Subject: Explaining Vertex delay comp to avoid misunderstandings !!
Posted by Dimitrios on Wed, 24 Jan 2007 08:48:19 GMT
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Hi,
After Deej's post that UAD1 delay compensator can do the saem as Vertex I have to make a public paris statement about Vertex !
Now vertex is (will be :)) a true delay compensator as opposed to UAD1 delay compensator which is a fake one like the free Latency compensator vst plugin.
VERTEX is a clever little beast.
Lets say upi have 64 Paris audio tracks.
You make a default project (will take you 5 min) where you open vertex on every Paris audio track, same applies for 2,3,4,...8 Paris eds cards owners,.
Vertex can have up to 128 instances loaded at once which is exactly the maximum Paris audio tracks allowed !
Now after saving this as your default project you can open it and try a scenario like the following.
Lets say that your drumtracks are audio track 1 = kick , 2= snare up, 3 = snare down, 4= hihat, 5= ride, 6= crash1, 7= crash2, 8= tom1 ,9= tom2, 10=floortom, 11= OH left, 12 = OH Right.
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You go to vertex instance on track 2 and you put the number 16384.
Thats it !
Now ALL your 16/32/48/64/80/96/112/128 Paris audio tracks will GET the 16384 delay automatically !!!
WITH UAD1 delay compensator that UAD1 gives to UAD1 owners works the opposite !
You have to put on all remaining 127 audio tracks (on a 128 Paris system) the number 1 !!!!
Thats not an automatic latency compensator !

Now for eds effects let say you put a Parisn eds effect on Tom1 with a lookahead 0.005 which is 230 samples latency.
Now just type 230 on that track and VERTEX JUST asubstracts this number from the 16384 total latency =16164 which gets this very track !
Now put a LA2 on kick track number 1.
You just ttype the 16384 on audio track 1 vertex instance and what vertex does is just zero's this tracks latency letting uad1 plugin be the latency coordinator. STILL toatla latency is not 32768 but 16384 !!
Even if you put numerous waves plugins with 64 samples latency or 230 samples or whatever still the overall latency wuill not get over 16384 !!!
I think you got the main picture.
Now the fun part (always needed right Deej ?)
Lets say you open uad1 plugins from within Spinaudio wrapper light (FREE) using fron inside it the FFX4 dx chainer (FREE) and open from within the uad1 plugins (not Free :))
Now one UAD1 plugin's latency will come down to 4096 samples !!
Four times less that UAD1 wrapped by Fxpansion 3.3 .

Now on the above scenario if you DON'T PUT more than on UAD1 plugin on SAME audio track, meaning you can put 128 instances of UAD1 plugins if you have 4 uad1 cards and are able to load that much on them you STILL DO NOT PASS that 4096 total sample latency !!!
Add to that some waves or T-racks and eds effects ADD to that the submix delay compensatio (12 samples from card1 to card 2 and 2 samples thereafter) you will normally not exceed the 5000 samples latency overall on a dense mix.
That is 113 ms overall.
Now if you don't use UAD1 cards you will normally never get passed the 300 samples which is 6-7 ms which is VERY VERY low and automation is not a problem at all.
Regarding automation though I have made a test with wormhole 32 audio tracks from Cubase to Paris with a latency of 7500 samples and whenever I was recording automation in real time the playback was exactly as I recorded it !!
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Hope the above will help understand that now someone is willing to build something we only were dreaming of , DELAY COMPENSATOR , and we are still skeptical like if ID is making it :)
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Regards,
Dimitrios

Subject: Re: Explaining Vertex delay comp to avoid misunderstandings !!
Posted by Deej [4] on Wed, 24 Jan 2007 09:06:05 GMT
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has the same basic problem as the UAD-1 Delaycomp as far as automation is
concerned when compensating for huge latencies. Hopefully this won't be the
case and I can still see other good uses for it. thanks for your efforts
BTW.

;o)

Deej

"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b70f43$1@linux...
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Subject: Re: Explaining Vertex delay comp to avoid misunderstandings !!
Posted by Deej [4] on Wed, 24 Jan 2007 09:09:11 GMT
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Sorry,

I totally missed the explanation of the Spinaudio wrapper. That addresses a
lot of my questions/concerns..

Thanks,
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Subject: Re: Explaining Vertex delay comp to avoid misunderstandings !!
Posted by Dimitrios on Wed, 24 Jan 2007 11:03:10 GMT
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Dear DJ,
Regarding VST limit of 64 you are right.
You will use vertex as DX from a wrapper like chainer, FXpansion .
Remember DX plugins have NOT the 64 limit.
I have checked that back then...
Deej,
can you please explain when I was testing wormhole with a latency of 7500
samples I could exactly record automation realtime using the mixer's fader
and when played back the automation was exactly where it should.
Now is there any difference this automation now line you are reffering to
?
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Posted by Jon Jiles on Wed, 24 Jan 2007 20:21:51 GMT
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Hi Dimitrios,

I just purchased Faderworks and sent Vertex an email re: the Latency compensator.

