
Subject: Re: What's everyone doing for headphone monitoring?

Posted by [DJ](#) on Tue, 26 Dec 2006 18:53:28 GMT

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>
>>>>>
>>>>>"Rod 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
>>>>>
>>>>>=

Subject: What's everyone doing for headphone monitoring?

Posted by [John \[1\]](#) on Tue, 26 Dec 2006 19:33:03 GMT

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. Nice of
>>>
>>> =
>>>
>>>>>them.
>>>>>Tom
>>>>>

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [John \[1\]](#) on Tue, 26 Dec 2006 19:50:24 GMT

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>
>>>>>
>>>>>
>>>>>Wavelab
>>>>>will only do mp3's and Cubase SX3 is the same. I just wasted a half

> =
>>>>>hour
>>>>>on idioTunes 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>Rod,</DIV>
>>>>><DIV>Make a CD in itunes (already =
>>>>>installed?) and burn a=20
>>>>>CD of wavs.</DIV>
>>>>><DIV>Then rip into Paris in the normal =
>>>>>fashion. I=20
>>>>>never have been able to do </DIV>
>>>>><DIV>it any other w

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [DJ](#) on Tue, 26 Dec 2006 19:51:05 GMT

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ass players

>> in

>> the universe. Not nearly the fame and fortune they deserved.

>>

>> "Even I never know where I go when my eyes are closed" - Andy Partridge

> from

>> "Chalkhills and Children"

>>

>> Sarah

>>

>>

>>

>> "Uptown Jimmy" <johnson314@bellsouth.net> wrote in message

>> news:45b43650@linux...

>> > XTC is the best. They released their best album in years with "Apple

>> > Venus".

>> > Gorgeous.
>> >
>> > I think they've recently called it quits after all these years.
>> >
>> > Love love love them. Andy is my hero. Lyrics like nobody else.
>> >
>> > "Summers Cauldron" from "Skylarking". That says it best. Just listen to
>> > that
>> > for a good sampling.
>> >
>> >
>> > "Sarah" <sarahjane@sarahtonin.com> wrote in message
> news:45b4344a@linux...
>> >> OK, I confess . . . these guys are about my favorititest band ever,
>> >> and
> I
>> >> just laughed out loud at this great early, early video. Before Dave
>> > Gregory
>> >> even . . . <http://www.youtube.com/watch?v=cnhVulJiswo>
>> >>
>> >> Never even heard this song before today. Damn, Andy was cute when he
> was
>> >> young . . .
>> >>
>> >> Sorry . . .
>> >>
>> >> Sarah
>> >>
>> >>
>> >
>> >
>>
>>
>
>When they were good, they were great.

Cheers,
-Jamie
www.JamieKrutz.com

Sarah wrote:

> I'm pretty much with you on everything you've said, except that I have to
> confess I haven't heard Apple Venus or Wasp Star. (blush). Also, I really
> do like Drums and Wires, but most of the the time, I can safely say that
> Black Sea and Skylarking are my two favorites. My problem with English
> Settlement is that I really don't like "Leisure," "It's Nearly Africa," or
> "Down In the Cockpit," and I'm

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [John \[1\]](#) on Tue, 26 Dec 2006 19:51:38 GMT

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ay in itunes. I =

>>>>>think it's part=20

>>>>>of their copy protection thing.?.</DIV>

>>>>><DIV>They will put a limit on the number

> of

>>>>>

>>>>>=

>>>>>

>>>>>

>>>>>CDs you can=20

>>>>>burn too. Nice of them.</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>"Rod Lincoln" <<A=20

>>>>>href=3D"mailto:rlincoln@kc.rr.com">rlincoln@kc.rr.com> wrote in

> =

>>>>>message=20

>>>>><A =

>>>>>href=3D"news:45b55d8c\$1@linux">news:45b55d8c\$1@linux...</DIV>
I

>>>

>>> =

>>>

>>>>>just=20

>>>>>recieved some files to play on from a client. They are <A=20

>>>>>href=3D"mailto:##@%\$&^\$">##@%\$&^\$#!!!
 m4a =

>>>>>files. So far=20

>>>>>>I haven't been able to convert them to wave or mp3 files.
Up till

>>>

>>> =

>>>

>>>>>now I've=20

>>>>>been using th

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [John \[1\]](#) on Tue, 26 Dec 2006 20:03:37 GMT

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e handy dandy CDex program to convert mp3's
to waves.

