
Subject: Anybody know what happened to Soundblade?
Posted by [Barry Hufker](#) on Fri, 16 Dec 2005 19:35:09 GMT
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I thought Sonic Studio was supposed to release it this month. I wrote them about it and received no reply.

Barry

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Larry Elliott](#) on Fri, 16 Dec 2005 20:03:40 GMT
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Barry - SouldBlade was slated from 1st Quarter 2006 - PreMasterCD was due in November - I did have that preorded but cancelled after I found it was 16bit only.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Barry Hufker](#) on Fri, 16 Dec 2005 21:23:59 GMT
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Larry,

Thanks for the information. It is very helpful -- and Soundblade now seems more than a little disappointing.

Barry

Subject: Re: Anybody know what happened to Soundblade?
Posted by [jfrigo](#) on Sat, 17 Dec 2005 07:29:28 GMT
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Barry Hufker wrote on Fri, 16 December 2005 13:23Larry,

Thanks for the information. It is very helpful -- and Soundblade now seems more than a little

disappointing.

Barry

Why? Just because it's later in line for release? I'm confused as to what has changed for you. I'm still curious to see how it turns out. The DDP app seems like a cool place to start, so I'm looking forward to seeing what they do with the rest of the line. And give them a call if you didn't get an email back. I can always get a human when I call. And let 'em know they missed your email. That's not good.

Larry,

As for the other program, the Premaster CD thing, when you say 16 bit, do you mean just that it outputs 16 bit to CD? I'm sure it must take 24 bit files and do all of it's calculations higher, but dithers output to 16 since it's for CD. I don't know - I'm just making an educated guess. I'd be shocked if it was 16 bit front to back. Do you have details?

Subject: Re: Anybody know what happened to Soundblade?

Posted by [reynaud](#) on Sat, 17 Dec 2005 14:42:42 GMT

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The feature matrix on the Sonic Studio site now includes all the Premastering Products including SoundBlade. I'm guessing that Soundblade release is not far off - hopefully they will have a pdf of its full capabilities available soon.

<http://www.sonicstudio.com/products/matrix.html>

cheers,
Reynaud

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Riccardo](#) on Sat, 17 Dec 2005 21:06:31 GMT

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1st quarter 2006 for Soundblade.

Can't imagine anything disappointing about it.

You can have an hardware loop, SRC, VST plugs, output to DDP, Sonic editing model..... support for hardware.... what more?

8)

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Barry Hufker](#) on Sat, 17 Dec 2005 21:22:30 GMT

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I am not disappointed about its appearing in the first quarter of 2006. Nor am I disappointed I didn't receive a return email.

Larry is of the opinion it is "16 bit only." If that is true then that's why I am disappointed.

I read the matrix provided by Reynaud. It was quite helpful. While it says Soundblade "opens" 16 to 24 bit files. It doesn't say it writes anything above 16 bit files. That to me would be very disappointing.

I like many of the other features and I guess I will just have to wait to see how things really are.

Barry

Subject: Re: Anybody know what happened to Soundblade?

Posted by [jfrigo](#) on Sun, 18 Dec 2005 06:50:32 GMT

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Barry Hufker wrote on Sat, 17 December 2005 13:22Larry is of the opinion it is "16 bit only." If that is true then that's why I am disappointed.

No, I believe he said that about Pre Master CD, not Soundblade.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Riccardo](#) on Sun, 18 Dec 2005 10:36:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Barry Hufker wrote on Sat, 17 December 2005 21:22I am not disappointed about its appearing in the first quarter of 2006. Nor am I disappointed I didn't receive a return email.

Larry is of the opinion it is "16 bit only." If that is true then that's why I am disappointed.

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I like many of the other features and I guess I will just have to wait to see how things really are.

Barry

Yes you can record 24 Bit, up to 96 kHz SR.
8)

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TurtleTone](#) on Sun, 18 Dec 2005 14:23:12 GMT
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for a CD mastering program, why would you need to have it write anything but 16 bit? These programs are designed for CD mastering and that's it. They are supposed to come out with a multitrack package sometime in 2006. this will probably have other options.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [bblackwood](#) on Mon, 19 Dec 2005 04:12:07 GMT
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Honestly, I love Sequoia more than anything, but they refuse to even look at porting to OSX. If SoundBlade is as good as it has the potential to be (primarily meaning a bug-free release that works as it should), I might switch over here as I prefer OSX to XP all the way...

But the software has to be *that* good - I'm not about to switch platforms because of OS preference.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [twelfthandvine](#) on Mon, 19 Dec 2005 04:25:14 GMT
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Hi ...

Like others here I'm anxiously awaiting the arrival of soundBlade and certainly don't expect it's features to be disappointing. Like Barry I wrote to Sonic but received a reply from the newly appointed regional distributors (well known company that certainly knows what its doing). Sonic had passed my mail on.

According to them, soundBlade will open AIFF, WAV, BWF & SD2 files at 16 to 24 bits. Interestingly, they expect it will also offer 44.1 to 192 kHz sample rate support (even though the site says 44.1-96).

FWIW, they don't think it's 'all that far away' ... whatever that means. They've also suggested that whilst soundBlade the multichannel version (with the working title of .. I think ... studioX) is also on its way.

Kind regards,
Paul Blakey
12th & Vine Post

Subject: Re: Anybody know what happened to Soundblade?
Posted by [bobkatz](#) on Mon, 19 Dec 2005 16:12:34 GMT
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bblackwood wrote on Sun, 18 December 2005 23:12Honestly, I love Sequoia more than anything, but they refuse to even look at porting to OSX.

But the software has to be *that* good - I'm not about to switch platforms because of OS preference.

I don't blame them. It's a tremendous amount of work for a company with limited resources to maintain two platforms. And to go even further, to make the product work like a Mac product on the Mac and a PC product on the PC. Microsoft has done that quite successfully with their office suite, they have an entire Mac development team. But Digidesign has only partially succeeded with Pro Tools. There are no "right clicks" anywhere, and the program's Mac heritage shows with certain Gui operations on the PC that would not be intuitive to PC users. Imagine that even a company with Digi's resources can't get it right. So I'd rather see Magix put all their limited resources to perfecting Samplitude and Sequoia on the PC than to dive into a Mac version as well. If this were a high volume business and not a niche market I could see both versions.

BK

Subject: Re: Anybody know what happened to Soundblade?

Posted by [jfrigo](#) on Tue, 20 Dec 2005 06:38:43 GMT

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bblackwood wrote on Sun, 18 December 2005 20:12Honestly, I love Sequoia more than anything, but they refuse to even look at porting to OSX. If SoundBlade is as good as it has the potential to be (primarily meaning a bug-free release that works as it should), I might switch over here as I prefer OSX to XP all the way...

But the software has to be *that* good - I'm not about to switch platforms because of OS preference.

I may wait a few revs realistically, but it should be a real contender. The initial release will not do multitrack, hence no 5.1 at first. That comes later, but there will be an upgrade path. I think Soundblade will do 4 channels however. You get 4 panels for 4 point editing, and I think you'll be able to play all 4 at once if you want, though I'm not 100% certain. I occasionally use an extra pair of panels even for stereo work. Sometimes for a live album the client wants to bridge some gaps with some extra audience. Since the extra pair will be there in 'blade, there's no reason they shouldn't be able to play back in sync with the the first pair.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [yelooctrducer](#) on Mon, 09 Jan 2006 03:48:41 GMT
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Does anybody know what the price point will be on this software, and/or if there will be an upgrade path from ddp to soundblade?

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Barry Hufker](#) on Tue, 04 Apr 2006 03:01:12 GMT
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First quarter of 2006 has come and gone. No Soundblade....

Barry

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TotalSonic](#) on Tue, 04 Apr 2006 03:52:54 GMT
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Barry Hufker wrote on Tue, 04 April 2006 04:01: First quarter of 2006 has come and gone. No Soundblade....

I've kind of held my tongue to date as I wanted to see what would transpire in terms of the new releases from Sonic Studio - but honestly - their development times are so slow it's verging on the pathetic - simply put: they've been out classed in the past several years in this regard by nearly everyone else in the DAW app industry. I mean - geez - SAWStudio is coded by just ONE person and they've managed to put out 8 free updates containing numerous feature enhancements for all 3 levels of their product in the past 12 months - and I've actually seen them issue maintenance releases within a few hours after a bug was reported! While other DAW app companies might not be able to claim something as extreme as this - I think Samplitude/Sequoia & Wavelab have both shown consistent levels of support in the past few years that would make me a lot more confident in purchasing them rather than Sonic if I was going to start equipping a mastering studio from scratch.

So open letter to any Sonic Studio developers reading this:
You guys need to step up your game or give it up - this isn't 1996, let alone 1991, anymore and there are tons of other choices out there. Thing is - I'm actually rooting for you - based on the 2005 AES preview it looks like there are some really cool things that Soundblade could do for the ME wanting to stay on a Mac platform. So - time to man up and get this stuff out there.

Best regards,
Steve Berson

Subject: Re: Anybody know what happened to Soundblade?
Posted by [jfrigo](#) on Wed, 05 Apr 2006 03:32:24 GMT
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TotalSonic wrote on Mon, 03 April 2006 20:52...I mean - geez - SAWStudio is coded by just ONE person and they've managed to put out 8 free updates containing numerous feature enhancements for all 3 levels of their product in the past 12 months

I make no apologies for them, but in fairness, there's not a room full of coders for Sonic either. They have managed to release several updates for DDP including CD-Text support, and PMCD shipped Q1 2006. My understanding of Soundblade's timeline has always been summer 2006, but I wouldn't be surprised if they had stated an earlier date before I started paying attention.

That said, they certainly are behind the curve and I'm just as frustrated as the next guy waiting for a real OSX mastering DAW. But I know they are working hard to make up the ground they lost from the unpleasant legacy of the "parent" company. They're building a new program from scratch, not just updating an existing one, so I'll give 'em a little while longer. They'll either come back with a bang, or be gone with whimper.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Bob Boyd](#) on Wed, 05 Apr 2006 16:01:04 GMT
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jfrigo wrote on Tue, 04 April 2006 22:32They're building a new program from scratch, not just

updating an existing one,

Therein lies part of the problem IMO. Wouldn't it make more sense to work on 1 (maybe 2) programs rather than 3 at the same time from the ground up?

Also, if they would lower their price point and follow something more like Peak and Peak LE pricing, they would sell more copies and could hire additional coders. They seem to have missed that fact that there are other programs that do more that are priced cheaper. Not a great business model.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Bob Boyd](#) on Wed, 05 Apr 2006 16:20:16 GMT
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jfrigo wrote on Tue, 04 April 2006 22:32:32 That said, they certainly are behind the curve and I'm just as frustrated as the next guy waiting for a real OSX mastering DAW.
Jay,

What feature set qualifies as a "mastering DAW" in your opinion? Outside of some plug-in support, you can't really do any "mastering" in these apps. They are really just assembly programs and while it's far from being perfect, I can't really see what Sonic is offering that you can't get (and often do better) in Peak 5 Pro (or something like WaveBurner). Peak has DDP export, etc but I've never had a request for it - even from the labels.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Barry Hufker](#) on Wed, 05 Apr 2006 17:02:20 GMT
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I have followed Peak through a host of versions. And I was an early adopter (and early leaver) of SPARK.

The problem with Peak is that it has never been a professional program. Version 5 comes closest but there is one problem after another -- too many to list -- and editing in this version is a nightmare. I always go to version 4 to edit.

WaveLabs doesn't happen on a Mac.

I had hoped Sonic would offer something truly professional -- what does that mean? Good features, but more than that dependable quality and great ease of use. That is *not* Peak.

That Sonic is late getting Soundblade out the door tells me that Sonic hasn't changed. When they offered their first workstation they were extremely overpriced and extremely slow with updates. Now I see this pattern emerging with Soundblade.

I pray someone somewhere comes up with a truly professional piece of software. What we consider to be professional software isn't. If the software we had now was the same quality (of use and construction) as an analog tape recorder, we'd have dumped that pup a long time ago. At the moment, "professional" software isn't professional because of features and dependability, it is only professional to the extent that we professionals use it -- but so does the kid down the block.

Barry

Subject: Re: Anybody know what happened to Soundblade?

Posted by [rnicklaus](#) on Wed, 05 Apr 2006 17:24:54 GMT

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In my opinion, the issue with using Peak or Spark is that editing is about as weak as it can get.

With Sonic - and I have just been a client on tons of Sonic sessions, never an operator - you can do a complicated single edit and come back to it later and just change ONE edit in the track. None of the undo useless nonsense.

At least pro tools has the feature where you can edit a track and come back to any point at any time and just tweak that section.

I'm sure the PC based apps do this.

But why anyone on earth would make a mastering app without the best editing options is beyond me.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Bob Boyd](#) on Wed, 05 Apr 2006 20:57:53 GMT
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I will agree with you completely on the editing in Peak. Except for trimming edges, I don't edit in Peak and from what I can tell, it is pretty crude. But, for recording the master into your computer, playlist assembly, ISRC codes, CD-Text, and ID's, for the most part, I think it does fine.

Don't get me wrong, I have my own list of complaints about Peak and have made them known on the Bias webboard.

I will gladly spend some more time with the demo, but not being able to record your files with PreMaster CD and SonicStudio DDP seems to be an oversight to me.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Ronny](#) on Wed, 05 Apr 2006 21:16:21 GMT
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Didn't Soundblade run off with Dynamo Girl?

