
Subject: DRM and Sony

Posted by [excelav](#) on Tue, 19 Dec 2006 22:57:41 GMT

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

e.com" target="_blank">nobody@ishere.com> wrote:

>>>

Subject: Re: DRM and Sony

Posted by [TCB](#) on Tue, 19 Dec 2006 23:03:24 GMT

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

t;>>>>> had to subject yourself to working on a Mac today, but even sorrier

> you

>>>>>> had to infect it with XP. ;^)

>>>>>>

>>>>>> Cheers,

>>>>>> -Jamie

>>>>>> www.JamieKrutz.com

>>>>>>

>>>>>>

>>>>>> TCB wrote:

>>>>>>> So, I had to set up XP on a Mac Book today. The child of an important

>>>>> person

>>>>>>> on my office had one and, surprise, most of the games a 12 year old

>>> likes

>>>>>>> to play don't have Mac

Subject: Re: DRM and Sony

Posted by [Ed](#) on Sun, 24 Dec 2006 20:01:42 GMT

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

; (email takes forever to open, etc).

>

> Thanks,

> Dedric

>Dimitrios,

If I need more than 4 x UAD-1 plugins on any track, then I need to retrack the audio source anyway. As far as outside projects are concerned, if I need to polish a turd, it's going to require something other than UAD-1 plugs.....something like Melodyne, Autotune, etc. and these aren't as processor intensive as the UAD-1 plugins anyway.

Regards,

DJ

<Dimitrios musurgio#otenet.gr> wrote in message news:45b4f522@linux...

>

> Great DJ,

> This is the best answer to his kind efforts to even hear our cries for

> support

> !

> He is laready planning the vertex update without even knowing if Paris

> people

> will support him and his plugin.

> I am very excited that a clever "manual" latency compensator will be

> usable

> for parisians.

> We just have to make a big latency table accessible to everyone where

> every

> know plugin must be listed .

> I will contribute for sure in this list.

> DJ 132000 samples as maximum is enouph for you ?

> It needs to be configured from the beginning of the writting of vertex

> update.

> Regards,

> Dimitrios

>

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

>>I will buy this later this afternoon. No kidding.

>>

>>"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b4e025\$1@linux...

>>>

>>> Dear Gene,

>>> The latency is determined on the plugins we put...

>>> It does not matter if the highest possible will be 120000 samples when

> we

>>> use maximum of two uad1 plugins per track, meaning you can use 2 uad1

>

>>> plugins

>>> across all your audiotracks if you have many uad cards for a total of

>

>>> 32768

>>> samples if you use FXpansion wrapper or 8192 if you use Chainer wrapper

> !!

>>> Even with chainer if you go up to 4 uad1 plugins in a row on a single

>

>>> track

>>&g

n for vertex...!!

>>>>>Track 1 has a latency of 16384 samples. The same is true for track 2.

> As

>>>>>track 1 and track 2 have the same latency they are already in sync, but

>>>>>all

>>>>>other tracks (the remaining 46 tracks) have to be delayed by 16384

>>>>>samples,

>>>>>not 32768.

>>>>>

>>>>>Take another example: Track 1 has a plug-in with 16384 samples of

>>>>>latency.

>>>>>Track 2 has a plug-in with a latency of 8192 samples. What FaderWorks

>

>>>>>will

>>>>>do is: Tracks 1 will pass through as it is, track 2 will be delayed by

>>> 8192

>>>>>samples and all other tracks will be delayed by 16384 samples.

>>>>>

>>>>>What counts for the overall latency is the largest latency of any

>>>>>track.

>>>>>You calculate the sum of latencies only for individual tracks when you

>>> e.g.

>>>>>put several uad1 behind on the same track.

>>>>>

>>>>>ISN'T that WHAT WE WANT ? !!!

>>>>>If we don't buy this vertex we have to jump off Paris !! :)

>>>>>Regards,

>>>>>Dimitrios

>>>>>

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

>>>>>>

>>>>

>>>>

>>>>That is what we want, but extremely high playback latencies will

>>>>probably

>>>>cause a delay between fader and mute actions and audible execution (and

>>> also

>>>>delay meters). I need to make automation decisions with effects in

>>>>place,

>>>>so extremely long delays could be problematic.

>>>>Any chance we could pick from a list or assign a total delay?

>>>>Gene

>>>>This is exciting.

>>>>

>>>

>>

>>

>Go to John L Sayer's forum and snag Barefoot's 2D Wall calculator spread sheet...will also help in determining the best placement(s) for your speakers

<http://www.johnlsayers.com/phpBB2/viewforum.php?f=3&sid=fd298729238e4d01bcaade2c377d3f6f>

here's a standing wave calculator on line

<http://www.marktaw.com/recording/Acoustics/RoomModeStandingWaveCalcu.html>

Don

"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b5041f\$1@linux...

>

> Hi,

> I have a friend who has a control room with low ceiling in front around

> 4x5

> meters and higher ceiling in back, it is build in a roof.

> He claims that his Genelecs do not produce enough bass response as he

> knows

> that these moni

Subject: Re: DRM and Sony

Posted by [chuck duffy](#) on Mon, 25 Dec 2006 01:36:23 GMT

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

gt;

> >

> >

> >I choose Polesoft Lockspam to fight spam, and you?

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

> >

> ><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

> ><HTML><HEAD>

> ><META http-equiv=3DContent-Type content=3D"text/html; =

> > charset=3Diso-8859-1">

> ><META content=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>

> ><STYLE></STYLE>

> ></HEAD>

> ><BODY bgColor=3D#ffffff>

> ><DIV>I just bought it for \$45. I also =

> > sent an=20

> >email to Peter.</DIV>

> ><DIV>I can't wait!</DIV>

```

> ><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
> ><BLOCKQUOTE=20
> >style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
> >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> > <DIV>"Dimitrios" <<A=20
> > href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote in =
> >message=20
> > <A=20
> > =
>
>href=3D"news:45b4dd9e$1@linux">news:45b4dd9e$1@linux</A>...</DIV><BR>Grea=
> >t.<BR>For=20
> > your benefitm there is a 30% discount until 31 of=20
> > January.<BR>Regards,<BR>Dimitrios<BR><BR>"PaulN" <<A=20
> > href=3D"mailto:paul@nospam.com">paul@nospam.com</A>>=20
> > wrote:<BR>><BR>>You can count me =
> >in<BR>><BR>><BR>>"Dimitrios"=20
> > <<A href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20
> > wrote:<BR>>><BR>>>Hi,<BR>>>You remember Wormhole=20
> > ?<BR>>>Although there was a great support for us paris users =
> >regarding=20
> > the update<BR>>>of wormhole I don't think that more than 3-4 of =
> >us=20
> > ,including me, have<BR>bought<BR>>>wormhole.<BR>>>I don't =
> >wanna be=20
> > pushy with your money and urge you to spend them =
> >towards<BR>>>anything=20
> > for that matter but you understand my position and how we=20
> > Paris<BR>>>users show our appreciation to this author of=20
> > Vertex...<BR>>>We have to decide if we want some people get =
> >involved in=20
> > developing Paris<BR>>>any further or let eventually Paris fade=20
> > away...<BR>>>I formyself I am here for me and all of you to =
> >fight till=20
> > nothing can be<BR>>>done...<BR>>>I will buy it because =
> >ALREADY is=20
> > a GREAT plugin because you can SOLO a<BR>bunch<BR>>>of audio =
> >tracks=20
> > along submixes , mute other and finally be able to do =
> >what<BR>>>clients=20
> > sometimes (always ?) ask lik

```
