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Subject: VST Latency issues with Drumagog  
Posted by [Johnny Blaze](#) on Sun, 28 Oct 2007 05:11:42 GMT  
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Hello everyone,

I recently purchased and installed Drumagog and after installing the platinum edition and inserting it on a Kick Drum track for a very fast Death Metal band i'm recording it doesnt play it back very smoothly and i noticed it missing a few hits even when i lower the sensitivity to a very low level.

I'm going to contact Rim (not sure about the spelling) at drumagog with further questions about possibly getting the settings to detect the fast paced double bass pedal kicks on his recorded bass drum a bit better. At this point, my main question for this forum is to find out is there any way to actually play with latency offsettings in Paris itself? Or is it the plugin that has to have latency adjustments? I was wondering if there is an .ini file where we can set up latency adjustments to compensate for the plugins latency, or if I'm just grasping for a huge easy way out of this problem.

I have owned Paris since 1997 and then sort of dropped out of recording for about 5 years, and just recently set my studio back up so I hope to contribute to this forum as much as possible as I play with Paris. I'm using Paris v2.2, not sure if it is worth updating to the v3.0 or not. My computer is P4 2.4 ghz, with 1GIG of ram on Win XP Pro.

Thanks for your time everyone, and good to see there are some Paris guys still out here.

Johnny Blaze  
Red Eye studios  
San Jose, CA.

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Subject: Re: VST Latency issues with Drumagog  
Posted by [Neil](#) on Sun, 28 Oct 2007 08:08:50 GMT  
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FWIW, have you tried compressing the hell out of the kick drum, THEN inserting Drumagog after the compressor? Might help D-Gog's detection if all the kick-hits are at as close to the same level as you can get them.

Neil

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Subject: Re: VST Latency issues with Drumagog  
Posted by [Johnny Blaze](#) on Sun, 28 Oct 2007 12:02:40 GMT  
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Neil,

Thanks for the response. Actually the reason I'm even replacing his original kick with a sampled kick is because he plays the double bass pedal with too much dynamics unintentionally. When we recorded it was pretty late, and now its late in the game to have him replay the drums since I recorded them at a remote location and have taken these tracks off of an ADAT and dumped them into Paris for editing. Now when I look at Track 1 where I put the KICK DRUM track it shows the first peak very strong and the 2nd peak (which

is the second beater on the single bass drum) much lower. So I used paris editor window and cut each kick that was low and increased the gain using Edit Audio Gain Change and then upped each low kick by the amount of Decibels required to make it fairly equal to the first kick. I had literally started with filename Kick.01 on each gain change edit to Kick.265 for a small 45 second double bass drum section. It doesn't play back very well because you can hear a clicking sound when playing back the file due to Paris literally having to play each of these Kick.01 thru Kick.265.paf files resulting in this clicking sound. So I decided to try this Drumagog for the first time and I noticed when I bring the wetness down to 40% in drumagog I can hear the original Kick occurring about 100ms before the Sample which I believe is what this latency is all about.

I havent used my system for years now, and I'm not sure if I installed a VST Wrapper that I've read about on the forum or not. Is there a way to find out if I in fact installed this wrapper? And does this wrapper allow you to input a latency amount in milliseconds (i.e., 60ms) and compensate the Plugin by delaying the audio or speeding up the plugin response?

Not sure if any of this makes sense.. But I will try your method of compressing the heck out of the kick drum. When I tried to compress the kick drum I could never get the two beaters sound the same. Obviously Beater 1 is his right foot and beater 2 is his left foot using a double bass. I wish I would have caught this problem before tracking to ADATS, but I was remotely recording them while in the same room and couldn't get a good monitor of what was going to tape.

Thanks for reading this. Any suggestions are appreciated, and also if anyone knows about latency corrections within Paris software, that my spare me all the trouble of having to re-record everything if I can just correct the latency.

