
Subject: Re: Vista knows best
Posted by [DJ](#) on Tue, 26 Dec 2006 20:24:55 GMT
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```
ntent=3D"MSHTML 6.00.2800.1400" name=3DGENERATOR>
>> ><STYLE></STYLE>
>> ></HEAD>
>> ><BODY bgColor=3D#ffffff>
>> ><DIV><FONT face=3DArial size=3D2>I just bought it for $45. I also =
>> >sent an=20
>> >email to Peter.</FONT></DIV>
>> ><DIV><FONT face=3DArial size=3D2>I can't wait!</FONT></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
```

Subject: Vista knows best
Posted by [John \[1\]](#) on Tue, 26 Dec 2006 20:50:45 GMT
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lank">musurgio@otenet.gr> wrote in message news:45b5101c\$1@linux...
>

Subject: Re: Vista knows best
Posted by [excelav](#) on Tue, 26 Dec 2006 23:25:30 GMT
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```
/>
>> > 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 benefitn 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
```

>> > ?
>>Although there was a great support for us paris users =
>> >regarding=20
>> > the update
>>of wormhole I don't think that more than 3-4 of =
>> >us=20
>> > ,including me, have
bought
>>wormhole.
>>I don't =
>> >wanna be=20
>> > pushy with your money and urge you to spend them =
>> >towards
>>anything=20
>> > for that matter but you understand my position and how we=20
>> > Paris
>>users show our appreciation to this author of=20
>> > Vertex...
>>We have to decide if we want some people g

Subject: Re: Vista knows best
Posted by [TCB](#) on Wed, 27 Dec 2006 00:05:56 GMT
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>?=20
>> > or can I hear only main and backing vocals ?
>>Now add to the =
>> >above=20
>> > this Latency compensation thing which was based =
>> >on
>a
>>idea of=20
>> > mine with manually giving the latency of a certain plugin and=20
>> > letting
>>the rest of audio tracks follow that=20
>> > latency.
>>
>>I am signing =
>> >this:
>>Dimitrios=20
>> > Bitzenis
>
</BLOCKQUOTE>
>> ><DIV>

I choose Polesoft Lockspam to fight spam,
=
>> >and=20
>> >you?
<A=20
>>
>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>> >.html </DIV></BODY></HTML>
>> >
>> >
>>
>
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For arguments sake, let's say I have a 32 track project on 2 cards, with plugins of various latencies...track 1 has 16384 ms. track 10 has 16376 ms, and track 20 (track 4 of submix 2) has 256 ms latency. What would be the procedure with Vertex to even all tracks out across the project?

Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:

>OK, that's understood then -- max latency not an issue. Cool. And I
>had an email exchange with the developer today regarding 98 -- he says
>it shouldn't be a problem and encouraged me to try the demo. Which
>I'll do, as soon as I'm done with this batch of mixes I'm busy with
>right now (don't want to throw *anything* new into this system until
>this job is done). But, if he gets this "manual latency" compensator
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Subject: Re: Vista knows best
Posted by [TCB](#) on Wed, 27 Dec 2006 00:20:12 GMT
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gt;>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.
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>>>>>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.
>>>
>What was the website again?

"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b46e36\$1@linux...
>
> Hi,
> You remember Wormhole ?

> Although there was a great support for us paris users regarding the update
> of wormhole I don't think that more than 3-4 of us ,including me, have
> bought
> wormhole.
> I don't wanna be pushy with your money and urge you to spend them towards
> anything for that matter but you understand my position and how we Paris
> users show our appreciation to this author of Vertex...
> We have to decide if we want some people get involved in developing Paris
> any further or let eventually Paris fade away...
> I formyself I am here for me and all of you to fight till nothing can be
> done...
> I will buy it because ALREADY is a GREAT plugin because you can SOLO a
> bunch
> of audio tracks along submixes , mute other and finally be able to do what
> clients sometimes (always ?) ask like can I hear please only the guitars
> ? or can I hear only main and backing vocals ?
> Now add to the above this Latency compensation thing which was based on a
> idea of mine with manually giving the latency of a certain plugin and
> letting
> the rest of audio tracks follow that latency.
>
> I am signing this:
> Dimitrios BitzenisHi Aaron,
How is your pulsar going ?
<http://www.vertexdsp.com/products.html>

Regards,
Dimitrios

"Aaron Allen" <know-spam@not_here.dude> wrote:
>What was the website again?
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>"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b46e36\$1@linux...
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>> Hi,
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Posted by [TCB](#) on Wed, 27 Dec 2006 00:39:21 GMT
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Subject: Re: Vista knows best

Posted by [LaMont](#) on Wed, 27 Dec 2006 00:52:01 GMT

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Regards,

Dimitrios

"Dimitrios" <m

Subject: Re: Vista knows best

Posted by [DJ](#) on Wed, 27 Dec 2006 01:10:27 GMT

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> >><DIV>Then rip into Paris in the normal =
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> >>think it's part=20
> >>of their copy protection thing.?.</DIV>
> >><DIV>They will put a limit on the number of
> > =
> >>CDs you can=20
> >>burn too. Nice of them.</DIV>
> >><DIV>Tom</DIV>
> >><DIV> </DIV>
> >><DIV> </DIV>
> >><BLOCKQUOTE=20
> >>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
> >>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> >> <DIV>"Rod Lincoln" <<A=20
> >> href=3D"mailto:rlincoln@kc.rr.com">rlincoln@kc.rr.com> wrote in =
> >>message=20
> >> <A =
> >>href=3D"news:45b55d8c\$1@linux">news:45b55d8c\$1@linux...</DIV>
I =
> >>just=20
> >> recieved some files to play on from a client. They are <A=20
> >> href=3D"mailto:##@%\$&^\$">##@%\$&^\$#!!!
 m4a =
> >>files. So far=20
> >> I haven't been able to convert them to wave or mp3 files.
Up till =
> >>now I've=20
> >> been using the handy dandy CDex program to convert mp3's
to waves.
> > =
> >>Anyone=20
> >> know of a program that will do this??? My version of Wavelab
will =
> >>only do=20
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> >> Bueller.....anyone????
Rod</BLOCKQUOTE>
> >><DIV>

I choose Polesoft Lockspam to fight spam, =
> >>and=20
> >>you?
<A=20
>
>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
> >>.html </DIV></BODY></HTML>
> >>

> >>

> >

>

>DVD John, the guy who cracked the CSS DRM on DVDs also cracked the Apple DRM.

http://www.theregister.co.uk/2004/01/05/itunes_drm_cracked_wide_open/

He also cracked their streaming tech, bless his little Norwegian heart. Here's a reportedly usable Windows app to do the conversion.

<http://hymn-project.org/forums/viewtopic.php?t=1555>

However, keep in mind you're probably violating an EULA, the DMCA, WTO regulations, as well as helping to hasten the destruction of all good and decent copyright holders and end the world as we know it.

As far as educating your clients, as AA suggested, I would go one step further. They didn't give you the music in the wrong format, they are using the wrong format to start with. A format that denies them rights they have every reason to expect to have, including interoperability with other commonly used audio software and devices.

TCB

P.S. I did a 'bake off' between Ogg Vorbis and MP3 at similar file size. I had a friend do an impromptu A/B/Y test with multiple snippets from ten different songs. I showed a slight preference for the .ogg files. Not much, but it was there.

"Rod Lincoln" <rlincoln@kc.rr.com> wrote:

>

>I just recieved some files to play on from a client. They are #\$\$@%\$&^\$#!!!

> m4a files. So far I haven't been able to convert them to wave or mp3 files.

>Up till now I've been using the handy dandy CDex program to convert mp3's

>to waves. Anyone know of a program that will do this??? My version of Wavelab

>will only do mp3's and Cubase SX3 is the same. I just wasted a half hour

>on idiottunes with no success. Any one know of something out there?????

Bueller.....anyone?????

>RodThat is awesome. Buying it now...

