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Subject: No response from ID For Paris 3.0 challenge

Posted by [Ron L](#) on Tue, 21 Mar 2006 18:38:41 GMT

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;> found

>>>> console extremely stable as I describe...

>>>> If you don't have chainer then just wrap with free Spinaudio the console,

>>>> etc...

>>>>

>>>> 3) Now inside console environnement you can drag and drop plugins and many

>>>> many other things.

>>>>

>>>> In our situatio you will need the FREE with console CMX844 vst "mixer"

>>>> plugin.

>>>> This is a 16 channel mixer with EQ high and low and two auxes !!!

>>>> This is vst !!

>>>> So :

>>>> You drag the mixer inside console environnement you also darg say a LA2

>>>> instance

>>>> and a Voxengo sample latency instance.

>>>>

>>>> You connect audio in port (inside console) to voxengo sample latency

>>>&g

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Subject: Re: No response from ID For Paris 3.0 challenge

Posted by [EK Sound](#) on Tue, 21 Mar 2006 18:48:12 GMT

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t; inputs

>>>> (put a 4096 latency there) then the outputs connect to a mixer's channel

>>>> (CMX844). So you will have a dry 4096 sample latent sound, say snare

>>>> drum...

>>>> From same Plugin input you connect to LA2 inputs and the LA2 outputs to

>>>> another

>>>> mixer's cahnnel.

>>>> You can use only one side of stereo signal cause we are mono ,right ?

>>>> Now on channel 1 of mixer you have the dry unprocessed snare track where

>>>> you can put some eq if you like and MORE (that will come later) and on

>>>> channel

>>>> two you will have the LA2 snaretrack processed.

>>>> Both channels will be time alligned !

>>>> Now putb exterem LA2 setting and just raise the fader where you like it !

>>>>

>>>> Thats only a small use of this new method...

>>>> You have of course to align you drumtrack (snare) with rest of you

>>>> tracks

>>>> as you know.

>>>> 100ms nudge to the left and

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Subject: Re: No response from ID For Paris 3.0 challenge

Posted by [Ron L](#) on Tue, 21 Mar 2006 18:50:00 GMT

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just put on Paris VST slot2 another voxengo

>>>> samplelatency

>>>> instance and put 384 samples to the right.

>>>>

>>>> Now imagine using a vst reverb on mixer's aux !!! right inside the

>>>> console

>>>> environnement...

>>>> Also you can put another instance of dry snare drum on mixer's cahannel 3

>>>> and then or before put a FREE transient changer from digitalfishphones.

>>>> It is better to use all 0 latent plugins there in order not to have to

>>>> always

>>>> calculate the extra latency.

>>>> I have sent to most of you the 0 latency dynamics plugins.

>>>> Most reverbs are 0 latent too..

>>>> If you will use something like waves L1 or Wavesren there will be an

>>>> extra

>>>> 64 samples which have to be added to all your mixer channels...

>>>> But you can have templates and just save them from inside console and

>>>> then

>>>> you don't have to reenter all these things.

>>>> The above scenario could be saved as UAD1\_snare.

>>>> I hoe the above will help some of you to expand your Paris usefulness.

>>>> We have to keep Paris not only alive but kicking too, right ?

>>>> Regards,

>>>> Dimitrios

>>>>

>>>> ps: Happy Eastern

>>

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Subject: Re: No response from ID For Paris 3.0 challenge

Posted by [justcron](#) on Tue, 21 Mar 2006 18:56:39 GMT

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>>Hello Parisians,

Thank you evry much for all the kind things you say about me...

I really am pissed off that Paris is abandoned and I will try whatever I can...

I will explain for some of you.

There are quite a few wrappers.

1) Chainer is a must have one.

It wraps all VST plugins and you can connect from inside as many as 99 in a row !!

I imagine if you put a chainer inside chainer and that only for one Paris VST slot !

So VST plugin limitation with Paris gone, right ?

Also Chainer can be used for VSTI's..., that later...

It has dry and wet controls that can be used to mix unprocessed and processed sounds saves presets etc...

It introduces a latency known to most of you 16384 samples for a normal UAD1 plug

2) Spinaudio wrapper is a wrapper that wraps VST plugins and works like they are DX plugins. There is a free Lite version which wraps only one VST plugin.

In our situation we use the free one to wrap only Chainer.

So chainer works now as DX ! plugin and we now have 1/4 of the latency of chainer when used alone as VST, means 4096 samples for a normal UAD1 plug.

3) There is the known FXpansion 3.3 which has also 16384 samples latency but IS THE ONLY WRAPPER (known to Dimitrios) that wraps successfully WORMHOLE !

4) Console.

This is a remarkable chainer, works as VST that can use inside VST and DX and wrapped for spinaudio it is DX and extremely stable.

Conclusion 1 : VST and Paris not stable !

SO now if we have the Spinaudio lite and we can wrap only one pl

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Subject: Re: No response from ID For Paris 3.0 challenge

Posted by [Mark McDermott](#) on Tue, 21 Mar 2006 20:11:03 GMT

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ugin we wrap

Chainer which becomes DX and from inside chainer we load console which also is seen by Paris as DX.

