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Subject: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Dimitrios](#) on Sat, 20 Jan 2007 21:53:33 GMT

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Yes.

I contacted the Vertex dsp vst plugin author who is a very nice guy by the way...

He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator suited for us Parisians !!

The concept is the following:

We put dsp fader vst one very paris audio track.

Benefits.

We can solo mute certain Paris audio track groups.

Now you can solo your drumtracks only or maybe mute all your acoustic guitars

!!

BEYOND these already implemented things this nice plugin has to offer the author will implement the following:

Note that you have opened vertex on all paris audio tracks.

Now lets say you put waves rencomp to audiotrack 1 that introduces a delay of 64 samples.

What you do is type the number 64 on this track's vertex dsp vst instance the number 64 and ALL OTHER vertex instances GET DELAYED by 64 samples !!

Isn't that a nice thought ?

Same with eds insertion of a plugin like eds compressor with a lookahead, just type the corresponding samples in delay and all other tracks get delayed automatically !!

I hope that we will support this guy with this plugin if we want cìontinuing support...

What do you think >?>

Regards,  
Dimitrios

---

---

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [excelav](#) on Sat, 20 Jan 2007 22:27:31 GMT

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Can you post a link to the plugins?

Thanks  
James

"Dimitrios" <[musurgio@otenet.gr](mailto:musurgio@otenet.gr)> wrote:

>

>Yes.

>I contacted the Vertex dsp vst plugin author who is a very nice guy by the

>way...

>He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator

>suited for us Parisians !!  
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>I hope that we will support this guy with this plugin if we want c\ontinuing  
>support...  
>What do you think >?>  
>Regards,  
>Dimitrios

---

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Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Dimitrios](#) on Sat, 20 Jan 2007 22:38:27 GMT  
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---

<http://www.vertexdsp.com/>  
Regards,  
Dimitrios

"James McCloskey" <excelsm@hotmail.com> wrote:

>  
>Can you post a link to the plugins?  
>  
>Thanks  
>James  
>  
>"Dimitrios" <musurgio@otenet.gr> wrote:  
>>  
>>Yes.  
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>>The concept is the following:  
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>>support...  
>>What do you think >?>  
>>Regards,  
>>Dimitrios  
>

---

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Deej \[4\]](#) on Sat, 20 Jan 2007 22:42:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Dimitrios,

So will this work for large latencies like the UAD-1?

"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b2814d\$1@linux...

>  
> Yes.  
> I contacted the Vertex dsp vst plugin author who is a very nice guy by the  
> way...  
> He will update vertex dsp fader vst plugin with a LIGHT manual delay  
> compensator  
> suited for us Parisians !!  
> The concept is the following:  
> We put dsp fader vst one very paris audio track.  
> Benefits.  
> We can solo mute certain Paris audio track groups.  
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> !!  
> BEYOND these already implemented things this nice plugin has to offer the  
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> delayed  
> automatically !!  
> I hope that we will support this guy with this plugin if we want  
> c\ontinuing  
> support...  
> What do you think >?>  
> Regards,  
> Dimitrios

---

---

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [gene lennon](#) on Sat, 20 Jan 2007 22:48:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

"Dimitrios" <musurgio@otenet.gr> wrote:  
>  
>Yes.  
>I contacted the Vertex dsp vst plugin author who is a very nice guy by the  
>way...  
>He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator  
>suited for us Parisians !!  
>What do you think >  
>Dimitrios

Dimitrios,  
One again you have put a big smile on my face.  
Absolutely interested.  
Gene

---

---

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Nappy](#) on Sun, 21 Jan 2007 00:32:37 GMT  
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respect

Nappy

"Dimitrios" <musurgio@otenet.gr> wrote:

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>Yes.  
>I contacted the Vertex dsp vst plugin author who is a very nice guy by the  
>way...  
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>What do you think >?>  
>Regards,  
>Dimitrios

---

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Ted Gerber](#) on Sun, 21 Jan 2007 04:50:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Very cool Dimitrios! You continue to energize us. I'm in.

