
Subject: Cluster size / FAT32 (vs NTFS)

Posted by [Dan B](#) on Sun, 17 Sep 2006 10:10:08 GMT

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1.5 ms) so anyway.....

>

> In the Paris patchbay, assign a pair of I/O to an aux send/return. It can be

> on any submix that you have a corresponding analog or digital I/O on a native DAW running Cubase SX so that they can be crosspatched.

>

> In Cubase SX create a stereo input and output bus for the I/O that you will

> be interfacing with the Paris I/O.

>

> Then create an FX channel in SX and in the audio channel

Subject: Re: Cluster size / FAT32 (vs NTFS)

Posted by [John \[1\]](#) on Sun, 17 Sep 2006 12:15:06 GMT

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o plugins.

> >

> > Basically, what I *think* I've found here is a way to compensate Paris tracks by a known (and small-50ms) increment *per UAD-1 plugin* without having to chase it around with Sampleslide while giving Cubase SX enough buffer to keep from choking down while processing audio in real time as

a

> > standalone processor.

> >

> > Increasing the buffers in SX results in more latency *per plugin*.....and inversely, decreasing the buffers results in less.

For

> > my particular rig/CPU capabilities, 1024 seems to be the magic number for

> > achieving a very simple means
