
Subject: Dolby A plugin?!?

Posted by [Gantt Kushner](#) on Sat, 02 Feb 2008 16:39:21 GMT

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t;> "theproject" NG available for Wiki business, so if you want to talk
>> technical specifics, ie formatting, skins, concept, data organization,
>> that'd be a great place to keep it grouped and threaded together.
>>
>>
>> <<<<<<
>>
>>
>> And now, the Wiki. I hope you enjoy it. (watch out for bad line wraps in
> the
>> URLs)
>

Subject: Re: Dolby A plugin?!?

Posted by [Nei](#) on Sat, 02 Feb 2008 17:51:28 GMT

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some restrictions =
that vst
 plugins give.
 Anyway maybe you did not understand how Faderworks new version =
will work.
 Ok...
 So you have a bunch of plugins.
 You collect their latencies, someone , maybe me, will post the =
most used
 plugins with their latencies...
 Then you just make presets inside faderworks with name and =
latency.
 For instance
 Waves rvox 64
 Waves rcomp 64
 Drumagog 175
 etc

 Then whenever you put say rvox on a paris audio track you just =
will scroll
 your column inside faderworks until you find the one named rvox =
nd just hit
 the on button !
 Thats all !!
 All other faderworkds instances on all other paris audio tracks =
will get

delayed by that latency !
Its a damn clever sustem.
It even substracts latencies !!
So if you have a overall 256 samples latency and you put a plugin =
on a new
track that has 64 then the 256 overall does not change but the =
above track
gets delayed by $256-64=192$!!!
He is damn clever guy !
Hope this helps,
Regards,
Dimitrios

Kerry Galloway <kg@kerrygalloway.com> wrote:
>Dimitrios, I'm wondering - I've never used FaderWorks, but =
seeing as plugin
>latencies are absolute and repeatable across systems - are there =
any plans
>to include a database of the commonly used plugins so Faderworks =
just
>recognizes them and sets their latencies automatically?
>
>Yes, I know it's lazy - and the current version doesn't seem to =
be much
of a
>hassle at all. But you gotta admit, it'd be elegant. All that =
seems
>necessary is for the most commonly used plugins to be databased =
by
>Faderworks in advance rather than being manually entered and for =
the
>software to do what software does best (which is to go look =
stuff up and
>write it somewhere else). Or maybe I'm misunderstanding how it =
works, and
it
>does this al

Subject: Re: Dolby A plugin?!?
Posted by [Don Nafe](#) on Sat, 02 Feb 2008 23:31:14 GMT
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d Wavelab....Also advice on a good ,interface maybe around
> \$500..?

For around \$500.
M-Audio

MOTU

.Too bad you can't run PARIS on a laptop..

>
>

Chris

--

Chris Ludwig

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chrisl@adkproaudio.com"tonehouse" <zmcleod@comcast.net> wrote:

>What would be a good Windows based Laptop to purchase? What kind of
>ports,etc do you want to have for portable recording? I was thinking of
>using Nuendo,and Wavelab....Also advice on a good ,interface maybe around
>\$500..? .Too bad you can't run PARIS on a laptop..

Well, actually there are many choices for laptops... just got a nice Acer from Walmart for the wife. But I think you would need to consider what software you are going to use and what interface. There are too many choices to list.

I would suggest to stick with firewire and if you are going to use a notebook, purchase a cardbus-type firewire... don't use an internal firewire connection.

I witnessed and heard too many horror stories of noises and issues... it is best to use an external firewire and be sure it has it's own power source...

Hope these things help..."Neil" <OIUOI@IOU.com> wrote:

>OK, so I don't like it. Nonetheless, I just had a big flash of
>guilt for making fun of the guy & it occurred to me that who am
>I to make fun of him... the guy's pushing 50 & he's living his

Well, I think we all laughed with you... Yeah, he's playing and living his musical dream... but man, he is foolishly displaying things that embarrass most of us. I mean, I could make a website displaying my songs and claim my studio is as good as the pros... but I would feel so stupid, and I am sure most of you would laugh! So I mainly keep my stuff to myself and my wife. Only she gets to laugh... lol. Actually, she participates, so she can't laugh too much...

Or, this guy really believes what he is saying.... lol.

>dream - owns his own studio & playin' in his metal band. Me,
>I'm a slave to the steady paycheck & benefits & putting my

>kid through college & all that kinda crap, and will never make
>a living playing my music, which, being Prog-oriented, is just
>as dinosaurish as his hairmetal. In other words, I realized
>I'm probably the guy HE makes fun of! lol
>
>So, sorry to all for being so petty in raking the guy over the
>coals like that - his audio opinions notwithstanding.
>
>NeilCan you post a link? Maybe some samples?

"Ed" <askme@
