
Subject: More info on using Cubase SX as a standalone FX processor

Posted by [animix](#) on Wed, 04 Oct 2006 18:56:10 GMT

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OK,

Before you guys start getting too excited about this, it appears that there is one more hoop to jump through if you are using multiple MECs. When looping audio from Paris *through* Cubase SX channels while Cubase SX is slaved to Paris ADAT sync, Cubase crashes once audio is being looped from two different MECs. This is likely due to the latency between EDS cards causing a trainwreck with the clocking.

This will not be an issue to those who are not wanting to have plugin automation in SX. As long as SX is not slaving to the Paris timeline, the audio passes through the audio interface on Cubase and back to Paris with no problem. If, however, you want to automate plugin parameters, you will need both machines timeline synced so that you can write automation data to Cubase SX.

I am hoping to solve this problem by sending Paris ADAT sync to a JL Cooper Datasync II unit which converts ADAT timecode to MTC and then slaving Cubase SX to incoming MTC from the Datasync II.

Thank goodness for yet another kludge. I thought I had finally succeeded in accomplishing everything I started out to do and there was this sudden realization that my life would have no further purpose.

;o)
