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Subject: OT: Not Since Paris, There Has been no Pro (Mid) DSPDAW

Posted by [LaMont](#) on Sun, 15 Jan 2006 08:31:32 GMT

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nd you start getting this wierd

>warbling/pulsing tone through your reference monitors.....then by all means,

>use a 7 meter WC cable. You could probably reamp this racket and time

>stretch it to use as a techno loop.

>

>;oP

>

>One possible solution to this would be Systemlink, I think. Use the acards

in a separate DAW to minimize the hit to the PCI bus of the workstation

performing playback.....at least in theory.

I'm pretty much SOL once my UAD resources exceed 40%, no matter what PCI latency I use.....and I've got another DAW just sitting here.....and AMD XP 3000 CPU with 2G PC2700 DDR nd a system drive. All I need is a case, PSU, a sound card and VStack. I have configured this machine in the past with 3 x UAD-1 cards in the PCI slots without issue. Since there ar 6 PCI slots and one of them was holding my Magma host cards, I doubt if I would nave much problem running 4 x UAD cards. I just wonder if the PCI latency would be an issue on this machine under heavy plugin loads also, even though it wouldn't be hosting a playback application(unlessVstack could be considered a playback app)

"gene lennon" <glennon@NOSPmyrealbox.com> wrote in message  
news:43e37f0c\$1@linux...

>

> Many people with multiple UAD-1 cards in Magma systems have reported  
similar

> issues. Magma is planning to release a PCI Express converter card that  
will

> allow your system to run from a PCI-E slot in the near future. This,  
combined

> with tweaking PCI latency settings, may help. I think it's time for a new

> card from UA.

> g

>

>

> "DJ" <animix\_spam-this-ahole\_@animas.net> wrote:

> >I'm just having such a gret time in \*nativeville\* these days. So much to

> >learn. I've been getting crackling inmy audio when streaming tracks from

> >Cubase to Paris when using large numbers of UAD-1 plugins. Well, come to

> >find out, there's more fun to be had in tweakville.....

> >

> >Here's some info on PCI latency.

> >  
> ><http://www.soundonsound.com/sos/Oct04/articles/pcnotes.htm>  
> >  
> ><http://www.uaudio.com/webzine/2005/june/index5.html>  
> >  
> ><http://mark-knutson.com/t3/>  
> >  
> ><http://downloads.guru3d.com/download.php?det=951>  
> >  
> >From what I can determine from reading a few threads about this, PCI latency  
> >is the amount of "wait" time PCI is allocated to communicate with any given  
> >peripheral. A high PCI Latency setting takes more PCI bus time than another  
> >device with a lower setting. Normally, the PCI Latency Timer is set to 32  
> >cycles. This means the active PCI device has to complete its transactions  
> >within 32 clock cycles or hand it over to the next PCI device. As you can  
> >see, a device, like a video card which has a setting of 248 essentially  
> >"hogs" the PCI Bus.  
> >  
> >PCI latency timers are a mechanism for PCI bus-mastering devices to share  
> >the PCI bus fairly. A dev

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