Ted

"Dimitrios" <musurgio@otenet.gr> wrote:

>  
>Yes.  
>I contacted the Vertex dsp vst plugin author who is a very nice guy by the

>way...  
>He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator  
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>I hope that we will support this guy with this plugin if we want to continue  
>support...  
>What do you think >?>  
>Regards,  
>Dimitrios

---

---

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Tom Bruhl](#) on Sun, 21 Jan 2007 05:55:49 GMT  
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This is a multi-part message in MIME format.

-----=\_NextPart\_000\_00BD\_01C73CF6.E4974A10  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

Dimitrios,  
You only have to type the latency once to compensate let's say 50 =  
tracks?  
I'll buy that plugin.=20  
Tom

"Ted Gerber" <tedgerber@rogers.com> wrote in message =  
news:45b2e30e\$1@linux...

Very cool Dimitrios! You continue to energize us. I'm in.

Ted

"Dimitrios" <musurgio@otenet.gr> wrote:

>

>Yes.

>I contacted the Vertex dsp vst plugin author who is a very nice guy =  
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>way...

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guitars

>!!

>BEYOND these already implemented things this nice plugin has to offer =  
tha

>author will implement the following:

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>of 64 samples.

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>I hope that we will support this guy with this plugin if we want =  
ci\ontinuing

>support...

>What do you think >?>

>Regards,

>Dimitrios

I choose Polesoft Lockspam to fight spam, and you?

http://www.polesoft.com/refer.html  
-----=\_NextPart\_000\_00BD\_01C73CF6.E4974A10  
Content-Type: text/html;  
 charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

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charset=3Diso-8859-1">
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<STYLE></STYLE>
</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Dimitrios,</FONT></DIV>
<DIV><FONT face=3DArial size=3D2>You only have to&nbsp;type&nbsp;the =
latency once to=20
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<DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
<DIV><FONT face=3DArial size=3D2></FONT>&nbsp;</DIV>
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style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
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  <DIV>"Ted Gerber" &lt;<A=20
  href=3D"mailto:tedgerber@rogers.com">tedgerber@rogers.com</A>&gt; =
wrote in=20
  message <A=20
  =
href=3D"news:45b2e30e$1 @linux">news:45b2e30e$1 @linux</A>...</DIV><BR>Very=
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```



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<DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam, =  
and=20  
you?<BR><A=20  
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..html</A>&nbsp;&nbsp;&nbsp;&nbsp;</FONT></DIV></BODY ></HTML>

-----=\_NextPart\_000\_00BD\_01C73CF6.E4974A10--

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**Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!**  
**Posted by [neil\[1\]](#) on Sun, 21 Jan 2007 07:21:59 GMT**  
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It never ceases to amaze me how many people are willing to develop for Paris, except for those that created Paris.

Yes, Edmund, I'm talking to you.

Neil

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>  
>  
>Dimitrios,  
>You only have to type the latency once to compensate let's say 50 =

>tracks?  
>I'll buy that plugin.=20  
>Tom  
>  
> "Ted Gerber" <tedgerber@rogers.com> wrote in message =  
>news:45b2e30e\$1@linux...  
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> Very cool Dimitrios! You continue to energize us. I'm in.  
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> Ted  
>  
>  
>  
> "Dimitrios" <musurgio@otenet.gr> wrote:  
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>  
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> <DIV>"Ted Gerber" <<A=20  
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>wrote in=20  
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> =  
>href=3D"news:45b2e30e\$1@linux">news:45b2e30e\$1@linux</A>...</DIV><BR>Very=  
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>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=  
  
>  
>

---

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [duncan](#) on Sun, 21 Jan 2007 18:11:40 GMT  
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---

Now this is a cool idea.

-- thanks -- chas.

On 21 Jan 2007 07:53:33 +1000, "Dimitrios" <musurgio@otenet.gr> wrote:

>  
>Yes.  
>I contacted the Vertex dsp vst plugin author who is a very nice guy by the  
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>Regards,  
>Dimitrios

---

---

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Dimitrios](#) on Sun, 21 Jan 2007 18:13:09 GMT  
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---

Hi,  
Regarding the latency yes u\you put it once and then on ALL other vertex  
instances (up to 128 !!!) get delayed for that amount of latency except for  
the track you manually put it !  
Nice ye ?  
I proposed him that and he just accepted !!  
Well I kindly asked him if he could implement vst support for vertex on his  
subs !!! but he kindly refused cause this is not planned for the present....  
Regards,  
Dimitrios

"DJ" <www.aarrrrggghh!!!.com> wrote:

>Dimitrios,  
>  
>So will this work for large latencies like the UAD-1?  
>  
>"Dimitrios" <musurgio@otenet.gr> wrote in message news:45b2814d\$1@linux...  
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>> Dimitrios  
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>

---

---

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [brandon\[2\]](#) on Mon, 22 Jan 2007 04:36:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Would be cool.