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Barry Hufker](#) on Thu, 06 Apr 2006 03:49:07 GMT
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I believe you're right! Issue #46 -- Captain Analog's Revenge.

Barry

Subject: Re: Anybody know what happened to Soundblade?
Posted by [jfrigo](#) on Thu, 06 Apr 2006 04:15:53 GMT

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Bob Boyd wrote on Wed, 05 April 2006 09:01jfrigo wrote on Tue, 04 April 2006 22:32They're building a new program from scratch, not just updating an existing one,

Therein lies part of the problem IMO. Wouldn't it make more sense to work on 1 (maybe 2) programs rather than 3 at the same time from the ground up?

Also, if they would lower their price point and follow something more like Peak and Peak LE pricing, they would sell more copies and could hire additional coders. They seem to have missed that fact that there are other programs that do more that are priced cheaper. Not a great business model.

The three apps share plenty of code which is why you see the simpler ones being ready first.

As for product placement, if they go too low end, they lose the high end market that has been their core use base. \$795 for a Sonic product in PMCD is already a significant change of pace. Heck, Audio Cube can get \$20K for a computer running Wavelab...

Again, I'm not necessarily disagreeing with everything you are saying, but rather giving a bit of "devil's advocate" to think about.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TotalSonic](#) on Thu, 06 Apr 2006 06:41:17 GMT
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jfrigo wrote on Thu, 06 April 2006 05:15 Heck, Audio Cube can get \$20K for a computer running Wavelab...

and I will state that anyone who spends that much for Audio Cube is really being an idiot considering you could build your own PC DAW with specs certainly just as good as the boxes being offered and load up apps and plugins that would give you just as good if not better results for half that price.

Granted - there are a number of proprietary plugins that come with it - and certainly some of them

are likely useful - but for the same cash there are tons of processors that I think will get you further and farther - and I think a big reason why it is actually fairly uncommon to see Audio Cube used even in high end mastering studios.

Anyway - my point with the above rant is that the DAW market has changed dramatically in the past 10 years and the general price point for great products has markedly gone down - so to base a business plan on a high per unit cost just because the label is put on it that it is "professional" - when there are existing products already that have just as many features for less cash - is not necessarily a good idea!

Best regards,
Steve Berson

Subject: Re: Anybody know what happened to Soundblade?
Posted by [bblackwood](#) on Thu, 06 Apr 2006 11:40:17 GMT
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jfrigo wrote on Wed, 05 April 2006 23:15As for product placement, if they go too low end, they lose the high end market that has been their core use base.
I'd say they've missed the boat when it comes to the high end market. I'll bet AudioCube installed more new systems in high-end mastering houses in the last few years than Sonic did. Sonic HD is a good product, but with their legendary history of terrible support along with their development speed that rivals that of buggy whips, they might as well be a brand new company - the core user base has moved on...

Subject: Re: Anybody know what happened to Soundblade?
Posted by [jfrigo](#) on Fri, 07 Apr 2006 02:25:57 GMT
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bblackwood wrote on Thu, 06 April 2006 04:40jfrigo wrote on Wed, 05 April 2006 23:15As for product placement, if they go too low end, they lose the high end market that has been their core use base.
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speed that rivals that of buggy whips, they might as well be a brand new company - the core user base has moved on...

All true, but I do think if they manage to come out with something good, they can win back some users, and earn some new ones. The Sonic name is still associated with high end mastering, and that's something they probably want to trade on. Other than that addendum, I don't disagree.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [bblackwood](#) on Fri, 07 Apr 2006 03:27:26 GMT
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jfrigo wrote on Thu, 06 April 2006 21:25: The Sonic name is still associated with high end mastering
Was, imo.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TurtleTone](#) on Fri, 07 Apr 2006 15:37:36 GMT
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Well, it looks like us mac freaks have about a ton more options as of Wed. Apple released a program for free that will allow the new intel macs to boot in either OSX or windows XP. 36 secs to boot into another operating system. from all accounts i've read, it runs both systems great. Besides some quirky things like the isight camera not being recognized in XP. So now if I want to use any windows program, I can. That is when I buy one of those new intel macs.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Wave Werks](#) on Fri, 07 Apr 2006 17:16:01 GMT
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TurtleTone wrote on Fri, 07 April 2006 11:37 Well, it looks like us mac freaks have about a ton more options as of Wed. Apple released a program for free that will allow the new intel macs to boot in either OSX or windows XP. 36 secs to boot into another operating system. from all accounts i've read, it runs both systems great. Besides some quirky things like the isight camera not being recognized in XP. So now if I want to use any windows program, I can. That is when I buy one of those new intel macs.

My local Apple store is going to let me play with this for a couple hours in the store. I'm allowed to install Wavelab, an audio interface and even a Plector drive to make sure that the core of my daily routine will function properly before plunking down my hard earned cash on an Intel based Mac. I was planning on a new Mac purchase anyway but now I might wait for the new Power Macs instead of going with a current G5 model. Could be interesting. I'll report back after the weekend with how it all turns out.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Jerry Tubb](#) on Fri, 07 Apr 2006 18:06:10 GMT
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TurtleTone wrote on Fri, 07 April 2006 10:37 Well, it looks like us mac freaks have about a ton more options as of Wed. Apple released a program for free that will allow the new intel macs to boot in either OSX or windows XP.

Now that's what I call big news... possibly revolutionary.

We shall see, after it's released... let 'em work out any bugs.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [JohannesG](#) on Fri, 07 Apr 2006 19:29:33 GMT

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After not getting a reply from SonicStudio for several days, I wrote to the European distributor MediArte, asking about Soundblade. Here is the answer I got, in free translation:

"getting closer...

we will likely get version 1.0 for AES in Paris (20th May). At the moment we are (still) in beta. Soundblade CD will come out as a stereo mastering application including the well-known source-to-destination editing and the Edit Fade module. Audio in/out will be realized through AudioCode via Sonic Studio's Firewire interface or any other interface of your choice (Apogee etc). Delivery will be to any connected CD recorder at maximum speed (hard to imagine for Sonic users) or optionally to DDPI. VST and AU are supported. The multi-channel version will follow later this year with the working title StudioX.

Prices will be around 1300 Euros for soundbladeCD and 3500 Euros for the package including Firewire Interface."

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Barry Hufker](#) on Fri, 07 Apr 2006 22:58:02 GMT
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For 1300 Euros (\$1573.00 at today's exchange rate), it had better be some damn fine software.

Barry

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TotalSonic](#) on Fri, 07 Apr 2006 23:54:01 GMT
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Barry Hufker wrote on Fri, 07 April 2006 23:58:58 For 1300 Euros (\$1573.00 at today's exchange rate), it had better be some damn fine software.

Barry

Actually if that price included surround editing & DVD authoring to a high level that I would expect

in it too I'd think it'd be reasonably priced. For just stereo editing & processing / DDP / PMCD burning that does seem a bit steep though.

Best regards,
Steve Berson

Subject: Re: Anybody know what happened to Soundblade?

Posted by [jfrigo](#) on Sat, 08 Apr 2006 00:24:21 GMT

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Barry Hufker wrote on Fri, 07 April 2006 15:58:58 For 1300 Euros (\$1573.00 at today's exchange rate), it had better be some damn fine software.

Barry

Maybe I'm crazy, but that sounds cheap to me. Sequoia (which would likely be my choice if Sonic doesn't pan out) is considerably more, isn't it? For a pro mastering platform that creates the masters that are your bread and butter, I can see no reason not to spend that kind of money. A \$1,500 EQ or compressor most would say is not mastering quality, but the main platform that makes it all happen... I dunno, sounds reasonably priced to me. At that price it'll be just about the cheapest thing in the room.

As for the Windows on Mac thing, I played with it on a dual 1.8 gig Intel power book today, and it absolutely screamed. Left the Wintel box next to it in the dust. I and others present were shocked. Didn't load any audio apps into it, but ran a few apps and surfed the net etc. and it was very cool.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Barry Hufker](#) on Sat, 08 Apr 2006 01:03:55 GMT

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Jay,

You have certainly put the cost of the software in perspective. That is important and I thank you.

I guess I now realize my point is: If I'm giving them any money the damn thing better:

1. Sound good
2. Be truly useful
3. Have good support

I am fearful of at least a couple of those items and so I guess I see the money as a lot for a (possible) gamble.

Barry

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Jerry Tubb](#) on Sat, 08 Apr 2006 01:33:12 GMT

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jfrigo wrote on Fri, 07 April 2006 19:24As for the Windows on Mac thing, I played with it on a dual 1.8 gig Intel power book today, and it absolutely screamed. Left the Wintel box next to it in the dust. I and others present were shocked. Didn't load any audio apps into it, but ran a few apps and surfed the net etc. and it was very cool.

Then Wintel PC users have absolutely no reason not to switch to a Mac !!!

Sounds like we may have just won the Mac -vs- PC battle! :d

Steve Jobs has done it again? We shall see...

WRT expensive software, bought Logic Pro 7 for \$900+ just to get WaveBurner.

Paid many thousands for a Pro Tools HD system.

These are our tools... well worth the expense.

Cheers

Subject: Re: Anybody know what happened to Soundblade?

Posted by [jfrigo](#) on Sat, 08 Apr 2006 04:40:14 GMT

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Barry Hufker wrote on Fri, 07 April 2006 18:03:03 Jay,

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1. Sound good
2. Be truly useful
3. Have good support

I am fearful of at least a couple of those items and so I guess I see the money as a lot for a (possible) gamble.

Barry

I definitely feel your pain on this stuff. Sonic doesn't get a free pass on this one with what has come before. I know it was the "old" Sonic and all, but these guys have inherited the baggage whether they like it or not. They have to show us the goods before we show them the green.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [JohannesG](#) on Sat, 08 Apr 2006 10:55:31 GMT

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I think the price is just ok, if

- Sounblade is as good as it promises
- it includes the rumoured plugins
- there is a direct upgrade path to SonicX for only the price difference
- SonicX (for surround) will still be considerably cheaper compared to Sequoia (currently 2500 Euros?), ie below 2000 Euros, and offer a similar feature set.

I also expect Support to be professional, like it is with Sequoia.

There is absolutely no question that Sonic will be directly competing with Sequoia. Since any new Mac should be able to play just fine with Sequoia (by booting Windows), Sonic has to be better,

cheaper, and just as professional.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [jtr](#) on Sat, 08 Apr 2006 15:36:41 GMT

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JohannesG wrote on Sat, 08 April 2006 03:58:55

There is absolutely no question that Sonic will be directly competing with Sequoia. Since any new Mac should be able to play just fine with Sequoia (by booting Windows), Sonic has to be better, cheaper, and just as professional.

As a former Sonic user (old system) I really hope they live up to all the optimism I'm reading here. Hopefully before CD's go away :) -

The XP boot feature on Apple is a very intriguing development, let's see how it goes with a little time. The performance improvement is no doubt highly valued by those of you doing a lot of HD based mixing and running lots of plugs or in the box processes.

As in the past, those of us who have stable working systems (Sequoia here) are unlikely to jump ship - but choices for second stations and the competitive impact on the industry is always welcome.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [JohannesG](#) on Wed, 10 May 2006 12:42:44 GMT

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Look what I just found:

http://www.transtec.nl/download.php?id=0&file=Pro%2Fsonicstudio%2FsoundBlade10_Overview.pdf

Subject: Re: Anybody know what happened to Soundblade?
Posted by [bblackwood](#) on Wed, 10 May 2006 13:00:51 GMT
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Not SoundBlade, but I got this email this AM:
Quote:Dear Audio Professional,

After spending thousands of dollars and hundreds of hours to make the perfect record, have you ever asked:

- * Why does my CD ref sound different from what I was hearing during mixdown?
- * Where are professional CD delivery tools for Mac OS X?
- * Coasters are killing me! How can I assure that finished CDs will be error free?

The answer is simple. The answer is PreMaster CD, now on special for AES Paris - just \$495 for a limited time!

For over a decade, truly professional premastering has not been available at a reasonable cost. Now, PreMaster CD is here, based on the acclaimed NGC user interface and benchmark PQ creation engine that has literally produced the majority of compact discs worldwide.

Running natively on Mac OS X, PreMaster CD employs SSE, the same engine underlying our heavyweight PCM products. Throughout the signal's lifetime, SSE provides uncompromised sonic integrity via an exclusive combination of end to end, extended precision pipelines and meticulous convolution of the data.

Since premastering starts with sequencing, PreMaster CD is designed to make short work of most editing tasks. Straight from your Pro Tools or Logic rig, open WAV, AIFF, BWF and SD2 files with ease, while our smart Fade Tool and Track Bar makes quick work of compilations and revisions.

Commodity audio products employ signal processing that ³colors² the sound, leaving your master sounding good enough for a home studio but not for discriminating engineers and clients. PreMaster CD produces replication masters and CDs identical to the source. Isn't that what a ³reference² is

for?

For final duplication, PreMaster CD relies on the same format as our professional products, the DDP or Disc Description Protocol used by duplication facilities around the world for its iron clad reliability. PreMaster CD creates DDP version 2 file sets, along with ³CD refs² with CD-Text, a must have feature for clients. Also, CDs are created in the background, so as to not tie up your system.