>>>>>

>>>>=
>>>>
>>>>
>>>>>Anyone=20
>>>>>know of a program that will do this??? My version of Wavelab
will
>>>
>>> =
>>>
>>>>>only do=20
>>>>>mp3's and Cubase SX3 is the same. I just wasted a half hour
on =
>>>>>idiottunes=20
>>>>>with no success. Any one know of something out there?????=20
>>>>>Bueller.....anyone?????
Rod</BLOCKQUOTE>
>>>>><DIV>

I choose Polesoft Lockspam to fight spam,
>>>
>>> =
>>>
>>>>>and=20
>>>>>you?
<A=20
>>>>>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=
>>>>>.html </DIV></BODY></HTML>
>>>>>
>>>>>
>>>

>I'm pretty much with you on everything you've said, except that I have to confess I haven't heard Apple Venus or Wasp Star. (blush). Also, I really do like Drums and Wires, but most of the the time, I can safely say that Black Sea and Skylarking are my two favorites. My problem with English Settlement is that I really don't like "Leisure," "It's Nearly Africa," or "Down In the Cockpit," and I'm not that fond of "Knuckle Down." The rest of it is amazing, though. On the Mummer CD, I really, really like "Love On a Farmboy's Wages," "Me and the Wind", and also "Wonderland." They should've put those on English Settlement in place of the ones I didn't like, and they'd have a perfect album. :)

I know, it's all a matter of opinion, but I think we agree every album has at least a couple real works of art, and the players are amazing.

Rock on . . .

Sarah

"Uptown Jimmy" <johnson314@bellsouth.net> wrote in message
news:45b5633e@linux...
> Not a big fan

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [DJ](#) on Tue, 26 Dec 2006 20:07:35 GMT

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r />

>> Great !

>> I hope that more people will consider Paris when making nice little appz

>> like this !

>> Regards,

>> Dimitrios

>>

>> "Tom Bruhl" <arpeggio@comcast.net> wrote:

>> >

>> >

>> >I just bought it for \$45. I also sent an email to Peter.

>> >I can't wait!

>> >Tom

>> > "Dimitrios" <musurgio@otenet.gr> wrote in message =

>> >news:45b4dd9e\$1@linux...

>> >

>> > Great.

>> > For your benefitn there is a 30% discount until 31 of January.

>> > Regards,

>> > Dimitrios

>> >

>> > "PaulN" <paul@nospam.com> wrote:

>> > >

>> > >You can count me in

>> > >

>> > >

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

>> > >>

>> > >>Hi,

>> > >>You remember Wormhole ?

>> > >>Although there was a great support for us paris users regarding the

>> =

>> >update

>> > >>of wormhole I don't think that more than 3-4 of us ,including me,

=

>> >have

>> > bought

>> > >>wormhole.

>> > >>I don't wanna be pushy with your money 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
>> > >
>> >
>> >
>> >
>> >I choose Polesoft Lockspam to fight spam, and you?
>> >

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [DJ](#) on Tue, 26 Dec 2006 20:16:22 GMT

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k">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 co

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [John \[1\]](#) on Tue, 26 Dec 2006 20:51:25 GMT

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>

>> Hi Tom,

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [Martin Harrington](#) on Tue, 26 Dec 2006 23:19:00 GMT

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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
&

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [excelav](#) on Tue, 26 Dec 2006 23:54:18 GMT

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et =

>> >involved in=20

>> > developing Paris
>>any further or let eventually Paris fade=20

>> > away...
>>I formyself I am here for me and all of you to =

>> >fight till=20

>> > nothing can be
>>done...
>>I will buy it because =

>> >ALREADY is=20

>> > a GREAT plugin because you can SOLO a
bunch
>>of audio =

>> >tracks=20

>> > along submixes , mute other and finally be able to do =

>> >what
>>clients=20

>> > sometimes (always ?) ask like can I hear please only the =

>> >guitars
>>

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [LaMont](#) on Wed, 27 Dec 2006 06:05:03 GMT

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/>

"Dimitrios" <musurgio@otenet.gr> wrote in message =
news:45b64aaa\$1@linux...

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=20

>for it?

>

>Hoov

>

>Dimitrios wrote:

>> Great Chris !

>> Please email him too saying that you are a Paris users that has =
been informed

>> about the latency compensator !

