
Subject: soooo....remember the Forte experiment?
Posted by [animix](#) on Thu, 26 Oct 2006 15:22:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Basically this involved strapping this across every track in a mix, applying a UAD-1 Delaycomp on the first slot in the application and then adding UAD-1 and other plugins to the subsequent slots. The thing that killed this idea was that in order for it to work, it had to be used on *every* track so that there was a uniform amount of delay compensaion. then it was just a matter of sliding "all" of the tracks to the left in the Paris editor to the left by a certain amount to cover the buffer latency of the host machine.

Well....there are a few of these host applications.....soooooo.....
Chainer will allow access to up to 10 x ASIO I/O.
FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O
Forte, for my purposes, would allow access to 10 x ASIO I/O
Steinberg VStack will allow access to 16 ASIO I/O..
RT player will allow access to a few more ASIO I/O....

So it appears that using all of these on the same machine, I could, "in theory" access *at least* 40 ASIO* I/O and that's all I would need for a real time mix scenario.

Now assuming I was running all five of these on the same system sending/returning signal in and out of 40 RME ADAT I/O whilst processing these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1 delay comp instantiated in the first slot of each host set ot compensate for 4 x plugins and that all of these VST hosts had a predictable latencywell.....you know where I'm going with this, don't you?

;o)

Subject: Re: soooo....remember the Forte experiment?
Posted by [Don Nafe](#) on Thu, 26 Oct 2006 15:47:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

ya...you're returning all your new purchases and ordering a straight jacket

:~)

"DJ" <notachance@net.net> wrote in message news:4540d282@linux...
> Basically this involved strapping this across every track in a mix,
> applying
> a UAD-1 Delaycomp on the first slot in the application and then adding
> UAD-1

> and other plugins to the subsequent slots. The thing that killed this idea
> was that in order for it to work, it had to be used on *every* track so
> that
> there was a uniform amount of delay compensaion. then it was just a matter
> of sliding "all" of the tracks to the left in the Paris editor to the left
> by a certain amount to cover the buffer latency of the host machine.
>
> Well....there are a few of these host applications.....sooooo.....
> Chainer will allow access to up to 10 x ASIO I/O.
> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O
> Forte, for my purposes, would allow access to 10 x ASIO I/O
> Steinberg VStack will allow access to 16 ASIO I/O..
> RT player will allow access to a few more ASIO I/O....
>
>
> So it appears that using all of these on the same machine, I could, "in
> theory" access *at least* 40 ASIO* I/O and that's all I would need for a
> real time mix scenario.
>
> Now assuming I was running all five of these on the same system
> sending/returning signal in and out of 40 RME ADAT I/O whil'st processing
> these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1
> delay
> comp instantiated in the first slot of each host set ot compensate for 4 x
> plugins and that all of these VST hosts had a predictable latency
>well.....you know where I'm going with this, don't you?
>
> ;o)
>
>
>

Subject: Re: soooo....remember the Forte experiment?

Posted by [excelav](#) on Thu, 26 Oct 2006 16:48:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

"Don Nafe" <dnafe@magma.ca> wrote:

>ya...you're returning all your new purchases and ordering a straight jacket

>

>:-)

>

I almost cried when I read that, LOL!

James

>

>"DJ" <notachance@net.net> wrote in message news:4540d282@linux...
>> Basically this involved strapping this across every track in a mix,
>> applying
>> a UAD-1 Delaycomp on the first slot in the application and then adding

>> UAD-1
>> and other plugins to the subsequent slots. The thing that killed this
idea
>> was that in order for it to work, it had to be used on *every* track so

>> that
>> there was a uniform amount of delay compensaion. then it was just a matter
>> of sliding "all" of the tracks to the left in the Paris editor to the
left
>> by a certain amount to cover the buffer latency of the host machine.
>>
>> Well....there are a few of these host applications.....soooooo.....
>> Chainer will allow access to up to 10 x ASIO I/O.
>> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O
>> Forte, for my purposes, would allow access to 10 x ASIO I/O
>> Steinberg VStack will allow access to 16 ASIO I/O..
>> RT player will allow access to a few more ASIO I/O....
>>
>>
>> So it appears that using all of these on the same machine, I could, "in
>> theory" access *at least* 40 ASIO* I/O and that's all I would need for
a
>> real time mix scenario.
>>
>> Now assuming I was running all five of these on the same system
>> sending/returning signal in and out of 40 RME ADAT I/O whil'st processing
>> these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1

>> delay
>> comp instantiated in the first slot of each host set ot compensate for
4 x
>> plugins and that all of these VST hosts had a predictable latency
>>well.....you know where I'm going with this, don't you?
>>
>> ;o)
>>
>>
>>
>
>

Subject: Re: soooo....remember the Forte experiment?