Chris

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

>

>Dear Phil,

>You probably have read that I said align all 31 audio tracks to 16376 I

>meant to 16384 which already was so, so it just adds 12 samples to track
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>Regards,
>Dimitrios
>
>"Dimitrios" <musurgio@otenet.gr> wrote:
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>>you are putting a plugin and then vertex takes care of the rest !!
>>Here is how it will work...
>>You open vertex dsp on every audio track on your 2 card system.
>>You can save that as a template for further projects.
>>Now lets say you open on track 1 a plugin that has 16384 samples latency
>>, you just type 16384 on that vertex's instance of audio track 1 and vertex
>>takes care of the rest 31 audio tracks to get aligned.
>>Now you put a plugin on track 10 which has a latency of 16376 ,you just
>type
>>that number on track's 10 vertex instance and so vertex takes care of the
>>rest 31 audio tracks again meaning that it delays all other tracks in a
>way
>>that all have this 16376 latency, menaing again that it just adds 12 samples
>>to track 10 and lives all other 31 audio tracks with same 16384 latency
>!!
>>Isn't that clever ??
>>Now you say you put a plugin on track 4 of submix 2 that has a latency
of
>>256 ms (you have here to translate it to samples as to have it on your
latency
>>list) this is 1290 samples ,plus the 12 samples submix 2 introduces (Paris
>>feature) you will have a total of 1302.
>>Just type 1302 on track's 4 vertex instance and vertex will take this very
>>same track to the 16384 latency situation !
>>This very clever delay compensator DOES not add the latencies but uses
the
>>biggest amoung all instances and alligns the rest !
>>I hope this helps.
>>Regards,
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>>
>>"Phil Aiken" <asdf@asdf.sdf> wrote:
>>>
>>>
>>>I am a little unclear still....
>>> For arguments sake, let's say I have a 32 track project on 2 cards, with
>>>plugins of various latencies...track 1 has 16384 ms. track 10 has 16376
>>ms,

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>>>procedure with Vertex to even all tracks out across the project?
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>>>>I'll do, as soon as I'm done with this batch of mixes I'm busy with
>>>>right now (don't want to throw *anything* new into this system until
>>>>this job is done). But, if he gets this "manual latency" compensator
>>>>gizmo working, I'll buy just for that and for the extra solo and mute
>>>>capability.
>>>>
>>>>-- thanks for keeping on top of these developments -- much appreciated
>>>>-- chas.
>>>>
>>>>On 23 Jan 2007 04:25:42 +1000, "Dimitrios" <musurgio@otenet.gr> wrote:
>>>>
>>>>>
>>>>>Well there is no pick from the list thing.
>>>>>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
>>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 memory per vertex instance , so for 32 audio
>>>tracks
>>>>>with vertex 32mb will be needed, for 64 paris audio tracks with vertex
>>>64
>>>>>mb will be needed.
>>>>>I agree with the author's 132000 samples as maximum ,if you will ever
>>>reach
>>>>>that I say again.
>>>>>Normally you would

Subject: Re: Vista knows best
Posted by [excelav](#) on Wed, 27 Dec 2006 01:38:11 GMT

ter/convert_m4a_to_mp3_converter.htm" target="_blank">

http://www.tomdownload.com/audio_mp3/mp3_converter/convert_m4a_to_mp3_converter.htm

<http://www.topvideopro.com/mp4-m4a-converter/mp4-m4a.htm>

http://www.mp3-cd-converter.com/convert_mp3/free_convert_m4a_to_mp3.html

<http://www.resellerratings.com/forum/t93323.html>

http://www.soft29.com/convert/m4a_converter.html

http://www.dvd-ipod.biz/audio_tools/

<http://ask.metafilter.com/mefi/45651>

http://www.fivesign.com/downloads/program/Soft-AAC-to-WAV-Converter_41512_9_download.html

http://www.allconverter.net/cd_tools/

MAybe something in here??

--

Thanks,

Brandon

"Aaron Allen" <know-spam@not_here.dude> wrote in message
news:45b58e95@linux...

> you might see if Winamp can open them. If so (and I think it can) then
you

> can set winamp to do a wave read and write it straight to WAV format.

> Beyond that, tell the client to wake up and smell the extra conversion \$\$\$

> they're costing themselves

> AA

>

>

> "Rod Lincoln" <rlincoln@kc.rr.com> wrote in message
news:45b571de\$1@linux...

> >

> > Thanks for the info , but SCREW THAT!!!!!! If clients are moving to
m4a's

> > I need a way to be able to do this a lot with no worry about a "limit"

> > also

> > I don't want to waste CD's.

> > Rod

> > "Tom Bruhl" <arpeggio@comcast.net> wrote:

> >>

> >>

> >>Rod,

> >>Make a CD in itunes (already installed?) and burn a CD of wavs.

> >>Then rip into Paris in the normal fashion. I never have been able to do

> > =

> >>

> >>it any other way in itunes. I think it's part of their copy protection

> > =

> >>thing.?.

> >>They will put a limit on the number of CDs you can burn too. Nice of =

> >>them.

> >>Tom

> >>

> >>

> >> "Rod Lincoln" <rlincoln@kc.rr.com> wrote in message =

> >>news:45b55d8c\$1@linux...

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> >>

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> >><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>Rod,</DIV>
> >><DIV>Make a CD in itunes (already =
&g

Subject: Re: Vista knows best
Posted by [Chris Ludwig](#) on Wed, 27 Dec 2006 02:56:30 GMT
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Subject: Re: Vista knows best
Posted by [neil\[1\]](#) on Wed, 27 Dec 2006 02:58:41 GMT
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br />
>Hoov
>
>Dimitrios wrote:
>> Great Chris !
>> Please email him too saying that you are a Paris users that has been informed
>> about the latency compensator !
>> Regards,
>> Dimitrios
>>
>> "Chris Lang" <yo@yo.yo> wrote:
>>
>>>That is awesome. Buying it now...
>>>
>>>Chris
>>>
>>>
>>>"Dimitrios" <musurgio@otenet.gr> wrote:

Subject: Re: Vista knows best
Posted by [Jamie K](#) on Wed, 27 Dec 2006 04:01:28 GMT
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Posted by [dc\[3\]](#) on Wed, 27 Dec 2006 04:36:29 GMT
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>>>>>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 memory per vertex instance , so for 32
audio
>>>>>>
>>>>>>tracks
>>>>>>
>>>>>>>with vertex 32mb will be needed, for 64 paris audio tracks with vertex
>>>>>>
>>>>>>>64
>>>>>>
>>>>>>>mb will be needed.
>>>>>>>>I agree with the author's 132000 samples as maximum ,if you will
ever
>>>>>>
>>>>>>>reach
>>>>>>
>>>>>>>>that I say again.
>>>>>>>>Normally you would never pass 1000 without uad1 plugins...
>>>>>>>>Regards,
>>>>>>>>Dimitrios
>>>>>>>>Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:

>>>>>>>
>>>>>>>Gene/Dimitrios:
>>>>>>>
>>>>>>>Would it even be necessary to "pick from a list" or "assign" total
>>>>>>>delay? Seems like the total delay would simply be as low (or as
high)
>>>>>>>as needed to compensate for the plugins used. (Unless I'm missing
>>>>>>>something, which is always a possibility...)
>>>>>>>
>>>>>>>As for me -- I'm still on 98, 512 ram -- could I run this thing
right
>>>>>>>now, just to compensate for EDS fx offsets, submix offsets, etc.?
>>>>>>>
>>>>>>>-- interested in how this turns out -- thanks -- chas.
>>>>>>>
>>>>>>>
>>>>>>>On 23 Jan 2007 02:54:04 +1000, "Gene Lennon"
>>>>>>><glennon@NOSPmyrealbox.com> wrote:
>>>>>>>
>>>>>>>
>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>
>>>>>>>>>Here is what the author wrote about his latency addon for vertex..!!
>>>>>>>>>Track 1 has a latency of 16384 samples. The same is true for track
>&

Subject: Re: Vista knows best
Posted by [LaMont](#) on Wed, 27 Dec 2006 04:43:02 GMT
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gt;>>>
>>>>>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.
>>>>
>>>>>

Subject: Re: Vista knows best
Posted by [Aaron Allen](#) on Wed, 27 Dec 2006 06:17:03 GMT
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16384 =
latency
>>>>
>>>>!!
>>>>
>>>>>Isn't that clever ??
>>>>>Now you say you put a plugin on track 4 of submix 2 that has a =
latency
>>>
>>>>of
>>>
>>>>>256 ms (you have here to translate it to samples as to have it on =
your
>>>
>>>>latency
>>>
>>>>>list) this is 1290 samples ,plus the 12 samples submix 2 =
introduces
(Paris
>>>>>feature) you will have a total of 1302.
>>>>>Just type 1302 on track's 4 vertex instance and vertex will take =
this
>>=20
>> very
>>=20
>>>>>same track to the 16384 latency situation !
>>>>>This very clever delay compensator DOES not add the latencies but =
uses
>>>
>>>>the
>>>
>>>>>biggest among all instances and aligns the rest !
>>>>>I hope this helps.
>>>>>Regards,
>>>>>Dimitrios

>>>>>
>>>>>"Phil Aiken" <asdf@asdf.sdf> wrote:
>>>>>
>>>>>
>>>>>>I am a little unclear still....
>>>>>>For arguments sake, let's say I have a 32 track project on 2 =
cards,
>>=20
>> with
>>=20
>>>>>>plugins of various latencies...track 1 has 16384 ms. track 10 =
has 16376
>>>>>
>>>>>ms,
>>>>>
>>>>>>and track 20 (track 4 of submix 2) has 256 ms latency. What =
would be
>>=20
>> the
>>=20
>>>>>>procedure with Vertex to even all tracks out across the project?
>>&g

