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Subject: Re: Guitar players, watch this video!  
Posted by [Carl Amburn](#) on Sun, 24 Dec 2006 06:55:09 GMT  
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AIAAgAgQFAAAAIgwFB  
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AFgADwAD8CQBAAAPAATwSAAAAAEACfAQAAAAYEZFAEDOyACg8mwAAO/nAAIA  
CvAIAAAAYQQAAMCAAAAAA/wEAAAAIQbAABvy/7/VjAAADvM/v8AABHwAAAA  
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gwFBAAAIvwEAABAAwAENAAAIywH5QgAA/wEIAAgAAAAP8BAAAABgRkUAQM7I

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Subject: Guitar players, watch this video!  
Posted by [excelav](#) on Sun, 24 Dec 2006 07:17:16 GMT  
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AAACIMBQQAACL8B  
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AAAAEfAAAAAXQAaABUAEgAEAMcAEQAAAAAA7C0sAgAAAAAAAAAAAA7ABqAA8A  
BPBIAAAAMgEK8AgAAADIBAAAQgoAAHMAC/AqAAAAvw

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Subject: Re: Guitar players, watch this video!  
Posted by [brandon\[2\]](#) on Thu, 28 Dec 2006 00:06:07 GMT  
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g.  
>>>>>>>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 memor

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