I like what Chuck is working on as well.

If it could automatically figure it out the latency would be awesome.

If you can just type in a latency you knew was greater than the largest it would be cool instead of trying to figure out what the actual latency is.

B

Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:

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>Now this is a cool idea.

>

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>On 21 Jan 2007 07:53:33 +1000, "Dimitrios" <musurgio@otenet.gr> wrote:

>

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>>Yes.

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>>He will update vertex dsp fader vst plugin with a LIGHT manual delay compensator  
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>>Benefits.

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>>Isn't that a nice thought ?

>>Same with eds insertion of a plugin like eds compressor with a lookahead,

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>>What do you think >?>

>>Regards,

>>Dimitrios

>

---

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Tom Bruhl](#) on Mon, 22 Jan 2007 07:54:16 GMT

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This is a multi-part message in MIME format.

-----=\_NextPart\_000\_01C7\_01C73DD0.9ACFCCB0

Content-Type: text/plain;

charset="iso-8859-1"

Content-Transfer-Encoding: quoted-printable

Dimitrios,

I'm still liking it as much as anything else I've heard.

The grouping feature is just another plus although  
it must be a pain to use - opening plugins etc..

Have you checked out Brian's technique of soloing within  
a Paris editor? I never figured it out but he makes it  
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Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message =  
news:45b468da\$1@linux...

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Although a plug-in reports its latency to the host, a plug-in cannot =  
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I choose Polesoft Lockspam to fight spam, and you?  
<http://www.polesoft.com/refer.html>  
-----=\_NextPart\_000\_01C7\_01C73DD0.9ACFCCB0  
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</HEAD>
<BODY bgColor=3D#ffffff>
<DIV><FONT face=3DArial size=3D2>Dimitrios,</FONT></DIV>
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```

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BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
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Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Dimitrios](#) on Mon, 22 Jan 2007 08:33:46 GMT  
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---

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Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!

Posted by [Dimitrios](#) on Mon, 22 Jan 2007 09:05:48 GMT

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

---

Dear Tom,

No it is not that difficult as you think the soloing thing.

See how it works.

You have ONCE configure what tracks are to be grouped to whatever group 1,2,3,4...up to 32 !!

When you configure like drums group 1 guitars group 2 , keys group 3 , vocals group 4 ,etc... then you just have to open on only instance of the corrspoding group set i.e open kick to solo all drums group , open solo guitar to solo all guitar group etc...

This solo in editor thing I guess is only for one submix right ?

This vertex though looks great too !!

So flexible can do more than solo and mute can do bypass and can fade volumes between groups with volume offsets !!

Needs some experiment and manual reading I guess.

Regards,

Dimitrios

"Tom Bruhl" <arpegio@comcast.net> wrote:

>

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>Dimitrios,

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Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Aaron Allen](#) on Mon, 22 Jan 2007 14:46:25 GMT  
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This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0073\_01C73E01.CD10FB00  
Content-Type: text/plain;  
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Tom, it is simple. Select in the editor what tracks you want to solo. =  
You can use control+k to cut at the time line if you have a specific =  
section you want. With those highlighted, go to the Control 16 and there =  
is a specific button for play selected it. That's it. Just undo your =  
cuts once you're done here with a control+z.=20

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>>>Now you can solo your drumtracks only or maybe mute all your =  
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>

I choose Polesoft Lockspam to fight spam, and you?

<http://www.polesoft.com/refer.html>

-----=\_NextPart\_000\_0073\_01C73E01.CD10FB00

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-----=\_NextPart\_000\_0073\_01C73E01.CD10FB00--

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---

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Tom Bruhl](#) on Mon, 22 Jan 2007 15:45:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.

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Aaron,  
I'll get right on it. I never cut them in the past.  
That's why they never worked I guess.  
Thanks,  
Tom

"Aaron Allen" <know-spam@not\_here.dude> wrote in message =  
news:45b4cec2@linux...

