
Subject: SMPTE Update

Posted by [Mike Audet](#) on Fri, 01 Aug 2008 02:01:57 GMT

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

submix behaves wrongly.

It plays first and then after pressing stop it does not play anymore until

I hit the solo inside editor and it plays until I hit stop again.

Spdif out now works !

Cheers,

Dimitrios

"Mike Audet" <mike@...> wrote:

>

>

>

>Hi All,

>

>I think I finally found the playback locking issue on multi-core machines

>with the PSCL, but it's not in the PCL. When it happens, the IRQ is becoming

>masked (turned off), and it's definitely not happening in the PSCL. I've

>put into place the mother of all hacks - if the helper thread times out

because

>the IRQs are masked, it unmaskes them. Since this only seems to happen when

>projects are loading, it works.

>

>The Scherzo masks the IRQs during the interrupt service routine and the
delayed

>procedure call. I think they are stepping on each other if the DPC is delayed

>enough than a new interrupt fires before it finishes.

>

>I'm going to figure out how to compile the scherzo and put some locking
around

>the IRQ masks. I'm pretty sure that's where the true fix lies. The delays

>I was putting in probably just gave more CPU time to the scherzo by putting

>the app to sleep for short times, reducing delays in the driver and improving

>the problem without solving it.

>

>We're very, very close to putting this thing to bed.

>

>After that, I'm going to work on the ASIO driver. After that, migrating

>parts of the PSCL into the scherzo so we can get some wav drivers going.

>

>Cheers!

>

>MikeThanks for the report, Demitrios! I'm going to fix up the Scherzo and see
if that clears up what's left. I only have a two card system, so your testing
is really helpful.

Thanks again!

Mike

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

>

>Hi Mike,

>Your last dll has other problem with my setup.

>The fifth EDS card named (E) submix behaves wrongly.

>It plays first and then after pressing stop it does not play anymore until

>I hit the solo inside editor and it plays until I hit stop again.

>Spdif out now works !

>Cheers,

>Dimitrios

>

>"Mike Audet" <mike@...> wrote:

>>

>>

>>

>>Hi All,

>>

>>I think I finally found the playback locking issue on multi-core machines

>>with the PSCL, but it's not in the PCL. When it happens, the IRQ is becoming

>>masked (turned off), and it's definitely not happening in the PSCL. I've

>>put into place the mother of all hacks - if the helper thread times out

>>because

>>the IRQs are masked, it unmaskes them. Since this only seems to happen
when

>>projects are loading, it works.

>>

>>The Scherzo masks the IRQs during the interrupt service routine and the

>>delayed

>>procedure call. I think they are stepping on each other if the DPC is

>>delayed

>>enough than a new interrupt fires before it finishes.

>>

>>I'm going to figure out how to compile the scherzo and put some locking

>>around

>>the IRQ masks. I'm pretty sure that's where the true fix lies. The delays

>>I was putting in probably just gave more CPU time to the scherzo by putting

>>the app to sleep for short times, reducing delays in the driver and improving

>>the problem without solving it.

>>

>>We're very, very close to putting this thing to bed.

>>

>>After that, I'm going to work on the ASIO driver. After that, migrating

>>parts of the PSCL into the scherzo so we can get some wav drivers going.

>>

>>Cheers!

>>

>>Mike

>Hi Rob. Those presets are a quick Version One. Once I have the new workspace set up in January I should be able to hear to work properly, and some friends who are engineers are going to help me out in preset building. Should be fun and useful.

If you feel motivated to share your own presets as you develop them, it would be extremely valuable - I'd fold them into the templates I'll be generating and serve them on the Wiki.

- K

On 2008-09-24 03:45:24 -0700, "Rob Arsenault" <mani1147athotmaildotcom> said:

> Thanks Kerry, I see you have presets for the Drum plate on the wiki, very
> cool. I think I will pick that one up as well.

>

> Rob

>

> "KerryGalloway" <kg@kerrygalloway.com> wrote in message

> news:48d9bc94@linux...

>> I've started working on some - my listening space isn't ideal right now,

>> but I do have some plans to get together with a good local engineer and

>> have a better poke at it.

>>

>> - K

>>

>> On 2008-09-23 20:03:03 -0700, "Rob A" <mani1147athotmaildotcom> said:

>>

>>> This plug-in absolutely rocks Mike, its great. Does anyone have any good
>>> presets that they wouldn't mind sharing?

>>>

>>> RobMark

That was AWSOME! it totally failed to suck, and was so great and mouth watering
I felt saliva starting to dribble down my chin!

Seriously, I was really impressed. There's no reason you shouldn't have an
online thing going. Thanks for posting that stuff, it kind of inspires me
to get a web presence up for the same thing.

Rod

"W. Mark Wilson" <xpam_mark@avidrecording> wrote:

>Hey boys and girls, when considering all the other places I could have taken

>this, I always came back to "these guys pretty much tell it like it is."

