
Subject: Re: I found out how to get rid of that "que" pop up in Paris

Posted by [Tom Bruhl](#) on Wed, 06 Feb 2008 18:03:19 GMT

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o.
6 HERE IS HOW IT ACTUALLY =

WORKS:
The

=3D

>default=3D20

> status of the plugin is to ignore the latency status for =3D

>the
track=3D20

> you are putting the plugin.
For instance.

A. You put a =
waves

=3D

>renvox=3D20

> on track 1 on slot two either standalone or from
withing the =
FFX4 =3D

>or=3D20

> chainer...
Now the actual latency this plugin introduces is =
64=3D20

> samples.
That MEANS that all other Paris audio tracks are 64 =3D

>samples ahead=3D20

> of track
1 or if you like ,track 1 is 64 sample latent.
NOW =
=3D

>having in=3D20

> mind that you have put Faderworks on every track then BY =3D

>JUST
pushing the=3D20

> ON button track 1 of the Waves renvox preset then =
Faderworks
DELAYS

=3D

>all=3D20

> other Paris audio tracks by 64 samples LEAVING intact the =3D

>audio
track 1 for=3D20

> which faderworks ignores the latency.
OVERALL latency is =
displayed

=3D

>on every=3D20

> track too !!
It even substract latency !!!!
So by putting a =
=3D

>waves=3D20

> rencomp (64 samples) on track 2 that does NOT mean
that =
faderworks

=3D

>will=3D20

> delay all others again by 64 samples !! , thus overall
latency =
WILL

=3D

>REMAIN=3D20

> at 64 samples, ONLY track 2 which was already 64 samples
latent =

=3D
 >because of=3D20
 > track 1 now faderworks just SUBTRACTS that 64 samples
for this =
 =3D
 >track=3D20
 > !!

Anyone understood what I typed in here ? =3D
 >.)
Regards,
Dimitrios=3D20
 >

eff H <<A=3D20
 > href=3D3D"mailto:jkhoover@excite.com">jkhoover@excite.com=3D20
 > wrote:
>Dimitrios
>
>How does this function with =3D
 >plugins=3D20
 > inside a wrapper, for example
>autotune wrapped inside=3D20
 > FFX4?
>
>JH
>
>wrote:
>> I tried the =3D
 >beta1=3D20
 > and it is marvelous.
>> It holds 64 presets with latencies so =
 =3D
 >you can=3D20
 > just click the on button
anytime
>> you load the=3D20
 > plugin...
>> Regards,
>> Dimitrios
</BLOCKQUOTE>
 ><DIV>

I choose Polesoft Lockspam to fight =
 spam, =3D
 >and=3D20
 >you?
<A=3D20
 =
 >href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
 fer=3D
 >.html </DIV></BODY></HTML>
 >
 >

-----=_NextPart_000_003C_01C8A550.17004700

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charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