Listen to your current CDs! Do they sound like your original mix? We invented desktop CD prep, so our tried and true workflow ensures that your master is guaranteed the highest level of accuracy, reliability and fidelity. Don't just take our word - listen to two of our expert users:

³I've been a Sonic Studio user since 1990 and it is still the mastering tool that all others are measured by.² ? Scott Hull, Scott Hull Mastering

³the editing is fast and powerful, and the sound is great.² ? Dave Glasser, Airshow Mastering

PreMaster CD: Maintain control and! Trust the transparency

PreMaster CD runs on Mac OS 10.4.3 or newer. It supports all Core Audio devices including hardware from Digidesign. PreMaster CD has an MSRP of \$795. Please visit our show special page at www.sonicstudio.com/pmcdatas anytime for more product information. Our on-line store, store.sonicstudio.com, is also open 24 hours a day to purchase your copy of PreMaster CD.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Thomas W. Bethel](#) on Wed, 10 May 2006 15:35:53 GMT
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I guess this is nice but if you are running a PC there are so many more GOOD programs out there. We use Macs and PCs and go back and forth between them all the time. If I ever get enough cash to be able to afford an Intel Mac one of the first things I will do is put Boot Camp on my Mac.

I think if you look seriously at this product and figure the cost to performance ratio I think the lower price is probably where they should stay and the higher price is what they should not use. I am, as many know, very leery of Sonic no matter what they are now called. FWIW

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Bob Olhsson](#) on Wed, 10 May 2006 16:07:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Of course the original Sonic Solutions is now known as Roxio...

Subject: Re: Anybody know what happened to Soundblade?
Posted by [dave-G](#) on Wed, 10 May 2006 16:07:24 GMT
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Is it not amazing how long this has been anticipated and how vague things still are today?

At least pdf's are showing up in the Netherlands now. <sarcastic emoticon>

In the meantime, not to be totally negative, the PreMaster CD app seems like a good deal at \$500 as a sidekick for something like ProTools on a Mac.

-dave

Subject: Re: Anybody know what happened to Soundblade?
Posted by [jtr](#) on Wed, 10 May 2006 18:59:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Dear Audio Professional,

For over a decade, truly professional premastering has not been available at a reasonable cost.

This is kind of amusing, since one of the most expensive professional systems available was Sonic! Are the Sonic LLC marketing folks stating that Sonic was only available at an unreasonable cost?

Subject: Re: Anybody know what happened to Soundblade?
Posted by [masterhse](#) on Thu, 11 May 2006 15:16:35 GMT
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jtr wrote on Wed, 10 May 2006 14:58:59 This is kind of amusing, since one of the most expensive professional systems available was Sonic! Are the Sonic LLC marketing folks stating that Sonic was only available at an unreasonable cost?

Personally I find \$800 unreasonable for what the product offers compared to Waveburner/Logic. They should leave the price at \$500.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Bob Boyd](#) on Thu, 11 May 2006 19:05:30 GMT
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I agree that the price should stay in this range. They would more than offset the dollars with the quantity of sales and would be able to directly compete with other products out there.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Jerry Tubb](#) on Mon, 22 May 2006 16:58:24 GMT
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released ???

<http://sonicstudio.com/products/sb/soundblade01.html>

JT

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TotalSonic](#) on Mon, 22 May 2006 18:17:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerry Tubb wrote on Mon, 22 May 2006 17:58:58released!

<http://sonicstudio.com/products/sb/soundblade01.html>

JT

Looks good - although I probably won't dive in as my current DAW is serving my needs pretty well right now (although if someone ever actually requests a DDP from me I'll have to pick up a solution for that).

Anyone have any idea what the street price is??

Best regards,
Steve Berson

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Bob Boyd](#) on Tue, 23 May 2006 01:09:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerry Tubb wrote on Mon, 22 May 2006 11:58:58released!

<http://sonicstudio.com/products/sb/soundblade01.html>

JT

Well, not really it seems. I think they should have said "announced" or "1.0 Preview."

While the new web pages do provide more info, as of today they are saying "This Summer" when asked about the release.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Jerry Tubb](#) on Tue, 23 May 2006 02:39:33 GMT
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Bob Boyd wrote on Mon, 22 May 2006 20:09: Well, not really it seems. I think they should have said "announced" or "1.0 Preview."

While the new web pages do provide more info, as of today they are saying "This Summer" when asked about the release.

Aaah! Curses... foiled again!

That's what I get for being optimistic... oh well, back to curmudgeondom. ;)

Actually I'm totally pleased with WaveBurner, but curious about SoundBlade.

I'll go back and change my exclamation point to a question mark!

JT

Subject: Re: Anybody know what happened to Soundblade?
Posted by [jfrigo](#) on Tue, 23 May 2006 06:03:13 GMT
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Quote: Well, not really it seems. I think they should have said "announced" or "1.0 Preview."

While the new web pages do provide more info, as of today they are saying "This Summer" when asked about the release.

I heard they gave a firm 6 weeks release date at the Paris AES.
This is second hand info though...

Subject: Re: Anybody know what happened to Soundblade?
Posted by [MT Groove](#) on Tue, 23 May 2006 07:45:54 GMT

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Any idea what the street price will be?

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Bob Boyd](#) on Tue, 23 May 2006 14:00:28 GMT

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I think the current price structure is:

PreMaster CD: \$795 - currently discounted to \$495.

SonicStudio•DDP: \$1295

Soundblade: \$1495

Soundblade Bundle (with Sonic 302 hardware): \$3995.

After some asking around, I didn't get the impression that street prices will be far from the list.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Nigel Jopson](#) on Tue, 23 May 2006 21:33:51 GMT

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I saw Soundblade at Paris AES.

It's a good ap, but I think Sonic are making a mistake with the three-tier pricing structure.

Pre-master is so clearly a "crippled" application it is embarassing. Write DDP but not open DDP?

So how can an operator truly verify a DDP file?

It would have been better to have just two applications: Studio at \$795 and Soundblade at \$1395.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Riccardo](#) on Tue, 23 May 2006 21:54:11 GMT

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jfrigo wrote on Tue, 23 May 2006 07:03Quote: Well, not really it seems. I think they

should have said "announced" or "1.0 Preview."

While the new web pages do provide more info, as of today they are saying "This Summer" when asked about the release.

I heard they gave a firm 6 weeks release date at the Paris AES.
This is second hand info though...

That's what Jayson said on Sat morning when I asked him.

I liked Blade and the hardware (303,304,305) .

Hope they extend the AES pricing.

Looks like the new hardware should be start shipping soon, maybe mid-summer. Useful if you wish , can playback from Blade and record on MIO Console with SRC on input if needed. Support for VST and AU plugs is also cool.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Bob Boyd](#) on Tue, 23 May 2006 23:14:01 GMT

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Nigel Jopson wrote on Tue, 23 May 2006 16:33: I saw Soundblade at Paris AES.

It's a good ap, but I think Sonic are making a mistake with the three-tier pricing structure. Pre-master is so clearly a "crippled" application it is embarassing. Write DDP but not open DDP? So how can an operator truly verify a DDP file?

It would have been better to have just two applications: Studio at \$795 and Soundblade at \$1395. Well, yes and no...

PreMaster CD is clearly targeted to those who primarily deliver CD-R masters but need to deliver the occasional DDP. Plus DDP is their thing so all of the apps support creating them.

After spending many days with the PreMaster CD and SonicStudio's DDP demos, I ended

up purchasing PreMaster CD for my second Mac last week knowing I could upgrade to one of the other apps later. It didn't take long to see that the editing and fade options are clearly more flexible than Peak 5 Pro (which I will still need because of PreMaster CD's inability to support VST and record. I currently use Inspector XL for metering.)

While keeping an eye toward SoundBlade as a future possibility, I currently keep both apps open. I record and meter through Peak 5 Pro and jump into PreMaster CD for final assembly.

It's an interesting situation right now... Peak 5 Pro has features I'll never use and it seems Sonic, while building on a great toolset, could still implement some things that would help it move faster. Being new to the app, I will refrain from commenting on that now.

The smartest thing Sonic did was offer PreMaster CD for \$495. That allows more customers to get on board and allows Sonic to be more competitive. Building the customer base should be of primary importance.

PreMaster CD should stay at \$495 and even if they leave SoundBlade at \$1495, the next step should be to drop SonicStudio•DDP from \$1295 to \$995.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [bblackwood](#) on Tue, 23 May 2006 23:25:03 GMT
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Bob Boyd wrote on Tue, 23 May 2006 18:14Plus DDP is their thing so all of the apps support creating them.

What do you mean by 'their thing'?

I hope it does well, and while I don't see myself ever leaving Sequoia, I'm pulling for the Sonic guys. That being said, I'm not holding my breath on that 'firm six weeks'...

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TotalSonic](#) on Tue, 23 May 2006 23:31:51 GMT
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bblackwood wrote on Wed, 24 May 2006 00:25Bob Boyd wrote on Tue, 23 May 2006

18:14Plus DDP is their thing so all of the apps support creating them.
What do you mean by 'their thing'?

Exactly - DDP is DCA's "thing" - <http://www.dcainc.com> - not Sonic's.
There's authoring support for it also in SADIE, Sequoia, Wavelab (with the Cube-Tec add on), and Gear.

Best regards,
Steve Berson

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Bob Boyd](#) on Tue, 23 May 2006 23:35:31 GMT
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TotalSonic wrote on Tue, 23 May 2006 18:31bbblackwood wrote on Wed, 24 May 2006 00:25Bob Boyd wrote on Tue, 23 May 2006 18:14Plus DDP is their thing so all of the apps support creating them.
What do you mean by 'their thing'?

Exactly - DDP is DCA's "thing" - <http://www.dcainc.com> - not Sonic's.
my bad.

Oh, and Al Gore created the internet (or was that Sonic?).

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Barry Hufker](#) on Wed, 24 May 2006 05:21:20 GMT
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It must have been Gore as we actually have the internet.

Barry

Subject: Re: Anybody know what happened to Soundblade?

Posted by [jfrigo](#) on Wed, 24 May 2006 06:01:36 GMT

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Bob Boyd wrote on Tue, 23 May 2006 16:14: PreMaster CD should stay at \$495 and even if they leave SoundBlade at \$1495, the next step should be to drop SonicStudio?DDP from \$1295 to \$995.

Agreed. To my no-market-research eye, those seem like the magic numbers that would allow them to really move some numbers and establish some base.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [jfrigo](#) on Wed, 24 May 2006 06:05:25 GMT

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bblackwood wrote on Tue, 23 May 2006 16:25: Bob Boyd wrote on Tue, 23 May 2006 18:14: Plus DDP is their thing so all of the apps support creating them.

What do you mean by 'their thing'?

I think it's "their thing" kinda like LOUD is Vlado's "thing." He didn't invent it, but he sure seems dedicated to it!

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Roland Storch](#) on Wed, 24 May 2006 12:25:49 GMT

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Riccardo wrote on Tue, 23 May 2006 22:54:

I liked Blade and the hardware (303,304,305) .

Hope they extend the AES pricing.

Looks like the new hardware should be start shipping soon, maybe mid-summer. Useful if you wish , can playback from Blade and record on MIO Console with SRC on input if needed. Support for VST and AU plugs is also cool.

Are there any informations about the hardware 303, 304, 305?
Did not find them on the Sonic homepage.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Ben F](#) on Thu, 25 May 2006 01:56:14 GMT
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The hardware is Metric Halo interfaces, which are excellent. I'm glad they are not tying the user into these interfaces now, that was a good decision. They have really dragged the chain with Sound Blade...most users have gone for another application by now.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Samc](#) on Thu, 25 May 2006 22:04:35 GMT
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Spent a lot of time at the sonic booth at the Paris AES and ended up ordering the Soundblade with the 302 interface, and yes, I too was given a firm six weeks or less delivery date. Don't know about the software on the PC side, but I'm convinced that there's nothing on the Mac side that comes even close.

I'm also very interested in the multi-track version of this DAW which is slated for release in six months. The power (when used with the DSP boxes), features and ease of use will make this a serious DAW.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [nielsb](#) on Tue, 30 May 2006 11:31:12 GMT
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Hi,

One of the things the pre-release info from Sonic tells is how superior the DAW sounds.

Is it possible that creating a cd and ddp with Soundblade would sound better then created with Wavelab or others (using no plug-ins)?

I use Protools for recording, mixing and mastering. I only need a seperate mastering DAW because I use an external format-converter (Dcs). So I need to be able to record the converted audio, write PQ codes and create a CD and DDP file.

Cheers, Niels

Subject: Re: Anybody know what happened to Soundblade?

Posted by [jdg](#) on Tue, 30 May 2006 16:22:23 GMT

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Ben F wrote on Wed, 24 May 2006 18:58:56The hardware is Metric Halo interfaces,

i was told that they are modified MH units by a sales rep.. i have no idea what the mods are.. .. maybe the new logos on the units are the "modifications" :p

Subject: Re: Anybody know what happened to Soundblade?

Posted by [rnicklaus](#) on Tue, 30 May 2006 20:01:37 GMT

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I downloaded the demo of premaster CD. Annoying random sound cut out in demo mode -

Seems cool enough but not the solution I was hoping for re editing. (or I don't "get it" yet)

Maybe soundblade will have the features.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Riccardo](#) on Tue, 30 May 2006 20:40:25 GMT

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Roland Storch wrote on Wed, 24 May 2006 13:58:25Riccardo wrote on Tue, 23 May 2006

22:54

I liked Blade and the hardware (303,304,305) .

Hope they extend the AES pricing.

Looks like the new hardware should be start shipping soon, maybe mid-summer. Useful if you wish , can playback from Blade and record on MIO Console with SRC on input if needed. Support for VST and AU plugs is also cool.

