in the rear panel. The converter accepts S/PDIF and AES/EBU signals and supports any sample rate from 25-50 kHz. Up to four units can be installed for extra inputs. The PDI 44 can connect to the ProMix 01's record out, send 3/4, or monitor out to provide an additional 44.1 kHz digital output. (Friend Chip, Falkentaler Steig 96, 13467 Berlin, Germany. Tel/Fax: 011-49-30-404-2046.)

Workstations. MR Ensoniq Ensoniq has attached a keyboard, and more, to its MR Rack synthesizer. Two versions are available: the MR-Workstation (\$2595) with synth-style 61note keyboard, and the MR-Workstation W/A (\$2995) with a 76-key weighted-action keyboard. New features include an on-board drum machine (separate from the synth engine) with drum machine-style programming; also, "IdeaPad" is constantly recording in the background while you play (keyboard or drum machine), so you don't miss any great ideas. If you come up with something cool, transfer it over to the main 16-track sequencer (with 384 ppq resolution). There's also FlashRAM for storing up to 12 MB of EPS, ASR-10, or WAV format samples in programmable/nonvolatile memory; the MR-W can read and save songs in Standard MIDI File format, and supports the MIDI alternate tunings standard.

New Guitar Synth. The Axon NGC-60 is a lower-cost version of the NGC-66. It's more of a preset, set-and-forget type of device than the 66, but also includes a mono audio input so you can play mono lead lines into a synth with no special pickup required. There's also the option to install an internal General MIDI-compatible sound board. In other news, Axon will be offering its own GK-2-compatible hex pickup in early summer.

Musician/author Craig Anderton wishes that life had a quantization option for taking out the rough edges, looping capabilities so you could do things you liked over and over again, and, of course, an undo command.

WIRELESS SYSTEMS

continued from page 114

INTELLIGENT CHOICES

If your wireless system is going to live in a fixed place such as a church, frequency agility becomes less of an issue. Here's where a high-quality VHF system comes in. A crystal-controlled, fixed-frequency VHF system (such as the beyerdynamic \$250) can operate under severely adverse conditions and still maintain stability in transmission. While the specs for a UHF system might show a longer transmission range, keep in mind that most microphone applications won't need a range greater than about 150 feet and that guitar and bass wireless transmitters typically operate within far less of a range than that - about 25 to 50 feet away from the receiver.

The transmission range factor also brings about the issue of whether or not to go for a true diversity receiver. True diversity receivers have two separate RF sections (each with an antenna) tuned to receive the same signal from the transmitter. As the performer moves around the stage, the signal level at each antenna will vary. An internal circuit will compare the level of signal at each RF section, decide which is stronger, and then connect that RF section to the audio section of the receiver. This technique can help maintain quality reception from the largest variety of transmitter locations. Again if the performer is not straying far from the receiver then true diversity may not be a requirement. But in big rooms with long distances between the transmitter and receiver, or rooms that have structures such as metal beams between the transmitter and receiver, true diversity can make a big difference. If you're looking for true diversity on steroids, check out Shure's new UHF system with the U4S receiver. The U4S, which can operate over any one of almost 200 frequencies, incorporates Shure's exclusive MARCAD® diversity technology, which helps keep noise and dropouts to a minimum.

Wireless manufacturers are really getting hip to the fact that performers have varying needs for their voices or their instruments. For example, Telex has recently introduced the FMR-450G (guitar) and FMR-450B (bass) systems that include transmitters especially designed for those instruments. The Telex transmitters even include an

"over modulation" indicator that tells the user when the input to the transmitter is being overloaded by highoutput pickups. A gain control is included to trim the input signal down to a level where the transmitter is more happy. And companies like Samson (the Concert Series III) and Ramsa (the WX-RP158) even offer their wireless systems with a choice of microphone elements varying from the Shure SM58 to the Sony ECM-44 to the Audio-Technica ATM75 headset. If all that doesn't satisfy you, there's always The Link from Nady. This clever device is a single-channel VHF transmitter that snaps on to the microphone of your choice, bringing it into the world of wireless.

