
Subject: Re: Guitar players, watch this video!
Posted by [Carl Amburn](#) on Sun, 24 Dec 2006 06:55:09 GMT
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AIAAgAgQFAAAAIgwFB
AAAIvwEAABAAwAENAAAIywh5QgAA/wEIAAgAAAAP8BAAAACg0h4AYBzJAKBa
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gwFBAAAIvwEAABAAwAENAAAIywh5QgAA/wEIAAgAAAAP8BAAAABgRkUAQM7I

Subject: Guitar players, watch this video!
Posted by [excelav](#) on Sun, 24 Dec 2006 07:17:16 GMT
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AAACIMBQQAACL8B
AAAQAMABDQAACMsB+UIAAP8BCAAIAAAD/AQAAAAoFoyAGAcYQAgqkQAAO/n
AAAAEfAAAAAAXQAaABUAEGAEAMcAEQAAAAAA7C0sAgAAAAAAAAAAAA7ABqAA8A
BPBiAAAAMgEK8AgAAADIBAAAQgoAAHMAC/AqAAAAvw

Subject: Re: Guitar players, watch this video!
Posted by [brandon\[2\]](#) on Thu, 28 Dec 2006 00:06:07 GMT
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g.
>>>>>>>If you read all the posts you will understand that the =
latency is
due
>>>>>
>>>>>to
>>>>>
>>>>>>>the amount you manually type on a ceratin vertex instance =
vst plugin.
>>>>>>>so if you put a 64 samples latent vst plugin you just type =
64=20
>>>>>
>>>>>and all other
>>>>>
>>>>>>>audio tracks get delayed that amount !
>>>>>>>The author just asks how much would be the maximum possible =

latency

>>>

>>>needed

>>>

>>>>>>>because the 132000 maximum (only maximum if you will ever =
reach that

>>>>

>>>>)

>>>>

>>>>>>the

>>>>>>

>>>>>>>author suggests uses 1 mb memor