Are there any informations about the hardware 303, 304, 305?

Did not find them on the Sonic homepage.

Ok, briefly to sum it up:

303 8 AES/EBU

304 8 AES/EBU + 8 line ins, 8 outs, 8 sends, monitor out

305 8 AES/EBU + 8 line ins, 8 outs, 8 sends, monitor out, 8 Mic preamps with phantom power (optional Jansen Transformer)

All are 192kHz capable and use on board DSP.. I have seen a 304 and looks nice and sober.

Some connections are on XLR3 to save space i guess.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Sonovo](#) on Tue, 13 Jun 2006 09:45:05 GMT

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Going waaaay out on a limb here,

I hear a definat difference in sound between Nuendo v3 and SS*DDP.

No, I haven't done a null test, nor have I done any 'scientific' checks. (too busy working ;))

At my facility, Nuendo is simply a transport to the outboard and records the result. No faders are moved, no processing happens at all in the DAW. Using decent converters (Crane Song & Benchmark). Loading the same files into DDP results in a change in sound (for the better - clearer, less veiled, perhaps better transient response, more defined and detailed).

I also checked out soundBlade at the Paris AES (hi guys!), and it looked great. The hardware too looked nice. Couldn't really judge anything sonically on the showfloor, but if it's like DDP (which I expect to be the case, using the same audio engine) it will sound great.

Cheers,
Thor

--

Sonovo mastering
Stavanger, Norway

:d

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Roland Storch](#) on Sun, 25 Jun 2006 22:05:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thor,

this sounds like there may be more jitter on Nuendo when playing out the files. Did you compare the sound with the Benchmark? The DAC is almost jitter immune.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Sonovo](#) on Tue, 04 Jul 2006 23:17:54 GMT
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Hi Roland,

yes, I was monitoring via the DAC1.

I'll have a Lavry Blue, Mytek 8x192 and Sonic 302 in the studio tomorrow for an evaluation. One of the things I'll be looking into is if the same differences exist using different converters.

Cheers,
Thor

--

Sonovo mastering
Stavanger, Norway

Roland Storch wrote on Sun, 25 June 2006 19:05:05Thor,

this sounds like there may be more jitter on Nuendo when playing out the files. Did you compare the sound with the Benchmark? The DAC is almost jitter immune.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Dave Davis](#) on Thu, 06 Jul 2006 20:32:13 GMT

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I have a suspicion you're gonna really dig the 302, even in the company of Lavry and Mytek. It's a pretty sweet little box, that sounds great. Check out the Console, and grin ? it's features are migrating to SS LLC's applications. The mix bus in Console sounds better than most non-Sonic DAWs (its 80 bit)! I prefer the ULN2 to the 8X96 or my old stereo Mytek. The newer hardware from Sonic performs even better, at least on paper. The Buchalters (MH Labs) have a reputation for meeting specs, and beating expectations without compromise, so if you like the 302 you might love the newly announced stuff (I expect it to be in the same category as Lavry Blue et al).

Lavry's a special case: they roll their own chips and control EVERYTHING in the box from a design perspective. Mytek, MH, and Benchmark use off-the-shelf parts in their designs, so they're more closely tied to the state of the art, and reliant on the individual designer's skill to deliver the sound to the jacks untainted. Michal at Mytek and BJ at MH have proven themselves masters of that domain, and both routinely deliver products that perform better than competitors built around the same parts.

-d-

Subject: Re: Anybody know what happened to Soundblade?

Posted by [TotalSonic](#) on Thu, 06 Jul 2006 22:23:27 GMT

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

Thor Legvold wrote on Wed, 05 July 2006 00:58:17Hi Roland,

yes, I was monitoring via the DAC1.

I'll have a Lavry Blue, Mytek 8x192 and Sonic 302 in the studio tomorrow for an evaluation. One of the things I'll be looking into is if the same differences exist using different converters.

Thor -

I think your comparison evaluations will have a lot more validity if you use a repeatable analog source, such as 1/4" 2-track, to compare various ADC/DAC loops to the original analog tape playing directly to your monitor controller - to see which one is closest to the source - instead of just seeing whether a particular DAC colors a specific digital program in the most subjectively pleasing way.

Best regards,
Steve Berson

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Dave Davis](#) on Thu, 06 Jul 2006 23:36:52 GMT
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If the goal is consistency, why analog? You might prefer it etc, but at the end of the day, a bad-old CD will sound identical play after play after play. Coloration of the source will be no more or less apparent with a digital source, however an analog source will change to some degree with each and every playback... try nulling two passes of the same track, for instance. Wow, flutter, cleanliness and magentization of heads, oxide shed are all very real and measurable. You can control these things and minimize differences, but at the end of the day it's inherently less repeatable, less cuable, and less consistent than a directly connected digital source feeding the analog ins of the converters.

What am I missing, Steve?

-d-

Dave Davis
Media Designer

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Adam Dempsey](#) on Fri, 07 Jul 2006 00:26:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

TotalSonic wrote on Fri, 07 July 2006 08:58:23

I think your comparison evaluations will have a lot more validity if you use a repeatable analog source, such as 1/4" 2-track, to compare various ADC/DAC loops to the original analog tape playing directly to your monitor controller - to see which one is closest to the source - instead of just seeing whether a particular DAC colors a specific digital program in the most subjectively pleasing way.

Best regards,
Steve Berson

My thoughts, exactly, although the source needn't be only analogue, as per Dave's comments.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TotalSonic](#) on Fri, 07 Jul 2006 01:04:01 GMT
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Dave Davis wrote on Fri, 07 July 2006 00:58:36 If the goal is consistency, why analog? You might prefer it etc, but at the end of the day, a bad-old CD will sound identical play after play after play. Coloration of the source will be no more or less apparent with a digital source, however an analog source will change to some degree with each and every playback... try nulling two passes of the same track, for instance. Wow, flutter, cleanliness and magnetization of heads, oxide shed are all very real and measurable. You can control these things and minimize differences, but at the end of the day it's inherently less repeatable, less cuable, and less consistent than a directly connected digital source feeding the analog ins of the converters.

Agreed - although with consistent cleanings, a degaussed path at the start of the testing, a good repro deck, and a newer tape in great shape this is certainly minimized enough to my ear that a

test could be conducted as I described. You could also use a well mastered vinyl record with a nice turntable / cartridgedget / styli / pre as source if you felt tape was somehow as limited as you state.

Quote:

What am I missing, Steve?

What you're missing in comparison using only a digital source is the ability to take an initial DAC completely out of the equation.

I believe that

Analog source -> monitor chain

vs.

Analog source -> ADC -> DAC -> monitor chain

could possibly tell you things that:

Digital source -> DAC -> monitor chain

vs.

Digital source -> second DAC -> monitor chain

OR

Digital source -> DAC -> ADC -> DAC -> monitor chain

vs.

Digital source -> DAC -> 2nd ADC -> 2nd DAC -> monitor chain

...won't tell you.

Obviously in mastering one of the primary uses of the converters will be to capture and monitor an analog source - whether in tape transfers or back from our analog process chain. Personally I want my "colors" to come from deliberate processor choices and not from my converters - i.e. if I like the way the analog source sounds I'd like the option of capturing it back as closely as I can. So to me finding an ADC/DAC that sounds as close to the analog source as possible is more of a goal than finding something that colors the sound in a more preferable way - which is fact a moving target based on the sound of the source.

In a way - with only using a digital source you can never know the "direct" sound of that source as it is subject to the colorations of the first DAC. i.e. if the initial reproducing DAC is more of a

brightish harsh brittle one then whatever ADC/DAC loop is the most smoothing one might seem like the preferable choice - whereas you could reverse this with an initial muddier DAC and whatever ADC/DAC loop was "sharper" might seem like the best choice. Where as with an analog source you most likely would be able to hear directly what the ADC / DAC loop does against the original source.

Then again - writing this post I can reflect that you are saying that one could listen to:

Digital source -> DAC -> monitor chain and then compare this to

Digital -> DAC -> ADC -> 2nd DAC -> monitor chain

to judge the colorations of the loop just as easily -

but I still think spending some time doing comparisons using an analog source is a test worthy of good merit as by taking another piece of gear out of the equation I think differences of the loop itself could be made more obvious.

Best regards
Steve Berson

Subject: Re: Anybody know what happened to Soundblade?

Posted by [bblackwood](#) on Fri, 07 Jul 2006 01:09:05 GMT

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Which source (and path) is more likely to be seen nowadays?

Subject: Re: Anybody know what happened to Soundblade?

Posted by [TotalSonic](#) on Fri, 07 Jul 2006 01:36:06 GMT

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bblackwood wrote on Fri, 07 July 2006 02:58:09 Which source (and path) is more likely to be seen nowadays?

Well - in my case I'd have to say that I'm provided with digital sources about 98% of the time these days - although I'm happy to have just done a bunch of tape transfers of from 1/4" 2-track and 1/2" 4-track of some amazing (although most often poorly recorded!) soul stuff from 1969 - 1971.

As far as path - my typical one in working day would be comparing:

digital source -> DAC -> monitor chain

with

digital source -> DAC -> analog process chain -> ADC -> DAW -> digital process chain -> 2nd DAC -> monitor chain

Regardless I'm still not convinced that doing comparisons of an analog source vs. the same through the ADC/DAC loop is not a very valid way to proceed.

Best regards,
Steve Berson

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Dave Davis](#) on Fri, 07 Jul 2006 13:52:15 GMT

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A vinyl record is subject to many of the same problems as tape, plus a few new ones. Again, not consistent. I'm not sold at all. The converted source IS an analog signal. When you're talking about a commercial release, it's the ONLY source we have to consider. When you play it, and compare the output of the source DAC to an ADC->DAC capture trip, it will sound the same or different (by varying degrees). The closer to the source DAC, the better. I wouldn't worry much about that DAC either... a contemporary DVD-A or SACD multiplayer would be more than fine source, and entirely repeatable. You cannot know or consider it's coloration, since you cannot access it's internal DACs directly. All you know is what comes out, and it matches or not.

I would see some benefit in using an SACD or DVD-A, as opposed to an old fashioned CD (I was intentionally using the worst-case digital scenario in my previous post). There are plenty of people who worry about ultrasonics, and it's certainly worth knowing how an ADC will respond when faced with pathological signals (for instance the HF out-band noise levels of SACD, or any preserved HF detail in DVD-A). There are programs out there recorded with all that intact, so it's not a difficult challenge to find an appropriate source. It's something worth worrying about. But as a reference to test across repeated listenings, anything analog would be my last choice.

-d-

Subject: Re: Anybody know what happened to Soundblade?
Posted by [bblackwood](#) on Fri, 07 Jul 2006 14:09:48 GMT
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Regardless of the source, if you are listening to both the master and the ADC/DAC loop in real time it won't matter...

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Dave Davis](#) on Fri, 07 Jul 2006 14:28:14 GMT
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Yup. That's what I'm sayin' Brad. It doesn't matter as long as they can be compared in real time, and preferably blind, side by side.

-d-

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TotalSonic](#) on Fri, 07 Jul 2006 17:56:57 GMT
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Dave Davis wrote on Fri, 07 July 2006 15:28:28Yup. That's what I'm sayin' Brad. It doesn't matter as long as they can be compared in real time, and preferably blind, side by side.

-d-

OK - that's fine. I still don't buy that an analog source is as limited as you imply if you're dealing with an excellent repro system - in fact my original Columbia pressing of Kind of Blue, in terms of perceived "depth", still kicks the ass of nearly any digital source I can think of.

However - as long as these ADC/DAC shootouts consist of:

Digital source -> 1st DAC -> monitor chain

vs.

Digital source -> same 1st DAC -> ADC -> 2nd DAC -> monitor chain

vs.

Digital source -> same 1st DAC -> 2nd ADC -> 3rd DAC -> monitor chain

then I do in fact agree with you that the evaluations will indeed be valid, and that proceeding with a digital source might be the easiest way to have a completely repeatable and easily cueable reference.

HOWEVER - if you take away the first direct reference (of the source not through the ADC/DAC loop) in the tests - OR do not use the same initial reproducing DAC for all paths in the comparisons - which I think often happens in some end user's shoot outs - then to me the tests are about subjective preferences of colorations which would only indicate what is "best" for a specific track - and not about how close to the original source the ADC/DAC loop really is.

Best regards,
Steve Berson

Subject: Re: Anybody know what happened to Soundblade?
Posted by [JohannesG](#) on Sat, 29 Jul 2006 09:28:33 GMT
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So, to get back on topic, has anyone actually seen soundblade released? Anyone got his copy, tried it, can tell us a little more? Does it actually exist, or has SonicStudio just made a few fancy but fake screen shots? Boy, it seems that 6 weeks from them means 6 years.

Where is the promised demo?

Will Apple have moved to AMD processors before soundblade comes out?

Is SonicStudio actually a company making money, or are they just a webpage?

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Barry Hufker](#) on Sat, 29 Jul 2006 14:13:05 GMT
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I emailed them the other day. They said they were backordered but are shipping. They promised a demo on the site "soon."

I am waiting for the demo before I send money.

Barry

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Dave Davis](#) on Fri, 11 Aug 2006 16:51:08 GMT

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JohannesG wrote on Sat, 29 July 2006 10:58:28 So, to get back on topic, has anyone actually seen soundblade released? Anyone got his copy, tried it, can tell us a little more? Does it actually exist, or has SonicStudio just made a few fancy but fake screen shots? Boy, it seems that 6 weeks from them means 6 years.