Tom, it is simple. Select in the editor what tracks you want to solo. =  
You can use control+k to cut at the time line if you have a specific =  
section you want. With those highlighted, go to the Control 16 and there =



is a specific button for play selected it. That's it. Just undo your = cuts once you're done here with a control+z.=20

AA

"Tom Bruhl" <arpeggio@comcast.net> wrote in message = news:45b46e27@linux...

Dimitrios,  
I'm still liking it as much as anything else I've heard.  
The grouping feature is just another plus although  
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Have you checked out Brian's technique of soloing within  
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Tom

"Dimitrios" <musurgio@otenet.gr> wrote in message = news:45b468da\$1@linux...

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Although a plug-in reports its latency to the host, a plug-in = cannot request  
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But this hand typing of latency for a single plugin is a great = feature !!

Regards,  
Dimitrios

"Brandon" <a@a.com> wrote:

>  
>Would be cool.  
>I like what Chuck is working on as well.  
>If it could automatically figure it out the latency would be = awesome.  
>If you can just type in a latency you knew was greater than the = largest  
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>would be cool instead of trying to figure out what the actual = latency is.

>B=20

>

>

>Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:

>>

>>Now this is a cool idea.

>>

>>-- thanks -- chas.

>>  
>>On 21 Jan 2007 07:53:33 +1000, "Dimitrios" <musurgio@otenet.gr> =  
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-----=\_NextPart\_000\_006B\_01C73E12.7CE16C30--

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**Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!**  
**Posted by [Rod Lincoln](#) on Mon, 22 Jan 2007 19:36:59 GMT**  
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Yeah, I use it all the time. Also has the benifit of hearing and effects you have on it in solo AND talent can hear the solo.  
This makes for a very flexible solo function. If I'm tracking and I wan't to solo and have the talent NOT here it that way, I use the normal solo button. If the talent wants to hear what they've done solo'd up I use the "play selection" method (al a Brian's technique)  
Rod  
"Aaron Allen" <know-spam@not\_here.dude> wrote:  
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> <DIV>"Tom Bruhl" <<A=20
> href=3D"mailto:arpegio@comcast.net">arpegio@comcast.net</A>> wrote =
>in message=20
> <A href=3D"news:45b46e27@linux">news:45b46e27@linux</A>...</DIV>
> <DIV><FONT face=3DArial size=3D2>Dimitrios,</FONT></DIV>
> <DIV><FONT face=3DArial size=3D2>I'm still liking it as much as =
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> heard.</FONT></DIV>
> <DIV><FONT face=3DArial size=3D2>The grouping feature is just another
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> although</FONT></DIV>
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> etc.</FONT></DIV>

> <DIV><FONT face=3DArial size=3D2>Have you checked out Brian's =
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```