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charset=3Diso-8859-1">
<META content=3D"MSHTML 6.00.2900.2180" name=3DGENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>D.,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
<DIV><FONT face=3DArial size=3D2>How do you offset the automation after =
it's been=20
written?</FONT></DIV>
```

<DIV> </DIV>
<DIV>The king of stupid =
questions.</DIV>
<DIV> </DIV>
<DIV>Tom</DIV>
<DIV> </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:480f206e\$1@linux">news:480f206e\$1@linux...</DIV>
Dear=
=20
 Tom,
This is just a plugin so the late

Subject: I found out how to get rid of that "que" pop up in Paris
Posted by [Stevehwan](#) on Wed, 06 Feb 2008 18:45:30 GMT
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t;
Tom, yes why should you use sampleslide when Faderworks =
has
 =3D
 >been=3D20
 > written
to do this for us only BETTER !

1. You put =3D
 >faderworks=3D20
 > 1in/1out on every Paris audio track.
2. If you wanna use a =
stereo =3D
 >pair of=3D20
 > tracks the put the 2in/2out faderworks.
3. I made a Default =
project
 =3D
 >with 64=3D20
 > (4 cards) faderworks instances already
loaded so no hassle=3D20
 > thereafter...
4. If you make a list with plugins and latencies =
(64
 =3D
 >for now=3D20
 > is more than
enough) these will be remembered with every =
new=3D20
 > project.
Just remember to have the button in the OFF =
state.
5. =3D
 >Even if=3D20
 > you use FFX4 and/or chainer or other wrpper on other slots =3D

>faderworks
will=3D20
> do whatever is asked to d

Subject: Re: I found out how to get rid of that "que" pop up in Paris

Posted by [Don Nafe](#) on Wed, 06 Feb 2008 18:54:32 GMT

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 " target="_blank">http://www.polesoft.com/refer.html =20

>
><!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0=20
Transitional//EN">
><HTML><HEAD>
><META=20
http-equiv=3D3DContent-Type content=3D3D"text/html";=20
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> charset=3D3Diso-8859-1">
><META =
content=3D3D"MSHTML=20
6.00.2900.2180"=20
=
name=3D3DGENERATOR>
><STYLE></STYLE>
></HEA=
D>
><BODY=20
bgColor=3D3D#ffffff>
><DIV><FONT face=3D3DArial=20
=
size=3D3D2>Dimitrios,</DIV>
><DIV><F=
ONT=20
face=3D3DArial size=3D3D2>This all makes sense. Thank you=20
=3D
>for=3D20
>that. Now do=20
the</DIV>
><DIV><FONT face=3D3DArial =

size=3D3D2>Paris automation lines still work on =3D
>plugins=20
that=3D20
>are =
being</DIV>
><DIV><FONT=20
face=3D3DArial size=3D3D2>compensated for with Faderworks or is =
=3D
>the=20
=
gui=3D20
>screwey?</DIV>
><DIV><F=
ONT=20
face=3D3DArial size=3D3D2>Meaning the time is=20
=3D
>offset?</DIV>
><DIV><FONT =

face=3D3DArial size=3D3D2> =
</DIV>
><DIV><FONT=20
face=3D3DArial size=3D3D2>When using stereo instances of =
=3D
>Faderworks do=20
=
you=3D20
>actually</DIV>
><DIV><F=
ONT=20
face=3D3DArial size=3D3D2>hit the 'Stereo X box" in the Paris =
=3D
>plugin=20
gui or=3D20
>assign=20
another</DIV>
><DIV><FONT =

face=3D3DArial=20
size=3D3D2>mono instance for the adjacent =3D
>channel? =

This=3D20
>has caused trouble=20
</DIV>
></DIV></FONT face=3D3DArial=20
size=3D3D2>in my experience </FONT=20
=3D
>face=3D3DArial=3D20
>size=3D3D2>with mono/stereo =
combinations and=20
Paris.</DIV>
></DIV></FONT =
face=3D3DArial=20
size=3D3D2> </DIV>
></DIV></FONT =
face=3D3DArial=20
size=3D3D2>Thanks for your answers and when should
=3D
>it =

=

be=3D20
>available?</DIV>
></DIV></FONT=20
FONT=20
face=3D3DArial size=3D3D2>I'm=20
ready!</DIV>
></DIV></FONT =
face=3D3DArial=20
size=3D3D2> </DIV>
></DIV></FONT =
face=3D3DArial=20
size=3D3D2>Tom </DIV>
></DIV></FONT =

face=3D3DArial size=3D3D2>=20
=

</DIV>
></BLOCKQUOTE=3D20
>style=3D3D"PADDING-RIGHT: =
0px;=20
PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =3D
>BORDER-LEFT: #000000 =
2px solid;=20
MARGIN-RIGHT: 0px">
> </DIV>"Dimitrios"=20
<<A=3D20
> href=3D3D"<A=20
=

href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.grmailto:musurgio=
@otenet.gr">musurgio@otenet.gr>=20
wrote in =3D
>message=3D20
> </A =
=3D
>href=3D3D"<A=20
=

href=3D'news:480cbb3a\$1@linux">news:480cbb3a\$1@linux...</DIV>
OK<B=
'>news:480cbb3a\$1@linux">news:480cbb3a\$1@linux>...</DIV>=
</BR>OK</B=3D
>R>I=3D20
> =20
thought I already explained but maybe I did not use the right words=20
=3D
>for</BR>it=3D20
> =
:)</BR></BR>You put=20
faderworks on one of the native slots (you have=20
four
=3D
>
> right?)</BR>I put it on the =
first=20
one.</BR>Then whatever you put on =3D
>other =

slots=3D20
> =20
it does not matter because faderworks
>always does what is=20
supposed
=3D
>to=3D20
> =
do.
>
>Tom, yes why=20
should you use sampleslide when Faderworks=20
has
=3D
>been=3D20
> written
>to do this =
for us

Subject: Re: I found out how to get rid of that "que" pop up in Paris
Posted by [Stevehwan](#) on Wed, 06 Feb 2008 19:39:07 GMT
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 "Dimitrios" =
<A=20
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr> wrote in =
message=20
=3D
>news:480cbb3a\$1@linux...
> =
OK
> I=20
thought I already explained but maybe I did not use the right=20
words
=3D
>for
> it :)
>
> You =
put=20
faderworks on one of the native slots (you have four =
right?)
> I=20