Well, at the old Sonic Solutions I'd have agreed with you, but NOT with SS LLC. I can confirm that:

- 1) soundBlade was released in the last week and runs fine on my G4 dualie.
- 2) The screen shots you've seen are very real. The application works as promised, doing things no other mastering DAW on the mac (or maybe anywhere?) can do.
- 3) they have indeed produced a functional version when they promised it to me, within a few days (maybe they promised you something different?)...

Anyone whose been around software development for very long knows that timetables are rarely met, but these guys do seem to take them seriously and generally get it done within a reasonable time frame.

One thing I'll note for the record: soundBlade 1.0 beats the pants off of SSHD 1.9 (the old flagship) for mastering. Every SonicSolutions (the old, pre-SS LLC company that makes PC DVD software now) product I bought was late by many months, and when it finally showed up, wasn't ready for production work for some time after that.

By comparison all of SS LLC's products seem to appear basically on time, and functionally working. This is not your father's (or Tom Bethel's!) Sonic. With the appearance of sB, it's time to bury that garbage for good. Those days are over, and these guys don't deserve to get crap for things done 15 years ago by an entirely different company, run by different people. Good riddance. Hopefully people will judge thier products for their own merits, and stop spewing venom

about the bad old days or experiences that are entirely irrelevant to this product and company.

Quote:Where is the promised demo?

Can't tell you that, chief... I imagine it's related to c/p issues, as the shipping version is iLoked and keyed (which will probably cause issues in demos that are non-existent in licensed copies). It can't be far off though.

And by the way, I see nothing wrong with a company taking care of paying customers before handing out demos to noobs. A demo version is an entirely different application, with it's own builds and issues, all of which take time away from dealing with FUNCTIONAL issues of paying customers. As with any new product there are always issues and bugs, and those require a user base, time and testing to shake out. Releasing a bad demo, or one that causes people headaches doesn't sell products.

So I'd personally urge them to take their time with demos as so many people are so quick to slam them, even when they get things right. I don't understand why folks hold them to a different standard than much bigger companies, like, say, Microsoft (where's Vista?) or Digi (kings of churn and crippling).

For instance:

Quote:Will Apple have moved to AMD processors before soundblade comes out?

Is SonicStudio actually a company making money, or are they just a webpage?

This is really undeserved sarcasm... clearly SS LLC is shipping products, and has been for some time, so there's not even a hint of truth to the last part. And the first part is proven wrong by the copy of soundBlade running on my dualie as I type. I appreciate your frustration, but look at the track record of THIS company and THIS programming and management team.

For quite awhile now SS LLC has spoken with actions, not words and hype. They've let their apps do the talking for them, and have bitten their tongues rather than making promises they couldn't deliver on. It's a rational, agile development process. Such processes pick up speed as the nuts and bolts are standardized and do not require reinvention. soundBlade has a number of very unique features and issues that PMCD and DDP don't, so it takes a minute to sort it out. Note that they're as quiet today about their multichannel stuff as they were last year about soundBlade... they don't speak marketing nearly as well as mastering. The products speak for them.

I waited to post this reply until I'd actually cut a record with the application, which is the real proof of the pudding. I'm not a big name guy, just a small fish in a backwater town whose happened to use "classic" and "HD" versions of SonicStudio in the past. My main axe at my new job is ProTools (Mix and HD) for sound and new media design, but sB will let me get back to mastering with the ease and fluidity I've come to expect, and a new feature set that's redefining how I work. It's still too new here to comment more deeply on, but so far so good. It's a giant step forward conceptually, not just for SonicStudio, but ME's in general and mac-based ME's in particular. Better yet: I can finally put WBP and Jam to bed for good!

-d-

Dave Davis
Media Designer
Sound Images

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Jerry Tubb](#) on Fri, 11 Aug 2006 17:09:59 GMT
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Dave Davis wrote on Fri, 11 August 2006 11:58:51<snip> soundBlade was released in the last week and runs fine on my G4 dualie.

Huh? maybe I was asleep... or in a session... tell us more

Quote:Better yet: I can finally put WBP and Jam to bed for good!

Very Interesting Hmmm.

JT

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TurtleTone](#) on Fri, 11 Aug 2006 17:12:20 GMT
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Dave,

thanks for the update on SB. since you are probably the only one I know using it, can you talk a little bit about the work flow of it? In particular the interface you are using. Are there hardware inserts as well as plugins?

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Dave Davis](#) on Fri, 11 Aug 2006 17:41:27 GMT

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I'm using it with an MIO 2882+DSP, which is a cousin of Sonic's 302. I've also run it on Built-In audio with no interface attached. Works fine in either configuration.

As with older SS versions, external processors are accessible via "Zinman loops", essentially roundtripping out of sB, through your external stuff, and back into sB's inputs. You can capture this way very easily ? in fact the old favorite "capture in place" feature is back. You can probably cut with an external loop (haven't tried this), but since the latency of the external loop can change, and external hardware lacks automation and recall, my workflow favors capturing external processes and cutting later.

The internal plug architecture is interesting and unique, but clearly still evolving. There are three separate "racks" for plugs. You can drop AU and VST plugs onto audio segments, where they can be automated with snapshots, and the transitions are faded-in (PT and most other daw snapshots are on/off, making boundaries problematic). The second insert is in the Desk (the ubiquitous cartoon mixing board), and I'm not sure whether those inserts are automated or not, as I don't use the Desk much in my work. Finally the master bus has 5 static slots for stuff like program limiting, overall eq and gain tweaks, and third party dithers. I tend to use sB's POW-r for process dithering (stuff applied at the desk and gain stages), with various other flavors in the final stage for 16 bit chopping.

sB's interface and editing are basically the same as DDP. It's connection to the interface, and your choice thereof, is the key to external processing. In MIOs and SS LLC's 302 it's pretty extensive and fluid. With built in, obviously, not so much. It comes down more to the feature set of the interface than sB, since sB can loop/capture whatever you route to it's inputs, including it's own output.

Guaging by the Audio I/O window, I suspect more flexibility will appear sooner or later, including integrated inserts, at least for Sonic's own interfaces. Presently there's solid, extensive input

routing, but a minimal view of the output side, so it appears to be a work in progress. It might be very hard for them to support that in 3rd party hardware however, as a desk-strip style thing, but they are definitely adept at such things so who knows?

Honestly, you can get in/out well enough now that a good interface can handle that stuff without much fuss. I do a fair amount of parallel compression in hardware, and can route the mixed returns into L2, then back into sB entirely in the interface's routing. Once set up it stays, and I hang stuff permanently off various MIO i/o ports for easier access than even a patchbay. So even now this isn't a big deal. I wouldn't gripe much if slicker inserts appeared, and only supported their hardware, as long as I can still work this way.

-d-

Dave Davis
Media Designer
Sound Images

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TurtleTone](#) on Fri, 11 Aug 2006 17:59:38 GMT
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Dave,
thanks, that's what I wanted to hear. I think I'm going to take the plunge.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Dave Davis](#) on Fri, 11 Aug 2006 18:09:00 GMT
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One unique thing about SS LLC is that they play their cards pretty close to the vest, so it's impossible to know details until they have something working. They tend NOT to make grandiose announcements and promises, as their forebears and competitors do. So, as always, it's good to try it out and bang on the actual product. It will be better for folks once the demo appears.

In the meantime if you're an old SSHD user, there's little to nothing sB can't do that SSHD could... well, actually Sonic's EQ isn't in it yet, but it's a blast using my AU and VST stuff, so I barely

noticed (for what its worth Channelstrip's eq is quite similar, and much easier on the dsp than sshd's, so I use it where I used to use SonicQ). I don't have it, but I hear declick et al are working too. I've not even touched the background manager, but it will be fun to shoot it out vs. Spark and Barbabatch's batch SRC inmy copiuous free time.

-d-

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Bob Weston](#) on Fri, 11 Aug 2006 18:53:34 GMT
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Did sB come with a hard copy manual? Or a .pdf manual?

Bob

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Dave Davis](#) on Fri, 11 Aug 2006 19:01:37 GMT
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I imagine a boxed version will have print when it arrives. I was eager to get started, so I haven't even looked at the pdfs I got with it. If you've used their other apps, it's pretty much the same deal. I haven't felt a need to look much up yet!

-d-

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Bob Boyd](#) on Fri, 11 Aug 2006 19:36:32 GMT
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I upgraded to sB a week ago as well. Except for an issue that we discovered running sB on a Dual 2.5 G5 (which has already been resolved) I have been very happy with the app. The flexibility is going to be a nice additional to my workflow.

I know there's some baggage regarding Sonic's past. I didn't experience any of that but let me

just put in a good word for these guys. When I discovered the issue I was having, they worked with me every day on the phone until we resolved it. One of the employees lives near Houston and even came by and spent a couple of hours with me showing me around the app.

I agree with Dave. Even with a 1.0 release, I am excited to have this in my workflow.

I am using an MH Labs ULN-2 sans DSP which I will be able to upgrade to a full 302 in the future should I choose to do so.

Dave Davis wrote on Fri, 11 August 2006 12:41: I tend to use sB's POW-r for process dithering (stuff applied at the desk and gain stages), with various other flavors in the final stage for 16 bit chopping.

At the moment, all Sonic apps offers the same dither which is their own, not pow-r. With sB, you can turn off the internal dither and use whatever flavor you like with a VST plug in the master output.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TurtleTone](#) on Fri, 11 Aug 2006 19:49:33 GMT
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Did you guys buy it from a local dealer or directly from SS?

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Bob Weston](#) on Fri, 11 Aug 2006 19:54:09 GMT
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Will "home" and "end" zoom me in to the in and out edit points like in the olden days?

Bob

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Dave Davis](#) on Fri, 11 Aug 2006 19:57:13 GMT

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I'm pretty sure it's POW-r, Bob, but I might be mistaken... that's new since SSHD, and it's only one of the 3 flavors, but it's fine.

I run it at 24 bits when the last plug in a chain has no dither, and leave it on, even though my final dither to 16 is something else. There's no ill-effect since the internal dither is operating below my selected dither (ie not changing anything above bit 20).

A fun sB trick:

By the way, a fun sB trick:

- 1) insert a segment to sB timeline
- 2) option-drag to make a copy and plop it down stream.
- 3) open text view, and line up the segments manually to start at the same point (or use the "move" command/gadget).
- 4) invert polarity on one segment and hit play...

...the joyous sound of absolutely NOTHING! Perfect null. In the same timeline!

Within and across both timelines, sBs output nulls cleanly. Sweet.

-d-

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TotalSonic](#) on Fri, 11 Aug 2006 20:36:42 GMT
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Dave Davis wrote on Fri, 11 August 2006 20:58:57 I'm pretty sure it's POW-r, Bob, but I might be mistaken... that's new since SSHD, and it's only one of the 3 flavors, but it's fine.

I run it at 24 bits when the last plug in a chain has no dither, and leave it on, even though my final dither to 16 is something else. There's no ill-effect since the internal dither is operating below my selected dither (ie not changing anything above bit 20).

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- 4) invert polarity on one segment and hit play...

...the joyous sound of absolutely NOTHING! Perfect null. In the same timeline!

Within and across both timelines, sBs output nulls cleanly. Sweet.

-d-

or in SAWStudio:

Control-left-right-click, drag and release.

Click phase reverse button on 2nd track.

Seems like it should be simpler.

Best regards,

Steve Berson

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Bob Boyd](#) on Fri, 11 Aug 2006 21:09:10 GMT

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You can do it across 4 tracks of course. Dave is referring to laying a duplicate of a segment on top of another in the same track and flipping one.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [TotalSonic](#) on Fri, 11 Aug 2006 22:19:51 GMT

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Bob Boyd wrote on Fri, 11 August 2006 22:09:09 You can do it across 4 tracks of course. Dave is referring to laying a duplicate of a segment on top of another in the same track and flipping one.

How many simultaneous tracks does SoundBlade have?

Best regards,
Steve Berson

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Dave Davis](#) on Fri, 11 Aug 2006 23:23:28 GMT
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4 tracks can be ganged, but each can have 2 sound clips on top of one another as I mentioned.

It is indeed pretty easy. The key combo you mentioned would work fine in sB too, or even easier really... if your sound's in the source panels ("tracks") and the in point or cursor is in the destination panel, it's a single key stroke to copy, another to invert the phase. Or I suppose you could copy/clone in text view. Or... you know what I mean... The slick part for me isn't that it nulls or it can edit, but that you can null the same file in the same panels... not sure what else does that move, but I LOVE this feature for beat matching. Nothing like it on the mac at least.

-d-

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TotalSonic](#) on Sat, 12 Aug 2006 19:06:19 GMT
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Dave Davis wrote on Sat, 12 August 2006 00:23:23; 234 tracks can be ganged, but each can have 2 sound clips on top of one another as I mentioned.

It is indeed pretty easy. The key combo you mentioned would work fine in sB too, or even easier really... if your sound's in the source panels ("tracks") and the in point or cursor is in the destination panel, it's a single key stroke to copy, another to invert the phase. Or I suppose you could copy/clone in text view. Or... you know what I mean... The slick part for me isn't that it nulls or it can edit, but that you can null the same file in the same panels... not sure what else does that move, but I LOVE this feature for beat matching. Nothing like it on the mac at least.