Subject: Re: Vista knows best
Posted by [John \[1\]](#) on Wed, 27 Dec 2006 12:09:56 GMT
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>>=20
>> I
>>=20
>>>>>>>had an email exchange with the developer today regarding 98 -- =
he
says
>>>>>>>it shouldn't be a problem and encouraged me to try the demo. =
Which
>>>>>>>I'll do, as soon as I'm done with this batch of mixes I'm busy =
with
>>>>>>>right now (don't want to throw *anything* new into this system =
until
>>>>>>>this job is done). But, if he gets this "manual latency" =
compensator
>>>>>>>gizmo working, I'll buy just for that and for the extra solo =
and mute
>>>>>>>capability.
>>>>>>>
>>>>>>>-- thanks for keeping on top of these developments -- much =
appreciated

>>>>>>-- chas.
>>>>>>
>>>&g

Subject: Re: Vista knows best
Posted by [DJ](#) on Wed, 27 Dec 2006 14:13:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;>>
>>>>>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
>>>>

Subject: Re: Vista knows best
Posted by [TCB](#) on Wed, 27 Dec 2006 15:20:30 GMT
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```
;>>>
>>>>>>>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=20
>>>>>>>>
>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>
>>>>>>>>
>>>>>>>>That is what we want, but extremely high playback latencies =
will
>>=20
>> probably
>>=20
>>>>>>>>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.=20
>>>>>>>>Any chance we could pick from a list or assign a total =
delay?
>>>>>>>>Gene
>>>>>>>>This is exciting.
>>>>>>>>
>>=20
```

I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>
-----=_NextPart_000_0054_01C73EF3.6183A160
Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!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>A couple of weeks?!?! That's alot =
of=20

latency.</DIV>

<DIV>Tom</DIV>

<DIV> </DIV>

<DIV> </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> wrote in =
message=20

<A =

href=3D"news:45b64aaa\$1@linux">news:45b64aaa\$1@linux...</DIV>
Dear=
=20

Jeff,
This is what makes this author a nice guy ...
I proposed =
it to him=20

to be added on his vertex and he reacted in a very positive
way =
improving=20

my idea and promissing a couple of weeks for this update to
his =
vertex that=20

will include the latency compensator.
Hope this=20

helps.
Regards,
Dimitrios
Jeff hoover <<A=20
=

href=3D"mailto:jkhoover@excite-DOT-com">jkhoover@excite-DOT-com>=20

wrote:
>So is the compensator already in the product, or do we =
have a=20

timeline
>for it?
>
>Hoov
>
>Dimitrios=20

wrote:
>> Great Chris !
>> Please email him too =
saying that=20

you are a Paris users that has been informed
>> about the =
latency=20

compensator !
>> Regards,
>> Dimitrios
>>=20

>> "Chris Lang" <<A =

href=3D"

Subject: Re: Vista knows best

Posted by [TCB](#) on Wed, 27 Dec 2006 15:24:10 GMT

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

amp;gt;>>>You open vertex dsp on every audio =
track on=20

your 2 card system.
>>>>You can save that as a =
template for=20

further projects.
>>>>Now lets say you open on =
track 1 a=20

plugin that has 16384 samples latency
>>>>, you =
just type=20

16384 on that vertex's instance of audio track 1=20

and
vertex
>>>>takes care of the rest 31 audio =
tracks to=20

get aligned.
>>>>Now you put a plugin on track 10 =
which=20

has a latency of 16376 ,you=20
=

just
>>>
>>>type
>>>
&=
gt;>>>that=20

number on track's 10 vertex instance and so vertex takes care =
of
>=20

> the
>
>>>rest 31 audio =
tracks=20

again meaning that it delays all other tracks in
> =

>=20

a
>=20
=

>>>way
>>>
>>>>that =
all=20

have this 16376 latency, menaing again that it just adds=20

12
samples
>>>>to track 10 and lives all other =
31 audio=20

tracks with same 16384=20
=

latency
>>>
>>>!!
>>>
=
>>>>Isn't=20

that clever ??
>>>>Now you say you put a plugin on =
track 4=20

of submix 2 that has a=20
=

latency
>>>
>>>of
>>>
>>>=
>>256=20

ms (you have here to translate it to samples as to have it on=20
=

your
>>>
>>>latency
>>>
>>&g=
t;>>list)=20

this is 1290 samples ,plus the 12 samples submix 2=20

introduces
(Paris
>>>>feature) you will have a =
total of=20
1302.
>>>>Just type 1302 on track's 4 vertex =
instance and=20
vertex will take this
>&
>& very
>&=20

>>>>same track to the 16384 latency situation=20
!
>>>>This very clever delay compensator DOES not =
add the=20
latencies but=20
=
uses
>>&
>>&the
>>&
>>&g=
t;>biggest=20
among all instances and alligns the rest !
>>>&I =
hope this=20
=
helps.
>>&
>&
>&Dimitrios<B=
R>>&
>&
>& "Phil=20
Aiken" <asdf@asdf.sdf>=20
=
wrote:
>&
>&
>&=
>>&I=20
am a little unclear still....
>&
>&For arguments =
sake,=20
let's say I have a 32 track project on 2 cards,
>& =

>&=20
with
>&
>&
>&plugins of various=20
latencies...track 1 has 16384 ms. track 10 has=20
=
16376
>&
>&ms,
>&=&
>&
>&
>&and=20
track 20 (track 4 of submix 2) has 256 ms latency. What would =
be
>&=20

>& the
>&
>&
>&procedure =
with Vertex=20
to even all tracks out across the=20
=
project?
>&
>&
>&=
>&
>&
>&
>&g=
t;Chas.=20
Duncan <duncan5199ATsbcglobalDOTnet@>=20
wrote:
>&
>&
>&OK, =
that's=20
understood then -- max latency not an issue. Cool. =
And
>&=20

>& I
>&
>&had an =
email=20
exchange with the developer today regarding 98 --=20

Subject: Re: Vista knows best
Posted by [John \[1\]](#) on Wed, 27 Dec 2006 16:39:05 GMT
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mp;gt;>
>>>>=
t;>>>author=20
suggests uses 1 mb memory per vertex instance , so for=20
=
32
audio
>>>>>
>>>>>tracks=

>>>>>>
 >>>>>>& >with=20
vertex 32mb will be needed, for 64 paris audio tracks with=20
=
vertex
>>>>>
>>>>>64
>&=
gt;>>>>
 >>>>>>& >mb=20
will be needed.
 >>>>>>& >I agree with the =
author's=20
132000 samples as maximum ,if you=20
=
will
ever
>>>>>
>>>>>reach=

>>>>>>
 >>>>>>& >that=20
I say again.
 >>>>>>& >Normally you would =
never pass=20
1000 without uad1=20
=
plugins...
 >>>>>>& >Regards,
>>>>=
>>>>Dimitrios
 >>>>>>& >Chas.=20
Duncan <duncan5199ATsbcglobalDOTnet@>=20
=
wrote:
 >>>&g

Subject: Re: Vista knows best
Posted by [excelav](#) on Thu, 28 Dec 2006 19:25:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

t;
>>>>and all=20
=
other
>>>>
 >>>>>& >audio=20
tracks get delayed that amount =
!
 >>>>>>& >The=20
author just asks how much would be the maximum possible=20
=
latency
>>
>>needed
>>
>>=
>>>>>>because=20
the 132000 maximum (only maximum if you will ever reach=20
=
that
>>>
>>>)
>>>
>=
>>>>>the
>>>>&
>>>>=

t;>>>author=20

suggests uses 1 mb memory per vertex instance , so for=20

$$=$$

32
audio
>>>>>
>>>>>tracks=

>>>>>
 >>>>>>& ;gt;with=20

vertex 32mb will be needed, for 64 paris audio tracks with=20

$$=$$