The sampled sound is playing behind the snare instead of at the exact moment it should play. It also skips some of the kick drum beats that should be there. I also noticed that when he plays very very very fast on double bass that the Drumagog kick sample does not keep up with him in several parts.

It seems the Resolution setting even set at the lowest number of 23ms is not fast enough to play 32nd notes. Maybe I'm still not using the tool properly, is it capable of fast fills of 32 beats per second?

I kind of digressed from my main question here, which is Can we fix latency within PARIS Software, or does the plugin itself have to have a latency bar where we can move it left/right to sync properly?

Johnny

"Neil" <OIU@OIU.cm> wrote:

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Subject: Re: VST Latency issues with Drumagog  
Posted by [mikep\[1\]](#) on Sun, 28 Oct 2007 14:39:43 GMT  
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Also, I sometimes put an expander before drumagog to "help" it with the attacks.

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I believe the previous version had some issues, so if you don't have the latest version, definitely update.

BTW, the Sonnox Oxford expander is awesome for this sort of thing.

Good Luck,  
Mike

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Subject: Re: VST Latency issues with Drumagog  
Posted by [Rod Lincoln](#) on Sun, 28 Oct 2007 19:58:00 GMT  
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You might get better results by increasing the latency in Drumagog to 25 ms (gives the gog engine more time to analyze) then nudge back 25 or 26ms in Paris, and use sample slide for fine tuning, if you want.

Rod

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Subject: Re: VST Latency issues with Drumagog  
Posted by [Johnny Blaze](#) on Wed, 31 Oct 2007 03:47:18 GMT  
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Rod,

Thank you so much for your response, I didnt even think to use the Nudge option on the original track. Another quick question, which you may be able to answer I hope. I was thinking of taking the Track1 .paf file which is the isolated kick drum and fixing the gain problems with it outside of Paris using a different software and then saving the file. The only software I can think of is Wave Labs, because it supports the .Paf files, but I'm not even sure which tool to use in wavelabs to fix the gain discrepancies between one kick and the other. That's really what the problem is, I mainly want

to get perfect even hits between one kick beater and the 2nd kick beater on the same kick drum. I was hoping you might be able to tell me of a good software tool I can purchase that would just go in and make all the peaks equal to each other in decibels. Is there a separate software tool that will do this and supports .paf 24bit 48khz files? If there is a tool that will automatically adjust the gains and make them all equal, but does not support .paf files, tell me of that tool as well, because maybe I can convert the .paf file in wavelabs to .wav and then use some other audio editing tool to fix the gains on every kick beat to be exactly equal.

Sincerely,

Johnny

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Subject: Re: VST Latency issues with Drumagog  
Posted by [Johnny Blaze](#) on Wed, 31 Oct 2007 03:52:00 GMT  
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Mike,

That Sonnox Oxford Expander VST plugin that you mentioned here in this post, is that a resource Hog? I noticed my system getting errors when I have the drumagog turned on, and that is only one Native Insert plugin i'm using, so if I were to try more and more plugins, is there a simple way to keep my existing setup and still do this? Will increasing my Ram help? I currently have 1 gb of ram on a P4 HT 2.4ghz machine. I should probably upgrade, but I have not heard what the best machine to run Paris on would be.

Sincerely,

Johnny

"Mikep" <mikep@hometownrecords.com> wrote:

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Subject: Re: VST Latency issues with Drumagog  
Posted by [audioguy\\_editout\\_](#) on Wed, 31 Oct 2007 04:02:34 GMT  
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Try turning off hyperthreading...

David.

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Subject: Re: VST Latency issues with Drumagog  
Posted by [Rod Lincoln](#) on Wed, 31 Oct 2007 20:34:58 GMT  
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Don't know of anything that will "automatically" do that. If I was in your situation, I would trigger the kiks with drumagog. You can set the output volume to be less dynamic, or not dynamic at all, if you choose, to even out the kiks.