-d-

I'm wondering whether there is any technical limitation to them adding more tracks in an update? Personally I like having the ability to have a "scratch pad" with lots of additional virtual tracks even if they aren't actually strictly necessary for mastering work - and seems even for doing things like a/b'ing a couple different approaches for a 5.1 surround project in the DAW then having more than 4 tracks at once would be a nice option, and one of the areas where apps like Sequoia seem to have more flexibility.

Best regards,
Steve Berson

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TurtleTone](#) on Sat, 12 Aug 2006 21:06:15 GMT
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Yes, that's supposed to be their next release. I saw a semi working copy but it wasn't ready. they are also getting the hardware ready too.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Bob Weston](#) on Sat, 12 Aug 2006 21:41:53 GMT
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Yeah, the multi-track application will be called StudioX, I hear.

bob

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Barry Hufker](#) on Sat, 12 Aug 2006 22:27:13 GMT
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"StudioX"! That sounds like something designed to wipe our your studio...

Barry

Subject: Re: Anybody know what happened to Soundblade?

Posted by [jfrigo](#) on Sun, 13 Aug 2006 05:13:53 GMT

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Bob Weston wrote on Sat, 12 August 2006 14:41:41 Yeah, the multi-track application will be called StudioX, I hear.

bob

Soundblade is the mid level app. PMCD & DDP are the little guys, Soundblade takes up the middle ground but still has some limitations (track count and lack of multiple independent edls within the same project being some), and StudioX (just a working name I think) will be the one designed for surround, multitrack, and the rest of the bag of tricks. It will also, as would be expected, cost more. Soundblade looks good, but it won't solve all problems for all people, and since it's only a 1.0 release, I would expect several refinements and additions during the first year. Also, I'm told there will be an upgrade path from blade to X for those who want to get started now, but know they'll ultimately need more. I'm considering that route.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [JohannesG](#) on Sun, 13 Aug 2006 09:31:54 GMT

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Demo is out, I am downloading it right now.

Sorry I was getting sarcastic, but it did seem a long wait, after all it was originally announced for last year...

Now I have to save the money up. Hopefully my CD sales will shoot up next month with new distribution. Boy have I waited desperately for source/destination editing, let's hope sb holds it's promises.

(In case someone is interested, have a look at www.musikmanufaktur.com, CDs are now also available through the normal shops, although I am not sure whether they have arrived in the US yet. But www.jpc.de is one address, and slightly cheaper it seems at amazon germany.)

Johannes

Subject: Re: Anybody know what happened to Soundblade?
Posted by [JohannesG](#) on Sun, 13 Aug 2006 11:10:21 GMT
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Now, I do need some hint as to how to set up a project. I want to get the most efficient way to edit classical recordings recorded in multiple takes. Unfortunately the source area cannot be used to organize the takes in the fashion I was hoping for. Now if I have

3 takes of the complete movement

2 takes of measure 1-7

5 takes of measure 15-18

just to give an example, how do I organize this in soundblade? As a continuous timeline? Seems like a lot of effort to find measure 16 in take 9.

How do others do it?

(Sorry if I sound silly, I have never actually used a source/destination editor...)

And yes, I have looked at the manual, which I must say doesn't help me much with this.

I already love the EditFadeMode.

Johannes

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Dave Davis](#) on Sun, 13 Aug 2006 13:22:07 GMT
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Typically in "old" SSHD one would organize those takes in multiple EDLs... in other words you can open more than one source panel in that application, which allowed you to line up, or even sync, multiple takes of the same thing vertically, like alternate takes in PT that you can see.

sB's limitations (just 2 panels/edls) force some different routes. At the top level, sB is quite fluid in drag/drop, and an "unsupported feature" is a degree of iTunes compatability. So you can organize takes and playback in iTunes and drag/drop as needed. Similarly you can do this with the Finder in column view, which lets you play files from finder windows. But this isn't what you're

asking for (bear with me, we're taking a tour!).

sB's EDLs can operate independently, so while the view is "linked" playback isn't necessarily. Unless you've clicked the "play all" button they operate independently. As a result your source EDL works as a "bin" for files. Navigating that bin fluidly is your real issue. There are a number of ways to do this:

METHOD 1: SRPs are user-definable/navigable marks, which not only define time, but hold text. Double click one, and you can enter descriptive text like: "Take1 Top" Mark all the in/out points of your various takes with SRPs, and you can now easily find/recall them. Look up by the transport when you're done... now you have a navigable pop-up menu of all SRPs.

METHOD 2: Text view is always available in any EDL from the EDL menu. Select a track and you have much more conventional "bin" for storing clips. Since you like the EFM, you can work out your ins/outs in the source panel, then select them from the text view and use F1/F2 to drop where you want them how you want them. The text view turns the panel into a bin, more or less, and you can use it to navigate a segment list, and edit.

METHOD 3: Kind of a hybrid... you can rename segments in the EDLs without renaming underlying sound files (those can be found in the real world later with the File:"Reveal Sound In Finder" command). From here you can navigate with Text view, using the list in a more fluid mnemonic fashion than in method 2, while quickly editing as in method 1.

These are the most common approaches to this challenge that I'm aware of...

By the way, when doing tight edits, I DON'T use source/destination at all. I line the files up in the top/bottom panels roughly for reference, then I simply drag the file I'm inserting up to the destination timeline, manually. Habit. Once there, I extend the boundaries of BOTH segments until I can visually see the edit point. I drag the right segment (the "in" point) over the left (out point) until the peaks and valleys of both waveforms align. Then I adjust the boundaries manually based on sound. In classical music in particular I find this works well because timing is a variable across takes. It's rare I can insert a segment where in and out points work, so I don't bother trying to make them. I cut on beats, lining them up quickly and easily with the "floating outline" that appears when I drag, and release the file when the waveforms go solid, locking in the position. This is the real power of sB.

-d-

Dave Davis

Subject: Re: Anybody know what happened to Soundblade?
Posted by [JohannesG](#) on Fri, 18 Aug 2006 08:38:57 GMT
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I still don't quite grasp it. However, Soundblade has now crashed the third time in 10 minutes, and I am beginning to think that it isn't ready for prime time yet.

What I don't quite get is this:

- a) How do you easily navigate between takes. How can you easily see which takes you have.
- b) Are there no tools to audibly find edit points? Do I really have to do this by the waveform display only? In Peak I use "Dynamic Scrubbing", which is an incredibly efficient way to find the exact place for a cut. No such tools in SB?
- c) I love the EFM, but it seems it has numerous bugs in it. Perhaps these are related to using the seconds display, I will experiment.

BTW, can someone explain to me what an EDL is?

Subject: Re: Anybody know what happened to Soundblade?
Posted by [present](#) on Fri, 18 Aug 2006 09:44:26 GMT
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JohannesG wrote on Fri, 18 August 2006 10:38:38 BTW, can someone explain to me what an EDL is?

Johannes,

EDL = Edit Decision List. ie the sequencing and all the edits (fades, levels) in a project file. The term EDL was first used in video editing and then crossed over to post production DAWs like Fairlight, AMS Soundfile and DAR.

Regards,
Rogier

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Matt_G](#) on Fri, 18 Aug 2006 14:04:17 GMT
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Dave Davis wrote on Sun, 13 August 2006 23:22: Typically in "old" SSHD one would organize those takes in multiple EDLs... in other words you can open more than one source panel in that application, which allowed you to line up, or even sync, multiple takes of the same thing vertically, like alternate takes in PT that you can see.

sB's limitations (just 2 panels/edls) force some different routes. At the top level, sB is quite fluid in drag/drop, and an "unsupported feature" is a degree of iTunes compatibility. So you can organize takes and playback in iTunes and drag/drop as needed. Similarly you can do this with the Finder in column view, which lets you play files from finder windows. But this isn't what you're asking for (bear with me, we're taking a tour!).

sB's EDLs can operate independently, so while the view is "linked" playback isn't necessarily. Unless you've clicked the "play all" button they operate independently. As a result your source EDL works as a "bin" for files. Navigating that bin fluidly is your real issue. There are a number of ways to do this:

METHOD 1: SRPs are user-definable/navigable marks, which not only define time, but hold text. Double click one, and you can enter descriptive text like: "Take1 Top" Mark all the in/out points of your various takes with SRPs, and you can now easily find/recall them. Look up by the transport when you're done... now you have a navigable pop-up menu of all SRPs.

METHOD 2: Text view is always available in any EDL from the EDL menu. Select a track and you have much more conventional "bin" for storing clips. Since you like the EFM, you can work out your ins/outs in the source panel, then select them from the text view and use F1/F2 to drop where you want them how you want them. The text view turns the panel into a bin, more or less, and you can use it to navigate a segment list, and edit.

METHOD 3: Kind of a hybrid... you can rename segments in the EDLs without renaming underlying sound files (those can be found in the real world later with the File:"Reveal Sound In Finder" command). From here you can navigate with Text view, using the list in a more fluid

mnemonic fashion than in method 2, while quickly editing as in method 1.

These are the most common approaches to this challenge that I'm aware of...

By the way, when doing tight edits, I DON'T use source/destination at all. I line the files up in the top/bottom panels roughly for reference, then I simply drag the file I'm inserting up to the destination timeline, manually. Habit. Once there, I extend the boundaries of BOTH segments until I can visually see the edit point. I drag the right segment (the "in" point) over the left (out point) until the peaks and valleys of both waveforms align. Then I adjust the boundaries manually based on sound. In classical music in particular I find this works well because timing is a variable across takes. It's rare I can insert a segment where in and out points work, so I don't bother trying to make them. I cut on beats, lining them up quickly and easily with the "floating outline" that appears when I drag, and release the file when the waveforms go solid, locking in the position. This is the real power of sB.

What a debacle! doing this job in Pro Tools would take a quarter of the time without all the fiddling about. Pro Tools can have multiple play lists on one or as many tracks as you like, that you can easily line up & edit between at the click of a button. While the floating outline of the waveforms in sB look cool, if that is the only way you can line them up then that is seriously fiddly & a time waster. With PT's you can highlight one region & then using the hand tool you just control click on the second copy to line them up instantly. If you're editing one section to another (source/destination) then simply holding the control key while you drag the region locks it in time so it doesn't slip out of sync. Another way is using the multiple playlists in the arrange page & just cutting & pasting between them seamlessly. Then there is tab to transient which is also fantastic for syncing up multiple takes. You can also use markers to label things & easily navigate between with user defined zoom settings saved within each marker.

The crashing doesn't instill much confidence either, I realise this is a version 1.0 release, but considering how long they've made us wait for sB you would think it would be at least well tested & stable considering the price of the software & it's heritage. Don't get me wrong I think soundBlade has excellent potential & it does sound good & offers a pretty decent feature set, but it does seem a little clunky to me after using the demo considerably. To me it seems like the simplest tasks are overly complicated on this system. I think it will be very good for assembling CD's & DDP's, but I definitely wouldn't feel comfortable using it as my main mastering or editing DAW.

Matt

Subject: Re: Anybody know what happened to Soundblade?

Posted by [JohannesG](#) on Fri, 18 Aug 2006 15:13:35 GMT

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I don't actually disagree, I would just like to add that I find ProTools completely inadequate to do any serious classical editing. No 4-point, no source/destination, no crossfade editor.

I am currently still using Peak 4 (Peak 5 simply doesn't work for this), and so far I cannot see how soundblade would make editing any quicker.

What I really want is this:

ProTools Multitrack display, used for Soundblade's source/destination editing (but with unlinked source and destination) and 4-point model, EFM, PQ editing, everything it has got to offer, along with Peak's easy scrubbing methods.

Editing classical could be so simple if the software engineers would start to listen to me...

Johannes

Subject: Re: Anybody know what happened to Soundblade?

Posted by [TurtleTone](#) on Fri, 18 Aug 2006 15:58:54 GMT

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I've been playing with the demo for a couple of hours and it's crashed about 10 times. I think it's the demo version and that damn audio muting thing. seems to be a little power hungry too. I'll keep playing with it some more.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [reynaud](#) on Fri, 18 Aug 2006 18:16:51 GMT

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When i first downloaded the demo, soundBlade would crash every 5 minutes especially during a simple operation like a Gain adjustment or instantiating a plugin. After trashing all preferences (soundblade prefs and the plugin prefs and the safe plugin pref) it now works just fine. Now i can actually start to evaluate it more thoroughly.

It would be interesting to hear about other little tricks that are undocumented or documented ones that enhance workflow.

thanks,
Reynaud

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Ralf Kleemann](#) on Sat, 19 Aug 2006 12:53:47 GMT
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It never fails to amaze me what some audio companies can get away with... such as an interface from the days of yore, an OS X port that follows the oldest transition specs ever published, a year's shipping delay, and still it crashes left right and center unless you climb into the Jeffrey's Tube and clean out the debris.

Sorry if this sounds cross, but I tried the demo and I'm seriously underwhelmed. I really wish Sonic the best of luck with this application, especially regarding the SRP.

Best regards,
Ralf

Subject: Re: Anybody know what happened to Soundblade?
Posted by [JohannesG](#) on Sun, 20 Aug 2006 11:56:52 GMT
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The more I try to experiment in soundblade, the less I like it. Even if it was relatively stable (which it is not) it seems to be designed in a way that puts a lot of unnecessary obstacle into my way when editing classical.

The permanently linked source/destination timeline is a real show stopper, it means that it isn't true S/D anyway. Not having more "track views" in the source to actually line up takes shows me

that these guys are still stuck somewhere in the 90s. I am not asking for multitrack by any means, but simply finding material in one ultra long time line seems ridiculous today.