```
vertex<BR>&gt;&gt;&gt;&gt;&gt;<BR>&gt;&gt;&gt;&gt;&gt;64<BR>&gt;&=
```

gt;>>>>
 >>>>>>>& ;gt;mb=20

will be needed. >>>>>>>& ;gt;I agree with the =

author's 132000 samples as maximum ,if you=20

==

will ever reach=

>>>>>>
 >>>>>>& ;gt;that=20

I say again.
 >>>>>>& ;>Normally you would =
never=20

pass 1000 without uad1=20

$$=$$

plugins...
 >>>>>>>& ;gt;Regards,
>>>=

;>>>>Dimitrios
 >>>>>>>& ;gt;Chas.=20

Duncan <duncan5199ATsbcglobalDOTnet@>=20

$$=$$

wrote:
 >>>>>>>& ;gt;
>>>>>>=

;>>Gene/Dimitrios:
 >>>>>>>& ;>>
>>=>>>>>>>>>>>>W ould=20

it even be necessary to "pick from a list" or "assign"=20

total
 >>>>>>>& ;>>delay? Seems like =
the=20

total delay would simply be as low (or=20

as high) >>>>>& ;as needed to =
compensate=20

for the plugins used. (Unless I'm=20

missing
 >>>>>>>& >>something, which is =
always a=20

$$=$$

possibility...)
 >>>>>>>& ;>>>
>>>>=

t;>>>>>>As=20

for me -- I'm still on 98, 512 ram -- could I run this=20

thing
right
 >>>>>>>& ;gt;>now, just to=20

compensate for EDS fx offsets, submix offsets,=20

$$=$$

etc.?
 >>>>>>& ;>>>
>>>>>>>=

>>>--=20

interested in how this turns out -- thanks --=20

$$=$$

chas.
 >>>>>>>& >>
>>>>>=

>>>
 >>>>>>& ;>>On=20

;>>will
 >>>>>>>>& ;gt;
>>>>>>=
 >>>>>>>>>>do=20
 is: Tracks 1 will pass through as it is, track 2 will be=20
 =
 delayed
>>>>>>>
>>>>>>>>by
>>=
 >>>>>>>>>>
 >>>>>>>>>>>& ;gt;8192
>>>=
 >>>>>>>>>>
 >>>>>>>>>>>& ;gt;>>>>>>sa=
 mples=20
 and all other tracks will be delayed by 16384=20
 =
 samples.
 >>>>>>>>>>& ;gt;>>>>>>
>>>>>>=
 >>>>>>>>>>>>>>>>W hat=20
 counts for the overall latency is the largest latency=20
 =
 of
any
>>>>>>>
>>>>>>>track.
>>>>>>g=
 t;
 >>>>>>>>>>>>>>& ;gt;>>>>>>You=20
 calculate the sum of latencies only for individual=20
 =
 tracks
when
>>>>>>>>
>>>>>>>>>you
>>=
 >>>>>>>>
 >>>>>>>>>>>>>& ;gt;e.g.
>>>>>>=
 >>>>>>>>
 >>>>>>>>>>>>>& ;gt;>>>>>>put=20
 several uad1 behind on the same=20
 =
 track.
 >>>>>>>>>>>& ;gt;>>>>>>
>>>>>>>=
 ;>>>>>>>>>>>>>>ISN 'T=20
 that WHAT WE WANT ? =
 !!!
 >>>>>>>>>>>& ;gt;>>>>>>If we=20
 don't buy this vertex we have to jump off Paris !=20
 =
 :)
 >>>>>>>>>>>& ;gt;>>>>>>Regards,
>>>>>=
 ;>>>>>>>>>>>& ;gt;>>>>>>Dimitrios=20
 =

 >>>>>>>>>>>& ;gt;>>>>>>
>>>>>>>>>=
 >>>>>>>>>>>>>>>>"Dimitrios"=20
 <musurgio@otenet.gr> =
 =
 wrote:
 >>>>>>>>>>>& ;gt;>>>>>>
>>>>>>>=
 ;>>>>>>>>>>>>>
 >>>>>>>>>>>& ;gt;>>>>>>That=
 =20
 is what we want, but extremely high playback latencies =
 will
>>>>=20

>>> probably
>>>=20

 >>>>>>>>>>>& ;gt;>>>>>>cause a delay between =
 fader and=20
 mute actions and audible=20
 =
 execution
>>>>>>>
>>>>>>>(and
>>>>>>>=

[illegible]

Subject: Steve Jobs Hatred (was Re: Vista knows best)

Posted by [Jamie K](#) on Thu, 28 Dec 2006 21:32:12 GMT

gio@comcast.net> wrote:

```

>> >> to waves. Anyone know of a program that will do this??? My version
of
>> > =
>> >>Wavelab
>> >> will only do mp3's and Cubase SX3 is the same. I just wasted a half
=
>> >>hour
>> >> on idioTunes with no success. Any one know of something out =
>> >>there????? Bueller.....anyone?????
>> >> Rod
>> >>
>> >>
>> >>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><FONT face=3DArial size=3D2>Rod,</FONT></DIV>
>> >><DIV><FONT face=3DArial size=3D2>Make a CD in itunes (already =
>> >>installed?) and burn a=20
>> >>CD of wavs.</FONT></DIV>
>> >><DIV><FONT face=3DArial size=3D2>Then rip into Paris in the normal =
>> >>fashion. I=20
>> >>never have been able to do </FONT></DIV>
>> >><DIV><FONT face=3DArial size=3D2>it any other way in itunes. I =
>> >>think it's part=20
>> >>>of their copy protection thing.?.</FONT></DIV>
>> >><DIV><FONT face=3DArial size=3D2>They will put a limit on the number
of
>> > =
>> >>CDs you can=20
>> >>burn too. Nice of them.</FONT></DIV>
>> >><DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
>> >><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>> >><DIV><FONT face=3DArial size=3D2></FONT> </DIV>
>> >><BLOCKQUOTE=20
>> >>style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>> >>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
>> >> <DIV>"Rod Lincoln" <<A=20
>> >> href=3D"mailto:rlincoln@kc.rr.com">rlincoln@kc.rr.com</A>> wrote in
=
>> >>message=20

```

