

[View Forum Message](#) <> [Reply to Message](#)

==

>>>
 >>>>>>>& ;>>On=20

[View Forum Message](#) [Reply to Message](#)

==

$$=$$

href=3D"mailto:musurgio@otenet.gr">

[View Forum Message](#) <> [Reply to Message](#)

$$=$$
$$=$$

==

The PARIS Forums

>>>
 >>>& ;8192
>>=
gt;>>>>>>>
 >>>>>>>& ;>>>>sa=
mples=20

and all other tracks will be delayed by $16384=20$

$$=$$

samples. $\hat{W} = 20$

counts for the overall latency is the largest latency=20

$$=$$

of any track.
= t;
 & ; You=20

calculate the sum of latencies only for individual=20

==

tracks
when
>>>

Subject: Re: Attention DJ.... Drumagog to BFD triggering????

Posted by [Rod Lincoln](#) on Fri, 29 Dec 2006 03:49:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

otenet.gr" target=" blank">musurgio@otenet.gr>=20

$$=$$

wrote:
 >>>>>>>& ;>>>
>>>>=
>>>>>>&Here=20

is what the author wrote about his latency add-on for=20

vertex...!!
 >>>>>>>& ;>>>>>Track 1 =

has a=20

latency of 16384 samples. The same is true for $\tau=20$

==

[illegible]

1 and track 2 have the same latency they are already=20

$$=$$
[illegible]

tracks (the remaining 46 tracks) have to be delayed by=20

$$=$$

163

Subject: Re: Attention DJ.... Drumagog to BFD triggering????

Posted by [Nei](#) on Fri, 29 Dec 2006 03:51:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

84
>>>>
>>>>samples,
>>=
>>>
 >>>>>>>>& ;>>>>not=20
=
32768.
 >>>>>>>& ;>>>>
>>>>=

Subject: Re: Attention DJ.... Drumagog to BFD triggering????

Posted by [Tony Benson](#) on Fri, 29 Dec 2006 18:45:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

gt;

>>>> letting

>>>> the rest of audio tracks follow that latency.

>>>>

>>>> I am signing this:

>>>> Dimitrios Bitzenis

>>>

>>>

>>

>Hey Paul yeah...I figured it out. How not to burn CD's at all, but rather
use itunes to convert to mp3's. Thanks....keep those cards and letters coming.

Rod

Rod

Paul Braun <cygnus_nospam@ctgonline.org> wrote:

>On 23 Jan 2007 13:24:30 +1000, "Rod Lincoln" <rlincoln@kc.rr.com>

>wrote:

>

>>

>>Thanks for the info , but SCREW THAT!!!! If clients are moving to m4a's

>>I need a way to be able to do this a lot with no worry about a "limit"

also

>>I don't want to waste CD's.

>>Rod

>

>Rod,

>

>The only time there is a limit is if you're burning a cd with

>protected m4a's bought from the iTunes store. Unprotected m4a's

>ripped from your own stuff or something that a client sends do not

>incur the copy limit.

>

>pabl haven't made the jump to Intel yet Dedric. I'm switching to the Gigabyte
GA-K8Ns Ultra 939 mobos to wring the final gasp out of my AMD/AGP based
hardware here.

Loading Cubase 4 on a new system install tonight.

Cheers,

Deej

"Dedric Terry" <dedric@echomg.com> wrote in message news:45b662e2@linux...

> Anyone using the Asus P5W DH Deluxe with a core 2 or quad core? Any
> problems or issues to watch out for.
> I'm also considering the P5WDG2 or Intel D975XBX2KR, but would prefer to
> have 3 PCI slots for 2 UAD-1s and
> and RME card, for now at least until I upgrade the audio card to PCIe
> (this is for Nuendo, btw).
>
> Feel free to email me offline to since it's ot - dedric at keyofd dot net.
>
> Thanks,
> Dedric

>Guys, my CD burner has bitten the dust and I am looking to replace it with
a DVD drive. I am a bit concerned as the last time I tried to add a Memorex
DVD burner (can't recall which model), it crashed my entire system and I
had to rebuild it from scratch. I recently purchased a LITEON CD/DVD burner
as it was one the only one I saw with Win 98 drivers. Any comments and or
suggestions

Subject: Re: Attention DJ.... Drumagog to BFD triggering????

Posted by [Tony Benson](#) on Fri, 29 Dec 2006 19:28:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

or window as the timeline scrolls. I agree that the
implementation is much better than the UAD-1 Delaycomp, but if the timeline
and sound aren't in sync, it will have the same basic problem as the UAD-1
Delaycomp. Another thing I'm wondering is if we will need to wrap this with
the FXPansion V3.3 in order to use it since Paris VST is poorly implemented.
No big deal there, just curious. Also, this is a VST plugin, right? If Paris
will only allow 64 vst plugs how do 128 instances of this get loaded? .
Maybe I'm a bit rusty on my Paris facts these days and it will allow more,
but like I said, if the timeline in the editor doesn't sync to the sound, it
has the same basic problem as the UAD-1 Delaycomp as far as automation is
concerned when compensating for huge latencies. Hopefully this won't be the
case and I can still see other good uses for it. thanks for your efforts
BTW.