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> within</FONT></DIV>

>it out but=20
> he makes it</FONT></DIV>
> <DIV><FONT face=3DArial size=3D2>look simple like everything =
>else..</FONT></DIV>
> <DIV><FONT face=3DArial size=3D2>Tom</FONT></DIV>
> <BLOCKQUOTE=20
> style=3D"PADDING-RIGHT: 0px; PADDING-LEFT: 5px; MARGIN-LEFT: 5px; =
>BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">
> <DIV>"Dimitrios" <<A=20
> href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> wrote =
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> automatically figure it out the latency would be awesome.<BR>>If =
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> just type in a latency you knew was greater than the=20
> largest<BR>it<BR>>would be cool instead of trying to figure out =
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> actual latency is.<BR>>B <BR>><BR>><BR>>Chas. Duncan=20
> <duncan5199ATsbcglobalDOTnet@> =
>wrote:<BR>>><BR>>>Now this=20
> is a cool idea.<BR>>><BR>>>-- thanks --=20
> chas.<BR>>><BR>>>On 21 Jan 2007 07:53:33 +1000, =
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> <<A href=3D"mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>> =
>
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> contacted the Vertex dsp vst plugin author who is a very nice guy=20

```

> by the way...>>>He will update =  
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> track.>>>Benefits.>>>We can solo mute =  
>certain=20  
> Paris audio track groups.>>>Now you can solo your =  
>drumtracks=20  
> only or maybe mute all your=20  
> acoustic>guitars>>>!!>>>BEYOND these =  
>already=20  
> implemented things this nice plugin has to=20  
> offer>tha>>>author will implement the=20  
> following:>>>Note that you have opened vertex on all =  
>paris=20  
> audio tracks.>>>Now lets say you put waves rencomp =  
  
> audiotrack 1 that introduces a>delay>>>of 64=20  
> samples.>>>What you do is type the number 64 on this =  
>track's=20  
> vertex dsp vst instance>>>the number 64 and ALL OTHER =  
>vertex=20  
> instances GET DELAYED by 64 samples>>>Isn't =  
>that a=20  
> nice thought ?>>>Same with eds insertion of a plugin =  
>like eds=20  
> compressor with a lookahead,>>>just type the =  
>corresponding=20  
> samples in delay and all other tracks=20  
> get>delayed>>>automatically !!>>>I hope =  
>that we=20  
> will support this guy with this plugin if we want=20  
> c:\ontinuing>>>support...>>>What do you =  
>think=20  
> =  
>>?>>>Regards,>>>Dimitrios>>>>>><BR=

---

>>><BR></BLOCKQUOTE>  
> <DIV><FONT size=3D2><BR><BR>I choose Polesoft Lockspam to fight spam,  
=  
>and=20  
> you?<BR><A=20  
> =  
>href=3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

---

>  
>

Subject: Re: Author of Vertex VST will update with Latency compensator for Paris !!  
Posted by [Tom Bruhl](#) on Mon, 22 Jan 2007 20:34:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a multi-part message in MIME format.

-----=\_NextPart\_000\_0141\_01C73E3A.BF902A30  
Content-Type: text/plain;  
charset="iso-8859-1"  
Content-Transfer-Encoding: quoted-printable

R-i-g-h-t! Cool beans.

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message =  
news:45b5044b\$1@linux...

Yeah, I use it all the time. Also has the benefit of hearing and =  
effects you

have on it in solo AND talent can hear the solo.

This makes for a very flexible solo function. If I'm tracking and I =  
wan't

to solo and have the talent NOT here it that way, I use the normal =  
solo button.

If the talent wants to hear what they've done solo'd up I use the =  
"play selection"

method (al a Brian's technique)

Rod

"Aaron Allen" <know-spam@not\_here.dude> wrote:

>

>

>Tom, it is simple. Select in the editor what tracks you want to solo. =  
=3D

>You can use control+k to cut at the time line if you have a specific =  
=3D

>section you want. With those highlighted, go to the Control 16 and =  
there

=3D

>is a specific button for play selected it. That's it. Just undo your =  
=3D

>cuts once you're done here with a control+z.=3D20

>

>AA

> "Tom Bruhl" <arpeggio@comcast.net> wrote in message =3D  