```

>> >> <A =
>> >>href=3D"news:45b55d8c$1@linux">news:45b55d8c$1@linux</A>...</DIV><BR>I
=
>> >>just=20
>> >> recieved some files to play on from a client. They are <A=20
>> >> href=3D"mailto:##@$&^$">##@$&^$</A>#!!!<BR> m4a =
>> >>files. So far=20
>> >> I haven't been able to convert them to wave or mp3 files.<BR>Up till
=
>> >>now I've=20
>> >> been using the handy dandy CDex program to convert mp3's<BR>to waves.
>> > =
>> >>Anyone=20
>> >> know of a program that will do this??? My version of Wavelab<BR>will
=
>> >>only do=20
>> >> mp3's and Cubase SX3 is the same. I just wasted a half hour<BR>on
=
>> >>idiottunes=20
>> >> with no success. Any one know of something out there?????=20
>> >> Bueller.....anyone????<BR>Rod</BLOCKQUOTE>
>> >><DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam,
=
>> >>and=20
>> >>you?<BR><A=20
>>
>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>> >>.html</A> </FONT></DIV></BODY></HTML>
>> >>
>> >>
>> >
>>
>>
>

```

>Anyone using the Asus P5W DH Deluxe with a core 2 or quad core? Any problems or issues to watch out for.
I'm also considering the P5WDG2 or Intel D975XBX2KR, but would prefer to have 3 PCI slots for 2 UAD-1s and
and RME card, for now at least until I upgrade the audio card to PCIe (this is for Nuendo, btw).

Feel free to email me offline to since it's ot - dedric at keyofd dot net.

Thanks,
DedricThis is a multi-part message in MIME format.

-----=_NextPart_000_007E_01C73EFB.C562FA20
Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

If this latency compensator shows up in two weeks I'll be floored.

I'll be surprised whenever it shows up. \$45? Duh.

Tom

"DJ" <www.aarrrrggghhh!!!.com> wrote in message news:45b65d47@linux...
ROTFL!!!!

(patience gwasshoppa')

;o)

"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:45b655ee@linux...

A couple of weeks?!?! That's alot of latency.

Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =
news:45b64aaa\$1@linux...

Dear Jeff,

This is what makes this author a nice guy ...

I proposed it to him to be added on his vertex and he reacted in a =
very positive

way improving my idea and promissing a couple of weeks for this =
update to

his vertex that will include the latency compensator.

Hope this helps.

Regards,

Dimitrios

Jeff hoover <jkhoover@excite-DOT-com> wrote:

>So is the compensator already in the product, or do we have a =
timeline=20

>for it?

>

>Hoov

>

>Dimitrios wrote:

>> Great Chris !

>> Please email him too saying that you are a Paris users that has =
been informed

>> about the latency compensator !

>> Regards,

>> Dimitrios

>>=20

>> "Chris Lang" <yo@yo.yo> wrote:
>>=20
>>>That is awesome. Buying it now...
>>>
>>>Chris
>>>
>>>
>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>
>>>>Dear Phil,
>>>>You probably have read that I said align all 31 audio tracks =
to 16376
>>=20
>> I
>>=20
>>>>meant to 16384 which already was so, so it just adds 12 =
samples to track
>>>>10.
>>>>Regards,
>>>>Dimitrios
>>>>
>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>
>>>>>Hi Phil,
>>>>>According to the author you just have to type the latency on =
the vertex
>>>>
>>>>>instance
>>>>
>>>>>you are putting a plugin and then vertex takes care of the =
rest !!
>>>>>Here is how it will work...
>>>>>You open vertex dsp on every audio track on your 2 card =
system.
>>>>>You can save that as a template for further projects.
>>>>>Now lets say you open on track 1 a plugin that has 16384 =
samples latency
>>>>>, you just type 16384 on that vertex's instance of audio =
track 1 and
vertex
>>>>>takes care of the rest 31 audio tracks to get alligned.
>>>>>Now you put a plugin on track 10 which has a latency of 16376 =
,you just
>>>>
>>>>>type
>>>>
>>>>>that number on track's 10 vertex instance and so vertex takes =
care of

>>=20
>> the
>>=20
>>>>rest 31 audio tracks again meaning that it delays all other =
tracks in
>>=20
>> a
>>=20
>>>>way
>>>>
>>>>>

Subject: Re: Vista knows best
Posted by [TCB](#) on Thu, 28 Dec 2006 23:02:54 GMT
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uncan5199ATsbcglobalDOTnet@> wrote:

>>>>>>
>>>>>>>OK, that's understood then -- max latency not an issue. =
Cool. And
>>=20
>> I
>>=20
>>>>>>>had an email exchange with the developer today regarding 98 =
-- he
says
>>>>>>>it shouldn't be a problem and encouraged me to try the =
demo. Which
>>>>>>>I'll do, as soon as I'm done with this batch of mixes I'm =
busy with
>>>>>>>right now (don't want to throw *anything* new into this =
system until
>>>>>>>this job is done). But, if he gets this "manual latency" =
compensator
>>>>>>>gizmo working, I'll buy just for that and for the extra =
solo and mute
>>>>>>>capability.
>>>>>>>
>>>>>>>--- thanks for keeping on top of these developments -- much =
appreciated
>>>>>>>--- chas.
>>>>>>>
>>>>>>>On 23 Jan 2007 04:25:42 +1000, "Dimitrios" =
<musurgio@otenet.gr> wrote:
>>>>>>>
>>>>>>>
>>>>>>>>Well there is no pick from the list thing.

>>>>>>>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 memory per vertex instance , so =
for 32
audio
>>>>>>>
>>>>>>>tracks
>>>>>>>
>>>>>>>>>with vertex 32mb will be needed, for 64 paris audio tracks =
with vertex
>>>>>>>
>>>>>>>>>64
>>>>>>>>>
>>>>>>>>>mb will be needed.
>>>>>>>>>I aggree with the author's 132000 samples as maximum ,if =
you will
ever
>>>>>>>>>
>>>>>>>>>reach
>>>>>>>>>
>>>>>>>>>that I say again.
>>>>>>>>>Normally you would never pass 1000 without uad1 plugins...
>>>>>>>>>Regards,
>>>>>>>>>Dimitrios

>>>>>>>Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
>>>>>>>
>>>>>>>Gene/Dimitrios:
>>>>>>>
>>>>>>>Would it even be necessary to "pick from a list" or =
"assign" total
>>>>>>>delay? Seems like the total delay would simply be as low =
(or as
high)
>>>>>>>as needed to compensate for the plugins used. (Unless =
I'm missing
>>>>>>>something, which is always a possibility...)
>>>>>>>
>>>>>>>As for me -- I'm still on 98, 512 ram -- could I run this =
thing
right
>>>>>>>now, just to compensate for EDS fx offsets, submix =
offsets, etc.?
>>>>>>>
>>>>>>>-- interested in how this turns out -- thanks -- chas.
>>>>>>>
>>>>>>>
>>>>>>>On 23 Jan 2007 02:54:04 +1000, "Gene Lennon"
>>>>>>><glennon@NOSPmyrealbox.com> wrote:
>>>>>>>
>>>>>>>
>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>
>>>>>>>>>Here is what the author wrote about his latency addon =
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

Subject: Re: Vista knows best
Posted by [Jamie K](#) on Thu, 28 Dec 2006 23:33:50 GMT
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=20

I choose Polesoft Lockspam to fight spam, and you?

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

-----=_NextPart_000_007E_01C73EFB.C562FA20

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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

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charset=3Diso-8859-1">

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

<STYLE></STYLE>

</HEAD>

<BODY bgColor=3D#ffffff>

<DIV>If this latency compensator shows up in =
two weeks=20

I'll be floored.</DIV>

<DIV>I'll be surprised whenever it shows =
up. =20

\$45? Duh.</DIV>

<DIV>Tom</DIV>

<DIV> </DIV>

<DIV> </DIV>

<BLOCKQUOTE dir=3Dltr=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"DJ" <<A=20

=

href=3D"http://www.aarrrrggghhh!!!.com">www.aarrrrggghhh!!!.com> =
wrote in=20

message <A =

href=3D"news:45b65d47@linux">news:45b65d47@linux...</DIV>

<DIV>ROTFL!!!!</DIV>

<DIV> </DIV>

<DIV>(patience gwasshoppa')</DIV>

<DIV> </DIV>

<DIV>;o</DIV>

<BLOCKQUOTE dir=3Dltr=20

style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">

<DIV>"Tom Bruhl" <<A=20

href=3D"mailto:arpeggio@comcast.net">arpeggio@comcast.net> =
wrote in=20

message <A =
<news:45b655ee@linux>>news:45b655ee@linux...</DIV>
 <DIV>A couple of weeks?!?! That's =
 alot of=20
 latency.</DIV>
 <DIV>Tom</DIV>
 <DIV> </DIV>
 <DIV> </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
<mailto:musurgio@otenet.gr>>musurgio@otenet.gr> =
 wrote in=20
 message <A=20
 =
[news:45b64aaa\\$1@linux](news:45b64aaa$1@linux)>news:45b64aaa\$1@linux...</DIV>
Dear=
 =20
 Jeff,
This is what makes this author a nice guy ...
I =
 proposed it to=20
 him to be added on his vertex and he reacted in a very =
 positive
way=20
 improving my idea and promissing a couple of weeks for this update =
 to
his vertex that will include the latency =
 compensator.
Hope this=20
 helps.
Regards,
Dimitrios
Jeff hoover <<A=20
 =
<mailto:jkhoover@excite-DOT-com>>jkhoover@excite-DOT-com>=20
 wrote:
>So is the compensator already in the product, or do =
 we have=20
 a timeline
>for =
 it?
>
>Hoov
>
>Dimitrios=20
 wrote:
>> Great Chris !
>> Please email him too =
 saying=20
 that you are a Paris users that has been informed
>> =
 about the=20
 latency compensator !
>> Regards,
>>=20
 Dimitrios
>>
>> "Chris Lang" <<A=20
<mailto:yo@yo.yo>>yo@yo.yo> wrote:
>>=20

>>>That is awesome. Buying it=20
 =
 now...
>>>
>>>Chris
>>>
>>>=
 t;
>>>>"Dimitrios"=20
 <<A =
<mailto:musurgio@otenet.gr>>musurgio@otenet.gr>=20
 wrote:
>>>
>>>>Dear=20
 Phil,
>>>>You probably have read that I said allign =

all 31=20
 audio tracks to 16376
>>
>> I
>>=20

>>>meant to 16384 which already was so, so it =
 just adds=20
 12 samples to=20
 =
 track
>>>10.
>>>Regards,
>>>=>Dimitrios
>>>
>>> "Dimitrios"=20
 <<A =
 href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20
 wrote:
>>>
>>>>Hi=20
 Phil,
>>>>According to the author you just have =
 to type=20
 the latency on the=20
 =
 vertex
>>>
>>>instance
>>>=>
>>>>you=20
 are putting a plugin and then vertex takes care of the rest=20
 !!
>>>>Here is how it will=20
 work...
>>>>You open vertex dsp on every audio =
 track on=20
 your 2 card system.
>>>>You can save that as a =
 template=20
 for further projects.
>>>>Now lets say you open =
 on=20
 track 1 a plugin that has 16384 samples =
 latency
>>>>,>=20
 you just type 16384 on that vertex's instance of audio track 1=20
 and
vertex
>>>>takes care of the rest 31 =
 audio=20
 tracks to get alligned.
>>>>Now you put a =
 plugin on=20
 track 10 which has a latency of 16376 ,you=20
 =
 just
>>>
>>>type
>>>
>>>=>>>>that=20
 number on track's 10 vertex instance and so vertex takes care=20
 of
>>
>> the
>> =

>>>>rest=20
 31 audio tracks again meaning that it delays all other tracks=20
 in
>>
>> a
>>=20
 =

>>>way
>>>
>>>>that=20
 all have this 16376 latency, menaing again that it just adds=20
 12
samples
>>>>to track 10 and lives all =
 other 31=20
 audio tracks with same 16384=20
 =

latency
>>>
>>>!!
>>>
=
>>>>>>Isn't=20
that clever ??
>>>>Now you say you put a plugin =
on=20
track 4 of submix 2 that has a=20
=
latency
>>>
>>>of
>>>
>>>=
>>>256=20
ms (you have here to translate it to samples as to have it on=20
=
your
>>>
>>>latency
>>>
>>>=
t;>>>list)=20
this is 1290 samples ,plus the 12 samples submix 2=20
introduc

Subject: Re: Vista knows best
Posted by [Chris Ludwig](#) on Fri, 29 Dec 2006 00:44:31 GMT
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es
(Paris
>>>>feature) you will have =
a total=20
of 1302.
>>>>Just type 1302 on track's 4 vertex =

instance and vertex will take this
>>
>>=20
very
>>
>>>>same track to the 16384 =
latency=20
situation !
>>>>This very clever delay =
compensator DOES=20
not add the latencies but=20
=
uses
>>>
>>>the
>>>
>>>&g=
t;>>>biggest=20
among all instances and alligns the rest =
!
>>>>I hope=20
this=20
=
helps.
>>>>Regards,
>>>>Dimitrios<B=
R>>>>>>
>>>>> "Phil=20
Aiken" <asdf@asdf.sdf>=20
=
wrote:
>>>>>
>>>>>>>
>>>>=
>>>>I=20
am a little unclear still....
>>>>>>For =
arguments=20
sake, let's say I have a 32 track project on 2 cards,
>>=20

>>> with
>>>
>>>>>>plugins =
of=20