Posted by [animix](#) on Thu, 26 Oct 2006 16:53:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well...VStack doesn't pass audio...just outputs it so it's out anyway. The developer of the DSound has sent me a few e-mails asking what on earth I am trying to do.....so I told him and now he is sitting over in Europe somewhere laughing at the crazy American.

"James McCloskey" <excelsm@hotmail.com> wrote in message news:4540e6d7\$1@linux...

>

> "Don Nafe" <dnafe@magma.ca> wrote:

> >ya...you're returning all your new purchases and ordering a straight jacket

> >

> >:-)

> >

>

> I almost cried when I read that, LOL!

>

> James

>

> >

> >"DJ" <notachance@net.net> wrote in message news:4540d282@linux...

> >> Basically this involved strapping this across every track in a mix,

> >> applying

> >> a UAD-1 Delaycomp on the first slot in the application and then adding

>

> >> UAD-1

> >> and other plugins to the subsequent slots. The thing that killed this

> idea

> >> was that in order for it to work, it had to be used on *every* track so

>

> >> that

> >> there was a uniform amount of delay compensaion. then it was just a matter

> >> of sliding "all" of the tracks to the left in the Paris editor to the

> left

> >> by a certain amount to cover the buffer latency of the host machine.

> >>

> >> Well....there are a few of these host applications.....soooooo.....

> >> Chainer will allow access to up to 10 x ASIO I/O.

> >> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O

> >> Forte, for my purposes, would allow access to 10 x ASIO I/O

> >> Steinberg VStack will allow access to 16 ASIO I/O..

> >> RT player will allow access to a few more ASIO I/O....

> >>

> >>
> >> So it appears that using all of these on the same machine, I could, "in
> >> theory" access *at least* 40 ASIO* I/O and that's all I would need for
> a
> >> real time mix scenario.
> >>
> >> Now assuming I was running all five of these on the same system
> >> sending/returning signal in and out of 40 RME ADAT I/O whil'st
processing
> >> these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1
>
> >> delay
> >> comp instantiated in the first slot of each host set ot compensate for
> 4 x
> >> plugins and that all of these VST hosts had a predictable latency
> >>well.....you know where I'm going with this, don't you?
> >>
> >> ;o)
> >>
> >>
> >>
> >
> >
>

Subject: Re: soooo....remember the Forte experiment?
Posted by [excelav](#) on Thu, 26 Oct 2006 16:59:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

"DJ" <notachance@net.net> wrote:
>Well....VStack doesn't pass audio...just outputs it so it's out anyway.
The
>developer of the DSound has sent me a few e-mails asking what on earth I
am
>trying to do.....so I told him and now he is sitting over in Europe
>somewhere laughing at the crazy American.

But did you tell him that the DAW is called Paris, so it should work.

James

>
>"James McCloskey" <excelsm@hotmail.com> wrote in message
>news:4540e6d7\$1@linux...
>>
>> "Don Nafe" <dnafe@magma.ca> wrote:
>> >ya...you're returning all your new purchases and ordering a straight