>news:45b46e27@linux...

> Dimitrios,

> I'm still liking it as much as anything else I've heard.

> The grouping feature is just another plus although

> it must be a pain to use - opening plugins etc..

>

> Have you checked out Brian's technique of soloing within  
> a Paris editor? I never figured it out but he makes it  
> look simple like everything else..

> Tom

> "Dimitrios" <musurgio@otenet.gr> wrote in message =3D  
>news:45b468da\$1@linux...

>

> Hi,

> Automatic figuring out of actual latency is a "impossible" task.

> Although a plug-in reports its latency to the host, a plug-in =  
cannot  
=3D  
>request  
> this value from another plug-in !

> Thats why we are somehow doomed for automatic latency detection.

> But this hand typing of latency for a single plugin is a great =  
=3D  
>feature !!

> Regards,

> Dimitrios

>

> "Brandon" <a@a.com> wrote:

> >

> >Would be cool.

> >I like what Chuck is working on as well.

> >If it could automatically figure it out the latency would be =3D  
>awesome.

> >If you can just type in a latency you knew was greater than the =  
=3D  
>largest  
> it  
> >would be cool instead of trying to figure out what the actual =  
=3D  
>latency is.

> >B=3D20

> >

> >

> >Chas. Duncan <duncan5199ATsbcglobalDOTnet@> wrote:

> >>

> >>Now this is a cool idea.

> >>

> >>-- thanks -- chas.

> >>

> >>On 21 Jan 2007 07:53:33 +1000, "Dimitrios" <musurgio@otenet.gr> =  
=3D  
>wrote:

> >>

> >>>

> >>>Yes.  
 > >>>I contacted the Vertex dsp vst plugin author who is a very =  
 nice =3D  
 >guy by  
 > >the  
 > >>>way...  
 > >>>He will update vertex dsp fader vst plugin with a LIGHT manual =  
 =3D  
 >delay compensator  
 > >>>suited for us Parisians !!  
 > >>>The concept is the following:  
 > >>>We put dsp fader vst one very paris audio track.  
 > >>>Benefits.  
 > >>>We can solo mute certain Paris audio track groups.  
 > >>>Now you can solo your drumtracks only or maybe mute all your =  
 =3D  
 >acoustic  
 > guitars  
 > >>>!!  
 > >>>BEYOND these already implemented things this nice plugin has =  
 to =3D  
 >offer  
 > tha  
 > >>>author will implement the following:  
 > >>>Note that you have opened vertex on all paris audio tracks.  
 > >>>Now lets say you put waves rencomp to audiotrack 1 that =3D  
 >introduces a  
 > delay  
 > >>>of 64 samples.  
 > >>>What you do is type the number 64 on this track's vertex dsp =  
 vst  
 =3D  
 >instance  
 > >>>the number 64 and ALL OTHER vertex instances GET DELAYED by 64 =  
 =3D  
 >samples  
 > >!!  
 > >>>Isn't that a nice thought ?  
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 =3D  
 >lookahead,  
 > >>>just type the corresponding samples in delay and all other =  
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 > I choose Polesoft Lockspam to fight spam, and you?  
 > <http://www.polesoft.com/refer.html> =20  
 >  
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 editor  
 =3D  
 >what tracks=3D20  
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 ><DIV><FONT face=3D3DArial size=3D3D2></FONT> </DIV>  
 ><DIV><FONT face=3D3DArial size=3D3D2>AA</FONT></DIV>  
 ><BLOCKQUOTE dir=3D3Dltr=3D20  
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 >BORDER-LEFT: #000000 2px solid; MARGIN-RIGHT: 0px">  
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```

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```



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>  
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> only or maybe mute all your=3D20  
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> offer<BR>tha<BR>>>>author will implement the=3D20

> following:<BR>>>>Note that you have opened vertex on all =3D  
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> audio tracks.<BR>>>>Now lets say you put waves rencomp =3D  
>to =3D20  
> audiotrack 1 that introduces a<BR>delay<BR>>>>of 64=3D20  
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>href=3D3D"http://www.polesoft.com/refer.html">http://www.polesoft.com/re=
fer=3D
>.html</A> </FONT></DIV></BLOCKQUOTE></BODY></HTML>
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```
<STYLE></STYLE>
```