`various latencies...track 1 has 16384 ms. track 10 has=20`

=

`16376<BR>>>>><BR>>>>><br>>>>>ms, <BR>>>>>&=&`

>>>>
>>>>
>>>>and=20

`track 20 (track 4 of submix 2) has 256 ms latency. What would=20`

`be<BR>>> <BR>>> the<BR>>>=20`

`<BR>>>>>>procedure with Vertex to even all =`

`tracks out=20`

`across the=20`

=

`project?<BR>>>>>> <BR>>>>>>><BR>>>=&`

`>>>>><BR>>>>>>> <BR>>>>>>&g=t;Chas.=20`

`Duncan <duncan5199ATsbcbglobalDOTnet@>=20`

=

`wrote:<BR>>>>>> <BR> >>>>>>>>>OK,= 20`

`that's understood then -- max latency not an issue. =`

Cool. =20

`And<BR>>> <BR>>> I<BR>>>=20`

`<BR>>>>>>>had an email exchange with the =`

`developer=20`

`today regarding 98 -- he<BR>says<BR>>>>>>>it =`

`shouldn't be a problem and encouraged me to try the demo. =20`

`Which<BR> >>>>>>>&I'll do, as soon as I'm done =`

`with=20`

`this batch of mixes I'm busy =`

`with<BR> >>>>>>>righ t now=20`

`(don't want to throw *anything* new into this system=20`

`until<BR> >>>>>>>this job is done).  But, =`

`if he=20`

`gets this "manual latency">=20`

`compensator<BR> >>>>>>>&gizm o working, I'll buy =`

`just=20`

`for that and for the extra solo and=20`

=

`mute<BR> >>>>>>>capa bility. <BR>>>>>>&g=t;><BR> >>>>>>&--=2 0`

`thanks for keeping on top of these developments -- much=20`

`appreciated<BR> >>>>>>&--=2 0`

=

`chas.<BR>>>>>>> <BR>>>>>>>&On =`

`23=20`

`Jan 2007 04:25:42 +1000, "Dimitrios" <<A=20`

`href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>>=20`

=

`wrote:<BR>>>>>>> <BR>>>>>>>& <BR>=`

`> >>>>>>& & ;qt;Well=20`

Subject: Re: Vista knows best
Posted by [DJ](#) on Fri, 29 Dec 2006 03:26:25 GMT
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>you printed tracks with everything already on them, then you might adjust
>track levels on the way back out, but other than that, the output was pretty
>much directly related to the input. Then we got to the stage where we could
>record dry tracks and really manipulate them on the way back out, especially
>with the big half-million dollar multi-channel consoles. Now though, with
>the current trends of down-sized studios, mixing in the box digitally, and
>having no computer hardware "personality", no headroom, etc, he was saying
>they try to record everything in the old way, with the best mics, preamps
>and effects on the way in...
>
>While I don't see a lot of change in the basic ideas of pro audio recording,
>I really like what I'm seeing from sound creation people, for example Synful
>and Audio Impressions. Both of them are in the orchestral sound business
-
>Synful is a two person show (husband and wife) and is very very impressive
>for how small the software is and how good it sounds, especially for legato
>lines. Audio Impressions has changed the way orchestral libraries are
>played - when you play a single note, an entire section plays that note.
>When you play two notes, half the players sound for each note. Three notes
>uses a third of the section, four use a quarter, etc. (Real divisi
>simulation...) Most orchestral libraries are samples of entire sections,
>which means one note comes from the entire section, two notes sounds like
>two full sections, etc.
>
>I suppose you could argue that it's still "just sampling," but I've seen
a
>lot of improvements over the old libraries that had one velocity layer and
a
>single sample was pitch shifted over several keys. With more memory, not
>only can we sample each key, but we can have multiple samples for different

>velocity levels. (Check out TBO from Sampletekk for example- it has 93
>samples per note!) And with the new version of Native Instruments Kontakt
>sampler, you can now write program scripts to change how samples are played
>back - there is a really cool script for legato playing as well as a couple
>scripts to get rid of the "machine gun" effect that plagues repeated single
>notes.
>
>I think innovation is still out there - you just don't usually find it at

>the big vendors...

>

>Doug

>

><http://www.parisfaqs.com>

>

>Hi Dedric,

I use it at home with the quad 6700 works like a champ.

3x uads pci

1x firewire 800

The only issues I have with it are that the JMicron sata controllers
don't work well for raid but the intel and silicon images work great.

If you have that many PCI slots fille

Subject: Re: Vista knows best

Posted by [TCB](#) on Fri, 29 Dec 2006 20:14:01 GMT

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s and much as just musical birds of a feather who share a lot
of

> >> common influences -- Beatles, '60s psychedelia, and odd influences like

> >> Beefheart and Zappa. I do think that anyone who likes XTC will like

> >> Sarahtonin. (Available at CD Baby www.cdbaby.com/cd/sarahtonin) We

> >> also

> >> sell it on our website www.sarahtonin.com but the shopping cart system

is

> >> temporarily down.

> >>

> >> OK, end of crass self-promotion, back to "XTC is great." :) I have

all

> >> their albums, including their Dukes of Stratosphear alter ego, and I

> > don't
> > think there's a bad record among 'em. Great writing, amazing guitar
> > work, and Colin Moulding has to be one of the most creative bass players
> > in
> > the universe. Not nearly the fame and fortune they deserved.
> >
> > "Even I never know where I go when my eyes are closed" - Andy Partridge
> > from
> > "Chalkhills and Children"
> >
> > Sarah
> >
> >
> >
> > "Uptown Jimmy" <johnson314@bellsouth.net> wrote in message
> > news:45b43650@linux...
> > > XTC is the best. They released their best album in years with "Apple
> > > Venus".
> > > Gorgeous.
> > >
> > > I think they've recently called it quits after all these years.
> > >
> > > Love love love them. Andy is my hero. Lyrics like nobody else.
> > >
> > > "Summers Cauldron" from "Skylarking". That says it best. Just listen
to
> > > that
> > > for a good sampling.
> > >
> > >
> > > "Sarah" <sarahjane@sarahtonin.com> wrote in message
> > news:45b4344a@linux...
> > > OK, I confess . . . these guys are about my favorititest band ever,
> > > and
> > I
> > > just laughed out loud at this great early, early video. Before Dave
> > > Gregory
> > > even . . . <http://www.youtube.com/watch?v=cnhVulJiswo>
> > >
> > > Never even heard this song before today. Damn, Andy was cute when
he
> > was
> > > young . . .
> > >
> > > Sorry . . .
> > >
> > > Sarah
> > >

> >> >>
> >> >
> >> >
> >>
> >>
> >
> >
> >
>
>Indeed.

Jimmy

"Jamie K" <Meta@Dimensional.com> wrote in message news:45b5b5c5\$1@linux...

>
> When they were good, they were great.
>
> Cheers,
> -Jamie
> www.JamieKrutz.comHey DeeJ,
Thats what I also think.
We have to support those people who listen to our problems and do things
for Paris !
Thumbs up !
Regarding now the Uad1 latency compensator IT IS NOT the same !
With uad1 compensator you have to put on every audio track in Paris the satus
of plugins and every time you put a UAD1 plug on a certain track.
That means if you put UAD1 LA2 on track 1 then you have to put the number
1 ON EVERY OTHER Paris audio track.
Now if you put another 1176LN on same track you have to put ON ALL OTHER
Paris tracks on delay compensator from UAD1 the number 2 !!
That is NOT the situation with vertex which is a real compensator !
You have to put the latency ONLY on the track you are putting a UAD1 plug
like in track 1.
the rest audio tracks get aligned AUTOMATICALLY !!
And DeeJ note that you can compensate for EDS effctcs too which uad1 compensator
cannot do that...
That to take the clouds off of Vertex.
Regards,
Dimitrios

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

>If not, this won't be any different from using the UAD-1 Delaycomp. I went

>ahead and bought it because the app has possibilities above and beyond this

>particular promised latency compensation function, but if it doesn't keep

>the editor in sync with the audio, it's going to be pretty pretty much

>useless/redundant as far as high latency situations like the UAD-1 are
>concerned. I'm just willing to throw a little money at *anyone* who will

>help keep our Paris system viable in any way possible.
>
>Deej
>
>
>
>"Eugene B" <martinlancer@hotmail.com> wrote in message
>news:45b6970e\$1@linux...
>>
>> Hey Dimitrios will my waveforms in the automation editor
>> be in sync with the audio?If so i'll buy it.
>> Eugene
>>
>> "Dimitrios" <musurgio@otenet.gr> wrote:
>>>
>>>Hi Aaron,
>>>How is your pulsar going ?
>>><http://www.vertexdsp.com/products.html>
>>>
>>>Regards,
>>>Dimitrios
>>>
>>>"Aaron Allen" <know-spam@not_here.dude> wrote:
>>>>What was the website again?
>>>>
>>>>"Dimitrios" <musurgio@otenet.gr> wrote in message
>>>>news:45b46e36\$1@linux...
>>>>
>>>> Hi,
>>>> You remember Wormhole ?
>>>> Although there was a great support for us paris users regarding the

>>>> update
>>>> of wormhole I don't think that more than 3-4 of us ,including me, have
>>>
>>>> bought
>>>> wormhole.
>>>> I don't wanna be pushy with your money and urge you to spend them
>>>> towards
>>>> anything for that matter but you understand my position and how we

>>>> Paris
>>>> users show our appreciation to this author of Vertex...
>>>> We have to decide if we want some people get involved in developing

>>>>> Paris
 >>>>> any further or let eventually Paris fade away...
 >>>>> I form myself I am here for me and all of you to fight till nothing can
 >>>>be
 >>>>> done...
 >>>>> I will buy it because ALREADY is a GREAT plugin because you can SOLO
 >> a
 >>>
 >>>>> bunch
 >>>>> of audio tracks along submixes , mute other and finally be able to
 do
 >>>what
 >>>>> clients sometimes (always ?) ask like can I hear please only the
 >>>>> guitars
 >>>>> ? or can I hear only main and backing vocals ?
 >>>>> Now add to the above this Latency compensation thing which was based
 >> on
 >>>a
 >>>>> idea of mine with manually giving the latency of a certain plugin and
 >>>
 >>>>> letting
 >>>>> the rest of audio tracks follow that latency.
 >>>>>
 >>>>> I am signing this:
 >>>>> Dimitrios Bitzenis
 >>>>
 >>>>
 >>>
 >>
 >
 >Hi,

After DeeJ's post that UAD1 delay compensator can do the saem as Vertex I
 have to make a public paris statement about Vertex !

Now vertex is (will be :)) a true delay compensator as opposed to UAD1 delay
 compensator which is a fake one like the free Latency compensator vst plugin.
 VERTEX is a clever little beast.

Lets say upi have 64 Paris audio tracks.

You make a default project (will take you 5 min) where you open vertex on
 every Paris audio track, same applies for 2,3,4,...8 Paris eds cards owners,.
 Vertex can have up to 128 instances loaded at once which is exactly the maximum
 Paris audio tracks allowed !

Now after saving this as your default project you can open it and try a scenario
 like the following.

Lets say that your drumtracks are audio track 1 = kick , 2= snare up, 3 =
 snare down, 4= hihat, 5= ride, 6= crash1, 7= crash2, 8= tom1 ,9= tom2, 10=floortom,
 11= OH left, 12 = OH Right.

ow you wanna put LA2 on snare drum and ONLY on snare up means track 2.

You go to vertex instance on track 2 and you put the number 16384.

Thats it !

Now ALL your 16/32/48/64/80/96/112/128 Paris audio tracks will GET the 16384 delay automatically !!!

WITH UAD1 delay compensator that UAD1 gives to UAD1 owners works the opposite !

You have to put on all remaining 127 audio tracks (on a 128 Paris system) the number 1 !!!!

Thats not an automatic latency compensator !

Now for eds effects let say you put a Parisn eds effect on Tom1 with a lookahead 0.005 which is 230 samples latency.

Now just type 230 on that track and VERTEX JUST asubtracts this number from the 16384 total latency =16164 which gets this very track !

Now put a LA2 on kick track number 1.

