
Subject: Neil.....are you crowding the Pulsar?
Posted by [DJ](#) on Tue, 26 Dec 2006 18:00:07 GMT
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t;>>Then rip into Paris in the normal fashion. I never have been able to
>>>
>>> do
>>>
>>>>=
>>>>
>>>>
>>>>>it any other way in itunes. I think it's part of their copy
>>>>>protection
>>>>
>>>>=
>>>>
>>>>
>>>>>thing.?.
>>>>>They will put a limit on the number of CDs you can burn too

Subject: Re: Neil.....are you crowding the Pulsar?
Posted by [neil\[1\]](#) on Tue, 26 Dec 2006 20:33:41 GMT
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of anything before "Black Sea". Not a big fan of "Big
> Express"
> or "Mummer".
>
> Most of the rest is pretty awesome, IMO, though I don't like any of their
> albums start to finish. Colin's songs are not always my favorites, and
> Andy
> always had a few duds here and there.
>
> "Wasp Star" is a textbook case of why PODs suck so bad....
>
> But "Black Sea", "English Settlement", "Skylarking" and "Apple Venus" are
> borerderline impeccable. Just amazing music.
>
>

Subject: Re: Neil.....are you crowding the Pulsar?
Posted by [Bill Lorentzen](#) on Thu, 28 Dec 2006 11:38:38 GMT
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2>A couple of weeks?!?! That's =

alot of=20
latency.</DIV>
<DIV>Tom</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:45b64aaa\$1@linux">news:45b64aaa\$1@linux...</DIV>
Dear=
=20
Jeff,
This is what makes this author a nice guy ...
I proposed =
it to=20
him to be added on his vertex and he reacted in a very =
positive
way=20
improving my idea and promissing a couple of weeks for this update =
to
his=20
vertex that will include the latency compensator.
Hope this=20
helps.
Regards,
Dimitrios
Jeff hoover <<A=20
=
href=3D"mailto:

Subject: Re: Neil.....are you crowding the Pulsar?
Posted by [IOUOI](#) on Thu, 28 Dec 2006 15:21:12 GMT
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on that vertex's instance of audio track 1=20
and
vertex
>>>>takes care of the rest 31 audio =
tracks=20
to get alligned.
>>>>Now you put a plugin on =
track 10=20
which has a latency of 16376 ,you=20
=
just
>>>
>>>type
>>>
&=
gt;>>>>that=20
number on track's 10 vertex instance and so vertex takes care =
of
>>=20

>> the
>>
>>>>rest 31 audio =
tracks=20
again meaning that it delays all other tracks in
>> =

>>=20
a
>>=20
=

>>>>way
>>>>
>>>>>that =

all=20
 have this 16376 latency, meaning again that it just adds=20
 12
samples
>>>>to track 10 and lives all other =
 31=20
 audio tracks with same 16384=20
 =
 latency
>>>
>>>!!
>>>
=
 >>>>>Isn't=20
 that clever ??
>>>>Now you say you put a plugin =
 on track=20
 4 of submix 2 that has a=20
 =
 latency
>>>
>>>of
>>>
>>>=
 >>>256=20
 ms (you have here to translate it to samples as to have it on=20
 =
 your
>>>
>>>latency
>>>
>>>g=
 t;>>>list)=20
 this is 1290 samples ,plus the 12 samples submix 2=20
 introduces
(Paris
>>>>feature) you will have a =
 total=20
 of 1302.
>>>>Just type 1302 on track's 4 vertex =
 instance=20
 and vertex will take this
>>
>> very
>>=20

>>>>same track to the 16384 latency situation=20
 !
>>>>This very clever delay compensator DOES not =
 add the=20
 latencies but=20
 =
 uses
>>>
>>>the
>>>
>>>&g=
 t;>>>biggest=20
 among all instances and aligns the rest !
>>>>I =
 hope=20
 this=20
 =
 helps.
>>>>Regards,
>>>>Dimitrios<B=
 R>>>>>>
>>>>> "Phil=20
 Aiken" <asdf@asdf.sdf>=20
 =
 wrote:
>>>>
>>>>>
>>>>=
 ;>>>I=20
 am a little unclear still....
>>>>>For =
 arguments sake,=20
 let's say I have a 32 track project on 2 cards,
>> =

>>=20
 with
>>
>>>>>plugins of various=20
 latencies...track 1 has 16384 ms. track 10 has=20
 =