You could also make a copy of the kik track, compress/limit ONLY the copy, rather severely, and blend it back in with the original. You will have to make sure the compressed track's latency (if the plug has any) is compensated for, using nudge and sample slide.

Rod

"Johnny Blaze" <[johnny728@yahoo.com](mailto:johnny728@yahoo.com)> wrote:

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>>Rod  
>>"Johnny Blaze" <johnny728@yahoo.com> wrote:  
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>>>Hello everyone,  
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>>>band i'm recording it doesnt play it back very smoothly and i noticed  
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>>> I'm going to contact Rim (not sure about the spelling) at drumagog with  
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>>>Thanks for your time everyone, and good to see there are some Paris guys  
>>>still out here.  
>>>  
>>>Johnny Blaze  
>>>Red Eye studios  
>>>San Jose, CA.  
>>>  
>>>  
>>  
>

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Subject: Re: VST Latency issues with Drumagog  
Posted by [Neil](#) on Thu, 01 Nov 2007 04:07:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Ya know, that might be the best idea... clone the track, THEN compress/limit hard, gate/expand after that, THEN trigger that track with D-Gog set to have no dynamic differential, and THEN blend the two together (original, pure sound with all the dynamics, plus Drumagog sample with no dynamics!).

Neil

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>  
>Don't know of anything that will "automatically" do that. If I was in your  
>situation, I would trigger the kiks with drumagog. You can set the output  
>volume to be less dynamic, or not dynamic at all, if you choose, to even  
>out the kiks.  
>You could also make a copy of the kik track, compress/limit ONLY the copy,  
>rather severely, and blend it back in with the original. You will have to  
>make sure the compressed track's latency (if the plug has any) is compensated  
>for, using nudge and sample slide.

>Rod

>"Johnny Blaze" <johnny728@yahoo.com> wrote:

>>  
>>Rod,  
>>  
>>Thank you so much for your response, I didnt even think to use the Nudge  
>>option on the original track. Another quick question, which you may be  
>able  
>>to answer I hope. I was thinking of taking the Track1 .paf file which  
is

>>the isolated kick drum and fixing the gain problems with it outside of Paris  
>>using a different software and then saving the file. The only software  
>I  
>>can think of is Wave Labs, because it supports the .Paf files, but I'm not  
>>even sure which tool to use in wavelabs to fix the gain discrepancies between  
>>one kick and the other. That's really what the problem is, I mainly want  
>>to get perfect even hits between one kick beater and the 2nd kick beater  
>>on the same kick drum. I was hoping you might be able to tell me of a good  
>>software tool I can purchase that would just go in and make all the peaks  
>>equal to each other in decibels. Is there a separate software tool that  
>>will do this and supports .paf 24bit 48khz files? If there is a tool that  
>>will automatically adjust the gains and make them all equal, but does not  
>>support .paf files, tell me of that tool as well, because maybe I can convert  
>>the .paf file in wavelabs to .wav and then use some other audio editing  
>tool  
>>to fix the gains on every kick beat to be exactly equal.  
>>  
>>Sincerely,  
>>  
>>Johnny  
>>  
>>  
>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:  
>>>  
>>>on the "advanced" page in Drumagog, there is a latency setting, I think  
>>the  
>>>lowest is 3.6ms, and it goes up from there. If you use the 3.6ms setting.  
>>>nudge the track back 3 ms using the "1" ms nudge key in Paris. This should  
>>>get it very close. Try toggling the phase button in Paris for the best  
>>sound.  
>>>You can use sample slide to fine tune the latency. It can be found at  
www.analogx.com  
>>>sample slide only makes things later, so you have to nudge earlier than  
>>you  
>>>want with Paris, then use sample slide to slide forward, in sample increments  
>>>till you get it spot on.  
>>>You might get better results by increasing the latency in Drumagog to  
25  
>>>ms (gives the gog engine more time to analyze) then nudge back 25 or 26ms  
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