</HEAD>  
<BODY bgColor=#ffffff>  
<DIV><FONT face=Arial size=2>R-i-g-h-t!&nbsp;Cool =  
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>><br>>&nbsp;&nbsp;&nbsp;> =20  
>>><br>>&nbsp;&nbsp;&nbsp;> =20  
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number=20  
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and ALL OTHER vertex instances GET DELAYED by 64=20  
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>>><br>>&nbsp;&nbsp;&nbsp;> =20  
>>>Isn't that a nice thought ?<br>>&nbsp;&nbsp;&nbsp;> =20  
>>>Same with eds insertion of a plugin like eds compressor =  
with a=20



MARGIN-LEFT: 5px; =3D<BR>&gt;BORDER-LEFT: #000000 2px solid; =  
MARGIN-RIGHT:=20  
0px"&gt;<BR>&gt;&nbsp; &lt;DIV&gt;"Tom Bruhl" =  
&lt;&lt;A=3D20<BR>&gt;&nbsp;=20  
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&lt;DIV&gt;&lt;FONT face=3D3DArial size=3D3D2&gt;I'm still liking it =  
as much as=20  
=3D<BR>&gt;anything else I've=3D20<BR>&gt;&nbsp;=20  
heard.&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &lt;DIV&gt;&lt;FONT =  
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=3D<BR>&gt;plugins=3D20<BR>&gt;&nbsp; =  
etc..&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
&lt;DIV&gt;&lt;FONT face=3D3DArial size=3D3D2&gt;&lt;/FONT&gt;=20  
&lt;/DIV&gt;<BR>&gt;&nbsp; &lt;DIV&gt;&lt;FONT face=3D3DArial =  
size=3D3D2&gt;Have=20  
you checked out Brian's =3D<BR>&gt;technique of =  
soloing=3D20<BR>&gt;&nbsp;=20  
within&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp; &lt;DIV&gt;&lt;FONT =  
face=3D3DArial=20  
size=3D3D2&gt;a Paris editor? I never figured =3D<BR>&gt;it out=20  
but=3D20<BR>&gt;&nbsp; he makes =  
it&lt;/FONT&gt;&lt;/DIV&gt;<BR>&gt;&nbsp;=20  
&lt;DIV&gt;&lt;FONT face=3D3DArial size=3D3D2&gt;look simple like =  
everything=20  
=3D<BR>&gt;else..&lt;/FONT&gt;&lt;/DIV&gt; <BR>&gt;&nbsp; =  
&lt;DIV&gt;&lt;FONT=20  
face=3D3DArial =  
size=3D3D2&gt;Tom&lt;/FONT&gt;&lt;/DIV&g t; <BR>&gt;&nbsp;=20  
&lt;BLOCKQUOTE=3D20<BR>&gt;&nbsp; style=3D3D"PADDING-RIGHT: 0px; =  
PADDING-LEFT:=20  
5px; MARGIN-LEFT: 5px; =3D<BR>&gt;BORDER-LEFT: #000000 2px solid; =  
MARGIN-RIGHT:=20  
0px"&gt;<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &lt;DIV&gt;"Dimitrios"=20  
&lt;&lt;A=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp; href=3D3D"<A=20

=  
href="mailto:musurgio@otenet.gr">musurgio@otenet.gr</A>mailto:musurgio@otenet.gr">&#x26;musurgio@otenet.gr</A>&#x26;&#x26;=20  
wrote<br>&#x26;in message<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26;=20  
&#x26;A="<br>&#x26;&#x26;&#x26;&#x26;&#x26; href="3D3D"<A="20  
=  
href="news:45b468da\$1@linux">news:45b468da\$1@linux</A>...</DIV><br>Hi">=  
news:45b468da\$1@linux">&#x26;news:45b468da\$1@linux</A>&#x26;...&#x26;/DIV">&#x26;  
&#x26;lt;br>&#x26;Hi</A>,&#x26;="<br>&#x26;&#x26;Automatic<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26;=  
&#x26;nbsp;=20  
figuring out of actual latency is a "impossible" =  
task.&#x26;&#x26;Although=20  
a<br>="<br>&#x26;&#x26;plug-in<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26; reports its =  
latency to the=20  
host, a plug-in cannot request&#x26;&#x26;this =<br>&#x26;&#x26;value=20  
from<br>&#x26;&#x26;&#x26;&#x26;&#x26; another plug-in !&#x26;&#x26;That's =  
why we are=20  
somehow doomed for automatic =  
=<br>&#x26;&#x26;latency<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26;=20  
detection.&#x26;&#x26;But this hand typing of latency for a single =  
plugin=20  
is<br>="<br>&#x26;&#x26;a great<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26; feature=20  
!!&#x26;&#x26;Regards,&#x26;&#x26;Dimitrios&#x26;&#x26;lt;&#x26;&#x26;&#x26;&#x26;&#x26; "Brandon"=20  
&#x26;&#x26;A="<br>&#x26;&#x26;&#x26;&#x26;&#x26; href="3D3D"<A="20  
=  
href="mailto:a@a.com">a@a.com</A>mailto:a@a.com">&#x26;a@a.com</A>&#x26;  
&#x26;&#x26;=20  
wrote:&#x26;&#x26;&#x26;&#x26;&#x26;Wo uld=20  
=<br>&#x26;&#x26;be<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26; cool.&#x26;&#x26;&#x26;&#x26;&#x26;I like =  
what Chuck=20  
is working on as well.&#x26;&#x26;&#x26;&#x26;&#x26;If it=20  
=<br>&#x26;&#x26;could<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26; automatically figure =  
it out the=20  
latency would be awesome.&#x26;&#x26;&#x26;&#x26;&#x26;If =<br>&#x26;&#x26;&#x26;&#x26;&#x26;you=20  
can<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26; just type in a latency you knew was =  
greater=20  
than the<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26; =  
largest&#x26;&#x26;it&#x26;&#x26;&#x26;&#x26;&#x26;would=20  
be cool instead of trying to figure out =<br>&#x26;&#x26;&#x26;&#x26;&#x26;what=20  
the<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26; actual latency is.&#x26;&#x26;&#x26;&#x26;&#x26;B=20  
&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26; BR&#x26;&#x26;&#x26;&#x26;&#x26;Chas.=20  
Duncan<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26; =  
&#x26;&#x26;duncan5199ATsbcglobalDOTnet@&#x26;&#x26;=20  
=<br>&#x26;&#x26;&#x26;&#x26;&#x26;wrote:&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;Now=20  
this<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26; is a cool=20  
idea.&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;BR&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;-- thanks=20  
---<br>&#x26;&#x20<br>&#x26;&#x26;&#x26;&#x26;&#x26; =  
chas.&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;BR&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;&#x26;On 21=20