Senior editor Steve La Cerra has recently released his first solo album, entitled One Step at a Time. For more information, contact the magazine or write to North America Music at P.O. Box 140269, Brooklyn, NY 11214-0269.

ACROSS THE BOARD

continued from page 154

With a good data-compression scheme, you should be able to listen to the 16-bit player without any objectionable artifacts tearing your head off. Before listening to HDCD, I expected the encoded CD to not be as good as the straight 16-bit version because of the extra encoded data. They actually did a very good job of hiding the extra bits in a way that was not detectable.

If you play the CD back on an HDCD decoder, you get the full 20-bit signal that was encoded during mastering.

Pacific Microsonics is now shipping the commercial version of the HDCD encoder. Besides having its own A/D converters, it has a digital input for encoding 20-bit information that had previously been recorded. An interesting feature of the HDCD box is that it also has a 88.2 kHz output. You can use the Prism or Rane box to store the 88.2 kHz sampled signal to ADAT or DA-88 and run it back into the HDCD box later when you decide what format you want to release your record in.

TIME BASE ACCURACY

Almost everybody these days is connect-

ing studios together using satellites, ISDN lines, or EDNet. Phil Ramone used it to hear a session he was producing on the other side of the United States. Mark Knopfler used it for guitar overdubs between Nashville and London.

I wanted to see if two studios could exchange audio that could be locked together with sample accuracy without using the expensive digital links. Usually you need to have some digital connection and timecode reference to be able to send audio from one studio to another, record something, and send it back. Not this time, ISDN-breath.

The cornerstone for this little test is the fact that both studios had a very accurate Atomic Clock providing digital word sync for the recorders. I called up the destination studio on a regular phone. I played back the drum tracks from my tape, mixed them to mono, and patched them into the telephone. At the other end, the engineer recorded the telephone signal onto his Pro Tools. I played the tape again and sent him some guitars and pianos. I played the tape a third time to send the reference vocals. Each track had a click two bars before the solo so that the destination studio could line the tracks up for multitrack playback at his end.

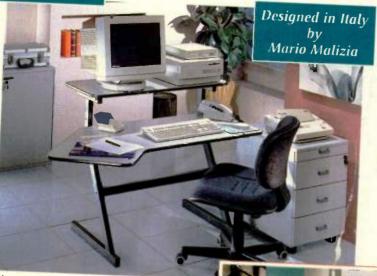
After the Pro Tools tracks were aligned, I listened to an analog phone connection so I could hear the various solo attempts. Solo number five was the keeper. I didn't care that much about the quality of the audio I sent him, as long as it was good enough to overdub to. I did, however, care about the quality of the solo. The engineer at the other end copied the click over to the solo track and then sent it from his computer to my computer via modem. It took 20 minutes to transfer the solo. I imported the solo, lined up the click, and started mixing. The entire operation took about two hours. No satellite, no ISDN, no nothing.

The reason we didn't have to SMPTE lock both studios was the Atomic Clock. In a way, both of us were locked to the Universal word clock, the decay rate of Rubidium. With his machine connected to his clock and my machine connected to my clock, the recordings we made would only drift off by one sample every three months, without being connected.

This method worked so well, that I am going to try to overdub a chain-saw solo played by an Alaskan lumberjack. So, until next month, you'll have to excuse me. I have to phone Nome.

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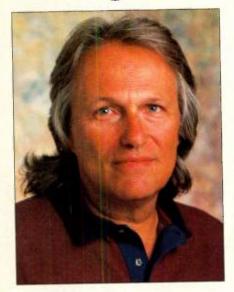


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BY ROGER NICHOLS

y New Year's resolution this year was 24 bits. I doubt if I will be able to attain it. With the release of DVD on the horizon, the storage will allow anyone to store anything. With roughly ten times the storage capacity, you have room to do whatever you want to do. You can store compressed full-length feature films, a whole CD box set on one CD, all of your audio samples for your project studio, and enough X-rated images to last you until you go blind. What we are short on is 24-bit material to store on the new format.