>> Regards,

>> Dimitrios

>>=20

>> "Chris Lang" <yo@yo.yo> wrote:

>>=20

>>>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

>>=20

>> I

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

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [John \[1\]](#) on Wed, 27 Dec 2006 12:19:38 GMT

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t;>>>>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=20
>>>>>
>>>>>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 agree 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
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>>>>>>
>>>>>>>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:
>>>>>>>
>>>>>>>

Subject: Re: What's everyone doing for headphone monitoring?
Posted by [John \[1\]](#) on Wed, 27 Dec 2006 12:20:34 GMT
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>>
>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>
>&g

Subject: Re: What's everyone doing for headphone monitoring?
Posted by [John \[1\]](#) on Wed, 27 Dec 2006 12:22:05 GMT

t;>>>>>>>>>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
>>&g

Subject: Re: What's everyone doing for headphone monitoring?
Posted by [erlilo](#) on Wed, 27 Dec 2006 14:34:51 GMT
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;mailto:yo@yo.yo">yo@yo.yo>=20
wrote:
>>
>>>That is awesome. Buying it=20
=
now...
>>>
>>>Chris
>>>
>>&g=
t;
>>>>"Dimitrios"=20
<musurgio@otenet.gr>=20
wrote:
>>>
>>>>Dear =
Phil,
>>>>You=20
probably have read that I said align all 31 audio tracks to =
16376
>>=20

>>> I
>>>
>>>>meant to 16384 which =
already=20
was so, so it just adds 12 samples to=20
=
track
>>>>10.
>>>>Regards,
>>>&g=
gt;Dimitrios
>>>>
>>>> "Dimitrios"=20
<musurgio@otenet.gr>=20
wrote:
>>>>
>>>>>Hi=20
Phil,
>>>>>According to the author you just have to =
type the=20

latency on the=20
=
vertex
>>>
>>>instance
>>>=
;
>>>>you=20
are putting a plugin and then vertex takes care of the rest=20
!!
>>>>Here is how it will=20
work...
>&

Subject: Re: What's everyone doing for headphone monitoring?
Posted by [DJ](#) on Wed, 27 Dec 2006 15:04:03 GMT
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he
says
>>>>>>it shouldn't be a problem =
and=20
encouraged me to try the demo. =
Which
 >>>>>>>I'll =20
do, as soon as I'm done with this batch of mixes I'm busy=20
with
 >>>>>>>right now (don't want to throw =
anything=20
new into this system until
 >>>>>>>this job is=20
done). But, if he gets this "manual latency"=20
compensator
 >>>>>>>gizmo working, I'll buy =
just for=20
that and for the extra solo and=20
=
mute
 >>>>>>>capa bility.
>>>>>>&g=
t;>>>>>>>>--=2 0
thanks for keeping on top of these developments -- much=20
appreciated
 >>>>>>>>--=2 0
=
chas.
>>>>>>>
>>>>>>>>On =
23 Jan=20
2007 04:25:42 +1000, "Dimitrios" <<A=20
href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr>=20
=
wrote:
>>>>>>>
>>>>>>>>
=
> >>>>>>>>& >Well=20
there is no pick from the list =
thing.
 >>>>>>>>& >If=20
you read all the posts you will understand that the latency=20
=
is
due
>>>>>>
>>>>>>to
>>&g=
t;>>>
 >>>>>>>>& >the=20
amount you manually type on a ceratin vertex instance vst=20
plugin.
 >>>>>>>>& >so if you put a 64 samples =
latent=20

vst plugin you just type 64=20

>>>>>
>>>>>and all=20
other
>>>>>
 >>>>>&am

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [erlilo](#) on Wed, 27 Dec 2006 15:42:49 GMT

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p;>>& ;>audio =
tracks=20
get delayed that amount !
 >>>>>>& >The =
author just=20
asks how much would be the maximum possible=20
=
latency
>>>
>>>needed
>>>
>>=
>>>>>>because=20
the 132000 maximum (only maximum if you will ever reach=20
=
that
>>>>
>>>>)
>>>>
>=
>>>>>>the
>>>>&a

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [John \[1\]](#) on Wed, 27 Dec 2006 16:40:55 GMT

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t;>>>& >
>>>>>>=
>>Gene/Dimitrios:
 >>>>>>& >>
>&=>>>>>>&W ould=20
it even be necessary to "pick from a list" or "assign"=20
total
 >>>>>>& >>delay? Seems like =
the total=20
delay would simply be as low (or=20
as
high)
 >>>>>>& >>as needed to =
compensate for=20
the plugins used. (Unless I'm=20
missing
 >>>>>>& >>something, which is =
always a=20
=
possibility...)
 >>>>>>& >

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [DJ](#) on Wed, 27 Dec 2006 18:55:15 GMT

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Subject: Re: What's everyone doing for headphone monitoring?
Posted by [Mark McDermott](#) on Wed, 27 Dec 2006 19:10:25 GMT
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gt;>
>>&g=
t;>>>>&As=20
for me -- I'm still on 98, 512 ram -- could I run this=20
thing
right
 >>>>>>& ;>>now, just to =
compensate=20
for EDS fx offsets, submix offsets,=20
=
etc.?
 >>>>>& >>
>>>>&=&br/>>>>--=20
interested in how this turns out -- thanks --=20
=
chas.
 >>>>>& >>
>>>>&=&br/>>>>
 >>>>>& >>On=20
23 Jan 2007 02:54:04 +1000, "Gene=20
Lennon"
 >>>>>& >>< <A=20
=
[href=3D"mailto:glennon@NOSPmyrealbox.com"](mailto:glennon@NOSPmyrealbox.com)>glennon@NOSPmyrealbox.com&g=
t;=20
=
wr