You just ttype the 16384 on audio track 1 vertex instance and what vertex does is just zero's this tracks latency letting uad1 plugin be the latency coordinator. STILL toatla latency is not 32768 but 16384 !!

Even if you put numerous waves plugins with 64 samples latency or 230 samples or whatever still the overall latency wuill not get over 16384 !!!

I think you got the main picture.

Now the fun part (always needed right DeeJ ?)

Lets say you open uad1 plugins from within Spinaudio wrapper light (FREE) using fron inside it the FFX4 dx chainer (FREE) and open from within the uad1 plugins (not Free :))

Now one UAD1 plugin's latency will come down to 4096 samples !!

Four times less that UAD1 wrapped by Fxpansion 3.3 .

Now on the above scenario if you DON'T PUT more than on UAD1 plugin on SAME audio track, meaning you can put 128 instances of UAD1 plugins if you have 4 uad1 cards and are able to load that much on them you STILL DO NOT PASS that 4096 total sample latency !!!

Add to that some waves or T-racks and eds effects ADD to that the submix delay compensatio (12 samples from card1 to card 2 and 2 samples thereafter) you will normally not exceed the 5000 samples latency overall on a dense mix.

That is 113 ms overall.

Now if you don't use UAD1 cards you will normally never get passed the 300 samples which is 6-7 ms which is VERY VERY low and automation is not a problem at all.

Regarding automation though I have made a test with wormhole 32 audio tracks from Cubase to Paris with a latency of 7500 samples and whenever I was recording automation in real time the playback was exactly as I recorded it !!

So whats all about that automation thing accoring to audio track's latency ???

I would like to know that !

Hope the above will help understand that now someone is willing to build something we only were dreaming of , DELAY COMPENSATOR , and we are still skeptical like if ID is making it :)

We ghave to applause this vertex author and give him all the support needed

BECAUSE we the actual buyers of this vertex will surely ask later for an update with some enhanced features and we must show that we are not just 4,5 or 6 Paris users out there interested only.

I ask you to forgive me if someone gets offended by this post as this is not my intention but things can get better for us Paris users and we may survive in keeping Paris up to date !

Regards,
DimitriosDimitrios,

I was meaning that if the Vertex delay compensator doesn't keep the audio and Paris "NOW" line in sync in the editor, then it would be similar to the UAD-1 Delaycomp because in either case, with 16000 + sample latency it will be impossible to use fader automation in Paris relative to what you are seeing in the edit

Subject: Re: Vista knows best

Posted by [Jamie K](#) on Fri, 29 Dec 2006 21:05:00 GMT

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e UAD1 plugin's latency will come down to 4096 samples !!

> Four times less that UAD1 wrapped by Expansion 3.3 .

> Now on the above scenario if you DON'T PUT more than on UAD1 plugin on

> SAME

> audio track, meaning you can put 128 instances of UAD1 plugins if you have

> 4 uad1 cards and are able to load that much on them you STILL DO NOT PASS

> that 4096 total sample latency !!!

> Add to that some waves or T-racks and eds effects ADD to that the submix

> delay compensatio (12 samples from card1 to card 2 and 2 samples

> thereafter)

> you will normally not exceed the 5000 samples latency overall on a dense

> mix.

> That is 113 ms overall.

> Now if you don't use UAD1 cards you will normally never get passed the 300

> samples which is 6-7 ms which is VERY VERY low and automation is not a

> problem

> at all.

> Regarding automation though I have made a test with wormhole 32 audio

> tracks

> from Cubase to Paris with a latency of 7500 samples and whenever I was

> recording

> automation in real time the playback was exactly as I recorded it !!

> So whats all about that automation thing accoring to audio track's latency

> ???

> I would like to know that !

> Hope the above will help understand that now someone is willing to build

> something we only were dreaming of , DELAY COMPENSATOR , and we are still

> skeptical like if ID is making it :)

> We have to applaud this vertex author and give him all the support
> needed
> BECAUSE we the actual buyers of this vertex will surely ask later for an
> update with some enhanced features and we must show that we are not just
> 4,5 or 6 Paris users out there interested only.
> I ask you to forgive me if someone gets offended by this post as this is
> not my intention but things can get better for us Paris users and we may
> survive in keeping Paris up to date !
> Regards,
> DimitriosSorry,

I totally missed the explanation of the Spinaudio wrapper. That addresses a lot of my questions/concerns..

Thanks,
Deej

"DJ" <www.aarrrrggghhh!!!.com> wrote in message news:45b721c5\$1@linux...

> Dimitrios,
>
> I was meaning that if the Vertex delay compensator doesn't keep the audio
> and Paris "NOW" line in sync in the editor, then it would be similar to
> the UAD-1 Delaycomp because in either case, with 16000 + sample latency it
> will be impossible to use fader automation in Paris relative to what you
> are seeing in the editor window as the timeline scrolls. I agree that the
> implementation is much better than the UAD-1 Delaycomp, but if the
> timeline and sound aren't in sync, it will have the same basic problem as
> the UAD-1 Delaycomp. Another thing I'm wondering is if we will need to
> wrap this with the FXpansion V3.3 in order to use it since Paris VST is
> poorly implemented. No big deal there, just curious. Also, this is a VST
> plugin, right? If Paris will only allow 64 vst plugs how do 128 instances
> of this get loaded? . Maybe I'm a bit rusty on my Paris facts these days
> and it will allow more, but like I said, if the timeline in the editor
> doesn't sync to the sound, it has the same basic problem as the UAD-1
> Delaycomp as far as automation is concerned when compensating for huge
> latencies. Hopefully this won't be the case and I can still see other good
> uses for it. thanks for your efforts BTW.

>
> ;o)
>
> Deej

>
>
>
>
> "Dimitrios" <musurgio@otenet.gr> wrote in message news:45b70f43\$1@linux...
>>
>> Hi,
>> After Deej's post that UAD1 delay compensator can do the same as Vertex I

>> have to make a public paris statement about Vertex !
 >> Now vertex is (will be :) a true delay compensator as opposed to UAD1
 >> delay
 >> compensator which is a fake one like the free Latency compensator vst
 >> plugin.
 >> VERTEX is a clever little beast.
 >> Lets say upi have 64 Paris audio tracks.
 >> You make a default project (will take you 5 min) where you open vertex on
 >> every Paris audio track, same applies for 2,3,4,...8 Paris eds cards
 >> owners,.
 >> Vertex can have up to 128 instances loaded at once which is exactly the
 >> maximum
 >> Paris audio tracks allowed !
 >> Now after saving this as your default project you can open it and try a
 >> scenario
 >> like the following.
 >> Lets say that your drumtracks are audio track 1 = kick , 2= snare up, 3 =
 >> snare down, 4= hihat, 5= ride, 6= crash1, 7= crash2, 8= tom1 ,9= tom2,
 >> 10=floortom,
 >> 11= OH left, 12 = OH Right.
 >> ow you wanna put LA2 on snare drum and ONLY on snare up means track 2.
 >> You go to vertex instance on track 2 and you put the number 16384.
 >> Thats it !
 >> Now ALL your 16/32/48/64/80/96/112/128 Paris audio tracks will GET the
 >> 16384
 >> delay automatically !!!
 >> WITH UAD1 delay compensator that UAD1 gives to UAD1 owners works the
 >> opposite
 >> !
 >> You have to put on all remaining 127 audio tracks (on a 128 Paris system)
 >> the number 1 !!!!
 >> Thats not an automatic latency compensator !
 >>
 >> Now for eds effects let say you put a Parisn eds effect on Tom1 with a
 >> lookahead
 >> 0.005 which is 230 samples latency.
 >> Now just type 230 on that track and VERTEX JUST asubstracts this number
 >> from
 >> the 16384 total latency =16164 which gets this very track !
 >> Now put a LA2 on kick track number 1.
 >> You just ttype the 16384 on audio track 1 vertex instance and what vertex
 >> does is just zero's this tracks latency letting uad1 plugin be the
 >> latency
 >> coordinator. STILL toatla latency is not 32768 but 16384 !!
 >> Even if you put numerous waves plugins with 64 samples latency or 230
 >> samples
 >> or whatever still the overall latency wuill not get over 16384 !!!
 >> I think you got the main picture.

>> Now the fun part (always needed right DeeJ ?)
>> Lets say you open uad1 plugins from within Spinaudio wrapper light (FREE)
>> using from inside it the FFX4 dx chainer (FREE) and open from within the
>> uad1 plugins (not Free :))
>> Now one UAD1 plugin's latency will come down to 4096 samples !!
>> Four times less that UAD1 wrapped by Expansion 3.3 .
>> Now on the above scenario if you DON'T PUT more than on UAD1 plugin on
>> SAME
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>> not my intention but things can get better for us Paris users and we may
>> survive in keeping Paris up to date !
>> Regards,
>> Dimitrios
>
>This is a multi-part message in MIME format.

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Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

Rod,
What's the technique? I'd love to know.
Tom

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =
news:45b6b772\$1@linux...

Hey Paul yeah...I figured it out. How not to burn CD's at all, but =
rather
use itunes to convert to mp3's. Thanks....keep those cards and letters =
coming.

Rod
Rod
Paul Braun <cygnus_nospam@ctgonline.org> wrote:
>On 23 Jan 2007 13:24:30 +1000, "Rod Lincoln" <rlincoln@kc.rr.com>
>wrote:
>
>>
>>Thanks for the info , but SCREW THAT!!!! If clients are moving to =
m4a's
>>I need a way to be able to do this a lot with no worry about a =
"limit"
also
>>I don't want to waste CD's.
>>Rod
>
>Rod,
>
>The only time there is a limit is if you're burning a cd with
>protected m4a's bought from the iTunes store. Unprotected m4a's
>ripped from your own stuff or something that a client sends do not
>incur the copy limit.
>
>pab

I choose Polesoft Lockspam to fight spam, and you?
<http://www.polesoft.com/refer.html>

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Content-Transfer-Encoding: quoted-printable

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<DIV><FONT face=3DArial size=3D2>What's the technique?&nbsp; I'd love to =
know.</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV>&nbsp;</DIV>
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t;=20
    wrote in message <A=20
      =
href=3D"news:45b6b772$1@linux">news:45b6b772$1@linux</A>...</DIV><BR>Hey =
Paul=20
    yeah...I figured it out. How not to burn CD's at all, but =
rather<BR>use itunes=20
    to convert to mp3's. Thanks....keep those cards and letters=20
    coming.<BR>Rod<BR>Rod<BR>Paul Braun &lt;<A=20
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A>&gt;=20
    wrote:<BR>&gt;On 23 Jan 2007 13:24:30 +1000, "Rod Lincoln" &lt;<A=20
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e:<BR>&gt;<BR>&gt;&gt;<BR>&gt;&gt;Thanks=20
    for the info , but SCREW THAT!!!!&nbsp; If clients are moving to=20
    m4a's<BR>&gt;&gt;I need a way to be able to do this a lot with no =
worry about=20
    a "limit"<BR>also<BR>&gt;&gt;I don't want to waste=20
    CD's.<BR>&gt;&gt;Rod<BR>&gt;<BR>&gt;Rod, <BR>&gt;<BR>&gt;The only time =
there is=20
    a limit is if you're burning a cd with<BR>&gt;protected m4a's bought =
from the=20
    iTunes store.&nbsp; Unprotected m4a's<BR>&gt;ripped from your own =
```