>jacket
>> >
>> >:-)
>> >
>>
>> I almost cried when I read that, LOL!
>>
>> James
>>
>> >
>> >"DJ" <notachance@net.net> wrote in message news:4540d282@linux...
>> >> Basically this involved strapping this across every track in a mix,
>> >> applying
>> >> a UAD-1 Delaycomp on the first slot in the application and then adding
>>
>> >> UAD-1
>> >> and other plugins to the subsequent slots. The thing that killed this
>> idea
>> >> was that in order for it to work, it had to be used on *every* track
so
>>
>> >> that
>> >> there was a uniform amount of delay compensaion. then it was just a
>matter
>> >> of sliding "all" of the tracks to the left in the Paris editor to the
>> left
>> >> by a certain amount to cover the buffer latency of the host machine.
>> >>
>> >> Well....there are a few of these host
>applications.....sooooo.....
>> >> Chainer will allow access to up to 10 x ASIO I/O.
>> >> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O
>> >> Forte, for my purposes, would allow access to 10 x ASIO I/O
>> >> Steinberg VStack will allow access to 16 ASIO I/O..
>> >> RT player will allow access to a few more ASIO I/O....
>> >>
>> >>
>> >> So it appears that using all of these on the same machine, I could,
"in
>> >> theory" access *at least* 40 ASIO* I/O and that's all I would need
for
>> a
>> >> real time mix scenario.
>> >>
>> >> Now assuming I was running all five of these on the same system
>> >> sending/returning signal in and out of 40 RME ADAT I/O whil'st
>processing
>> >> these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1

>>
>> >> delay
>> >> comp instantiated in the first slot of each host set of compensate
for
>> 4 x
>> >> plugins and that all of these VST hosts had a predictable latency
>> >>well.....you know where I'm going with this, don't you?
>> >>
>> >> ;o)
>> >>
>> >>
>> >>
>> >
>> >
>>
>
>

Subject: Re: soooo....remember the Forte experiment?
Posted by [animix](#) on Thu, 26 Oct 2006 17:11:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm sure I'll hear back from him soooooonnnnn.....

"james McCloskey" <excelsm@hotmail.com> wrote in message
news:4540e982\$1@linux...

>
> "DJ" <notachance@net.net> wrote:
> >Well....VStack doesn't pass audio...just outputs it so it's out anyway.
> >The
> >developer of the DSound has sent me a few e-mails asking what on earth I
> >am
> >trying to do.....so I told him and now he is sitting over in Europe
> >somewhere laughing at the crazy American.
>
> But did you tell him that the DAW is called Paris, so it should work.
>
> James
>
> >
> >"James McCloskey" <excelsm@hotmail.com> wrote in message
> >news:4540e6d7\$1@linux...
> >>
> >> "Don Nafe" <dnafe@magma.ca> wrote:
> >> >ya...you're returning all your new purchases and ordering a straight
> >jacket
> >> >

> >> >:-)
> >> >
> >>
> >> I almost cried when I read that, LOL!
> >>
> >> James
> >>
> >> >
> >> > "DJ" <notachance@net.net> wrote in message news:4540d282@linux...
> >> >> Basically this involved strapping this across every track in a mix,
> >> >> applying
> >> >> a UAD-1 Delaycomp on the first slot in the application and then
adding
> >>
> >> >> UAD-1
> >> >> and other plugins to the subsequent slots. The thing that killed
this
> >> idea
> >> >> was that in order for it to work, it had to be used on *every* track
> >>
> >> >> that
> >> >> there was a uniform amount of delay compensaion. then it was just a
> >> matter
> >> >> of sliding "all" of the tracks to the left in the Paris editor to
the
> >> left
> >> >> by a certain amount to cover the buffer latency of the host machine.
> >> >>
> >> >> Well....there are a few of these host
> >> applications.....sooooo.....
> >> >> Chainer will allow access to up to 10 x ASIO I/O.
> >> >> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O
> >> >> Forte, for my purposes, would allow access to 10 x ASIO I/O
> >> >> Steinberg VStack will allow access to 16 ASIO I/O..
> >> >> RT player will allow access to a few more ASIO I/O....
> >> >>
> >> >>
> >> >> So it appears that using all of these on the same machine, I could,
> >> "in
> >> >> theory" access *at least* 40 ASIO* I/O and that's all I would need
> >> for
> >> a
> >> >> real time mix scenario.
> >> >>
> >> >> Now assuming I was running all five of these on the same system
> >> >> sending/returning signal in and out of 40 RME ADAT I/O whil'st
> >> processing

