
Subject: where are the paris drivers located
Posted by [Don Nafe](#) on Sun, 17 Sep 2006 11:04:30 GMT
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you will be using
> toi send/return the audio from the Pa

Subject: Re: where are the paris drivers located
Posted by [Don Nafe](#) on Sun, 17 Sep 2006 11:06:02 GMT
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ris track, add this FX as a send
> effect, enable it and crank it
>
> That's really all there is to it. You can further control the send/return
> levels by using th Paris aux controls.
>
> I'm done for the day. I was hoping for something a little more elegant but
> in Paris world, that's impossible when it comes to latency compensation
> unfortunately.
>
>

Subject: Re: where are the paris drivers located
Posted by [John \[1\]](#) on Sun, 17 Sep 2006 12:14:16 GMT
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S.
> >
> > InCubase SX, create a mono input and output bus
> > Add a mono track and assign this bus to the input and output
> > Patch a Paris ADAT I/O to an RME ADAT I/O
> > Add an audio track to a Paris channel and set up an external insert on
> this
> > track
> > Route the Paris ADAT I/O that is interfacing with the RME I/O to the
> inserts
> > on that channel in the virtual patchbay.
> > In Cubase SX, enable monitoring with FX on the audio channel you will be
> > using to process the Paris track
> > Insert a UAD-1 plugin on the Cubase audio channel and enable it for
> > processing.
> > Slide the Paris audio track back (to the left) by 50ms and hit play
> > The track will be looped through the Cubase audio channel and the UAD-1
> > processor without audible flammings/phasing

> > Add another UAD-1 plugin to the Cubase insert rack on this channel and
> slide
> > the Paris track back another 50 ms
> > The Paris track should still play back without flammings/phasing and now
it
> > is being processed by tw

Subject: Re: where are the paris drivers located
Posted by [Don Nafe](#) on Sun, 17 Sep 2006 12:58:23 GMT
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of latency compensation using Paris and
> UAD-1
> > plugins without having to stream all tracks in a project from Cubase to
> > Paris in order to process them with VST plugins with zero latency in
> Paris.
> > Doing this is very time consuming and mixing on two DAWs, even with the
> > incredible flexibility, it just such a hassle sometimes that I just sit
> > there and look at it and don't want to go there sometimes. Another cool
> thing
> > is, so far, my testing shows that Drumagog is exhibiting the same
latency
> in
> > Cubase SX as the UAD-1 plugins. This *may* be indicative of a *set
latency
> > increment* that may apply to all VST plugins. That may not be such a big
> > deal since Paris handles VST plugins pretty easily, but I'm running Win
ME
> > on my Paris rig and some more recent VST plugins only run on XP. This
> gives
> > me a means of using these plugs in Paris with a known (and simple)
latency
> > increment to work with.
> >
> > I have processed a kick drum with Drumagog in the first Cubase insert,
the
> > Neve 1073 in the second one and the Fairchild in the third one and
sliding
> > the Paris track 3 x 50ms. No audible flammings when running a parallel
copy
> > of the track unprocessed.
> >
> > Also, a very generous Parisite offered to loan me 3 x EDS cards and an
IF
> > 442 today and another smart Parisite may have just come up with a
solution
> > to getting multiple ADAT cards happening reliably with multiple MECs so

me

> > an Igor are gonna' be in the

Subject: Re: where are the paris drivers located

Posted by [John \[1\]](#) on Sun, 17 Sep 2006 14:49:30 GMT

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t="_blank">emarenot@yahoo.com> wrote:

>>Hey Kim,

>>Nice work. Revolution of the Mind stayed with me throughout the day.

Also

>>nifty was how clear the Paris sound came through. Man, it was like cool

>>water on my ears.

>>Cheers,

>>MR

>>

>>"Kim" <hiddensounds@hotmail.com> wrote in message news:451df184\$1@linux...

>>>

>>>

>>> For anyone who wants to check out some tunes from your favourite newsgroup

>>> host, please check out:

>>>

>>> <http://www.myspace.com/drschnauberg>

>>>

>>> I'm in the midst of a work ethic/method revolution, where I try and

>>produce

>>> songs within the space of only a couple of hours. All these tunes are

>>recorded

>>> mostly on my GNX-4 looper, then transferred to Paris and vocals and solos

>>> are added. It's usually about a 2-2.5 hour turnaround for a complete

song.

>>>

>>> And yes some of the recording methods are dodgy... yes I need to get

>a

>>pop

>>> filter for the mic, and yes the harmonies in Revision need work, but

hey,

>>> it's music, I'm getting it done quickly, and I'm having fun, and I think

>>> the vibe is there. :o)

>>>

>>> Tell me what you think...

>>>

>>> Cheers,

>>> Kim.

>>

>>

>Looks like each UAD-1 plugin is creating 33ms of latency in Cubase SX (1470

samples).plus the buffer of 512 samples. This will vary by a few, but I haven't gotten that anal about it yet. Using Delaycomp in SX is just an PITA. It's do'able, but requires you to route *every* track in the mix through SX with a large incremental setting on the Delaycomp that is reduced by 1 increment every time you add a plugin. Here's a quick and dirty solution I've come up with. It's a few samples o
