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Subject: Liquid Mix working in Paris

Posted by [Ted Gerber](#) on Wed, 08 Jul 2009 02:50:07 GMT

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So -

This may not be a big deal to you folks, but since I am a fan of the Focusrite Liquid Mix, it's a big deal to me. Today I made the 2 hour trek to Mike Audet's house to load up the LM drivers and emulations to see if this Firewire equipped external DSP box would behave with Paris under XP loaded up with Mike's drivers.

It worked great. After our first tests of inserting it on a track and trying a few VST wrappers, we found the "stereo" emulations (even on a mono track) worked flawlessly. The only thing we couldn't get happening was "Render tracks with Native Plug Ins", which crashed Paris. There was a bottleneck on the Firewire bus. I will be checking with Focusrite to see if there are better Firewire cards than what Mike currently has loaded. The thing is though, I don't really use this feature in rendering. It was introduced with Vers. 3.0 (8 years ago?) as a way to save CPU. With both way more powerful computers now usable (with Mike's drivers) and the outboard DSP of LM, the need to render with Native plugs is pretty much a non feature now.

We tested up to 10 tracks with it loaded and there was no performance hit. We ran out of time to go further.

So- remaining things to check are:

a/ how many instances are available with the standard LM box,

b/ how many instances are available with the expansion card for LM

c/ is anything affected (firewire bottleneck?) at 48K

d/ is the latency for LM the same whether an emulation is actually loaded or not

(this would help in that you could load up one instance per track as your default

mix - giving access to one EQ and one Compressor for each instance - keeping all the tracks time aligned at least off the top).

Big thanks to Mike for letting me into his home and spending the time to experiment. I am planning on migrating from Mac to PC in the Fall.

Ted

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