;o)

Deej

"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b70f43\$1@linux...

>

> Hi,

> After DeeJ's post that UAD1 delay compensator can do the same as Vertex I

> have to make a public Paris statement about Vertex !

> Now vertex is (will be :)) a true delay compensator as opposed to UAD1

> delay

> compensator which is a fake one like the free Latency compensator vst

> plugin.

> VERTEX is a clever little beast.

> Lets say you have 64 Paris audio tracks.

> You make a default project (will take you 5 min) where you open vertex on

> every Paris audio track, same applies for 2,3,4,...8 Paris eds cards

> owners,.

> Vertex can have up to 128 instances loaded at once which is exactly the

> maximum

> Paris audio tracks allowed !

> Now after saving this as your default project you can open it and try a

> scenario

> like the following.

> Lets say that your drumtracks are audio track 1 = kick , 2= snare up, 3 =

> snare down, 4= hihat, 5= ride, 6= crash1, 7= crash2, 8= tom1 ,9= tom2,

> 10=floortom,

> 11= OH left, 12 = OH Right.

> Now you wanna put LA2 on snare drum and ONLY on snare up means track 2.

> You go to vertex instance on track 2 and you put the number 16384.

> Thats it !

> Now ALL your 16/32/48/64/80/96/112/128 Paris audio tracks will GET the

> 16384

> delay automatically !!!

> WITH UAD1 delay compensator that UAD1 gives to UAD1 owners works the

> opposite

> !

> You have to put on all remaining 127 audio tracks (on a 128 Paris system)

> the number 1 !!!!

> Thats not an automatic latency compensator !

>

> Now for eds effects let say you put a Paris eds effect on Tom1 with a

> lookahead

> 0.005 which is 230 samples latency.

> Now just type 230 on that track and VERTEX JUST subtracts this number

> from

> the 16384 total latency =16154 which gets this very track !

> Now put a LA2 on kick track number 1.

> You just type the 16384 on audio track 1 vertex instance and what vertex

> does is just zero's this tracks latency letting uad1 plugin be the latency

> coordinator. STILL total latency is not 32768 but 16384 !!

> Even if you put numerous waves plugins with 64 samples latency or 230

> samples

> or whatever still the overall latency wuill not get over 16384 !!!
> I think you got the main picture.
> Now the fun part (always needed right DeeJ ?)
> Lets say you open uad1 plugins from within Spinaudio wrapper light (FREE)
> using from inside it the FFX4 dx chainer (FREE) and open from within the
> uad1 plugins (not Free :))
> Now on

Subject: Re: Attention DJ.... Drumagog to BFD triggering????

Posted by [Rod Lincoln](#) on Fri, 29 Dec 2006 20:02:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

would be greatly appreciated as I have yet to install the new drive.

System spec's:

Win98se
512 Ram
Asus 8n8x motherboard
Asus 9600se dual head video PCI card
OS drive
Audio drive
Paris 3.0 3 card system

Thanks!Wow. Get "Apple Venus" post-haste. You will thank me, I think.

Jimmy

"Sarah" <sarahjane@sarahtonin.com> wrote in message news:45b5a977@linux...

> 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 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
> > borderline impeccable. Just amazing music.
> >
> > "Oranges and Lemons" is a close runner-up, and "Nonesuch" had some
awesome
> > moments.
> >
> > Jimmy
> >
> >
> > "Sarah" <sarahjane@sarahtonin.com> wrote in message
news:45b55a67@linux...
> >> I apologize in advance for slipping this shameless plug, but you
> >> mentioned
> >> "Skylarking"

Subject: Re: Attention DJ.... Drumagog to BFD triggering????
Posted by [Rod Lincoln](#) on Fri, 29 Dec 2006 20:06:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

and that reminded me of something. A local public radio
DJ
> > who
> >> goes by "Equinox" wrote a review of my band Sarahtonin's first CD
> > "Wayward."
> >> Here's the quote I was reminded of:
> >>
> >> "First of all, I am very impressed with it overall, the detail and care

> >> which is obvious in every track on it. I can hear some influences
> >> there---specifically it reminds me of the best XTC album they never
made,
> >> though there's a 'Skylarking' feel to some of it, especially 'Mile
after
> >> Mile'... "
> >>
> >> Anyway, it was a very flattering review, though I don't think XTC were
> >> influence