put it on the first one.
> Then whatever you put on other =
slots it=20
does not matter because =3D
>faderworks
> always =
does what is=20
supposed to do.
> Tom, yes why should you use =
sampleslide=20
when Faderworks has been =3D
>written
> to do this =
for us only=20
BETTER !
> 1. You put faderworks 1in/1out on every =
Paris=20
audio track.
> 2. If you wanna use a stereo pair of tracks =
the put=20
the 2in/2out =3D
>faderworks.
> 3. I made a Default =
project=20
with 64 (4 cards) faderworks instances =
=3D
>already
> loaded=20
so no hassle thereafter...
> 4. If you make a list with =
plugins=20
and latencies (64 for now is more =3D
>than
> =
enough) these=20
will be remembered with every new project.
> Just remember =
to have=20
the button in the OFF state.
> 5. Even if you use FFX4 =
and/or=20

chainer or other wrapper on other =
 slots
=3D
>faderworks
> =20
 will do whatever is asked to do.
> 6 HERE IS HOW IT =
 ACTUALLY=20
 WORKS:
> The default status of the plugin is to =
 ignore the=20
 latency status for
=3D
>the
> track you are =
 putting the=20
 plugin.
> For instance.
>
> A. You put a =
 waves=20
 renvox on track 1 on slot two either standalone=20
 or
=3D
>from
> withing the FFX4 or =
 chainer...
> =20
 Now the actual latency this plugin introduces is 64 =
 samples.
> =20
 That MEANS that all other Paris audio tracks are 64 samples ahead of=20
 =3D
>track
> 1 or if you like ,track 1 is 64 sample=20
 latent.
> NOW having in mind that you have put Faderworks =
 on every=20
 track then BY
=3D
>JUST
> pushing the ON button =
 track 1 of=20
 the Waves renvox preset then =3D
>Faderworks
> =
 DELAYS all=20
 other Paris audio tracks by 64 samples LEAVING intact the=20
 =3D
>audio
> track 1 for which faderworks ignores =
 the=20
 latency.
> OVERALL latency is displayed on every track too =

 !!
> It even subtract latency !!!!
> So by =
 putting a=20
 waves rencomp (64 samples) on track 2 that does NOT=20
 =3D
>mean
> that faderworks will delay all others =
 again by 64=20
 samples !! , thus =3D
>overall
> latency WILL REMAIN =
 at 64=20
 samples, ONLY track 2 which was already 64 =
 =3D
>samples
> =20
 latent because of track 1 now faderworks just SUBTRACTS that 64=20
 =3D
>samples
> for this track =
 !!
>
> Anyone=20
 understood what I typed in here ? :)
> =
 Regards,
> =20
 Dimitrios=3D20
>
> eff H <<A=20
 href=3D"mailto:jkhoover@excite.com">jkhoover@excite.com>=20
 wrote:
> >Dimitrios
> >
> >>How=20
 does this function with plugins inside a wrapper, for =
 example=3D20
> =20

>autotune wrapped inside FFX4?
>
>
>=20
>JH
>>
>>
>>wrote:
>>=
>>I=20
>tried the beta1 and it is marvelous.
>>>> It holds =
64=20
>presets with latencies so you can just click the on=20
=3D
>button
>&n

Subject: Re: I found out how to get rid of that "que" pop up in Paris
Posted by [Robert](#) on Wed, 06 Feb 2008 23:10:55 GMT
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ve me some vague particulars as to what
>>>>> is possible on a native system these days.
>>>>> We regularly rack up track counts of 64 or more, with Paris EQ on almost
>>>>> every channel. Can a native Logic system do that? Is latency an issue?
>>> Would
>>>>> the system be stable and easy to set up and tweak?
>>>>>
>>>>> Thanks,
>>>>> Jimmy
>>Dear Tom,
Maybe if you highlight in the automation editor everything and just nudge
back ?
Regards,
Dimitrios

"Tom Bruhl" <arpeggio@comcast.net> wrote:
>
>
>D.,
>
>How do you offset the automation after it's been written?
>
>The king of stupid questions.
>
>Tom
>
>
>
> "Dimitrios" <musurgio@otenet.gr> wrote in message =
>news:480f206e\$1@linux...
>
> Dear Tom,
> This is just a plugin so the latencies are just added afterall.
> So the automation could be made before doing any faderworks job and =
>then

> after putting all plugins with their latencies you just look at the =
>overall

Subject: Re: I found out how to get rid of that "que" pop up in Paris
Posted by [Edna Sloan](#) on Wed, 06 Feb 2008 23:55:58 GMT
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How do you offset the automation after
=
>it's been=20
>written?</DIV>
><DIV> </DIV>
><DIV>The king of stupid =
>questions.</DIV>
><DIV> </DIV>
><DIV>Tom</DIV>
><DIV> </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:480f206e\$1@linux">news:480f206e\$1@linux...</DIV>
Dear=
>=20
> Tom,
This is just a plugin so the latencies are just added =
>aft

Subject: Re: I found out how to get rid of that "que" pop up in Paris
Posted by [Rod Lincoln](#) on Thu, 07 Feb 2008 03:32:14 GMT
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hassle=3D3D20
> =20
> thereafter...
4. If you make a list with plugins =
and=20
latencies =3D
>(
> =3D3D
> >for=20
now=3D3D20
> > is more than
enough) =
these will be=20
remembered with every =3D
>new=3D3D20
> > =20
project.
Just remember to have the button in the OFF=20
=3D
>state.
5. =3D3D
> >Even =

if=3D3D20
> =20
> you use FFX4 and/or chainer or other wrpper on other slots=20
=3D3D
> >faderworks
will=3D3D20
> =
> =20
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6 HERE IS HOW IT ACTUALLY=20
=3D
>WORKS:
The
> =3D3D
> =20
>default=3D3D20
> > status of the plugin =
is to=20
ignore the latency status for =3D3D
> =20
>the
track=3D3D20
> > you are putting =
the=20