Once again, thanks for the efforts you make and insight you bring on our
behalf!!!

Cheers,
Jon

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Posted by Dimitrios on Wed, 24 Jan 2007 20:32:17 GMT
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Hey Jon,
Thank you for your kind words.
I feel happy when you feel happy too !
I had some emails with Peter the author.
he will be sending me a beta (just for me :) to try it in couple of days
to see if compensator works just fine !
It will have a dynamic allocation so the user can allocate whatever the highest
possible latency will be neede !
Best regards,
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>I just purchased Faderworks and sent Vertex an email re: the Latency compensator.
>
>Once again, thanks for the efforts you make and insight you bring on our
>behalf!!!
>
>Cheers,
>Jon
>
>"Dimitrios" <musurgio@otenet.gr> wrote:
>>

>>Hi,
>>After Deej's post that UAD1 delay compensator can do the saem as Vertex
>I
>>have to make a public paris statement about Vertex !
>>Now vertex is (will be :)) a true delay compensator as opposed to UAD1
delay
>>compensator which is a fake one like the free Latency compensator vst plugin.
>>VERTEX is a clever little beast.
>>Lets say upi have 64 Paris audio tracks.
>>You make a default project (will take you 5 min) where you open vertex
on
>>every Paris audio track, same applies for 2,3,4,...8 Paris eds cards owners,.
>>Vertex can have up to 128 instances loaded at once which is exactly the
>maximum
>>Paris audio tracks allowed !
>>Now after saving this as your default project you can open it and try a
>scenario
>>like the following.
>>Lets say that your drumtracks are audio track 1 = kick , 2= snare up, 3
>=
>>snare down, 4= hihat, 5= ride, 6= crash1, 7= crash2, 8= tom1 ,9= tom2,
10=floortom,
>>11= OH left, 12 = OH Right.
>>ow you wanna put LA2 on snare drum and ONLY on snare up means track 2.
>>You go to vertex instance on track 2 and you put the number 16384.
>>Thats it !
>>Now ALL your 16/32/48/64/80/96/112/128 Paris audio tracks will GET the
16384
>>delay automatically !!!
>>WITH UAD1 delay compensator that UAD1 gives to UAD1 owners works the opposite
>>!
>>You have to put on all remaining 127 audio tracks (on a 128 Paris system)
>>the number 1 !!!!
>>Thats not an automatic latency compensator !
>>
>>Now for eds effects let say you put a Parisn eds effect on Tom1 with a
lookahead
>>0.005 which is 230 samples latency.
>>Now just type 230 on that track and VERTEX JUST asubstracts this number
>from
>>the 16384 total latency =16164 which gets this very track !
>>Now put a LA2 on kick track number 1.
>>You just ttype the 16384 on audio track 1 vertex instance and what vertex
>>does is just zero's this tracks latency letting uad1 plugin be the latency
>>coordinator. STILL toatla latency is not 32768 but 16384 !!
>>Even if you put numerous waves plugins with 64 samples latency or 230 samples
>>or whatever still the overall latency wuill not get over 16384 !!!
>>I think you got the main picture.

>>Now the fun part (always needed right Deej ?)
>>Lets say you open uad1 plugins from within Spinaudio wrapper light (FREE)
>>using fron inside it the FFX4 dx chainer (FREE) and open from within the
>>uad1 plugins (not Free :))
>>Now one UAD1 plugin's latency will come down to 4096 samples !!
>>Four times less that UAD1 wrapped by Fxpansion 3.3 .
>>Now on the above scenario if you DON'T PUT more than on UAD1 plugin on
SAME
>>audio track, meaning you can put 128 instances of UAD1 plugins if you have
>>4 uad1 cards and are able to load that much on them you STILL DO NOT PASS
>>that 4096 total sample latency !!!
>>Add to that some waves or T-racks and eds effects ADD to that the submix
>>delay compensatio (12 samples from card1 to card 2 and 2 samples thereafter)
>>you will normally not exceed the 5000 samples latency overall on a dense
>>mix.
>>That is 113 ms overall.
>>Now if you don't use UAD1 cards you will normally never get passed the
300
>>samples which is 6-7 ms which is VERY VERY low and automation is not a
problem
>>at all.
>>Regarding automation though I have made a test with wormhole 32 audio tracks
>>from Cubase to Paris with a latency of 7500 samples and whenever I was
recording
>>automation in real time the playback was exactly as I recorded it !!
>>So whats all about that automation thing accoring to audio track's latency
>>???
>>I would like to know that !
>>Hope the above will help understand that now someone is willing to build
>>something we only were dreaming of , DELAY COMPENSATOR , and we are still
>>skeptical like if ID is making it :)
>>We ghave to applause this vertex author and give him all the support needed
>>BECAUSE we the actual buyers of this vertex will surely ask later for an
>>update with some enhanced features and we must show that we are not just
>>4,5 or 6 Paris users outr there interested only.
>>I ask you to forgive me if someone gets offended by this post as this is
>>not my intention but things can get better for us Paris users and we may
>>survive in keeping Paris up to date !
>>Regards,
>>Dimitrios
>