Jan 2007 07:53:33 +1000, =  
=3D<BR>&gt;"Dimitrios"=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20  
&lt;&lt;A href=3D3D"<A=20  
=  
href=3D'mailto:musurgio@otenet.gr">musurgio@otenet.gr</A'>mailto:musurgio=  
@otenet.gr"&gt;musurgio@otenet.gr&lt;/A/>&gt;=20  
=3D<BR>&gt;<BR>&gt;&nbsp;&nbsp;&nbsp;=20  
=  
=3D<BR> &gt;wrote:&lt;BR&gt;&gt;&gt;&lt;BR&a mp;gt;&gt;&gt;&lt;BR&gt;&gt;& amp ;g=  
t;&gt;Yes.&lt;BR&gt;&gt;&gt;&lt;BR> &gt;&nbsp;&nbsp;&nbsp;=20  
contacted the Vertex dsp vst plugin author who is a very nice=20  
guy=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20  
=  
by&lt;BR&gt;&gt;the&lt;BR&gt;&gt;& am p;gt;&gt;way...&lt;BR&gt;&gt;&gt;&gt; He =  
will=20  
update =3D<BR>&gt;vertex dsp=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; fader vst =  
plugin with=20  
a LIGHT manual delay=20  
=  
=3D<BR> &gt;compensator&lt;BR&gt;&gt;&gt;&gt; suited=3D20 <BR>&gt;&nbsp;&nbsp;=  
p;&nbsp;&nbsp;=20  
for us Parisians !!&lt;BR&gt;&gt;&gt;&gt;The concept is=20  
the=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; following:&lt;BR&gt;&gt;&gt;&gt;We =  
put dsp=20  
fader vst one very paris audio=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20  
track.&lt;BR&gt;&gt;&gt;&gt;Benefits.& am p;lt;BR&gt;&gt;&gt;&gt;We can solo =  
mute=20  
=3D<BR>&gt;certain=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; Paris audio track=20  
groups.&lt;BR&gt;&gt;&gt;&gt;Now you can solo your=20  
=3D<BR>&gt;drumtracks=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; only or maybe =  
mute all=20  
your=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20  
=  
acoustic&lt;BR&gt;guitars&lt;BR&gt;&gt;& amp;gt;&gt;!!&lt;BR&gt;&gt;&gt;&gt;B E=  
YOND=20  
these =3D<BR>&gt;already=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; implemented =  
things this=20  
nice plugin has to=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20  
offer&lt;BR&gt;tha&lt;BR&gt;&gt;&gt; &gt;author will implement=20  
the=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; =  
following:&lt;BR&gt;&gt;&gt;&gt;Note that you=20  
have opened vertex on all =  
=3D<BR>&gt;paris=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; audio=20  
tracks.&lt;BR&gt;&gt;&gt;&gt;Now lets say you put waves rencomp =  
=3D<BR>&gt;to=20  
=3D20<BR>&gt;&nbsp;&nbsp;&nbsp; audiotrack 1 that introduces=20  
a&lt;BR&gt;delay&lt;BR&gt;&gt;&gt;& amp;gt;of =  
64=3D20<BR>&gt;&nbsp;&nbsp;&nbsp;=20