Subject: Re: What's everyone doing for headphone monitoring?
Posted by [DJ](#) on Wed, 27 Dec 2006 20:03:16 GMT
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ons and audible=20
=
execution
>>>
>>>(and
>>>=

 >>>>>>>>& ;gt;also
 >>>>>>>>& ;=
gt;
 >>>>>>>>& ;gt;>>>delay=20
meters). I need to make automation decisions with=20
=
effects
in
>>>>
>>>>place,
>>>g=
t;>
 >>>>>>>>& ;gt;>>>so=20
extremely long delays could be problematic.=20

 >>>>>>>>& ;gt;>>>Any chance we could pick =
from a=20
list or assign a total=20
=
delay?
 >>>>>>>>& ;gt;>>>Gene
>>>>=
>>>>>>>>>This=20
is exciting.
 >>>>>>>>& ;gt;>>>
>>>=20

</BLOCKQUOTE>

```
<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
and=20  
you?<BR><A=20  
href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
..html</A>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY ></HTML>
```

-----= NextPart 000 0054 01C73EF3.6183A160--This is a multi-part message in MIME format.

```
-----=_NextPart_000_0374_01C73EE7.170A7FC0
Content-Type: text/plain;
  charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable
```

ROTFL!!!!

(patience gwasshoppa')

;o)
"Tom Bruhl" <arpeggio@comcast.net> wrote in message =
news:45b655ee@linux...
A couple of weeks?!?! That's alot of latency.
Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =
news:45b64aaa\$1@linux...

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 comp

Subject: Re: What's everyone doing for headphone monitoring?
Posted by [DC](#) on Wed, 27 Dec 2006 20:22:06 GMT
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[illegible]

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Page 20 of 25 ---- Generated from The PARIS Forums

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [Rob Arsenault](#) on Wed, 27 Dec 2006 22:06:51 GMT

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ensator.

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=20

>for it?

>

>Hoov

>

>Dimitrios wrote:

>> Great Chris !

>> Please email him too saying that you are a Paris users that has =
been informed

>> about the latency compensator !

>> Regards,

>> Dimitrios

>>=20

>> "Chris Lang" <yo@yo.yo> wrote:

>>=20

>>>That is awesome. Buying it now...

>>>

>>>Chris

>>>

>>>

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

>>>

>>>>Dear Phil,

>>>>You probably have read that I said align all 31 audio tracks to =
16376

>>=20

>> I

>>=20

>>>>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 aligned.
>>>>>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 =

Subject: Re: What's everyone doing for headphone monitoring?
Posted by [excelav](#) on Wed, 27 Dec 2006 22:14:17 GMT
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br />
>>>>>>
>>>>>>
>>>>>>Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:
>>>>>>
>>>>>>>OK, that's understood then -- max latency not an issue. =
Cool. And
>>=20
>> I
>>=20
>>>>>>>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 thin

Subject: Re: What's everyone doing for headphone monitoring?

Posted by [Aaron Allen](#) on Thu, 28 Dec 2006 02:06:45 GMT

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;>

>>>>>>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=20

>>>>>>>>>>>>

>>>>>>>>>"Dimitrios" <musurgio@otenet.gr> wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>That is what we want, but extremely high playback =
latencies will
>>=20
>> probably
>>=20
>>>>>>>>>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.=20
>>>>>>>>>Any chance we could pick from a list or assign a total =
delay?
>>>>>>>>>Gene
>>>>>>>>>This is exciting.
>>>>>>>>>
>>=20

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=_NextPart_000_0374_01C73EE7.170A7FC0

Content-Type: text/html;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

<!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 6.00.2900.2180"

Subject: Re: What's everyone doing for headphone monitoring?
Posted by [Wayne Carson](#) on Fri, 29 Dec 2006 18:21:52 GMT

/>
>>
>>Hi Aaron,
>>How is your pulsar going ?
>><http://www.vertexdsp.com/products.html>
>>
>>Regards,
>>Dimitrios
>>
>>"Aaron Allen" <know-spam@not_here.dude> wrote:
>>>What was the website again?
>>>
>>>"Dimitrios" <musurgio@otenet.gr> wrote in message
>>>[news:45b46e36\\$1@linux..](news:45b46e36$1@linux..)