Conclusion number 2: With chainer wrapped for Spinaudio we don't use any VST directly with Paris but Paris sees all VST's as DX plugins hence more stable.

Console now is a extraordinary VST?DX environment with midi clock capabilities and many many more to be explored.

If console updates itself with mtc song position pointer info then that would

open fantastic new possibilities with Paris and snd external midi sequencing from inside Paris !!

I have already done that but because of the lack of position pointer info it is of no use yet.

Imagine sequencing for a console midi editor plugin your midi data driving a VSTi instrument all from inside Paris.

Of course you will have latency but then you can just nudge all audio tracks...

So now inside console there are some great plugins as the VST console.

16 channel with 4 auxes high and low shelves (very nice sounding !).

One use of it is the New York mixing style where you have your drumtracks severely compressed underneath your dry ones.

I have posted the way I do this in my previous post.

For instance this way you can have a VST effect as AUX !

The only disadvantage is that you have to load the vst effect on every Paris audio track...

Regards,

Dimitrios

2) Spinaudio

John <no@no.com> wrote:

>no shit, Dimitrios needs to just backward engineer the source code !

>

>DJ wrote:

>> You guys.....!!!!

>>

>> As far as this thread goes, I'm just waiting for Dimitrios to pop up here

>> one day and tell us that he has cracked the PDC nut in Par

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Subject: Re: No response from ID For Paris 3.0 challenge

Posted by [hank](#) on Wed, 22 Mar 2006 13:38:09 GMT

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yahoo.com" target="\_blank">daniel\_burneNOSPAM@yahoo.com> wrote:

>

>Given that I move my rig around a fair bit and that's driving me nuts (MEC

>with 8 i/o, adat card, 2 eds cards, desktop pc, flatpanels, separate pres

>and mixing desk, etc), I was thinking about getting a laptop and an interface.

>assuming a quiet laptop, i could then probably also track in the same room

>which would be very sweet!

>

>Interface wise, the goal is really to have something capable to tracking

>acoustic guitar with at least 3 inputs. That said, might be useful to have

>the option for midi and extra inputs (you could just about track drums with

>8). I think the focusrite sapphire pro is the best bet here (8 pre amps,

>adat, midi and spdif i/o, etc).

>

>however, where i'm more stuck is the software front. since most of my ongoing

>projects are trapped in paris, it'd be very useful to have some kind of communicability

>between the systems. e.g. exporting projects. i'm guessing OMF works for

>protocols. but i've heard good things about cubase sx3. it'd be nice to have

>something that can handle softsynths, midi, automatic latency compensation,

>etc.

>

>it'd be great to be able to transfer projects from paris to the laptop,

do

>most of the additional tracking and editing in the laptop, and mix in paris

>(perhaps streaming out of the laptop into paris). otherwise mixing would

>i guess require rendering out from the laptop as 24bit wavs with the same

>start time, converting individually to 24 bit pafs (is there a bulk utility

>for this?) and importing.

>

>i'm leaning towards sx3 and doing transfers via adat (or even d/a then a/d).

>a little worried about

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Subject: Re: No response from ID For Paris 3.0 challenge

Posted by [hank](#) on Wed, 22 Mar 2006 13:41:20 GMT

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unnecessary a/d and the 20bit limitations on adat.

>is there a more elegant solution, perhaps?

>

>finally, i'm pretty clueless beyond paris in terms of interface, so something

>logical, similar or relatively straightforward to learn (but not necessarily

>limited in features) would be great.

>

>many thanks for any thoughts,

>danThese are pretty cool if you want to do this. I think I could make one myself that was better suited to my needs, but the idea is a good one. The ones I'm using are by a company named SEN FU. They have been discontinued, but they are great because you can stack them.

so If I use EDSransfer 8,16 with the Senderella will work bussing VST plugins to Paris auxes and bussing multiple drum tracks to a stereo pairwith zero latency from the Senderella app.....correct? Now whjat about the plugins themselves? For instance, If I were bussing tracks to a Waves REN Comp, would the 64sample latency still be an issue?

;o)

Regards,

Deej

"Dimitrios" <musurgio@otenet.gr> wrote in message news:4443a2b8\$1@linux...

>

> Dear DJ,

> Nice thought I never thought of taking apart a case...

>

> The magicnumbers are

> EDSTransfer 8,16

>

> The first number makes Paris run fast enough to have a 0 latency  
senderella

> working and the second number ensures that the disk streaming can work  
reliable

> as opposed to having a transfer of 8,8

>

> Dimitrios

>

>

> "DJ" <animix\_spam-this-ahole\_@animas.net> wrote:

> >Dimitrios,

> >

> > So the question is if the first number 8 instead of 16 makes Paris work  
> too

> >> hard and produces much heat.

> >> But with 8,16 transfer (8,8 can work too but streaming with too many  
> >tracks

> >> over many cards is problematic) we have Paris fly !!!