At this point, I want to clarify the 24-bit 96 kHz sample rate playing field a little. All CDs are 16-bit. The data stored on them is 16-bit. The data that comes out of them is 16-bit. The data

that goes onto the premaster CD or the 1630 at the mastering facility is 16-bit. There are, however, ways to increase the resolution of the audio stored in this 16-bit format.

One method of increasing the resolution is by dithering or noise shaping the audio information stored in the 16 bits available. A simplified explanation of dithering is that it adds specialized noise to the lowest bit (way down below where your meters read) in a way that allows you to hear information that is below the threshold of this one bit. Usually, you can get about a bit and a half of extra resolution with this method.

Another method of increasing the resolution is by employing a very sophisticated method of noise shaping to the digital data. This noise shaping, besides increasing the resolution of the smallest bits, mathematically moves the noise to a range of the audio spectrum that is less apparent to the human ear. Noise-shaping processes like Sony Super Bit Map and Apogee UV22 can make you think that you are listening to 18-bit or 18-1/2-bit recordings with only 16 bits of data coming off of the CD.

Both of these processes need to be performed on data that is more than 16 bits to start with. That means that if you are recording live performances to DAT and you are not going to do anything else to the recording, then you should use a converter that has more than 16 bits of resolution and perform the dithering or noise shaping before you store the 16-bit data. Once the data has been stored as 16 bits, you can not get the extra information out of the sound to provide what is necessary for correct dithering or noise shaping.

Most after-market A/D converters over 16 bits provide some type of dithering or noise-shaping algorithms for 16-bit data output. If you see a DAT machine that brags about 20-bit converters with built-in Super Bit Mapping, it will probably sound better than a DAT machine with straight 16-bit converters, but the final storage is the same, 16 bits.

There is one semi-exception to the "you can't get more than 16 bits out of 16 bits" rule that I stated earlier. If you perform some digital mixing, EQ, limiting, compression, add reverb,

or in any way change the 16-bit data, you have generated a signal that contains more than 16 bits of information. Most digital domain processors provide 24-bit or 32-bit internal processing to provide for extra precision during math calculations. The resolution of your data stays at this higher resolution until it comes out of the process. At this point you usually have a choice of how you want to get back to the 16 bits required for CD or DAT storage. Using dithering or noise shaping you can end up with better resolution than just chopping the data off at 16 bits.

The only way to get more than 16 bits worth of information into 16 bits of data is to use some sort of data compression or data encoding where the extra information is hidden in the 16-bit data stream. The more resolution you want to store, the more data compression is necessary to fit the information into the available space. MiniDisc and DCC use data compression to store audio information. This is a "lossey" data compression process with a ratio of 4 or 5:1. All of the data does not come back during the decoding process. That is why these formats do not sound as good as the same material played back from a CD. The perfect data compression should be lossless, where everything you put in comes back out. Lossless compression of audio is possible for small compression ratios, but the process must be in real time to become acceptable to consumers, which can be a very expensive process.

HAVE YOUR CAKE AND EAT IT TOO

Actually, that phrase should be "Eat Your Cake And Have It Too" to be logically correct, but who's nit picking.

HDCD. There, I said it. There is a big roar about HDCD right now. HDCD is an encoding process. Twenty bits of information is encoded into the 16 bits stored on the CD. You can play back the 16-bit CD on a normal CD player, but to get the benefit of the added resolution, you need a CD player that has an HDCD decoder and 20-bit D/A converters. There are some on the market now and more coming. When you play back the CD on a 16-bit player, you are listening to the raw compressed data.

continued on page 152

