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Subject: Nylon guitar mixing

Posted by [brandon\[2\]](#) on Thu, 24 May 2007 19:21:01 GMT

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ector units on the chips. So is there \_any\_ advantage to an app coded

>>>>in 64 bits other than RAM access? Second, considering that only a handful  
>>>>of converters (in either direction) can even pas 20 bits of meaningful

>>data,

>>>>why on earth would I \_want\_ DSP to be done on words larger than 32 bit  
>>float?

>>>>

>>>>Maybe I'm missing something really really simple here, but I know, uh,

>>a

>>>>little bit about computers, and I just don't understand the hype.

>>>>

>>>>OK, one thing. The 64 bit kernel in Server 2003 deals with multiple cores/processors

>>>>much more gracefully, but even then the developer of the DAW will have

>>to

>>>>be ready to take advantage of that.

>>>>

>>>>TCB

>>>>

>>>>Chris Ludwig <[chrisl@adkproaudio.com](mailto:chrisl@adkproaudio.com)> wrote:

>>>>>Hi Lamont,

>>>>>

>>>>>The only thing preventing any 64 bit advancement at this point the 3rd

>>>

>>>>>party software and hardware manufacturers to write 64 bit driver and

>

>>>>>program support. The host applications need to come first. There is

>>>>>nothing close to a fully 64 bit audio app on any platform. All the

>>>>>plug-ins in Sonar are 32 bit and running in a shell to function in a

>64

>>>>>

>>>>>bit. All with anywhere from 5 to 10% resource hit. The plug-ins do get

>>>

>>>>>the benefit of address a full 4 gigs but in most case are performing

>no

>>>>>

>>>>>better and in some cases far worse with this method.

>>>>>Hardware developers right now do not have completely 64 bit coded

>>>>>drivers. In most cases they played with them enough so that they would

>>>

>>>>>install and function in a 64 bit OS and thats about it.

>>>>>ASIO is still 32 bit, VST is still 32 bit. There is supposedly 64 bit

>>

>>>>>available in the VST spec but not in ASIO AFAIK though no one is doing  
>>>  
>>>>>anything with it.  
>>>>>  
>>>>>All of the main host programs run on 64 bit OS es just fine.  
>>>>>32 bit apps like Cubendo, Reaper, Sonar, Samplitude all run great on  
>  
>>>>>Windows 64 bit pro and can address up to 4 gigs of ram. But runs no  
  
>>>>>better CPU performance wise than 32 bit XP. Windows 64 pro is basically  
>>>>  
>>>>>just a stripped down Server 2003 64. But its more than likely gonna  
  
>>>>>suffer a quiet death like Windows ME did.  
>>>>>All of these except Nuendo will install correctly in Vista 64. but with  
>>>>  
>>>>>the current bottle necks in Vista and the unfinished audio WaveRT driver  
>>>>  
>>>>>spec don't expect very good performance out of it anytime soon.  
>>>>>  
>>>>>Sonar 32 bit no better than the 64 bit version in a 64 bit OS. The  
>>>>>supposed benefit is you can use address beyond 4 gigs. Of course all  
>of  
>>>>  
>>>>>the VSTi in Sonar and all the

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