> >

> >I'm not quite sure I understand what settings would make Paris fly but  
create

> >too much heat. what would be the fastest possible Paris settings? My ED

> >cards are

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Subject: Re: No response from ID For Paris 3.0 challenge

Posted by [Martin Harrington](#) on Wed, 22 Mar 2006 22:05:55 GMT

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very UAD1 instance across the stereo field and the stereo  
reverb

> > >>

> > >>> return

> > >>> and the stereo delays etc all these for 4096 samples as total,  
isn't

> > >that

> > >>> great !

> > >>> With that latency you can work your automation better right ?

> > >>>>  
> > >>>> The how on my next post just curious to see if anyone is quick  
enough  
> > >>to  
> > >>>> respond that he likes what he reads :)  
> > >>>> Regards,  
> > >>>> Dimitrios  
> > >>>  
> > >>>  
> > >>  
> >  
>  
>Dear DJ,  
Do you wanna make it for you more interesting !!!?  
You can use the free ( I have also the code of it !) multifixvst wrapper !!  
THIS FROM INSIDE CHAINER !  
Now latency of UAD1 is reduced to 2048 samples !!!!!  
Don't you like it ?  
There is though a drawback, not for me but for mostb of you I guess, multifixvst  
according to my trials uses only 16bit files, I also do the same !  
Also please use the free Voxengo sample latency for the 384 samples nudge  
inside the chainer (vst) remember you will need chainer for all these...  
2048 samples for as many UAD1 plugins a

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Subject: Re: No response from ID For Paris 3.0 challenge  
Posted by [Sound Dog](#) on Wed, 22 Mar 2006 23:24:33 GMT  
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> >>>> You are a UAD1 and maybe 3 and 4 UAD1 users (DJ how are you ?)  
and  
>> you  
>> > >>  
>> > >>>> would  
>> > >>>> like to put say 3-4 UAD1 plugins on one audio track like say a  
vox,  
>> > maybe  
>> > >>>> a 1176LN and then a cambridge eq and a dreamverb for the vox only  
>and  
>> > >>then  
>> > >>>> maybe a limiter plug all UAD1 plugz, that would normally in your  
>> situation  
>> > >>>> using FXpansion give you 4 time 16384 sample latency means 65536  
>> sample  
>> > >>  
>> > >>>> latency  
>> > >>>> or in ms 1486.08 which means around 1.5 sec latency, hoo...  
>> > >>>> This is much !!

>> > >>>> Now if you have chainer you will be able to put at least !! ( I  
can  
>> >  
>> > >>>> confirm  
>> > >>>> later for more ) 10 instances of UAD1 plugins on same audiotrack  
>> without  
>> > >>>> adding latency !!  
>> > >>>> Means if you use chainer (come on buy ity ..) and the free  
>spinaudio  
>> > >lite  
>> > >>>> to wrap chainer you would have for all 10 uad plugz (if you are  
>crazy  
>> > >>  
>> > >>>> enough)  
>> > >>>> 4096 samples alltogether means 92,8 ms !!!!!  
>> > >>>>  
>> > >>>> That is what I call a DISCOVERY.  
>> > >>>> I for sure am extermely happy with this.  
>> > >>>> Now see what you can do with all these.  
>>

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Subject: Re: No response from ID For Paris 3.0 challenge  
Posted by [Martin Harrington](#) on Thu, 23 Mar 2006 03:16:05 GMT  
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gt;> > >>>> With that latency you can work your automation better right ?  
>>> > >>>>  
>>> > >>>> The how on my next post just curious to see if anyone is quick  
>>enough  
>>> > >>to  
>>> > >>>> respond that he likes what he reads :)  
>>> > >>>> Regards,  
>>> > >>>> Dimitrios  
>>> > >>>  
>>> > >>>  
>>> > >>  
>>> >  
>>>  
>>>  
>>  
>>  
>Never saw it served with Lemon. Only some of the hefe weizens come with lemon  
in the old country, and then usually only the lightest ones.

TCB

"uptown jimmy" <johnson314@bellsouth.net> wrote:

>A fruity, very tasty beer. Mellow, even. Do they serve it with a slice of  
>lemon there?  
>  
>Jimmy  
>  
>"TCB" <nobody@ishere.com> wrote in message news:4442eb38\$2@linux...  
>>  
>> You should have one in Pilzn, the otherwise unremarkable Czech town that  
>lends  
>> its name. Freaking unbelievable.  
>>  
>> TCB  
>>  
>> "Bill Lorentzen" <bill@lorentzen.ws> wrote:  
>> >I forgot about Pilsner Urquell. That's a very nice sip.  
>> >  
>> >Bill  
>  
>  
>Thank you everyone, for your detailed responses! :)

Sarah

"Sarah" <sarahjane@sarahtonin.com> wrote in message news:4442c9f3\$1@linux...  
> Hi gang,  
>  
> I asked this question, or something like it, many months ago, but  
> nursing school's data overload has long since pushed all your responses  
> right out of my brain.  
>  
> The question is, to version 3 or not to version 3? The only thing I  
> remember that attracted me to it was the ability to render tracks, which  
> sounded like a handy feature.  
>  
>

---