So

>I am here for some evaluation of the kneejerk variety. I've had this notion
>to set up for doing guitar tracks across the net but haven't been able,
>until now, to approach it with any due constant infrastructure despite
>having 20GB of server space. And before I do all that (okay, I confess,
I
>bought 4 domains - www.hotguitartracks.com, .net, .org, and .info - it was
>cheap - 25 bucks for the first year - nothing hosted yet) I wanted to get
>some feedback from the hood about the main ingredeint, the guitar playing,
>styles, tones, etc.
>
>Yeah, I know, your friends are almost always the wrong folks to ask but
>which day was it that this group didn't collectively hold a high degree
of
>objectivity when the thread wasn't a political one? Well, this ain't
>politics so I'm comfy soliciting your grumbles, applause and mediocre
>fanfare so long as it does not include the words "suck" or "dribble" or

>"awsome" or "great."
>
>By no means is the sampling as broad as it could be and the presentation
>here is on a lone, previously hidden page of an existing site which was
>quickly mocked up in the wee hours of a sleepless AM two months ago.
>
>No holds barred, no bars held... go at it... comments solicited without

>construct.... directly to me or here on the group... I don't care so long
as
>it is informational and critical. My email is "mark" at the domain below.
>
><http://www.avidrecording.com/audio.htm>
>
>Thanks in advance.
>W. Mark Wilson
>
>Oh, ps... ANY guitars you hear on these clips are me despite the focus of

>the individual clips and please, please... no comments about my vocal chops

>or I'll, I'll...I'll clip your toe nails really short. Some bass and keys

>stuff on there too but not a focus.

>

>I'm quite tempted to go the 3.0 actually. I would have gladly paid the \$150 for it when it came out. As I've mentioned here before however I won't do PACE. I got a copy of UNPACE and when I have time I'll try it.

I'm not as into working on my PARIS rig as I should be. Given a free moment I'll always grab a guitar before I'll put time into PARIS. I had the Tankersley video for years before I finally watched it. I'm lazy.

I had Chuck's effects pluggins for years too and just installed them because I needed a flanger on a song that I was recording. I think I'm going to buy some of the plugs that Mike is writing. Sounds like people are liking the reverbs.

Rich

KerryGalloway <kg@kerrygalloway.com> wrote:

>Welcome aboard - sure does count, Rich. You just made it a nice even
>140. Next target - 150.

>

>Sounds like a nice-sized rig. Never got tempted into going to 3.0, huh?

>

>- K

>

>On 2008-09-23 23:32:37 -0700, "Rich Kelley"

><richard_NOSPAMk_98686@yahoo.com> said:

>

>>

>> Hi Kerry,

>>

>> I'm still using PARIS. I mostly record my own stuff and a few friends.

>> I don't do anything commercial as far as recording. I'm hoping to sell the

>> music some day. I just finished another song for the album that is going
>> to take a decade to complete. I probably should name it that.

>>

>> Anyway, PARIS still works for me. I have no desire to learn a new tool.

>> I have a four card system, three C16s, and an MEC with an 8-in and an 8-out.

>> I have spare cards and an MEC. I run 2.2 on XP.

>>

>> Put me on your list if my useage counts.

>>

>> Rich Kelley

>From what I've heard, and from your online presence here, you'd be a natural for it. All the ingredients are in place, and if your main infrastructure costs (recording facility and hardware and instruments

etc) have already been absorbed, then the expenses needed to take it a step further are trivial. It's mostly a time investment if you're web-handly (if not, the market for web development's pretty competitive nowadays) and from a business perspective the potential leverage it can add to those previous investments is just phenomenal.

On a related side note - looking at this thread, I can't help but think that a "PARIS collaborative project" might be a fun thing to take another stab at some day. There's a formidable talent pool here.

[hehehe - I just had an image of a twisted-21st-century-update cover of "See it My Way" as well and laughed :D]

- K

On 2008-09-24 08:07:10 -0700, "Rod Lincoln" <rlincoln@nospam.kc.rr.com> said:

>
> Mark
> That was AWSOME! it totally failed to suck, and was so great and mouth watering
> I felt saliva starting to dribble down my chin!
>
> Seriously, I was really impressed. There's no reason you shouldn't have an
> online thing going. Thanks for posting that stuff, it kind of inspires me
> to get a web presence up for the same thing.
> Rod
>
> "W. Mark Wilson" <xpam_mark@avidrecording> wrote:
>> Hey boys and girls, when considering all the other places I could have taken
>
>> this, I always came back to "these guys pretty much tell it like it is."
> So
>> I am here for some evaluation of the kneejerk variety. I've had this notion
>
>> to set up for doing guitar tracks across the net but haven't been able,
>
>> until now, to approach it with any due constant infrastructure despite
>> having 20GB of server space. And before I d