> > >> these signals through 4 x UAD-1 cards (and other VSTi's) with a
UAD-1
> >>
> > >> delay
> > >> comp instantiated in the first slot of each host set of compensate
> for
> >> 4 x
> > >> plugins and that all of these VST hosts had a predictable latency
> > >>well.....you know where I'm going with this, don't you?
> > >>
> > >> ;o)
> > >>
> > >>
> > >>
> > >>
> > >
> > >
> >>
> >
> >
>

Subject: Re: soooo....remember the Forte experiment?
Posted by [AlexPlasko](#) on Thu, 26 Oct 2006 17:59:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

and the check is in the mail
"DJ" <notachance@net.net> wrote in message news:4540ec1a@linux...
> I'm sure I'll hear back from him soooooonnnnn.....
>
> "james McCloskey" <excelsm@hotmail.com> wrote in message
> news:4540e982\$1@linux...
>>
>> "DJ" <notachance@net.net> wrote:
>> >Well....VStack doesn't pass audio...just outputs it so it's out anyway.
>> The
>> >developer of the DSound has sent me a few e-mails asking what on earth I
>> am
>> >trying to do.....so I told him and now he is sitting over in Europe
>> >somewhere laughing at the crazy American.
>>
>> But did you tell him that the DAW is called Paris, so it should work.
>>
>> James
>>
>> >
>> >"James McCloskey" <excelsm@hotmail.com> wrote in message
>> >news:4540e6d7\$1@linux...

>> >>
>> >> "Don Nafe" <dnafe@magma.ca> wrote:
>> >> >ya...you're returning all your new purchases and ordering a straight
>> >jacket
>> >> >
>> >> >:-)
>> >> >
>> >>
>> >> I almost cried when I read that, LOL!
>> >>
>> >> James
>> >>
>> >> >
>> >> >"DJ" <notachance@net.net> wrote in message news:4540d282@linux...
>> >> >> Basically this involved strapping this across every track in a mix,
>> >> >> applying
>> >> >> a UAD-1 Delaycomp on the first slot in the application and then
> adding
>> >>
>> >> >> UAD-1
>> >> >> and other plugins to the subsequent slots. The thing that killed
> this
>> >> idea
>> >> >> was that in order for it to work, it had to be used on *every*
>> >> >> track
>> so
>> >>
>> >> >> that
>> >> >> there was a uniform amount of delay compensaion. then it was just a
>> >matter
>> >> >> of sliding "all" of the tracks to the left in the Paris editor to
> the
>> >> left
>> >> >> by a certain amount to cover the buffer latency of the host
>> >> >> machine.
>> >> >>
>> >> >> Well....there are a few of these host
>> >applications.....soooooo.....
>> >> >> Chainer will allow access to up to 10 x ASIO I/O.
>> >> >> FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O
>> >> >> Forte, for my purposes, would allow access to 10 x ASIO I/O
>> >> >> Steinberg VStack will allow access to 16 ASIO I/O..
>> >> >> RT player will allow access to a few more ASIO I/O....
>> >> >>
>> >> >>
>> >> >> So it appears that using all of these on the same machine, I could,
>> "in
>> >> >> theory" access *at least* 40 ASIO* I/O and that's all I would need

>> for
>> >> a
>> >> >> real time mix scenario.
>> >> >>
>> >> >> Now assuming I was running all five of these on the same system
>> >> >> sending/returning signal in and out of 40 RME ADAT I/O whilst
>> >processing
>> >> >> these signals through 4 x UAD-1 cards (and other VSTi's) with a
> UAD-1
>> >>
>> >> >> delay
>> >> >> comp instantiated in the first slot of each host set of compensate
>> for
>> >> 4 x
>> >> >> plugins and that all of these VST hosts had a predictable latency
>> >> >>well.....you know where I'm going with this, don't you?
>> >> >>
>> >> >> ;o)
>> >> >>
>> >> >>
>> >> >>
>> >> >>
>> >> >
>> >> >
>> >>
>> >
>> >
>>
>
>

Subject: Re: soooo....remember the Forte experiment?

Posted by [animix](#) on Thu, 26 Oct 2006 18:06:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

;o)

"alex plasko" <alex.plasko@snet.net> wrote in message

news:4540f566\$1@linux...

> and the check is in the mail

> "DJ" <notachance@net.net> wrote in message news:4540ec1a@linux...

