
Subject: Latency compensation & Faderworks
Posted by [damien](#) on Mon, 05 Oct 2009 08:22:02 GMT
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Hi all,

Dimitros posted some very instructive stuff about latency and the use of faderworks. Before that, i even wasn't aware of the latency between submix 1 and 2.

So i dowloaded the evaluation version of faderworks. first i confirm the damn thing works, and it's made a smart way, especially the idea of adjusting automaticly the global latency on the most delayed track, not the sum of all latency.

Well here is the deal :

- Submix 2 is 9 samples (how is it possible ID never fixed this !)
- analog roundtrip with insert is 69 samples (wow :! fast !)
- plugs i use are 0 to 64 samples. And almost 9000 for SIR.

It's more than enough to have serious issues with phase related tracks but i never had problem with this, probably because :

- 1- i never spread phase related stuff (drums, stereo mikings) on different submixes.
- 2- if a track is proceeded analog, the phase related tracks go analog too

So wnen i compared the "faderworks mixdown", sample aligned, with the original, i was'nt able to tell any difference. Actually they are different, because reversing phase between them let us hear the delayed tracks (submix one and a few proceded tracks of submix two).

So did you guys feel a real sonic improvement using faderworks ?
Same question than : Im i deaf ?

damien