
Subject: Creamware and XTC mode observation and a general softsynth question.
Posted by [Tom Bruhl](#) on Tue, 26 Dec 2006 16:37:31 GMT

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

d Lincoln" <rlincoln@kc.rr.com> wrote in message =
>>news:45b55d8c\$1@linux...
>>
>> 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 idio tunes 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>Rod,</DIV>
>><DIV>Make a CD in itunes (already =
>>installed?) and burn a=20
>>CD of wavs.</DIV>
>><DIV>Then rip into Paris in the normal =
>>fashion. I=20
>>never have been able to do </DIV>
>><DIV>it any other way in itunes. I =
>>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.</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>
>>
>>
>This comes down to the client not having a clue about what MP4a really is,
and writing to the wrong format. Educate yourself and then educate them, I
say :)

```

AA

```

"Rod Lincoln" <rlincoln@kc.rr.com> wrote in message news:45b58969$1@linux...
>
> I know it's not much, but I hate spending any when I've been doing great
> with
> CDex for the mp3 thing from clients. Now since Apple has come with this
> new format for their copy protection scheme....I may have to spend some
> money
> that I wouldn't have to otherwise. IT JUST CHAPS ME!!!! (what's that mean

```

> anyway???? it sounds right though) ;-)
> Rod
> Jeff hoover <jkhoover@excite-DOT-com> wrote:
>>Yeh... My eval copy expired, but at least it won't set you back much
>>\$\$\$\$. The only other method I've used is somehow realtime recording ITB
>
>>through sound forge from itunes.
>>
>>Hoov
>>
>>Rod Lincoln wrote:
>>> Thanks Jeff...I actually downloaded the trial of this a few minutes ago,
> along
>>> with a few other product trials. I was hoping to find an open source
>>> thingy
>>> like CDex is for mp3's, but alas....no success yet.
>>> Rod
>>> Jeff hoover <jkhoover@excite-DOT-com> wrote:
>>>
>>>>Rod,
>>>>
>>>>Might try this
>>>>
>>>>

Subject: Re: Creamware and XTC mode observation and a general softsynth question.

Posted by [TCB](#) on Wed, 27 Dec 2006 00:35:27 GMT

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

ney 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 Bitzenis

>

>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 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 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, 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

>>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 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

Subject: Re: Creamware and XTC mode observation and a general softsynth
question.

Posted by [Rob Arsenault](#) on Wed, 27 Dec 2006 01:27:24 GMT

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

:
>
>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 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 among all instances and alligns 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, 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
>>>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 certain 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 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 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.
>>>>>
>>>
>>
> <http://www.riverpast.com/en/support/tutorials/convert/m4a/wav.php>

Subject: Re: Creamware and XTC mode observation and a general softsynth question.
Posted by [Tom Bruhl](#) on Wed, 27 Dec 2006 01:53:09 GMT

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 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.
>>>>>>>
>>>>>
>>>
>>
>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:
>>
>>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
>>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
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,
>>>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,
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
>>>>>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 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 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.
>>>>>>>
>>>>>
>>>>
>>>
>>
>>
>So is the compensator already in the product, or do we have a timeline
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
>
> "Chris Lang" <yo@yo.yo> wrote:
>
>>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

>
> I
>
>>>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 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,
>>>>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,
>
> 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
>>>>>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 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 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.
>>>>>>>>

>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
>for it?
>

Subject: Re: Creamware and XTC mode observation and a general softsynth question.

Posted by [Rob Arsenault](#) on Wed, 27 Dec 2006 22:10:38 GMT

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

/>
care of
 >>=20
 >> the
 >>=20
 >>>>rest 31 audio tracks again meaning that it delays all other =
tracks in
 >>=20
 >> a
 >>=20
 >>>>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
>>=20
>> very
>>=20
>>>>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 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,
>&g