> > I'm sure I'll hear back from him soooooonnnnn.....

> >

> > "james McCloskey" <excelsm@hotmail.com> wrote in message

> > news:4540e982\$1@linux...

> >>

> >> "DJ" <notachance@net.net> wrote:

> >> >Well....VStack doesn't pass audio...just outputs it so it's out

anyway.

> >> The

> >> >developer of the DSound has sent me a few e-mails asking what on earth

I

> >> am

> >> >trying to do.....so I told him and now he is sitting over in Europe

> >> >somewhere laughing at the crazy American.

> >>

> >> But did you tell him that the DAW is called Paris, so it should work.

> >>

> >> James

> >>

> >> >

> >> >"James McCloskey" <excelsm@hotmail.com> wrote in message

> >> >news:4540e6d7\$1@linux...

> >> >>

> >> >> "Don Nafe" <dnafe@magma.ca> wrote:

> >> >> >ya...you're returning all your new purchases and ordering a

straight

> >> >jacket

> >> >> >

> >> >> >:-)

> >> >> >

> >> >>

> >> >> I almost cried when I read that, LOL!

> >> >>

> >> >> James

> >> >>

> >> >> >

> >> >> >"DJ" <notachance@net.net> wrote in message news:4540d282@linux...

> >> >> >> Basically this involved strapping this across every track in a

mix,

> >> >> >> applying

> >> >> >> a UAD-1 Delaycomp on the first slot in the application and then

> > adding

> >> >>

> >> >> >> UAD-1

> >> >> >> and other plugins to the subsequent slots. The thing that killed

> > this

> >> >> idea

> >> >> >> was that in order for it to work, it had to be used on *every*

> >> >> >> track

> >> so

> >> >>

> >> >> >> that

> >> >> >> there was a uniform amount of delay compensaion. then it was just

a

> >> >matter

> > > > of sliding "all" of the tracks to the left in the Paris editor to
> > the
> > > left
> > > > by a certain amount to cover the buffer latency of the host
> > > > machine.
> > > >
> > > > Well....there are a few of these host
> > > applications.....sooooo.....
> > > > Chainer will allow access to up to 10 x ASIO I/O.
> > > > FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O
> > > > Forte, for my purposes, would allow access to 10 x ASIO I/O
> > > > Steinberg VStack will allow access to 16 ASIO I/O..
> > > > RT player will allow access to a few more ASIO I/O....
> > > >
> > > >
> > > > So it appears that using all of these on the same machine, I
could,
> > > "in
> > > > theory" access *at least* 40 ASIO* I/O and that's all I would
need
> > > for
> > > > a
> > > > real time mix scenario.
> > > >
> > > > Now assuming I was running all five of these on the same system
> > > > sending/returning signal in and out of 40 RME ADAT I/O whil'st
> > > > processing
> > > > these signals through 4 x UAD-1 cards (and other VSTi's) with a
> > > UAD-1
> > > >
> > > > delay
> > > > comp instantiated in the first slot of each host set ot
compensate
> > > > for
> > > > 4 x
> > > > plugins and that all of these VST hosts had a predictable latency
> > > >well.....you know where I'm going with this, don't you?
> > > >
> > > > ;o)
> > > >
> > > >
> > > >
> > > >
> > > >
> > > >
> > > >
> > > >
> > > >
> > > >
> > > >
> > > >
> > > >
> > > >

> >
> >
>
>

Subject: Re: soooo....remember the Forte experiment?
Posted by [animix](#) on Thu, 26 Oct 2006 18:19:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe I need to get up off my ass and learn to do this. My needs are too outside the box to expect to find them commercially. Here's the tool kit.

<http://dssi.sourceforge.net/why-use.html>

Hell....I've got the guy who wrote the code for MRI machines here to help me. His wife is one of my studio clients. His brother-in-law is my partner. This can definitely be done and I'd love to learn how to write my own stuff.

Once I get the studio back up and running I'm going to try to find the time to write a VST FX rack that can access unlimited I/O and plugin slots.....I'm going to talk to Dan about this ASAP.

