
Subject: SOFTWARE INSTALLATION GUIDANCE

Posted by [Richard Faylor](#) on Mon, 10 Oct 2005 17:29:20 GMT

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

From inside Chainer you can use FFX-4 so have chainer to wrap =
DX and

>VST....

>

>13. FFX-4 also has a low 4096 samples latency for UAD plugz. If you =
think

>that is big note that FXpansion wrapper that you guys were using =
gives 16384

>samples of latency !!

>

>14. So you wrap senderella with Spinaudiolite.

>

>15. You put senderella on the audio tracks you wanna send to a =
reverb, put

>the send volume accordingly and redirect (full to the right) because

>Spinaudio mixes two times the sound of the track)

>

>16. On audio tracks 15 and 16 you put two 16bit empty long files (5 =
minutes

>or more,whatever)

>17. On tra

Subject: Re: SOFTWARE INSTALLATION GUIDANCE

Posted by [dave Parkin](#) on Mon, 10 Oct 2005 18:08:31 GMT

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

t;HINT: From inside Chainer you can use FFX-4 so have chainer to wrap =
DX and

>VST....

>

>13. FFX-4 also has a low 4096 samples latency for UAD plugz. If you =
think

>that is big note that FXpansion wrapper that you guys were using =
gives 16384

>samples of latency !!

>

>14. So you wrap senderella with Spinaudiolite.

>

>15. You put senderella on the audio tracks you wanna send to a =
reverb, put

>the send volume accordingly and redirect (full to the right) =
because

>Spinaudio mixes two times the sound of the track)

>
>16. On audio tracks 15 and 16 you put two 16bit empty long files (5 = minutes
>or more,whatever)
>17. On track 15 you open as STEREO the senderella again = (spinaudiolite
>wrapped) and put senderella as receiver .
>Then on next native slot you open FFX-4 on track 15 as STEREO = again.
>
>18. You open from inside FFX-4 a UAD1 reverb or any other DX reverb = (like
>DSPFX)
>If you put UAD1 rvereb you get 4096 latency.
>If you put a DX reverb you probably will get 0 latency !!, so no
>compensation needed at all.
>It ius like having AUX with DX effe
