Subject: Creamware and XTC mode observation and a general softsynth question.
Posted by Tom Bruhl on Tue, 26 Dec 2006 16:37:31 GMT
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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 idiottunes 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><FONT face=3DArial size=3D2>Rod,</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>Make a CD in itunes (already =
>>installed?) and burn a=20
>>CD of wavs.</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>Then rip into Paris in the normal =
>>fashion. I=20
>>never have been able to do </FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>it any other way in itunes. I =
>>think it's part=20
>>of their copy protection thing.?.</FONT></DIV>
>><DIV><FONT face=3DArial size=3D2>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 =
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>>.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:
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>>>>

Subject: Re: Creamware and XTC mode observation and a general softsynth question.
Posted by TCB on Wed, 27 Dec 2006 00:35:27 GMT
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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...
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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.
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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:
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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
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> http://www.riverpast.com/en/support/tutorials/convert/m4a/wa v.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

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>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 allign all 31 audio tracks to 16376
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Hoov

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>>
>>
>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>
>>>Dear Phil,
>>>You probably have read that I said allign 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.
>>>>>>>>>

>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
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/>
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