something that a client sends do not incur the copy=20
limit.
>
>pab
</BLOCKQUOTE>
<DIV>

I choose Polesoft Lockspam to fight spam, =
and=20
you?
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..html </DIV></BODY ></HTML>

```
"chuck duffy" <c@c.com> wrote in message news:45b021f9$1@linux...
>
> Hey I have an idea, why don't all 11 of us remaining paris users get
> together
> and tie eds panties around his ankles?
>
> Whaddya think?
>
>
> "Ed" <AskMe@email.com> wrote:
>>I thought this is why we have a for sale group... I have witnessed others
>
>>getting the "rough over" treatment for posting for sale stuff here. Just
>
>>pointing out... be fair with everyone...
>>
>>
>>
>>"CJG" <cj@grimmark.com> wrote in message news:45ad5b64$1@linux...
>>>
>>> Ok my friends...it's time:(
>>> I may not have been the MOST frequent poster here, but thank You for
>>> all assistance over the past 7 years...wow, thats a long time:)
>>> I'm selling out - here we go:
>>>
>>> 3 MEC's (1 black, 2 blue)
>>> 3 C 16 (1 black, 2 blue)
>>> 4 EDS 1000 + cables for inter-connection.
>>> 3 A8oT-24 output cards
>>> 2 A8iT-24 Input cards
>>> 1 ADAT card
>>> 1 Alesis AI3
```

>>>
>>> (2 of those MEC's have NEVER been used.)
>>> Anyone? :)
>>>
>>> CJG
>>>
>>
>>
>Do you know how to spell idiot? Naw, didn't think so....

"chuck duffy" <c@c.com> wrote in message news:45b152c1\$1@linux...
>
> Cause they were all in a bunch!
>
> Chuck
> "DJ" <www.aarrrrggghh!!!.com> wrote:
>>How do you know Ed wears panties?
>>
>>"chuck duffy" <c@c.com> wrote in message news:45b021f9\$1@linux...
>>>
>>> Hey I have

Subject: Re: Vista knows best
Posted by [Dedric Terry](#) on Mon, 01 Jan 2007 21:12:52 GMT
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D

Subject: Re: Vista knows best

Posted by [Dedric Terry](#) on Mon, 01 Jan 2007 21:33:03 GMT

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Subject: Re: Vista knows best

Posted by [TCB](#) on Tue, 02 Jan 2007 15:38:50 GMT

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