The price is, well, exorbitant for what is on offer here. It seems that Sonic X, which by the looks of it will have multitrack, will hit the Sequoia price line, and that in itself is simply ridiculous.

If soundblade was around 500 \$ I would consider buying it, but for three times that I simply cannot justify it. I'd rather get Wavelab and a new MacBook for the same price. Granted, SB does have the very nice EFM, but when it takes me about 10 times as long to edit in the first place, I'd rather not touch it.

I believe the DSP quattro guys are working on some improvements, perhaps that will be the solution in the end...

If not, perhaps I will get a MacBook and Wavelab and save money for Sequoia.

Johannes

Subject: Re: Anybody know what happened to Soundblade?
Posted by [JohannesG](#) on Sun, 20 Aug 2006 12:15:48 GMT
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Just as a side note, has anyone noticed the new Audio Editor XO Wave? It seems to have some remarkable tools, like a Crossfade Editor, and some kind of source/destination method.

Have a look at it www.xowave.com, it is mostly free, and I'd love to hear some impressions.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [bblackwood](#) on Sun, 20 Aug 2006 13:20:15 GMT
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I've downloaded the demo to try and haven't fired it up yet, but I'm saddened by some of the replies here - I was really hoping we'd finally have a real alternative to Sequoia on OSX. I can't imagine leaving Sequoia, but I've grown to hate working in the windoze environment so much...

If only they'd port Sequoia to OSX - then I'd be in heaven.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [masterhse](#) on Sun, 20 Aug 2006 14:56:05 GMT
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From the posts here I think I'll pass on the demo.

So the question remains, what is currently the best combination of software for mastering on a MAC?

It still seems to be Pro Tools with either Waveburner or possibly Premaster CD?

Subject: Re: Anybody know what happened to Soundblade?
Posted by [mastermind](#) on Mon, 21 Aug 2006 01:28:14 GMT
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bblackwood wrote on Sun, 20 August 2006 08:20 I've downloaded the demo to try and haven't fired it up yet, but I'm saddened by some of the replies here - I was really hoping we'd finally have a real alternative to Sequoia on OSX. I can't imagine leaving Sequoia, but I've grown to hate working in the windoze environment so much...

If only they'd port Sequoia to OSX - then I'd be in heaven.

Big +1 on that... you took the words out of my mouth.....

t

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Ben F](#) on Mon, 21 Aug 2006 04:33:57 GMT
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If the software is buggy then their advertising better change!

"Tired...of buggy mastering software and lame PQ support?"

Seriously this release has taken forever, and would degrade Sonics reputation if it does crash and has not been tested properly.

For Mac users wishing for Sequoia, apparently Leopard will run Windows apps natively under OSX.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [MT Groove](#) on Mon, 21 Aug 2006 05:10:39 GMT
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I downloaded the sB demo and it confirmed that my switch to Samplitude was a good choice.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [bblackwood](#) on Mon, 21 Aug 2006 11:52:31 GMT
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Ben F wrote on Sun, 20 August 2006 23:33: For Mac users wishing for Sequoia, apparently Leopard will run Windows apps natively under OSX.
What? Where did you see this? I know Leopard will ship with Boot Camp, but...

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Barry Hufker](#) on Mon, 21 Aug 2006 14:10:44 GMT
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Gee...

How depressed am I? The demo wasn't up when I decided to buy. I was optimistic based on the first comments, but now....

I downloaded the demo and it only crashed once. It's been quite good otherwise. I could learn to live with it. It does nice things that Peak doesn't do. There are quirks and I am an old dog

learning new tricks.

I don't know anything about Sequoia except it is more expensive still than soundBlade or Peak. And that it doesn't run on my Mac.

So let's see... a new Mac, all new universal software... Sequoia....

Gee that's a lot of money...

Barry

Subject: Re: Soundblade Demo
Posted by [OMas](#) on Mon, 21 Aug 2006 18:15:32 GMT
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Thanks for your comments, both positive and negative, regarding soundBlade. We're working on a first update, which includes all the concerns mentioned in this forum but, one in particular has a simple work-around...

Of the hundreds of owners & demo users out there, we have seen better than 92% with no stability problems whatsoever. The only big issue has been plug-in compatibility, which is not unexpected considering we can't test them all. To get you past this and on to using the demo, I suggest you simply disable your plugs on start-up by holding down the option key.

Our testers continue to try yet more plug-ins but, if you'd like to help us determine your particular instability culprit, please send us info to <support@sonicstudio.com> about your plug-in complement and any other platform specifics you think are important. Thanks again...

Subject: Re: Soundblade Demo
Posted by [Ralf Kleemann](#) on Mon, 21 Aug 2006 21:59:53 GMT
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OMas wrote on Mon, 21 August 2006 20:15:15 Thanks for your comments, both positive and negative, regarding soundBlade. We're working on a first update, which includes all the concerns

mentioned in this forum but, one in particular has a simple work-around...
Thanks for venturing out here. Good sports.

Quote#58;Of the hundreds of owners & demo users out there, we have seen better than 92% with no stability problems whatsoever.

I sent my Crash.log to the provided E-Mail address. The application crashes whenever I drag an AIF file (oops!) into a section of the timeline that happens to be out of the track boundary. It may also have to do with non-ASCII characters in the filename, such as brackets or spaces. I also switched the SR before the drag & drop action, which may or may not be related to the crash.

Quote#58;The only big issue has been plug?in compatibility, which is not unexpected considering we can't test them all. To get you past this and on to using the demo, I suggest you simply disable your plugs on start-up by holding down the option key.
Tried this, no change. The crash log indicates that the issue was not related to any CoreAudio calls, but emerged from inside the application. Which of course doesn't mean it can't be fixed in a future release.

Good luck,

Ralf

Subject: Re: Soundblade Demo
Posted by [Barry Hufker](#) on Mon, 21 Aug 2006 22:33:30 GMT
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I've just had it crash several times while in the crossfade editor.

I don't know... I *want* to like this program. I keep trying to give it the benefit of a doubt. More investigation needed.

Barry

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Catalin Truta](#) on Tue, 22 Aug 2006 08:18:58 GMT
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bblackwood wrote on Mon, 21 August 2006 14:52 Ben F wrote on Sun, 20 August 2006 23:33 For Mac users wishing for Sequoia, apparently Leopard will run Windows apps natively under OSX.

What? Where did you see this? I know Leopard will ship with Boot Camp, but...

They never said that.

It's a rumour based on people's imagination when seeing BootCamp out.

At WWDC keynote only BootCamp was mentioned as being included in the package with OS 10.5.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Catalin Truta](#) on Tue, 22 Aug 2006 08:21:41 GMT

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I also downloaded the demo but couldn't move the audio regions around. Is there another way to do this than dragging with the mouse?

Maybe it does some "esoteric" things, but for the moment I like WB better, it's much easier to use.

Subject: Re: Soundblade Demo

Posted by [JohannesG](#) on Tue, 22 Aug 2006 10:52:10 GMT

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Thanks for stepping up. We all appreciate this!

OMas wrote on Mon, 21 August 2006 20:15 Thanks for your comments, both positive and negative, regarding soundBlade. We're working on a first update, which includes all the concerns mentioned in this forum but, one in particular has a simple work-around...

Please elaborate! And will this first update take a week, a month, a year, or several years?

Quote:Of the hundreds of owners & demo users out there, we have seen better than 92% with no stability problems whatsoever. The only big issue has been plug?in compatibility, which is not unexpected considering we can't test them all. To get you past this and on to using the demo, I suggest you simply disable your plugs on start-up by holding down the option key.

I just tried this, and within ten minutes soundblade crashed in EFM. From my point of view this has nothing to do with plugins, and the application is simply unstable in every respect. In addition to this I find it impossible to reliably change the fade length (using number). If I type 0.1 and press enter I get 1.0. There seems to be no way to get 0.1.

Whatever the case, it is simply not even possible to test this application, as it crashes before I have even done a simple edit. That is not professional by any means. For your info: iBook, 1GB.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Dave Davis](#) on Tue, 22 Aug 2006 12:00:59 GMT

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OMU: select a segment or time line, then click the upper, solid darker strip, below the name of the file. That will allow you to drag freely. Like many apps that allow one to do multiple tasks with single button mouse, where you click and when matters! The top line is a drag bar. I've noticed that my powerbook sometimes "slips" during selection, making dragging a bit more difficult than on my desktop.

Barry: I've not had many problems in the EFM, but that might be because I tend to use my own fade library! Consequently, my work there consists mostly of dragging in/out points, not moving fade levels, shapes etc, so I might not excite the bugs you're finding. Make sure to send the crash logs to SS-LLC - I'm sure they'll fix them quickly (see below), and they seem to be common, at least here. Apparently no one on their beta team was doing what you are, so give them a chance to fix it for you and report back. Don't sweat it too much: I worked on both Sound Designer/PT1 and the original SonicStudio 1.0; 1.0s tend to be works in progress for all companies, not just SS. Fortunately the "agile development" path should ensure the pain will be brief, and the benefits will roll into SonicX, the multichannel version still to come.

JohannesG wrote on Tue, 22 August 2006 11:58:52 Please elaborate! And will this first update take a week, a month, a year, or several years?

I'd suspect a matter of weeks, based on my experiences with the current crew. I've gotten critical fixes literally overnight since purchasing the product. The version shipped on disc is now 3 or 4 versions behind.

Quote:I just tried this, and within ten minutes soundblade crashed in EFM. From my point of view this has nothing to do with plugins, and the application is simply unstable in every respect.

Johannes, this is hyperbole. I spent 10 hours on Friday mastering a release (double disc set, with plugs). No crashes. The fact that you and others here have problems with a demo indicate problems for certain, but given the results many folks have had, and Omas' comments, these problems do not indicate the application is "unstable in every respect." Limit your comments to yourself and demo users, and/or the demo itself and I buy them without complaint. But I can say fairly certainly that is not my experience, or that of others I know using the shipping app's latest build.

I have a strong suspicion many of your problems are iLok related: when I originally got the application and was awaiting iLok verification, it was a hand grenade. Furthermore, some plugs hung it in odd ways you might not expect down the road (this was fixed).

Quote: In addition to this I find it impossible to reliably change the fade length (using number). If I type 0.1 and press enter I get 1.0. There seems to be no way to get 0.1.

I don't have my iLok with me so I can't launch sB at the moment on my lappy, but I wonder if the value you entered above is illegal? There is a minimum fade length, so depending on unit of measure, that may be beneath it, and not a bug at all. Clearly a good, definitive manual would help BOTH of us sort this out! ;)

Quote:Whatever the case, it is simply not even possible to test this application, as it crashes before I have even done a simple edit. That is not professional by any means. For your info: iBook, 1GB.

Fair enough. The demo clearly ain't working for you. I doubt it's your 'book... I'm running fine on a 1G TiBook, which is basically the same board (maybe better video card?), so it's not your hardware. Indeed, if you don't run heavy plugs like PSP Neon, Mastercomp or Waves L3 or LinMB, my 'book can fly on edits.

We would agree it would be better had they not released it when they did, since the combination of cp issues, plugs, and a v1 release are complications. I suspect they were simply eager to put it into the hands of MANY users as soon as it was working with paid customers. The title of this thread, and Omas' appearance here suggest this played a role in their eagerness to spread the joy, possibly a bit early.

They should have known better, in this world where no good deed goes unpunished. Expecting an eager, long-deserted user base (mac mastering engineers) to deal with disappointments and flaws in a hopeful, extremely ambitious but narrowly tested work in progress is probably unrealistic. Given the goals of the product (support any CA interface natively) and its new featureset, I suppose this is a necessary evil. Until they put it in the hands of thousands of people, they can't sort these things out. Until the demo, the hardware/software used by their test team were surely limited.

Still, I'm sorry you guys are having such a rough time with the demo, and I feel bad for posting my own positive experiences. I don't mean to lead anyone astray, and assure you my experiences are quite different than those I'm reading here. Still, those experiences lead me to conclude that the issues you're seeing will be addressed sooner than later, and it's quite clear (and reassuring) that SS-LLC is aware of our comments and feelings, both public and privately expressed. I'd be surprised if next week's demo version doesn't address many of these problems, so you shouldn't have to wait too long to see sB working as it intended.

-d-

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Matt_G](#) on Tue, 22 Aug 2006 12:14:13 GMT
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Just for the record I've been putting the demo through it's paces on a dual 2.3G G5 & Digidesign's core audio with a HD interface. So far it hasn't crashed for me & I have been running some plug-ins with it. Perhaps it's a bug with G4 processors & the demo? Not sure, but it doesn't seem to affect everyone.

Matt

Subject: Re: Anybody know what happened to Soundblade?
Posted by [JohannesG](#) on Tue, 22 Aug 2006 13:32:29 GMT
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Dave Davis wrote on Tue, 22 August 2006 14:58:00
Johannes, this is hyperbole. I spent 10 hours on Friday mastering a release (double disc set, with

plugs). No crashes. The fact that you and others here have problems with a demo indicate problems for certain, but given the results many folks have had, and Omas' comments, these problems do not indicate the application is "unstable in every respect." Limit your comments to yourself and demo users, and/or the demo itself and I buy them without complaint. But I can say fairly certainly that is not my experience, or that of others I know using the shipping app's latest build.

I disagree. They decided to put the demo out. I tested it. The demo doesn't make me at all confident. I took the advice here to disable the plugins, which had no effect.