Deej

"DJ" <notachance@net.net> wrote in message news:4540f901@linux...
> ;o)
>
> "alex plasko" <alex.plasko@snet.net> wrote in message
> news:4540f566\$1@linux...
> > and the check is in the mail
> > "DJ" <notachance@net.net> wrote in message news:4540ec1a@linux...
> > > I'm sure I'll hear back from him soooooonnnnn.....
> > >
> > > "james McCloskey" <excelsm@hotmail.com> wrote in message
> > > news:4540e982\$1@linux...
> > > >
> > > > "DJ" <notachance@net.net> wrote:
> > > > > Well....VStack doesn't pass audio...just outputs it so it's out
> > > > anyway.
> > > > The
> > > > > developer of the DSound has sent me a few e-mails asking what on
> > > > earth
> > > > I
> > > > am
> > > > > trying to do.....so I told him and now he is sitting over in Europe
> > > > > somewhere laughing at the crazy American.
> > > > >

> > >> But did you tell him that the DAW is called Paris, so it should work.
> > >>
> > >> James
> > >>
> > >> >
> > >> >"James McCloskey" <excelsm@hotmail.com> wrote in message
> > >> >news:4540e6d7\$1@linux...
> > >> >>
> > >> >> "Don Nafe" <dnafe@magma.ca> wrote:
> > >> >> >ya...you're returning all your new purchases and ordering a
> > straight
> > >> >jacket
> > >> >> >
> > >> >> >:-)
> > >> >> >
> > >> >>
> > >> >> I almost cried when I read that, LOL!
> > >> >>
> > >> >> James
> > >> >>
> > >> >> >
> > >> >> >"DJ" <notachance@net.net> wrote in message news:4540d282@linux...
> > >> >> >> Basically this involved strapping this across every track in a
> > mix,
> > >> >> >> applying
> > >> >> >> a UAD-1 Delaycomp on the first slot in the application and then
> > > adding
> > >> >>
> > >> >> >> UAD-1
> > >> >> >> and other plugins to the subsequent slots. The thing that
killed
> > > this
> > >> >> idea
> > >> >> >> was that in order for it to work, it had to be used on *every*
> > >> >> >> track
> > >> >> so
> > >> >>
> > >> >> >> that
> > >> >> >> there was a uniform amount of delay compensaion. then it was
just
> > > a
> > >> >matter
> > >> >> >> of sliding "all" of the tracks to the left in the Paris editor
to
> > > the
> > >> >> left
> > >> >> >> by a certain amount to cover the buffer latency of the host
> > >> >> >> machine.

> >
>
>

Subject: Re: soooo....remember the Forte experiment?

Posted by [TCB](#) on Thu, 26 Oct 2006 21:38:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Two weeks ago we almost had you recording into SX, and now this? Talk about a relapse . . .

TCB

"DJ" <notachance@net.net> wrote:

>Basically this involved strapping this across every track in a mix, applying
>a UAD-1 Delaycomp on the first slot in the application and then adding UAD-1
>and other plugins to the subsequent slots. The thing that killed this idea
>was that in order for it to work, it had to be used on *every* track so
that

>there was a uniform amount of delay compensaion. then it was just a matter
>of sliding "all" of the tracks to the left in the Paris editor to the left
>by a certain amount to cover the buffer latency of the host machine.

>
>Well....there are a few of these host applications.....sooooo.....

>Chainer will allow access to up to 10 x ASIO I/O.

>FXPansion Simple Virtual Host will allow access to 4 x ASIO I/O

>Forte, for my purposes, would allow access to 10 x ASIO I/O

>Steinberg VStack will allow access to 16 ASIO I/O..

>RT player will allow access to a few more ASIO I/O....

>

>

>So it appears that using all of these on the same machine, I could, "in
>theory" access *at least* 40 ASIO* I/O and that's all I would need for a
>real time mix scenario.

>

>Now assuming I was running all five of these on the same system

>sending/returning signal in and out of 40 RME ADAT I/O whil'st processing

>these signals through 4 x UAD-1 cards (and other VSTi's) with a UAD-1 delay

>comp instantiated in the first slot of each host set ot compensate for 4

x

>plugins and that all of these VST hosts had a predictable latency

>.....well.....you know where I'm going with this, don't you?

>

>;o)

>

>

>

>
