Subject: VST Latency issues with Drumagog
Posted by Johnny Blaze on Sun, 28 Oct 2007 05:11:42 GMT

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.
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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.

Subject: Re: VST Latency issues with Drumagog
Posted by Neil on Sun, 28 Oct 2007 08:08:50 GMT

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

"Johnny Blaze" <johnny728@yahoo.com> wrote:
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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 occuring 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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Posted by mikep[1] on Sun, 28 Oct 2007 14:39:43 GMT
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was basically a room mic, and it worked flawlessly.

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

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

Good Luck,
Mike

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Posted by Rod Lincoln on Sun, 28 Oct 2007 19:58:00 GMT
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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

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

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Subject: Re: VST Latency issues with Drumagog
Posted by audioguy_editout_ on Wed, 31 Oct 2007 04:02:34 GMT

Try turning off hyperthreading...

David.

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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 severly, 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.
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>>>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.
>>>
>>>
>>
>

Subject: Re: VST Latency issues with Drumagog
Posted by Neil on Thu, 01 Nov 2007 04:07:55 GMT

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 severly, 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 toggleing 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, thenuse 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
>>>in Paris, and use sample slide for fine tuning, if you want.
>>>Rod
>>>"Johnny Blaze" <johnny728@yahoo.com> wrote:
>>>>
>>>>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.
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>>>>Thanks for your time everyone, and good to see there are some Paris guys
>>>>still out here.
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