It is very possible that you are not using the same areas in the application which make it crash for me, especially the EFM. However, this is the biggest thing in Soundblade, and as far as the demo goes it is not usable. There are bugs which make it impossible to change the numbers properly, and there are bugs which make it crash. I have not managed to edit a fade more than about ten minutes without the app unexpectedly quitting.

If it is a problem with the demo then they better hurry up and give us a better demo, I am happy to test again. At this stage I refuse to hand over that amount of cash, which, to be honest, I find a bit on the high side anyway. The least I expect is a fully professional application. The soundblade demo certainly is not.

Quote:I have a strong suspicion many of your problems are iLok related: when I originally got the application and was awaiting iLok verification, it was a hand grenade. Furthermore, some plugs hung it in odd ways you might not expect down the road (this was fixed).

I don't actually have an iLok, if this in itself causes the problems (which I doubt since they seem to be largely related to number entry for fade length, time codes etc), then this is not my fault. A demo is there to be tested. If the demo crashes every ten minutes at least then this test is going to end up being very negative. SonicStudio will have to fix the problems.

Quote:I don't have my iLok with me so I can't launch sB at the moment on my lappy, but I wonder if the value you entered above is illegal? There is a minimum fade length, so depending on unit of measure, that may be beneath it, and not a bug at all. Clearly a good, definitive manual would help BOTH of us sort this out! ;)

- 1) If Soundblade doesn't allow a fade length as short as 100 ms, then it is completely useless.
- 2) If the app crashes or does completely unexpected things, then it is a bug.
- 3) If one enters illegal values one should get some sort of feedback as to what is wrong with that

value.

I must say that I don't have all that much trust in a company which makes the kind of announcements as SonicStudio did a very long time ago, with release dates which were missed by more than a year, then bringing out 1.0 software in a rush. I have spent too much money in the past in what looked like promising software but was never updated from 1.0 releases and so buggy one could not use it. I am definitely not spending a very large amount of money on soundblade before I have seen a demo that works, and which actually does what it promises. What soundblade gives at the moment is by no means true source/destination editing. It does seem a little as though this software came about ten years too late. Had soundblade been released in 1996, and had been upgraded to version 5 by now, it would probably be a real competitor. So far I really don't see how it can be, other than trying to be the only one of its kind on the Mac. But seriously, I would probably rather spend my money on an IntelMac and WaveLab or Samplitude (with the upgrade option for Sequoia) than on soundblade. Which costs approximately the same, but can do less as far as I see.

Johannes

Subject: Re: Anybody know what happened to Soundblade?
Posted by [JohannesG](#) on Tue, 22 Aug 2006 13:52:45 GMT
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Just one more thing:

I have a feeling that sonicStudio is making some wrong decisions in the limitations of soundblade and the pricing. For the price I do not necessarily expect surround or true multitrack. But I do wonder whether one destination track and one source track will allow anyone to work efficiently for classical editing.

My hope would be that the current soundblade - with the addition of independent source and destination timelines and playhead - would become the entrylevel product in the "less than 1000\$" range, or possibly even less than that. For 1500 I would expect real source/destination editing with efficient line up of takes, as many as one wants.

Sonic X should offer multitrack and real surround.

And Sonic X in my opinion either has to be better or cheaper than Sequoia. Since better will be

hard to do, that means cheaper.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Dave Davis](#) on Tue, 22 Aug 2006 16:03:26 GMT

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As I said in my post, I think this demo was a mistake. iLok'd applications, including plugs, don't demo well, and this isn't big news. More to the point, their good work is entirely lost when the predictable problems crop up for an individual that don't reflect the broader user experience, and are blown out of proportion and context (Context: A demo is not the same as the shipping application, after all).

If you sincerely wish to demo the product, not shoot holes in it and validate other decisions, I'm pretty sure Omas or someone at SS-LLC would be happy to arrange a temporary key and provide a better build so you can see that others here are not just blowing smoke and giving you a hard time. Clearly something is different in your experience, and I'm sure SS-LLC would love to know what, if only to help future demo-users.

At any rate, demo/no-demo is not our call, but SS-LLC's, and they've made their choice, for better and worse. I don't take issue with your report at all and I won't argue with your spin. I will note that whatever the reasons for your experience, it differs radically from my own. My first version was not iLok'd, and the demo and current ones are and I use an iLok. Outside that, the chief difference I can see is not our choice of hardware or workflow, but that I contacted SS-LLC directly with issues, while your first response was to throw up your hands and hose them down on a public list. There may be simple solutions to your issues, but rather than going to the source for clarity, you're asking a list of non-users. There are a few users here, like myself, but frankly none of us can help you with the issues you mention, or bring clarity. It's the blind leading the blind.

Bottom line: If you're really interested in the product, I'm pretty sure SS-LLC is at least as interested in showing off their wares in the best possible light, so they would help get your rolling. If you're just here shooting holes, well, blast away I guess, but do make sure to delimit your statements, as you have above, with the extent of your experiences (for instance, in my case it works fine and I don't see your issues on my Dual G4, our PTHD dual G5, nor on my TiBook 1G; My Ti867 is too pokey for sB, and while it's fine for editing, plugs bring it to it's knees). Your opinion is as valid as mine in terms of experience, and something is clearly different in your

experiences.

-d-

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TurtleTone](#) on Tue, 22 Aug 2006 16:32:49 GMT
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I've tried to really test this out. I want it to work. I even contacted the local Sonic dealer here in NYC and they don't even have a running copy. They told me to download the demo... So I downloaded the demo and it's got problems. So I went back to the dealer and said the demo has problems, when are you going to have a system up and running. They couldn't give me an answer. So I guess i'm going to have to bypass the dealer and go directly to sonic to see if I can get a working copy. I'm all for the "Small Guy" and trying to support them and the local dealers, but this is a little crazy. I'm not writing this to slam Sonic, I want to buy it. I'm just asking them to give me a chance to test out a working copy somewhere, anywhere so I can see it working and feel good about plunking down 3+ grand for the software and hardware. If I need to wait, fine, I'll wait. Heck I've waited this long, what's another month or two. Maybe in the 20+ emails I get a month from Sonic, make one an announcement where I can test out a working system.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Barry Hufker](#) on Tue, 22 Aug 2006 17:53:30 GMT
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I played with it further last night. Later today the paid version will be delivered. Half of me wants to send it back. A quarter of me wants to keep it. The last quarter is ambivalent and wishes someone somewhere would write the ultimate editor.

Based on Dave's experience, and in the hope for a serious upgrade, I'll probably keep it.

I've got a G5, running the latest OS, with an iLok, Dual 2G processors, 3 gig of RAM and lots of hard drive space.

I can move segments but am having a terrible time trying to paste them between projects. I am

using one project as the source bin and the second as the destination. I must say things are awkward. I am even having a hard time getting back to the head of the file quickly. I understand SRPs but I don't want to do them if I don't need to.

I sure hope the unrestricted version runs better. This is yet one more disappointment for editing:

1. Peak
2. Nuendo
3. More Peak
4. SPARK
5. Tracktion2 isn't bad actually and is probably the easiest and certainly the least expensive. It just won't run with Altiverb, which is a major pain in the ass.
6. soundBlade

Barry

Subject: Re: Anybody know what happened to Soundblade?
Posted by [OMas](#) on Tue, 22 Aug 2006 19:35:57 GMT
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Hey folks,

OK, we understand that some of you are having problems and we apologize for interrupting your work day. We remind you that the demo is available for just that, demonstration. If it doesn't meet your approval, we respect your opinions but our customers and the majority of demo users are very pleased with the 1.0 release. They look forward to our rapid development cycles, with associated functionality improvements.

If you would like to vent, that's your bag. If you would like to ignore us, also fine. If you want a better DAW, venting may not be the best approach to that goal.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [bblackwood](#) on Tue, 22 Aug 2006 19:38:57 GMT

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OMas wrote on Tue, 22 August 2006 14:35:35 OK, we understand that some of you are having problems and we apologize for interrupting your work day. We remind you that the demo is available for just that, demonstration.

Is there another method of demoing the software, such a time limited, fully-functional demo?

Subject: Re: Anybody know what happened to Soundblade?

Posted by [OMas](#) on Tue, 22 Aug 2006 19:44:29 GMT

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bblackwood wrote on Tue, 22 August 2006 14:58:38

Is there another method of demoing the software, such a time limited, fully-functional demo?

Yup, soundBlade works with PACE's InterLock framework and iLok dongles. For iLok owners, we can provide trial versions. Just give your local dealer or our Sales folk a call. Our Purchase web page has the details.

Subject: Re: Anybody know what happened to Soundblade?

Posted by [Barry Hufker](#) on Tue, 22 Aug 2006 20:18:12 GMT

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OMas,

I don't think what's being said here is unproductive. Your first post was much more positive than this last one which sounds a bit unhappy and frustrated.

You have to realize that the demo is our one and only experience with this product. A number of us have waited a long time in anticipation of a fine bit of software. Others, such as myself, have actually purchased soundBlade. I am about to open the package that just arrived. In doing so I've spent a fair piece of change for something I may not be happy with.

On the other hand it may be just fine. I think all of us are willing to believe the best, but so far the demo has not led us there.

I think if you want honest reaction, you have to take the bad with the good. I don't believe anyone

here has an agenda to tear soundBlade down. But we have to tell our true experiences and if that is tough to hear, it is better to hear it now and rectify things.

Barry

Subject: Re: Anybody know what happened to Soundblade?
Posted by [OMas](#) on Tue, 22 Aug 2006 21:50:34 GMT
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Barry Hufker wrote on Tue, 22 August 2006 15:18:18 OMas,

I don't think what's being said here is unproductive. Your first post was much more positive than this last one which sounds a bit unhappy and frustrated.

You have to realize that the demo is our one and only experience with this product...I think if you want honest reaction, you have to take the bad with the good. I don't believe anyone here has an agenda to tear soundBlade down. But we have to tell our true experiences and if that is tough to hear, it is better to hear it now and rectify things.

Hey Barry,

Please take my post at face value: I agree with you. That said, our customers get lots of support but demo users may find the demo and their setup just don't get along. As I mentioned, we can provide a fully functional trial so, talk w/your dealer about a serious test.

We think we've addressed several known instabilities in our current builds but, only testing will tell. Until such time, your milage may vary.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [TurtleTone](#) on Tue, 22 Aug 2006 21:57:41 GMT
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Omas,
can you please tell your dealer in NYC to get a working copy up and running.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Ben F](#) on Wed, 23 Aug 2006 01:54:27 GMT
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OMU wrote on Tue, 22 August 2006 17:48; bblackwood wrote on Mon, 21 August 2006 14:52; Ben F wrote on Sun, 20 August 2006 23:33
For Mac users wishing for Sequoia, apparently Leopard will run Windows apps natively under OSX.
What? Where did you see this? I know Leopard will ship with Boot Camp, but...

They never said that.
It's a rumour based on people's imagination when seeing BootCamp out.
At WWDC keynote only BootCamp was mentioned as being included in the package with OS 10.5.

<http://www.macrumors.com/pages/2006/07/20060709120049.shtml>

It may be just a rumour, but an inside source at Apple told me they are very serious about it. Not just running Windows apps but Linux as well, all inside OSX without having to re-boot.

That would be a dream computer!

Subject: Re: Anybody know what happened to Soundblade?
Posted by [bblackwood](#) on Wed, 23 Aug 2006 02:03:55 GMT
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Ben F wrote on Tue, 22 August 2006 20:54
That would be a dream computer!
Dude!

That would make me a very happy man.

Subject: Re: Anybody know what happened to Soundblade?
Posted by [JohannesG](#) on Wed, 23 Aug 2006 07:13:09 GMT
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You can already have that now, for a little amount of money, with Parallels software.

The rumor also links to a company which wants to allow windows applications without even having to boot windows (ie almost as though they were native mac apps). However, I have serious doubts that any audio application would ever run this way reliably.

Johannes

Subject: Re: Anybody know what happened to Soundblade?
Posted by [Ben F](#) on Wed, 23 Aug 2006 07:30:56 GMT
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I imagine the drivers for various audio/media software would be the main problem. Core Audio seems to handle this pretty well in OSX Panther.

Even DigiDesign hardware works!

Subject: Re: Anybody know what happened to Soundblade?
Posted by [JohannesG](#) on Fri, 25 Aug 2006 07:39:57 GMT
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From the sonic mailing list I just learned that Sonic X will depend on the sonic hardware.

I must admit that the chances that I will buy soundblade have just dramatically slimmed. I simply know that the sonic hardware will be completely out of our budget. I was still hoping that one could buy soundblade, and eventually move up to sonic X to get surround etc. Now that doesn't seem to be an option any more, meaning that I will be better off saving for Sequoia.

I am sure some people appreciate the hardware offers from sonic, and I am happy to accept some limitations in processing power etc when one doesn't use it, but the days of hardware dependent mastering solutions are long over. Even Pyramix is available host based now.

Please, SonicStudio, start being more realistic. You don't have the monopoly any more, and your direct competition is no longer Sonic HD but Sequoia.

And it may well be someone else soon, who asks for a lot less money.

Johannes

Subject: Re: Anybody know what happened to Soundblade?
Posted by [JohannesG](#) on Wed, 06 Sep 2006 08:55:27 GMT
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Barry,

I would love to hear your opinions after you received your real copy of soundblade. Are you happy with it now?
